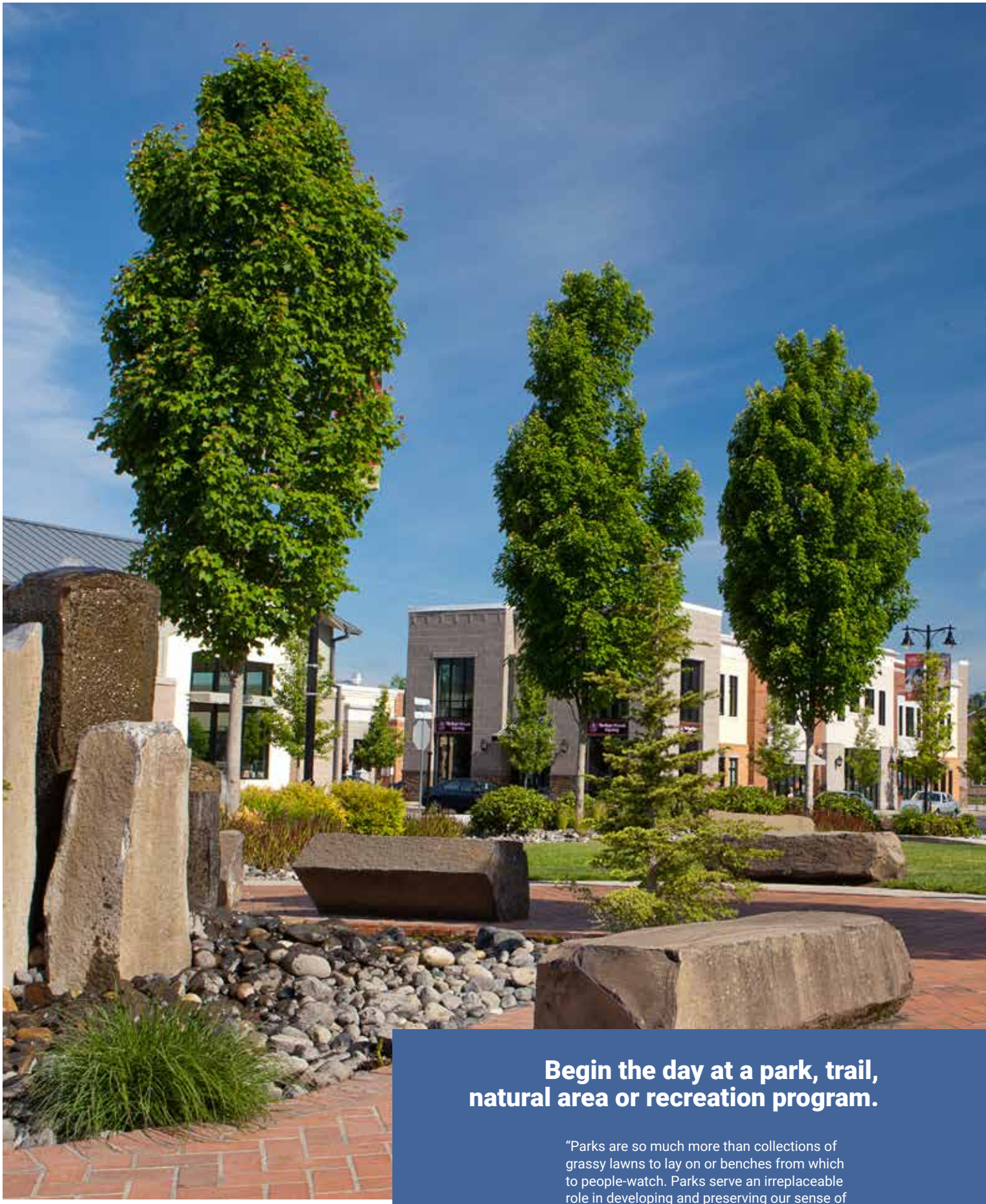
FINAL DRAFT

CITY OF BATTLE GROUND

Parks, Recreation and Open Space (PROS) Plan

July 2022





Begin the day at a park, trail, natural area or recreation program.

"Parks are so much more than collections of grassy lawns to lay on or benches from which to people-watch. Parks serve an irreplaceable role in developing and preserving our sense of community and pride in where we live. They bring...

Contents

Introduction & Overview 1

Community Profile 5

Community Engagement Process 11

Classifications & Inventory 15

Parks & Trails 21

Open Space & Stewardship 56

Recreation & Events 62

Operations & Maintenance 71

Goals & Objectives 77

Capital Planning & Implementation 86

Appendices 93

...people together, inspire commerce, and spread an appreciation for the splendor of nature."

~ Jerah Smith, Communications Fellow for American Planning Association's Great Places in America program

Acknowledgements



City Council

Philip Johnson, Mayor
Cherish DesRochers, Deputy Mayor
Troy McCoy, Position #1
Shane Bowman, Position #2
Shauna Walters, Position #3
Adrian Cortes, Position #4
Tricia Davis, Position #5

Parks and Community Engagement (PACE) Advisory Board

Paul Bruegl, Position #1
Jennifer Rosenberger, Position #2
Michelle Yenderrozos, Position #3
Kendra Laratta, Position #4
Evan Bliss, Position #5 (Youth Position)
David Briner, Position #6
Toni Wise, Position #7

City Staff

Erin Erdman, City Manager
Sam Crummett, Community Development Director
Mark Herceg, Public Works Director
Emily Lutz, Planning Supervisor
Kim Cederholm, Recreation and Facilities Manager

Consultant Team

Conservation Technix, Inc.
JLA Public Involvement
MacKay Sposito, Inc.



Below: Riders at the Skate Park. Right: Summertime play at the spray park at Kiwanis Park



Give the youth plenty of activities and sports. In an area that has very little for teenagers especially, top priority should be given to expanding youth and teen sports and activities.

~ Respondent to online open house



Introduction & Overview 1

With over 275 acres of parkland, Battle Ground's parks offer a variety of recreational opportunities for people of all ages.

PURPOSE OF THE PLAN

This Parks, Recreation and Open Space (PROS) Plan is intended to guide the community's efforts through 2028 and reflects the community's vision for a park and recreation system that can sustain a vibrant and healthy community over the coming decades. It is grounded in the community's park and recreation needs and preferences, gathered through a range of engagement efforts. The Plan forwards residents' interest in close-to-home recreation opportunities, stewardship, community involvement, volunteerism and wellness. Based on this foundation, the Plan provides a blueprint for the growth, enhancement and management of Battle Ground's park and recreation system.

The 2022 Parks, Recreation and Open Space Plan is designed to:

- Provide an opportunity for the community of Battle Ground to express their recreational interests and their vision for the city's park and recreation system.
- Provide updated inventories, demographic conditions, and needs analyses that reflect the current state of the city and its park and recreation system.
- Establish specific goals, objectives, recommendations and actions for developing, conserving and maintaining high-quality recreation facilities and programs, parks and open spaces across Battle Ground.
- Guide city elected officials, the Parks & Community Engagement Advisory Board, staff and residents when making decisions or taking actions regarding planning, acquiring, developing or implementing park, recreation, and open space facilities and programs.
- Meet the requirements of the Washington State Growth Management Act, as well as eligibility requirements for state and local funding and grant programs.

This Plan updates and builds upon the city's 2015 PROS Plan. Battle Ground has experienced significant changes

FINAL DRAFT

since the adoption of the 2015 PROS Plan – the city has grown by nearly 3,000 residents and is now home to more families with children, as well as more seniors. This 2022 PROS Plan update has been revised to reflect current community interests and opportunities.

The PROS Plan will become part of the city's broader Comprehensive Plan and is consistent with the guidelines established by Washington's Growth Management Act. The PROS Plan must be updated every six years for the city to retain eligibility for state grants through the Washington State Recreation and Conservation Office (RCO), which administers a variety of outdoor recreation and conservation grant programs.

PLANNING PROCESS OVERVIEW

In 2021, the city of Battle Ground began developing an updated comprehensive Parks, Recreation and Open Space Plan to guide the development of new recreational amenities, parks and open space, as well as the renovation of existing facilities over the next ten years.

Public input is important to make sure the goals and priorities identified in the PROS Plan are consistent with community interests. The city hosted a series of public outreach efforts that included a random-sample mail-in survey, an online survey, an online open house, stakeholder discussions and other engagement. In addition to the public feedback gathered to understand community needs and priorities, the Parks & Community Engagement Advisory (PACE) Board was heavily engaged in the preparation of the PROS Plan. The PACE Board shared their thoughts at five sessions during 2021 and 2022 on the current state of parks and recreation in Battle Ground and provided guidance and direction on ideas for key projects and policy considerations.

A review of the existing park inventory became the basis for determining the current performance of the park system and for identifying needed maintenance and capital repair projects. An overarching analysis was conducted for parks, trails and natural areas to assess current needs and project future demand to account for population growth and shifting demographics. The Plan's capital facilities section, and accompanying implementation and funding strategies, were developed to guide the city toward the community's park and recreation priorities, while recognizing operational realities.

CURRENT CHALLENGES

Impacts of the COVID-19 Pandemic

The COVID-19 pandemic and the associated health mandates for social distancing have transformed the way municipalities plan for and conduct public engagement. To develop this Plan, the city implemented a sound public process that was compliant with health mandates by using a range of online tools for communications, engagement, and community feedback.

Health mandates related to the pandemic also had dramatic impacts on the city's recreation operations, requiring the temporary closure of some facilities, along with capacity and use restrictions. However, with a better understanding of transmission and prevention, Battle Ground recently has begun to offer limited in-person recreation programs and community events. In addition, the increase in use of parks and opens space had a significant impact on parks maintenance operations in both safety measures, increased demand for routine maintenance such as litter and garbage, restroom cleaning, and vandalism repair.

Growth & Development

While Battle Ground has seen only moderate population growth over the past decade, forecasted population growth suggests that the city will add over 10,000 residents over the next ten to fifteen years. More residents and higher density development will increase the need for recreation opportunities in the city and mean existing parks will see more visitors each year. The city will need to be creative to find ways to meet the growing recreational demand and continue to coordinate with local developers through agreements and outreach. Also, the city might pursue opportunities to add new amenities to existing parks, improve recreation amenities to handle more use and adapt to emerging needs, preserve and restore natural areas, and build partnerships with other local providers.

Asset Management

Established recreation and park systems require ongoing maintenance in order to safely and effectively serve the community. Public recreation providers across the country consider maintaining existing park facilities to be a key management issue. Poorly maintained assets – from benches to playgrounds to pools – can fail, either structurally or operationally, posing safety risks and reducing their recreational value. However, recreation providers often struggle to establish adequate funding mechanisms for routine and preventative maintenance and repair of facilities, as well as the major rehabilitation of existing outdoor recreation facilities at the end of their useful life.

This Plan includes a condition assessments of city parks to provide a baseline of current conditions to inform facility, maintenance, and operations policies and improvements. Proper maintenance of recreation assets will prevent deterioration thereby reducing long-term capital and operating costs, maintaining safety, improving public perception, and increasing community use.

Equity, Access & Accessibility

With the intent to provide a balanced suite of recreation experiences across the city, there is a need to review levels of service in support of a robust system of parks, recreation programs, trails and natural areas that enhances social equity across recreational offerings. The city must continue to find ways to provide complete and safe access to park facilities and strive to ensure that all residents have equitable access to recreational resources and services, while balancing the city's financial and operational capacity.

Research on recreation also provides information on how park distribution, park proximity, park facilities and conditions have an impact on people's desire to engage in physical activity. It may be valuable to re-evaluate current park designs and maintenance policies to ensure barrier-free, engaging park environments and operational efficiencies. The city will continue to play a major role in enabling healthy lifestyles for the Battle Ground community and should continue to enhance the park system and recreation program offerings.

Balancing Passive & Active Uses

From accessible playgrounds to splash pads to natural play areas, the range of play experiences offered by the city will change and diversify over time, and the population of Battle Ground has increased over time. The demand for new amenities must be balanced against preserving and maintaining open space and natural areas. New amenities may require the use or re-use of existing parkland, or more parkland may be required to support the community's future needs.

GUIDING DOCUMENTS

This PROS Plan is one of several documents that comprise Battle Ground's long-range planning and policy framework. Past community plans and other relevant documents were reviewed for policy direction and goals as they relate to parks, open space, trails, and recreation opportunities across Battle Ground. The development of each plan or study involved public input and adoption by their respective responsible legislative body. The following list of plans was reviewed, and summaries for each appear in Appendix E.

- Non-Motorized Transportation Action Plan, 2022 (draft)
- Land Use Master Plan, 2021
- Housing Action Plan, 2021
- Battle Ground Transportation System Plan, 2021
- Community Vision and Action Plan, 2018
- City of Battle Ground Comprehensive Plan 2016-2035
- Comprehensive Parks, Recreation and Open Space (PROS) Plan, 2015
- Chelatchie Prairie Rail with Trail Corridor Study (2008)
- 50-Year Vision (adopted 2001)

PLAN CONTENTS

The remainder of this Parks, Recreation and Open Space Plan is organized as follows:

- Chapter 2: Community Profile – provides an overview of the City of Battle Ground and its demographics.
- Chapter 3: Community Engagement Process – highlights the methods used to engage the Battle Ground community in the development of the Plan.
- Chapter 4: Classifications & Inventory – describes the existing recreation and park system.
- Chapters 5: Parks & Trails – describes inventory and classifications, community feedback, trends, local needs and potential improvements for parks and recreational trails.
- Chapter 6: Open Space & Stewardship – describes community feedback, local interests in and stewardship of open space and natural area properties.
- Chapter 7: Recreation & Events – describes community feedback, trends, local needs and potential improvements for recreation services, facilities and special events.
- Chapter 8: Operations & Maintenance – describes current and projected operational demands related to the maintenance and care of parks and open space.
- Chapter 9: Goals & Objectives – provides a policy framework for the park and recreation system grouped by major functional or program area.
- Chapter 10: Projects & Implementation Strategies – describes a range of strategies to consider in the implementation of the Plan and details a 10-year program for addressing park and facility enhancement or expansion projects.
- Appendices: Provides technical or supporting information to the planning effort and includes survey summaries, focus group notes, recreation trends, and funding options, among others.

FINAL DRAFT

Expand what we have into a larger idea that's creative, innovative and up to date. Create a bike trail or walking trail that loops the city and connects our community.

~ Respondent to community survey



Community Profile 2



Battle Ground is a dynamic city with a growing economy. It serves as a regional center to the surrounding rural areas that depend on Battle Ground for employment, education, commerce, services, and amenities. Battle Ground also enjoys its budding potential as a gateway to the great outdoors for visitors.

~City of Battle Ground Land Use Master Plan

The city of Battle Ground is a growing community located in the western foothills of the Cascade Mountains, about 30 miles southwest of Mount St. Helens in the center of Clark County, Washington. Incorporated in 1951, it is now home to nearly 21,000 residents. Battle Ground residents enjoy its family-friendly character, its location near farms, forests, and natural areas, as well as its proximity to major interstates and the Portland-Vancouver metropolitan area.

Most of the city is developed with single family homes interspersed with forested green spaces. Commercial areas are limited and generally run along West Main Street (State Route 502) which runs east-west through the center of the city. Battle Ground is surrounded by unincorporated Clark County, which includes the communities of Lewisville, Brush Prairie, and Hockinson. It is just 17 miles northwest of Vancouver, Washington, and 25 miles northwest of downtown Portland, Oregon.

Demographic Profile

Battle Ground has more than quadrupled in population over the past thirty years. The city is home to many families with children and a growing percentage of older adults, see Figure 1. Residents are generally similar to those across Clark County in terms of education and income level but are more likely to have children in the house and to own their homes. Many residents are employed in education, health care, construction, and manufacturing including a large number who commute to jobs within the greater Portland-Vancouver metropolitan region.

FINAL DRAFT

Figure 1. Demographic characteristics: Battle Ground, Clark County, and Washington

Demographics	Battle Ground	Clark County	Washington
Population Characteristics			
Population (2020) [1]	**20,743**	503,311	7,705,281
Population (2010) [2]	**17,571**	426,709	6,724,540
Population (2000) [3]	**9,296**	347,510	5,894,121
Percent Change (2000-20) [4]	**123.0%**	45.0%	31.0%
Persons w/ Disabilities (%) [4]	**13.1%**	12.3%%	12.7%%
Household Characteristics [5]			
Households	**6,901**	195,036	3,202,241
Percent with children	**39.6%**	33.8%	30.6%
Median Household Income	**$75,208**	$75,253	$73,775
Average Household Size	**2.94**	2.69	2.55
Average Family Size	**3.33**	3.15	3.09
Owner Occupancy Rate	**70.4%**	67.0%	63.0%
Age Groups 5			
Median Age	**32**	38.4	37.7
Population < 5 years of age	**8.7%**	6.2%	6.1%
Population < 18 years of age	**27.5%**	24.3%	22.2%
Population 18 - 64 years of age	**61.2%**	60.7%	62.7%
Population > 65 years of age	**11.3%**	15.0%	15.1%

Sources:

*1: U.S. Census Bureau, 2020 Decennial Census.

*2: U.S. Census Bureau, 2010 Decennial Census.

*3: U.S. Census Bureau, 2000 Decennial Census.

*4: U.S. Census Bureau, 2019 American Community Survey 5-Year Estimates

*5: Household totals from U.S. Census Bureau, 2020; all other data from U.S. Census Bureau, 2019.

Population and Anticipated Growth

Battle Ground incorporated as the Town of Battle Ground in 1951 and later became a city in 1975. The first Decennial Census to include Battle Ground, in 1960, counted a city population of 888 residents, see Figure 2. The community's population grew steadily until about 1990 (3,758 residents), when the city began significant annexations of surrounding areas. By 2000, the city had grown to 9,322 residents.

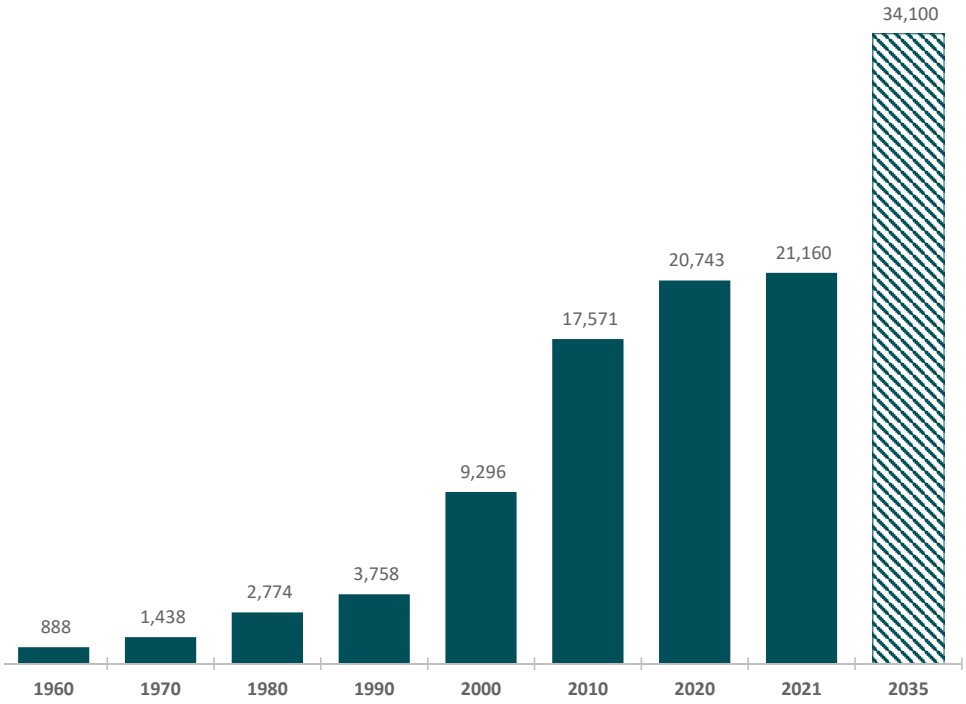
Continued expansion of the city limits through annexation, its proximity to Interstate 5 and 205, and its location within a short commute to the growing Portland-Vancouver metropolitan region have supported steady growth over the past two decades. Between 2000 and 2020, Battle Ground's population more than doubled, reaching 20,743 residents, making it one of the fastest growing cities in Washington State.

In 2020, Battle Ground was home to 6,901 households, of which 40% were households with children under 18 and 20% were individuals living alone. In 2019, the average household size in Battle Ground was 2.94 people, which is much larger than that of the county (2.69) and state (2.55).

The Battle Ground 2035 Comprehensive Plan forecasts that the city will grow to about 34,100 people by 2035, equivalent to about 4.3% annual growth over that period.

The size of a community and its anticipated growth over time are key indicators of whether existing park and recreation facilities will be sufficient to meet future needs. Population growth can also result in increased residential density and/or the development of currently vacant land within a city, potentially increasing the need for away-from-home recreation opportunities, while simultaneously reducing potential locations for park and open space acquisition. Advance planning for parks and recreation facilities can help ensure residents can enjoy sufficient, conveniently located parks, open space, and recreation facilities as the community grows and evolves.

Figure 2. Population - Actual and Projected: 1970-2035



Age Group Distribution

Battle Ground has a median age of 32 (2019), significantly younger than that of the county (38.4) and state (37.7). The city also has a relatively high population of families with children (40%). These demographics have important implications for park and recreation needs. Youth and young adults between the ages of 10 and 29 years old make up the city's largest 20-year population group, comprising 31% of the overall population in 2019, see Figure 3.

- Youth under 5 years of age make up 8.7% of Battle Ground's population, see Figure 3. This group represents users of preschool and tot programs and facilities, and, as trails and open space users, are often in strollers. These individuals are the future participants in youth activities.
- Children ages 5 to 14 years make up current youth programs, whole-family programs, and event participants. Approximately 14% of the city's population falls into this age range.
- Teens and young adults, age 15 to 24 years, are in transition from youth programs to adult programs and participate in teen/young adult programs where available. Members of this age group are often seasonal employment seekers. About 17% of city residents are teens and young adults.

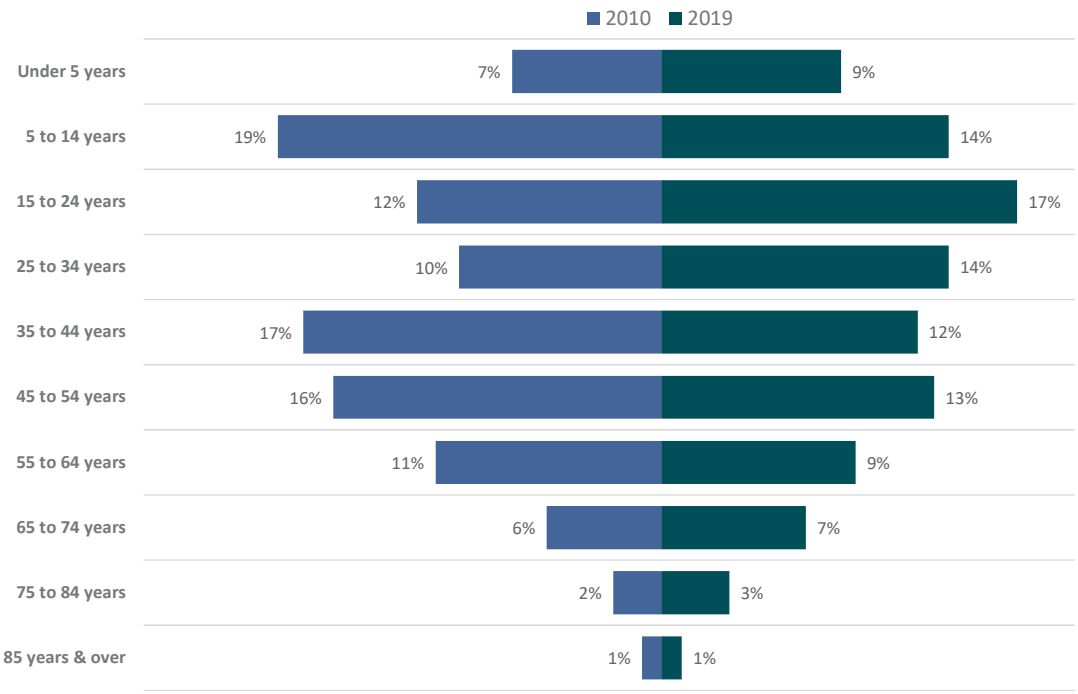
While just under 40% of residents are youth and young adults up to 24 years of age, 40% are 25 to 54 years old, and 20% are 55 and older.

- Adults ages 25 to 34 years are users of adult programs. Approximately 14% of residents are in this age category. These residents may be entering long-term relationships and establishing families.
- Adults between 35 and 54 years of age represent users of a wide range of adult programs and park facilities. Their characteristics extend from having children using preschool and youth programs to becoming empty nesters. This age group makes up 26% of the city's population.
- Older adults, ages 55 years plus, make up approximately 21% of Battle Ground's population. This group represents users of adult and senior programs. These residents may be approaching retirement or already retired and may be spending time with grandchildren. This group also ranges from very healthy, active seniors to more physically inactive seniors.

Battle Ground is home to a younger population than Clark County as a whole, with high numbers of children and young adults. However, households with older adults (age 65 and older) are a growing part of the community – they represented 11% of households in 2010 but nearly 25% of households in 2020.

FINAL DRAFT

Figure 3. Age Group Distributions: 2010 & 2019



Race and Ethnicity

According to the 2019 American Community Survey, Battle Ground residents identified as 95.4% White, 2.4% as two or more races, and less than 1% as Asian, Black or African American, American Indian or Alaskan Native, Pacific Islander, or another race. Approximately 7% of people identified as Hispanic or Latino of any race. Battle Ground is less diverse than surrounding Clark County, where 85% of residents identify as White. Contrary to other local communities, Battle Ground's population has become less diverse over the past decade, see Figure 4.

Figure 4. Changes in Racial Composition - 2010 to 2019

Racial Identification	2010	2019
White	90.5%	95.4%
American Indian and Alaska Native	0.8%	0.5%
Asian	1.9%	0.9%
Black or African American	0.8%	0.2%
Hispanic or Latino (of any race)	6.5%	4.9%
Native Hawaiian and Other Pacific Islander	0.3%	0.1%
Two or more races	3.5%	2.4%
Some other race	2.1%	0.5%

In 2019, approximately 12% of Battle Ground's population spoke a language other than English at home – Indo-European languages and Spanish comprise the most frequently spoken non-English language groups. A smaller percentage of residents (5.4%) speak English 'less than very well'. Battle Ground has a smaller percentage of people who speak a language other than English at home than compared to Clark County as a whole (15%).

In addition, residents who speak languages other than English may face barriers in finding, accessing, and participating in park and recreation facilities and programs. The city of Battle Ground should consider how it could best provide recreational opportunities, programs, and information that are accessible and relevant to, and meet the needs of, all community members.

Persons with Disabilities

The 2019 American Community Survey reported 13% of Battle Ground's population age 5 years and older (2,706 persons) has a disability that interferes with life activities. This is slightly higher than the county (12.3%) and state average (12.7%). Approximately 12% of residents between 18 and 64 have a disability. Among residents 65 and older, the percentage rises to 46.5%, which is notably higher than the percentage found in the general senior population of Washington State (35%).

Planning, designing, and operating a park system that facilitates participation by residents of all abilities will help ensure compliance with Title II of the Americans with Disabilities Act (ADA). In addition to ADA, there are other accommodations that people with disabilities may need to access parks and participate in recreation programs. Battle Ground should consider community needs for inclusive and accessible parks, recreational facilities, programs, marketing, and communications.

Employment & Education

According to the 2019 American Community Survey, the 2019 work force population of Battle Ground was 15,435 (76%). Of this population, 66% is in the labor force, 3% is unemployed, and 34% is not in the labor force. Employed residents work in diverse occupations – approximately one in three (32%) work in a management, business, science, or arts occupation. One-fifth of employed residents work in sales or office occupations, while another 17% work in service roles. Residents are employed in a variety of industries, 22% work in education or health care, 13% work in construction, and 12% work in manufacturing.

In 2019, the city of Battle Ground was home to approximately 6,150 jobs, the majority of which were in construction, retail, and accommodation and food services. Many employed residents commute to jobs in the greater Portland-Vancouver metropolitan area.

Approximately 21% of Battle Ground residents over age 25 have a bachelor's degree or higher, and 64% have at least some college education. This level of education attainment is lower than that of Clark County and the state (in which 68% and 69% of residents have some college, respectively). However, about 95% of city residents have a high school degree or higher, which is approximately four percentage points higher than the statewide average.

Higher levels of employment and educational attainment positively correlate with both the income and health status of a community – both of which have further impacts on the use and need for park and recreation facilities, as described in the next two sections.

Income & Poverty

A community's level of household income can impact the types of recreational services prioritized by community members, as well as their willingness and ability to pay for recreational services. Perhaps more importantly, household income is closely linked with levels of physical activity. Low-income households are three times more likely to live a sedentary lifestyle than middle and upper-income households, according to an analysis of national data by the Active Living by Design organization.

In 2019, the median household income in Battle Ground was $75,208, nearly identical to that of Clark County ($75,253) and slightly higher than that of all Washington households ($73,775).

Higher income households have an increased ability and willingness to pay for recreation and leisure services, and they often face fewer barriers to participation. Approximately 31.5% of city households have incomes in the higher income brackets ($100,000 and greater), which is slightly less than across the state (36%). Family households, or households where two or more people are living together and related through birth, marriage, or adoption, have a slightly higher median income of $80,074, while non-family households in Battle Ground, including people living alone and those living with non-relatives, have a much lower median income of $39,856.

At the lower end of the household income scale, approximately 12% percent of Battle Ground households earn less than $25,000 annually, which is significantly fewer than households in Clark County (13%), the State of Washington (15%), and across the United States (23%). In 2019, 7% of the city's families were living below the poverty level at some point in the previous year, equivalent to an income of $25,750 for a family of four. This percentage is slightly higher than the countywide (approximately 5.8%) and statewide (7%) levels. Poverty affects 12% of youth under 18 and 7% of those 65 and older.

FINAL DRAFT

Lower-income residents face many barriers to physical activity, including reduced access to parks and recreational facilities, a lack of transportation options, a lack of time, and poor health. Low-income residents may also be less financially able to afford recreational service fees or to pay for services, such as childcare, that can make physical activity possible.

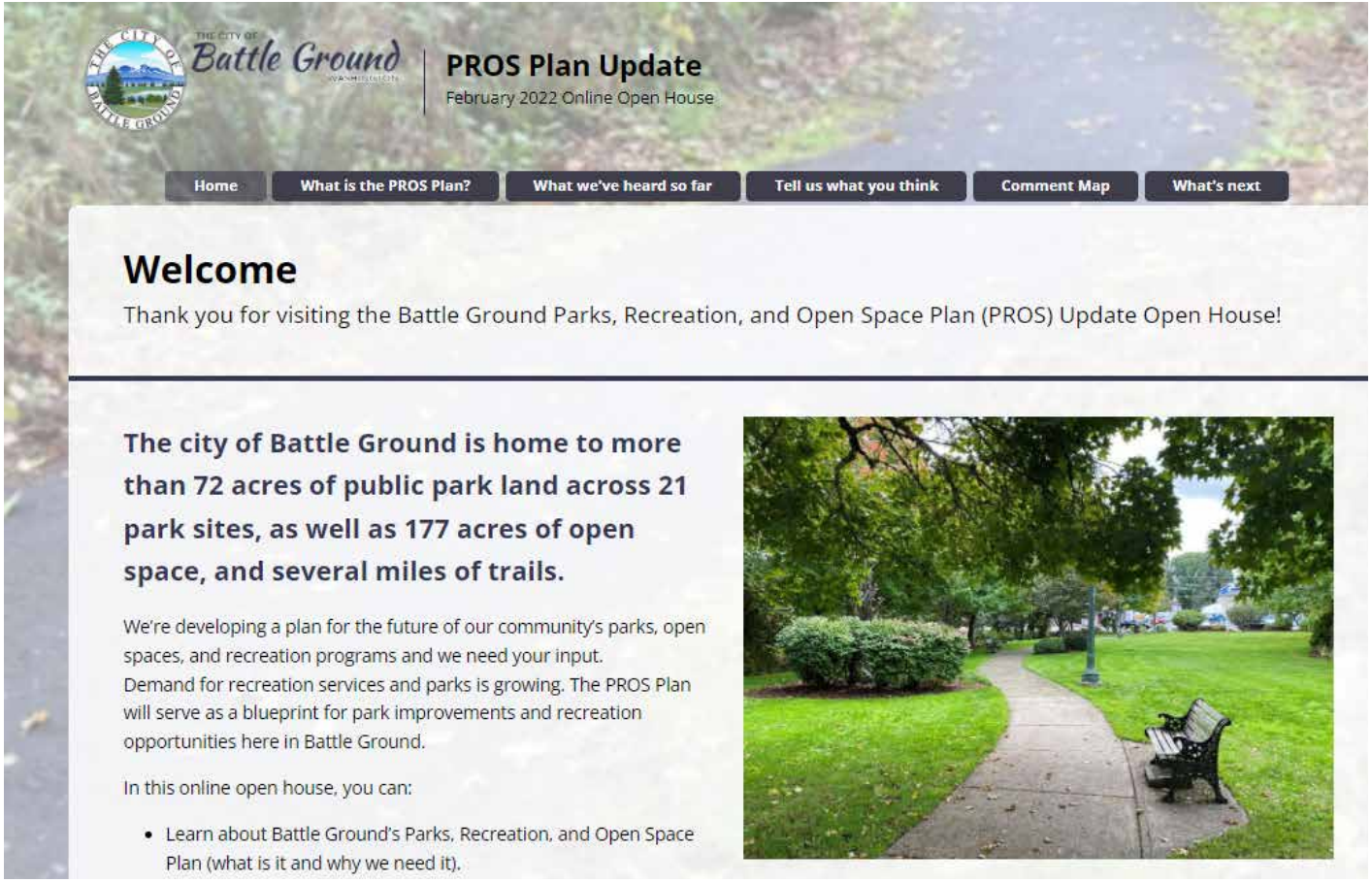
Health Status

The overall health of a community's residents can impact their ability to participate in recreation and other physical activity and may also reflect, in part, the locality's level of access to appropriate and convenient green spaces, recreation opportunities, and active transportation facilities.

Information on the health of Battle Ground residents was not immediately available. However, according to the County Health Rankings, Clark County ranks in the highest quartile of Washington counties for health outcomes, including length and quality of life.

Clark County residents also rank as some of the healthiest residents in Washington (high middle quartile) when it comes to health behaviors. Over 96% of residents in Clark County have access to adequate physical activity opportunities, more than the 88% average for all Washington residents. This may be due, in part, to the large number of places to participate in physical activity, including parks and public or private community centers, gyms, or other recreational facilities. However, approximately 18% of Clark County adults ages 20 and older report getting no leisure-time for physical activity – on par with the statewide average of 17%. Also, approximately 29% of Clark County adults are overweight or obese, compared to 27% of Washington adults.





Community Engagement Process

3

Several outreach methods were used to connect with the community, seek their input, and provide information about the Plan in COVID-sensitive formats that heavily relied upon virtual engagement. The approach to public outreach was varied and included:

- Community-wide survey (random-sample mail & online)
- Stakeholder discussions
- Online open house
- Meetings with Parks & Community Engagement Advisory Board and City Council
- Website and social media postings with plan information and contact opportunities



Over 650 participants provided feedback and input to the PROS Plan update.

Community Survey

A community-wide, mail and online survey was conducted to assess the recreational needs and priorities of Battle Ground residents in late 2021. The survey was mailed to a random sample of 2,500 households within the city limits of Battle Ground on September 28, 2021, and reminder postcards were mailed to the 2,500 households on October 8th. An online version of the survey was posted to the city's website on September 30th. Residents who did not receive a mail survey were able to complete the survey online. Overall, 340 responses were completed from the random-sample mail survey (13.6% response rate), and 252 responses were generated via the online link published on the city's website. In total, 592 survey responses were recorded. Information about the survey was provided on the city's website and was promoted via city email blasts, social media posts, and during the Halloween Fright Night held on October 29th. The survey was closed on November 1, 2021, and data were compiled and reviewed.

Survey respondents were asked about:

- Performance and quality of programs and parks
- Usage of city parks and recreation facilities
- Overall satisfaction with the value of services being delivered by the city
- Opinions about the need for various park, recreation, and trail improvements
- Priorities for future park and recreation services and facilities

Major survey findings are noted below, and a more detailed discussion of results is provided in the needs assessment chapters covering parks and open space (Chapters 5-7). The complete survey summary is provided in Appendix B.

Major Findings

- Livability: Nearly all respondents (96%) feel that public recreation and parks opportunities are important or essential to the quality of life in Battle Ground.
- Usage: Visitation is high for certain recreation experiences, with more than 65% of respondents visiting parks and open space at least a few times per month.
- Maintenance: Approximately 66% of respondents rate the maintenance and upkeep of parks and open spaces as either excellent or good.
- Recreational Interests: More than 75% of respondents indicated support for additional connected biking and walking trails, picnic shelters, updated or renovated playgrounds, all-abilities playground equipment, and an aquatic facility or pool. Also, majorities of respondents indicated support for additional community events, youth recreation programs, and after-school or summer camp program options.
- Respondents' Park Amenity Priorities: Expanding trail opportunities (1st), building new parks on currently undeveloped land (2nd) and improving or upgrading existing parks (3rd). Also, majorities of respondents felt that there are not enough picnic areas or walking trails in parks.



Online Open House

On February 1, 2022, the city published an online open house that stayed open for four weeks to allow community members to participate at their convenience. The online open house provided residents an opportunity to respond to a series of questions about Battle Ground's recreational opportunities and solicit input about which park and recreation amenities, services, and facilities are important to them. The online open house closed on February 28, 2022, and 55 responses were collected.

Major Findings

- Respondents ranked community events, such as Concerts in the Park or outdoor movies as their top priority (44%). Youth activities, such as sports, music, gymnastics or crafts were ranked second.
- When asked to identify areas of the city for future park and open space investments, a plurality of respondents (33%) said they would like additional park and open spaces invested in Southeast Battle Ground. Other participants (29%) would like to see those investments in Northeast Battle Ground.
- The majority (58%) ranked acquire and develop land to fill gaps in trail corridors as a high priority and a large portion (40%) ranked build a new recreation center or aquatic center as a high priority.
- In an open-ended question to identify desired improvements, the majority of participants (69%) asked for more trails and connections with a few participants asking for specific trail connections. Others mentioned aquatics or a pool as well as amenities such as pickle ball, picnic areas, and new or upgraded/accessible playgrounds for kids.

A meeting summary of the online open house is provided in Appendix C.

Stakeholder Discussions

COVID-sensitive, online group discussions, and interviews with external stakeholders were conducted to assess local needs and opportunities for enhancements and coordination. Stakeholders were selected based on their past or current interest and involvement in the recreation, park, sport, or trail facilities. The group-based discussion session was conducted via Zoom and occurred in January 2022.

Summary meeting notes from each focus group session are provided in Appendix D.

PACE Board Meetings

The Parks & Community Engagement Advisory (PACE) Board provided direct and frequent guidance on the planning process and feedback on plan elements during several coordination meetings throughout the development of the plan. The first session occurred on October 13, 2021, shortly after the planning project was started. The Board discussed the update and provided their perspectives on a vision for Battle Ground's parks and open space, along with comments about specific challenges and opportunities to consider. The Board discussed the draft PROS Plan during sessions in January, March, May, and June 2022.

Other Outreach

In addition to the direct outreach opportunities described above, the Battle Ground community was informed about the planning process through a variety of media platforms. The following methods were used to share information about the project and provide opportunities to participate and offer their comments.

- Project webpage: Battle Ground maintained a project webpage for the PROS Plan update project, which provided background information, links to interim studies, and opportunities for the community to provide feedback.
- Social media: Several Facebook postings were used to promote the plan and solicit community feedback for the community survey and online open house.
- Community events: Tabling activities at the city's Halloween and Tree Lighting events were used to promote the project and encourage people to participate in the survey and online open house.
- Direct outreach: City staff utilized existing contacts with local organizations, interest groups, and individuals to share information about the project, solicit community feedback, and solicit participation in the focus group discussions.

FINAL DRAFT

BENEFITS OF PARKS, RECREATION & OPEN SPACE

A number of organizations and non-profits have documented the overall health and wellness benefits provided by parks, open space and trails. The Trust for Public Land published a report called *The Benefits of Parks: Why America Needs More City Parks and Open Space*. This report makes the following observations about the health, economic, environmental and social benefits of parks and open space:

- Physical activity makes people healthier.
- Physical activity increases with access to parks.
- Contact with the natural world improves physical and psychological health.
- Value is added to community and economic development sustainability.
- Benefits of tourism are enhanced.
- Trees are effective in improving air quality and assisting with stormwater control.
- Recreational opportunities for all ages are provided.



Physical Activity Benefits

Residents in communities with increased access to parks, recreation, natural areas and trails have more opportunities for physical activity, both through recreation and active transportation. By participating in physical activity, residents can reduce their risk of being or becoming overweight or obese, decrease their likelihood of suffering from chronic diseases, such as heart disease and type-2 diabetes, and improve their levels of stress and anxiety. Nearby access to parks has been shown to increase levels of physical activity. According to studies cited in a 2010 report by the National Park and Recreation Association, the majority of people of all ages who visit parks are physically active during their visit. Also, the Centers for Disease Control and Prevention (CDC) reports that greater access to parks leads to 25% more people exercising three or more days per week.



Community Benefits

Park and recreation facilities provide opportunities to engage with family, friends, and neighbors, thereby increasing social capital and community cohesion, which can improve residents' mental health and overall well-being. People who feel that they are connected to their community and those who participate in recreational, community and other activities are more likely to have better mental and physical health and to live longer lives. Access to parks and recreational facilities has also been linked to reductions in crime, particularly juvenile delinquency



Economic Benefits

Parks and recreation facilities can bring positive economic impacts through increased property values, increased attractiveness for businesses and workers (quality of life), and through direct increases in employment opportunities.

In Washington, outdoor recreation generates $26.2 billion in consumer spending annually, $7.6 billion in wages and salaries and $2.3 billion in state and local tax revenue. Preserving access to outdoor recreation protects the economy, the businesses, the communities and the people who depend on the ability to play outside. According to the Outdoor Recreation Economy Report published by the Outdoor Industry Association, outdoor recreation can grow jobs and drive the economy through management and investment in parks, waters and trails as an interconnected system designed to sustain economic dividends for citizens.

Classifications & Inventory

4

The city of Battle Ground manages over 249 acres of parks and open space, active recreational facilities for team sports, playgrounds at 10 parks, and more than 4.2 miles of walking paths and trails.



CITY PARKLAND CLASSIFICATIONS

Parkland is classified to assist in planning for the community's recreational needs. The classifications also reflect standards that inform development decisions during site planning, in addition to operations and maintenance expectations for the level of developed facilities or natural lands. The Battle Ground park system is composed of a hierarchy of various park types, each offering recreational opportunities and natural environmental functions. Collectively, the park system is intended to serve the full range of community needs.

Each park classification defines the site's function and expected amenities and recreational uses. The classification characteristics serve as general guidelines addressing the size and use of each park type. The following six classifications are used in Battle Ground's park system:

- Pocket parks,
- Neighborhood parks,
- Community parks,
- Signature parks,
- Urban open space, and
- Special use areas and facilities.

FINAL DRAFT

Each category is composed of amenities that serve a community function. Pocket parks, neighborhood parks, community parks, and signature parks are city-owned facilities with characteristics generally outlined as follows.

Pocket Parks

Pocket parks are typically less than one acre in size and located within a residential or commercial area. Access is primarily by walking. Limited amenities may include play areas, picnic tables, benches, scenic overlooks, shade trees, and open lawn. The intended service area for a pocket park is a ¼-mile travel distance.

Neighborhood Parks

Neighborhood parks are generally 2 to 5 acres in size, depending on a variety of factors including neighborhood need, physical location and opportunity, and should meet a minimum size of 2 acres when possible. Neighborhood parks are intended to serve residential areas within close proximity (up to ½-mile travel distance) of the park and should be geographically distributed throughout the community. Residents typically walk to neighborhood parks, and access to park sites should have routes that are safe and convenient for pedestrians. Park location decisions (siting) and design should ensure pedestrians do not have to cross a major arterial street or other significant natural or man-made barrier to get to the site, unless safe crossings are provided. Developed neighborhood parks typically include amenities such as pedestrian paths, picnic tables, benches, play equipment, a multi-use open field for informal play, sport courts or multi-purpose paved areas and landscaping. Restrooms typically are not provided due to high construction and maintenance costs. Parking also is not usually provided; however, on-street, ADA-accessible parking stall(s) may be provided.

Community Parks

Community parks are larger sites developed for organized play, contain a wider array of facilities and, as a result, appeal to a more diverse group of users. Community parks are generally 10 to 30 acres in size, should meet a minimum size of 15 acres when possible and serve residents within a 2-mile drive, walk, or bike ride from the site. Community parks can also serve as local neighborhood parks for their immediate areas, and they may provide locations for community centers or swimming pools.

In general, community park facilities are designed for organized or intensive recreational activities and sports, although passive components such as pathways, picnic areas, and natural areas are highly encouraged and complementary to active use facilities.

Developed community parks typically include amenities such as sport courts (basketball, tennis, pickleball), covered activity areas, soccer and/or baseball fields, and bike and pedestrian trails. Since community parks serve a larger area and offer more facilities than neighborhood parks, parking and restroom facilities should be provided.

Signature Parks

Signature parks share the general characteristics of a county regional park with special features and unique characteristics that appeal to a wider community audience. They range in size, depending on use, and accommodate special events through flexible space.

Urban Open Space

Open space includes wetlands, floodplains, and riparian corridors with some potential for passive recreation where compatible with resource protection. Open space promotes health and wellness by providing a natural physical and mental refuge from the urbanized, built environment, but not all open spaces may provide public access. In some cases, these are environmentally-sensitive areas and can include wildlife habitats or unique and/or sensitive species.

Special Use Areas

Special use areas include single-purpose recreational areas or stand-alone sites designed to support a specific, specialized use. This classification includes stand-alone sports field complexes, community centers and pools, sites of historical or cultural significance, such as museums, historical landmarks and structures, and public plazas in or near commercial centers. Specialized facilities may also be provided within a park of another classification.

Other agencies, such as Clark County and Washington State, provide additional park, trail and open space facilities that serve the Battle Ground community. Additional classifications include the following:

- Regional parks, and
- Conservation and greenway systems.

Regional Parks

Regional parks may provide unique environmental, natural or historically significant features that also provide trails, picnicking, wildlife viewing, and, in some cases, boating, camping, and fishing. Clark County, Washington State Parks, USDA National Wildlife Refuges and the National Park Service offer regional park facilities for outdoor recreation within a one-hour driving distance of Battle Ground.

Conservation and Greenway Systems

Conservation areas are resource-based lands set aside to protect a sensitive natural area. Greenways are similar to conservation lands but typically are relatively linear, following creeks, ravines ridges or similar narrow land forms.

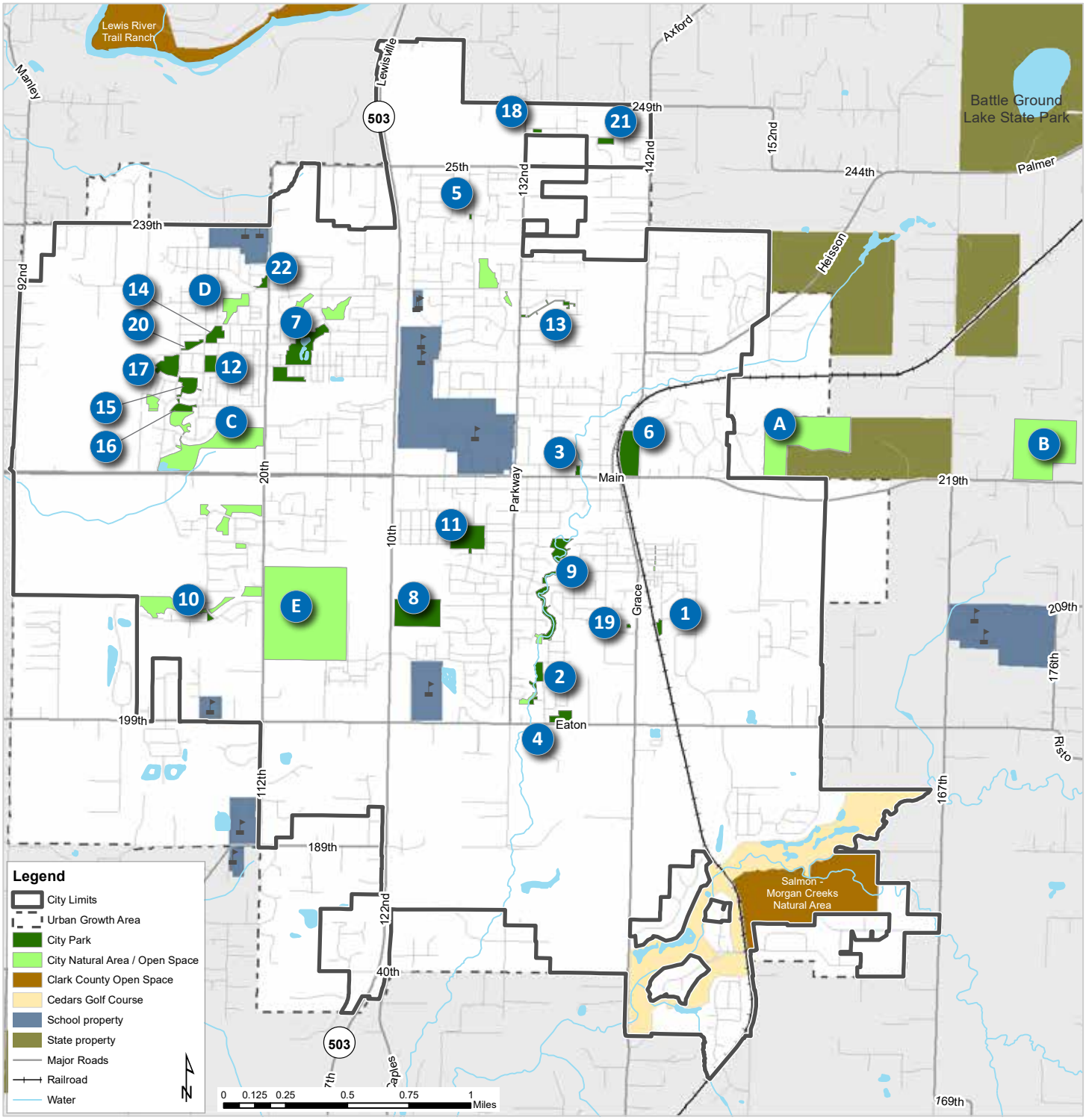
SYSTEM INVENTORY

The city of Battle Ground owns approximately 249 acres of parkland consisting of city parks, open space and natural areas. City parklands total over 72 acres and include seven pocket parks, 12 neighborhood parks, one community park, and one signature park. Of these city parks, 38.8 acres are developed, and 33.4 acres currently are undeveloped. Open space and natural areas owned by the city total 177 acres across five sites.

Figure 5. Inventory of City-Owned Parks and Open Space

Map ID	Park Name	Classification	Status	Acreage
1	Battle Ground Village Park	Pocket Park	Developed	0.70
2	Brook Haven Park	Neighborhood Park	Undeveloped	2.21
3	Central Park	Pocket Park	Developed	0.42
4	Cresap Park	Neighborhood Park	Developed	2.25
5	Dublin Meadows Park	Pocket Park	Developed	0.13
6	Fairgrounds & Skateboard Park	Signature Park	Developed	8.53
7	Florence Robison Park	Neighborhood Park	Developed	11.93
8	Gardner Oaks Park	Neighborhood Park	Undeveloped	12.98
9	Hidden Glen Park	Neighborhood Park	Undeveloped	7.68
10	Horse Thief Canyon Park	Pocket Park	Developed	0.32
11	Kiwanis Park	Community Park	Developed	8.49
12	Mac McConnell Park	Neighborhood Park	Developed	2.00
13	Oak Meadows Park	Pocket Park	Developed	0.94
14	Parkview Trails Northeast	Neighborhood Park	Undeveloped	2.27
15	Parkview Trails South	Neighborhood Park	Undeveloped	1.62
16	Parkview Trails Southeast	Neighborhood Park	Undeveloped	2.77
17	Parkview Trails West	Neighborhood Park	Undeveloped	3.93
18	Parkway Heights	Pocket Park	Developed	0.58
19	Savannah Village Park	Pocket Park	Developed	0.15
20	Triangle Park	Pocket Park	Developed	1.16
21	Whispering Pines Park	Neighborhood Park	Developed	1.00
22	Wingate Park	Neighborhood Park	Developed	0.77
			Subtotal: Parks	**72.84**
A	Tukes Mtn. Park	Undefined Park	Undeveloped	35.04
B	Durkee Property	Undefined Park	Undeveloped	35.05
C	Lewisville Meadows Natural Area	Urban Open Space	Undeveloped	22.86
D	Cedar Trails Open Space	Urban Open Space	Developed	3.83
E	Remy Property Open Space	Undefined Park	Undeveloped	80.20
	Miscellaneous Open Space	Urban Open Space	Undeveloped	29.06
			Subtotal: Open Space	**206.03**

FINAL DRAFT



ID	Park Name
1	Battle Ground Village Park
2	Brook Haven Park (Undeveloped)
3	Central Park
4	Cresap Park
5	Dublin Meadows Park
6	Fairgrounds & Skateboard Parks
7	Florence Robison Park
8	Gardner Oaks Park (Undeveloped)
9	Hidden Glen Park (Undeveloped)
10	Horse Thief Canyon Park

ID	Park Name
11	Kiwanis Park
12	Mac McConnell Park
13	Oak Meadows Park
14	Parkview Trails Northeast (Undeveloped)
15	Parkview Trails South (Undeveloped)
16	Parkview Trails Southeast (Undeveloped)
17	Parkview Trails West (Undeveloped)
18	Parkway Heights
19	Savannah Village Park
20	Triangle Park

ID	Park Name
21	Whispering Pines Park
22	Wingate Park

ID	Open Space / Natural Area Name
A	Tukes Mtn. Park (Undefined)*
B	Durkee Property (Undefined)*
C	Lewisville Meadows Natural Area
D	Cedar Trails Open Space
E	Remy Property Open Space (Undefined)*

* Undefined: Requires site master plan

Map 1: Existing Parks & Open Space

Other Nearby Recreation Facilities

In addition to city-provided facilities, other organizations, neighboring communities and public schools expand the recreation-related opportunities available to Battle Ground residents.

