



# Minimum Amenities (Need to be ADA compliant)

## Local Park

- Small playgrounds for ages 2-5 and 5-12 with shaded elements, swings, benches, small sport court,
- Small picnic shelter, gardens, and landscaping.
- Restrooms are not included in Local Parks since the typical stay is short.

## Neighborhood Park:

- One signature amenity (e.g. medium to large playground, small spray ground, sport court, gazebo)
- No restrooms unless necessary for signature amenity
- May include one non-programmed sports field;
- Playgrounds for ages 2-5 and 5-12 with some shaded elements; no reservable shelters; loop trails; no more than two types of sport courts; natural gardens; benches; one or more picnic shelters next to play areas.

## Community Park:

- Four signature amenities at a minimum (e.g., loop trails, sports fields, large shelters/pavilions, community playground for ages 2-5 and 5-12 with shaded elements, multipurpose recreation center, aquatic center, sports courts, spray ground),
- Public restrooms, ample parking, and security lighting.
- Sport Fields and Sport Complexes are typical at this park. See details in Sport Complex classification and Appendix A –Sport Field Amenities for more information.
  - Revenue facilities: One or more (e.g. pool, sports complex, pavilion). •Land usage: 65 percent active / 35 percent passive
  - Programming: Minimum of three essential program services (e.g. sports, day camps, aquatics).
  - Parking: Sufficient to support the amenities; occupies no more than 10 percent of the park. ADA compliant spaces. Design should include widened on-street parking area adjacent to park to maximize usable park space. Traffic calming devices encouraged within and proximate to the park.
  - Lighting: Amenity lighting including sport field light standards. Security lighting compliant with Title 24 of the California Code of Regulations.
  - Signage: Directional signage and facility/ amenity regulations to enhance user experience. May include kiosks in easily identified areas of the facility.