Schools

The Battle Ground School District provides a range of recreational opportunities for students and the public. The District offers sports fields, playgrounds, outdoor basketball courts, and gymnasiums. Public access may be limited to times when school is not in session and when there are no competing demands from school-related activities. The Battle Ground School Board has adopted policies that allow organizations to reserve and rent school buildings, playgrounds, and athletic fields. Currently, both youth soccer and baseball groups utilize this rental/reservation opportunity. The District also coordinates a community education program that provides recreation and enrichment programs for youth and adults. Ranging from art and music to martial arts, open gym and seasonal youth camps, these programs provide a variety of recreational choices for modest fees. After-school and evening programs, along with sports leagues, are part of the community options. Driver's education classes and preschool programs are also available through the District's community education offerings.

Youth Organizations

Several local youth sports organizations provide recreation programming for the Battle Ground community. Battle Ground Little League operates at the Little League baseball fields at Fairgrounds Park. North County Wildcats is a Pop Warner organization that offers football, flag football, and cheer and dance programming. Pacific Soccer Club organizes and governs the game of soccer for youth within the north Clark County and the Woodland area (including the school districts of Battle Ground, Hockinson, La Center, Ridgefield, and Woodland). The Club provides programs to enhance the game of soccer through leagues, camps, tournaments, coach training clinics, and competitions.

Arts and Culture

The Battle Ground Community Library, a branch of the Fort Vancouver Regional Library system, offers a variety of programs for youth and adults.

Nearby Municipal Park Systems

Clark County

Clark County provides and maintains a system of regional parks, special facilities, regional trails, greenways, and natural areas, in addition to neighborhood and community parks and sports fields in or proximate to the Vancouver urban unincorporated area. The county provides 3,325 acres of public parks and recreation facilities distributed among 88 sites, along with additional greenway parcels totaling over 3,135 acres of conserved public open space. Within a short drive north from Battle Ground, Clark County manages several regional sites: Lewisville Park, Daybreak Park, Lucia Falls Park, Moulton Falls Park, and the 2.5-mile East Fork Lewis River Trail that extends from the Hantwick Road trailhead to Moulton Falls Park. The County also owns the 81-acre Salmon-Morgan Creeks Natural Area, which was purchased in 2006 with Conservation Futures funding. The site includes 1.5 miles of walking trails.

The Chelatchie Prairie Rail with Trail has one mile of built trail connected to the entrance of the Battle Ground Lake State Park. Construction on the 1-mile section started in May 2011 and was completed in December 2011. The first section of trail runs from the entrance road inside Battle Ground Lake State Park southwest along the railroad tracks to Washington State Department of Natural Resources Land. The county hopes to extend the multi-use trail for 33 miles paralleling the county-owned Chelatchie Prairie Railroad. The trail could eventually extend to Fairgrounds Park in Battle Ground and connect into Vancouver.

City of Ridgefield

The city of Ridgefield manages 127 acres of public parks with additional greenway parcels consisting of over 101 acres of public open space. The city's recreation system includes diverse amenities such as playgrounds, picnic areas, sport fields, and miles of soft-surfaced and paved trails for walking, biking, and hiking. The city does not offer recreation programs, although organized sports are provided by private youth leagues. The Ridgefield School District offers programming for adults through their community education program. In addition to city-owned properties, numerous private homeowners associations manage over 175 acres of open space and pocket parks.

City of Vancouver

The city of Vancouver has over 1,600 acres of parkland across 113 sites, which includes 90 parks and 20 miles of trails. The city offers a full range of recreation programming and operates two recreation centers, a senior center, and a tennis/racquetball center.

FINAL DRAFT



City of Camas

The city of Camas operates and maintains over 1,060 acres of parks and open space with 16 developed parks, three indoor recreation facilities, 12 miles of trail. A variety of outdoor recreation facilities are provided that range from playgrounds and picnic areas to boating and water access points to sports facilities, like the Camas Skate Park and Prune Hill Sports Park.

Nearby State and National Parks and Open Space

Battle Ground Lake State Park

Battle Ground Lake State Park, at 280 acres, features a crater lake of volcanic origin that supports swimming, boating, and fishing. Two primitive equestrian camping sites, 35 standard campsites, 15 primitive walk-to camp sites, six partial hook-up sites, four cabins, and one RV dump station support overnight stays. Located three miles northeast of Battle Ground, the park also hosts a day-use picnic area with two kitchen shelters, play fields (baseball, softball, volleyball, & badminton), horseshoe pits, and ten miles of trails. The park is managed by the Washington State Parks and Recreation Commission.

Paradise Point State Park

Paradise Point State Park is a 101-acre park with 6,180 feet of freshwater shoreline along the East Fork Lewis River. In addition to camp sites, the park offers furnished yurts for rental. The park's proximity to Interstate 5 and long sandy beach make this a popular swim spot. The park also includes a day-use picnic area, 2 miles of trails, a short disc golf course, and shoreline fishing access.

Ridgefield National Wildlife Refuge Complex

The Ridgefield National Wildlife Refuge, located along Lake River and the Columbia River, is part of an extended complex of wildlife refuges in southwestern Washington. Containing approximately 5,300 acres of wetlands, grassland, and forest habitats, this wildlife sanctuary hosts numerous wintering waterfowl and neotropical song birds. Visitor activities include trails, an auto route, and many opportunities for wildlife viewing and photography. The Refuge also contains the Cathlapotle Plankhouse, reflecting the Native American history of this location. Additional National Wildlife Refuge sites that are part of the Complex include Steigerwald Lake NWR, Franz Lake NWR, and Pierce NWR, which are all located along the Columbia River upriver from Ridgefield.

Fort Vancouver National Historic Site

Within the city of Vancouver, the Fort Vancouver National Historic Site provides approximately 210 acres of public land, open space, and historic structures along with outdoor recreation activities through trails, interpretation activities, and events. A playground and open grass area allow for casual play. The Fort hosts interpretive programs and maintains a historic garden.

Mount St. Helens National Volcanic Monument

The Mount St. Helens National Volcanic Monument is within the Gifford Pinchot National Forest and managed by the USDA Forest Service. The public lands consist of 110,000 acres around Mount St. Helens for research, recreation, and education. Hundreds of miles of trails, several visitor's centers, picnic areas, backcountry overnight camping, interpretive programs, crater, and wildlife viewing offer a variety of outdoor environments for exploration.



Parks, open space, and trails are the foundation of the city's outdoor recreation system. Battle Ground's parks provide residents with a variety of recreational spaces where people can spend time with friends and family, exercise, play, relax, and explore the city's landscapes.

Parks & Trails 5

Update playground equipment and make it more accessible as well as adding parks with equipment in more areas.

~ Respondent to community survey

The PROS planning process assesses recreation and park activity, facility needs, and community interests and priorities for the Battle Ground park system. The process relies heavily on public input and current park facility conditions. This assessment represents a needs analysis of the park system and includes a review of specific, local needs and how they might be considered within the city's overall park system. An evaluation of gaps in services, locations and connections also helps identify park system needs and priorities. The needs analysis is structured by topic starting with this chapter on parks and trails, which is followed by chapters on open space and stewardship, programs and events, and operations.

By considering the location, size, and number of facilities by type and use, along with community interests and priorities, this parks and trails chapter evaluates the existing and future demand

FINAL DRAFT

for park and recreation amenities. Also, the six-year Capital Improvement Plan (Chapter 10) is framed by this needs analysis and the interests expressed by residents.

NATIONAL AND STATE RECREATION TRENDS

Various resources have been assembled and summarized to provide an overview of current trends, market demands, and agency comparisons in the provision of parks and recreation services. This information is helpful when balanced with local insights and feedback from the community in guiding future initiatives.

The following national and state data highlights some of the current park use trends and may frame future considerations for Battle Ground's park system. Additional trend data and summaries are provided in Appendix F.

- Nationwide, 82% of U.S. adults believe that parks and recreation are essential according to the American Engagement with Parks Survey from 2020. (1)
- Just over half of Americans ages six and older participated in outdoor recreation at least once in 2019, the highest participation rate in five years. However, the number of outings per participant declined – continuing a decade-long trend – resulting in fewer total recreational outings. (2)
- Walking, running, hiking, and cycling saw significant increases in participation in the early months of the COVID-19 pandemic (March to June 2020). (2)
- People of all ages and income levels are interested in outdoor activities like fishing, camping, hiking, biking, bicycling, and swimming. Younger people are more interested in participating in team sports, such as soccer, basketball, and volleyball. Older adults are more likely to aspire to individual activities like swimming for fitness, bird and nature viewing, and canoeing. (3)

Sources:

(1) 2020 American Engagement with Parks Survey

(2) 2020 Outdoor Participation Report

(3) 2020 Sports, Fitness, and Leisure Activities Topline Participation Report

(4) 2018-2022 Recreation and Conservation Plan for Washington State

77% of survey respondents indicate that having a high-quality park, playground, public open space, or a recreation center nearby is an important factor in deciding where they want to live. (1)





Running, jogging, and trail running are the most popular outdoor activities across the nation, based on levels of participation, followed by fishing, hiking, biking, and camping. (2)

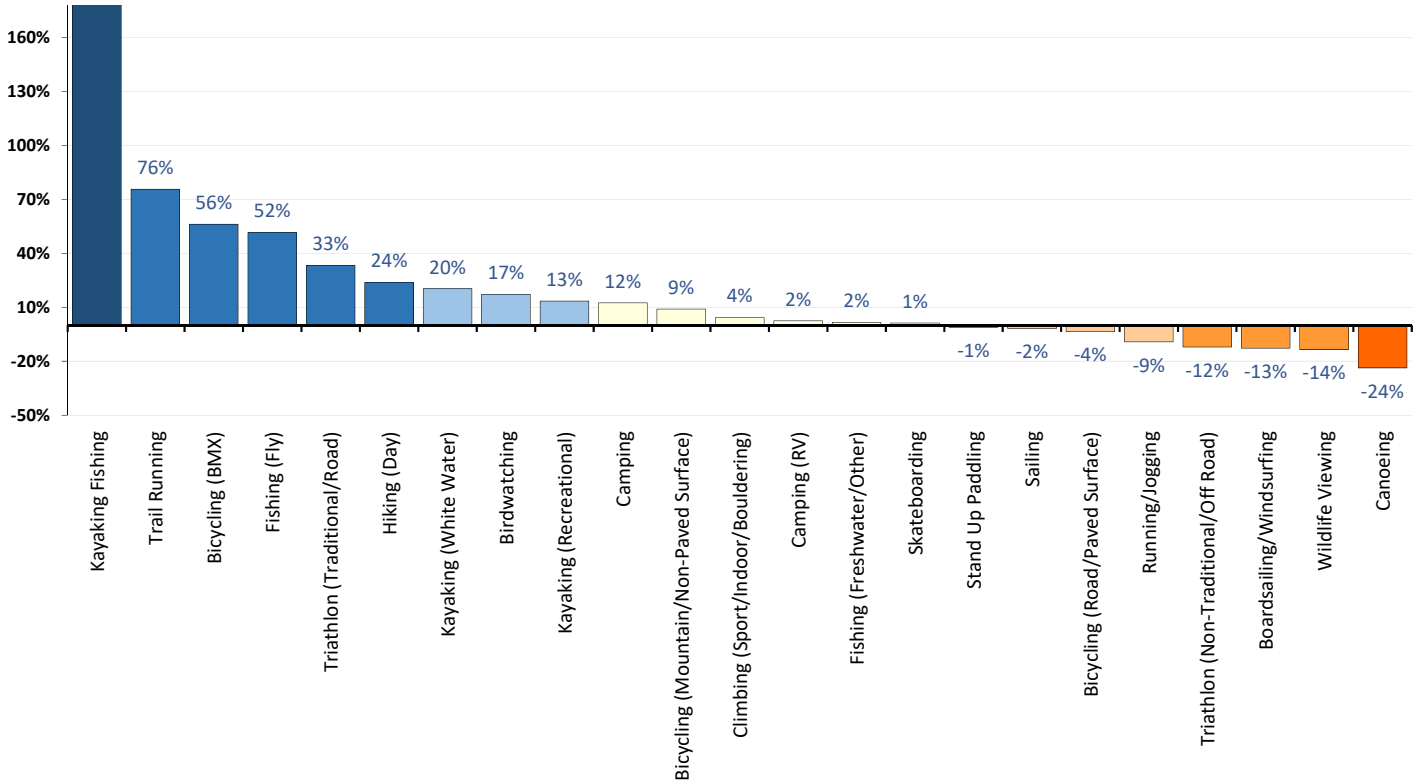
Walking ranked as the top activity by participation rate (94%) in Washington State. (4)





Trail running, day hiking, and recreational kayaking are rapidly increasing in popularity – participation in each increased more than 5% per year between 2014 and 2019. (3)

Figure 6. 5-Year Change in Outdoor Recreation Participation by Major Activity (2021 Outdoor Participation Report)



Operational & Service Challenges Due to COVID-19

A statewide survey of park and recreation agencies was conducted in the second half of 2020, with a focus on service demand and operational challenges, both preceding and as a result of COVID-19. City, county and parks and recreation district leaders were asked to complete the survey, and the survey was sent to 227 agencies - 109 cities, 39 counties, 79 Special Purpose Park Districts with 73 responses. The project was a collaboration between the Washington Recreation & Park Association, the Washington State Association of Counties, the Association of Washington Cities, and Metro Parks Tacoma.

In a question that sought to compare the agency's outlook in 2020 (pre- and during COVID-19), the percentage of agencies that stated their outlook as very strong and stable decreased by 25 points, with 27.8% indicating as very stable at the beginning of the year to 2.8% indicating as very stable by August 1, 2020. Similarly, agencies that felt moderately or significantly underfunded and unstable rose from 5.5% to 50% by August 1, 2020.

Also, significant majorities of agencies indicated service delivery impacts due to the COVID-19 pandemic in the following ways:

- Reduced ability to manage, maintain, operate and secure passive parks to safety standards and control access (87%).
- Cancellation of special events and tourism campaigns that support local employment and drives the local economy (87%).
- Inability to operate critical community programs, pools, attractions and facilities, including services for vulnerable populations (81%).
- Lack of ability to hire/maintain seasonal employees & offer programs/services allowable under Safe Start (74%).
- Addressing public use and behaviors that put the community at risk, such as tearing down caution tape, using fields (85%).

LOCAL PERSPECTIVES

Local recreation interests and priorities were explored through several community engagement methods to gather feedback on the strengths and limitations of existing recreational resources and parks available to Battle Ground residents. Public outreach included a community survey, an online open house and several stakeholder focus group discussions to explore opportunities to enhance the city's park system (see Appendices A – C for detailed summaries).

Community Survey

The community survey confirmed that Battle Ground residents strongly value their local parks, recreation options and open space opportunities. Nearly all respondents (96%) feel that local parks, recreation opportunities are important or essential to the quality of life in Battle Ground. Battle Ground residents like to visit local parks – about four in ten visit parks or recreation facilities at least once a week, and more than seven in ten do so at least once a month (see Figure 7). Residents most frequently visit to walk or run, relax, or for fitness.

Most residents are satisfied with Battle Ground's parks, recreation facilities, and open spaces, though a notable percentage – between 20 and 35 percent – are either somewhat or very dissatisfied in the city's park and recreation system. Residents' overall satisfaction may be influenced by their perception of the system's maintenance and upkeep. While 68% of residents would rate the maintenance of the city's parks as excellent or good, about one third would rate it as only fair or poor, signaling a potential need for enhanced maintenance of existing parks (see Figure 8).

Battle Ground residents visit local parks and recreation facilities for a variety of reasons. The most popular activities are walking or running (79%) and followed by relaxation (57%). More than three in ten respondents visited to walk their dog (44%), for fitness activities (42%), to visit a playground (44%), to attend a family gathering or picnic (41%), view wildlife (36%), or ride their bike (32%). Between 15% and 30% of residents visit parks for water-based recreation like swimming, non-motorized boating, such as canoeing or kayaking, or to fish, or to attend a community event or concert, or play on a sports field.

Figure 7. Frequency of Visitation

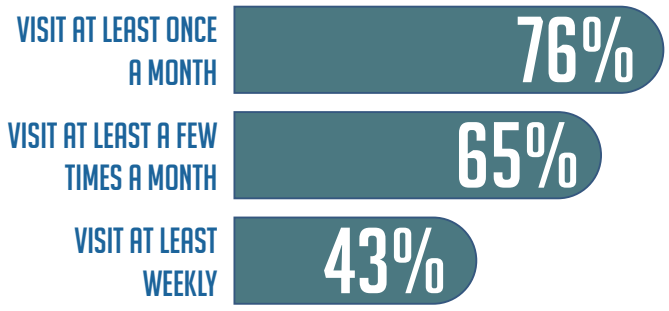


Figure 8. Satisfaction about Maintenance of Parks and Facilities

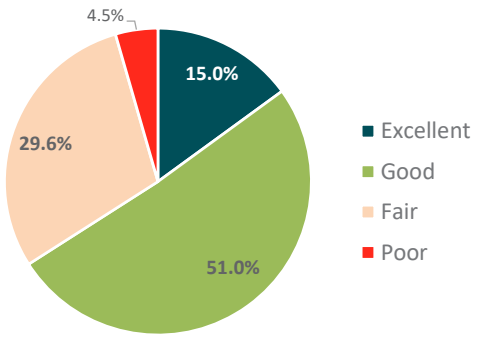
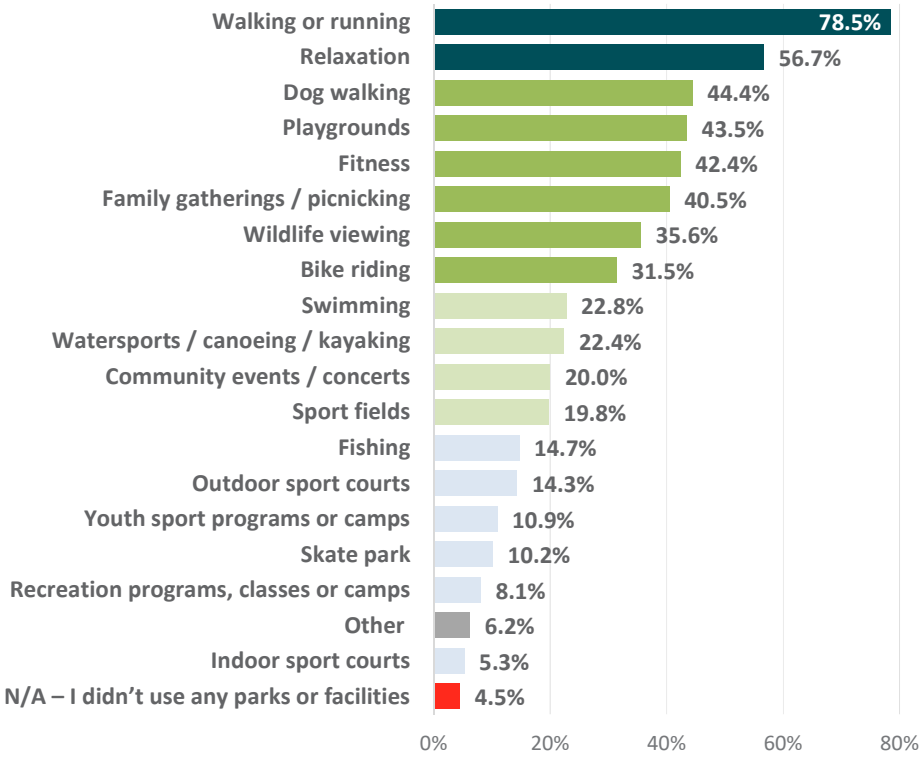


Figure 9. Reasons for Visiting Battle Ground Parks, Trails & Recreation Facilities



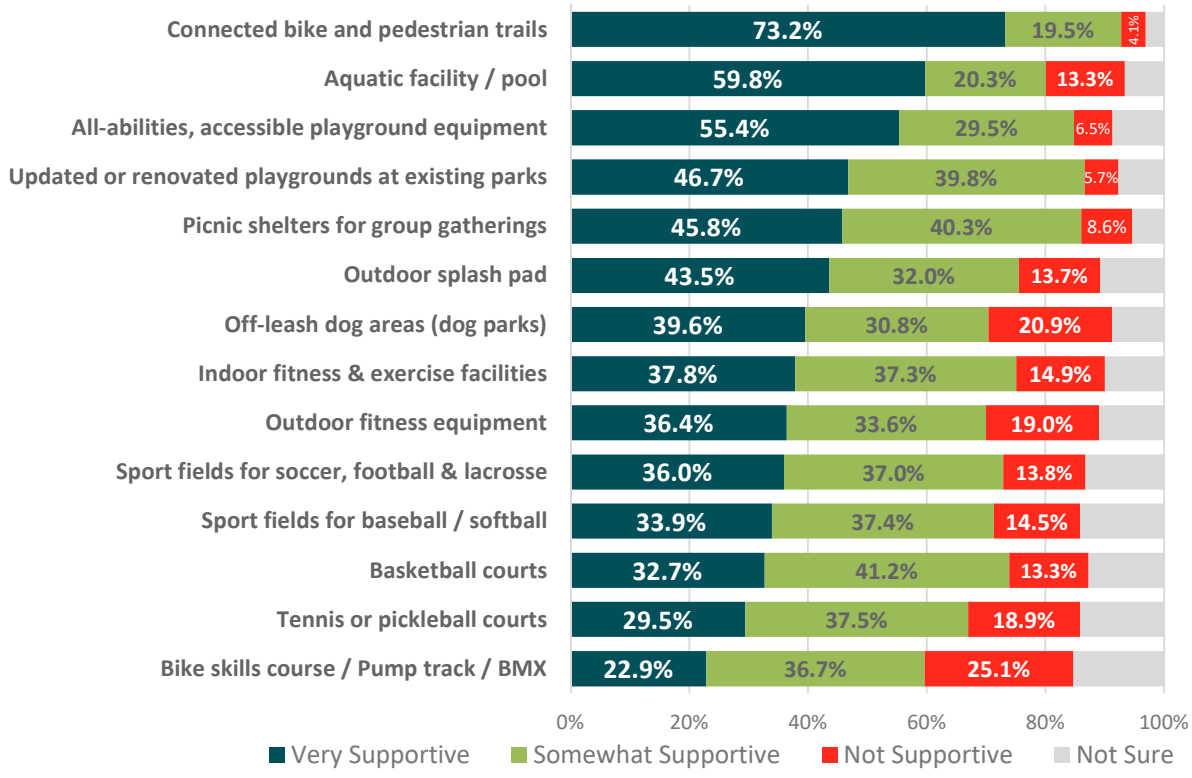
Overall, respondents to both the mail and online-only survey expressed relatively similar reasons for not visiting Battle Ground parks, facilities, and open spaces more frequently. Younger residents (under 44) were more likely than other groups to cite a lack of the 'right' equipment, lack of transportation, and over-crowding as reasons they do not visit more often. Residents over 65 were the most likely to cite age or physical limitations as key barriers. A lack of restrooms also was a key issue for older adults, as well as those with children in the home. Respondents with children at home also expressed concerns about maintenance and a lack of parking.

When asked to rank their priorities for future city investment, residents ranked expanding trails and building new parks on currently undeveloped land as their top two priorities. Respondents to both survey formats ranked acquiring additional land for future parks and expanding recreational programming as their lowest priorities.

The survey asked residents about their support for typical park and recreation facilities. More than 75% of residents indicated support for additional connected biking and walking trails, picnic shelters, updated or renovated playgrounds, all-abilities playground equipment, and an aquatic facility or pool. More than half of residents support the city adding all other facilities listed, see Figure 10.



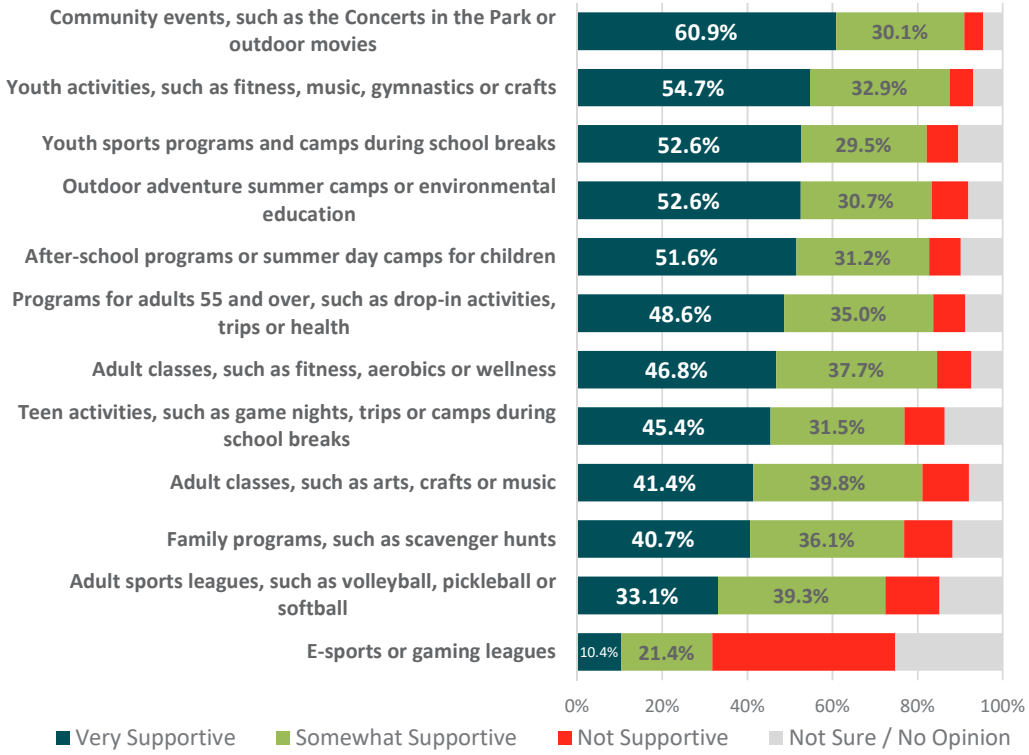
Figure 10. Support for Adding Amenities to the Park System



FINAL DRAFT

The survey asked residents whether they would be supportive of expanding various types of recreation programs and activities. Seventy percent or more of all respondents were supportive of the city adding all programs listed, with the exception of E-sports leagues, see Figure 11. Residents were most supportive of expanding community events and classes for youth, adults, and seniors.

Figure 11. Support for Adding or Expanding recreation programs and activities



While residents left hundreds of specific comments and ideas on the community survey, a few themes emerged:

- Many residents asked the city to continue to maintain, improve, and expand the city's park system. In particular, numerous residents expressed a desire for enhanced maintenance and safety of Battle Ground parks and open spaces to inlcude a need for lighting, security measures such as cameras, and line of sight visibility into parks.
- Many residents would like the city to construct an indoor recreation facility and/or swimming pool, potentially in partnership with the YMCA.
- Residents would like to see continued expansion and maintenance of local trails – both paved and soft-surface trails. Many residents also asked the city to invest in pedestrian and bicyclist access and safety improvements (sidewalks, crossings, etc.) generally, as well as ADA accessible routes.
- Residents are interested in additional youth-oriented activities and facilities, including renovated and accessible playgrounds, and after-school programs.
- There is a desire for improved information and communication about city parks and recreational opportunities.

In addition, three in four Battle Ground residents would support expanding city-sponsored community events. When asked which types of events they would like to see, residents commonly mentioned movie nights, concerts, farmers' markets, art and craft shows and markets, events to honor and thank area veterans and first responders, car shows or parades, community garage sales or flea markets, volunteer events, events focused on additional holidays (e.g. Easter Egg Hunts, 4th of July Fireworks), and recreational competitions.

Online Open House Summary

The city of Battle Ground hosted an Online Open House to gather feedback from the community to identify gaps and deficiencies in the parks and trails system, as well as what trail connections and amenities they would like prioritized in the plan. Overall, respondents identified connecting trails as a primary interest. The majority considered acquiring land to fill gaps in trail corridors as a high or medium priority.

Additionally, the majority of respondents believed Battle Ground does not have enough land for parks, trails, and open space to meet the community's future needs. Participants ranked acquiring land to preserve habitat and open space that can include walking/jogging trails as their number one priority. They also support an increase in taxes to acquire additional natural areas and open spaces, as well as build a pool and recreation center.

Stakeholder Interviews

Several interviews were conducted with identified key representatives who provide recreational services or events in Battle Ground, as well as the Mayor representing the general direction of the City Council. Input was also gathered from the PACE Board to assess targeted park system values, future needs and priorities for parks and recreation. The focus of all these discussions aimed at noting needed park improvements, project ideas, and the highest future priorities for Battle Grounds park facilities.

Stakeholders identified a number of priorities for future improvements, capital projects and big ideas to enhance the city's park and recreation system. All stakeholders mentioned the value of having more all-weather/indoor options for programs, activities and events for both seasonal periods and times of unusual outdoor conditions (i.e., wildfire smoke, extreme heat, etc.).The list below highlights the repeated projects and concepts offered.

Common Themes from Community Outreach

Considering the community feedback from the survey, online open house, stakeholder interviews and stakeholder focus group discussions, a number of core themes and interests emerged.

Parks & Open Space

- Complete master site plans for undeveloped park sites: Tukes Mtn., Remy, Durkee & Gardner Oaks.
- Implement master plan improvements for undeveloped parks.
- Replace aging and outdated play equipment.
- Create an all-inclusive playground.
- Add a water play feature: splash pad or spray park.
- Increase sport infrastructure: fields (e.g., baseball, softball, soccer, lacrosse, football etc.) and courts (e.g., pickleball, tennis & basketball).
- Outdoor fitness equipment.
- Off-leash dog area.
- Bike skills course and/or pump track.
- Community aquatic facility.

Trails

- Make connections between existing park trails and regional trails.
- Add trails allowing access in existing open space sites.
- Complete the Chelatchie Prairie Rail with Trail from Battle Ground Lake State Park into the city.
- Build the Chelatchie Prairie Rail with Trail from Battle Ground into Vancouver.

User Convenience & Support Amenities

- Picnic and larger open shelters for park users for shade and inclement weather.
- Drinking fountains at trailheads, active parks and event sites.
- Universal access, ADA compliance and all-inclusive amenities.
- Restrooms.

Figure 12. Project & Concept Ideas Offered by Stakeholders

Proposed Projects	Concepts
Disc golf course	Connected trail system
Outdoor shelters	Develop existing parks
Drinking fountains	More youth & adult recreation
Alternative sports courts/courses	Access to Open Spaces
All-inclusive playground	Sports complex (more sports fields & courts)
Off-leash dog park	Nature play areas
Additional water features	Park Access for All
More swings, benches & tables	Larger additional parks
Complete Chelatchie Railroad Trail	Better signage & wayfinding

FINAL DRAFT

PARK SYSTEM CONDITIONS ASSESSMENT

The overall condition of park infrastructure and amenities is one measure of park adequacy and assurance of public safety. Proper stewardship of parks infrastructure requires developing a long-term maintenance and capital plan to ensure the safety of park users that aligns with community needs and allocates limited funding resources properly.

The current conditions of the Battle Ground park system were assessed to identify existing site maintenance issues and opportunities for future capital improvements. The assessment included walkways, parking lots, park furniture, drainage and irrigation, lighting systems, vegetation, and other amenities. The following conditions assessment matrix summarizes the results of these assessments. They will inform the PROS Plan, including developing the project prioritization strategy for park improvements, identifying funding strategies, and updating the recommended parks six-year Capital Facilities Plan.

Ratings Approach

Park infrastructure and amenities were rated based on the following scale:

1 – Good Condition: Generally, amenities in good condition offer full functionality and do not need repairs. Good facilities have playable sports surfaces and equipment, working fixtures, and fully intact safety features (railings, fences, etc.). Good facilities may have minor cosmetic defects and encourage area residents to use the park.

2 – Fair: In general, amenities in fair condition are mainly functional, but need minor or moderate repairs. Play surfaces, equipment, fixtures, and safety features that are operational and allow play, but have deficiencies or periods where they are unusable. Fair facilities remain essential amenities for the community but may slightly discourage the use of the park by residents given the current condition.

3 – Poor: In general, amenities in poor condition are largely or completely unusable. They need significant repairs to be functional. Some examples include athletic fields that are too uneven for ball games, irreparably broken features, buildings that need structural retrofitting, etc. Poor facilities discourage residents from using the park and may present safety issues if left open or operational.

In general, good conditions should be the goal for the management and stewardship of park facilities. Where infrastructure or amenities are rated as "fair," strategies should be developed for repair or restoration. Park features, structures, amenities, or landscapes rated as "poor" should receive immediate attention and be prioritized for near-term maintenance, capital repairs, or a new capital project. Facilities in "poor" condition should also be evaluated and taken out of operation if they are deemed unsafe.

The section following the conditions matrix on the next page summarizes and highlights the current conditions of parks and natural areas in the Battle Ground park system, along with considerations for future improvements.

Detailed park site observations and recommendations are noted in Appendix D for those properties visited.



Final version of PROS Plan will include maps as 11x17 for better readability

				Recreation Amenities										Site Amenities				Park Structures			Vegetation				ADA
Site Name	Ac.	Park Type	Park Site Average	Playgrounds	Paved Courts: Basketball	Paved Courts: Tennis	Volleyball	Soccer Fields	Baseball / Softball Fields	Pathways / Trails	Splash Pad / Spray Park	Off-Leash Area	Other Rec Element	Site Furnishings	Lighting (Y/N)	Signage	Parking Areas	Restrooms	Picnic Shelters	Concession Building	Turf	Park Trees	Landscaped Beds	Natural Areas	Compliance*
PARKS																									
Battle Ground Village Park	0.70	Pocket Park	1.7	1	2					1				2							2	1	2.5		2
Brook Haven Park	2.21	Neighborhood Park	1.8							2				2										1	2
Central Park	0.42	Pocket Park	1.1							1				1	y	1					1.5	1	1	1	1
Cresap Park	2.25	Neighborhood Park	2.1	2						2				2		2					2	1.5	2	3	2
Dublin Meadows Park	0.13	Pocket Park	2.1	2	2					1				2		3					2	2	2		3
Fairgrounds And Skateboard Parks	8.53	Signature Park	1.6						2	1				3	Y	2	1	2	1		1	1	2		2
Florence Robison Park	11.93	Neighborhood Park																							
Florence Robison Park - NORTH		Neighborhood Park	1.9	2	2					1				2		2					2	1.5	3		2
Florence Robison Park - SOUTH		Neighborhood Park	2.0							2				3		2					2	1	2	2	2
Gardner Oaks Park	12.98	Undeveloped	1.0																			1		1	
Hidden Glen Park	7.68	Neighborhood Park																							
Hidden Glen Park - NORTH		Neighborhood Park	2.7							3														2	3
Hidden Glen Park - SOUTH		Undeveloped	-																						
Horse Thief Canyon Park	0.32	Pocket Park	2.5	3										3							2				2
Kiwanis Park	8.49	Community Park	1.7	2	2				1	1	1			2	Y	2	2	2	3		1	1	2		2
Mac McConnell Park	2.00	Neighborhood Park	2.0	2						2				2		2					1	2	2		3
Oak Meadows Park	0.94	Pocket Park	1.2	1	1.5					1				1		1	1					1			2
Parkview Trails Northeast	2.27	Neighborhood Park	2.5							3														2	
Parkview Trails South	1.62	Neighborhood Park	-																						
Parkview Trails Southeast	2.77	Neighborhood Park	2.0																					2	
Parkview Trails West	3.93	Neighborhood Park	2.0							2															
Savannah Village Park	0.15	Pocket Park	2.5											2							3	3			2
Triangle Park	1.16	Pocket Park	2.1							2				2		2					2	2	2		3
Whispering Pines Park	1.00	Neighborhood Park	1.0	1	1					1	1			1		1					1	1	1		1
Wingate Park	0.77	Neighborhood Park	1.3	1						1				1							2	1	2	1	1.5
SPECIAL FACILITY SITES																									
Lewisville Meadows Natural Area	22.86	Urban Natural Area	-																						
Cedar Trails Open Space	3.83	Urban Open Space	1.3							1														2	1
Remy Property Open Space	80.20	Urban Open Space	1.0							1														1	
Durkee Property	35.05	Undefined Park	1.5							1														2	
	214.19	**Average:**	1.78	1.70	1.75	-	-	-	1.50	1.50	-	-	-	1.94	-	1.82	1.33	2.00	2.00	-	1.75	1.40	1.96	1.67	2.03

Rating Scale: 1 = Good 2 = Fair 3 = Poor

* Note: Does not constitute a comprehensive ADA assessment of every park element

Page Left Intentionally Blank

Park Conditions Summary

Playground Equipment

In the physical assessment of park conditions, several parks had outdated or aging play equipment. Regular playground inspections by certified playground inspectors should be conducted for every city-owned facility to ensure safe and reliable structures and fall safety conditions. The city also will want to track all playground installation dates to help predict future replacement needs and capital project planning. Several parks have playground equipment that is approaching 20 years old and should be targeted for upcoming replacements and upgrades.

Specific parks that will likely need new play equipment soon include:

- Horse Thief Canyon Park
- Cresap Park
- Dublin Meadows Park
- Florence Robison Park (north)
- Kiwanis Park
- Mac McConnell Park

Picnic Shelters and Covered Play Areas

The conditions assessment identified several parks where the addition of a picnic shelter would greatly improve the park user experience and support expanded recreational activities. Covered play areas for all-weather activities were also suggested for parks where summer camps are hosted to allow for activities during rainy days.

Parks noted for the addition of a picnic shelter include:

- Battle Ground Village Park
- Kiwanis Park (permanent cover for existing shelter)
- Mac McConnell Park

Universal Access and ADA Compliance

In the conditions assessment of existing facilities, compliance with the Americans with Disabilities Act (ADA) was a repeated shortcoming. ADA compliance and the more inclusive goal of universal access is an important target for park and recreation providers in the service of their community. Some of the features in Battle Ground's parks are older and pre-date the enactment and subsequent refinement of ADA and guidelines for outdoor recreation access. The need for access into playground areas, updated bench and picnic table styles, outdoor access routes, ADA-compliant drinking fountains, and trash receptacles, and the need for designated ADA-compliant parking were documented during the park assessments. While the city will need to ensure that any new facilities are fully ADA-compliant, the existing parks should have upgrades and renovations to outdated amenities, site furnishings, and access routes to remove physical barriers to provide outdoor recreation facilities for all members of the community.

Site Furnishings

A variety of bench and table styles exist throughout the park system. Some of these furnishings are not considered to be ADA-compliant, for example the benches in Florence Robison Park (south). As a component of a comprehensive ADA assessment and transition plan, each park in the city should be evaluated to ensure that at least one-half of its specific furnishing are compliant with the guidelines of the Americans with Disabilities Act. As existing furnishings age and wear-out, they should be replaced with ADA-compliant furnishings. In addition, the city should consider adopting a standard design for its park benches, picnic tables, bike racks, and drinking fountains. Developing and implementing a park standard for these furnishings can simplify maintenance, repairs, and replacements over time. The approved standard design should be fully ADA-compliant and be part of a policy for every new park site master plan.

Pavement Management

Asphalt pathways are subject to cracking, root upheavals, crumbled edges, and other pavement degradation. Numerous parks have pavement cracks and upheavals in the paved pathways. A regular inspection practice and bundled repair program should be implemented to assure the maintenance of safe walking conditions in public parks. Sport courts should have regular inspection to ensure the maintenance of playable surfacing and will likely need repainting on a frequent interval. In addition to pavement management, several parks should be improved with the addition of paved pathways and connections to link existing site amenities.

These additional paved pathways were recommended for the following parks:

- Brook Haven Park
- Cresap Park
- Florence Robison Park
- Hidden Glen Park
- Horse Thief Canyon Park
- Cedar Trails Open Space

FINAL DRAFT

Wayfinding and Signage

Park signage should be added or improved for parks with secondary or side entrances, and an enhanced wayfinding system is needed. Several parks lacked identification signs at main entrances and at side entries. A good wayfinding and signage system will help unify the city's parks and open space as a system, as well as improve the user's experience and understanding of existing amenities.

Identification signage is needed at:

- Battle Ground Village Park
- Central Park
- Cresap Park
- Florence Robison Park
- Horse Thief Canyon Park
- Kiwanis Park (replacement)
- Mac McConnell Park (upgrade)
- Triangle Park

Trail signage/wayfinding is specifically recommended at:

- Brook Haven Park
- Hidden Glen Park

Shade Tree and Forest Canopy

Shade trees are an important asset in public parks, contributing to the natural environment and providing a comfortable setting for park users. Parks with limited shade trees should have planting plans prepared to enhance the tree canopy as appropriate for that park's use and character. Parks with existing shade trees should have tree canopy replacement plans that proactively prepare for the future loss of trees due to storm damage, design changes, disease, or other causes. The use of native canopy trees for any needed shade tree additions or replacements should become an adopted policy and a regular practice. Maintaining an ongoing tree canopy in each park assures that the park will have a natural green setting with comfortable shaded areas and can help mitigate stormwater runoff through both cooling and uptake.

Shade tree plantings were specifically recommended at the following parks:

- Battle Ground Village Park
- Cresap Park
- Dublin Meadows Park
- Horse Thief Canyon Park
- Mac McConnell Park
- Savannah Village Park
- Whispering Pines Park

Invasive and Noxious Plant Species

The city should begin a systematic removal of all Japanese barberry and other invasive ornamentals currently in their parks and open space and replace these plantings with appropriate native shrubs. Japanese barberry have begun to be listed as noxious, invasive weeds in some states. Non-native and invasive plant species displace native vegetation and significantly reduce the availability of food sources for wildlife.

Master Site Planning

Several undeveloped parks and natural areas should undergo site-based master planning to determine their potential to contribute more to the recreational amenities for the Battle Ground community. Site master planning will guide park design and the types of amenities to be provided, and park design should occur through a public process with community input and ideas to inform the future direction of each site.

Park properties needing master planning include:

- Gardner Oaks Park
- Hidden Glen Park (south side)
- Parkview Trails (combined)
- Tukes Mtn Property
- Durkee Property
- Lewisville Meadows Natural Area
- Remy Property

PARKLAND GAP ANALYSIS

Understanding the known gaps in the park system and evaluating the city's existing levels of service for parks (i.e., snapshot in time of how well Battle Ground is meeting its adopted standards) provide a foundation for strategic planning as a basis for a balanced distribution of parks, trails, and recreation amenities in the future.

To better understand where acquisition efforts should be considered, a gap analysis of the park system was conducted to examine and assess the current distribution of parks throughout the city. The analysis reviewed the locations and types of existing facilities, land use classifications, transportation/access barriers, and other factors as a means to identify preliminary acquisition target areas. In reviewing parkland distribution and assessing opportunities to fill identified gaps, residentially zoned lands were isolated, since neighborhood and community parks primarily serve these areas. Additionally, travelsheds were defined as follows:

- Travelsheds for community and signature parks were derived using ¼-mile, ½-mile, 1-mile and 2-mile travel distances to acknowledge that these park types (including athletic fields) serve a wider array of users and driving to such sites is typical.
- Neighborhood parks were derived using a ¼-mile primary and ½-mile secondary service area with travel distances calculated along the road network starting from known and accessible access points at each park.
- Pocket parks were derived using a ¼-mile service area, as these sites are small and provide limited recreational amenities.

Maps 2 through 5 illustrate the application of the distribution criteria from existing parks. Areas in white do not have a public park within reasonable walking distance of their home. The illustrated 'travelshed' for each existing Battle Ground park highlights that certain areas within the city do not have the desired proximity to a local park.

Policy 19 of the 2021 Land Use Master Plan directs the city to "create a parks and trails plan that results in 10-minute access to recreation facilities for all residents." Striving to provide parks within a 10-minute walking distance (e.g., between one-third and one-half mile) may require acquiring new park properties in currently under-served locations or improving multi-modal transportation connections to allow local residents to safely and conveniently reach their local park. As Battle Ground develops and acquisition opportunities diminish, the city should consider taking advantage of acquisition opportunities in strategic locations and as funding allows to fill remaining gaps. In concert with the search for developable parkland, the city should continue to coordinate with proposed residential land development projects to consider when and how a public park (or trail connection) could be incorporated into the planning of newly developed residential areas.

The mapping of park distribution and 'travelsheds' helps to illustrate the underserved neighborhoods in Battle Ground. Areas of southwest Battle Ground and north-central Battle Ground have limited access to public parks or open space as indicated by white areas on Map 6. These areas of the city should be targeted for future acquisitions to help create more equitable access for all residents.

Resulting from this assessment, potential acquisition areas are identified for future parks (Map 6) and are noted in the Capital Planning chapter of this Plan. The mapping targeted six to seven sites for future parks for the near- to long-term:

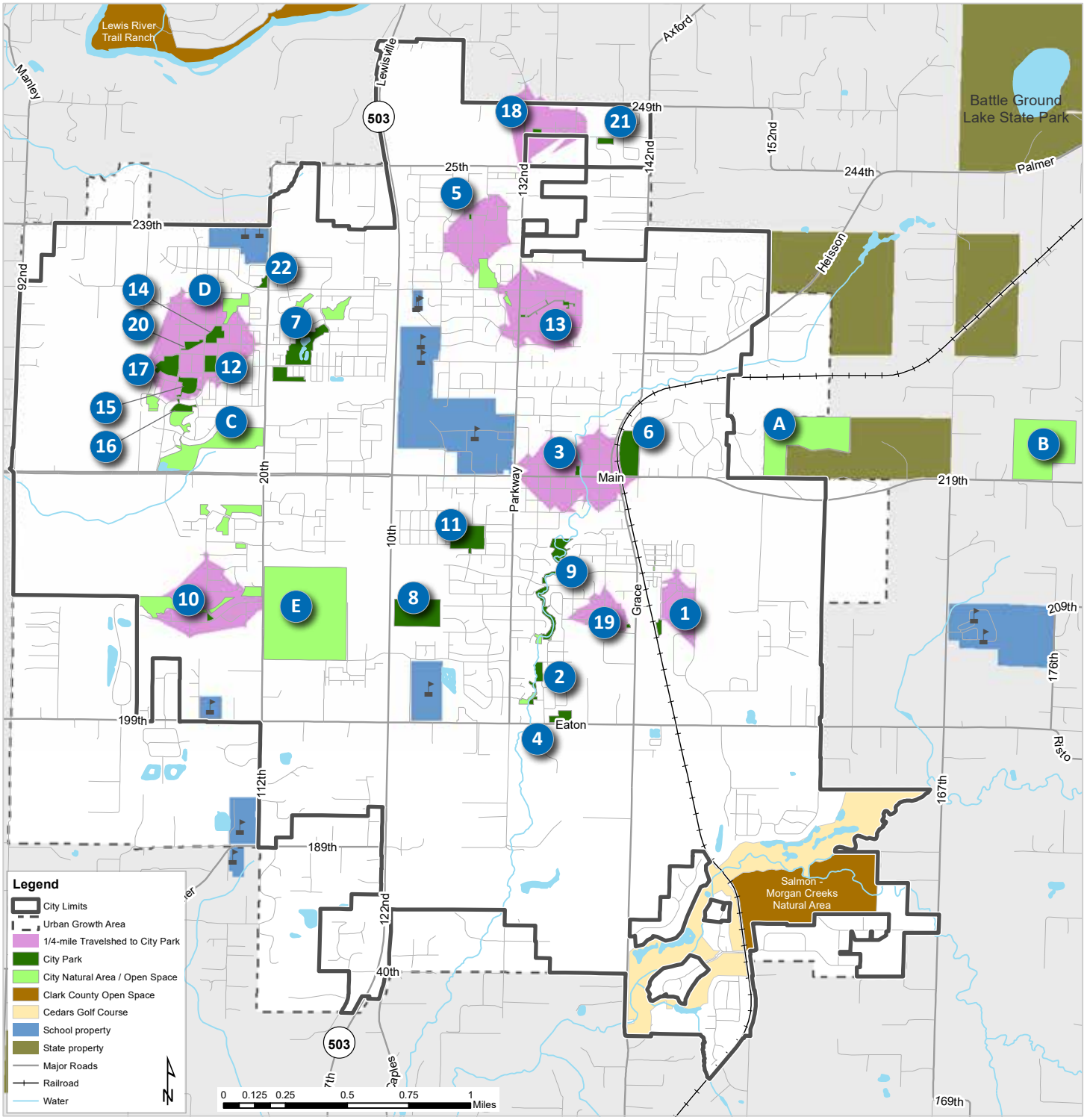
- Acquisition area C1 (15-20 acres, in south Battle Ground and large enough to support sport fields and courts)
- Acquisition area N1 (2-3 acres, in south Battle Ground)
- Acquisition area N2 (3-4 acres, in south Battle Ground)
- Acquisition area N3 (2-3 acres, in east Battle Ground)
- Acquisition area N4 (2-3 acres, in north Battle Ground)
- Acquisition area N5 (2-3 acres, in northwest Battle Ground)
- Acquisition area N5-6 (~3 acres each or larger single site, in northwest Battle Ground)
- Acquisition area N7 (2-3 acres, in north Battle Ground)

Battle Ground has been successful in securing pocket parks as the community has grown and should now focus on acquisition of some larger properties, while concurrently developing their existing undeveloped park sites.

The future planning and development of these undeveloped or underdeveloped park sites will further improve the overall distribution of parks for the Battle Ground community. These sites have been accounted for in the gap analysis. These future or to-be-improved parks include:

- Brook Haven Park (partially developed neighborhood park)
- Durkee Property (future park and natural area)
- Gardner Oaks Park (future neighborhood park)
- Hidden Glen Park (future neighborhood park)
- Parkview Trails Parks NE, S, SE, & W (park sites with amenity enhancement opportunities)
- Remy Property Open Space (future community park)
- Tukes Mtn. Park (future park & natural area)

FINAL DRAFT



ID	Park Name
1	Battle Ground Village Park
2	Brook Haven Park (Undeveloped)
3	Central Park
4	Cresap Park
5	Dublin Meadows Park
6	Fairgrounds & Skateboard Parks
7	Florence Robison Park
8	Gardner Oaks Park (Undeveloped)
9	Hidden Glen Park (Undeveloped)
10	Horse Thief Canyon Park

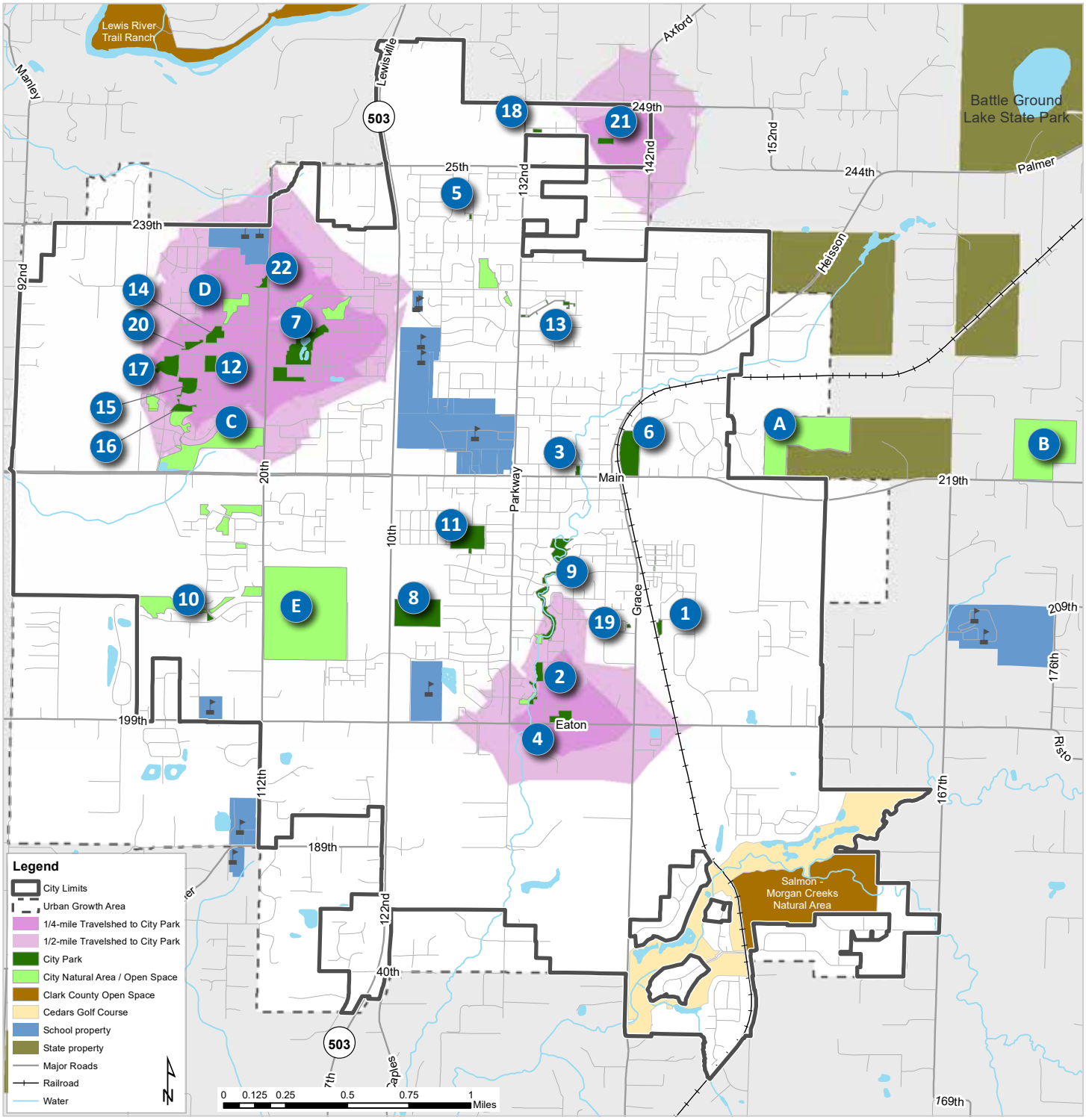
ID	Park Name
11	Kiwanis Park
12	Mac McConnell Park
13	Oak Meadows Park
14	Parkview Trails Northeast (Undeveloped)
15	Parkview Trails South (Undeveloped)
16	Parkview Trails Southeast (Undeveloped)
17	Parkview Trails West (Undeveloped)
18	Parkway Heights
19	Savannah Village Park
20	Triangle Park

ID	Park Name
21	Whispering Pines Park
22	Wingate Park

ID	Open Space / Natural Area Name
A	Tukes Mtn. Park (Undefined)*
B	Durkee Property (Undefined)*
C	Lewisville Meadows Natural Area
D	Cedar Trails Open Space
E	Remy Property Open Space (Undefined)*

* Undefined: Requires site master plan

Map 2: Travelsheds for Pocket Parks (¼-mile)



ID	Park Name
1	Battle Ground Village Park
2	Brook Haven Park (Undeveloped)
3	Central Park
4	Cresap Park
5	Dublin Meadows Park
6	Fairgrounds & Skateboard Parks
7	Florence Robison Park
8	Gardner Oaks Park (Undeveloped)
9	Hidden Glen Park (Undeveloped)
10	Horse Thief Canyon Park

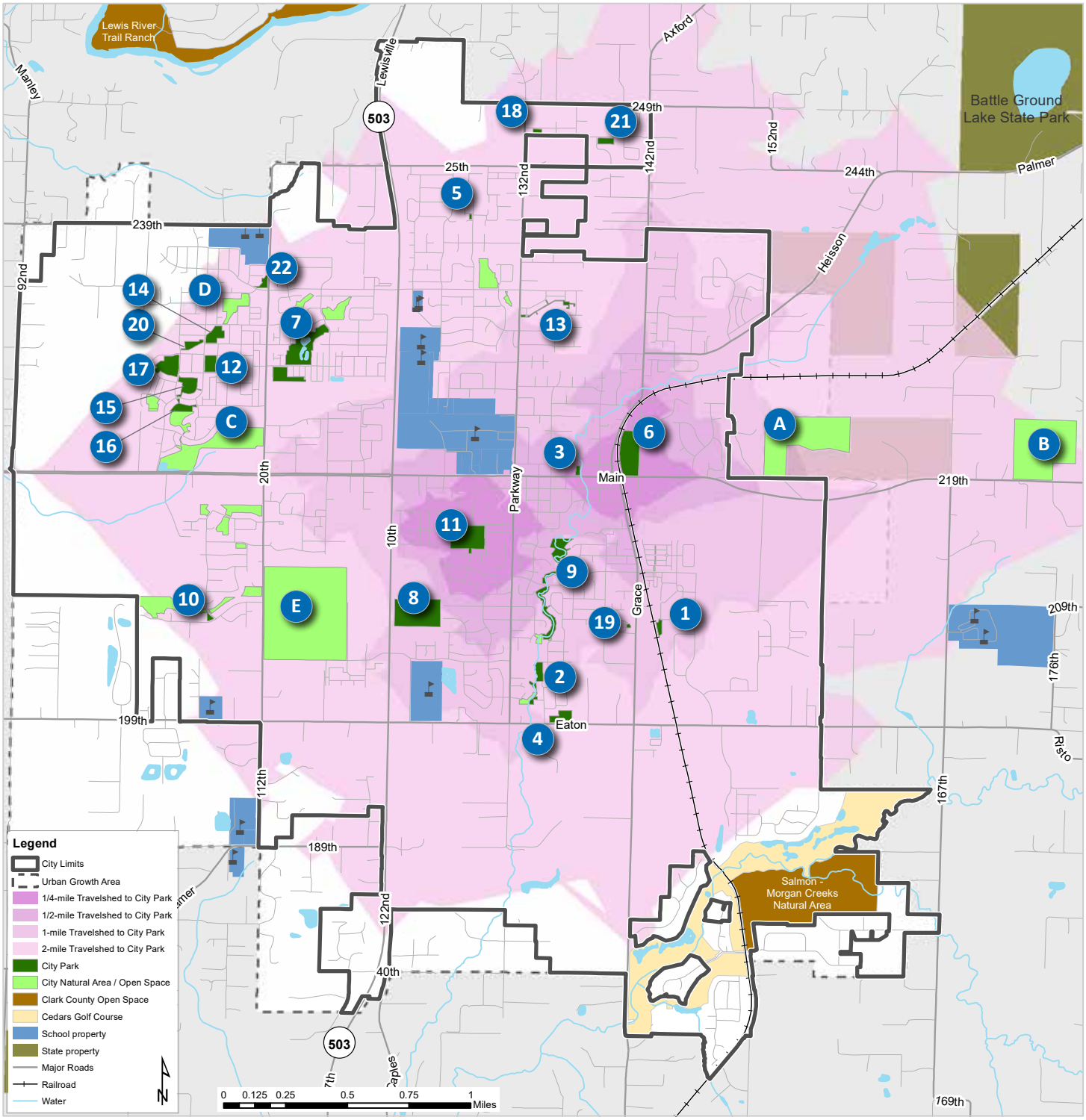
ID	Park Name
11	Kiwanis Park
12	Mac McConnell Park
13	Oak Meadows Park
14	Parkview Trails Northeast (Undeveloped)
15	Parkview Trails South (Undeveloped)
16	Parkview Trails Southeast (Undeveloped)
17	Parkview Trails West (Undeveloped)
18	Parkway Heights
19	Savannah Village Park
20	Triangle Park

ID	Park Name
21	Whispering Pines Park
22	Wingate Park

ID	Open Space / Natural Area Name
A	Tukes Mtn. Park (Undefined)*
B	Durkee Property (Undefined)*
C	Lewisville Meadows Natural Area
D	Cedar Trails Open Space
E	Remy Property Open Space (Undefined)*

* Undefined: Requires site master plan

Map 3: Travelsheds for Neighborhood Parks (½-mile)



ID	Park Name
1	Battle Ground Village Park
2	Brook Haven Park (Undeveloped)
3	Central Park
4	Cresap Park
5	Dublin Meadows Park
6	Fairgrounds & Skateboard Parks
7	Florence Robison Park
8	Gardner Oaks Park (Undeveloped)
9	Hidden Glen Park (Undeveloped)
10	Horse Thief Canyon Park

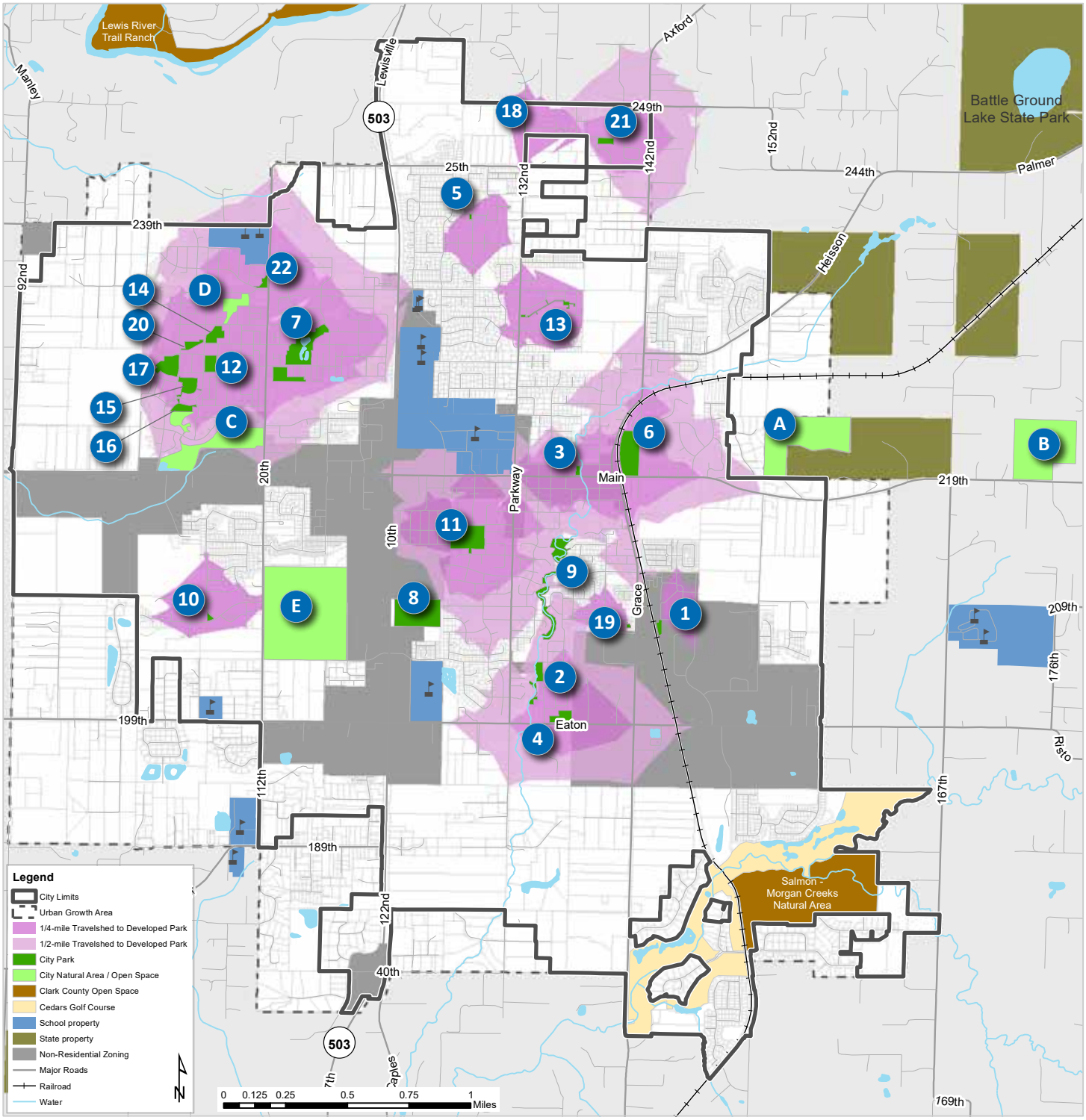
ID	Park Name
11	Kiwanis Park
12	Mac McConnell Park
13	Oak Meadows Park
14	Parkview Trails Northeast (Undeveloped)
15	Parkview Trails South (Undeveloped)
16	Parkview Trails Southeast (Undeveloped)
17	Parkview Trails West (Undeveloped)
18	Parkway Heights
19	Savannah Village Park
20	Triangle Park

ID	Park Name
21	Whispering Pines Park
22	Wingate Park

ID	Open Space / Natural Area Name
A	Tukes Mtn. Park (Undefined)*
B	Durkee Property (Undefined)*
C	Lewisville Meadows Natural Area
D	Cedar Trails Open Space
E	Remy Property Open Space (Undefined)*

* Undefined: Requires site master plan

Map 4: Travelsheds for Community & Signature Parks (2-miles)



ID	Park Name
1	Battle Ground Village Park
2	Brook Haven Park (Undeveloped)
3	Central Park
4	Cresap Park
5	Dublin Meadows Park
6	Fairgrounds & Skateboard Parks
7	Florence Robison Park
8	Gardner Oaks Park (Undeveloped)
9	Hidden Glen Park (Undeveloped)
10	Horse Thief Canyon Park

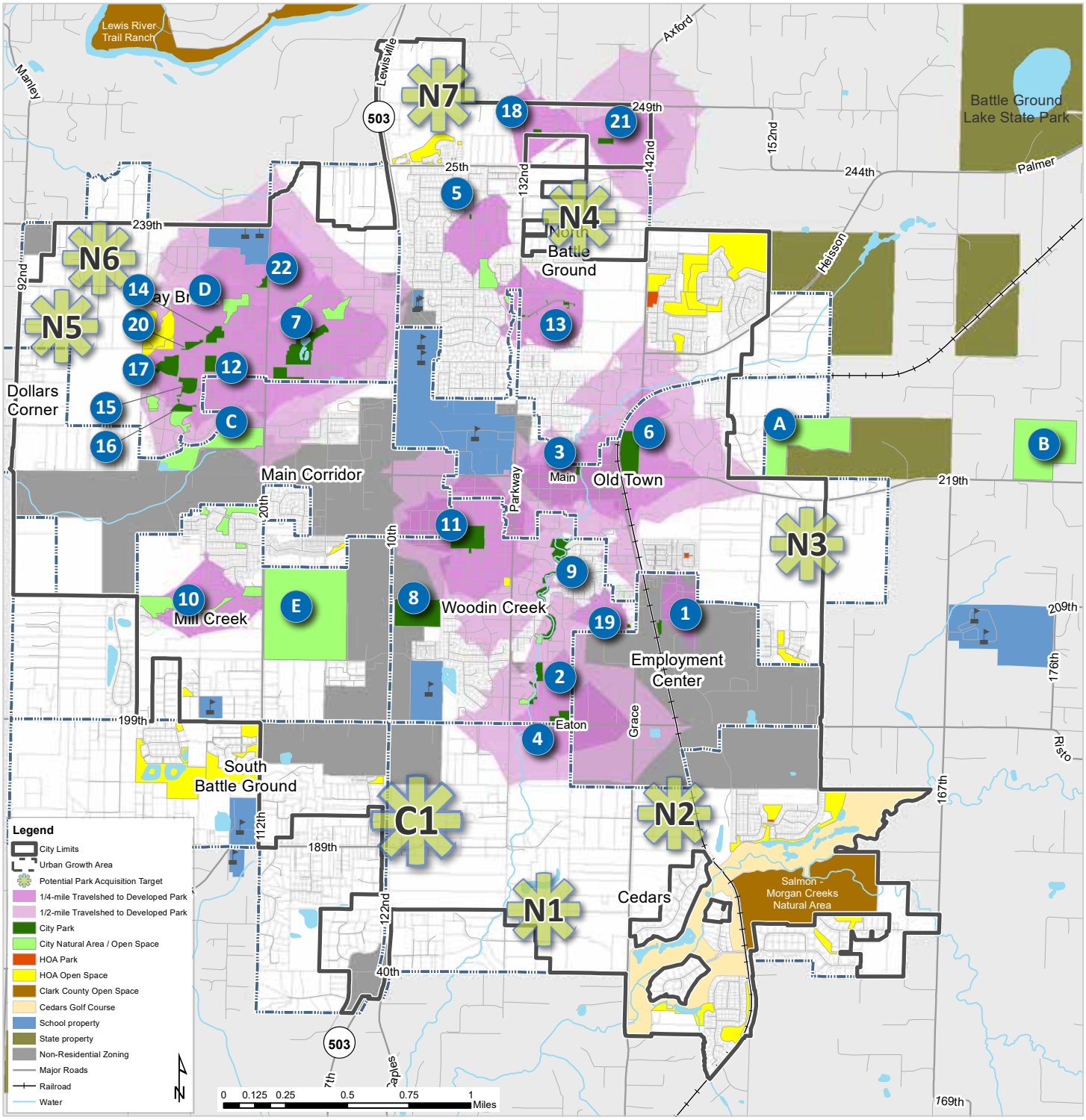
ID	Park Name
11	Kiwanis Park
12	Mac McConnell Park
13	Oak Meadows Park
14	Parkview Trails Northeast (Undeveloped)
15	Parkview Trails South (Undeveloped)
16	Parkview Trails Southeast (Undeveloped)
17	Parkview Trails West (Undeveloped)
18	Parkway Heights
19	Savannah Village Park
20	Triangle Park

ID	Park Name
21	Whispering Pines Park
22	Wingate Park

ID	Open Space / Natural Area Name
A	Tukes Mtn. Park (Undefined)*
B	Durkee Property (Undefined)*
C	Lewisville Meadows Natural Area
D	Cedar Trails Open Space
E	Remy Property Open Space (Undefined)*

* Undefined: Requires site master plan

Map 5: Travelsheds for All Developed Parks (½-mile)



ID	Park Name
1	Battle Ground Village Park
2	Brook Haven Park (Undeveloped)
3	Central Park
4	Cresap Park
5	Dublin Meadows Park
6	Fairgrounds & Skateboard Parks
7	Florence Robison Park
8	Gardner Oaks Park (Undeveloped)
9	Hidden Glen Park (Undeveloped)
10	Horse Thief Canyon Park

ID	Park Name
11	Kiwanis Park
12	Mac McConnell Park
13	Oak Meadows Park
14	Parkview Trails Northeast (Undeveloped)
15	Parkview Trails South (Undeveloped)
16	Parkview Trails Southeast (Undeveloped)
17	Parkview Trails West (Undeveloped)
18	Parkway Heights
19	Savannah Village Park
20	Triangle Park

ID	Park Name
21	Whispering Pines Park
22	Wingate Park

ID	Open Space / Natural Area Name
A	Tukes Mtn. Park (Undefined)*
B	Durkee Property (Undefined)*
C	Lewisville Meadows Natural Area
D	Cedar Trails Open Space
E	Remy Property Open Space (Undefined)*

* Undefined: Requires site master plan

Map 6: Travelsheds for All Parks & Potential Acquisition Targets

HOA Open Spaces noted



TRAILS & PATHWAYS

A network of trails exists through some of Battle Ground's parks and open spaces and a section of paved trail along State Route 503. A more fully-developed network of trails to connect important destinations will help create a more walkable Battle Ground.

In early 2022, the city prepared the Non-Motorized Transportation Action Plan (NMTAP). The NMTAP includes an inventory of gaps and barriers to pedestrian and bicycling access across the city, and the project gathered public feedback to help identify the priorities for walking, biking and other non-motorized improvements. Proposed loops and corridors have been mapped along existing rights-of-way, and designated routes align with state highways, C-Tran routes, and major city destinations. The NMTAP also identified the need for a wayfinding system and illustrated a preferred sign design and layout for directional and informational signs.

The NMTAP also provides potential revisions to city policy and development codes to require developers to include pedestrian access through proposed projects to connect to public parks, provide adequate pathways along designated trail alignments, and provide public trails through private property where convenient pedestrian access can be facilitated and connect to public parks and open space. Nine projects noted as high priority (short-term) included a variety of sidewalks, bike lanes, crosswalks, signage, and some road widening improvements.

Park and trail walking has been noted as the highest use type for residents using Battle Ground's park system. Individual parks typically have internal (and usually paved) pathways that provide walking opportunities within the park. While these are popular amenities for park visitors and help provide access to recreational amenities, their isolation from other nearby destinations limits their value. Within parks and open spaces in Battle Ground, approximately 3.1 miles of recreational trails and pathways exist today. Also, State Route 503 has a 1.14-mile section of paved pathway that provides for walking, running, and biking adjacent to the roadway alignment. Additionally, Clark County's Salmon-Morgan Natural Area has 1.4 miles of trails in a natural setting. In total, Battle Ground has approximately 5.6 miles of recreational walking or biking trails dispersed across the community.

Figure 13. Trail Inventory in Battle Ground

Trail Segment	Mileage
City Park Trails / Paths	3.09
Cresap Park	*0.27*
Florence Robison Park	*0.65*
Kiwanis Park	*0.48*
Oak Meadows Park	*0.32*
Parkview Trails West	*0.19*
Remy Property	*0.33*
Shorter, minor segments	*0.86*
SR 503 Trail	1.14
Salmon-Morgan Creek NA trails	1.40
Total Trail Mileage	**5.63**

FINAL DRAFT

Trail Demand

Park & Neighborhood Trails

In the community survey, over 92% of respondents clearly identified that connected bike and pedestrian trails were their highest priority. Throughout the public outreach, residents indicated that walking or running was a top reason for visiting Battle Ground's parks. Park pathways are popular recreational amenities and significant contributors for promoting physical activity. This recreational trend is notable in state and national recreation surveys. Running, jogging and trail running are the most popular outdoor activities across the nation, based on levels of participation. Also, the need for more walking and biking trail connections that link parks together has been reinforced in the community survey, online open house, and other public feedback.

Regional Trails

The online open house polled opinions about potential trail links and which were the highest priority. Participants ranked the extension of the Chelatchie Prairie Rail with Trail from Cedars Golf Course to Fairgrounds Park as the highest priority for potential trail connection. The Old Town/Village Trail (the segment from the high school to library) also was considered as a priority.

The future extension of the SR 503 Trail and further development of the Chelatchie Prairie Rail with Trail will provide the major 'spines' of the non-motorized network, in addition to existing and future sidewalks, parks, and trails. As these regional trails develop, the city's non-motorized transportation projects should help connect neighborhoods, schools, and commercial areas through bike lanes, sidewalks, crosswalks, trailheads, parking, and wayfinding.

The NMTAP identifies both SR 502 and SR 503 as important alignments for multi-use, off-highway trail alignments. The current Transportation Improvement Program includes an extension of the existing SR 503 shared-use pathway from Main Street to NW Onsdorff Boulevard and planned for construction in 2022. The extension of the Chelatchie Prairie Rail with Trail currently is on hold, since Clark County and the railroad owner are in litigation. The NMTAP recognizes that this trail project is a long-term prospect to be coordinated with Clark County.



Trails for Walkable Communities

Parks are known to contribute to a healthier community by providing accessible outdoor recreation particularly through the walking trail within each park. Getting to the park by foot or bike can also offer a healthier choice integrated with the park destination and its amenities. In the NRPA publication *Safe Routes to Parks*, the elements of walkable, healthy community design are outlined as convenience, comfort, access and design, safety, and the park itself. Sidewalks, bikeways, and trails should provide an integrated alternative transportation system for residents to access parks and other destinations within their community. As further emphasis for the importance of a walkable community to promote public health, the Surgeon General has issued a *Call to Action* to "step it up" and promote more walking and build a more walkable world. A more connected network of trails, sidewalks, and bike lanes with links to public transit also provides economic values.



Trails for Aging Populations

Today's active seniors are looking at retirement age differently, as many are retooling for a new career, finding ways to engage with their community, and focusing on their health and fitness. It will be critical for Battle Ground's park and recreation system to take a comprehensive approach to the city's aging population needs. Accessibility and barrier-free parking and paths, walkability, and connectivity will be paramount to future planning. Providing programming for today's older adults includes not only active and passive recreation, but also the type of equipment needed to engage in certain activities. Trails provide the infrastructure for the most popular and frequent outdoor recreation activity of older adults: walking.

Transportation Planning

As discussed above, the NMTAP will add to the city's Transportation Improvement Program (TIP) to include bike lanes, sidewalks, bike/pedestrian connections, and support facilities. Funding and project partners are identified for each planned improvement project. Future non-motorized transportation improvements throughout the city will greatly enhance the value of the existing trails and pathways in Battle Ground's park system by adding bike and pedestrian access across the city.

Trail System Design Considerations

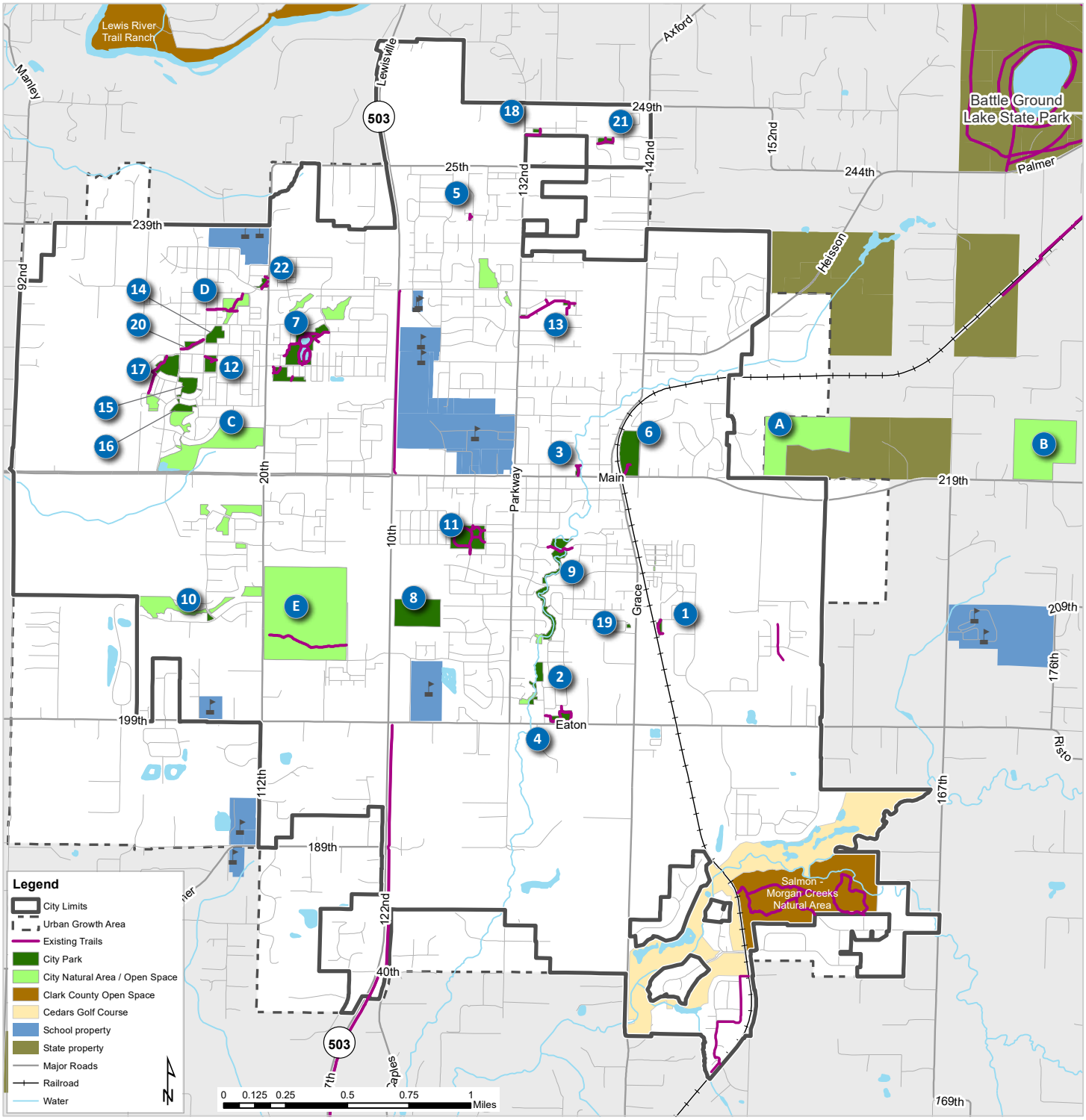
Alignment

The future growth of the trail network will need to balance between alignments that are optimal from trail user, trail experience, and connectivity perspectives and those that are practical from cost, regulatory, and availability perspectives. Future consideration should be given toward finding alignment options that can accommodate different trail use types (i.e., commuter vs. recreational/destination oriented), as well as potentially interim solutions that rely on wider sidewalks to serve trail users or routes that utilizes existing or planned sewer, stormwater, or utility corridors. Accommodating alignments for local, neighborhood link trails as connections to regional, shared-used trails or major park trails is important for providing access and reducing the sole reliance on trailheads for providing access to the trail network.

Access & Trailheads

Safe, convenient entryways to the trail network expand access for users and are a necessary component of a strong, successful system. A trailhead typically includes parking, kiosks, and signage and may include site furnishings such as trash receptacles, benches, restrooms, drinking fountains, and bicycle parking. Trailheads may be within public parks and open space or provided via interagency agreements with partner organizations (e.g., county, school district, etc.) to increase use and reduce unnecessary duplication of support facilities. Specific trailhead designs and layouts should be created as part of planning and design development for individual projects and take into account the intended user groups and unique site conditions.

FINAL DRAFT



ID	Park Name
1	Battle Ground Village Park
2	Brook Haven Park (Undeveloped)
3	Central Park
4	Cresap Park
5	Dublin Meadows Park
6	Fairgrounds & Skateboard Parks
7	Florence Robison Park
8	Gardner Oaks Park (Undeveloped)
9	Hidden Glen Park (Undeveloped)
10	Horse Thief Canyon Park

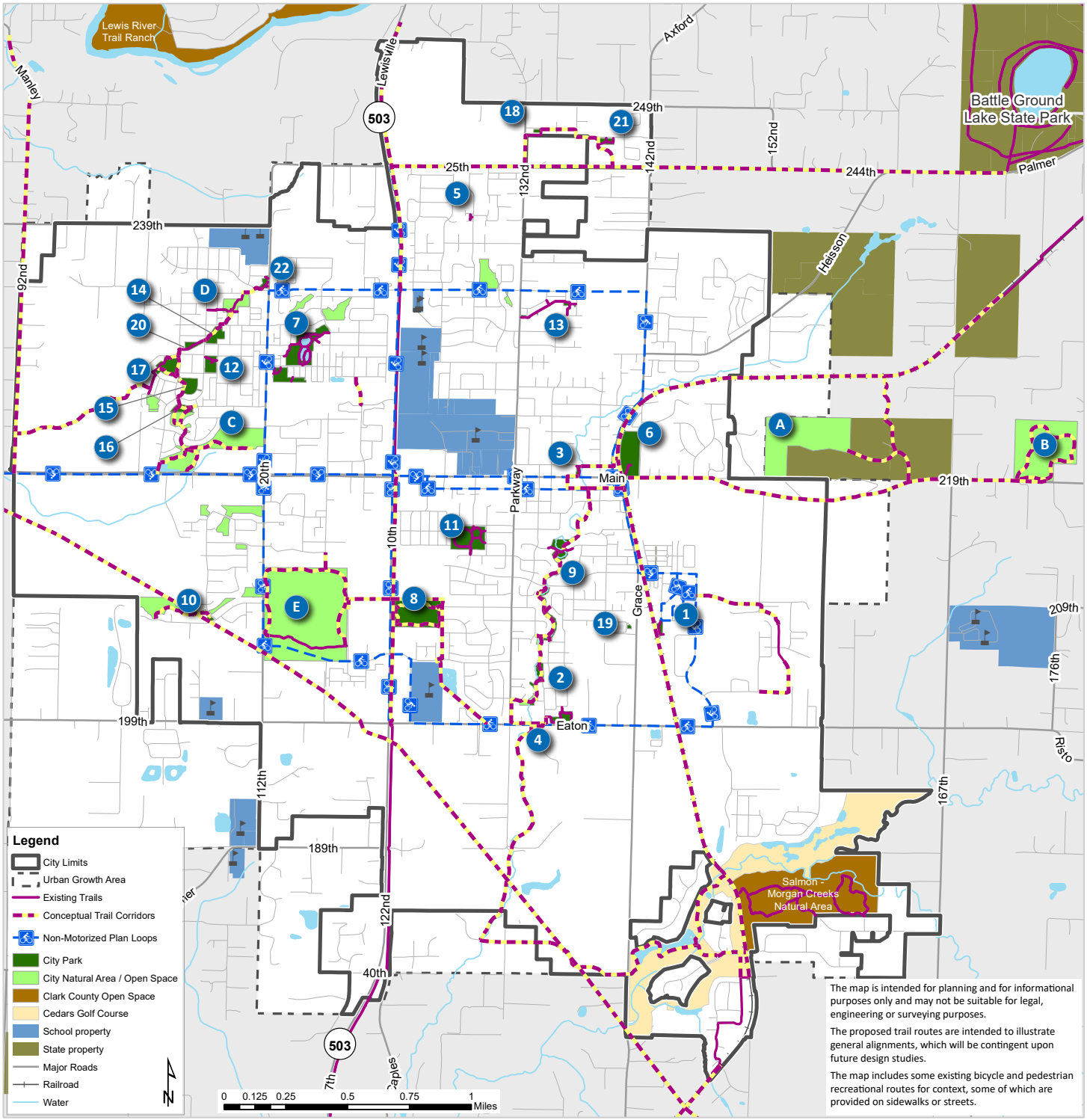
ID	Park Name
11	Kiwanis Park
12	Mac McConnell Park
13	Oak Meadows Park
14	Parkview Trails Northeast (Undeveloped)
15	Parkview Trails South (Undeveloped)
16	Parkview Trails Southeast (Undeveloped)
17	Parkview Trails West (Undeveloped)
18	Parkway Heights
19	Savannah Village Park
20	Triangle Park

ID	Park Name
21	Whispering Pines Park
22	Wingate Park

ID	Open Space / Natural Area Name
A	Tukes Mtn. Park (Undefined)*
B	Durkee Property (Undefined)*
C	Lewisville Meadows Natural Area
D	Cedar Trails Open Space
E	Remy Property Open Space (Undefined)*

* Undefined: Requires site master plan

Map 7: Existing Recreational Trails



ID	Park Name
1	Battle Ground Village Park
2	Brook Haven Park (Undeveloped)
3	Central Park
4	Cresap Park
5	Dublin Meadows Park
6	Fairgrounds & Skateboard Parks
7	Florence Robison Park
8	Gardner Oaks Park (Undeveloped)
9	Hidden Glen Park (Undeveloped)
10	Horse Thief Canyon Park

ID	Park Name
11	Kiwanis Park
12	Mac McConnell Park
13	Oak Meadows Park
14	Parkview Trails Northeast (Undeveloped)
15	Parkview Trails South (Undeveloped)
16	Parkview Trails Southeast (Undeveloped)
17	Parkview Trails West (Undeveloped)
18	Parkway Heights
19	Savannah Village Park
20	Triangle Park

ID	Park Name
21	Whispering Pines Park
22	Wingate Park

ID	Open Space / Natural Area Name
A	Tukes Mtn. Park (Undefined)*
B	Durkee Property (Undefined)*
C	Lewisville Meadows Natural Area
D	Cedar Trails Open Space
E	Remy Property Open Space (Undefined)*

* Undefined: Requires site master plan

Map 8: Existing & Conceptual Recreational Trail Corridors

Trail Development Limitations

One underlying tenet of the recreational trail system is to enable the placement of trails within or close to natural features to provide access to the city's unique landscapes, as well as accommodate outdoor recreational access to creeks, hillsides, and woodlands. The future planning and design of trail routes through natural areas should be based on sensitive and low-impact design solutions that offer controlled access that protects the natural resource, while providing for a positive experience for trail users. The determination of future trail alignments should place high priority on natural resource and natural hazards planning and protections, in part to meet local land use policies, as well as Washington State requirements.

Trail Signs & Wayfinding

Coordinated signage plays a crucial role in facilitating a successful trail system. A comprehensive and consistent signage system is necessary to inform, orient, and educate users about the trail system itself, as well as appropriate trail etiquette. Such a system of signs should include trail identification information, orientation markers, safety and regulatory messages, and a unifying design identity or element for branding. The following signage types should be considered and consistently implemented throughout the network:

- Directional and regulatory signage,
- Trail user etiquette and hierarchy signage,
- Continuous route signage for route identification and wayfinding,
- Mileage markers or periodic information regarding distance to areas of interest,
- Warning signs to caution users of upcoming trail transitions or potential conflicts with motor vehicles,
- Interpretive information regarding ecological, historical and cultural features found along and in proximity to the trail, and
- QR codes to signs to provide links to additional information.

Also, the installation of kiosks at trailheads is a best practice that should continue and provides important trail information, while reinforcing the visual brand of the Battle Ground trail experience. The 2022 NMTAP proposed a wayfinding system and illustrated a color and layout design for prospective signs along pathway routes. This design could be incorporated into the park system for city-wide consistency.

Ongoing Maintenance

Following trail construction, ongoing trail monitoring and maintenance will keep the trails functioning as designed, while working to protect capital investments throughout the trail network. Future trail renovation projects should be included in the Capital Improvement Plan as a means to identify and secure appropriate resources for needed enhancement. Additionally, the city should maintain and expand their connection to and communications with the robust network of local volunteers to provide support, as appropriate.





PARK & TRAIL SYSTEM RECOMMENDATIONS

Acquisitions and Development for Trail Connections

Additional trail connections are needed, as well as sidewalk and bike lanes improvements, to help link destinations across the community and park system to offer more walkability and promote healthier outdoor lifestyles. Acquisitions of easements, corridors and parcels will be needed to create the comprehensive linkages for Battle Ground's future recreational trail system. The city will need to collaborate between parks and transportation funding sources for project planning to ensure the most appropriate links that improve the park and trail system. The city also should implement proposed amendments to its development policies and codes to require future development to provide bike and pedestrian access across proposed developments to contribute to a city-wide network of non-motorized transportation options.

Local trails that provide access through parks should connect smoothly with sidewalks and include information on how to connect to additional trail segments that may be located nearby. The online open house survey revealed support for acquiring more open space that also could offer trail development and walking opportunities. The park system gap analysis identified generalized areas where access to local parks was missing or insufficient, and future acquisitions should target those gap areas to also accommodate bike and pedestrian options.

Acquisitions for a Complete Park System

Battle Ground's park system has been expanding as the city grows, and the need for more facilities triggers additions of both parkland acreage and recreational amenities. The mapping of existing parks within Battle Ground's residential neighborhoods illustrated the need for at least six more strategically located park sites to ensure reasonable access to walkable parks for the bulk of the community. Acquiring parkland requires a proactive approach and may necessitate a need to look beyond undeveloped or partially developed properties for suitable or appropriately located sites.

Expanding Recreation Options

Splash Pads / Spray Parks

Spray parks are water play features that are very popular and provide a means of integrating aquatics into parks at a relatively low cost. Battle Ground currently does not have a splash pad within the park system, and strong public support exists for this feature. The city should consider at least one spray park to serve residents as an option for summertime water play that doesn't require lifeguarding. This special use amenity typically is supported by parking and restrooms, since it draws users from a wider area. Any spray park facility should be designed to recycle water, if practical.

Bike Skills

Engaging older youth, teens, and adults in more intense physical activity within parks requires amenities that support challenging, active movement. The city could plan for a pump track and connecting flow track in a visible location that can accommodate parking and can enable a synergy with other park

FINAL DRAFT

uses. These features would add new challenges for riders and add to the range of outdoor recreational opportunities across older youth and teens.

All-Inclusive Playgrounds

Upgrading play areas for ADA-accessibility will be necessary to ensure compliance and universal access; however, providing for ADA-accessibility should not be the city's only goal. As new parks or playground replacements are planned, Battle Ground should consider opportunities for fully-accessible, all-inclusive play areas to provide for users of all abilities.

Sport Courts

Few sport courts exists within Battle Ground. No tennis, pickleball, or volleyball courts are available in city parks. Six basketball courts (or ½ courts) are provided however. Sport courts provide active recreation for team and individual use without requiring as much space as traditional sports fields for baseball, softball, football, and soccer.

Pickleball continues to rank as one of the fastest-growing sports and has seen significant jumps in participation over the past decade, attracting a wide range of age groups. Also, pickleball recently was named the State of Washington's official sport. Outdoor pickleball courts are most successful if clustered, rather than located individually, throughout the park system. Such a grouping promotes leagues, pick-up tournaments, and related social interaction. Courts are best located in groups (at least two, but preferably six to eight to accommodate the social aspects of the sport) to provide for the regular league activity that grows as the sport is adopted within a community.

Other alternative or trending sport options include futsol and parkour. Courses of outdoor fitness equipment can be interspersed along park paved pathways requiring smaller development footprints.

Off-Leash Dog Area

Walking with a dog is a very popular recreational activity, and off-leash dog areas have become a desired amenity for dog owners living in urban environments who may otherwise have limited opportunities to exercise their pets. The city of Battle Ground currently does not have an official off-leash dog area, but recreational trends and community input indicate an existing need for an off-leash area.

Appropriate sites should be safe, not isolated, and noise impacts on neighbors should be considered. Ideally, a dog park would be a component to a larger (future) community park, where infrastructure (e.g., parking, restrooms, and waste collection) exists and supports multiple activities. The development of a dog park may require code revisions, the development of rules and policies, and community support for self-policing for behavioral issues and waste pick-up. Communities throughout the Northwest have relied on grassroots or non-profit organizations, such as DOGPAW, for the ongoing operations and maintenance of such facilities.

Park Development & Improvement Projects

The preparation of master plans for Gardner Oaks Park, the Remy property, Tukes Mountain, and the Durkee property, as well as the Lewisville Meadow Natural Area and Parkview Trails sites, will help to provide needed amenities, walking paths, and access to nature to enhance Battle Ground's park and recreation system. Once master plans have been adopted, phased park development should be planned as part of the capital improvements program. Some active recreational infrastructure, such as sport fields and sports courts, may be feasible in the current undeveloped park sites. However, as the city grows, more sport field infrastructure is likely to be in demand. Ongoing coordination with local leagues and the school district should inform other sport field additions and improvements, including converting existing fields to turf, installing lights to expand play seasons, and the development of additional fields to accommodate demand.

Master Plan Concepts

Gardner Oaks Park

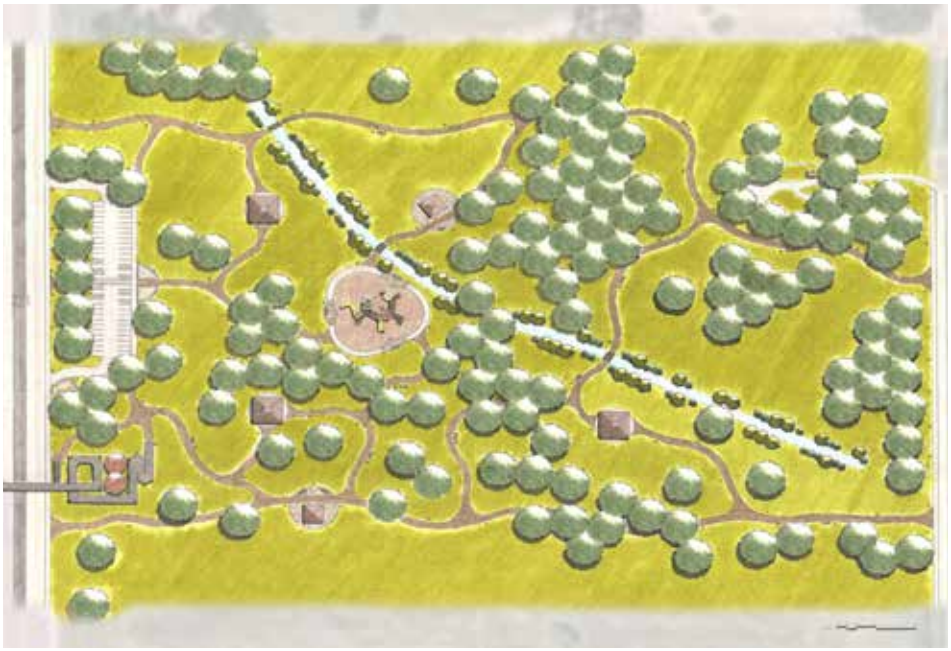
This 12.98-acre, undeveloped park consists of mown field with groups of trees divided by a drainage swale that bisects the flat property at an angle from southeast to northwest. In 2003, a conceptual site plan was prepared with public feedback to illustrate a potential development future for this park. While this property has adequate acreage for a well-provisioned community park, Clark County GIS mapping indicates likelihood of extensive existing wetlands. Prior to conducting an updated site master plan process, a preliminary site analysis to determine the extent of wetlands and known regulation and mitigation measures would be an important prerequisite for establishing a realistic park development program.

The western edge of the site has slightly drier soils and may be the most suitable area for development of recreational amenities, such as a playground, picnic shelter, and sports court, in addition to support facilities such as parking and restrooms. The existing large trees should be preserved to the greatest extent possible when configuring the location of future park amenities. These trees will provide character to the future park and help enhance the habitat, wetland, and stormwater management values on the site. Gardner Oaks Park could be a location for the inclusion of alternative sport amenities, such as pickleball, futsol, parkour, or a bike skills area. An off-leash dog park also could be feasible, since the required amenities of fencing and double-gated entries

would be minimal and possibly avoid wetland impacts.

Depending on the extent of existing wetlands, a perimeter trail could connect the neighborhood to the east with more direct access to the future extension of the SR 503 trail. A linear, "paper street" borders the park's eastern edge and could provide additional space for a trail connection to improve overall walkability in the area. Portions of the property that cannot reasonably be developed due to existing wetlands could be enhanced and restored to improve wetland habitat value and provide more interest for park and trail users and local wildlife. Trail features could include environmental interpretive signs, 'storybook trail' signage (coordinated with the Library), observation platforms, benches and footbridges. A loop trail along the site perimeter could be designed to provide a ½-mile walking pathway.

Figure 14. Concept Schematic for Gardner Oaks Park (from 2003)



Remy Property

This 80.2-acre property is centrally located for most Battle Ground residents and could become a significant park facility. The Remy property also had a conceptual site plan prepared in 2003, which suggested the development of sport fields, sport courts, picnic shelters and trails along the southern edge of the site. As with the Gardner Oaks Park site, GIS mapping indicates the likelihood of extensive wetlands covering much of the Remy property. A preliminary site analysis to determine the extent of wetlands and known regulation and mitigation measures is a crucial initial step to determine the potential developable area of the site. Future park amenities would need to be planned around wetlands, critical areas and other site constraints.

Figure 15. Concept Schematic for the Remy Property (from 2003)



The southern section of the park, along SW Scotton Way, may contain sufficient dry, upland area for some community park amenities and support facilities. Also, an expanded trail system could provide access to portions of the wetlands via soft-surfaced trails or boardwalks, while other wetland areas could be restored to more natural conditions (i.e., post-agricultural uses) to support wetland and habitat function. The Remy property would be a good location for a dog park, picnic shelter, sports court, and playground. Depending on the extent of existing wetlands and hydrologic connectivity, the development of sport fields at this site might be precluded. Trail connectivity across and through the site should be a primary goal.

FINAL DRAFT

Parkview Trails

Parkview Trails consists of four sections (northeast, south, southeast, and west) of natural area totaling 10.6 acres within limited trail development. Portions of each section contain wetlands along Mill Creek, and a truncated site master plan should be completed to determine the degree of public access that is feasible and options to improve trail linkages or other recreational and educational improvements. Due to wetlands and site constraints, future trail connections likely will require the use of boardwalks.



Durkee Property

In March 2012, Clark County deeded to the 35-acre Durkee property to the city of Battle Ground, which was originally gifted to Clark County with the caveat that it will only be used for park and open space purposes. The north and west sides of the property are forested with Douglas fir and cedar; the site also supports an old holly orchard. The western side of the property is constrained by steeper forested slopes that should be left undisturbed (in their natural condition), to the extent possible. The remainder of the property consists of improved pasture and moderately hilly topography. The site also includes the headwaters of a small tributary to Salmon Creek.

The site has been the focus for several potential development concepts proposed by park advocates, from a sports complex to an historic agricultural interpretive site.

The future development of the Durkee property should be guided by a site master plan and could accommodate numerous uses, including sport fields, picnic areas, parking, restrooms, and a mix of popular community park amenities. A loop path around perimeter would be an attractive park feature to take advantage of the existing trees and perimeter forest. Past public input for this park's development has proposed historic ties with the previous landowners that connects with an agricultural theme and demonstration of the "Virginia Richards Rhododendrons." (Virginia Richards, one of "the Durkee sisters" has a Rhododendron named for her.) An agricultural interpretative theme could include farm-based playground features, such as farm tractors, hay wagon toys, tractor, and cow shape rocking units. The property may have supported some of the Durkee farm's commercial orchards (e.g., pears, hazelnuts, and holly). Site-specific landscape design also could symbolize the historic orchard plantings using native trees to support wildlife in a pattern that replicates the historic orchard use.

Figure 16. Concept Schematic for the Durkee Property (prepared by Durkee family representatives, 1992)



Lewisville Meadows Natural Area

This 22.86-acre undeveloped natural area hosts extensive wetlands with only a small section of land in the far southeast corner that appears to be unconstrained by critical areas for future development. Clark County GIS mapping indicates potential wetlands and/or buffers on the majority of this site. Recreational facilities with smaller footprints, such as picnic shelters, trails, or a ½-court could be considered as future improvements. Trails with bridges and boardwalks, observation platforms, and minimal impervious surfaces should be primary improvement for the site. With adjacency to Parkview Trails (south), this property should be analyzed for improved public access and connectivity to adjacent neighborhoods.

Tukes Mountain

The forested, 35-acre Tukes Mountain property is owned by the city and located just outside the city limits. The southwest corner of the property includes five water towers, which would need to be protected from public access if the this property were developed in the future. The adjacent property to the east is owned by the Washington Department of Natural Resources (DNR).

The site would be an attractive trail destination with its 620 to 630-foot elevation within a mostly forested landscape. Possibly in coordination with DNR, trailhead amenities and wayfinding signage could be combined with a hierarchy of trails, and loop options could add outdoor recreational value for visitors.

While there are no mapping indicators for wetlands that would restrict future improvement, the forested slopes do contain biodiversity value and habitat areas. A site master plan should ensure that native trees on the forested slopes are retained to the fullest extent possible to continue to protect water resources (e.g., recharge areas) and limit any future stormwater runoff.

User Conveniences

Restrooms

Providing and maintaining restroom facilities to support park and trail usage is a crucial element in any park system. The lack of available restrooms at parks was one reason for survey respondents to indicate why they do not visit local parks regularly. The planning and design of newer parks that also provide parking and other support amenities always should consider how to best provide restrooms for park users. Older parks with aging restrooms need to be upgraded to ensure or improve ADA compliance and universal access.

Picnic Areas & Shelters

Improving access to existing picnic areas and shelters for ADA compliance should be a core focus. Also, several existing parks could be improved to include new shelters to expand recreational opportunity and increase park visitation. Site master plans for currently undeveloped parks should guide the future decisions about the need and location of picnic areas and shelter facilities.

Wayfinding

The city of Battle Ground will benefit from enhanced wayfinding and signage supporting its overall park and trail system. Opportunities exist to help visitors navigate and gain information about the public spaces they are entering. A good wayfinding system can provide a consistent identity, as well as display valuable and accessible information to orient the user. This guidance system ensures efficient use of the trail, park, or other public space and conveys safety to the user by translating the environment into a known geography. Signs, symbols, maps, color, and standardized site amenities, combined with good design of the physical environment (i.e., trail or park), help the user navigate the space and stay comfortably oriented. Future park and recreational trail wayfinding should be coordinated with the proposed wayfinding signage style included in the NMTAP.

LEVEL OF SERVICE ASSESSMENT

Service standards are the adopted guidelines or benchmarks the city is trying to attain with their park system; the level of service is a snapshot in time of how well the city is meeting the adopted standards. A level of service (LOS) review was conducted in addition to and in support of the gap analysis as a means to understand the distribution of parkland acreage by classification and for a broader measure of how well the city is serving its residents with access to parks, trails and open space.

In the past, the city of Battle Ground has used acreage per capita and park distribution to define its standards and measure its level of service for parks and recreation. While adopted acreage standards have been a long-standing traditional measure of park provision, current trends in park system assessment utilize a broader and more customized analysis of how well parks are benefiting their service area and where improvements should be focused. In the 2015 PROS plan, Battle Ground maintained an acreage standard of five acres per thousand population carrying forward from the 2009 Plan as the target quantity of its park and open space facilities.

FINAL DRAFT

The previous plan also combined the acreage of other "park" facility providers to ease the pressure of meeting the parkland acreage standard through the city's park system alone. Sites included Battle Ground School District properties and raised the calculated 2015 LOS from 10.8 acres per 1,000 population for city-owned parks and open space to 17 acres per 1,000 population – an increase of nearly 60%.

Using Battle Ground's current population and park inventory, Figure 17 shows the current level of service for the entire park system as 13.2 acres per 1,000 population. Of that level of service, parks (pocket, neighborhood, community and signature park classifications) represent 3.4 acres per 1,000 population, and the balance of 9.7 acres per 1,000 population is open space and natural areas. Using the current inventory and forecast population to 2035, the overall level of service would decrease to 8.2 acres per 1,000 population if no additional lands are secured. While the current and projected level of service for the entire park and open space system is greater than the 2009 and 2015 standard, Battle Ground's park system is heavily weighted with open space land relative to active-use parklands.

Applying the previous service standard of five acres per 1,000 population to just the city's park inventory reveals additional insights about the level of service and performance of the existing inventory. Figure 18 illustrates the level of service for parks, segmented between the entire park inventory of pocket, neighborhood, community, and signature parks and the acreage of those parks counted as developed with recreational amenities. The figure also highlights level of service between 2022 and 2035 based on the projected population estimate.

Approximately half of the current park inventory is developed. As a result, the current level of service for developed parks is 1.83 acres per 1,000 population and approximately half the level of service of the entire park inventory. If the previous service standard were used as a metric against the current park inventory, an existing deficit of 33 acres would grow to a deficit of 98 acres of parks by 2035. The deficit for developed parks would increase similarly.

Figure 17. Acreage LOS comparisons based on 2009 & 2015 PROS Plans Standard

Total Parkland Acreage	Total
Parks (developed & undeveloped)	72.84
Open Space	206.03
Total	**278.87**

Level of Service based on 2009/2015 Standard	2022	2035
Service Standard - Systemwide (acres/1,000 residents)	5.0 acres/1000	
Level of Service - Systemwide (acres/1,000 residents)	13.2	8.2
Level of Service - Parks Only (acres/1,000 residents)	3.4	2.1
Level of Service - Open Space Only (acres/1,000 residents)	9.7	6.0
Net LOS to Standard (acres/1,000 residents)	8.2	3.2
Performance to Standard	263.6%	163.6%
Acreage surplus (deficit)	173.1	108.4

Figure 18. Acreage LOS Comparisons for Parks to the Previous Standard

Metric	Measurement
Existing Parks Level of Service (LOS) Standard	5 acres per 1,000 residents
2021 Population (OFM)	21,160 residents
2035 Population Forecast	34,100 residents

Parkland Acreage (excludes open space)	Total	Developed
City-owned Parks	72.84 acres	38.81 acres
Other Public Parks (pending)	0 acres	0 acres
Total	*72.84 acres*	*38.81 acres*

Level of Service	2022	2035	2022	2035
Effective Level of Service based on total acreage *(acres/1,000 residents)*	3.44	2.14	1.83	1.14
Net LOS to Standard *(acres/1,000 residents)*	(1.56)	(2.86)	(3.17)	(3.86)
Performance to Standard	69%	43%	37%	23%
Acreage surplus (deficit)	(32.96)	(97.66)	(66.99)	(131.69)

A review of metrics from national data provides additional color to the assessment. Comparisons are provided below based on National Recreation and Park Association (NRPA) data that reflects the current levels of service of park agencies across the country based on a variety of factors: population size, population density, number of full-time equivalent employees, number of park facilities, acres of parkland and more. The NRPA Park Metrics data are used to compare different park and recreation providers in communities across the country; however, the Park Metrics database relies on self-reporting by municipalities. Some agencies only include developed, active parks, while others include natural lands with limited or no improvements, amenities or access. The comparative standards in the table on the following page should be viewed with this variability in mind.

A few highlights from the NRPA agency comparison provide perspectives on Battle Ground's park system. When compared with other park agencies, Battle Ground's (city-owned) parkland acreage (3.4 acres per 1,000 population) falls below the lower quartile of park providers. While parkland acreage alone should not be the sole measure of performance, the acquisition of additional parklands for active-use recreation is warranted.

Looking at the provision of recreation amenities within the park system provides another perspective on the adequacy of park service delivery. From the NRPA Park Metrics data, six amenities were compared with the median values from an aggregate of all agencies across the country, as well as from jurisdictions with populations in a similar range to that of Battle Ground. The comparisons indicate that Battle Ground is not significantly deficient in playgrounds or skate parks. However; the city provides fewer baseball and softball fields than the median of agencies reporting. Additionally, the city currently does not offer an outdoor pool or off-leash dog park. Also, based on the mapping analysis provided earlier in this chapter, several areas of Battle Ground do not provide easy access to existing recreational amenities, and residents have to drive for access for various activities.

Figure 19. NRPA Metrics by Amenity Type

	NRPA Metrics		
	All Agencies	Pop. 20,000-49,999	Battle Ground
	Acres of Parkland per 1,000		
Median Acres per 1,000	9.9	9.8	**3.4**
Amenity	**Number of Residents per Amenity**		
Playgrounds	3,607	2,961	**2,116**
Baseball (youth)	6,763	5,099	**10,580**
Softball (youth)	11,287	9,891	**21,160**
Dog Parks	46,000	27,528	**0**
Outdoor Pools	37,569	25,402	**0**
Skate Parks	49,750	31,248	**21,160**



FINAL DRAFT

To redirect the most important efforts toward creating a more equitable park system for Battle Ground, an adjusted set of parkland acreage standards is recommended. The city's previous PROS Plans aggregated a service standard for parks and open space. This Plan proposes specific service standards for each broad classification of recreation lands, with a 4.5 acre per 1,000 standard for parks and a 5.25 acre per 1,000 standard for open space, to recalibrate the standards to better align with community interest in space for active-use recreational areas.

The current deficit for parks based on the proposed standard is 22 acres today, which is expected to grow to 80 acres by 2035 if no additional sites are acquired. Figure 20 assumes that portions of the Remy property and the Durkee property will be developed with active-use recreation amenities, and this acreage (estimated as 36 acres) will be added to the park level of service calculation. The partial development of these two sites will improve the level of service overall, and the projected acreage deficit for 2035 will decrease to approximately 44 acres.

The proposed adjustment to the acreage standard is intended to help focus future acquisitions and development resources on the most important park and recreation facility provision. The primary, future focus should be toward additional neighborhood parks, and the estimated acreage demand equates to the need for five to six new neighborhood parks within city limits by 2035, plus one additional community park. This quantity coincides with the mapping analysis for existing parkland distribution.

This Plan proposes to establish a stand-alone numeric standard for open space and natural areas. Although numerical service standards are common for active-use parks and they do not translate easily to natural areas because of the uniqueness of the land base itself, service standards remain relevant for Battle Ground as one way to acknowledge the contribution of open space to the overall park system. Additionally, the city has provided strong leadership in requiring developers to set aside tracts of land through its critical areas regulations, and maintaining a service standard will provide the city leverage for securing additional open space as the city grows. At the proposed standard of 5.25 acres per 1,000 population and with the assumption of future, partial development of the Remy and Durkee properties, the projected 2035 deficit for open space is nine aces. It remains important for the city to protect sensitive lands to set them aside as part of the open space system, but the priority for future open space should be focused toward either the acquisition of, or negotiation for, additional, adjacent natural areas to ensure sufficient property is available to accommodate trail connections and habitat linkages.

As noted in the Goals chapter, the provision of trails should be toward connectivity to parks, natural areas, downtown, and other community destinations. The use of policies and objectives is more appropriate for the expansion of the trails network with a focus on connectivity, than the use of a per capita distance metric (e.g., miles per 1,000 population). Therefore, this Plan does not propose a mileage-based trail facility standard. To be clear, the proposed exclusion of a mileage-based standard for trails does not diminish or reduce the importance of or value in continuing to expand and grow the trail network; the intent is merely to orient the city's efforts toward a policy-based approach to trail connectivity.

Figure 20. Acreage LOS comparisons based on 2009 & 2015 PROS Plans Standard

Parkland Acreage (by Park Classification)	Parks Only		Open Space Only	
Parks (developed & undeveloped)	72.84 acres			
Open Space			206.03 acres	
Total	*72.84 acres*		*206.03 acres*	
Level of Service Metrics	**2022**	**2035**	**2022**	**2035**
Proposed Service Standard *(acres/1,000 residents)*	4.5		5.25	
Effective Level of Service based on total acreage *(acres/1,000 residents)*	3.44		9.74	
Acreage Adjustment for Park Development *	36.0		(36.0)	
Revised Level of Service based on total acreage *(acres/1,000 residents)*	5.14	3.19	8.04	4.99
Net LOS to Standard *(acres/1,000 residents)*	0.64	(1.31)	2.79	(0.26)
Performance to Standard	114%	71%	153%	95%
Acreage surplus (deficit)	13.62	(44.61)	58.94	(8.99)

* Assumes partial development of Remy Property (~16 acres) and Durkee Property (~20 acres)

Going Beyond Acres Per Capita

The use of numeric standards is a blunt and limited tool to assess how well the city is delivering park and recreation services, since the numeric values alone neglect any recognition for the quality of the facilities or their distribution (i.e., the ease to which residents have reasonable, proximate access to park sites). While public ownership of a broad range of recreation lands is crucial to the well-being of the city, the simple use of an overall acreage standard does not match with the citizen input received during this planning process. Residents were particularly interested in the availability of trails, equitable distribution of parks within a reasonable distance from their homes, and conservation of open space.

The city's park system also was assessed using the Washington Recreation and Conservation Office (RCO) level of service metrics provided in their planning manual. In reviewing the park system as a whole, Figure 21 illustrates the current levels of service across different performance measurements. From the community survey results, the frequency of park and trail visitation ranked as the strongest indicator for the park system.

In addition to readjusting the city's adopted standards to more focused and realistic targets, this PROS Plan also evaluated the geographic distribution of parks. The assessment of park distribution recognized that the most prevalent gaps in individual park service areas was in the south and west of the city. This translates to the highest need for walkable parks to be located in south Battle Ground. The gap analysis conducted for this PROS Plan reinforces the findings from the 2015 Plan to direct the need for new park location targets. The future development of Gardner Oaks Park and Hidden Glen Park, along with at least partial development of the Remy property, will improve access to recreation south of Main Street. As noted in the gap analysis section, the future purchase and development of up to six new neighborhood parks and one community park will improve the overall distribution of parks throughout Battle Ground.

Figure 21. Levels of Service with RCO Metrics (System-wide)

Quality Criteria	
Public Satisfaction	
Satisfaction with City Parks (rated as Very/Somewhat Satisfied)	68.2%
LOS Grade	C
Maintenance & Upkeep of Parks (rated as Excellent or Good)	66.0%
LOS Grade	C
Agency-based Assessment	
Condition Assessment Rating of Existing Parks (3-point scale)	1.78
LOS Grade	B
Distribution Criteria*	
Parkland Access (within 1/2-mile travelshed)	
Percent Service Area with Access to All Parks & Open Space	32.2%
LOS Grade	D
Trail System Access (within 1/2-mile travelshed)	
Percent Service Area with Access to Recreational Trails	24.5%
LOS Grade	F
Usage / Visitation Criteria	
Frequency of Park or Trail Usage	
Percent Visiting Parks at Least Multiple Times per Month	65.4%
LOS Grade	C

* Note: The percentage of land area covered by service area walksheds is a proxy for the population within the residential portion of the city.

SCALE: Excellent | Good | Fair | Limited | Poor

Scale: Condition Assessment

A	= <1.2
B	= 1.2 - 1.74
C	= 1.75 - 2.24
D	= 2.25 - 2.79
F	= >2.8

Scale: Satisfaction, Distribution & Usage

A	= >85%
B	= 75 – 84.9%
C	= 65 – 74.9%
D	= 30 – 64.9%
F	= <30%

FINAL DRAFT

Park Assessment Summary

Assessing physical conditions within each park facility, mapping distribution of existing parks, measurements of park acreage, and comparing park amenity provision represent four methods for assessing the park system. To refine the access and equity of a park system even further, a look at the types and quantities of outdoor recreation offerings generates additional considerations. Comparing size and amenities in each park helps weigh the need for enhancing existing park sites, in addition to adding new parks. Each existing park has a variety of recreational amenities and do not offer equal values in outdoor recreation. For example, Florence Robison Park at 11.9 acres (compared to Cresap Park with 2.25 acres) provides significantly more amenities for play, gathering, walking and sports. While both parks are classified as neighborhood parks, their contribution to meeting local, neighborhood park needs is not the same. Parks with less land and fewer amenities should be considered as targets for expansion through adjacent land acquisition or, at least, enhancement with additional amenities.

The city also should consider other factors for serving the current and future population of Battle Ground, including:

- Park pressure or the potential user demand on a park: Residents are most likely to use the park closest to their home. This measure uses GIS analysis to assign all households to their nearest respective park and calculates level of service (in acres of parkland per 1,000 residents) based on the acreage of the park and the number of residents in the 'travelshed'. Areas with lower levels of service are more likely to be underserved by parkland and to see higher degrees of use and wear and tear on park amenities.
- Availability of park amenities: Park systems should include an equitable distribution and quantity of the most common amenities like playgrounds, picnic shelters, sports courts, sport fields, and trails to meet local needs and help distribute the potential usage of individual parks. Working to provide well-distributed basic park amenities, while also offering unique outdoor experiences, will result in a varied park system with a range of different recreational opportunities for residents.





FINAL DRAFT

6

Open Space & Stewardship



OPEN SPACE

The Battle Ground community has retained several natural areas across the city. Over 200 acres of open space are either owned or managed by the city, in addition to the developed and undeveloped park property acreage. These open space properties include forested lands, riparian corridors, and wetlands across 27 different sites.

The open space classification distinguishes natural lands from parks developed for active recreation and other highly managed landscapes. Open space may refer to public properties that are exclusively natural areas or portions of larger parks that are managed as natural areas. This open space is managed to preserve, restore, and conserve ecosystem functions, native vegetation, and wildlife habitat. Open space generally are undeveloped, primarily left in natural form, and are managed to retain or enhance natural or scenic resources. However, open space may include trails or interpretive signs, along with modest support amenities such as parking or restrooms. Additionally, some properties that are acquired and held as future, active-use parks may be managed as open space until they are developed as parks, which may last five to 10 years or longer from the time of purchase. Battle Ground has over 33 acres of undeveloped, neighborhood parks currently managed as open space.

Figure 19. City-owned Open Space Areas

Park Name	Classification	Acreage
Tukes Mtn. Park	Undefined Park	35.04
Durkee Property	Undefined Park	35.05
Lewisville Meadows Natural Area	Urban Open Space	22.86
Cedar Trails Open Space	Urban Open Space	3.83
Remy Property Open Space	Undefined Park	80.20
Miscellaneous Open Space	Urban Open Space	29.06
	City Open Space	**206.03**



Battle Ground's open space and natural areas are a critical component of the city's green infrastructure and play important roles in supporting healthy, well-functioning ecosystems. The many benefits of greenspace include maintaining air and water quality, mitigating impacts of climate change, capturing stormwater runoff, and providing recreational and scenic opportunities to connect with nature that promote physical and mental well-being.



FINAL DRAFT

Large Open Space Properties

The city manages several sizable open space properties. At more than 80 acres, The Remy property offers significant habitat for wildlife and a quiet experience for visitors, once the site is developed for public access. The Durkee property and the city-owned portion of Tukes Mountain, each at 35 acres, will retain portions of open space even after being developed into public parks, since the steep forested slopes should be protected from tree removals and land grading. Lewisville Meadows Natural Area primarily consists of wetlands and will likely provide limited public park amenities once a site master plan has been prepared. These large open space areas contain a variety of distinct habitats, mostly as wetlands and creeks, adding to the diversity of plant species they host. These large open spaces also could include developed trail systems to provide recreation opportunities and valuable pedestrian connections for local neighborhoods.

Smaller Open Space and Natural Areas

Smaller open spaces are distributed across the city's park system. Though smaller, these pockets of natural areas serve as refuges for wildlife traveling between larger forested areas, and in some cases, provide meaningful trail connections between adjoining neighborhoods. Several of these areas have segments of developed trails or minor site improvements, while preserving their ecosystem functions. These include the four different properties that form Parkview Trails. Further development of these sites for public recreational use, including the construction of trails, may be limited or restricted by natural characteristics of the land, such as steep slopes, wetlands and other features.

Other Open Space Properties

Other significant open space includes the Salmon-Morgan Creeks Natural Area owned by Clark County. Approximately 1.5 miles of walking trails provide access into the 81-acre natural area. Parking is available at the ends of NE 183rd Street and NE 161st Avenue. The property was purchased in 2006 with Conservation Futures funding and hosts a large range of wildlife species within the forest, stream and wetlands.

Additionally, numerous homeowners association (HOA) tracts have been set aside as either open space or small pocket parks. Slightly more than 118 acres of open space within Battle Ground are owned by HOAs, and three pocket parks totaling two acres provide small-scale recreation options for residents within their immediate HOA subdivisions.



GREENWAY PLANNING

The city of Battle Ground has demonstrated its commitment to conserving its natural resources, and many of the public lands that the city owns and manages host unique, high-value landscapes. High-quality watercourses, wetlands, and woodlands are vital to preserving Battle Ground's diversity of habitats. Providing safe public access to, and within, these areas needs to be carefully balanced with the crucial goal of environmental stewardship and natural habitat protection. These areas can entail conservation, acquisition, and restoration activities to ensure that they continue to thrive and provide their distinct ecosystem functions and benefits.

Battle Ground is fortunate to have retained several significant natural areas and wetlands across the city that form the foundation of an emerging greenway system. This greenway network includes wildlife habitat, creek corridors and vistas, which create unique connections as habitat for birds and other wildlife. While many of the city-managed sites do not currently accommodate formal, public access, many of these properties will serve as the backbone for future trail corridors. In addition to protecting habitat and maintaining ecologic benefits (e.g.,

stormwater management and air quality), a system of greenway properties can provide educational and stewardship opportunities and support connections for off-street recreational trails. A greenway network also can provide access to nature for passive recreation (including opportunities for viewpoints and wildlife viewing areas) and relaxation.

Public sentiment favored the additional acquisitions for future parks and open space across the city, but these responses were also somewhat weak relative to community desire for trails and other park development and enhancement projects. Additionally, the city is currently meeting proposed level of service standard for open space.

As noted in Chapter 5, a priority for expansion of the open space and greenway network is to ensure sufficient property is available to accommodate trail connections and habitat linkages. As such, planning for the future open space and greenway network should be focused toward dedications, fee-simple, and/or easement acquisition efforts in locations that support connected public open spaces and an expansion of the trail network. In other locations, the city should continue to require the holding of open space as development common areas or tracts and, whenever possible, include public access easements or rights over those tracts to minimize the city's maintenance demands while allowing future access for public trail use. In areas where the private open space tracts overlap with mapped critical areas, the City should request additional lands adjacent to these set-asides to accommodate trail connections that do not encroach upon the critical areas.

Watercourses

The city's stormwater management area includes portions the Salmon Creek watershed including Salmon Creek and Woodin Creek subwatersheds. The Stormwater Management Program aims to inform and assist in the development of water quality management policies and strategies to protect local waterways, consistent with the state and federal requirements. Watercourses traversing the numerous sub-basins within the Salmon Creek watershed are naturally occurring or partially altered streams characterized by perennial or seasonal flows that contribute to water filtration, stormwater buffering, erosion control, and the provision of wildlife habitats. Within city-owned properties, the preservation and restoration of the land surrounding watercourses are a priority, ensuring that these areas continue to provide their unique ecosystem services.

Wetlands & Steep Slopes

The city's municipal code protects and regulates wetlands and steep slopes in Battle Ground. City open space includes several wetland areas, including riparian wetlands and perched wetlands in upland forest areas. Steep slopes exist throughout the drainage basin, including the Durkee property and Tukes Mountain. These areas continue to be a high priority for regulatory protection and restoration efforts. Generally, they represent fragile ecosystems that host unique plant communities and serve as a valuable habitat for many animals, including bird and amphibian populations. These areas should be included in future open space management planning.

Forest Lands

Healthy and resilient forest lands are crucial for the preservation of Battle Ground's high-value ecosystems. The city is fortunate to have acquired a portion of Tukes Mountain with its forested hillsides at the edge of the city limits. Ongoing monitoring and management of these forest lands will be necessary to control invasive vegetation, maintain native plant communities and accommodate appropriate recreational access and usage.

LAND ACQUISITION

Conservation also may take the form of acquiring important lands that contribute to the ecological health of Battle Ground's forests, wetlands, and watercourses. The city has collaborated with Clark County to secure such lands as the Durkee property and Tukes Mountain.

The 2022 draft update to the Clark County Legacy Lands Program's Natural Areas Acquisition Plan provides a vision for preserving and enhancing a system of natural lands that includes greenways, habitat, farms, and forest resource lands. The plan identified specific acquisition opportunities, as well as accommodates future opportunities for park development, trail creation, and restoration. Within Battle Ground, this county-wide plan continues to identify high-value conservation lands centered along Mill Creek, Woodin Creek and Salmon Creek as targets for future acquisition and preservation.

Undeveloped lands or sections of existing properties may be restricted in their potential development by steep slopes, wetlands, or critical areas. These features often are highly valued for habitat conservation, and these areas may extend existing natural areas or serve as essential habitat corridors between larger open spaces. Conservation easements and public access easements are tools that could be applied to increase habitat benefits and access across the park and open space system.

FINAL DRAFT

STEWARDSHIP

With the growth of the open space system, the city could initiate efforts to guide the stewardship and management of these lands, informed by quantitative data and best practices.

Potential Open Space Studies and Management Plans

Wetlands Management Plan

The city has numerous wetlands across its park and open space system. Management and maintenance practices should be developed to guide the maintenance of these features. Once disturbed, wetland sites are highly vulnerable to destruction by invasive species. Proactive approaches are recommended to identify the existing and targeted vegetation for each wetland and ensuing methods for ensuring the continuation of effective natural wetland habitats.

System-wide Open Space Management

Policy guidelines for a system-wide Open Space Management Plan could give operations staff the foundation for effective resource management decisions. The plan could identify management goals and policies to guide open space maintenance practices, as well as identify issues related to land management and trail development in and through open space.

The city's currently owns approximately 177 acres of open space. Over the coming years, that acreage will likely increase, and a specific and science-oriented open space management plan is recommended to better guide city staff in the care, maintenance, and stewardship of these lands. In particular, an open space management plan should reflect the realities of limited program funding and the challenges presented by climate change to include the following considerations:

1. Maintain the functional benefits of open space vegetation.
2. Foster resilient plant communities that can recover from disturbances and adapt to climate change.
3. Implement work based on the value of these functional benefits, the community's priorities for the open space properties and the condition of the vegetation found there.
4. Maximize the return on available funding through volunteers, matching grants, and donations.

Forested Natural Areas Management Plan

Additionally, the city could conduct a study to identify the important and sensitive habitats and species existing (or previously existing) on Tukes Mountain and the Durkee property to recognize any needs for protection or restoration in advance of pending master plan for those sites.

Sustainable Stewardship Practices

The management of landscapes in city parklands, whether formal plantings in developed parks or diverse forest ecosystems in open space, requires continual attention and an investment of significant resources to properly steward and maintain the living landscape. Regardless of the use of these landscapes, the desired outcomes are the same – to sustain healthy, thriving plants.

Past practices and traditional horticultural methods to achieve this goal have become less reliable in recent years. Changes to the Pacific Northwest climate have increased summer heat and drought, causing more stress for mature and establishing plants. This change has been accompanied by a shift toward more sustainable landscape maintenance practices, reducing potential impacts on the surrounding environment and its inhabitants.

Water Conservation

Despite the rainy winters, water is not an unlimited resource in Clark County, and summers are expected to get hotter and drier as climate change intensifies. It is increasingly likely that not just voluntary, but mandatory, water conservation measures will become necessary on occasion to preserve supplies for the most critical uses, such as domestic consumption.

In landscaped areas where shrubs and trees rely on some summer water, maintenance staff should adjust the irrigation systems to water before sunrise to reduce water waste and maximize plant uptake. Depending on the landscape, watering also may need to be shifted to a deeper and less frequent watering schedule to reduce evaporation and encourage plants to root more deeply. In addition to reducing irrigation volumes and frequency, the city should consider shifting to planting more drought-tolerant species and schedule the majority of new plant installations in the early part of the rainy season to maximize root growth and establishment before the onset of the dry season.

Plant Selection

Selecting appropriate plants species for park landscapes is the source of a great deal of discussion, both on the local and regional scale. While drought-tolerant plants will be better able to establish in the short term, consideration is also given to how well newly established plants will survive in the long term. In recent years, cities across the Pacific Northwest have seen many mature, native trees decline and die in recent years, unable to adapt quickly to the increased summer temperatures and lack of summer moisture. Plant selection for tree replacements or renovations that consider the anticipated climate in 10 to 50 years will be more likely to create resilient, mature landscapes that can better transition to warmer, drier conditions.

In open space or natural areas with trees and shrubs native to the immediate area, staff should begin selecting new plants from seed zones that reflect the greater Portland-Vancouver area's

projected climate. This focus on plant provenance (the original geographic source of seed, pollen, or propagule) will allow staff to plant the same native species better adapted to future conditions.

In addition to considering climate in the selection of plants for developed parks, other factors must also be considered, such as the mature size of the tree or shrub, known pests or diseases that may affect the species, and how a fully-developed root system will interact with nearby paved surfaces.

Invasive Species Management

The control of invasive species is a crucial element of the restoration process and essential in maintaining a healthy natural landscape. Many invasive and non-native species exhibit strong adaptability to Pacific Northwest environments and displace native species, especially within the disturbed landscapes proximate to urban development. In relation to the need for an open space management plan, the city should expand resources to managing invasive species and enhanced partnerships to help with these efforts. While removal efforts may be ongoing, public park or open space sites cleared of invasives will require continuous monitoring and intervention to reduce or limit the re-establishment of the invasive plants. Through proper management of public open spaces, the city and its partners can maintain and enhance its natural areas and the critical ecosystem and community benefits they provide.

Stormwater Management

The Pacific Northwest region is experiencing more severe rainstorms due to climate change, and more of that rain is falling on impervious surfaces: roads, parking lots, and rooftops. This untreated surface water runoff is a source of contamination along riparian areas, impacting both people and wildlife, especially salmon populations.

State requirements for surface water management are becoming more stringent and costly for both developers and the city. Runoff volumes, peak stream flows, and local flooding can be reduced by incorporating trees into stormwater management planning, lessening the need for expensive detention facilities (e.g., catch basins), and the cost of treatment to remove sediment and other pollutants such as lawn chemicals. Green infrastructure is far more cost-effective than grey infrastructure. Using open space and natural areas to capture stormwater runoff encourages infiltration into the soil, prevents excessive streambed erosion, and reduces sedimentation in major waterways. In addition, a healthy tree canopy increases carbon sequestration potential, encourages local biodiversity, and enhances overall environmental resilience by reducing heat island effects and offering cooler, shaded air.



FINAL DRAFT

Recreation & Events 7



The recreation facilities and services available within Battle Ground are a major community asset and support the physical, mental, and social health of community members. The city of Battle Ground provides two major community facilities, the Community Center and Senior Center, as well as developed sport fields, all of which are heavily used. The city currently offers or promotes programming including fitness, general interest, day camps and special events.

RECREATION TRENDS

The following national and state data highlights some of the current trends in recreation and may frame future considerations in program and activity development. Additional trend data is provided in Appendix F.

- Seventy-seven percent of respondents to the American Engagement with Parks Survey indicate that having a high-quality park, playground, public open space, or recreation center nearby is an essential factor in deciding where they want to live. [1]
- Nearly all (93%) of park and recreation agencies provide recreation programs and services. The top five

Battle Ground Parks & Recreation offers facilities, programs and services that promote wellness and engage community members of all ages. Youth sports, day camps, the summer playground program, and youth and adult enrichment activities provide opportunities for year-round recreation.



Getty Image Caption explainedEnatquemVatur. Oc, quit; it, Ti. merdius bon



most commonly offered programs include holiday or other special events (65%), educational programs (59%), group exercise (59%), fitness programs (58%), and day or summer camps (57%). (2)

- Just over half of Americans ages 6 and older participated in outdoor recreation at least once in 2019, the highest participation rate in five years. (Note: This trend may be higher in 2020 and 2021 given the impacts of the COVID-19 pandemic.) The number of outings per participant declined, however, in 2019 continuing a decade-long trend and resulting in fewer total recreational outings. (3)
- Youth aged 6 to 17 were active outside far less in 2019 than in previous years; the average number of outings per child dropped 15% between 2012 and 2019. (3)
- Nearly all park and recreation providers in the U.S. experienced declines in revenue in 2020 due to the COVID-19 pandemic. As early as May 2020, most providers had to close facilities temporarily in accordance with health and safety directives. Nearly half of the providers also furloughed or laid off staff due to the funding and facility impacts of the pandemic. (4)
- When it comes to costs and revenues, the percentage of costs recovered depends on the type of organization. On average, respondents to the 2020 Managed Recreation Industry survey said they recovered nearly 50% of their operating costs. Only a few facilities reported that they covered more than 75% of their operating costs via revenue. For public organizations, 45% of costs are recovered, up slightly from 42% in 2019. (4)
- People who say their neighborhood has easy access to quality arts and cultural activities tend to be more satisfied, identify more with local lifestyle and culture, and invest more time and resources in their communities. (5)

Sources:

(1) 2021 American Engagement with Parks Survey

(2) 2020 NRPA Agency Performance Review

(3) 2020 Outdoor Participation Report

(4) 2020 State of the Industry Report

(5) Knight Foundation Community Ties survey Community-Ties-Final-pg.pdf (knightfoundation.org). Builds off Soul of Community Longitudinal Study (2008-2010) conducted by the Knight Foundation found key drivers of community attachment to be social offerings, openness, and aesthetics. https://knightfoundation.org/sotc/overall-findings/

Game nights with board games, chess club, technology classes for older citizens, and science clubs/ workshops, theater classes, for all ages, community music groups, all age. Painting classes all ages.

~ Respondent to community survey

FINAL DRAFT

Regarding program options, respondents from community centers, park departments and health clubs reported that they plan to add programs over the next few years. The ten most commonly planned program additions include:

1. Fitness programs (24% of those who have plans to add programs)
2. Group exercise programs (22.4%)
3. Teen programs (22%)
4. Environmental education (21.8%)
5. Day camps and summer camps (20.9%)
6. Mind-body balance programs (20.5%)
7. Programs for active older adults (18.1%)
8. Special needs programs (17.9%)
9. Holidays and other special events (17.4%)
10. Arts and crafts (17%)

Addressing the COVID-19 pandemic required many respondents to either put programs or services on hold (82%) or cut programs or services entirely (34%). Additionally, many respondents have had to rethink their programming portfolios. Two-thirds of respondents (67%) had added online fitness and wellness programming as of May 2020, 39% were involved in programs to address food insecurity, and one in four was involved in programs to provide educational support to out-of-school children.

LOCAL PERSPECTIVES

Local recreation interests were explored through public engagement to gather feedback on strengths and limitations of existing recreation offerings available to Battle Ground residents. Public outreach included a community survey and an online open house to explore priorities and opportunities to enhance recreation programming.

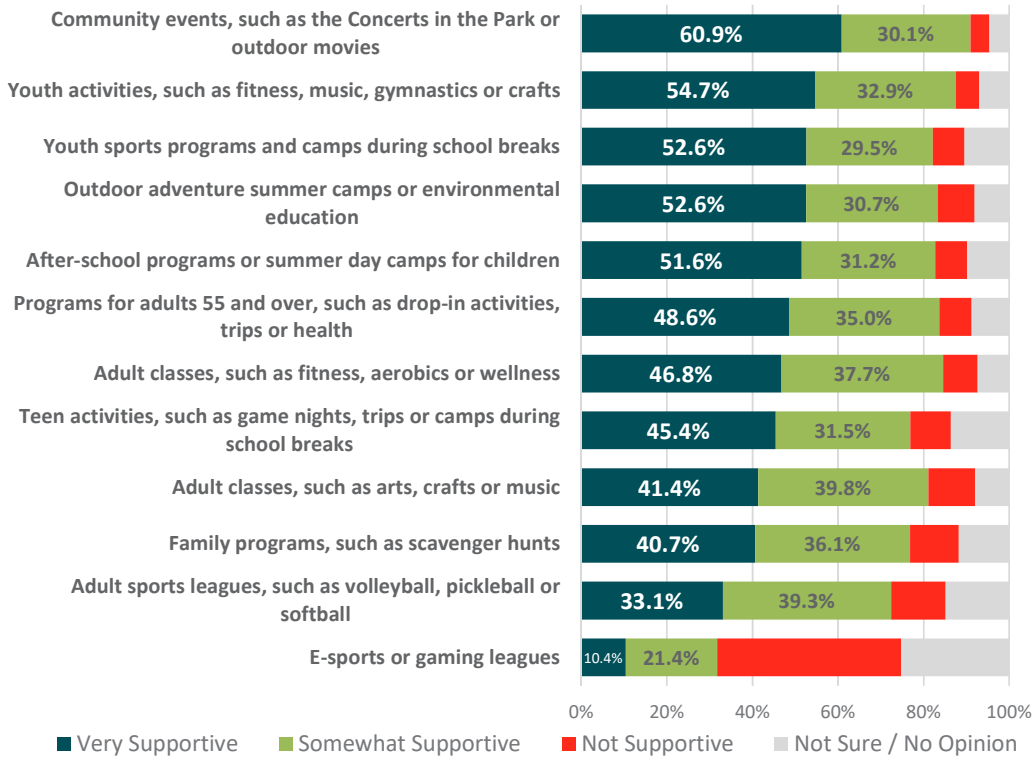
Community Survey

The community-wide surveys (mailed and on-line) conducted from September to early November, 2021 included several questions related to recreation programs and activities. Residents were generally split on whether they feel the city provides enough recreation programs and facilities. More than two-thirds of survey respondents would like to see more indoor gymnasium space (74%) and a majority of respondents feel the city does not have enough recreation programs (57%), if respondents who answered 'don't know' are excluded from the results.

The survey asked residents whether they would be supportive of expanding various types of recreation programs and activities. Seventy percent or more of all respondents were supportive of the city adding all programs listed, with the exception of E-sports leagues, see Figure 20. Residents were most supportive of expanding community events and classes for youth, adults, and seniors.

> We need local football, baseball, softball, & especially soccer & swimming, basketball facilities and more parks with playgrounds in safe locations. Current programs are at the mercy of the school district & churches. Families have to travel far for their childs participation and this eliminates many kids from inclusion.
>
> *~ Respondent to community survey*

Figure 20. Support for Various Recreation Program Areas

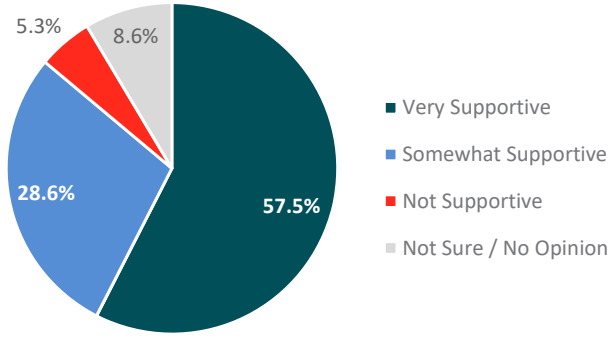


Respondents between 20 and 44 years of age were more likely than older residents to support additional more adult sports leagues, e-sports or gaming leagues, and youth sports programs. Respondents of all ages expressed similar levels of support for community events and youth activities and after-school programs. Households with children were more likely than those without to support youth activities, sports, camps, and family programs.

Residents were asked to rate their support for the city's existing community events, such as Halloween Fright Night, Holiday Tree Lighting, and the Veterans Day Ceremony. Over half of residents were very supportive of these events (53%) and an additional thirty percent were somewhat supportive.

A large majority of residents are interested in seeing new community events in Battle Ground (75%), and this response was slightly weaker than respondent support for existing events (83%). When asked an open-ended question about which types of events they would like to see, commonly mentioned ideas included movie nights, concerts, farmers markets, art and craft shows and markets, events to honor and thank area veterans and first responders, car shows or parades, community garage sales or flea markets, volunteer events, events focused on additional holidays (e.g. Easter Egg Hunts, 4th of July Fireworks), and recreational competitions.

Figure 21. Support for Various Recreation Program Areas



Survey respondents were provided an opportunity to describe one thing that they would like to see the city of Battle Ground do to improve the parks and recreation system via an open-ended question. Regarding recreation facilities and programs, the following comments were included:

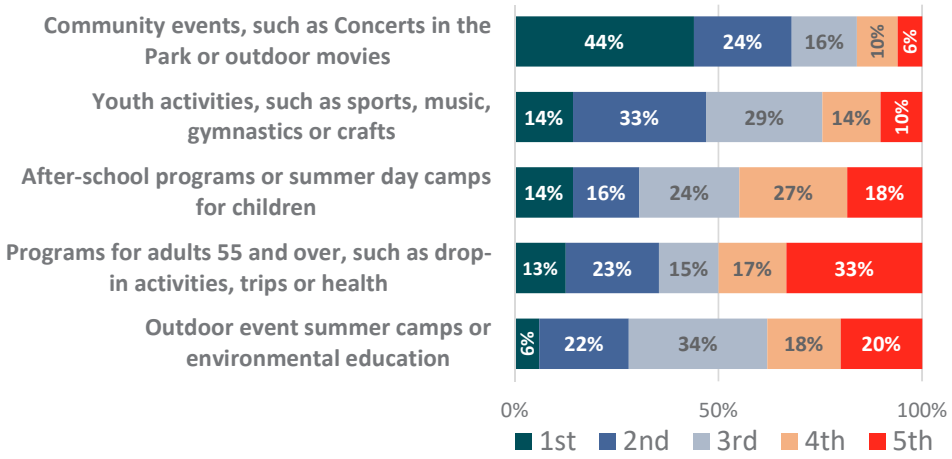
- Many residents would like the City to construct an indoor recreation facility and/or swimming pool, potentially in partnership with the YMCA.
- Residents are interested in adult classes, such as fitness and art, as well as youth-oriented activities and facilities, including renovated and accessible playgrounds and after-school programs.
- There is a desire for improved information and communication about City parks and recreational opportunities.

Online Open House

As part of an online open house conducted in February 2022, a couple polling questions explored recreation interests and re-tested some of the priorities noted from the community survey. Although the total number of participants for the online open house was limited, the responses provide useful insight into areas of interest for recreation.

Participants were asked to rank the top five priorities for recreation programs and activities noted in the 2021 survey. Fifty-one participants answered this question, and the majority (44%) ranked community events, such as Concerts in the Park or outdoor movies, as the top priority. Youth activities, such as sports, music, gymnastics, or crafts were ranked second, and programs for adults 55 and over was ranked as the lowest priority.

Figure 22. Priority Recreation Program Options



FINAL DRAFT

RECREATION FACILITIES

The city of Battle Ground currently has two community facilities - the Battle Ground Community Center, and the Battle Ground Senior Center. These facilities provide meeting and multi-purpose rooms, which are used for recreation, educational and community programs, and events. These centers are heavily used for programs and community rentals.

The city does not have a multi-purpose recreation center that provides fitness, gymnasium, or other indoor active recreation space. The city coordinates with the Battle Ground School District and various other public and private providers to provide recreation options and programs to local residents.

Battle Ground Community Center

The Battle Ground Community Center is located adjacent to Fairgrounds Park and Skate Park in the historic Old Town district. The center serves as the primary venue for recreation classes, and it is available for rent for meetings, conferences, banquets, parties, and other occasions. The facility boasts a 3,600-plus square foot reception hall, commercial kitchen, and covered outdoor patio in a contemporary, northwest lodge-style setting.

Battle Ground Senior Center

The city also operates the Battle Ground Senior Center, which is located at 116 NE 3rd Street. The center has one large room and a small kitchen. The center is available for rent and is suitable for small events, accommodating up to 70 people seated at round tables. The Senior Center offers senior exercise classes and a venue for senior pinochle games, bunco, and a monthly senior lunch get-together.

RECREATION PROGRAMS

Existing Programs

Interest in the city providing recreation programs appears to be strong based on community feedback; however, the number and types of activities the city can offer is very limited due to the lack of staffing and indoor facility capacity. The city should pursue incremental growth in recreation programs and continue to facilitate program delivery via contract vendors who provide their own staff and/or focus on programs that are not currently offered by other local or regional providers. The city's current focus is toward community events, facility rentals, and the summer playground program, which occurs at different city parks on a weekly schedule.

The city supplements its recreation offerings through contracted services and partnerships with other providers. These include:

- Clark County Family YMCA – summer, spring, and winter break day camps with a variety of program options including arts, fitness, and STEM activities
- Soccer Shots – year-round classes and summer camps with a focus on soccer skill development
- Skyhawks Sports – summer camps with a variety of sport options including baseball, basketball, soccer, football, Ultimate Frisbee, and more
- Mad Science – summer day camp offering a series of science adventures
- Jump Start Gymnastics – year-round classes and summer camp covering different types of gymnastics

Additionally, the Battle Ground School District offers activities, classes, and camps through the Community Education program. These program options include adult fitness, open gyms, youth sport classes and leagues, art and music, summer camps, and preschool.

Figure 22. Recreation Program Partners & Roles

Partner & Other Organizations	Role
Skyhawks Sports	Runs youth sports camps and programs as a contractor for the City
Soccer Shots	Runs youth soccer programs as a contractor for the City
Jump Start Gymnastics	Runs gymnastics and tumbling programs as a contractor for the City
Mad Science	Runs science-based camps and programs as a contractor for the City
Clark County Family YMCA	Runs summer, spring, and winter break day camps
Battle Ground Festival Association	Runs the Harvest Days event
Battle Ground School District	Provides fitness, enrichment, youth leagues, and sport programs through Community Education
Fort Vancouver Regional Libraries	Provides reading and other education programs for youth, teens, and adults
Clark County	Offers youth-oriented social services, such as Teen Talk
Parks Foundation of Clark County Grant	Provides grant funding for Summer Playground Program

Programming Classifications

The categories below represent the major areas of focus for different age groups for current city recreation programs. Full dots represent categories where Battle Ground has an established set of programs, and hollow dots represent categories where Battle Ground partners or contracts to provides programs.

Figure 23. Segmentation of City Programs by Age Group

Program Category	Preschool	Youth	Teen	Adults	Senior
Cultural Arts					
Education		○	○		
Fitness	○	○	○		
Outdoor Education		○	○		
Self-Directed	●	●	●		●
Seniors					●
Special Events	●	●	●	●	●
Special Needs					
Specialty / General Interest			●	●	●
Sports	○	○	○		

Program Area Definitions (generalized):

- Sports – Team and individual sports including camps, clinics, and tournaments. Also includes adventure/non-traditional sports.
- Fitness – Group fitness classes, personal training, education, and nutrition.
- Cultural Arts – Performing arts classes, visual arts classes, literary arts, music/video production and arts events.
- Education – Language programs, tutoring, science (STEM) classes, computer, and financial planning. Also included is CPR/AED/First Aid.
- Specialty/General Interest – Personal development classes and dog training classes.
- Special Needs – Programs for the physically and mentally impaired. Also, inclusion programs.
- Special Events – City wide special events that are conducted throughout the year.
- Outdoor Education – Environmental education, hiking, camping, kayaking, and other activities.
- Seniors – Programs and services that are dedicated to serving the needs of seniors. This can include all of the activity areas noted above plus social service functions.
- Self-Directed – This includes the opportunities for individuals to recreate on their own. This can include activities such as open gym, use of weight/cardio space and lap/recreational swimming. Although not an organized program, time and space must be allocated for this purpose.

> I would encourage the City to not duplicate programming or target audiences of other pre-existing offerings, such as those through FVRL (youth and teen programs), churches (family events), etc.
>
> *~ Respondent to community survey*



FINAL DRAFT

Program Focus Areas

The following are the projected programming classifications for the city. It is important to realize that while certain program areas may be a focus for growth in programs and services, the Recreation Department's role in providing the actual service may be different as indicated below.



Classification Definitions

- Core Programs – are those programs that are a primary responsibility of the Recreation Department to provide as city-based activities.
- Secondary Programs – are those programs that are a lower priority to be provided directly by the Department, but they may be offered by other organizations through contract with the city.
- Support Programs – are programs that are not a priority for the Department to be providing directly to the community, but where the city may provide support through facilities, program coordination, and promotion of activities for other organizations.

The following chart identifies and summarizes recommended future core programs, secondary programs, and support program areas for the Recreation Department.

Figure 24. Recommended Future Program Types by Focus Area

Core Programs	Secondary Programs	Support Programs
Education (Youth)	Adult Sports	Aquatics
Outdoor Education	Education	Cultural Arts
Self-Directed	Fitness/Wellness	Special Needs
Seniors	General Interest	
Special Events	Self-Directed	
	Youth Sports	

Program & Facility Considerations

As configured today, Battle Ground's recreation programs provide a limited suite of offerings across program types and age groups; however, as shown in the community survey, the community considers outdoor and summer camps, youth programs, adult fitness, and senior programs to be high priorities for city recreation services.

As noted above, staffing levels, facility space, and financial support are current limitations that impede the city's potential to utilize in-city and nearby recreational assets (e.g., city parks, community center, Battle Ground Lake State Park, Lewis River, etc.) to a greater extent to provide services to residents. With one additional recreation coordinator, the city could make more use of the Senior Center and Community Center and provide services that residents have indicated interest, such as senior classes, senior fitness, adult fitness and adult sports. As sport fields and courts are added as existing park properties are developed, the city should add an another recreation coordinator to grow programs to utilize new park facilities and add adult sport leagues (e.g., softball, volleyball, pickleball, kickball, etc.).

Other near-term programming focus areas should include outdoor education and adventure sports with program choices such as skateboard and BMX skill classes, kayak/canoe classes and water safety, group hiking, birding, and group trips to regional sites (e.g., Mount St. Helens National Volcanic Monument, Ape Caves, Gifford Pinchot National Forest, Columbia Gorge, etc.).

The city should continue to stay abreast of its program offerings and recreation trends, as well as re-evaluate programs based on participation rates and cost recovery targets. Other recreational offerings could include intergenerational programs, such as

crafts, dance, excursions, and CPR/AED/First Aid, or the development of a teen development program where teens could serve as ambassadors or junior coordinators. A teen program could serve as workforce development and utilize local teen experience as peer leaders in programs such as skateboard or bike skills classes.

The Recreation Department also should consider bringing more programming out to the parks and activating the city's parks with programs and outdoor classes, in addition to the existing Summer Playground Program. This will help to cross-pollinate recreation customers with the offerings of park facilities and improve overall community awareness of recreational opportunities within Battle Ground.

Additional recreation, aquatics, fitness and community space is needed at affordable rates to promote wellness, active recreation and social engagement. Traditional standards for service demand for recreation centers are based on a population benchmark with the idea that one recreation center could be supported by a population of 20,000 to 40,000, and the city's projected population will approach the upper end of those targets within the next 10 to 15 years. This suggests the need for a partnership strategy to meet the community need, while being financially pragmatic and avoiding the potential of a significant operating subsidy.

Partnerships will be necessary to offset development and operational costs of a future recreation center and/or aquatic facility, so the city should renew discussions with local agency partners (school district, La Center, Ridgefield) and with operators (e.g., YMCA) to explore options for the development and operations for a future center.

SPECIAL EVENTS

The Recreation Department is responsible for the coordination of several community and special events. These public events provide gathering opportunities, celebrations, and activation of the downtown and city parks. These special events draw the community together, attract visitors from outside the community, and are popular with residents. Recent community events include the following:

- Annual Halloween Event
- Holiday Tree Lighting
- Parks Appreciation Day

Two other significant city events are National Night Out and Harvest Days, which are not run or organized by the city's Recreation Department. Additionally, other privately sponsored events, such as the Resolution Run (5k, 10k, 15k fun runs), occur annually and bring the community together.

Opportunities to connect are clearly important to Battle Ground residents, particularly as the community emerges from the COVID-19 pandemic. Survey and online open house responses showed strong interest for additional community events. Participants to this PROS Plan process offered other ideas for events and activities, including the following:

- Movie nights,
- Concerts,
- Farmers markets,
- Art and craft shows and markets,
- Events to honor and thank area veterans and first responders,
- Car shows or parades,
- Community garage sales or flea markets,
- Volunteer events,
- Additional holidays events (e.g. Easter Egg Hunts), and
- Recreational competitions.

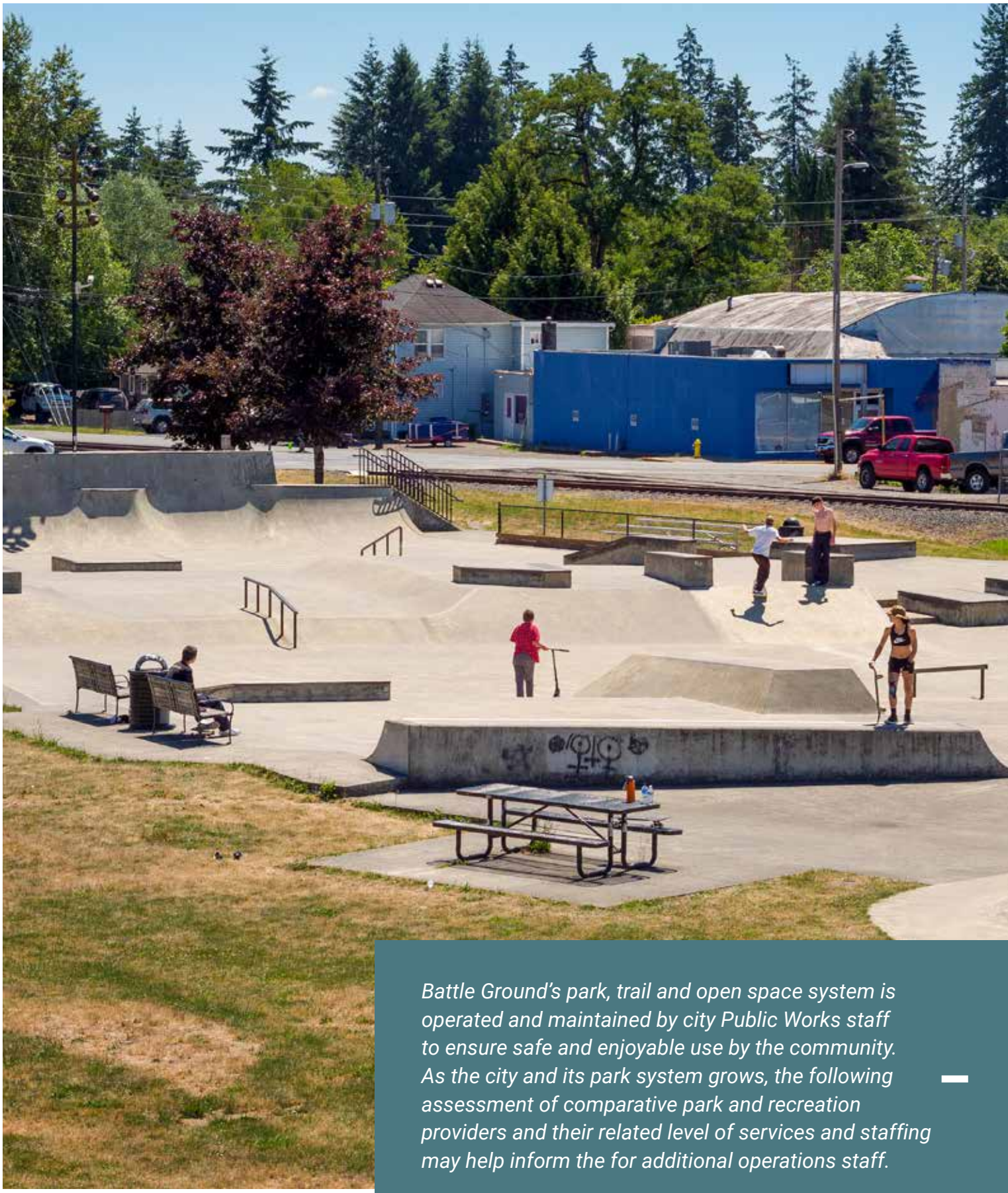
Additionally, the city could explore ideas for events that draw from the diversity of the community, such as festivals or activities celebrating Latin American, Asian or Native American traditions. City parks and facilities also could be promoted for quinceañeras and other family celebrations.

Community gathering and special events should continue to be an area of emphasis; however, the overall number and breadth of city-sponsored special events should be carefully managed to align with the availability of resources, staffing, and impacts on operations. This will ensure the city can adequately invest in its overall recreational offerings and maintain high-quality special events. Other community groups should be encouraged to be the primary funders and organizers of as many community-wide events as possible. If the city decides to offer more events, it should obtain sponsorships to offset costs and develop a series of seasonal activities.

COMMUNICATIONS & MARKETING

As staffing and resources allow, the city should take a stronger role in coordinating and delivering recreation services in the community to ensure that there is a broad base of inclusive programming available. This will require strong communications with other providers to determine roles, tracking of programs offered and number of participants, plus actively promoting the availability of services. Stronger marketing efforts will be needed to inform and promote the recreation programs that are available. In initial improvement is to prepare a consolidated recreation activity guide that can be promoted via the city website, social media, program partners, and direct mail.

FINAL DRAFT



Battle Ground's park, trail and open space system is operated and maintained by city Public Works staff to ensure safe and enjoyable use by the community. As the city and its park system grows, the following assessment of comparative park and recreation providers and their related level of services and staffing may help inform the for additional operations staff.

Operations & Maintenance 8



NATIONAL COMPARISONS

The National Recreation and Park Association (NRPA) 2021 Agency Performance Review provides some park metrics that offer perspectives on the Battle Ground park system. Selected findings from their benchmarking tool illustrated the comparisons with all agencies and with park and recreation jurisdictions within similar population size.

Figure 25. NPRA Agency Performance Comparisons with Battle Ground's Park System

Metric	All Agencies	Pop. 20,000 - 49,999	Battle Ground
Number of Parks	21	-	21
Park Acres	458	-	72.3
Parks & Open Space Facilities (# sites)	28	-	26
Total Parks + Open Space (ac.)	565	-	249.2
Residents per Park	2,277	1,900	1,008
Park acres per 1,000 Population	9.9	9.8	11.8
Miles of Trails	12	8.5	5.6



Maintain all current parks (especially McConnell neighborhood park) with sufficient levels of bark chips, remove graffiti, and add swings at parks without them.

~ Respondent to community survey

FINAL DRAFT

Figure 26. NRPA Agency Performance Metrics Comparison with Battle Ground's Park Budget & Staffing

Metric	All Agencies	Pop. 20,000 - 49,999	Battle Ground
Park & Recreation FTEs*	44.3	31.4	6.77
Park & Rec FTE per 10,000 Population	8.2	9.6	3.2
Annual Operating Expenditures	$4,898,633	$3,234,982	$712,983
Operating Expenditures per Capita	$88.30	$100.93	$33.69
Operating Expenditures per Parkland Acre	$7,556	$9,002	$2,861

Looking further into the NRPA park performance metrics, a comparison of full-time equivalent staffing (FTEs) and budget expenditures shows a more fine-tuned view of how Battle Ground compares with other providers across the country. Of particular note, the city's FTE's, operating expenditures and spending per capita is much lower than similar-sized jurisdictions.

It should be noted that park and recreation providers can vary greatly across the country in terms of services, infrastructure, and system-wide parklands. Using NRPA metrics provides a "first flush" at examining how Battle Ground currently is providing for and operating park and recreation facilities.

WASHINGTON COMPARISONS

Park and recreation operations can be highly variable, particularly at different population sizes and residential densities. No approach to service provision is an equal match to another jurisdiction. In addition to different organizational approaches to parks maintenance, recreation services also may be co-located with community and neighborhood services, libraries, family services, cultural arts, event planning, golf course, and waterfront management. With this caveat in mind, a more refined comparison of park metrics was prepared using several cities in western Washington with population sizes within range of the population size of Battle Ground.



Figure 27. Western Washington Cities Park Performance Metrics Comparison

Performance Measure	Battle Ground	Port Angeles	Maple Valley	Mercer Island	Mountlake Terrace	Camas
Population (2021)	**21,160**	19,960	28,013	25,748	21,286	26,065
P&R total spending (2021)	**$712,983**	$3,679,100	$4,548,290	$3,090,235	$3,845,299	$2,200,826
Spending per Resident (2021)	**$33.69**	$184	$162	$120	$181	$84
Park Operations Budget (2021)	**$335,479**	$2,233,600	-	$2,347,682	$919,848	$1,360,181
Annual Capital Spending (2021)	**0**	$2,322,000	$190,000	$2,138,250	0	$55,242
Capital Spending per Resident	**0**	$116.33	$6.78	$83.05	0	$2.12
Park & Recreation FTE (2021)	**6.77**	25.6	11.75	29.75	44	5.25
Seasonal FTE positions	**0.77**	7.6	(combined)	(combined)	(combined)	3.75
Park & Rec FTE per 10,000 Population	**3.2**	12.8	4.2	11.6	20.7	2.01
Total Developed Parks (ac.)	**38.81**	270	320	259.9	269	220
Developed park acres per 1,000 Population	**1.8**	13.5	11.4	10.1	12.6	8.4
Total Parks + Open Space (ac.)	**249.2**	270	370.8	479	269.0	1,064
Parkland acres per 1,000 Population	**11.8**	13.5	13.2	18.6	12.6	40.8
Parkland acres per FTE	**36.8**	10.5	31.6	16.1	6.1	202.7
Population Density (pop/sq mi)	**2,955**	1,865	4,669	4,036	5,243	1,853
Park Facilities	**26**	23	9	52	15	18
Trails (miles)	**5.6**	8.5	3	24.9	-	22

Reviewing the differences across these cities with similar population size, Battle Ground was significantly lower in its provision of developed park acres. Battle Ground has less than 40 acres of developed park facilities, while other comparable cities provided well over 200 acres of developed parks. With the addition of all natural areas (parks and open spaces), the city's 249 acres is much closer to the other cities' parkland acreages, but falls short of the average 450 acres of parkland across all six cities. Notably, Battle Ground park and recreation spending levels based on annual budget expenditures ($33.69 per resident) were significantly lower than any of the other jurisdictions that spent 2.5 to 5.4 times the per capita level. Another consideration focuses on capital investments. Parks' capital budgets often vary widely from year to year with some years expending $0 on capital projects making comparisons less discernible. Although the available data for park and recreation comparisons does not readily separate parks operating staffing from recreation and administration staffing levels, the extrapolation of the predictive modeling used for future staffing needs can be applied to current labor needs for developed parks. Battle Ground park and recreation staffing for 2021-2022 allocated 4 FTEs for recreation (not inclusive of temp workers for the community center) and 2 FTEs with 0.77 seasonal for park operations. Based on the current 38.8 acres of developed parks requiring approximately 152 labor hours per acre per year, park operations should have 3.2 FTEs to cover existing park maintenance. An additional 0.5 FTE is recommended to bring labor staffing up to the level of basic care for current developed park acreage.

PROJECTING FUTURE STAFFING NEEDS

As Battle Ground continues its population growth and responsively expands its park system, additional operations staff will be needed. To help predict the future staffing need as new parks and additional amenities are developed, an example (Figure 28) from a Pacific Northwest park system offers a look at the labor hours and costs on a per park basis with distinctions made for type of park being maintained. This per acre information can be extrapolated to predict how much staffing might be necessary per new park. A new 5-acre neighborhood park would require the time of a 0.25 FTE equivalent. For every four new neighborhood parks, one FTE should be added to cover necessary labor needs. For a 20-acre community park, one full-time staff would be needed to ensure proper care and maintenance of the new facility. Special facilities, such as sports complexes, often require higher levels of staffing than a community park. This comparison includes mowing time as part of the labor need. The agency in the table below uses in-house labor for mowing services.

FINAL DRAFT

Figure 28. Modeling for Predicting Future Labor Needs

Annual Labor Expenditures per Acre	5-yr Average
Greenspace Labor Hours per Acre	21
Neighborhood Parks Labor Hours per Acre	152
Community Parks Labor Hours per Acre	111
Regional Parks Labor Hours per Acre	98

Based on the comparative offered above, Battle Ground would need 6 FTEs for its neighborhood parks once all 72 acres were developed. The assessment of current labor needs indicated another 0.5 FTE should be added to park operations. When the Durkee and Remy properties are developed, additional staffing needs may extend between two to four additional FTEs, depending on the degree of development and the types of provided amenities.

Distinct differences occur across park systems when comparing labor needs for park maintenance. Park acreage in mown grass cannot be the single measurement variable for determining man hours, since park design, location and intensity of use add to the time needed for adequate care. Mobilization time, travel, and load/unload of equipment add considerably across systems and can trigger higher time dedication per acre for small pocket parks and in jurisdictions with traffic congestion or great distances between parks. Park systems also may vary considerably in the provision of restrooms versus portable toilets, triggering significantly different time commitments. Natural areas within developed parks traditionally consume much lower labor needs than manicured park areas.

In coordination with an asset management program, labor tracking per task can help monitor operations and provide data for future needs.





BEST MANAGEMENT PRACTICES

Maintenance Standards

Developing maintenance standards that define the level of park upkeep and care can help identify and clarify the expectations for both the parks operations and for the public. If maintenance standards are solely defined by the level of budgetary support, a loss in efficiency and a gradual lowering of quality, care, and safety may result. Lower levels of maintenance often lead to higher capital repair needs due, in part, to a growing backlog of deferred maintenance. Park maintenance standards could be developed for Battle Ground to proactively identify the desired level of care in existing parks.

The conditions assessments conducted at the beginning of this planning process noted a number of parks where invasive weeds were spreading, pavements cracking, courts needed restriping, fences needed repairing, and graffiti was present. With an adopted maintenance standard, addressing these conditions could move to the forefront or at least be monitored for scheduled repairs and attention.

Park and recreation providers seek to incorporate best management practices into their operations and maintenance to gain efficiencies in expenditures. Adopting a set of standards for park facilities allows the agency to be prepared for future tasks and responsive to the potential for budgetary changes in funding levels of care. Park standards can provide specifications for in-house expectations, as well as outside contracted performance. The degree of public tolerance also can inform the level of acceptable care for each park facility. The activities listed below offer a sample palette of the types of work tasks that can be defined to specifically guide the degree of attention and length of time that is typical of each activity.

Typical Operations & Maintenance Activities:

- Mowing
- Edging
- Rough mow
- Weed eating
- Aeration
- Fertilization
- Litter control
- Weed control
- Tree pruning
- Vegetation management
- Invasive plant control
- Power washing pavements
- Power washing site fixtures
- Painting / rust control
- Playground safety inspection
- Pavement monitoring
- Pest control
- Graffiti removal
- Vandalism repairs
- Janitorial services

Some tasks require daily attention while others can be performed annually or based on monitoring or inspection results. Different levels of care (time and attention) can be established for park landscape areas coordinated with their landscape type based on past practices that provided satisfactory results. For example, an irrigated grass sport field will require more mowing and turf management than a non-irrigated shrub bed. These specific maintenance activities can be tracked and assigned typical man hours. When funding levels affect labor resources, the impact to park landscapes' level of care can be predicted (i.e., Will grass grow too long and impact turf quality? Will restrooms be open for limited time periods?). Resource allocation based on funding support becomes a more informed process.

Park Design Standards

As Battle Ground adds to its park system with the development of Gardner Oaks Park, the Remy property, the Durkee property and other undeveloped parklands, standardizing basic park features can be a valuable tool for both cost and labor efficiencies. Establishing design standards for park furnishings can accommodate economies in the purchase of amenities like park benches, picnic tables, bike racks, drinking fountains, signs, bollards, lighting, and more.

Design standards should always include universal access characteristics to ensure ADA compliance. As older furnishings in existing parks need replacement, the new design standard should be used to gradually shift all furnishings into a signature style and identity. The conditions assessments conducted in 2021 indicated several parks where the furnishings were older and/or damaged and should be replaced. Adopting a standard style for park furnishings could help streamline the process for replacement of these amenities and address some of the ADA non-compliance issues. When new subdivision developments propose constructing a future park that will be integrated with the city-owned park system, these design standards should be required in the proposed park design and development.

Asset Management

The need to maintain standards of quality to ensure the safety and value of visitor experiences may require Battle Ground to establish a set of guidelines for maintenance and operation levels of service, which may rely on a variety of techniques to help define their quality of care, ranging from user satisfaction surveys to asset management policies and requests for work activities.

Asset management programs are a best management practice for park operations to help manage current infrastructure and predict future capital repair and replacement needs. Many public works departments already have asset management programs in place with links to a geographic information systems (GIS) network to help locate the distribution of regular operational activities, unusual work orders, repair demands, and other maintenance responses. Some types of public facilities can be approached on a very predictable basis for establishing asset management levels; however, public parks engage the highly sensitive perception of public outdoor recreation use and must respond to perceptions of safety, cleanliness and user attraction. Safety, especially in regard to playgrounds, should be of paramount importance, and at least two parks operations staff should be certified as playground safety inspectors. While the human variable for park care adds an additional expectation to be met, an active and proactive asset management program can track operations and maintenance needs and predict a more reliable need for future maintenance levels. Incorporating an asset management program for public parks can help guide Battle Ground into its future park service provision needs.

Staff Training

Park maintenance tasks can vary greatly in their requirement for certain skills, knowledge, and experience. With adopted maintenance standards, park operations staff can be cognizant of work that needs to be addressed and work tasks can be prioritized. Horticultural knowledge can be invaluable in identifying the best timing for certain landscape tasks to ensure effective practices and good results. For example, having a simple understanding of tree anatomy can reduce damage and eventual death of park trees caused by improper use of string trimmers. Providing workshops and training for optimum approaches to park maintenance can increase productivity and reinforce the value of park workers in their role of providing a safe and viable public park system. Training on basic turf management, horticulture, arboriculture, and environmental practices is recommended for all permanent FTEs.

FINAL DRAFT

Outsource Contracting

Contracting with outside vendors for seasonal work or defined professional services can be an efficient and economical approach to meeting the needs for park operations and recreation programming. The city will need to consider when and how maintenance services should expand and be budgeted, in addition to how many additional full-time equivalent employees (FTEs) should be hired and trained or outsourced work contracts enabled to perform the duties necessary to maintain and operate a safe and clean park system. Outsourced work contracts can be pursued for seasonal mowing, janitorial duties, irrigation repairs, and specialized tasks such as playground equipment safety inspections. Tasks that are easily defined, quantified, and allocated can be outsourced allowing for regular tracking of maintenance costs. Tasks for outsourcing to private contracted services must be clearly defined, and the need for a reasonable degree of oversight should be expected to manage those contracted services to ensure the city's standards for quality control and value of rendered services are met.



Goals & Objectives

9

The goals and objectives described in this chapter define the recreation and park services that Battle Ground aims to provide.



These goals and objectives were derived from input received throughout the planning process, from city staff, the PACE Board, City Council and community members.

The Growth Management Act (GMA) provided a foundation for land use planning in selected cities and counties throughout the state, including Clark County and the city of Battle Ground. The GMA's purpose is to help communities manage efficiently with the challenges of growth to ensure their long-term sustainability and high quality of life. It identifies 14 planning goals to guide the development of comprehensive plans and development regulations. Four of these goals directly affect the development and implementation of this plan.

- "Encourage the retention of open space and development of recreational opportunities, conserve fish and wildlife habitat, increase access to natural resource lands and water, and develop parks." RCW 36.70A.020(9)
- "Protect the environment and enhance the state's high quality of life, including air and water quality, and the availability of water." RCW 36.70A.020(10)
- "Identify and encourage the preservation of lands, sites, and structures, that have historical or archaeological significance." RCW 36.70A.020(13)
- "Carry-out the goals of the Shoreline Management Act with regards to shorelines and critical areas." RCW 36.70A.020(14)

Furthermore, the Battle Ground Comprehensive Plan, the previous parks and recreation system plan and county-wide planning policies provide a framework for this PROS Plan.

Goals are stated within functional areas related to the planning, development and administration of the Battle Ground park and recreation system. A goal is a general statement that describes the overarching direction for the park and recreation system. Objectives are listed under each goal and are more specific and describe an outcome or a means to achieve the stated goals. Near-term recommendations are specific and measurable actions or projects intended to implement and achieve the goals, and are contained within the needs assessment and capital planning chapters of the PROS Plan.

The goals and objectives that follow are organized by topic and are not provided in a particular hierarchy or order of significance.



COMMUNITY ENGAGEMENT & PLANNING

Goal 1: Encourage and support public involvement in park and recreation issues.

Objectives

1.1 Involve residents and stakeholders in park and recreation facility planning, design, and recreation program development to solicit community input, facilitate project understanding and build public support.

1.2 Continue to use a variety of methods and media channels to publicize and increase resident awareness about parks and recreational opportunities available in the city.

1.3 Identify, encourage, and promote volunteer park beautification and improvement projects from a variety of individuals, service clubs, churches and businesses, as appropriate.

1.4 Support the PACE Board as the forum for public discussion of parks and recreation issues.

1.5 Conduct periodic joint sessions between the PACE Board and the Planning Commission and City Council to improve coordination and discuss policy matters of mutual interest pertaining to park management and development, and recreational planning, resources, opportunities, and funding.

1.6 Advance diversity, equity, inclusion in, and access to the city's system of parks, natural areas and programs through continued outreach and communications.

1.7 Explore and pursue opportunities for alternative outreach and education to diverse groups, such as group walks and day hikes with minority communities, promotional materials through schools and faith groups, and youth mentorship or ambassador programs.

1.8 Implement periodic surveys to gauge user satisfaction, program initiatives and statistical use of parks, facilities and programs, including trail counts.



PARTNERSHIPS & COLLABORATIONS

Goal 2: Maximize opportunities for public enjoyment of local and regional resources through partnerships, collaborations, and agreements.

Objectives

2.1 Identify and implement partnerships with other public, private, non-profit, and community organizations to support capital projects, community events, programs, and other special initiatives.

2.2 Encourage collaboration among local art, business, education, tourism, city beautification, and recreation interests.

2.3 Enhance and strengthen the Battle Ground School District partnership, seeking opportunities to collaborate on facility use, maintenance, programs, and other services.

2.4 Partner with Clark County, Ridgefield, La Center and other stakeholders to provide regional facilities.

2.5 Support the County, school districts, and local sports organizations in identifying and acquiring land for sports field complexes, particularly land for regional field complexes.

2.6 Coordinate with neighboring jurisdictions and Clark County to provide coordinated trail alignments that enable continuous walking and biking access between major local parks, Battle Ground Lake State Park, and other key destinations.

FINAL DRAFT



DESIGN & MAINTENANCE

Goal 3: Design and develop high-quality parks, trails, and recreation facilities throughout Battle Ground.

Objectives

3.1 Develop city-owned or maintained park sites based on site-specific master plans, management plans, or other adopted strategies to ensure parks reflect local needs, community input, recreational and conservation goals, and available financial resources.

3.2 Assess the financial impact of maintaining the proposed park facilities at the time of acquisition and/or prior to initiating design development.

3.3 Design and maintain parks and facilities to offer universal accessibility for residents of all physical capabilities, skill levels, and ages as appropriate and in compliance with the Americans with Disabilities Act (ADA) Standards for Accessible Design. Seek opportunities to eliminate barriers at existing facilities and prepare a city-wide ADA Transition Plan for park and recreation assets.

3.4 Incorporate sustainable development and low impact design practices into the design, planning, and rehabilitation of new and existing facilities; Use native vegetation for landscaping in parks to minimize maintenance requirements.

3.5 Maximize the multiple-use aspects of critical areas, detention ponds, utility easements, etc. by preserving and enhancing the natural and ecological value of these lands, while facilitating pedestrian access or wildlife viewing.

3.6 Continue to engage, coordinate, and partner with user groups of specialized facilities, such as sport fields, off-leash areas, disc golf course, skatepark, BMX/pump track, community gardens, etc.

3.7 Explore opportunities for beautification and "greening" by identifying and enhancing entry points and other locations, such as the Main Street corridor and major roadways. Enhancements may include signing, street trees, landscaping, public art, and other amenities.

3.8 Maintain parks, trails, and open space according to best practices that protect public property, preserve its value, and ensure its intended function or use, life expectancy, safety, security and appearance.

3.9 Maintain open spaces to ensure the preservation of habitat areas and to prevent unnecessary environmental impacts.

3.10 As appropriate, expand or implement adopt-a-park programs, neighborhood park watches, police patrols, and other programs that will increase safety, security, awareness and visibility.

3.11 Standardize park furnishings and amenities (trash cans, tables, benches, fencing) to reduce inventory and replacement costs and improve appearance of, and maintenance consistency within the park system.

3.12 Standardize the use of graphics and signage to establish a consistent identity at all parks and facilities.



PARKS

Goal 4: Provide a diversity of park and recreation facilities and a balance of opportunities for both passive and active recreation that meet the needs of different age groups, abilities, and interests.

Objectives

4.1 Acquire or secure parkland identified within this Plan to provide geographically accessible and equitable distribution of active-use parks (e.g., neighborhood or community parks) and open space.

4.2 Identify and prioritize lands for inclusion in the park and open space system based on factors such as contribution to level of service, connectivity, preservation and scenic or recreational opportunities for residents.

4.3 Provide a distributed park and open space system, such that all residents live within a ½-mile access (e.g., 10-minute walk) of a park, trail, or open space.

4.4 Periodically coordinate with Clark County to strategize for the acquisition of parks and greenways within or in close proximity to the Battle Ground Urban Growth Area (UGA).

4.5 Work with the Department of Natural Resources to preserve and enhance the area of public ownership on Tukes Mountain.

4.6 Prioritize facility development based on demonstrated demand, population served, regional appeal, fiscal opportunity and revenue-generating potential.

4.7 Develop a wider variety of recreation opportunities and plan for sport fields, courts and specialized recreational facilities (e.g., pump track, off-leash dog areas, etc.) with consideration of local needs, partner support/capacity, recreational trends, and availability of similar facilities within the city and region.

4.8 Promote the development of athletic fields in new parks, particularly in larger community parks and signature parks in Battle Ground.

4.9 Cooperate with Clark County in the acquisition and development of any new sports complex in the vicinity of Battle Ground.

4.10 Consider incorporating alternative sport opportunities for youth and adults in the park system such as disc golf, futsol, parcour, and other non-team physical activities.

4.11 Incorporate public art, historic or cultural plaques and markers, as appropriate, to celebrate Battle Ground's past.

FINAL DRAFT



TRAILS & CONNECTIVITY

Goal 5: Develop a network of shared-use trails and bicycle and pedestrian corridors to enable connectivity between parks, neighborhoods, and public amenities.

Objectives

5.1 Support the implementation of the Non-Motorized Transportation Plan for pedestrian and bicycle connections and improvements that safely link parks to other city parks, downtown, and other city destinations.

5.2 Expand the system of off-street recreational trails by utilizing parks, linear open spaces, utility corridors, and sensitive areas, as appropriate.

5.3 Connect and coordinate the city's pedestrian and bicycle system with the Clark County regional system of on-street and off-street trails and encourage the continuity of trail corridors within and outside the UGA to include valuable natural corridors, such as Woodin and Salmon Creeks.

5.4 Continue to support and advocate for the extension of the regional Chelatchie Prairie Rail with Trail into central Battle Ground and connect the city's trail system to provide improved linkages to destinations.

5.5 Work with local agencies, utilities and private landholders to secure trail easements and access to open space for trail connections.

5.6 Continue to integrate the siting of proposed trail segments into the development review process; require development projects along designated trail routes to be designed to incorporate trail segments as part of the project.

5.7 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.

5.8 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.

5.9 Design and develop trail systems that are easy to maintain and easily accessed by maintenance, security, and other appropriate personnel, equipment, and vehicles.

5.10 Develop and implement a system of signs (e.g., trailhead, etiquette, directional, mile markers, emergency location markers, etc.) to mark trails and non-motorized routes that coordinates with the city's streetscape and furniture standards in accordance with best practices.

5.11 Develop a comprehensive trail map that identifies opportunities for recreational trail uses separated from vehicle traffic and that integrates the sidewalk system, as appropriate.



OPEN SPACE & STEWARDSHIP

Goal 6: Conserve and provide access to natural resource lands for habitat conservation, recreation, and environmental education.

Objectives

6.1 Identify, prioritize and, when feasible, repair and/or restore environmental degradation within parks and open spaces including site-specific restorations plans.

6.2 Actively work to maintain and improve the condition of city-owned open space to enhance or maintain native plant species, habitat function, and other ecological values and functions. Remove and control non-native or invasive plants as appropriate.

6.3 Develop strategies to protect and preserve gateways and open spaces including the East Fort of the Lewis River, Salmon Creek, the Mill Creek Swale, and the Durkee property.

6.4 Provide appropriate public access (e.g. trails, viewpoints, and wildlife viewing areas) within open space areas to support passive recreation, and parking, where appropriate and feasible.

6.5 Provide environmental education opportunities in open space areas with creative and interactive interpretation strategies, such as hands-on displays, self-guided walks, and other engaging experiences.

6.6 Anticipate global climate change and foster climate-resilient landscapes in parks and open space areas.

6.7 Improve tree management policies and practices, including the preparation of an Urban Forestry Management Plan, in order to promote tree retention, tree succession, and more effective wildfire prevention practices.

6.8 Pursue low-cost and non-purchase options to preserve open space and parkland, including the use of conservation easements and development covenants.

6.9 Promote and encourage private property owners to enroll in the Clark County Current Use taxation programs, emphasizing properties contiguous to existing open space.

6.10 Conduct additional mapping assessments to prepare a city-wide greenways map to inform future open space corridors and set-asides.

FINAL DRAFT



RECREATION & EVENTS

Goal 7: Provide a varied and inclusive suite of recreation opportunities and experiences to promote health and wellness, year-round activity and social engagement.

Objectives

7.1 Promote and expand special events and recreational programming to enhance community identity, community activity and environmental education; Incorporate the diversity of community festivals, events, movies in parks, community gardens, historical interpretation and other cultural activities into the brand of park and recreation services.

7.2 Enhance the diversity of recreation programs offered, considering programs that are in high demand, serve a wide range of users and utilize the city's unique indoor and outdoor assets.

7.3 Continue to foster and expand partnerships with the Battle Ground School District, private non-profit agencies, private recreation oriented clubs and local businesses to deliver recreation services and secure access to existing facilities for community recreation.

7.4 Coordinate with the Battle Ground School District on the development, renovation, and enhancement of recreation facilities that serve both school and city recreational needs and explore opportunities to co-locate park and recreation facilities.

7.5 Strategically expand recreation programs that complement services of other providers as facilities, staffing levels and partner opportunities allow.

7.6 Monitor local and regional recreation trends to ensure community needs and interests are addressed by available programming.

7.7 Provide and maintain facilities, as well as recreation programs, in a cost-effective manner and utilize technology to measure actual costs.

7.8 Periodically evaluate recreation program offerings in terms of attendance, current trends, customer satisfaction, cost-to-subsidy, and availability of similar programs through other providers and make adjustments as necessary.

7.9 Maintain and enhance program scholarships and other mechanisms to support recreation access for low-income residents.



ADMINISTRATION & MANAGEMENT

Goal 8: Provide clear leadership that supports and promotes park, recreation, and open space system to residents, stakeholders, partners and City Council.

Objectives

8.1 Provide sufficient financial and staff resources to maintain the overall park and recreation system to high standards.

8.2 Actively market the positive attributes of the city's park, recreation and open space system by enhancing in community and economic development marketing and business recruitment efforts.

8.3 Work with the Greater Vancouver Chamber of Commerce to develop information packets that promote city services to tourists, new residents and potential new businesses.

8.4 Review parks and recreation fee schedules periodically and update as necessary based on program demand and local market comparisons.

8.5 Evaluate recreation pricing strategies that produce revenues in excess of costs in appropriate areas (i.e., adult sports) to help support or expand other recreational programs.

8.6 Periodically revise the park impact fee methodology and rates to accurately reflect changes in level of service standards and/or the costs of expanding the park infrastructure to accommodate population growth.

8.7 Pursue alternative funding options and dedicated revenues for the acquisition and development of parks and facilities, such as through private donation, sponsorships, partnerships, state and federal grant sources, among others.

8.8 Promote professional development opportunities that strengthen the core skills and commitment from staff, PACE Board members and key volunteers, to include trainings, materials, and/or affiliation with the National Recreation & Park Association (NRPA), Washington Recreation & Park Association (WRPA), and other relevant associations.

FINAL DRAFT

Capital Planning & Implementation 10

The following is a summary of key project recommendations which will require commitment from the city and its residents for the continued support of a healthy park and recreation system that preserves and enhances the safety, livability, and character of Battle Ground.



PROJECT RECOMMENDATIONS

Park Development & Enhancements

In the immediate near-term, the city should focus on the park site master planning to determine the best, future uses and phased development of Gardner Oaks Park, the Remy property, and the Durkee property. Considering both the national trends and local needs for types of park facilities, new park designs should include some of the following amenities, in addition to always supporting walking trails:

- Inclusive playgrounds
- Picnic shelters
- Splash pad/water play
- Sport courts
- Fitness trail/exercise stations
- Off-leash dog areas

Including facilities for alternative or emerging sports can offer residents a more diverse range of recreational experiences, while creating destinations that attract and engage park users. Opportunities and facilities for other alternative sports could be expanded in the city. Fitness amenities, natural play, and more creative play equipment can provide more outdoor opportunities for physical health, fun, and social interaction.

A number of parks have aging infrastructure that warrants upgrades. A few playgrounds are nearing the end of their useful life and should be replaced, including those at Cresap Park, Dublin Meadows Park and Mac McConnell Park. An opportunity exists to renovate a playground at Florence Robison Park with an inclusive, ADA-compliant playground suitable for all abilities.

Other development projects may include adding amenities to existing parks, such as picnic shelters and areas for small gatherings at Battle Ground Village Park, Kiwanis Park, and Mac McConnell Park. Paved pathway connections also can improve user circulation and ADA-compliant routes. Tree plantings were identified as a desirable improvement at Savannah Village Park and Horse Thief Canyon Park.

A general consideration for the public is to create a park system that provided year-round facilities for all ages and all abilities to gather and recreate in diverse range of safe, clean and well-maintained park facilities that also balance fiscal stability.

Trail Connections

Trail connections, including sidewalk and bike lanes improvements, are needed to help link destinations across Battle Ground. The southward extension of the Chelatchie Prairie Rails with Trail should be coordinated with Clark County. Acquiring additional lands, easements and/or rights-of-way for the expansion of the trail network are recommended. Recreational trail corridors should be coordinated with the planned alignments illustrated in the Non-Motorized Transportation Action Plan. The city should continue to review, comment, and coordinate with local subdivision and site development projects to facilitate the inclusion of pedestrian and bicycle routes that connect to the conceptual trail network.

ADA & Other Accessibility Enhancements

Minor improvements to access, such as providing ramped entrances to playgrounds or stable surface access to site furnishings, are necessary to conform to the Americans with Disabilities Act (ADA) and ensure universal accessibility. The CIP includes upgrades and improvements to remove barriers and improve universal access. In general, the city should make improvements to existing parks as needed to ensure proper maintenance, usability and quality of park features and grounds. Going beyond

The city also should complete an ADA Transition Plan for park and recreation facilities to identify and strategize ADA compliance improvements.

Acquisitions to Fill Park System Gaps

The acquisition of additional neighborhood parks and one community park are necessary to address existing and projected gaps in park services across Battle Ground. The development of sites currently owned by the city (e.g., Gardner Oaks, Remy, etc.) should be pursued following public site master planning processes to determine the desired level of development and types of amenities. These future parks will improve the distribution of recreational access in Battle Ground. Additionally, the city should continue to coordinate with local residential developers to include public parks in new subdivisions and utilize tools, such as park impact fee credits, to facilitate the process.

As growth and land development continue, opportunities to acquire large park sites will be more difficult and require Battle Ground to follow an intentional acquisition program, as well as think creatively and foster partnerships to provide desired public parkland with sufficient room for park amenities. To implement a successful acquisition program, the city may need to actively search out potential locations and property owners to secure future park sites, ahead of or concurrent with anticipated new development. More parkland will need to be acquired for the growing population in the future.

Wayfinding & Signage

Parks, trails, and other public open spaces are the primary targets for unifying an urban environment into a cohesive, accessible, and connected community through an identifiable wayfinding program. Battle Ground should pursue a comprehensive wayfinding program that includes both visual graphic standards and site furnishing standards. Colors, sign types, and information can help users navigate the outdoor recreation experiences offered by the city. Signage should be installed at key trail nodes and major city parks to include directional and mileage information, along with aerial maps.

Communications

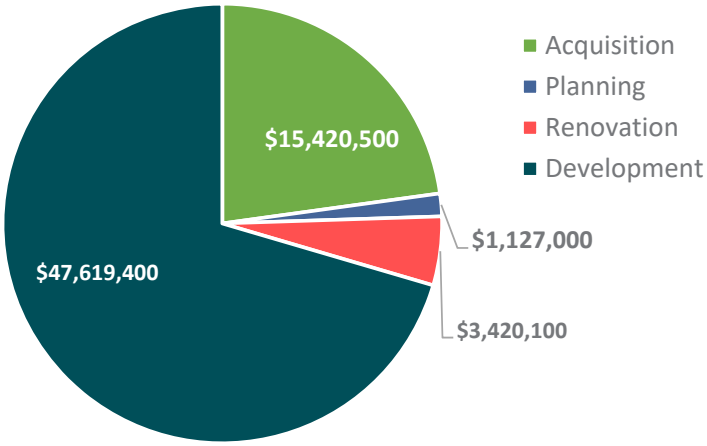
To broaden public awareness, the city's website should be expanded to facilitate quick links to popular destinations and be designed with mobile users in mind. Communications should include social media, email blasts, and improved access to park system maps, trail maps, and an up-to-date listing of park sites and amenities. The city should introduce and utilize QR codes or comparable technology on signage as a means to share with or receive information from visitors about maintenance, restoration, or monitoring data.

FINAL DRAFT

CAPITAL IMPROVEMENTS PLAN

The following Capital Improvements Plan identifies the park, trail and facility projects considered for the next six years or more. The majority of these projects entail the maintenance, acquisition and development of parks, recreation amenities and trails. Based on survey results and other feedback, Battle Ground residents have indicated an interest in park facility upgrades, enhanced trail connections and acquisition for future parklands as priorities, and the Capital Improvements Plan is reflective of that desire. The following table summarizes the aggregate capital estimates by park types for the next six years.

Figure 29. Capital Improvements Plan Expenditures Summary



The following Capital Improvements Plan provides brief project descriptions and sequencing to assist staff in preparing future capital budget requests.

Overall, the current costs for projects identified in the Capital Improvements Plan (CIP) total over $60 million. As projects are phased over the next six or more years, the planning-level project costs have been inflated at an increase of 4% annually. The proposed project list focuses primarily on improving existing facilities through timely repairs, replacements and upgrades to ensure an ongoing, healthy and safe recreation system for Battle Ground.

Battle Ground PROS

DRAFT

20-Year Capital Improvements Plan (2023-2042)

Costs factored using 4% inflation rate

PIF Eligible	Project Type	Site	Project	Current Cost	% Related to Growth	Cost Related to Growth	2023	2024	2025	2026	2027	2028	2029+
Y	D	Battle Ground Village Park	Picnic shelter addition	$70,000	100%	$85,200					$85,200		
Y	D	Brook Haven Park	Paved pathway addition	$36,000	20%	$9,480							$47,400
Y	D	Cedar Trails Open Space	Paved pathway addition	$24,000	50%	$13,000		$26,000					
Y	D	Cedar Trails Open Space	Playground Addition	$125,000	100%	$135,200		$135,200					
	R	Cresap Park	Play equipment replacement	$250,000	0%	$0							$329,000
Y	D	Cresap Park	Paved pathway addition	$7,200	20%	$1,900							$9,500
	R	Dublin Meadows Park	Play equipment replacement	$180,000	0%	$0							$236,900
Y	P	Durkee Property	Master Plan	$200,000	100%	$208,000	$208,000						
Y	D	Durkee Property	Phase I Implementation	$1,500,000	100%	$1,973,900							$1,973,900
	P	Fairgrounds Park	Athletic Field Planning	$50,000	0%	$0		$54,100					
	D	Fairgrounds Park	Athletic Field Implementation	$750,000	0%	$0						$949,000	
Y	D	Florence Robison - North	Paved pathway addition	$6,000	20%	$1,300		$6,500					
	R	Florence Robison - South	Play equipment replacement, inclusive	$900,000	75%	$730,050		$973,400					
Y	P	Gardner Oaks Park	Master Plan	$150,000	100%	$156,000	$156,000						
Y	D	Gardner Oaks Park	Phase I Implementation	$3,000,000	100%	$3,947,800							$3,947,800
Y	P	Hidden Glen Park	Master Plan	$50,000	100%	$54,100		$54,100					
Y	D	Hidden Glen Park	Phase I Implementation	$400,000	100%	$526,400							$526,400
	R	Horse Thief Canyon Park	Play equipment replacement	$180,000	0%	$0			$202,500				
Y	D	Horse Thief Canyon Park	Paved pathway addition	$21,000	20%	$5,520							$27,600
	R	Horse Thief Canyon Park	Extend barrier fence	$2,100	0%	$0	$2,200						
	R	Kiwanis Park	Play equipment replacement	$500,000	0%	$0				$584,900			
Y	D	Kiwanis Park	Picnic shelter addition	$140,000	100%	$145,600	$145,600						
	R	Kiwanis Park	Add buffer and frontage plantings	$2,000	0%	$0				$2,300			
Y	P	Lewisville Meadows Natural Area	Master Plan	$200,000	100%	$263,200							$263,200
	R	Mac McConnell Park	Play equipment replacement	$250,000	0%	$0				$292,500			
Y	D	Mac McConnell Park	Picnic shelter addition	$90,000	100%	$93,600	$93,600						
Y	P	Parkview Trails (combined)	Master Plan	$100,000	50%	$65,800							$131,600
Y	P	Remy Property	Master Plan	$250,000	100%	$260,000	$260,000						
Y	D	Remy Property	Phase I Implementation	$6,000,000	100%	$6,749,200			$1,000,000	$1,000,000	$1,000,000	$1,000,000	$2,749,200
	R	Savannah Village Park	Play equipment replacement	$150,000	0%	$0			$168,700				
	R	Savannah Village Park	Add buffer and frontage plantings	$2,000	0%	$0			$2,200				
	R	Wingate Park	Add planting beds	$4,000	0%	$0			$4,500				
Y	A	Neighborhood park (N-1)	Acquisition to address distribution gap	$350,000	100%	$425,800					$425,800		
Y	A	Neighborhood park (N-2)	Acquisition to address distribution gap	$500,000	100%	$632,700						$632,700	
Y	A	Neighborhood park (N-3)	Acquisition to address distribution gap	$600,000	100%	$789,600							$789,600
Y	A	Neighborhood park (N-4)	Acquisition to address distribution gap	$650,000	100%	$855,400							$855,400
Y	A	Neighborhood park (N-5)	Acquisition to address distribution gap	$1,300,000	100%	$1,710,700							$1,710,700
Y	A	Neighborhood park (N-6)	Acquisition to address distribution gap	$1,500,000	100%	$1,973,900							$1,973,900
Y	A	Neighborhood park (N-7)	Acquisition to address distribution gap	$1,800,000	100%	$2,368,700							$2,368,700
Y	A	Community park (C-1)	Acquisition to address distribution gap	$4,000,000	100%	$5,263,700							$5,263,700
Y	D	Neighborhood park (N-1)	Park master plan and development	$450,000	100%	$592,200							$592,200
Y	D	Neighborhood park (N-2)	Park master plan and development	$500,000	100%	$684,300							$684,300
Y	D	Neighborhood park (N-3)	Park master plan and development	$450,000	100%	$640,500							$640,500
Y	D	Neighborhood park (N-4)	Park master plan and development	$450,000	100%	$666,100							$666,100

Costs factored using 4% inflation rate

PIF Eligible	Project Type	Site	Project	Current Cost	% Related to Growth	Cost Related to Growth	2023	2024	2025	2026	2027	2028	2029+
Y	D	Neighborhood park (N-5 / 6)	Park master plan and development	$750,000	100%	$1,154,600							$1,154,600
Y	D	Neighborhood park (N-7)	Park master plan and development	$400,000	100%	$720,400							$720,400
Y	D	Community park (C-1)	Park master plan and development	$2,000,000	100%	$2,960,500							$2,960,500
Y	D	Parkview Trails	Various trail segments to link Parkview Trails	$3,200,000	50%	$2,105,500							$4,211,000
Y	A/D	Parkview to 92nd	Connector trail between Parkview Trails and NE 92nd Avenue	$2,000,000	100%	$2,631,900							$2,631,900
Y	D	Lewisville Meadows	Loop trail including boardwalk	$2,500,000	100%	$3,289,800							$3,289,800
Y	D	Horse Thief Canyon W	Local trail through city open space	$175,000	100%	$230,300							$230,300
Y	A/D	Woodin Creek	Trail acquisition and development along Woodin Creek corridor	$8,500,000	100%	$11,185,400							$11,185,400
Y	D	Eaton to Gardner Oaks Park	Connector trail between Gardner Oaks Park and Eaton Boulevard	$1,400,000	100%	$1,842,300							$1,842,300
Y	D	Cedars to Woodin Creek	Connector trail between Cedars Golf Course and Woodin Creek	$1,400,000	50%	$921,150							$1,842,300
Y	D	Other Trail Segments	Various minor trail segments (TBD)	$1,250,000	75%	$1,233,675							$1,644,900
	D	System-wide	Signage program - wayfinding & identification signs	$30,000	0%	$0	$15,000	$15,000	$10,000	$6,000			
	D	System-wide	Shade Tree Plantings	$35,000	0%	$0		$7,500	$7,500	$10,000	$10,000		
	R	System-wide	ADA Upgrade Program	$200,000	0%	$0	$75,000	$35,000	$35,000	$35,000	$30,000	$30,000	
	R	System-wide	Site Furnishing Replacement	$300,000	0%	$0	$50,000	$50,000	$50,000	$50,000	$50,000	$50,000	
			Total Estimated Project Costs	$52,279,300			$1,005,400	$1,356,800	$1,480,400	$1,980,700	$1,601,000	$2,661,700	$57,501,000

Project Type

A	Acquisition
P	Master planning
D	Development - new
R	Replacement/Upgrade

NOTES:

This list identifies planning-level cost estimates and does not assume the value of volunteer or other non-City contributions.
Detailed costing may be necessary for projects noted.
This list is not an official budget and intended as a guiding document for city staff in the preparation of departmental budgets.

IMPLEMENTATION

A number of strategies exist to enhance and expand park and recreation service delivery for the city of Battle Ground; however, clear decisions must be made in an environment of competing interests and limited resources. A strong community will is necessary to bring many of the projects listed in this Plan to life.

The recommendations for park and recreation services noted in this Plan may trigger the need for funding beyond current allocations and for additional staffing, operations, and maintenance responsibilities. Given that the operating and capital budget for parks and recreation is finite, additional resources may be needed to leverage, supplement, and support the implementation of proposed objectives, programs, and projects. While grants and other efficiencies may help, these alone will not be enough to realize the many ideas and projects noted in this Plan. The following recommendations and strategies are presented to offer near-term direction to realize these projects and as a means to continue dialogue between city leadership, local residents, and partners.

Additionally, a review of potential implementation tools is included as Appendix G, which addresses local financing, federal and state grant and conservation programs, acquisition methods, and others.

Enhanced Local Funding

According to the city budget, Battle Ground maintains reserve debt capacity for local bonds and voter approved debt. Community conversations regarding the potential to develop a sports complex, develop a recreation center with aquatics, and/or bundle several projects from the Capital Improvements Plan may warrant a review of debt implications for the city, along with the need to conduct subsequent polling to explore voter support for such projects.

Park Impact Fees & Real Estate Excise Tax

Park Impact Fees (PIF) are imposed on new development to meet the increased demand for parks resulting from the new growth. PIF only can be used for parkland acquisition, planning, and/or development. They cannot be used for operations and maintenance of parks and facilities. The city of Battle Ground currently assesses impact fees, but the City should review its PIF ordinance and update the methodology and rate structure periodically, as appropriate, to be best positioned to obtain future acquisition and development financing from the planned growth of the community. The city should prioritize the usage of PIF to secure new park properties and finance park or trail development consistent with the priorities within this Plan.

The City currently imposes both of the quarter percent excise taxes on real estate, known as REET 1 and REET 2, allowable by state law. The REET must be spent on capital projects listed in the city's capital facilities plan element of their comprehensive plan. Eligible project types include planning, construction, reconstruction, repair, rehabilitation, or improvement of parks, recreational facilities, and trails. Acquisition of land for parks is not a permitted use of REET 2 funds. REET is used for other city projects, such as facility construction and public works projects, may be used to make loan and debt service payments on permissible projects. Through annual budgeting and with discussions with City Council, the Public Works and Community Development Departments jointly should continue to seek access to REET funds and use the capital facilities plan to compile compelling projects to enhance service delivery of the amenities for which the community has indicated strong support.

Conservation Futures Program

Clark County assesses the maximum allowable excise of $0.0625 per $1,000 assessed value to fund the Conservation Futures program and provides cities a venue to access these funds through a local grant process. The city should continue to submit applications for support in financing the acquisition of additional natural areas identified in the most recent Legacy Lands Program Natural Areas Acquisition Plan to facilitate the protection of these lands and enable improved linkages to expand the trail network.

Parkland Donations & Dedications

Parkland donations from private individuals or conservation organizations could occur to complement the acquisition of parklands and open space across the city. Gift deeds or bequests from philanthropic-minded landowners could allow for lands to come into city ownership upon the death of the owner or as a tax-deductible charitable donation. Also, parkland dedication by a developer could occur in exchange for Park Impact Fees or as part of a planned development where public open space is a key design for the layout and marketing of a new residential project. Any potential dedication should be vetted by the Community Development Department to ensure that such land is located in an area of need or can expand an existing city property and can be developed with site amenities appropriate for the projected use of the property.

Grants & Appropriations

Several state and federal grant programs are available on a competitive basis, including those available through the Washington Recreation and Conservation Office such as WWRP, ALEA, and LWCF. Pursuing grants is not a panacea for park system funding, since grants are both competitive and often require a significant percentage of local funds to match the request to the granting agency, which depending on the grant

FINAL DRAFT

program can be as much as 50% of the total project budget. Battle Ground should continue to leverage its local resources to the greatest extent by pursuing grants independently and in cooperation with other local partners.

Appropriations from state or federal sources, though rare, can supplement projects with partial funding. State and federal funding allocations are particularly relevant on regional transportation projects, and the likelihood for appropriations could be increased if multiple partners are collaborating on projects.

Internal Project Coordination & Collaboration

Internal coordination with the Recreation, Public Works, and Community Development Departments can increase the potential of discrete actions toward the implementation of the proposed trail and path network, which relies heavily on street right-of-way enhancements, and in the review of development applications with consideration toward potential parkland acquisition areas, planned path corridors, and the need for easement or set-aside requests. However, to more fully expand the extent of the park system and recreation programs, additional partnerships and collaborations should be sought.

Public-Private Partnerships

Public-private partnerships are increasingly necessary for local agencies to leverage their limited resources in providing park and recreation services to the community. Corporate sponsorships, health organization grants, conservation stewardship programs, and non-profit organizations are just a few examples of partnerships where collaboration provides value to both partners. The city has a variety of existing agency and community-based organization partners and should continue to explore additional and expanded partnerships to help implement these Plan recommendations.

Volunteer & Community-based Action

Volunteers and community groups already contribute to the improvement of park and recreation services in Battle Ground. Volunteer projects include park clean-up days, invasive plant removal, tree planting and community event support, among others. Battle Ground should maintain and update a revolving list of potential small works or volunteer-appropriate projects for the website, while also reaching out to civic groups and the high school to encourage student projects. While supporting organized groups and community-minded individuals continues to add value to the Battle Ground park and recreation system, volunteer coordination requires a substantial amount of staff time, and additional resources may be necessary to more fully take advantage of the community's willingness to support park and recreation efforts.

Other Implementation Tools

Appendix G identifies other implementation tools, such as voter-approved funding, grants and acquisition tactics that the city could utilize to further the implementation of the projects noted in the Capital Improvements Plan.





Appendix A: Community Survey Summary

To: Sam Crummett, Community Development Director

From: Steve Duh, Conservation Technix, Inc.

Date: December 27, 2021

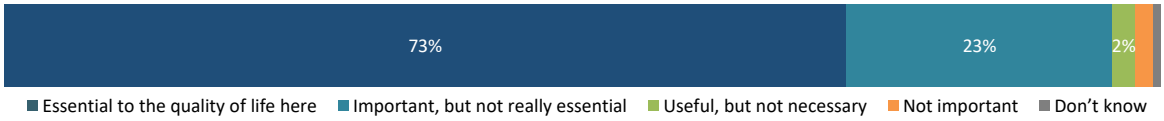
Re: **City of Battle Ground Parks, Recreation, & Open Space Plan**
Community Survey Summary Results

Conservation Technix is pleased to present the results of a survey of the general population of the city of Battle Ground that assesses residents' recreational needs and priorities.

KEY FINDINGS

Battle Ground residents strongly value their parks and recreation facilities.

Nearly all residents (96%) think parks and recreation are important or essential to quality of life in Battle Ground. Very few, about 5%, feel they are useful, but not necessary, or not important at all.



Residents visit city parks and recreation facilities frequently and are generally very satisfied with existing parks, trails and recreation facilities, though they would like to see the system expanded and better maintained.

Battle Ground residents like to visit local parks – about four in ten visit parks or recreation facilities at least once a week, and more than seven in ten do so at least once a month. Residents most frequently visit to walk or run, relax, or for fitness.

Most residents are satisfied with Battle Ground's parks, recreation facilities, and open spaces, though a notable percentage – between 20 and 35 percent – are either somewhat or very dissatisfied in the city's park and recreation system. Residents' overall satisfaction with the city's parks may be influenced by their perception of the system's maintenance and upkeep. While 68% of residents would rate the maintenance of the city's parks as excellent or good, about one third would rate it as only fair or poor, signaling a potential need for enhanced maintenance of existing parks.

Residents would generally like to see the city expand the range and number of park and recreation opportunities it offers. More than 75% of residents indicated support for additional connected biking and walking trails, picnic shelters, updated or renovated playgrounds, all-abilities playground equipment, and an aquatic facility or pool.

While residents would like the city to maintain existing parks and facilities, they would also like to see the system expanded and enhanced.

When asked to rank their priorities for future city investment, residents ranked expanding trails and building new parks on currently undeveloped land as their top two priorities. Respondents to both survey formats ranked acquiring additional land for future parks and expanding recreational programming as their lowest priorities.

Respondents were asked to describe one thing that they would like to see the city of Battle Ground do to improve parks, trails, or natural areas. While residents left hundreds of specific comments and ideas, a few themes emerged:

- Many residents asked the city to continue to maintain, improve, and expand the city's park system. In particular, numerous residents expressed a desire for enhanced maintenance and safety of Battle Ground parks and open spaces.
- Many residents would like the city to construct an indoor recreation facility and/or swimming pool, potentially in partnership with the YMCA.
- Residents would like to see continued expansion and maintenance of local trails – both paved and soft-surface trails. Many residents also asked the City to invest in pedestrian and bicyclist access and safety improvements (sidewalks, crossings, etc.) generally, as well as ADA accessible routes.
- Residents are interested in additional youth-oriented activities and facilities, including renovated and accessible playgrounds, and after-school programs.
- There is a desire for improved information and communication about city parks and recreational opportunities.

In addition, three in four Battle Ground residents would support expanding city-sponsored community events. When asked which types of events they would like to see, residents commonly mentioned movie nights, concerts, farmers' markets, art and craft shows and markets, events to honor and thank area veterans and first responders, car shows or parades, community garage sales or flea markets, volunteer events, events focused on additional holidays (e.g. Easter Egg Hunts, 4th of July Fireworks), and recreational competitions.

SURVEY METHODOLOGY

In close collaboration with city of Battle Ground staff and the Parks and Community Engagement Advisory Board, Conservation Technix developed the 19-question survey that was estimated to take less than ten minutes to complete.

The city mailed 2,500 surveys to randomly chosen households in the city of Battle Ground on September 28, 2021, of which 340 surveys were completed and returned (13.6% response rate). Reminder postcards were mailed to the same households on October 8, 2021.

An online version of the survey was posted to the city's website on September 30th. Residents who did not receive a mail survey were also able to complete the survey online – an additional 252 surveys were completed in this manner.

Information about the survey was provided on the city's website and was promoted via city email blasts, social media posts, and during the Halloween Fright Night held on October 29th. The survey was closed on November 1, 2021, and data were compiled and reviewed.

Although households were randomly chosen to receive the mail survey, respondents were not necessarily representative of all city residents. See the table below for age demographics for the mail and online surveys below as well as comparative percentages for Battle Ground's population.

Figure 1. Age demographics of survey respondents

	Survey Respondents			Battle Ground	
Age group	Mail	Online-only	Combined	All residents	>20 yrs only
Under 20	1%	3%	2%	30%	n/a
20 to 34	15%	16%	16%	23%	33%
35 to 44	15%	28%	21%	12%	18%
45 to 54	18%	23%	20%	13%	19%
55 to 64	16%	17%	16%	9%	14%
65 to 74	23%	10%	18%	7%	10%
75 and older	11%	3%	8%	4%	6%
Total	100%	100%	100%	100%	100%

This report includes findings of community opinions based principally on mailed survey responses. Each section also notes key differences between different demographic groups and among responses to the online-only survey, where applicable.

Percentages in the report may not add up to 100% due to rounding.

DETAILED FINDINGS

Value and use of parks and recreation

How much do residents value parks and recreation?

Virtually all residents (96%) feel that local parks and recreation opportunities are important or essential to the quality of life in Battle Ground. More than three in four residents feel that they are essential; while an additional 23% believe that they are important to quality of life, but not essential. Only about 5% of respondents believe parks are useful, but not important, or not important.

Figure 2. When you think about what contributes to the quality of life in Battle Ground, would you say that public parks and recreation opportunities are…

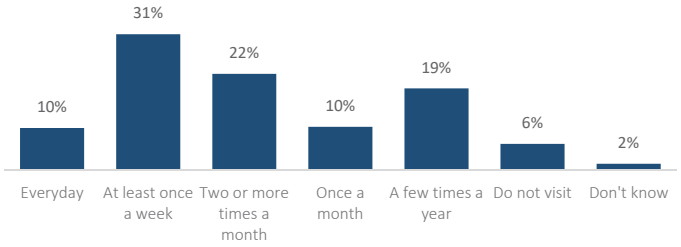
Response options	Mail		Online-only	
Essential to the quality of life here	73%	96%	80%	98%
Important, but not really necessary	23%		18%	
Useful, but not important	2%		2%	
Not important or don't know	3%		1%	

Though residents of all ages value parks and recreation, younger residents were more likely to deem them essential to quality of life. Residents with children at home, as well as those who responded to the online survey, also valued parks and recreation even more strongly than the average mail survey respondent.

How often do residents use Battle Gound's parks, recreation facilities, and open spaces?

Respondents were asked how often they, or members of their household, visit a Battle Ground park, recreation facility, or open space in a typical year. About four in ten residents visit at least once a week, if not every day. Another third visit one to three times per month, while about 20% visit a few times per year. Few residents (6%) do not visit a park at all.

Figure 3. In a typical year, how often do you visit or use City of Battle Ground parks, recreation facilities, or open space?



Younger residents visit the city's parks and recreation facilities more frequently than older residents, with more than half of residents under age 44 visiting at least once a week. More than one-third of residents over 65 visit a park only a few times per year, or less, while one in five residents over 75 years of age do not visit parks at all. Residents of households with children visit significantly more frequently than those without children, with participation increasing in correspondence with the number of children in the home. Respondents who live in the southwest portion of the city are less likely than residents elsewhere to use parks and recreation facilities frequently. Online-only survey respondents tend to visit at similar frequencies as mail survey respondents.

Why do residents visit parks, trails, and recreation facilities?

Battle Ground residents visit local parks and recreation facilities for a variety of reasons. The most popular activities are walking or running (80%) and followed by relaxation (55%). More than three in ten respondents visited to walk their dog (42%), for fitness activities (41%), to visit a playground (41%), to attend a family gathering or picnic (38%), view wildlife (32%), or ride their bike (30%). Between 15% and 30% of residents visit parks for water-based recreation like swimming, non-motorized boating, such as canoeing or kayaking, or to fish, or to attend a community event or concert, or play on a sports field. Less than one in six residents visit to use an outdoor or indoor sports court or the skatepark, or to attend a recreation program.

Figure 4. What would you say are the main reasons your household visits Battle Ground parks, recreation facilities, or open space?

Reason	Mail	Online
Walking or running	80%	78%
Relaxation	55%	57%
Dog walking	42%	46%
Fitness	41%	43%
Playgrounds	41%	46%
Family gatherings / picnics	38%	44%
Wildlife viewing	32%	40%
Bike riding	30%	33%
Swimming	23%	22%
Watersports/canoeing/kayaking	19%	27%
Sport fields	18%	21%
Community events / concerts	17%	25%
Fishing	16%	13%
Outdoor sport courts	14%	15%
Skatepark	8%	12%
Youth sports programs or camps	8%	16%
Recreation programs	7%	9%
Indoor sports courts	5%	6%

With a few exceptions, residents who responded to the online-only survey were more likely to visit recreation facilities and parks for each reason listed than mail respondents were.

Respondents under 44 years of age are more likely than other groups to visit for playgrounds, sports fields and courts, and youth recreation programs. Residents between 65 and 74 years of age are more likely than younger residents to visit to view wildlife. Some activities, including fitness and exercise, community events, family gatherings, walking or running, fishing, and relaxation are similarly popular with all age groups. Residents with children in their home are more likely to visit for playgrounds, recreation programs, sports fields, skatepark, fishing, swimming, and family gatherings, than residents without children.

Are residents satisfied with Battle Ground's recreation facilities, parks, and open spaces?

Most residents are somewhat to very satisfied with Battle Ground's parks, recreation facilities, and open spaces (74% for the mail survey and 59% in the online-only survey). However, a notable percentage of residents – between 20 and 35 percent – are either somewhat or very dissatisfied in the city's park and recreation system.

There were no significant differences in satisfaction between residents of various ages, between those with versus those

Figure 5. Rate your household's overall satisfaction with the City of Battle Ground's parks, recreation facilities, or open spaces.

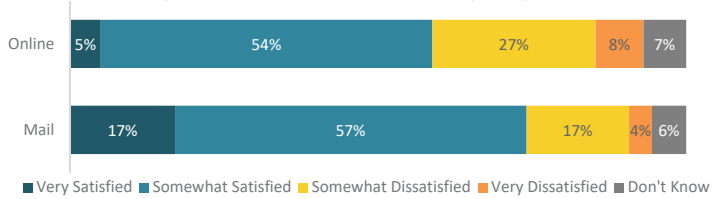
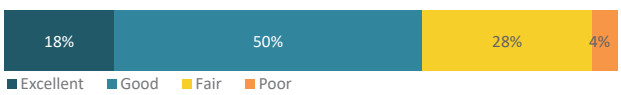


Figure 6. How would you rate the maintenance and upkeep of the City of Battle Ground's parks you have visited?



without children at home, or between residents who live in various areas of the city.

Residents' overall satisfaction with the city's parks may be influenced by their perception of the system's maintenance and upkeep. While 68% of residents would rate the maintenance of the city's parks as excellent or good, about one third would rate it as only fair or poor, signaling a potential need for enhanced maintenance of existing parks.

Why don't residents visit more often?

When asked why they do not visit Battle Ground parks, recreation, or open space facilities more often, many residents responded that they do visit (29%). However, many residents responded that they do not visit more often because they don't know what is offered (17%), because of a lack of restrooms (16%), maintenance concerns (13%), crowding (12%), or a lack of parking (16%).

Some residents face age or physical limitations that prevent them from using local parks (19%), are too busy (11%), or use parks or facilities provided by other cities or organizations (6%), suggesting that further improvements would not increase their use of parks.

Figure 7. Why does your household not use Battle Ground parks more often?

Reason	Mail	Online
N/A – I/we use them often	29%	27%
Age or physical limitations	17%	10%
I do not know what is offered	17%	12%
Not enough restrooms	16%	19%
Are not well maintained	13%	15%
Too crowded	12%	16%
Too busy	11%	8%
Not enough parking	11%	10%
Use those provided by another city, organization, or private club	11%	18%
Too far away / lack transportation	9%	9%
Do not have the right equipment	8%	13%
Do not feel safe	8%	9%
Barriers related to physical accessibility	3%	5%
Not interested	2%	3%
Other	16%	17%

In addition, multiple residents wrote responses citing a recent move to the area, their age or ability, or the COVID-19 pandemic as reasons they do not visit more. Others mentioned safety concerns or a lack of desired amenities in their response.

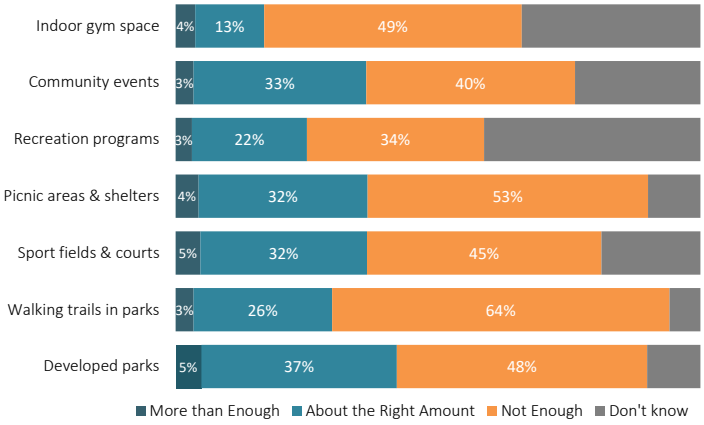
Overall, respondents to both the mail and online-only survey expressed relatively similar reasons for not visiting Battle Ground parks, facilities, and open spaces more frequently. Younger residents (under 44) were more likely than other groups to cite a lack of the 'right' equipment, lack of transportation, and over-crowding as reasons they do not visit more often. Residents over 65 were the most likely to cite age or physical limitations as a key barrier. A lack of restrooms was also a key issue for older adults as well as those with children in the home. Respondents with children at home also expressed concerns about maintenance and a lack of parking as reasons they do not visit more often.

Does the number of existing park and recreation amenities meet residents' needs?

Residents were generally split on whether they feel the City provides enough park and recreation facilities.

If respondents who answered 'don't know' are excluded from the results, more than two-thirds of survey respondents would like to see more indoor gymnasium space (74%) and walking trails in parks (68%). Between 50 and 60 percent of respondents feel the City does not have enough of all other types of facilities or programs listed – picnic areas (59%), recreation programs (57%), sports fields and courts (55%), developed parks with playgrounds (53%), and community events (52%).

Figure 8. When it comes to meeting the needs for parks, trails, and recreation facilities, would you say there are…



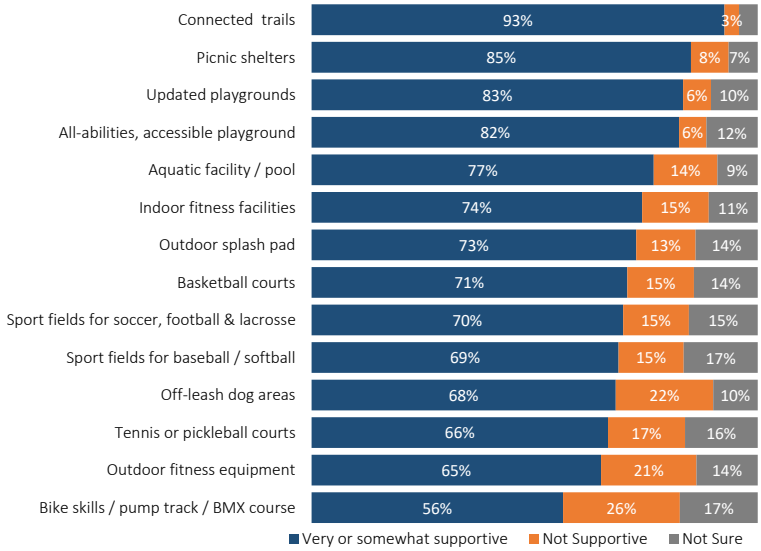
Younger residents – especially those between 35 and 44 – were more likely than older residents to feel there were not enough developed parks with playgrounds, recreation programs, sports fields, indoor gymnasium space, and community events. A majority of residents of all ages feel the City does not provide enough walking trails and picnic areas. Residents with children in their home are more likely than those without to believe there are not enough of every listed amenity.

What park and recreation amenities would residents support adding in Battle Ground?

The survey asked residents about their support for typical park and recreation facilities. More than 75% of residents indicated support for additional connected biking and walking trails, picnic shelters, updated or renovated playgrounds, all-abilities playground equipment, and an aquatic facility or pool. More than half of residents support the City adding all other facilities listed, see Figure 9.

Younger residents, especially those under 45, expressed a greater interest in indoor and outdoor fitness facilities, bike skills areas, splash pads, skate parks, and sports fields and courts as compared to older residents.

Figure 9. The following list includes park amenities that the City could consider adding to the park system. Please indicate your level of support of each.

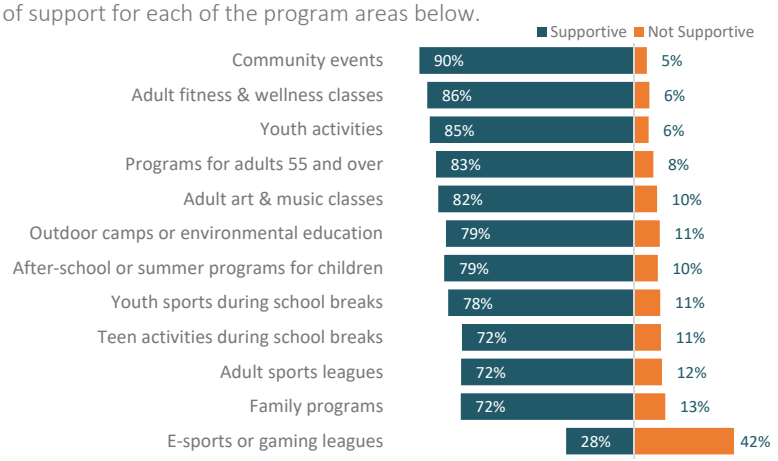


Residents between the ages of 55 and 64 and those over 75 were the least likely to support picnic shelters, updated playgrounds, all-abilities play equipment, and aquatic facilities – amenities supported by a majority of residents of all other ages. Residents with children at home were more likely to support updating playgrounds, providing all-abilities play equipment, building a splash pad, pool, or additional sports fields and courts, as compared to those without children at home.

What recreation options do residents have a need for?

The survey asked residents whether they would be supportive of expanding various types of recreation programs and activities. Seventy percent or more of all respondents were supportive of the City adding all programs listed, with the exception of E-sports leagues, see Figure 10. Residents were most supportive of expanding community events and classes for youth, adults, and seniors.

Figure 10. The City is planning for the future and may explore adding or expanding recreation programs and activities. Indicate your household's level of support for each of the program areas below.



Most programs were supported by residents under 55 years of age. Residents between 20 and 44 years of age were more likely than older residents to support additional more adult sports leagues, e-sports or gaming leagues, and youth sports programs. Residents of all ages expressed similar levels of support for community events and youth activities and after-school programs. Households with children were more likely than those without to support youth activities, sports, camps, and family programs.

Residents were also asked what other recreational programs or activities they would like to see the City offer. Multiple respondents wrote-in that they would like to see the City offer a public pool or YMCA type facility, additional recreational programs for youth, teens and people who live with a disability. Many residents also wrote-in about an interest in additional community events, like farmers and craft markets, community movies, or concerts.

Do residents support the City's community events?

Residents were asked to rate their support for the City's existing community events, such as Halloween Fright Night, Holiday Tree Lighting, and the Veterans Day Ceremony. Over half of residents were very supportive of these events (53%) and an additional thirty percent were somewhat supportive. One in ten residents were unsure or had no opinion about existing events.

A large majority of residents are interested in seeing new community events in Battle Ground (75%), and this response was slightly weaker than respondent support for existing events (83%). When asked an open-ended question about which types of events they would like to see, commonly mentioned ideas included movie nights, concerts, farmers markets, art and craft shows and markets, events to honor and thank area veterans and first responders, car shows or parades, community garage sales or flea markets,

volunteer events, events focused on additional holidays (e.g. Easter Egg Hunts, 4th of July Fireworks), and recreational competitions.

Investment priorities

What recreation and park investments would residents prioritize?

Residents were asked to rank a list of potential park and recreation investments. Generally, respondents to both the mail and online survey ranked expanding trails and building new parks on currently undeveloped land as their top two priorities, see Figure 11. Respondents to both survey formats then ranked improving existing parks, acquiring land for future parks, and expanding recreational programming as their third, fourth, and fifth priorities, respectively.

Figure 11. … Indicate how you would rank the priority for each.

	Mail	Online
Highest	▪ Expand trail opportunities	▪ Build new parks on undeveloped city-owned parkland
	▪ Build new parks on undeveloped city-owned parkland	▪ Expand trail opportunities
	▪ Improve or upgrade existing parks	▪ Improve or upgrade existing parks
	▪ Acquire additional land for future parks	▪ Acquire additional land for future parks
Lowest	▪ Expand recreation classes and camps	▪ Expand recreation classes and camps

Residents who live in the northwest portion of the city were more likely than residents of other areas to rate “improving or upgrading existing parks” as their highest priority. Residents did not vary significantly in their priorities depending on whether they have children at home.

Do residents have specific improvements they would like to see?

Respondents were asked to describe one thing that they would like to see the city of Battle Ground do to improve parks, trails, recreation facilities, and/or open space. While residents left hundreds of specific comments and ideas, a few themes emerged:

- Many residents asked the City to continue to maintain, improve, and expand the City’s park system. In particular, numerous residents expressed a desire for enhanced maintenance and safety of Battle Ground parks and open spaces. Residents mentioned concerns about general maintenance (including mowing and weeding), litter, dog waste, homeless campsites, security, and personal safety.
- Many residents would like the City to construct an indoor recreation facility and/or swimming pool, potentially in partnership with the YMCA.
- Residents would like to see continued expansion and maintenance of local trails – both paved and soft-surface trails. Many residents also asked the city to invest in pedestrian and bicyclist access and safety improvements (sidewalks, crossings, etc.) generally, as well as ADA accessible routes.
- Residents are interested in adult classes, such as fitness and art, as well as youth-oriented activities and facilities, including renovated and accessible playgrounds and after-school programs.

- There is a desire for improved information and communication about City parks and recreational opportunities.

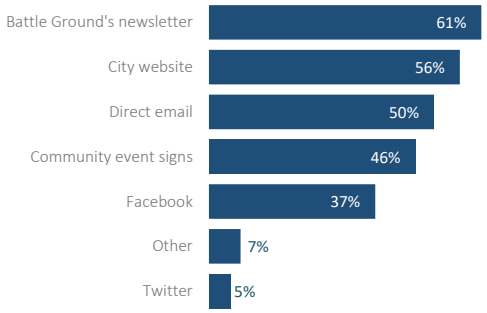
A compilation of write-in comments is on file with the Battle Ground Community Development Department.

Communication preferences

How do residents want to hear about Battle Ground's parks, programs, and events?

More than half of residents would prefer to learn about City parks, programs and events through the City's newsletter, website, or through direct email, as shown in Figure 12. These methods were popular across all age groups. Just under half of residents prefer to learn about City offerings through community event signs. Facebook is also a popular source of information and is preferred by 37% of residents. Approximately 7% of residents selected 'other', with many writing in the Reflector or direct mail as their preferred communication method.

Figure 12. Please check ALL the ways you would prefer to learn about Battle Ground's parks, programs, and events?



Online sources of information were even more popular with respondents to the online-only survey. Notably, many more online-survey respondents would prefer to receive information through Facebook (69%) as would over 40% of adults between 20 and 45 years of age.

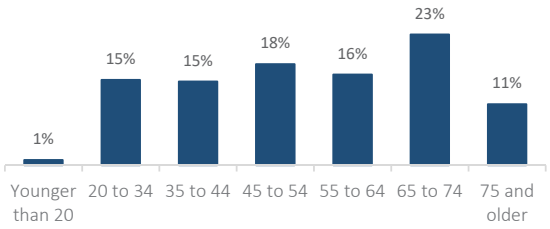
There were no significant differences in communication preferences between residents living in different areas of the city or those with children in the home versus those without.

Demographics

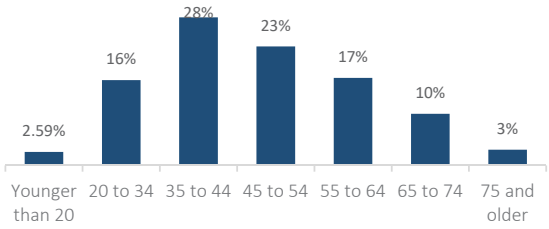
Age

Approximately half of respondents to the mail survey were over 55 years of age (51%). Another 33% were between 35 and 54, while 16% were 34 or younger. Online-only survey respondents tended to be more middle aged than those who responded to the mail survey – 46% were between 35 and 54 years.

Figure 13. Mail survey



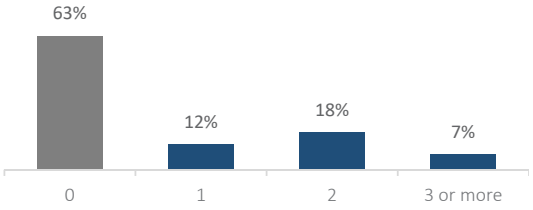
Online-only survey responses



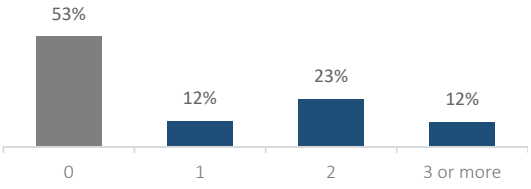
Number of children in household

The majority (63%) of respondents to the mail survey live in households with no children under 18, while about thirty-seven percent live in a household with either one (12%), two (18%), or three or more (7%) children. Online-only survey respondents were significantly more likely to live in households with children than respondents to the mail survey – just under half (47%) had children in the home.

Figure 14. Mail survey



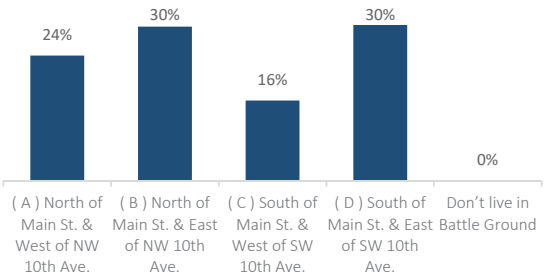
Online-only survey responses



Location of residence

Mail survey respondents live in neighborhoods throughout Battle Ground, though slightly fewer live in the southwest portion of the city. The online survey garnered significantly fewer respondents from the northeastern and southwestern portions of Battle Ground than did the mail survey.

Figure 15. Mail survey



Online-only survey responses

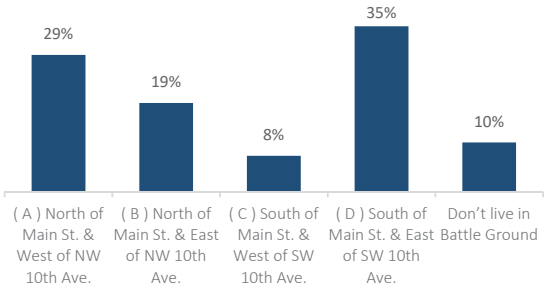
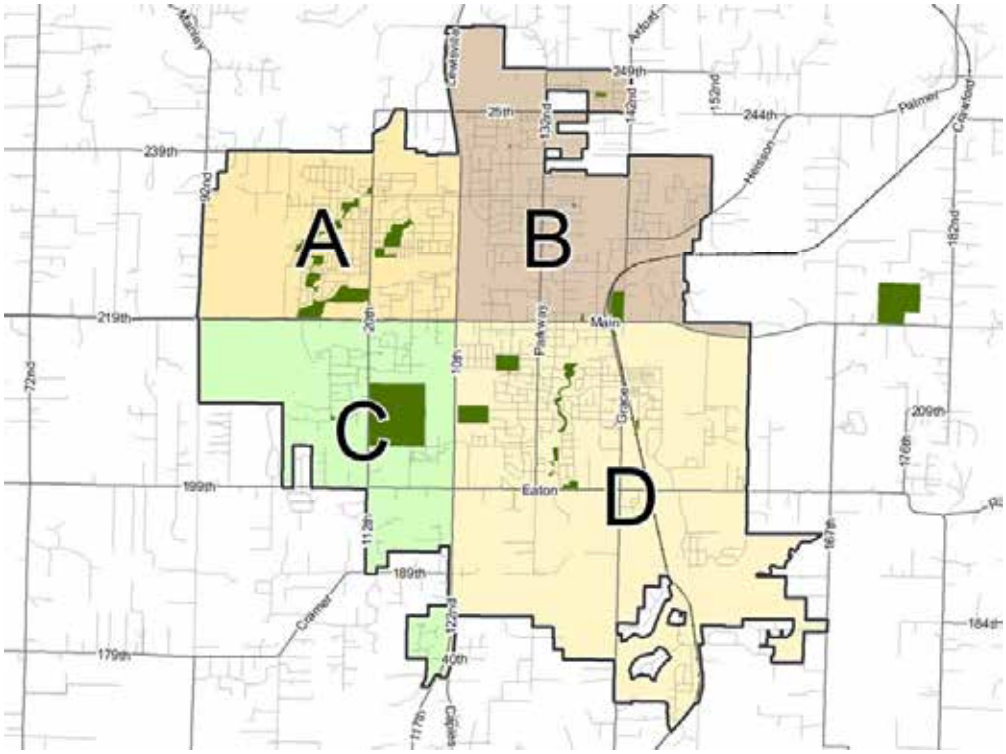
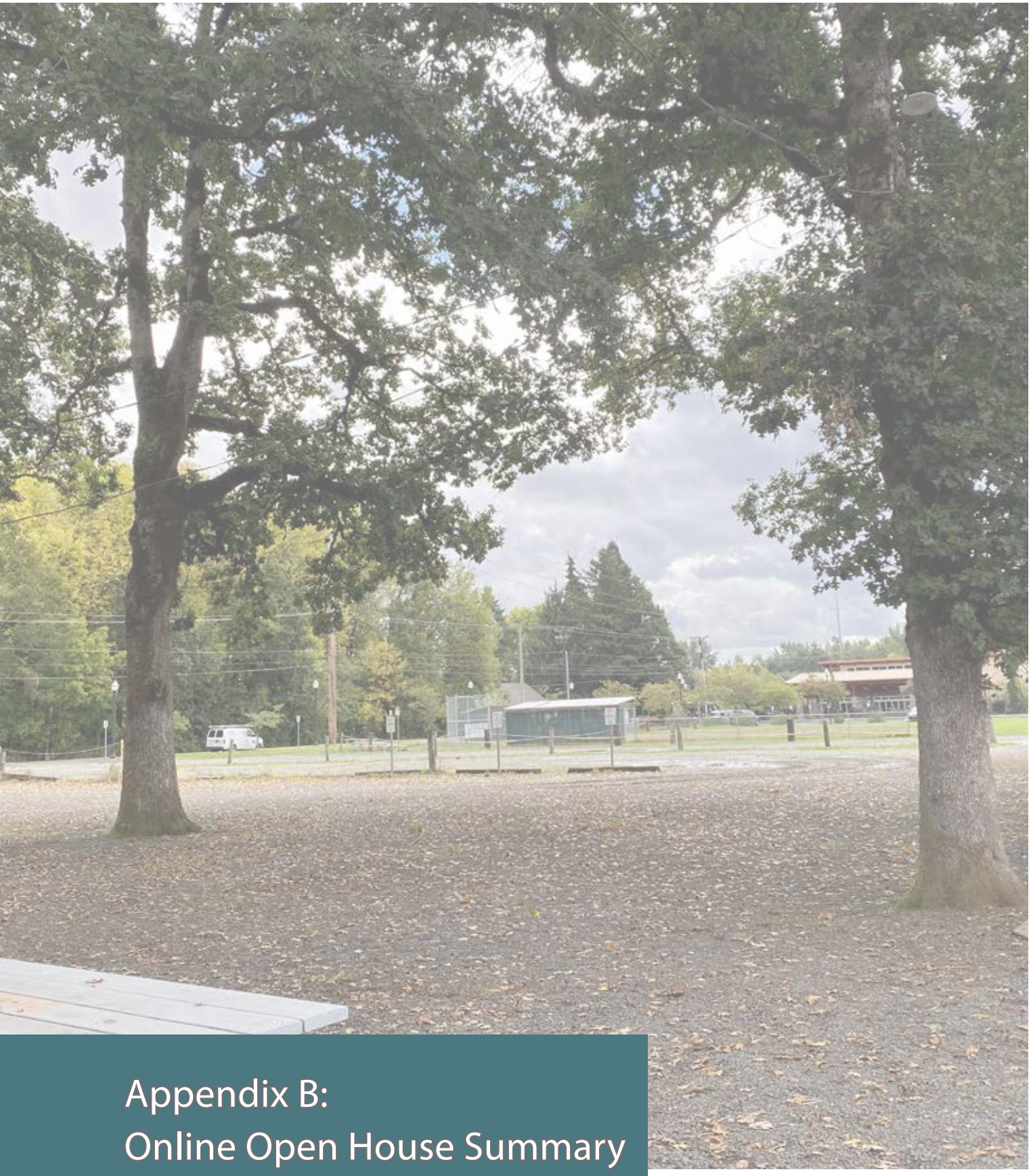


Figure 16. Location Map



Page Left Intentionally Blank



Appendix B:
Online Open House Summary

BATTLE GROUND PARKS RECREATION AND OPEN SPACES (PROS) PLAN

WINTER 2022 ONLINE OPEN HOUSE SUMMARY

Prepared for:

City of Battle Ground

Prepared by:

JLA Public Involvement, Inc.

March 2022

TABLE OF CONTENTS

Introduction 2
Overall Participation and Notification 2
Feedback Summary 2
Demographics 8
Appendix A: Open-ended Comments 12

FINAL DRAFT

INTRODUCTION

The city of Battle Ground hosted an Online Open House for the Battle Ground Parks, Recreation, and Open Spaces (PROS) Plan to gather feedback from the community to identify gaps and deficiencies in the parks and trails system as well as what trail connections and amenities they would like prioritized in the plan. The Online Open House was available from February 1 through February 28, 2022.

The city will take this feedback and develop the draft PROS plan to present to the Parks and Community Engagement (PACE) Advisory Board, Planning Commission, and City Council this Spring. They will then review and approve the PROS Plan.



OVERALL PARTICIPATION AND NOTIFICATION

There was a total of fifty-five (55) survey responses and 211 site visits. The city informed the community about the Online Open House through the project newsletter and social media post to the city's Facebook page.

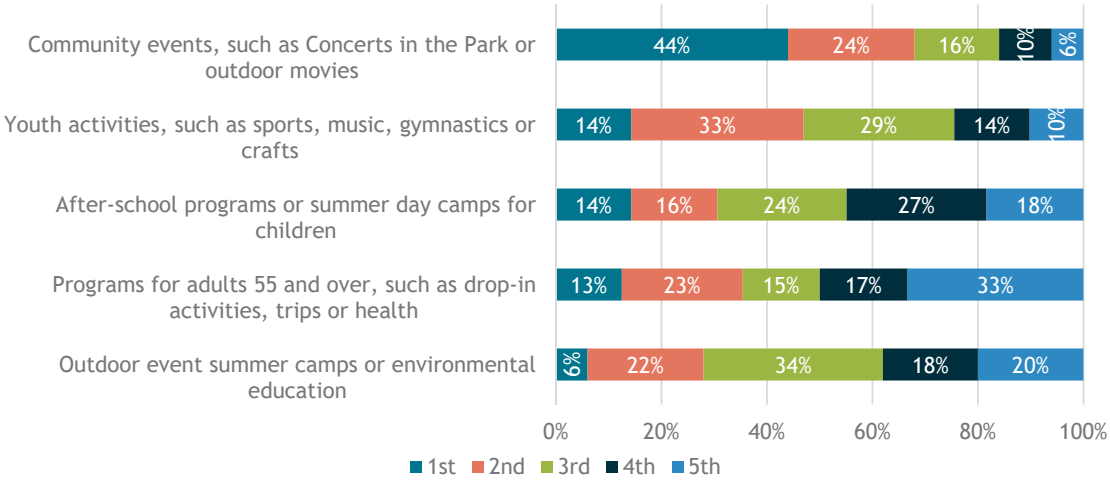
Feedback Summary

Overall, respondents identified connecting trails as a primary concern. The majority considered acquiring land to fill gaps in trail corridors as a high or medium priority. Additionally, the majority believed Battle Ground does not have enough land for parks, trails, and open space to meet the community's future needs. The participants ranked acquiring land to preserve habitat and open space that can include walking/jogging trails as their number one priority. They also support an increase in taxes to acquire additional natural areas and open spaces as well as build a pool and recreation center.

Below is a summary of the responses to the survey questions. See **Appendix A** for the full text responses to Question 9.

1. **The fall 2021 community survey identified five priorities for recreation programs and activities. For the following list of recreation programs and activities, please rank them from 1st (highest priority) to 5th (lowest priority). (Select each priority only once.)**

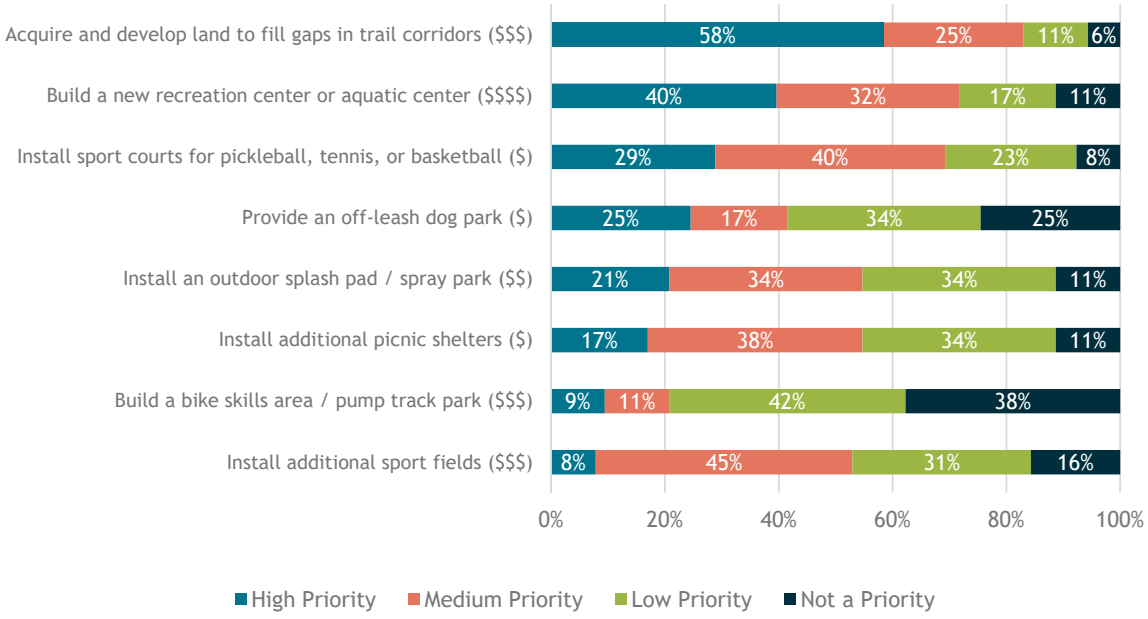
   Fifty-one (51) participants answered this question; four (4) people skipped it and one person said they didn't know. **The majority (44%) ranked community events**, such as Concerts in the Park or outdoor movies as their **top priority.** Youth activities, such as sports, music, gymnastics or crafts were ranked second, and programs for adults 55 and over was ranked as the last priority.



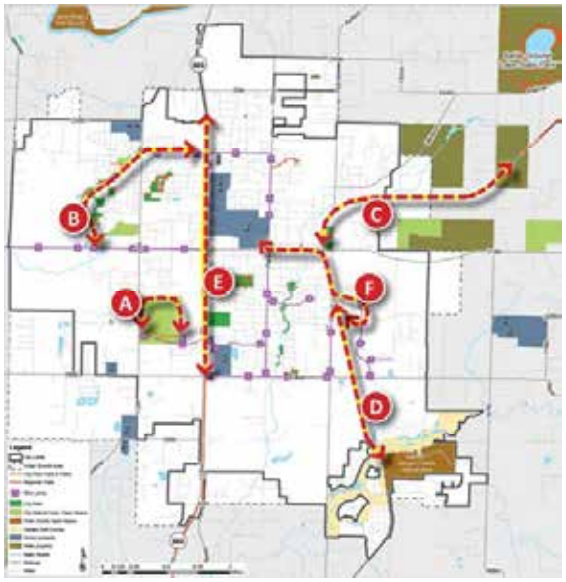
2. **The following list of new facilities and amenities may be considered in the new PROS Plan. For each item, please tell us if it should be a high priority, a medium priority, a low priority, or not a priority at all. Potential cost estimates are shown as $ (somewhat expensive), $$ (moderately expensive), $$$ (expensive) or $$$$ (very expensive).**

   Fifty-three (53) participants responded to this question; two (2) people skipped it. The **majority (58%) ranked acquire and develop land to fill gaps in trail corridors as a high priority** and a large portion (40%) ranked build a new recreation center or aquatic center as a high priority. The large portion of participants (45%) ranked install additional sports fields as a medium priority and a portion of the participants (78%) ranked build a bike skills area/pump track park as either a low priority or not a priority at all.

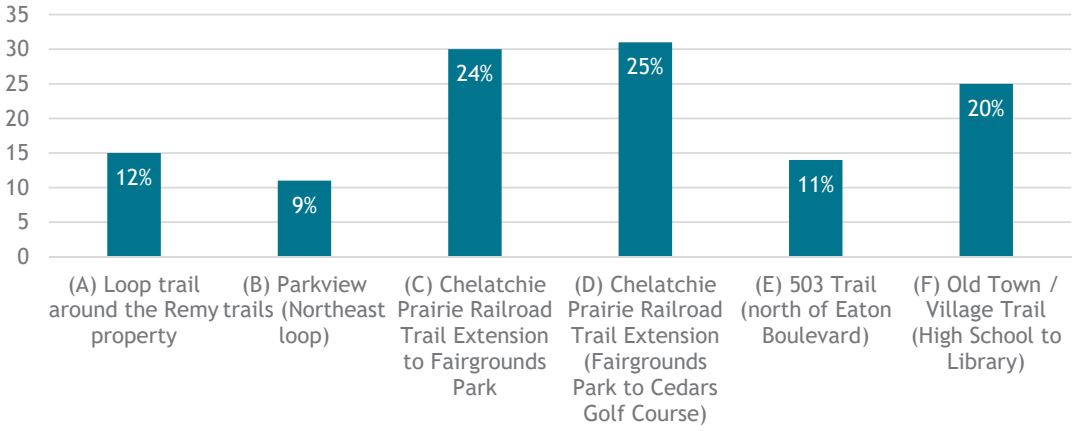
FINAL DRAFT



3. **Thinking about trails and paths, which potential trail connections are the highest priority for your household? (Select up to 3)**

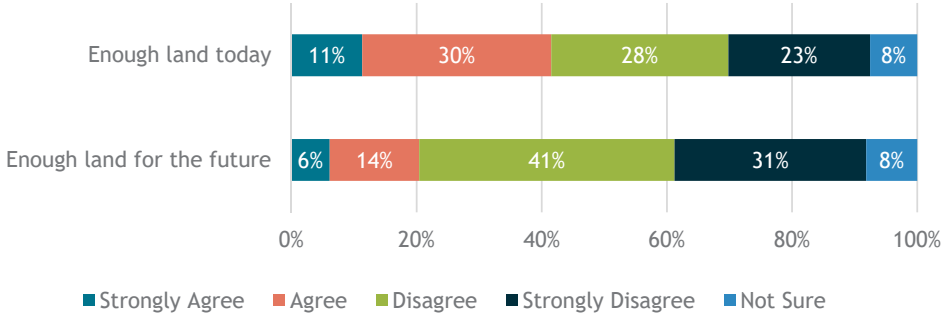


Fifty (50) participants responded to this question; five (5) skipped it. The participants (25% and 24%, respectively) ranked **Chelatchie Prairie Railroad Trail Extension (Fairgrounds Park to Cedars Golf Course) and Chelatchie Prairie Railroad Trail Extension to Fairgrounds Park as the highest priority.** Another large majority (20%) ranked Old Town/Village Trali (High School to Library) as their top priority.



4. **Do you agree or disagree with this statement: "The city of Battle Ground has enough land for parks, trails, and open space to meet community needs, today and in the future."**

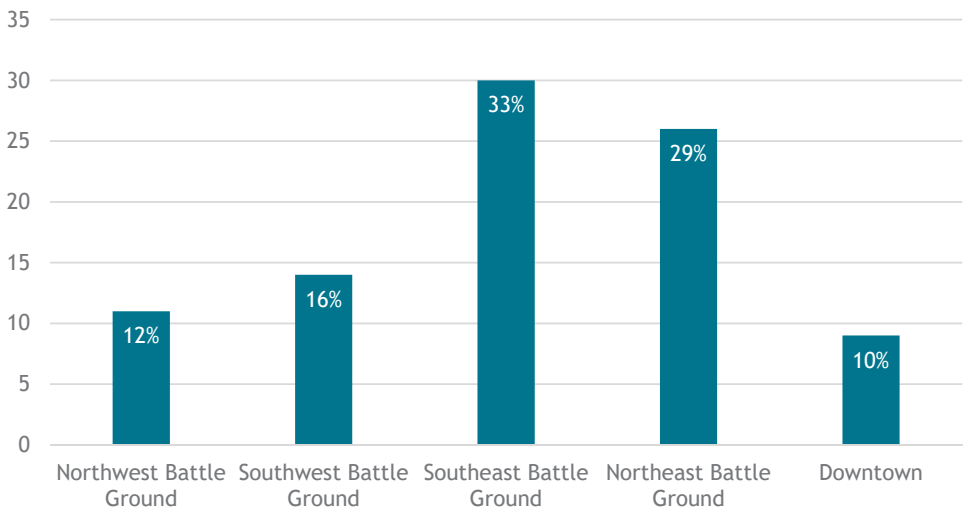
   Fifty-three (53) participants answered this question; two (2) skipped it. The majority (30% and 28%, respectively) were **split on whether they agreed or disagreed that Battle Ground currently has enough land.** The majority (71%) disagreed or strongly disagreed that Battle Ground has enough land for the future.



5. **Over the next 5 to 10 years, in what parts of Battle Ground should the city prioritize additional park and open space investments? (Select up to 2)**

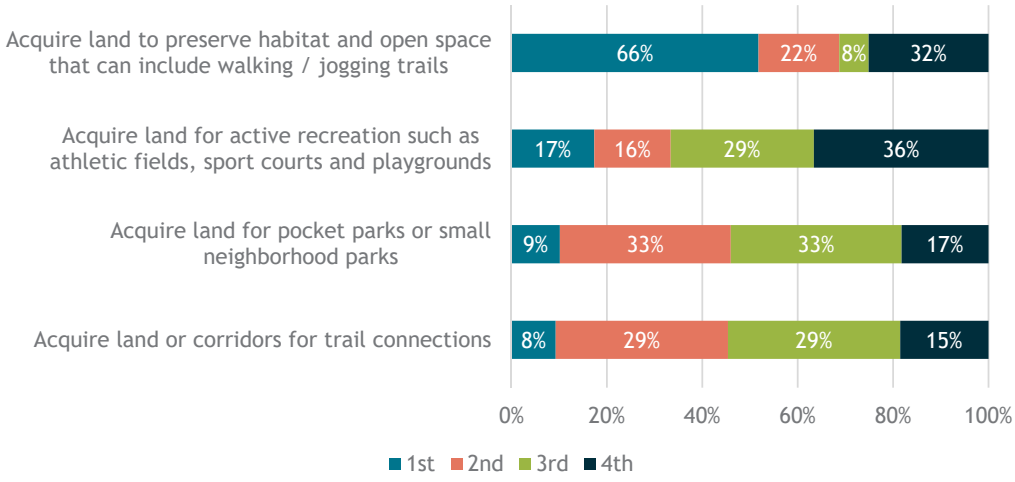
   Fifty (50) participants responded to this question; five (5) skipped it. **The majority (33%) said they would like additional park and open spaces invested in Southeast Battle Ground**. Other participants (29%) would like to see those investments in Northeast Battle Ground.

FINAL DRAFT



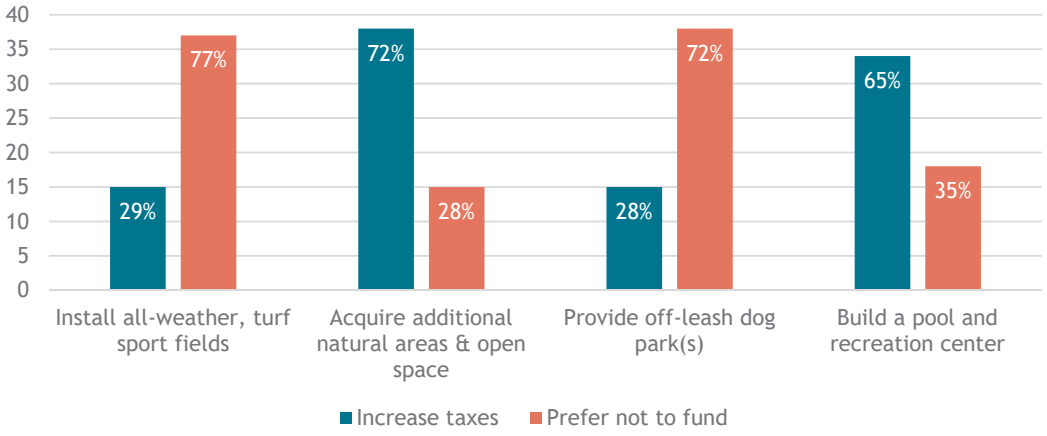
6. **If the city of Battle Ground were to acquire additional park land, please rank your land acquisition priorities from 1st (highest priority) to 4th (lowest priority). (Select each priority only once.)**

Fifty-three (53) participants responded to this question; two (2) skipped it. **The majority (66%) ranked acquire land to preserve habitat and open space that can include walking/jogging trails as their number one priority.** Participants ranked acquire land for pocket parks or small neighborhood parks (33%) and acquire land or corridors for trail connections (29%) as their second priority. A portion of participants (36%) ranked acquire land for recreation such as athletic fields, sport courts and playgrounds as their last priority.



7. **There may be some park and recreation experiences that are limited or not available in Battle Ground but are available in neighboring communities. If it came down to a choice, would you support an increase in taxes to build the following facilities or prefer not to fund the new amenity?**

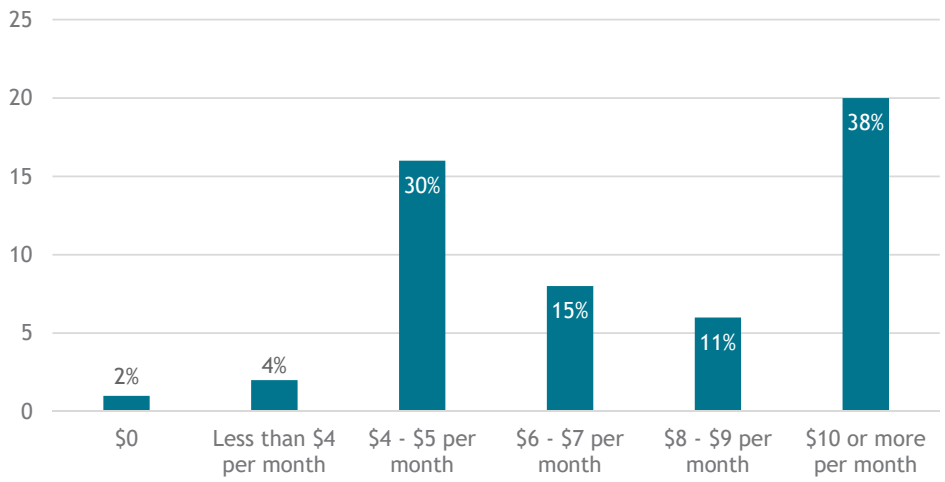
   Fifty-three (53) participants responded to this question; two (2) skipped it. The majority **said they would support** an increase in taxes to **acquire additional natural areas and open spaces and build a pool or recreation center** (72% and 65%, respectively). The majority (77% and 72%, respectively) **did not support** an increase in taxes to **install all-weather, turf sport fields nor fund an off-leash park**.



8. **The city of Battle Ground is focused on providing the best level of service for the lowest cost. While no new property taxes or fees are currently being proposed, the costs to improve and develop parks, trails, and recreation amenities may increase as the community grows and new amenities are added. Knowing this, what is the approximate additional amount you would be willing to pay to develop and operate the types of parks, trails and recreation facilities that are most important to your household?**

   Fifty-three (53) participants responded to this question; two (2) skipped it. The majority (38%) said they **would be willing to pay $10 or more per month** to develop and operate the types of parks, trail and recreation facilities that are most important to them. Others (30%) said they would pay $4 - $5 per month. A supermajority (94%) said they would be willing to pay more than $4 per month.

FINAL DRAFT



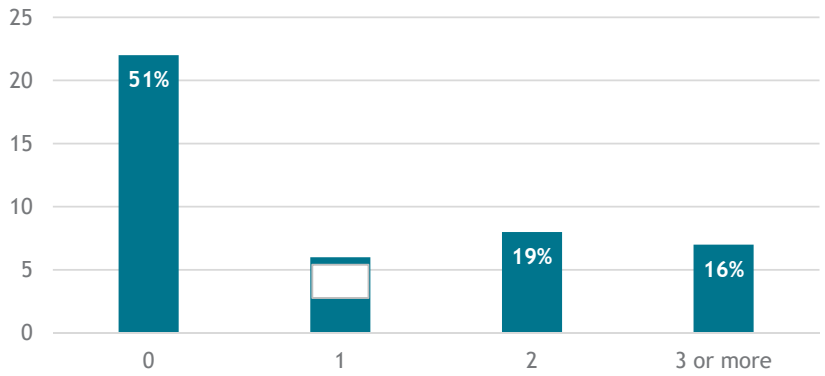
9. **If you wanted the city of Battle Ground to improve one thing for parks, trails and/or recreation opportunities, what would it be?**

   Thirty-nine (39) participants answered this question; sixteen (16) skipped it. The majority (69%) of participants asked for **more trails and connections** with a few participants asking for specific trail connections. Others mentioned aquatics or a pool as well as amenities such as pickel ball, picnic areas, and new or upgraded/accesible playgrounds for kids. For a full list of comments, see **Appendix A.**

Demographics

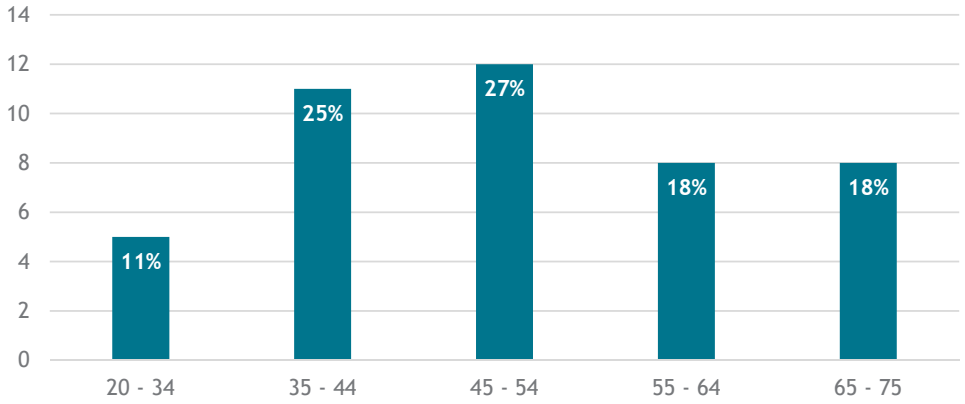
Number of children in household

Forty-three (43) participants responded to this question; twelve (12) people skipped it. The majority (51%) do not have any children in their household.



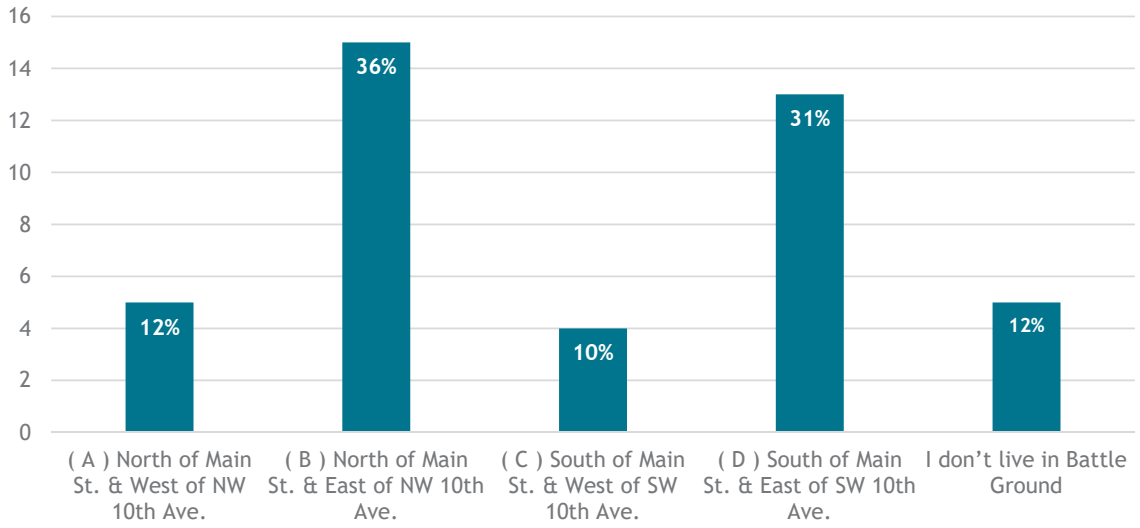
Age

Forty-four (44) participants responded to this question; eleven (11) skipped it. The majority was split with 27% of participants between the ages of 45 to 54 and 25% between the ages of 35 to 44.



Location of resident

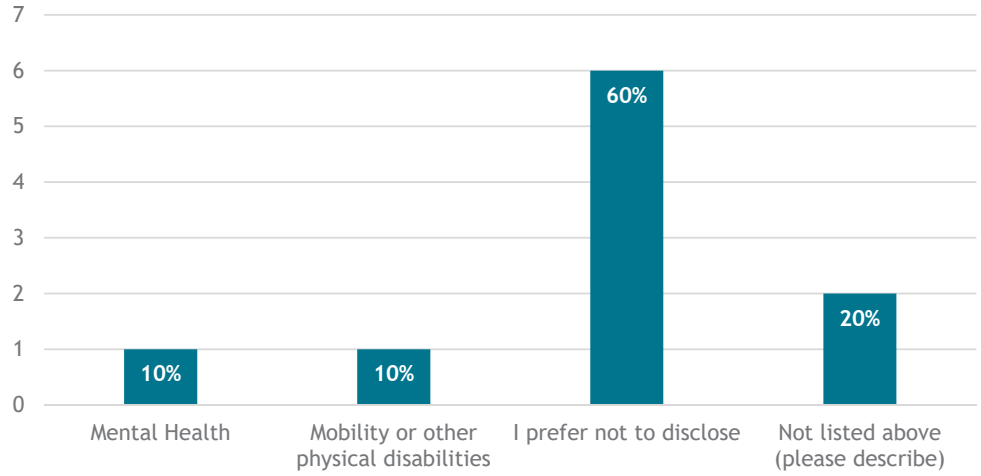
Forty-two (42) participants answered this question; thirteen (13) skipped it. The majority (36%) said they live north of Main Street and east of NW 10th Avenue. Others (31%) said they live south of Main Street and east of SW 10th Avenue.



FINAL DRAFT

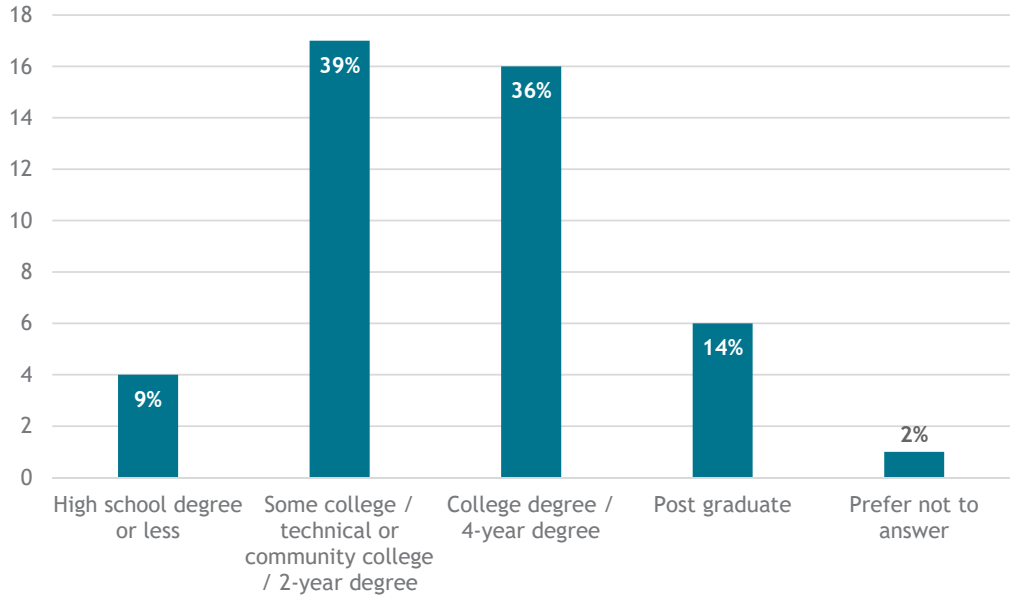
Disability

Ten (10) participants responded to this question; forty-five (45) skipped it. The majority of people (6) preferred not to disclose this information. Of the two participants who chose other, one responded their wife has fibromyalgia.



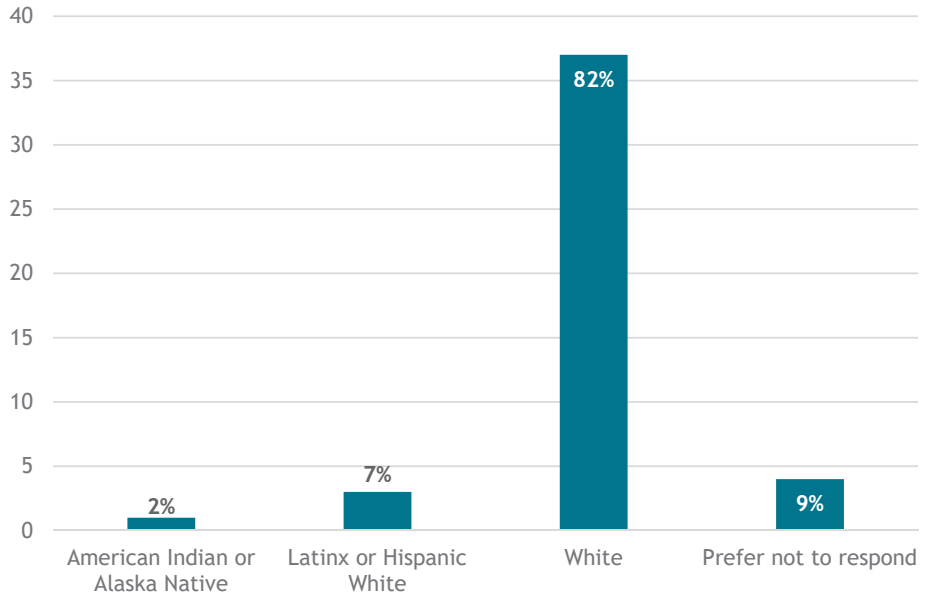
Level of education

Forty-four (44) respondents answered this question; eleven (11) skipped it. The two majorities (39% and 36%, respectively) had some college/technical or community college/2-year degree and a college degree/4-year degree.



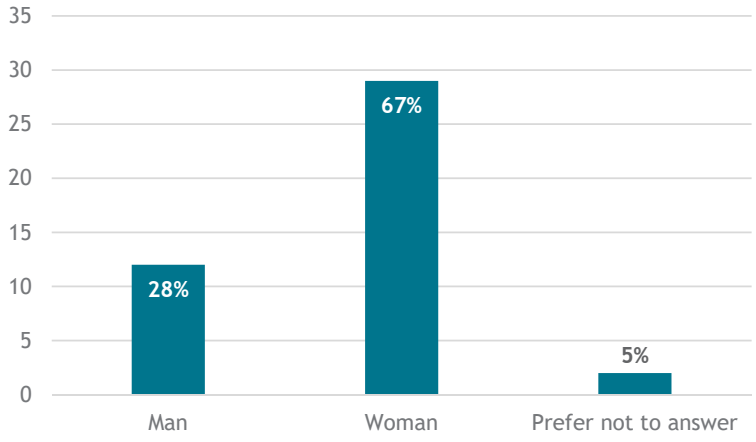
Race/Ethnicity

Forty-three (43) respondents answered this question; twelve (12) skipped it. The majority (82%) identified as White.



Gender

Forty-three (43) respondents answered this question; twelve (12) skipped it. The majority (67%) identified as women.



FINAL DRAFT

APPENDIX A: OPEN-ENDED COMMENTS[1]

Below are the unedited comments submitted for the question **"If you wanted the city of Battle Ground to improve one thing for parks, trails and/or recreation opportunities, what would it be?"**

- Provide access or trails to undeveloped green spaces on the east side of town.
- A sidewalk on each side of Grace Avenue between Main and Rasmussen to access Village.
- Durkee Property open to the public in 2022, and CONNECTED to the Trail Plan option.
- Policing
- Parks in the newer developments south east town, or another larger space closer to town that has a trail around or through it
- We would like to see the Durkee Property open to the public in 2022, and CONNECTED to the Trail Plan option.
- I would love to see more natural trails in what is left of undeveloped areas.
- open Durkee Environmental for all to enjoy... lets get trails built for walking etc...
- develop and maintain long walking trail in se area north of eaton
- Aquatics for battle ground.
- Expand Chelatchie Prarie rail with trail from existing end into to downtown and beyond.
- Extend Oronsdorf to grace.... Gives more opportunities for walking, biking and jogging
- Please consider more safe bike trails and sidewalks connecting developments
- Add amenities to current parks for younger kids. McConnell park could use a swing set!
- Provide clear information for land use requests. It's unclear if the public can use a field for a family flag football game, a family baseball game, or playing with a remote control car.
- Provide an off-leash dog park with trees and benches.
- "Work with the county and other municipalities to support a regional Parks and Recreation funding source similar to the Tualatin Valley Parks and Recreation in Oregon. This would provide a tax base for ALL residents.
- I'd also like to the trail completed between Battle Ground and Battle Ground Lake State Park."
- Aquatic and community center (YMCA), bike and walking trails that connect and are off road for safety. Another large park like Lewisville. The park at Battle Ground Village really shouldn't be counted as park space as it is not used and has minimal activity choices.
- Aquatic center

[1] Comments that are offensive or not relevant to parks and recreation issues have been remoed from this memo, but they have been retained as part of the dataset.

- Make a cool themed park for children with a splash pad that runs in the summer months that would be a hit and a lot of young families are moving this way why not attract more.
- Develop the Reme property. Add walking and bike trails, pickleball court, covered picnic area, playground area, dog park. Maintain them! Add a road in from the Horsethief Canyon neighborhood for a parking area.
- We need Pickleball courts, fairly inexpensive, all ages can play and it is the fastest growing sport in America.
- Swimming indoor pool
- More Nature Trails
- Enjoyment of the nature as much with the trails
- More sidewalks and connecting trails from east/southeast to the rest of the city
- Give the youth plenty of activities and sports. In an area that has very little for teenagers especially, top priority should be given to expanding youth and teen sports and activities. Kids are more important than dogs.
- It is a waste of money. We live in a huge park and forest, so we want to clear cut to make more outdoor spaces to enjoy? It just makes no sense.
- Safety, accessibility, and ease of maintenance/durability. I realize that's three things.
- I would love to see either a nature themed park with playground, or an all access sensory approved playground. I would pay more per month for either of these.
- When/if you start construction on Cedars Golf Course Park.....make it amazing. Make it a show stopping park like NY Central Park. That property could be the best tourist attraction in the county if you make great picnic areas, fun trail suspension bridges, etc.. Don't let the county treehuggers turn it into a 100% wetland restoration project. Let the kids play in salmon creek....not look at it from 250 feet away.
- More sport opportunities for kids.
- I really think the railroad trail should be developed to Fairgrounds and to Cedar Park
- remy property trail
- Increase access to all abilities playgrounds and sports courts (basketball, pickleball, tennis, etc)
- A real community center with fitness classes, gym, exercise/weight rooms, and a pool and aquatic program similar to the community centers in Portland. Not just for kids, for everyone - adults, kids, seniors.
- Have a small 9 hole public golf course and nature trail around it for walking/running.
- Being able to walk between Downtown and Battle Ground Lake State Park

FINAL DRAFT

Page Left Intentionally Blank



Appendix C: Stakeholder Discussion Notes

CONSERVATION TECHNIX

STAKEHOLDER INTERVIEW SUMMARY

Project Name:	Battle Ground Parks, Recreation & Open Space Plan			**Project No.:**	Proj-# 21-140PLN
Location:	Zoom Video Conferences	**Interview Date:**	Dec. 16-17, 2021	**Time:**	varies
Notes by:	Jean Akers & Steve Duh				
Participant:	Stacy Kysar, Planning Commissioner		Jean Akers, Conservation Technix		
	John Idsinga, Planning Commission		Steve Duh, Conservation Technix		
	Dave Caldwell, Running Coach & Race Event Planner				
	Jesamie Peters, Target Zero				
Subject:	**PROS Plan: Stakeholder Interviews (Dec 2021)**				

PURPOSE

To discuss current issues, opportunities and needs for park and recreation amenities. The interviews took place on December 16 and 17, 2021, via a Zoom video conferences.

- John Idsinga, Planning Commission (December 16th at 10:00 am)
- Jesamie Peters, Target Zero (December 16th at 11:30 am)
- Stacy Kysar, Planning Commissioner (December 17th at 11:00 am)
- Dave Caldwell, Running Coach & Race Event Planner (December 17th at 12:00 pm)

DISCUSSION

Each discussion began with brief introductions and an overview of the city's Park, Recreation, and Open Space Plan update process. A set of questions were used to initiate the discussion and explore ideas about system planning and local recreation needs.

What's Missing or Needs to be Improved?

- Basketball hoops and sport courts
- Nature plan areas
- Pickleball courts
- Connectivity – there is no connectivity with newer subdivisions
- Develop the rails with trails route along the Chelatchie Railroad
- North/south connection to Parkview trails
- Fitness trail
- Climbing apparatus

Interview Notes (continued)

- More park areas and larger parks
- ADA-compliant, universally accessible playground
- An event space that supports staging races
- More greenspaces and protected natural areas
- Not a lot of sports available for youth

Priority Project Ideas

- A large community park with adjacent natural lands within walking distance of downtown.
- Neighborhood parks are great, but they're small. Need a 5-10 acre park with picnic areas, playfields, playgrounds. Maybe aggregate property to get a larger site.
- Lots of wetland areas in Battle Ground that could be tied in with some developable land for a larger community park. Wetland areas could be used for paths.
- Retain the natural green areas as Battle Ground grows.
- Chelatchie Prairie – develop the trail from Battle Ground Lake State Park to Salmon Creek and do an equestrian trail with wood chips as 5' to 7' wide, parallel trail.
- The Target Zero project is looking for creative ways to instill traffic safety norms through the use of traffic gardens as a development/education tool for understanding traffic safety and traffic interactions.

Operations and Maintenance Considerations

- Integrate more sustainable practices that help reduce labor costs, fuel use, mown grass areas, irrigation-dependency. Allow more meadow growth for better habitat. Increase native species in parks.
- Battle Ground is not able to support a stand-alone (city run) aquatic center, and such a project would need a public/private partnership.
- The goal for the community center was for it to be a 'center', but it is now a place to rent for events and activities. It is understandable that the city needs the rental funds to help with the operating costs.
- Battle Ground Rotary helps by conducting clean-up events. It might also be good to engage high school students in community service projects.
- Blackberries grow rampant along trails; do a better job on maintenance.
- The city has been doing better on parks and recreation recently. Planning needs to present ideas on how to do park upgrades and maintenance. City does a fair job on maintenance – barely a 3 on a 5 scale.
- No issues. Parks have always been clean.

Parks, Trails & Connections

- Connect all parks throughout the city – Parkview trails, Cedars Landing, east side of Grace, north of town.
- Add more parks so all residents are within walking distance of at least one park.
- Subdivision regulations require new developments to have a park or trail element, but these regulations may not be adequate for a highly-valued neighborhood park. Too small and not enough to do.
- Transform the existing railroad line into a shared-use trail to connect to regional trails and destinations.
- For trail-related events and races, an adequate staging space is needed.
- Regional trail connections with destination along the way will facilitate event opportunities.

Interview Notes (continued)

Priorities for Next Five to Six Years

- Sustainable maintenance budgeting along with incorporated best management practices
- All residents within walking distance to a suitable park.
- Large park addition with attached natural area, nature play and ADA playground.
- Save, protect and preserve natural areas to help keep waterways clean and healthy.
- Convert railroad to a multi-use trail for all to enjoy.
- On its own, Battle Ground does not have a unique "draw" or attraction to host events. Add some kind of destination place and staging space.
- Expand sidewalks, trails and bike lanes to make safer bike/ped mobility and improve trail connectivity.
- Develop Gardner Oaks Park with trails and restroom, plus a connection to the 503 Trail.
- Conserve green natural areas as the City grows.
- For programs, might need to look for an effective partner or do it solo. City staff can run programs right now and would prefer to have the city run programs.
- Identify a pilot site for a traffic garden for young kids to bike/ride/roll safely. Could re-purpose old tennis court with new striping or as a 'pop-up' version with chalk lines – possibly align with National Night Out and bike rodeos. Traffic garden would have signs and lights to simulate intersections, railroad crossings, turns, stops. School districts could be a partner, since they already participate in bike safety and helmet programs

Other Ideas and Comments

- Engage collaborative group including "Ride Around Clark County" and other biking & running group representatives to brainstorm about ideas for improving Battle Ground's ability to host events.
- City should facilitate trail connections with developers during site planning.
- Since early 2000, nothing much changed regarding park and recreation policies, just nothing put forward for new projects. Neighborhood parks were the focus. No formal movement in the last 8-10 years, and there has been a willingness to let things be as they have been. Now, there is some interest in making improvements for park system.
- Equestrian community has been fairly quiet since the Saddle Club decided to relocate and put in an equestrian facility south of town.

-- End of Notes --

CONSERVATION TECHNIX

STAKEHOLDER GROUP SUMMARY

Project Name:	Battle Ground Parks, Recreation & Open Space Plan		**Project No.:**	Proj-# 21-140PLN	
Location:	Zoom Video Conference	**Interview Date:**	Jan. 21, 2022	**Time:**	11:30 am
Notes by:	Jean Akers				
Participant:	Tom Neri, Skyhawks Sports Academy		Jean Akers, Conservation Technix		
	Sarah Ahl, Mobile Gymnastics				
	Rusty Hoyle, Event Planner				

Subject: **PROS Plan: Group Stakeholder Interview (January 2022)**

PURPOSE

To discuss park and recreational opportunities, planning, infrastructure needs and future possibilities. The meeting took place on January 21st with all three individuals via Zoom video conference.

BACKGROUND

The stakeholders introduced themselves and their current involvement with Battle Ground Parks and Recreation.

Sarah Ahl offers mobile gymnastics programs that operate in the community center, designed to be accessible to working families and provide an opportunity to get involved. Her service brings the equipment and materials for her programs to the provided space.

Rusty Hoyle organizes festivals and concerts that boost local business economies and brings in visitors to a local area. His event require enough space to host an audience within 300 feet from a stage. The stage area must be accessible for delivery trucks; and have (2) 50-amp power connections. The space must be reasonably affordable and include support parking.

Tom Neri works for Skyhawks Sports Academy, which provides recreational sport programming for over eleven different sports for ages mostly 4-14 years old. The Academy teaches life skills and core values through sports interactions and offers summer camp programs. Skyhawks can work with both the City's Parks and Recreation, as well as the Battle Ground School District Community Education Program. However, the programming is more valuable when coordinated across both providers.

DISCUSSION

The discussion began with brief introductions and an overview of the city's Park, Recreation, and Open Space Plan update process. Stakeholders offered their perspectives on working with Battle Ground in the current conditions

FINAL DRAFT

Discussion Notes (continued)

followed by what ideas or improvements could enhance their involvement in the future. None of the stakeholders lived in Battle Ground, but all three had interacted with Parks and Recreation through their programs.

What's Working?

- Staff is very good to work with
- Staff is receptive to change & new ideas
- Battle Ground does good promotions; more promotions would add value

What Needs to be Improved?

- Coordination between Battle Ground School District Community Education and Parks and Recreation programming offerings – to avoid redundancy
- Promote an event calendar to generate more traffic
- Gymnastics for toddlers could be programmed for more days of the week
- Drinking water for recreation programming spaces (such summer camps)
- Adequate space, power and parking for events that draw visitors to Battle Ground
- An 18-hole disc golf course

Future Project Ideas

- An 18-hole disc golf course
- Disc golf offers a recreational activity for all ages. Most courses are free (could charge for parking). People travel a good distance to play an 18-hole course
- Disc golf is incorporated into Skyhawks' multi-sport programs, where available
- Check Memorial Park in Wilsonville for a good example of a 9-hole course
- All-weather options for recreation programs would be a bonus – with shade or rain shelter and/or water play areas. When weather is too wet, too hot, too smoky, it's good to have an indoor option
- Drinking water fountains wherever there are sport camps locations
- Food vendors at events need potable water sources
- Camping options nearby to events provides affordable support to visiting audiences
- Consider non-traditional sports facilities like Futsol courts
- The city-owned wooded site between Souton and Edon could be a potential disc golf course
- Skyhawks also offer STEM courses that can include grant opportunities
- Expand possible involvement with Ian Manheimmer, the Bounce house operator currently teaming with the Rock Solid teen center in Battle Ground

-- End of Notes --

CONSERVATION TECHNIX

STAKEHOLDER INTERVIEW SUMMARY

Project Name:	Battle Ground Parks, Recreation & Open Space Plan		**Project No.:**	Proj-# 21-140PLN	
Location:	Phone Call	**Interview Date:**	January 24, 2022	**Time:**	1pm
Notes by:	Jean Akers & Steve Duh				
Participant:	Philip Johnson, Mayor/City Councilmember		Steve Duh, Conservation Technix		

Subject: **PROS Plan: Stakeholder Interview (January 2022)**

PURPOSE

To discuss current issues, opportunities and needs for park and recreation amenities. The interview occurred on January 24, 2022, via telephone call.

DISCUSSION

The discussion began with a brief introduction and an overview of the city's Park, Recreation, and Open Space Plan update process. A set of questions were used to initiate the discussion and explore ideas about system planning and local recreation needs.

General Comments

- Where he grew up, there were many informal open spaces, such as church fields and schools, where kids could run, play pick-up games or fly kites.
- In Battle Ground, decisions were made in the past to put some focus toward small pocket parks. Not sure if that small space is suitable for and fills the need of large neighborhood areas – probably not. The city needs a couple more parks at the scale of Kiwanis Park.
- The city is growing and will add another 10,000 people (to the low 30,000s) in the next ten years, so there will be a fight to retain some open space from becoming all single-family homes.

What's Missing or Needs to be Improved?

- Kids need something to do other than play in the streets and for the parents too (adult leagues, like volleyball, softball, basketball and pickleball)
- Maybe Battle Ground should be more than a place where people rest their head
- In January, City Council discussed their two-year goals. Some of the ideas included an ADA compliant, all-inclusive playground, a sport complex (maybe like Luke Jensen), and working with the County for a walking trail park at the Cedars Golf Course.

Interview Notes (continued)

Operations & Budget Concerns

- Park maintenance has mostly been cutting grass and vandalism response, with some watering or irrigation.
- The city will need a park bond to finance system improvements. It was attempted a few years ago, but it failed. There needs to be better communication to promote a vision and projects for a parks bond
- YMCA – The city has had discussions with YMCA in the past. Their services would be welcomed, but the city would not be willing to pay for a building for them to program.

Priority Project Ideas

- Focus more on the needs of youth
- Everyone wants more recreation opportunity, but few are willing to pay for it
- Need gym space for volleyball, basketball and pickleball
- Need more parks and open space for trails, wandering, nature
- The city may likely never construct a pool, due to cost
- Through this PROS Plan process, it would be good for the community to say what they would like, AND what they'd be willing to pay for
- Hoping that the Chelatchie Railroad Trail gets extended and the dispute/conflict between the county and the hold-out owner get resolved
- Remy Property – need to do more with what is there, such as expand the trails
- Durkee – will be discussed with Council on Feb 7th. Would like to open the site for public use, even with very minimal improvements to start, such as a couple parking stalls, signs, gated access. Maybe it could be a site for disc golf or an off leash dog park too. The city has received requests for those amenities.
- The city should get out of the pocket park business and work more on Kiwanis sized parks or larger. Coordinate and partner more with schools to open their fields, track and facilities for public use.

Priorities - Recap

- All-inclusive playground
- Luke Jensen like sport complex
- Acquisition strategies
- Development options and use options for existing parklands.

-- End of Notes --



Appendix D:
Park Site Assessments





BATTLE GROUND VILLAGE PARK

0.70 acres **Pocket Park**

Design Opportunities & Capital Improvements

- Add more screening planting along western fence line.
- Add park identification sign.
- Add small picnic shelter.
- Add more shade trees.

Maintenance Considerations

- Lawn needs maintenance, remove weeds and reseed bare spots.
- Remove weeds from playground safety surfacing and add more engineers wood chips to proper depth.
- Remove weeds from plant beds, add mulch.
- Remove weeds from pavement.
- Restripe sport court.
- Replace broken parts on picnic tables.
- Repair broken basketball backboard.
- Clean or replace wooden slats on benches.
- Remove a seat from one of tables to make it accessible.
- Clean area drain.

Amenities

- Playground, age 5-12 (Gametime)
- Concrete paths
- Benches
- Picnic tables
- Trash receptacles
- Bike rack
- ½ Basketball court





BROOK HAVEN PARK

2.21 acres **Undeveloped**

Design Opportunities & Capital Improvements

- Add interpretive and or viewing opportunities at creek that runs through property
- Evaluate existing deer paths for improvement.
- Provide bank stabilization and revegetation along creek. This site was revegetated between 2018-2021. There are some invasive weeds popping up. Ongoing maintenance would be helpful to keep plantings in good condition.
- Existing asphalt is along north half of site. There may be opportunity for a defined path along the creek along the south half of the site.
- Add trail sign system.

Maintenance Considerations

- Repair cracks and upheave in asphalt path.
- Cleanup benches and replace trash receptacle with standard furnishings.

Amenities

- Asphalt path / trail
- Benches
- Trash receptacles

FINAL DRAFT





CENTRAL PARK

0.42 acres **Pocket Park**

Design Opportunities & Capital Improvements

- Add picnic table on existing pad. (Designated smoking area would have to be removed).
- Add park identification sign to the north end of the Park at entrance.

Maintenance Considerations

- Remove weeds in lawn area and reseed thin spots.
- Site furnishings vary from standard, they are more ornate. The style works for this location.

Amenities

- Trash receptacles
- Benches
- Concrete path
- Lighting along path
- Lawn area
- Contributor plaques
- Bike rack
- Memorial plaque (Timothy Carney)
- Picnic pad with no table (sign designates smoking area)
- Iron artwork display





CRESAP PARK

2.25 acres **Neighborhood Park**

Design Opportunities & Capital Improvements

- ADA ramp does not slope down into the playground and needs to be replaced to be ADA-compliant.
- Pave short area of loop path that is gravel (~120').
- Add a park ID sign at the entry from Eaton Blvd.

Maintenance Considerations

- Refill playground safety surfacing.
- Replace playground sign.
- Cleanup site furnishings.
- Cleanup/remove invasive vegetation from natural area, add interpretive signs.
- Removed weeds from safety surface and plant beds and lawn area.
- Trees in plaza area look stressed, consider replacement.
- Repair eroded edges, cracks and low spots in asphalt pavement.

Amenities

- Asphalt path
- Landscape beds
- Picnic tables
- Benches
- Trash receptacles
- Bike rack
- Playground (Pipeline Timberform)
- Loop asphalt path
- Natural area

FINAL DRAFT



DUBLIN MEADOWS PARK

0.13 acres **Pocket Park**

Design Opportunities & Capital Improvements

- Add ADA ramp into play area.
- Benches do not have accessible routes or companion spaces, add route and companion space.
- Replace the drinking fountain with an ADA compliant model.
- Increase the size of picnic table pad to provide ADA clearance around it.
- Add shade tree south of playground.

Maintenance Considerations

- Add safety surface to play area.
- Restripe basketball court.
- Repair chainlink fence.
- Replace park sign.
- Remove weeds from plant beds.
- Cleanup site furnishings.

Amenities

- Playground
- Drinking fountain
- Benches
- Trash receptacles
- Table
- ½ basketball court
- Paved pathway





FAIRGROUNDS & SKATEBOARD PARK

8.53 acres **Signature Park**

Design Opportunities & Capital Improvements

- Formalize circulation routes throughout ballfield area.
- Pave and stripe gravel parking area and provide ADA accessible routes to amenities (restrooms, ballfields, concessions).
- The baseball, parking area could use overall site re-work/layout with ADA accessibility incorporated. Currently nothing is ADA accessible.
- Opportunity to convert 1 field into artificial turf with lighting for extended play.
- Standardize furnishings at baseball field area.
- Buildings appear to be older and could be upgraded.
- Skatepark and community center area has no recommended changes and appeared to be accessible (though skatepark was fenced off).

Maintenance Considerations

Skate Park Area

- Repair or replace damaged site furnishings (e.g., trash receptacles are broken).
- Clean graffiti at skatepark.
- Restripe north and south parking lot including ADA stalls and symbols.
- Repair fence around community center patio.
- Clean graffiti from restroom.

Ballfield Area

- Remove weeds.
- Replant beds near community building.
- Add additional gravel.

Amenities

Skate Park Area

- Skatepark (with trash receptacles, tables and benches)
- Parking lot A (north) 57 stalls, 4 ADA
- Parking lot B (south) 27 stalls, 2 ADA
- Community center building
- Restroom with drinking fountains
- Shelter / gathering / patio associated with community center
- Picnic table

Ballfield Area

- 2 Small baseball fields with dugouts and bleachers
- 1 Small softball field with dugouts and bleachers
- 2 Small t-ball or machine pitch fields for young kids
- Gravel parking lot (3 VIP parking stalls)
- Portable toilet
- Concessions building
- Storage building
- Dumpsters and recycling
- Picnic tables
- Water spigot

FINAL DRAFT





FLORENCE ROBISON PARK

11.93 acres **Neighborhood Park**

Design Opportunities & Capital Improvements

North

- Improve path between ponds, needs reinforcement to protect from erosion.
- Add interpretive signage.
- Add new path connection along Southwest corner connecting to crosswalk.

South

- Benches have trash receptacles in companion areas, relocate trash receptacles away from benches on their own accessible concrete pad.
- Add or modify one existing table to be ADA accessible and half of the benches.
- Add park identification sign.

Maintenance Considerations

North

- Repair or replace asphalt path (cracks, upheave and narrow section).
- Remove invasive weeds.
- Remove weeds from shrub beds, playground area and lawn area.
- Cleanup plant beds and replace dead plants.
- Replace dead or missing trees in plaza.
- Add safety surface so ramp is accessible.
- Remove graffiti from benches.

Amenities

North

- Dedication plaque / rock
- Ponds
- Asphalt path loops
- Benches
- Trash receptacles
- Lawn areas
- Natural area / designated habitat

South

- Playground, age 5-12 (Pipeline Timber form)
- ½ Basketball court with partial chain link fence
- Benches (no backs or armrests) not ADA-compliant
- Trash receptacles
- Picnic tables
- Concrete plaza and paths
- Lawn area
- Shade trees
- Bike rack



GARDNER OAKS PARK

12.98 acres **Undeveloped**

Design Opportunities & Capital Improvements

- The utilities and nearby highway should be considered but this site has great character with the existing large trees and has relatively flat slopes that would be conducive to sport fields, dog park, playground, bike skills park, passive lawn areas, with walking paths. This site has great potential for a variety of uses.
- Pedestrian access from adjacent neighborhoods. If vehicular access is desired, it would need to occur on east side of the site.
- A master planning process is recommended to determine the best site development potential to meet needs of Battle Ground community.

Maintenance Considerations

- There is an existing well house and various utilities (i.e., manholes) throughout property.

Amenities

- Large existing trees throughout with rough lawn understory

FINAL DRAFT





HIDDEN GLEN PARK

7.68 acres **Undeveloped**

Design Opportunities & Capital Improvements

- Pedestrian only access. Many access points are fenced or gated. There is an existing access to north site at 5th circle and 5th Street with an asphalt path through site connecting the two accesses. South site is currently less accessible.
- This space needs significant improvement to have public value as a natural park and trail area: better wayfinding, stream crossing, pathway connections and access.
- There is an existing asphalt path that is a neighborhood connector but is separated by a stream, with a small log to cross. Opportunity for a 9-foot bridge.
- Existing 4' wide asphalt path could be expanded to 6 feet.
- Interpretive and wildlife viewing opportunities.

Maintenance Considerations

- Remove invasive weeds.

Amenities

- A creek runs through site
- Asphalt path / trail
- Limiting trail access



HORSE THIEF CANYON PARK

0.32 acres **Pocket Park**

Design Opportunities & Capital Improvements

- Playground is older and becoming outdated, consider upgrading and using artificial turf/rubberized surface.
- Site is sunny, shade trees and perimeter planning are recommended.
- Add park identification sign.
- Existing barrier fence seems too small to function as barrier. Either extend fence or add vegetation or both to keep kids from running into road.
- Add a new path and landscape to define the site and provide more interest and privacy to adjacent properties.
- Add 1 or 2 picnic tables.
- Add ADA ramp to playground.

Maintenance Considerations

- Remove weeds from lawn.
- Standardize trash receptacles.
- Replace damage bench; the frame is bent.
- Repair or replace bent fence.

Amenities

- Playground, age 2-5 (Game Time)
- Lawn area
- Bench
- Trash receptacle
- Small barrier fence

FINAL DRAFT





KIWANIS PARK

8.49 acres **Community Park**

Design Opportunities & Capital Improvements

- Add solid covering to shelter to protect from rain.
- Standardize site furnishings.
- Improve perimeter buffer between park and houses/ mobile home park.
- Provide ADA parking stalls including striping and signage.
- Add plantings at entry to park at base of architectural wall with tiles.

Maintenance Considerations

- Restripe parking lot.
- Cleanup shelter, repair columns, repair metal components and replace covering.
- Replace broken tables.
- Replace missing swing.
- Restripe sport courts.
- Refill playground safety surface.
- Remove weeds from lawn area and shrub beds.
- Replace park identification sign.
- Replace engraved text on memorial sign on basalt column.
- Repaint coverings for horseshoe pits.
- Several light standards around field are missing. Either replace or remove existing base.
- Replace plants in empty beds.
- Restroom need improvements to lavatory to be ADA accessible.

Amenities

- Asphalt parking lot
- 2 full basketball courts with concrete base and bleachers
- Shelter (shade not rain covering)
- Restroom / community building
- Spray park
- Playground (ages 2-5, 5-12, swings, climbing wall) (Park Structures brand)
- Open lawn
- 2 informal baseball / softball practice fields with backstops (no skinned infield)
- Bike racks
- Tables
- Benches
- Trash receptacles
- Drinking fountain
- Basalt column with memorial sign
- 6 horseshoe pits (4 are covered)
- Flag poles with lighting veterans memorials
- Asphalt loop paths



MAC MCCONNELL PARK

2.00 acres **Neighborhood Park**

Design Opportunities & Capital Improvements

- Replace plastic edging at playground with concrete curb and add concrete ADA ramp.
- Add additional ADA picnic table and add companion space to at least 2 benches.
- Provide ADA accessible routes to at least 2 trash receptacles.
- Upgrade signage.
- Consider adding small picnic shelter near playground.

Maintenance Considerations

- Remove and replace dead plants.
- Trim cotoneaster shrubs along sidewalk (or replace with smaller plant) to maintain clear space on sidewalk.
- Repair asphalt at east entrance to remove drop from concrete walk to asphalt.
- Repair / replace damaged site furnishings.
- Begin integrating new trees to replace older trees.

Amenities

- Lawn area
- Playground, age 5-12 (Pipeline timber forms)
- Asphalt path
- Benches
- Picnic tables
- Trash receptacles
- Shade trees

FINAL DRAFT



OAK MEADOWS PARK

0.94 acres **Pocket Park**

Design Opportunities & Capital Improvements

- The property to the east is being developed to include about 750 homes and will have a playground and trail system.
- Shift table and modify layout to be ADA compliant.

Maintenance Considerations

- Add safety surface to play area.
- Restripe basketball court.

Amenities

- Asphalt path
- Benches
- Boardwalk overlook
- ½ Basketball court
- Playground
- Trash receptacles
- Benches
- Bike rack
- Picnic table



PARKVIEW TRAILS

10.59 acres **Undeveloped**

Design Opportunities & Capital Improvements

- All four Parkview Trails sites should be combined in a site master planning process to determine degree of potential improved public access and role in a trails network.
- Opportunity for trails, but wetlands and/or storm facility would require navigation (i.e., boardwalks). Regulatory permitting likely would be required.

Maintenance Considerations

- Remove invasive weeds.

Amenities

- Natural area
- Wetland & surface water
- Stormwater facilities
- Informal trails

FINAL DRAFT



SAVANNAH VILLAGE PARK

0.15 acres **Pocket Park**

Design Opportunities & Capital Improvements

- A small playground or sport court would fit in this small space and serve the surrounding neighborhood. Close vicinity to adjacent houses should be considered; add perimeter buffers.
- Consider adding a gazebo for small gatherings
- Add some trees and shrub beds.
- Add native shade/canopy trees

Maintenance Considerations

- Lawn area has weeds and could use treatment.
- Holly tree is invasive and unhealthy and should be removed.
- Lawn is uneven and grading should be smoothed to avoid injury risks.

Amenities

- Picnic table
- Paved path
- Bench
- Lawn area





TRIANGLE PARK

1.16 acres **Pocket Park**

Design Opportunities & Capital Improvements

- Replace site furnishings to match other park sites (benches).
- Provide companion space next to benches.
- Revegetate swale with water quality plants.
- Add park identification signs to replace “pedestrian pathway” signs. Better wayfinding is needed.

Maintenance Considerations

- Repair cracks and upheaving pavement.

Amenities

- Asphalt path
- Benches
- Lawn area
- Drainage swale

FINAL DRAFT





WHISPERING PINES PARK

1.00 acres **Neighborhood Park**

Design Opportunities & Capital Improvements

- This park is new and in great condition.
- Consider adding a drinking fountain.
- Consider adding more shade trees, especially along eastern perimeter.

Maintenance Considerations

- None noted.

Amenities

- ½ Basketball court & pickleball court with chainlink fence
- Lawn area
- Asphalt paths
- Splash pad
- Playground, age 5-12, (pipeline timber forms)
- Benches
- Bike rack
- Picnic tables
- Trash receptacles





WINGATE PARK PARK

0.77 acres **Neighborhood Park**

Design Opportunities & Capital Improvements

- Replace/modify ADA ramp into play area.
- Consider adding a drinking fountain.
- Add planting beds along north fence line.

Maintenance Considerations

- Repair split rail fence.
- Remove weeds in lawn and shrub beds.

Amenities

- Playground
- Nature play
- Benches
- Trash receptacles
- Asphalt paths
- Wetland / buffer
- Lawn area

FINAL DRAFT





DURKEE PROPERTY

35.05 acres **Undeveloped**

Design Opportunities & Capital Improvements

- Conduct site master plan to determine potential improvements for the site.
- A loop path around perimeter could be an interim phase 1 improvement with the existing trees and perimeter forest until a master plan is developed and implemented.
- Future development needs to consider privacy to residential properties adjacent to southeast corner of site.
- Significant drainage/creek follows west side of the property. Buffer requirements should be considered for any future development. There were large areas with pockets of ponding water throughout the flat open space, may require grading and or drainage improvements depending upon proposed development.

Maintenance Considerations

- None noted.

Amenities

- Informal foot path



LEWISVILLE MEADOWS NATURAL AREA

22.86 acres **Open Space**

Design Opportunities & Capital Improvements

- Conduct site master plan to determine potential improvements for the site.

Maintenance Considerations

- None noted.

Amenities

- Natural area

FINAL DRAFT





CEDAR TRAILS OPEN SPACE

3.83 acres **Open Space**

Design Opportunities & Capital Improvements

- Formalize connection at south end with paved path.
- Remove invasive weeds and vegetate drainage ditch.
- Consider adding benches and picnic tables and bocce ball courts.
- Northeast corner has ample room to develop a nice neighborhood park with recreational amenities.

Maintenance Considerations

- Remove invasive weeds.

Amenities

- Asphalt paths
- Natural area
- Creek / drainage ditch
- Storm facility (east)





REMY PROPERTY

80.20 acres **Open Space**

Design Opportunities & Capital Improvements

- Conduct site master plan to determine potential improvements for the site.
- Opportunity for small parking lot and visitor center with expanded trail system and interpretive panels.

Maintenance Considerations

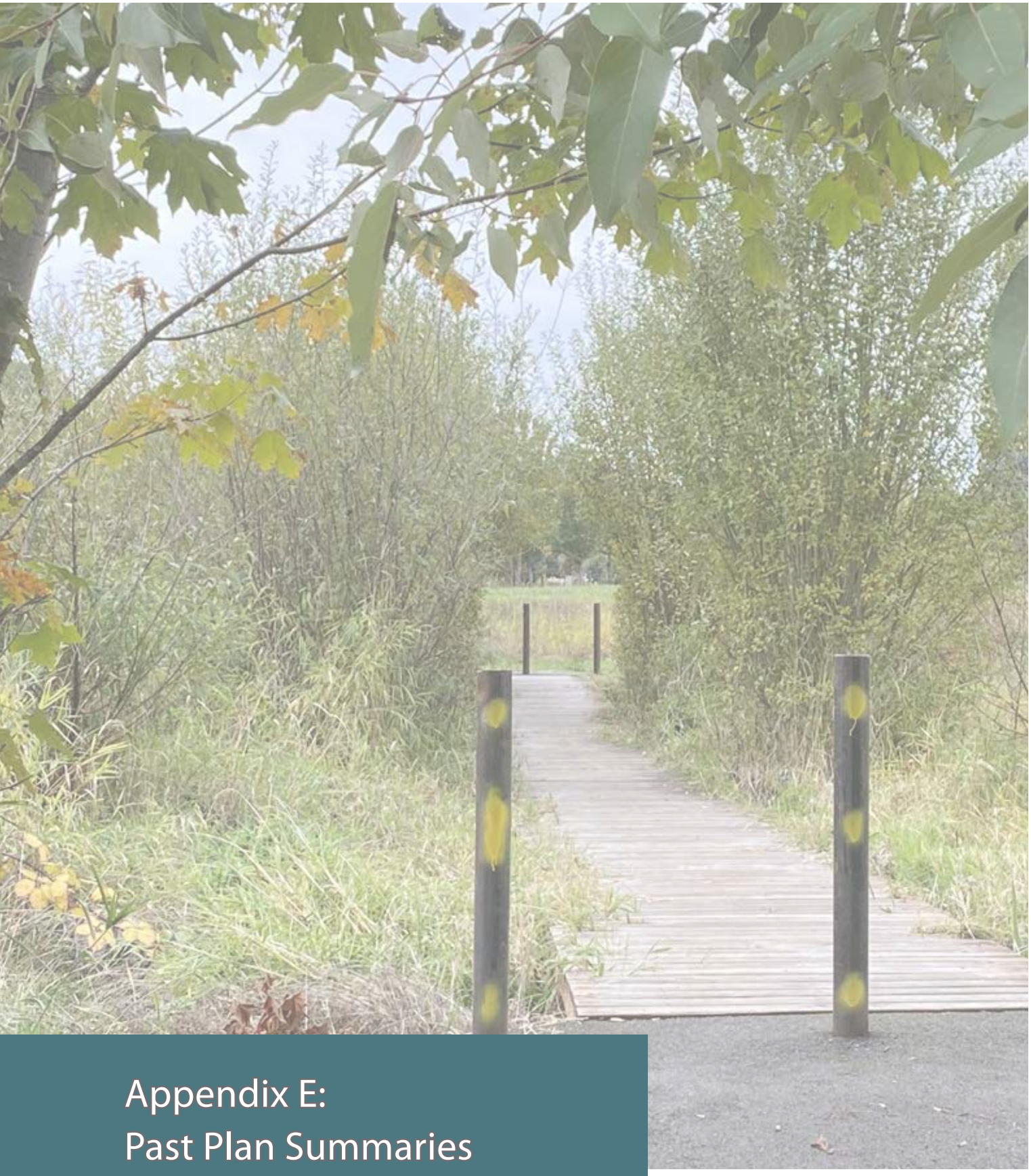
- None noted.

Amenities

- Asphalt path and boardwalk
- Interpretive signs
- Wetlands
- Stormwater facilities
- Natural areas

FINAL DRAFT

Page Left Intentionally Blank



Appendix E: Past Plan Summaries

These city documents continue to provide valuable planning guidelines for the city of Battle Ground community. Elements from these plans are incorporated into this current PROS planning process to maintain consistency and coordinated planning.

Comprehensive Parks, Recreation and Open Space Plan (PROS) 2015

The 2015 PROS plan provided the update to the city's adopted plan for acquiring, developing, and maintaining parks, trails, recreation facilities and open space lands as well as the provision of recreation services and programs. The Plan update was intended to fill the need for the Parks and Recreation Element of the city's Comprehensive Plan. The Plan met the requirements of the Washington State Growth Management Act to address the need for coordinated planning.

The city's park system is identified by four classifications: pocket parks, neighborhood parks, community parks, and signature parks. In 2015, the city-owned parklands consisted of 203.27 acres on 36 parcels. Approximately, 66 acres of these parklands were wetland areas and stream corridors with a few small open space parcels associated with subdivision developments. The undeveloped park land and future park properties totaled approximately 98.37 acres within the city. The PROS Plan mission statement for parks, recreation and open space stated the overall principle and goal was "to enhance the quality of life of citizens by creating healthy opportunities to play, learn and grow." The city established a combined population-based service standard of five acres/1,000 population for the acquisition and development of neighborhood parks, community parks, and urban open space.

The PROS plan established a 20-year and 6-year capital facilities plan that focused on adding park land to meet growth projections. Neighborhood services areas divide Battle Ground's urban growth area (UGA) into 20 neighborhood service areas and 5 special study areas based on certain definitional criteria (subsequently removed in a 2021 update). Within the population and definition standards, the PROS plan emphasized the acquisition and development of neighborhood and pocket parks over community parks. The PROS plan placed a high priority on acquiring and developing an interconnected system of multi-use trails within the city limits and adjoining urban growth area. The need was recognized to continue to coordinate with Clark County, the Washington State Department of Transportation and other service providers to help actively seek acquisition and development of a unified and interconnected trail system. The Plan listed numerous multi-use trail segments that were important for future acquisition and development. The 20-year capital project list included 13 neighborhood park acquisition projects. Four high priority neighborhood park development projects were included in the 6-year capital facilities program. The PROS Plan also listed 26 urban open space acquisition projects in the 20-year capital project list. For Trails, the 20-year capital project list included 1 acquisition and 14 development projects. Three high trail priorities were included in the 6-year capital facilities plan. The 20-year capital project list included 5 special facility acquisition and development projects. Three of these priority projects were listed in the 6-year capital facilities plan. For conservation and greenway systems, the acquisition of Tukes Mountain and the acquisition of the Salmon Creek Forested Upland were cited for the 6-year capital facilities plan.

City of Battle Ground Comprehensive Plan 2016-2035

The Comprehensive Plan, adopted in 2016, articulated a vision for the future of Battle Ground that sustains the values of its citizens and established a flexible policy framework for making decisions over the next 20 years under the mandates of the Washington State Growth Management Act. The city's Comprehensive Plan included an optional Livability Element that identified neighborhood units as a key to making Livability a success. Neighborhoods were defined as including parks, schools, and unique characteristics that residents identify with their place. The Comprehensive Plan recognized the Legacy Standards that have been adopted into the development code. One of the premises for the Standards was to provide and preserve the opportunity to establish and maintain open spaces.

In the Land Use Element, the Plan identified an overlay designation for existing and planned parks.

The Transportation Element included the need for non-motorized transportation system supports the city's livability design objectives and will also provide recreation opportunities (and a complete bicycle and pedestrian network) for the residents of Battle Ground.

An Environment Element was included in the Plan to encourage protection, preservation and enhancement of Critical Areas within the city and its Urban Growth Area (UGA). Some Critical Areas identified within the city include locally important fish and wildlife habitat based on connectivity to priority habitat areas and native tree stands. Wetlands, floodplains, aquifer recharge areas, and geologic hazards were classified as critical areas to be protected through the Critical Areas Ordinance, conservation easements, public purchase or part of an open space purchase.

The Parks, Recreation and Open Space Element established goals and objectives for the acquisition, development and maintenance of parks within the city of Battle Ground. The Parks, Recreation, and Open Space Element set a long-term direction for the city's parks infrastructure. The Parks, Recreation and Open Space Element provided direction on creating open spaces, trails, and parks within the community for present and future generations. It represented an update of the Park and Recreation Plan. The Comprehensive Parks, Recreation and Open Space (PROS) Plan is the city of Battle Ground's short term blueprint for acquiring and improving parks. The Element placed an emphasis on development of the city's existing parks to provide for active uses as part of the six-year Capital Facilities Plan and beyond. In addition, the need to work with developers was identified to ensure that local neighborhood parks and recreation spaces are available as new subdivisions are created.

Community Vision and Action Plan 2018

The result of a nine-month community-wide planning process, the Battle Ground Community Vision and Action Plan (called the Battle Ground Roadmap) charts the desired future direction for the city while setting priorities and aligning resources. In its assessment of Strengths, Weaknesses, Opportunities and Challenges (SWOC), the Roadmap identified that while battle Ground was a recreational gateway, its recreational value was not captured and enhancing the recreational economy was an opportunity. In its assessment of city infrastructure, the Roadmap reported that current stormwater facilities are fenced off for safety reasons. Multi-benefit stormwater facilities could also serve as a community/park amenity in the future, if conflicting requirements and safety needs can be met. There is a potential opportunity to integrate future stormwater facilities into parks and other community amenities.

Public involvement during the planning process revealed that parks are part of the city's future needs:

- Strong schools, parks and recreation, and amenities contribute to quality of life and must be adequately funded.
- New, expanded and refurbished facilities are needed to accommodate Battle Ground's growing population: schools, roads, parks and recreation, YMCA/pool, community centers, and Old Town.

One of the top-ranked "big ideas" was an interconnected trail network of trails, bikeways, sidewalks, and paths that connect residents and visitors to the greater outdoors and in-town destinations. One of the focus areas identified as "well-being" recognized that parks and amenities play a significant role for the community. A green plan was envisioned to create and implement a master plan for Battle Ground's parks and recreation resources of the future capitalizing on wetland areas throughout the city as a unique natural amenity.

50-Year Vision (adopted 2001)

Important elements of the 50-year Vision for the city, relative to its park system:

- Public spaces and investments in schools, library, a youth center, senior centers, and parks help to develop a sense of place while providing the services that make a complete community.
- A system of neighborhood, community and regional parks, greenways, and open spaces are identified and protected for a range of passive and active uses. Where possible, these sites are located adjacent to future school sites.
- Stream corridors, environmentally sensitive areas, and regional parks help to build identify and are protected, enhanced, and integrated into the fabric of the community and provide needed open spaces, trail connections, and the opportunity to live with a natural environment.
- All areas of the city will be planned in a comprehensive way that integrates the elements of a complete neighborhood, including employment opportunities, housing, parks and open spaces, transportation, environmental resources, and other civic services. Each area will be planned in the context of the entire city, with particular attention given to how the area relates to the regional community centers and the downtown district.

An excerpt from the Battle Ground Vision states "Our community centers and open spaces provide unique places for people to gather and connect year-round. Our neighborhood districts create a sense of identity, belonging and well-being, while our entire city is enhanced and connected by a network of pedestrian walkways, bike trails, and public transit."

FINAL DRAFT

2008 Chelatchie Prairie Rail with Trail Corridor Study

Acquired in 1985, the Lewis and Clark Railroad right-of-way extends 26 miles diagonally through the county from Vancouver Lake to Chelatchie Prairie extending through the city of Battle Ground on the east side and borders Fairgrounds Park. Identified as one of the five top priority "natural corridor" trails in Clark County, it was acquired both for commercial transportation uses and as a trail corridor. The corridor connects Battle Ground Lake State Park, Lucia Falls Park, Moulton Falls Park, and many other major recreation sites, including Fairgrounds Park, within the city of Battle Ground.

Land Use Master Plan 2021

The city of Battle Ground Land Use Master Plan (LUMP) provided a vision and policies to be folded into the next Comprehensive Plan update. LUMP also identifies neighborhood district-level opportunities, constraints, and improvement strategies such as parks and trails connections. Policy recommendations relative to the park system included improving connectivity and promoting parks within a 10-minute walk. The LUMP identifies strategies for developing a parks and trail plan to fill gaps in access and increase recreation opportunities. The LUMP established a new system of planning districts to reinforce its vision. Each designated district had assigned strategies for future direction. The North Battle Ground District looks to a park and trail plan to help identify existing gaps in access and to increase recreation opportunities with cohesion as new plats are added. The Day Break District also looks to a park and trail plan to help identify existing gaps in access and to increase recreation opportunities with cohesion as new attached and detached housing is added. The South Battle Ground District lacks existing parks. A parks and trail plan can help identify gaps in access and increase recreation opportunities in South Battle Ground. In the Mill Creek District, the Remy property's buildable land should accommodate many of the community's recreation needs. Extension of the park and trail system to newer development would improve walkability in the west of the Mill Creek District. The Main Corridor District proposes a strategy to extend parks and trails to serve employment uses and connect to residential areas in other districts. The Employment Center District proposes a strategy to extend the park and sidewalk system to serve employees and connect the District to other areas.

Housing Action Plan 2021

The Battle Ground Housing Action Plan (HAP) recognizes the city's adopted Vision and Strategic Action Plan that included an interconnected network of pedestrian walkways, bike trails and public transit and community centers and open spaces that provide unique places for people to gather year-round. The goals of the HAP seek to encourage production of a variety of housing types that expand supply and access to affordable homes while supporting home ownership. The HAP identified a shortage of "middle housing" supply in the city and recommends strategies for creating a larger variety of housing types. The HAP lists priority strategies and secondary strategies to help fill the gaps in the provision of housing in the community.

Battle Ground Transportation System Plan 2021

The 2021 Transportation System Plan (TSP) was prepared to better reflect the vision and growth potential associated with the new Land Use Master Plan and provide a refreshed transportation system plan reflective of recent growth and infrastructure changes. Goals and objectives have been updated to reflect current priorities and provide guidance for modern transportation infrastructure decision-making and implementation of capital improvements. To enhance livability, the city will build a transportation system that will also provide recreation opportunities for the residents of Battle Ground. The transportation system will enhance its safety for both the pedestrian and bicycle system. The transportation system also aims to provide a complete network for pedestrians and bicyclists. To meet the requirements for consistency with the land use plan, pedestrian and bicycle components will include collaborative efforts to identify and designate planned improvements for pedestrian and bicycle facilities and corridors that address and encourage enhanced community access and promote healthy lifestyles. The bicycle facilities determined to best address gaps and deficiencies in the bicycle network and future needs included shared lanes, bicycle lanes, buffered bike lanes and multi-use paths. The identified facilities for pedestrian movement along key roadways include sidewalks, multi-use paths, off-street trails and safe roadway crossings. Three (3) multimodal trail projects identified in the TSP included the Chelatchie Prairie Rail Trail from E Main St to SE Rasmussen Blvd.; Chelatchie Prairie Rail Trail from Northeast UGB limits to South UGB limits; and SR 503 Pathway from SW Eaton Blvd to North city limits. The majority of TSP projects (over 100 proposed projects) involved constructing new roads and improvement to existing roadways.



Appendix F: Recreation Trends

The following summaries from recognized park and recreation resources provide background on national, state and local park and recreation trends. Examining current recreation trends may guide potential park and recreation improvements and opportunities to enhance programs and services.

2020 NRPA Agency Performance Review

The 2020 National Recreation and Park Association (NRPA) Agency Performance Review summarizes the key findings from their Park Metrics benchmarking tool and is intended to assist park and recreation professionals in effectively managing and planning their operating resources and capital facilities. The report offers a comprehensive collection of park- and recreation-related benchmarks and insights to inform professionals, key stakeholders, and the public about the state of the park and recreation industry. The 2020 NRPA Agency Performance Review contains data from 1,053 unique park and recreation agencies across the United States as reported between 2017 and 2019.

Key Findings and Characteristics

Park facilities and operations vary greatly across the nation. The typical agency participating in the NRPA park metric survey serves a jurisdiction of approximately 42,500 people, but population size varies widely across all responding jurisdictions. The typical park and recreation agency has jurisdiction over 20 parks comprising over 430 acres. Park facilities also have a range of service levels in terms of acres of parkland per population and residents per park. These metrics are categorized by the agency's population size.

Park Facilities

Nearly all (96%) park and recreation agencies operate parks and related facilities. The typical park and recreation agency has:

- One park for every 2,281 residents
- 9.9 acres of park land for every 1,000 residents in its jurisdiction
- 11 miles of trails for walking, hiking, running and/or biking

Figure F1. Median Residents per Park Based On Population Size

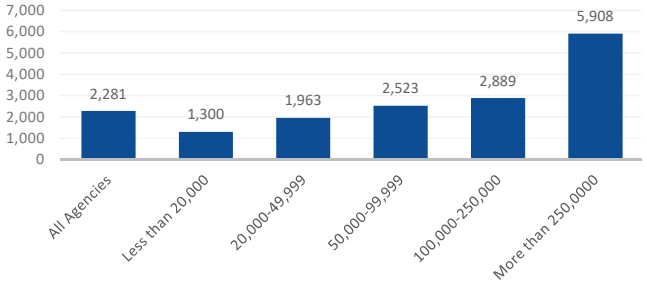
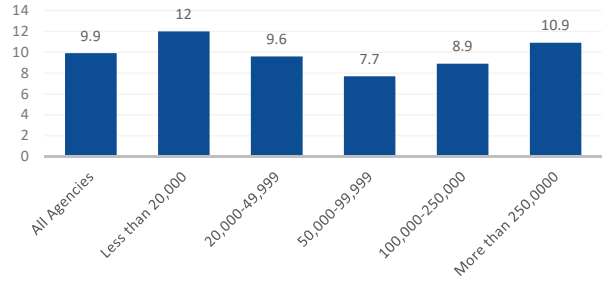


Figure F2. Acres of Parkland per 1,000 Residents based on Population Size

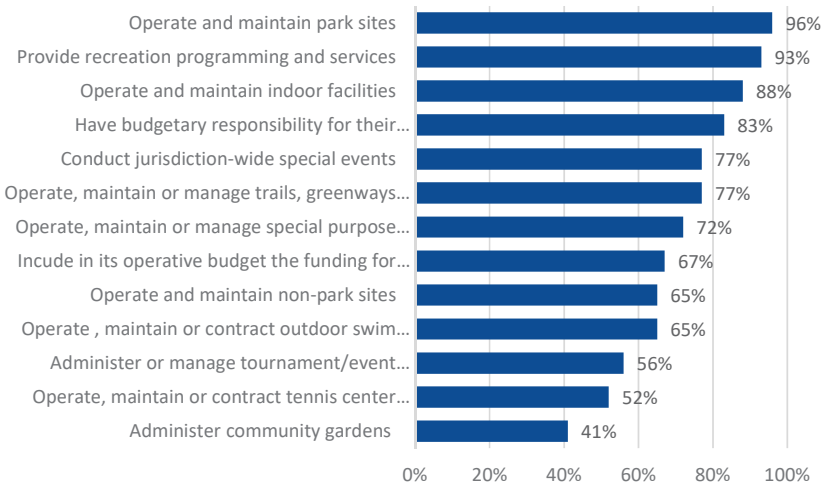


A large majority of park and recreation agencies provide playgrounds (93.9%) and basketball courts (86.5%) in their portfolio of outdoor assets. Most agencies offer community and/or recreation centers (60%) while two in five offer senior centers.

The typical park and recreation agency that manages or maintains trails for walking, hiking, running and/or biking has 11.0 miles of trails. Agencies serving more than 250,000 residents have a median of 84.5 miles of trails under their care.

Park and recreation agencies often take on responsibilities beyond their core functions of operating parks and providing recreational programs. Other responsibilities may include tourist attractions, golf courses, outdoor amphitheaters, indoor swim facilities, farmer's markets, indoor sports complexes, campgrounds, performing arts centers, stadiums/arenas/racetracks, fairgrounds and/or marinas.

Figure F3. Key Responsibilities of Park and Recreation Agencies



Programming

Nearly all (93%) of park and recreation agencies provide recreation programs and services. More than eight in ten agencies provide themed special events (88%), team sports (87%), social recreation events (87%), youth summer camps (83%), fitness enhancement classes (82%), and health and wellness education (81%).

Staffing

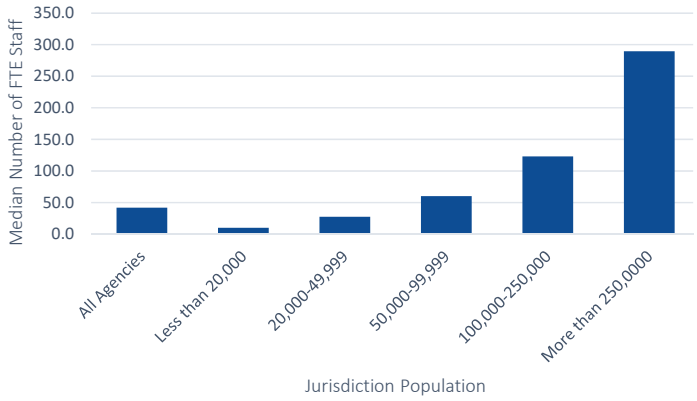
Park and recreation employees are responsible for operations and maintenance, programming and administration. The typical park and recreation agency has:

- 41.9 full-time equivalent staff (FTEs) on payroll
- 8.1 FTEs on staff for every 10,000 residents in its jurisdiction

Median FTE counts also positively correlate with the number of acres maintained, the number of parks maintained, operating expenditures, and the population served. For example, agencies that serve populations between 20,000 and 49,999 residents employ an average of 27.3 FTE, while agencies that serve 50,000 to 99,000 people employ an average of 60 FTE.

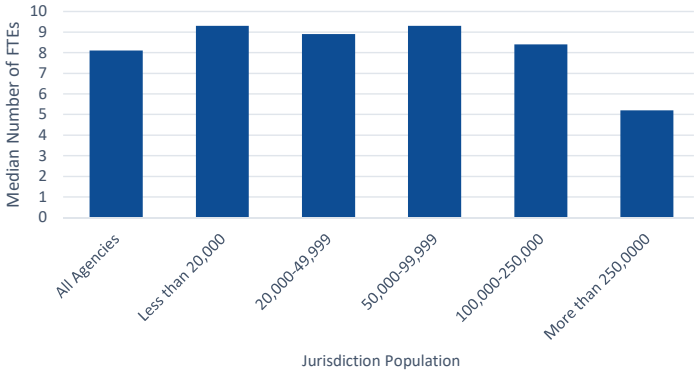
FINAL DRAFT

Figure F4. Park and Recreation Agency Staffing: Full-Time Equivalents (By Jurisdiction Population)



Another way of comparing agency staffing across different park and recreation agencies examines number of staff per 10,000 residents. These comparative numbers hold fairly steady across population sizes with the median for all agencies at 8.1 FTEs.

Figure F5. Park and Recreation Agency FTEs Per 10,000 Residents



Capital and Operating Expenses

- For capital expenses, the typical park agency:
- Dedicates about 55% to renovation projects and 32% to new development projects.
- Plans to spend about $5,000,000 million on capital expenditures over the next five years.

For operations, the typical park agency spends:

- $4.3 million per year on total operating expenses
- $7,000 on annual operating expenses per acre of park and non-park sites managed by the agency
- $81.00 on annual operating expenses per capita
- $97,000 in annual operating expenditures per employee
- 54% of the annual operating budget on personnel costs, 38% on operating expenses, and 5% on capital expenses not included in the agency's capital improvement plan (CIP)
- 44% of its operating budget on park management and maintenance, 43% on recreation, and 13% on other activities

2020 State of the Industry Report

Recreation Management magazine's 2020 Report on the State of the Managed Recreation Industry summarizes the opinions and information provided by a wide range of professionals (with an average 22.3 years of experience) working in the recreation, sports, and fitness industry. Given the emerging COVID-19 pandemic, Recreation Management also conducted a supplemental survey in May 2020 to learn about both the impacts to the industry and what mitigation steps organizations were taking in response.

Partnerships

The 2020 report indicated that most (89%) recreation, sports, and fitness facility owners form partnerships with other organizations as a means of expanding their reach, offering additional programming opportunities or as a way to share resources and increase funding. Local schools are shown as the most common partner (64%) for all facility types. Youth-serving organizations (Ys, JCC, Boys & Girls Clubs) and park and recreation organizations were the most likely to report that they had partnered with outside organizations, at 100% and 95% respectively.

Revenue Outlook

In January 2020, half of respondents expected revenues to increase in both 2020 and 2021. Survey respondents from urban communities are more optimistic about revenue increases as compared to rural respondents.

In last year's report, parks respondents had reported increases in their average operating expenditures with operating costs that grew by 14% between fiscal year 2018 and 2019. Respondents generally expected their operating expenses to continue to increase between 2019 and 2021, with camps expecting a 10% increase, recreation centers at 8%, and parks at 6%.

Relative to costs and revenues, few facilities covered by the survey reported that they cover more than 75% of their operating costs via revenue. The percentage recovered varied with type of organization with the average percentage of costs recovered for all respondents hovering near 50% and private for-profit organizations achieving the highest cost recovery rates. For parks, the cost recovery rate remained steady at 44%.

Over the past decades, public park and recreation departments and districts have faced a growing expectation that facilities can be run like businesses. Many local facilities are expected to recover much of their operating costs via revenues. While this is the business model of for-profit facilities like health clubs, it is a relatively recent development for publicly owned facilities, which have typically been subsidized via tax dollars and other funding sources. Most recreation providers (81%) have been taking actions to reduce expenditures. Cost recovery actions typically involve reduction in expenses with improving energy efficiency as the most common action (51% of respondents). Increased fees and staffing cost reductions and putting off construction or renovation plans were reported as other common methods for reducing operating costs.

As of May 2020, nearly 90% of respondents anticipated that total revenues would decline in 2020 due to the COVID-19 pandemic. Most anticipated a revenue drop of 30-50%, though one in seven expected a decline of more than 50%. In general, respondents are split on when they expect that revenues will begin to recover – 44% believe revenues will begin to rebound in 2021 while 40% expect further revenue declines.

Facility Use

The majority of respondents reported an increase in use of their recreational facilities as of January 2020. Looking forward, more than half of respondents (53%), including 60-65% of park and recreation centers, were expecting to see further increases in the number of people using their facilities over the next two years.

In 2020, 22% of respondents said they were planning to add more staff at their facilities, 75% were planning to maintain existing staffing levels, and 3% were planning to reduce staffing. The May 2020 survey found, however, that nearly half of responding organizations had laid off or furloughed staff due to the impacts of COVID-19 and nearly two-thirds had suspended hiring plans.

Facilities and Improvements

Over the past seven years, the percentage of respondents who indicate that they have plans for construction, whether new facilities or additions or renovations to their existing facilities, has grown steadily, from 62.7 percent in 2013 to 72.9 percent in 2020. Construction budgets have also risen. The average amount respondents were planning to spend on their construction plans was up 10.8% in 2020, after an 18.4% increase in 2019. On average, respondents to the 2020 survey were planning to spend $5.6 million on construction.

A majority of park department respondents (54%) reported plans to add features at their facilities and were also the most likely to be planning to construct new facilities in the next three years (39%).

The top 10 planned features for all facility types include:

1. Splash play areas (25.4% of those with plans to add features were planning to add splash play)
2. Playgrounds (20.3%)
3. Park shelters (17.3%)
4. Dog parks (17.1%)
5. Park restrooms (16.1%)
6. Synthetic turf sports fields (14.8%)
7. Walking and hiking trails (14.8%)
8. Fitness trails and outdoor fitness equipment (14.8%)
9. Disc golf courses (12.9%)
10. Outdoor sports courts (11.3%)

The COVID-19 pandemic is having a significant impact on construction plans. As of May 2020, over one-third (34%) of respondents had put construction on hold due to the impacts of the pandemic, rising costs, and supply shortages.

Programming

Nearly all respondents (97%) offer programming of some kind. The top 10 most commonly offered programs include: holiday events and other special events (provided by 65.3% of respondents); educational programs (59%); group exercise programs (58.8%); fitness programs (57.6%); day camps and summer camps (57.3%); youth sports teams (55.2%); mind-body balance programs such as yoga and tai chi (51.2%); adult sports teams (46%); arts and crafts programs (45.8%); and programs for active older adults (45.4%).

Respondents from community centers, parks and health clubs were the most likely to report that they had plans to add programs at their facilities over the next few years. The ten most commonly planned program additions were:

1. Fitness programs (24% of those who have plans to add programs)
2. Group exercise programs (22.4%)
3. Teen programs (22%)
4. Environmental education (21.8%)
5. Day camps and summer camps (20.9%)
6. Mind-body balance programs (20.5%)
7. Programs for active older adults (18.1%)
8. Special needs programs (17.9%)
9. Holidays and other special events (17.4%)
10. Arts and crafts (17%)

Addressing the COVID-19 pandemic required many respondents to either put programs or services on hold (82%) or cut programs or services entirely (34%). Additionally, many respondents have had to rethink their programming portfolios. Two-thirds of respondents (67%) had added online fitness and wellness programming as of May 2020, 39% were involved in programs to address food insecurity, and one in four was involved in programs to provide educational support to out-of-school children.

General Challenges

In January 2020, facility managers were asked about the challenges they anticipated impacting their facilities in the future. Generally, overall budgets are the top concern for most respondents including their ability to support equipment and facility maintenance needs (58%) and staffing (54%). Marketing, safety/risk management, and creating new and innovative programming also remain continuing challenges for facility managers. Facility managers also report that environmental and conservation issues (13%) and social equity and access (10%) are posing increasing challenges. However, as of May 2020, many respondents concerns had shifted to addressing the COVID-19 pandemic impacts described in the sections above.

2020 Outdoor Participation Report

Overall Participation

According to the 2020 Outdoor Participation Report, published by the Outdoor Foundation, just over half of Americans ages 6 and older participated in outdoor recreation at least once in 2019, the highest participation rate in five years. This increase was not universal, however, and there was significant variation in participation between age, gender, and racial groups.

Despite the overall increase in the percentage of Americans engaging in outdoor recreation, the total number of recreational outings declined in 2019. Outdoor participants went on a total of 10.9 billion outdoor outings in 2019 – a 12% drop from the 2012 high-water mark of 12.4 billion outings. In addition, the number of outings per participant declined 17% in the past five years, from 85 outings per participant in 2014 to 71 in 2019.

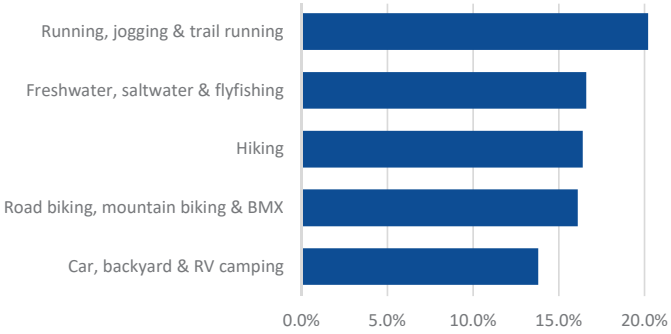
This drop mirrors a decline in the total number of outings per participant. Each year for over a decade, participants have engaged less often in outdoor activities. As a result, the percentage of 'casual' participants in outdoor recreation (i.e. those who participate one to 11 times per year) has grown by about 4% over the past 15 years, while the percentage of 'core' participants (i.e. weekly participants) has declined.

Figure F6. Frequency of Outdoor Outings: Trending Over Many Years

Frequency of Outdoor Outings	2007	2010	2013	2016	2019
Casual (1 to 11 times)	28.2%	27.9%	28.4%	31.7%	32.6%
Moderate (12 to 51 times)	32.5%	31.8%	33.1%	32.5%	32.6%
Core (52+ times)	39.3%	40.4%	38.5%	35.8%	34.9%

Running, jogging and trail running is the most popular outdoor activity by level of participation, as shown in the chart below, followed by fishing, hiking, biking and camping.

Figure F7. Most Popular Outdoor Activities by Participants, Nationwide



Youth Participation Declines

The youngest participants, children 6 to 17, were outdoors far less than in previous years. Their average outings fell from a high of 91 in 2012 to just 77 per child in 2019. Youth participation declined across the board in 2019, with the biggest declines seen in girls aged 18 to 24 (-5%) and boys ages 13 to 17 (-4%). Households with children, however, continue to drive growth in participation. Adults with children had much higher outdoor recreation participation rates (57%) than adults without children (44.4%).

Female Participation Continues to Grow

In 2019, women made up 46% of participants in outdoor recreation while men made up 53.8%, representing the smallest gender gap measured in the report's history. Women's participation has increased from 43% of all participants in 2009 to 46% in 2019.

Diversity Gap Remains

Despite increases in participation, Black/African American and Hispanic Americans continue to be significantly underrepresented in outdoor recreation. Hispanics made up 11.6% of outdoor recreation participants, a 35% shortfall relative to their proportion of the population ages 6 and over (17.9%). Similarly, Black/African Americans represented 12.4% of the U.S. population ages 6 and over in 2019, but just 9.4% of outdoor participants, a 24% participation deficit. Black youth were the least likely to participate in outdoor

recreation as compared to Asian, Hispanic, and Caucasian youth – signaling a potential future gap in outdoor participants. However, those Black and Hispanic Americans who do participate in outdoor recreation do so frequently – more often, on average, than members of other racial groups.

In 2019, 62% of Asian Americans participated in outdoor recreation, followed by 53% of White, 48% of Hispanic, and 40% of Black/African Americans.

Impacts of COVID-19

An August 2020 report from the Outdoor Industry Association indicated that COVID-19 impacted recreation participation in April, May and June as Americans flocked to outdoor recreation amid COVID restrictions. Americans took up new activities in significant numbers with the biggest gains in running, cycling, and hiking given that these activities were widely considered the safest activities during pandemic shutdowns. The hardest hit activity segments during COVID shutdowns were team sports (down 69%) and racquet sports (down 55%). Reviewing just April, May and June 2020, participation rates for day hiking rose more than any other activity, up 8.4%.

2020 Sports, Fitness, and Leisure Activities Topline Participation Report

Prepared by a partnership of the Sports and Fitness Industry Association (SFIA) and the Physical Activity Council (PAC), this February 2020 participation report summarizes levels of activity and identifies key trends in sports, fitness, and recreation in the US. The report is based on over 18,000 online interviews of a nationwide sample that provides a high degree of statistical accuracy using strict quotas for gender, age, income, region, and ethnicity. The study looked at 122 different team and individual sports and outdoor activities.

Compared to 2014, eight million more Americans were casually active in 2019 indicating a positive movement toward an increasingly active population. Sports that made great strides in the last six years include trail running, cardio tennis, BMX biking, and day hiking. Over the last year, only 2.1 million additional people reported participating in an activity that raises their heart rate for more than 30 minutes. Participation in active high calorie activities has remained flat for the last four years.

The percentage of people reporting no physical activity during the past year declined to 27% in 2019 - its lowest point in six years – continuing an increasing trend in activity. Rates of inactivity continue to be linked to household income levels, with lower income households having higher rates of inactivity. However, in 2019, households across the income spectrum saw declines in inactivity.

Fitness sports continue to be the most popular activity type for the 5th consecutive year. Other sports activities, including individual sports, racquet sports, and water sports have seen a modest decline in participation since 2018. Team sports experienced a slight increase in participation, driven by the increasing popularity of basketball and outdoor soccer. While racquet sports lost about 2% of participants since 2018, mostly due to declines in squash and badminton participation, the rising popularity of pickleball and cardio tennis may reverse this declining trend.

Figure F8. Total Participation Rate by Activity Category



When asked which activities they aspire to do, all age-groups and income levels tend to show interest in outdoor activities like fishing, camping, hiking, biking, bicycling, and swimming. Younger age groups are more interested in participating in team sports, such as soccer, basketball and volleyball, while older adults are more likely to aspire to individual activities like swimming for fitness, bird/nature viewing, and canoeing.

Physical education (PE) participation shows 96% of 6 to 12-year old youth and 82% of 13-17 year olds participated in PE in 2019. While younger children were more likely to participate in PE, older youth had higher average days of participation. Children were more than twice as likely to be inactive if they did not attend PE. Overall, all ages saw an increase in PE 2019. Participation in PE is thought to lead to an increase of active, healthy lifestyles in adulthood.

Figure F9. Sports with the Highest 5-year Increase in Participation

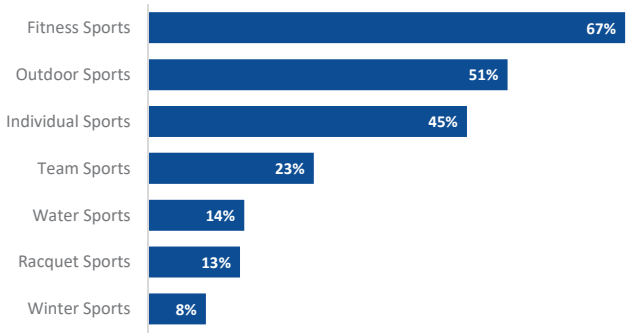
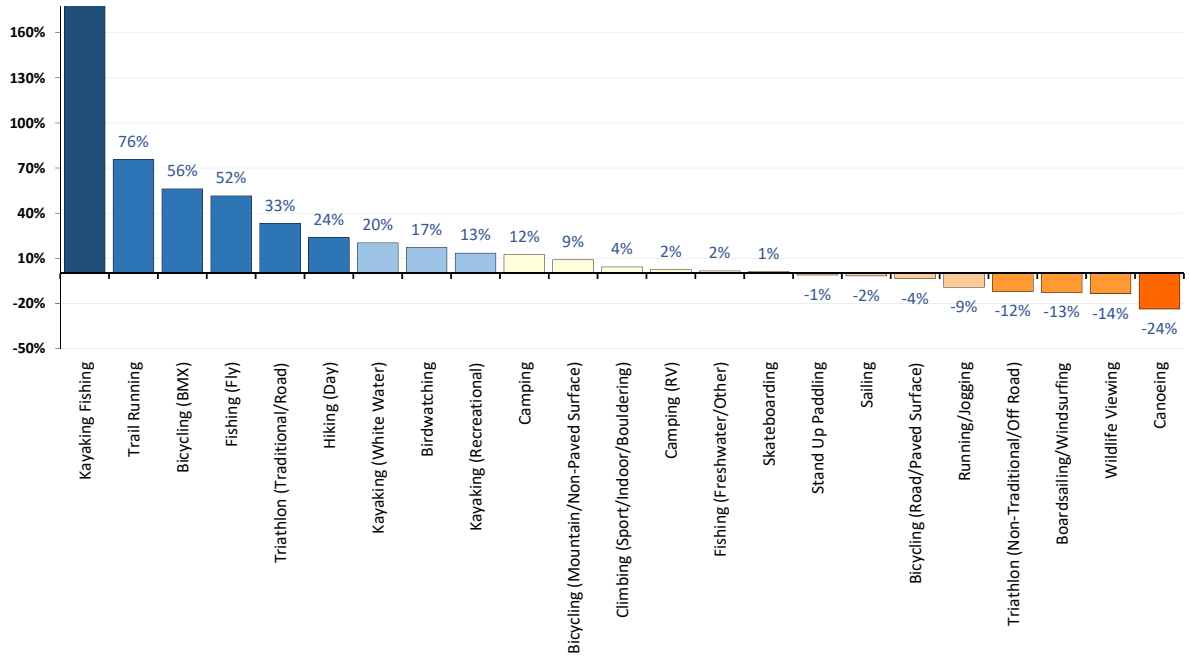


Figure F10. 5-Year Change in Outdoor Sports Participation



2020 Americans Engagement with Parks Survey

This annual study from the National Park and Recreation Association (NRPA) probes Americans' usage of parks, the key reasons that drive their use, and the greatest challenges preventing greater usage. Each year, the study examines the importance of public parks in Americans' lives, including how parks compare to other services and offerings of local governments. The survey of 1,000 American adults looks at frequency and drivers of parks/recreation facilities visits and the barriers that prevent greater enjoyment. Survey respondents also indicate the importance of how park and recreation plays in their decisions at the voting booth and their level of support for greater funding.

In 2020, NRPA conducted a shorter-than-typical Engagement survey because of the dynamic nature of life during the COVID-19 pandemic. The 2020 Study focused on the impacts of the COVID-19 pandemic on park and recreation usage, whether residents see public parks as an essential public service, and whether people vote for political leaders based on their support for park and recreation funding.

Key findings include:

- Eighty-two percent of U.S. adults agree that parks and recreation is essential.
- Seventy-seven percent of survey respondents indicate that having a high-quality park, playground, public open space or recreation center nearby is an important factor in deciding where they want to live.
- U.S. residents visit local park and recreation facilities more than twice a month on average.

FINAL DRAFT

- Three in five U.S. residents — more than 190 million people — visited a park, trail, public open space or other recreation facility at least once during the first three months of the pandemic (mid-March through mid-June 2020).

Impacts of the COVID-19 Pandemic

According to the Americans Engagement with Parks report,

> "In many communities across the nation, parks, trails and other public open spaces have been crucial resources available to people seeking a brief respite from the public health crisis. As businesses shut down operations during the spring, many parks and trails remained open, providing people with opportunities to safely enjoy outdoor physical activity with its many attendant physical and mental health benefits. According to NRPA Parks Snapshot Survey data (nrpa.org/ ParksSnapshot), 83 percent of park and recreation agencies kept some/all of their parks open during the initial wave of COVID-19 infections in April 2020, while 93 percent did the same with some/all of their trail networks.
>
> Consequently, people flocked to their local parks, trails and other public open spaces. Three in five U.S. residents — more than 190 million people — visited a park, trail, public open space or other recreation facility at least once during the first three months of the pandemic — from mid-March through mid-June 2020. Park and recreation usage was particularly strong among GenZers, Millenials, Gen Xers, parents, people who identify as Hispanic/Latinx and those who identify as nonwhite.
>
> As has been the case with virtually every aspect of life, the COVID-19 pandemic has altered the frequency with which most people engage with their local park and recreation amenities. Still, slightly more than half of people have been visiting parks, trails and other public open space amenities as often — if not more often — since the start of the pandemic than they had during the same period in 2019. Twenty-seven percent of U.S. residents report that their use of parks, trails and other public open spaces increased during the first three months of the pandemic relative to the same period in 2019. A quarter of survey respondents indicates their park and recreation usage during the period from mid-March to mid- June 2020 matched that of the same three months in 2019. Forty-eight percent of people report that their usage of parks, trails and public open spaces declined during the early months of the pandemic."

Washington State Recreation and Conservation Plan

The 2018-2022 Recreation and Conservation Plan for Washington State provides a strategic direction to help assure the effective and adequate provision of outdoor recreation and conservation to meet the needs of Washington State residents. The plan identifies the following five near and long-term priority areas and establishes specific actions within each priority to help meet the outdoor recreation and conservation needs within the state:

1. Sustain and Grow the Legacy of Parks, Trails, and Conservation Lands
2. Improve Equity of Parks, Trails, and Conservation Lands
3. Meet the Needs of Youth
4. Plan for Culturally Relevant Parks and Trails to Meet Changing Demographics
5. Assert Recreation and Conservation as a Vital Public Service

Sustain & Grow the Legacy

A wealth of existing recreation and conservation areas and facilities should be kept open, safe, and enjoyable for all. Some modifications to meet the interests of today's population may be needed at some facilities. Sustaining existing areas while expanding and building new facilities to keep up with a growing population is one of the five priority goals.

Improve Equity

The National Recreation and Park Association's position on social equity states:

> "Our nation's public parks and recreation services should be equally accessible and available to all people regardless of income level, ethnicity, gender, ability, or age. Public parks, recreation services and recreation programs including the maintenance, safety, and accessibility of parks and facilities, should be provided on an equitable basis to all citizens of communities served by public agencies."

The Washington plan restates that equity goal for all its citizens. Improving equity is also a strategy for improving a community's health. Current statewide participation rates in outdoor activities were surveyed as part of the plan.

Figure F11. Participation Rates for Washington Residents in Outdoor Activities

Participation Rates for Top 12 Categories	
Activity	%
Walking	94%
Nature activities	89%
Leisure activities at parks	82%
Swimming	68%
Sightseeing activities	67%
Hiking	61%
Outdoor sports	48%
Water-based activities (freshwater)	46%
Camping	45%
Trending activities	33%
Snow and ice activities	30%
Bicycling	28%

Get Youth Outside

Washington State youth participate in outdoor activities to a greater extent than youth nationally. Park and recreation providers are urged to offer a variety of outdoor activities for youth and to support youth programs. Most youth are walking, playing at a park, trying new or trending activities, fishing in freshwater, exploring nature, and riding bikes. Other activities of interest to youth are activities in freshwater such as boating and paddling, fishing in saltwater, target shooting, hiking, outdoor sports, and riding off-road vehicles.

Figure= F12. Youth Participation Rates for Washington Residents in Outdoor Activities

Youth Participation Rates	
Activity	%
Walking	88%
Leisure in parks	78%
Trending activities	77%
Fishing in freshwater	77%
Nature-based activities	75%
Bicycling	74%
Freshwater-based activities*	66%
Target shooting	62%
Hiking	57%
Outdoor sports	57%
Off-road vehicle riding	57%
Fishing in saltwater	53%

*(not swimming)

Plan for Culturally Relevant Parks and Trails to Meet Changing Demographics

Washington's population is expected to grow by 2 million people by 2040 leading to more congestion and competition for recreation resources. Between 2010-2040, the percent of people of color are expected to increase from 27 percent to 44 percent. With the cultural change in the population, preferred recreational activities also will change. By 2030, more than one of every five Washingtonians will be 65 years old or older. By 2040, there will be more seniors than youth. Park and recreation providers should be prepared to create new and diverse opportunities and accommodate the active senior population.

Assert Recreation and Conservation as a Vital Public Service

The plan recognizes that outdoor recreation contributes to a strong economy and is a public investment like other public services and infrastructure. The report cites the Outdoor Industry Association and other economic studies that reinforce the importance of park and recreation services locally, regionally and statewide.

FINAL DRAFT

2019 Special Report on Paddlesports & Safety

In 2019, the Outdoor Foundation produced a report focused on paddlesports data based on a participation survey (over 20,000 online interviews with a nationwide sample of individuals and households). In 2018, 22.9 million Americans (approximately 7.4% of the population) participated in paddle sports. This represents an increase of more than 4 million participants since the study began in 2010. Over the last five years, there continues to be an increase in paddlesports popularity among outdoor enthusiasts, with significant portions of the nationwide growth occurring in the Pacific region.

Recreational kayaking continues to grow in popularity but may be driving some of the decline in canoeing. The popularity of stand-up paddling has soared, increasing by 1.5 million participants over the past five years, though it does not have nearly as high a participation rate as either recreational kayaking or canoeing.

Most paddlers are Caucasian, other racial and ethnic groups are largely under-represented. However, Caucasian participation has remained relatively flat while participation by people identifying as Hispanic or Black/African American has grown by 0.5% to 1% per year since 2013. This growth has led to more than 773,000 new Hispanic paddlers in just six years, signaling the importance and potential of engaging minority groups in paddlesports.

One in eight paddlers have been participating in the sport for 21 years or more. However, many participants – between thirty and sixty percent, depending on the discipline – tried a paddlesport for the first time in 2018. Such high levels of first-time participation may produce longer term growth in paddling, assuming participants continue to enjoy the sport.

Among adult paddlers, most participate for excitement and adventure, for exercise, or to be close to nature. Kayakers, rafters, canoers and stand-up paddlers often enjoy, or would be willing to try, other paddlesports. Many also enjoy similar outdoor "crossover" activities such as hiking, camping, walking, and nature viewing.



Appendix G: Implementation Tools & Tactics

LOCAL FUNDING OPTIONS

The City of Battle Ground possesses a range of local funding tools that could be accessed for the benefit of growing, developing, and maintaining its parks and recreation facilities and programs. The sources listed below represent potential funding sources, but some also may be dedicated for numerous other local purposes which limit applicability and usage. Therefore, discussions with city leadership are critical to assess the political landscape to modify or expand the use of existing city revenue sources in favor of park and recreation programs.

Councilmanic Bonds

Councilmanic general obligation bonds may be sold by cities without public vote. The bonds, both principal and interest, are retired with payments from existing city revenue or new general tax revenue, such as additional sales tax or real estate excise tax. The state constitution has set a maximum debt limit for councilmanic bonds of 1.5% of the assessed value of taxable property in the city.

Voted General Obligation Bond

For the purposes of funding capital projects, such as land acquisitions or facility construction, cities and counties have the authority to borrow money by selling bonds. Voter-approved general obligation bonds may be sold only after receiving a 60% majority vote at a general or special election. If approved, an excess property tax is levied each year for the life of the bond to pay both principal and interest. The maximum debt limit for voted debt is 2.5% of the assessed value of taxable property in the city. The state constitution (Article VIII, Section 6) limits total combined debt to 5% of the total assessed value of property in the jurisdiction.

Property Tax Excess Levy – One Year Only

Cities and counties that are levying their statutory maximum rate can ask the voters, at any special election date, to raise their rate for one year (RCW 84.52.052). As this action increases revenue for one-year at a time, it is wise to request this type of funding for one-time uses only. Majority approval by voters is required.

Regular Property Tax - Lid Lift

Cities are authorized to impose ad valorem taxes upon real and personal property. A city's maximum levy rate for general purposes is $3.375 per $1,000 of assessed valuation. Limitations on annual increases in tax collections, coupled with changes in property value, causes levy rates to rise or fall; however, in no case may they rise above statutory limits. Once the rate is established each year, it may not be raised without the approval of a majority of the voters. Receiving voter approval is known as a lid lift. A lid lift may be permanent, or may be for a specific purpose and time period.

A levy lid lift is an instrument for increasing property tax levies for operating and/or capital purposes. Taxing districts with a tax rate that is less than their statutory maximum rate may ask the voters to "lift" the levy lid by increasing the tax rate to some amount equal to or less than their statutory maximum rate. A simple majority vote of citizenry is required.

Cities and counties have two "lift" options available to them: Single-year/basic or Multi-year.

Single-year: The single-year lift does not mean that the lift goes away after one year; it can be for any amount of time, including permanently, unless the proceeds will be used for debt service on bonds, in which case the maximum time period is nine years. Districts

may permanently increase the levy but must use language in the ballot title expressly stating that future levies will increase as allowed by chapter 84.55 RCW. After the initial "lift" in the first year, the district's levy in future years is subject to the 101% lid in chapter 84.55 RCW. This is the maximum amount it can increase without returning to the voters for another lid lift.

The election to implement a single-year lift may take place on any election date listed in RCW 29A.04.321.

Multi-year: The multi-year lift allows the levy lid to be "bumped up" each year for up to a maximum of six years. At the end of the specified period, the levy in the final period may be designated as the basis for the calculation of all future levy increases (in other words, be made permanent) if expressly stated in the ballot title. The levy in future years would then be subject to the 101% lid in chapter 84.55 RCW.

In a multi-year lift, the lift for the first year must state the new tax rate for that year. For the ensuing years, the lift may be a dollar amount, a percentage increase tied to an index, or a percentage amount set by some other method. The amounts do not need to be the same for each year. If the amount of the increase for a particular year would require a tax rate that is above the maximum tax rate, the assessor will levy only the maximum amount allowed by law.

The election to implement a multi-year lift must be either the August primary or the November general election.

The single-year lift allows supplanting of expenditures within the lift period; the multi-year left does not, and the purpose for the lift must be specifically identified in the election materials. For both single- and multi-year lifts, when the lift expires the base for future levies will revert to what the dollar amount would have been if no lift had ever been done.

The total regular levy rate of senior taxing districts (counties and cities) and junior taxing districts (fire districts, library districts, etc.) may not exceed $5.90/$1,000 AV. If this limit is exceeded, levies are reduced or eliminated in the following order until the total tax rate is at $5.90.

1st.	Parks & Recreation Districts (up to $0.60)
	Parks & Recreation Service Areas (up to $0.60)
	Cultural Arts, Stadiums & Convention Districts (up to $0.25)
2nd.	Flood Control Zone Districts (up to $0.50)
3rd.	Hospital Districts (up to $0.25)
	Metropolitan Parks Districts (up to $0.25)
	All other districts not otherwise mentioned
4th.	Metropolitan Park Districts formed after January 1, 2002 or after (up to $0.50)
5th.	Fire Districts (up to $0.25)
6th.	Fire Districts (remaining $0.50)
	Regional Fire Protection Service Authorities (up to $0.50)
	Library Districts (up to $0.50)
	Hospital Districts (up to $0.50)
	Metropolitan Parks Districts formed before January 1, 2002 (up to $0.50)

Sales Tax

Paid by the consumer, sales tax is a percentage of the retail price paid for specific classifications of goods and services within the State of Washington. Governing bodies of cities and counties may impose sales taxes within their boundaries at a rate set by state statute and local ordinances, subject to referendum.

Until the 1990 Legislative Session, the maximum possible total sales tax rate paid by purchasers in cities was 8.1 percent. The 8.1 percent is allocated as follows: State, 6.5 cents on the dollar; counties, 0.15 cents; cities, 0.85 cents; and transit districts, a maximum of 0.6 cents (raised to 0.9 cents in 2000). Since then multiple sales options were authorized. Those applicable to Parks and Recreation include: counties may ask voters to approve a sales tax of up to 0.3 percent, which is shared with cities. At least one-third of the revenue must be used for criminal justice purposes.

Counties and cities may also form public facilities districts, and these districts may ask the voters to approve a sales tax of up to 0.2 percent. The proceeds may be used for financing, designing, acquisition, construction, equipping, operating, maintaining, remodeling, repairing, and re-equipping its public facilities.

FINAL DRAFT

Revenue may be used to fund any essential county and municipal service. If a jurisdiction is going to change a sales tax rate or levy a new sales tax, it must pass an ordinance to that effect and submit it to the Department of Revenue at least 75 days before the effective date. The effective date must be the first day of a quarter: January 1, April 1, July 1 or October 1.

Business and Occupation Tax

Business and occupation (B&O) taxes are excise taxes levied on different classes of business to raise revenue. Taxes are levied as a percentage of the gross receipts of a business, less some deductions. Businesses are put in different classes such as manufacturing, wholesaling, retailing, and services. Within each class, the rate must be the same, but it may differ among classes. Cities can impose this tax for the first time or raise rates following referendum procedure.

B&O taxes are limited to a maximum tax rate that can be imposed by a city's legislative body at 0.2 percent (0.002), but grandfathered in any higher rates that existed on January 1, 1982. Any city may levy a rate higher than 0.2 percent, if it is approved by a majority of voters (RCW 35.21.711). Beginning January 1, 2008, cities that levy the B&O tax must allow for allocation and apportionment, as set out in RCW 35.102.130.

Admissions Tax

An admissions tax is a use tax for entertainment. Both cities and counties may impose this tax through legislative action. Cities and/or counties may levy an admission tax in an amount no greater than 5% of the admission charge, as is authorized by statute (cities: RCW 35.21.280; counties: RCW 35.57.100). This tax can be levied on admission charges (including season tickets) to places such as theaters, dance halls, circuses, clubs that have cover charges, observation towers, stadiums, and any other activity where an admission charge is made to enter the facility. If a city imposes an admissions tax, the county may not levy a tax within city boundaries.

The statutes provide an exception for admission to elementary or secondary school activities. Generally, certain events sponsored by nonprofits are exempted from the tax; however, this is not a requirement. Counties also exempt any public facility of a public facility district for which admission is imposed. There are no statutory restrictions on the use of revenue.

Impact Fees

Development impact fees are charges placed on new development in unimproved areas to help pay for various public facilities that serve new development or for other impacts associated with such development. Both cities and counties may impose this tax through legislative action.

Counties that plan under the GMA, and cities, may impose impact fees on residential and commercial development activity to help pay for certain public facility improvements, including parks, open space, and recreation facilities identified in the county's capital facilities plan. The improvements financed from impact fees must be reasonably related to the new development and must reasonably benefit the new development. The fees must be spent or encumbered within ten years of collection. Battle Ground currently assesses a parks impact fee and also utilizes impact fee credits as a tool to work with local developers.

Real Estate Excise Tax

Excise tax levied on all sales of real estate, measured by the full selling price, including the amount of any liens, mortgages, and other debts given to secure the purchase. Both cities and counties may impose this tax through legislative action.

Counties and cities may levy a quarter percent tax (REET 1); a second quarter percent tax (REET 2) is authorized. First quarter percent REET (REET 1) must be spent on capital projects listed in the city's capital facilities plan element of their comprehensive plan. Capital projects include planning, acquisition, construction, reconstruction, repair, replacement, rehabilitation, or improvement of parks, recreational facilities, and trails.

The second quarter percent REET (REET 2) must also be spent on capital projects, which includes planning, construction, reconstruction, repair, rehabilitation, or improvement of parks. Acquisition of land for parks is not a permitted use of REET 2. Both REET 1 and REET 2 may be used to make loan and debt service payments on projects that are a permitted use of these funds. The city of Battle Ground currently assesses both REETs and uses this funding for a variety of capital project needs.

Lodging Tax

The lodging tax is a user fee for hotel/motel occupation. Both cities and counties may impose this tax through legislative action. Cities and/or counties may impose a "basic" two percent tax under RCW 67.28.180 on all charges for furnishing lodging at hotels, motels and similar establishments for a continuous period of less than one month.

This tax is taken as a credit against the 6.5 percent state sales tax, so that the total tax that a patron pays in retail sales tax and hotel-motel tax combined is equal to the retail sales tax in the jurisdiction. In addition, jurisdictions may levy an additional tax of up to two percent, or a total rate of four percent, under RCW 67.28.181(1). This is not credited against the state sales tax. Therefore, if this tax is levied, the total tax on the lodging bill will increase by two percent.

If both a city and the county are levying this tax, the county must allow a credit for any tax levied by a city so that no two taxes are levied on the same taxable event. These revenues must be used solely for paying for tourism promotion and for the acquisition and/or operating of tourism-related facilities. "Tourism" is defined as economic activity resulting from tourists, which may include sales of overnight lodging, meals, tours, gifts, or souvenirs; there is no requirement that a tourist must stay overnight.

Conservation Futures Tax (Clark County)

The Conservation Futures Tax (CFT) is provided for in Chapter 84.34 of the Revised Code of Washington. Clark County imposes a Conservation Futures levy for the purpose of acquiring open space lands, including green spaces, greenbelts, wildlife habitat and trail rights-of-way proposed for preservation for public use by either the county or the cities within the county. Funds are allocated annually, and cities within the county, citizen groups and citizens may apply for funds through the county's process. The CFT program provides grants to cities to support open space priorities in local plans and is administered by the County's Legacy Lands Program in the Parks & Lands Division of Public Works.

FEDERAL AND STATE GRANTS AND CONSERVATION PROGRAMS

Rivers, Trails and Conservation Assistance Program

The Rivers, Trails and Conservation Assistance Program, also known as the Rivers & Trails Program or RTCA, is a technical assistance resource for communities administered by the National Park Service and federal government agencies so they can conserve rivers, preserve open space and develop trails and greenways. The RTCA program implements the natural resource conservation and outdoor recreation mission of NPS in communities across America.

Recreation and Conservation Office Grant Programs

The Recreation and Conservation Office was created in 1964 as part of the Marine Recreation Land Act. 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. Historically, these have included the Federal Land and Water Conservation Fund, state bonds, Initiative 215 monies (derived from un-reclaimed marine fuel taxes), off-road vehicle funds, Youth Athletic Facilities Account and the Washington Wildlife and Recreation Program.

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

FINAL DRAFT

Washington Wildlife & Recreation Program (WWRP)

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. Funds for local agencies are awarded on a matching basis. Grant applications are evaluated once each year, and the State Legislature must authorize funding for the WWRP project lists.

Land and Water Conservation Fund (LWCF)

The Land and Water Conservation Fund (LWCF) provides grants to buy land and develop public outdoor facilities, including parks, trails and wildlife lands. 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.

Youth Athletic Facilities (YAF) Program

The YAF provides grants to develop, equip, maintain, and improve youth and community athletic facilities. Cities, counties, and qualified non-profit organizations may apply for funding, and grant recipients must provide at least 50% matching funds in either cash or in-kind contributions.

OTHER TOOLS & OPTIONS

Metropolitan Park District

Metropolitan park districts may be formed for the purposes of management, control, improvement, maintenance and acquisition of parks, parkways and boulevards. In addition to acquiring and managing their own lands, metropolitan districts may accept and manage park and recreation lands and equipment turned over by any city within the district or by the county. Formation of a metropolitan park district may be initiated in cities of five thousand population or more by city council ordinance, or by petition, and requires majority approval by voters for creation.

Park and Recreation District

Park and recreation districts may be formed for the purposes of providing leisure-time activities and recreation facilities (parks, playgrounds, pools, golf courses, paths, community centers, arboretums, campgrounds, boat launches, etc.) and must be initiated by petition of at least 15% of the registered voters within the proposed district. Upon completion of the petition process and review by county commissioners, a proposition for district formation and election of five district commissioners is submitted to the voters of the proposed district at the next general election. Once formed, park and recreation districts retain the authority to propose a regular property tax levy, annual excess property tax levies and general obligation bonds. All three of these funding types require 60% voter approval and 40% voter turnout. With voter approval, the district may levy a regular property tax not to exceed sixty cents per thousand dollars of assessed value for up to six consecutive years.

Park and Recreation Service Area (PRSA)

A quasi-municipal corporation with independent taxing authority whose purpose is to finance, acquire, construct, improve, maintain or operate any park, senior citizen activities center, zoo, aquarium and/or recreation facilities; and to provide higher level of park service.

Sponsorships / Donations / Naming Rights

Business sponsorships for programs may be available throughout the year. In-kind contributions are often received, including food, door prizes and equipment/material. Naming rights could be considered for substantial gifts and may have time limitations, depending on local policy.

Interagency Agreements

State law provides for interagency cooperative efforts between units of government. Joint acquisition, development and/or use of park and open space facilities may be provided between Parks, Public Works and utility providers.

Private Grants, Donations & Gifts

Many trusts and private foundations provide funding for park, recreation and open space projects. Grants from these sources are typically allocated through a competitive application process and vary dramatically in size based on the financial resources and funding criteria of the organization. Philanthropic giving is another source of project funding. Efforts in this area may involve cash gifts and include donations through other mechanisms such as wills or insurance policies. Community fundraising efforts can also support park, recreation or open space facilities and projects.

ACQUISITION TOOLS & METHODS

Direct Purchase Methods

Market Value Purchase

Through a written purchase and sale agreement, the city purchases land at the present market value based on an independent appraisal. Timing, payment of real estate taxes and other contingencies are negotiable.

Partial Value Purchase (or Bargain Sale)

In a bargain sale, the landowner agrees to sell for less than the property's fair market value. A landowner's decision to proceed with a bargain sale is unique and personal; landowners with a strong sense of civic pride, long community history or concerns about capital gains are possible candidates for this approach. In addition to cash proceeds upon closing, the landowner may be entitled to a charitable income tax deduction based on the difference between the land's fair market value and its sale price.

Life Estates & Bequests

In the event a landowner wishes to remain on the property for a long period of time or until death, several variations on a sale agreement exist. In a life estate agreement, the landowner may continue to live on the land by donating a remainder interest and retaining a "reserved life estate." Specifically, the landowner donates or sells the property to the city, but reserves the right for the seller or any other named person to continue to live on and use the property. When the owner or other specified person dies or releases his/her life interest, full title and control over the property will be transferred to the city. By donating a remainder interest, the landowner may be eligible for a tax deduction when the gift is made. In a bequest, the landowner designates in a will or trust document that the property is to be transferred to the city upon death. While a life estate offers the city some degree of title control during the life of the landowner, a bequest does not. Unless the intent to bequest is disclosed to and known by the city in advance, no guarantees exist with regard to the condition of the property upon transfer or to any liabilities that may exist.

FINAL DRAFT

Gift Deed

When a landowner wishes to bequeath their property to a public or private entity upon their death, they can record a gift deed with the county assessors office to insure their stated desire to transfer their property to the targeted beneficiary as part of their estate. The recording of the gift deed usually involves the tacit agreement of the receiving party.

Option to Purchase Agreement

This is a binding contract between a landowner and the city that would only apply according to the conditions of the option and limits the seller's power to revoke an offer. Once in place and signed, the Option Agreement may be triggered at a future, specified date or upon the completion of designated conditions. Option Agreements can be made for any time duration and can include all of the language pertinent to closing a property sale.

Right of First Refusal

In this agreement, the landowner grants the city the first chance to purchase the property once the landowner wishes to sell. The agreement does not establish the sale price for the property, and the landowner is free to refuse to sell it for the price offered by the city. This is the weakest form of agreement between an owner and a prospective buyer.

Conservation and/or Access Easements

Through a conservation easement, a landowner voluntarily agrees to sell or donate certain rights associated with his or her property (often the right to subdivide or develop), and a private organization or public agency agrees to hold the right to enforce the landowner's promise not to exercise those rights. In essence, the rights are forfeited and no longer exist. This is a legal agreement between the landowner and the city that permanently limits uses of the land in order to conserve a portion of the property for public use or protection. The landowner still owns the property, but the use of the land is restricted. Conservation easements may result in an income tax deduction and reduced property taxes and estate taxes. Typically, this approach is used to provide trail corridors where only a small portion of the land is needed or for the strategic protection of natural resources and habitat. Through a written purchase and sale agreement, the city purchases land at the present market value based on an independent appraisal. Timing, payment of real estate taxes and other contingencies are negotiable.

Park or Open Space Dedication Requirements

Local governments have the option to require developers to dedicate land for parks under the State Subdivision Law (Ch. 58.17 RCW) and the State Environmental Policy Act (SEPA) (Ch. 43.21C RCW). Under the subdivision law developers can be required to provide the parks/recreation improvements or pay a fee in lieu of the dedicated land and its improvements. Under the SEPA requirements, land dedication may occur as part of mitigation for a proposed development's impact.

Landowner Incentive Measures

Density Bonuses

Density bonuses are a planning tool used to encourage a variety of public land use objectives, usually in urban areas. They offer the incentive of being able to develop at densities beyond current regulations in one area, in return for concessions in another. Density bonuses are applied to a single parcel or development. An example is allowing developers of multi-family units to build at higher densities if they provide a certain number of low-income units or public open space. For density bonuses to work, market forces must support densities at a higher level than current regulations.

Transfer of Development Rights

The transfer of development rights (TDR) is an incentive-based planning tool that allows land owners to trade the right to develop property to its fullest extent in one area for the right to develop beyond existing regulations in another area. Local governments may

establish the specific areas in which development may be limited or restricted and the areas in which development beyond regulation may be allowed. Usually, but not always, the "sending" and "receiving" property are under common ownership. Some programs allow for different ownership, which, in effect, establishes a market for development rights to be bought and sold.

IRC 1031 Exchange

If the landowner owns business or investment property, an IRC Section 1031 Exchange can facilitate the exchange of like-kind property solely for business or investment purposes. No capital gain or loss is recognized under Internal Revenue Code Section 1031 (see www.irc.gov for more details). This option may be a useful tool in negotiations with an owner of investment property, especially if the tax savings offset to the owner can translate to a sale price discount for the City.

Current (Open Space) Use Taxation Programs

Property owners whose current lands are in open space, agricultural, and/or timber uses may have that land valued at their current use rather than their "highest and best" use assessment. This differential assessed value, allowed under the Washington Open Space Taxation Act (Ch.84.34 RCW) helps to preserve private properties as open space, farm or timber lands. If land is converted to other non-open space uses, the land owner is required to pay the difference between the current use annual taxes and highest/best taxes for the previous seven years. When properties are sold to a local government or conservation organization for land conservation/preservation purposes, the required payment of seven years worth of differential tax rates is waived. The amount of this tax liability can be part of the negotiated land acquisition from private to public or quasi-public conservation purposes. Clark County has a current use taxation program that offer this property tax reduction as an incentive to landowners to voluntarily preserve open space, farmland or forestland on their property.

OTHER LAND PROTECTION OPTIONS

Land Trusts & Conservancies

Land trusts are private non-profit organizations that acquire and protect special open spaces and are traditionally not associated with any government agency. Columbia Land Trust is the regional land trust serving the Battle Ground area, and their efforts have led to the conservation of more than 50,000 acres of forests, shorelines, parks and natural areas in the region. Other national organizations with local representation include the Nature Conservancy, Trust for Public Land and the Wetlands Conservancy.

Regulatory Measures

A variety of regulatory measures are available to local agencies and jurisdictions. Available programs and regulations include: Environmental Protection Ordinance, Battle Ground; State Environmental Policy Act (SEPA); Shorelines Management Program; and Hydraulic Code, Washington State Department of Fisheries and Department of Wildlife.

Public / Private Utility Corridors

Utility corridors can be managed to maximize protection or enhancement of open space lands. Utilities maintain corridors for provision of services such as electricity, gas, oil, and rail travel. Some utility companies have cooperated with local governments for development of public programs such as parks and trails within utility corridors.

FINAL DRAFT

FINAL DRAFT

City of Battle Ground
109 SW 1st Street
Battle Ground, WA 98604
www.cityofbg.org/

