## Facility Design Standards

### City/Countywide Parks

- Broadest range of activities
- Organized and spontaneous recreation
- Trail systems
- Natural areas

### Neighborhood Parks

- Active and passive recreation
- Serve needs of individual neighborhoods
- Accessible walking or bicycling distance
- Strong links to trails system

### Pocket Parks

- Specialized facilities for neighborhoods
- Should be residential in character and offer quiet setting
- Strong emphasis on passive uses such as picnic and informal gathering areas

### Community Parks

- Active and passive recreation
- Accessible from a variety of transportation modes
- Often co-located with community centers which can provide indoor recreation

### Village Greens & Plazas

- Small sites located within highly developed urban sections, or Transit Oriented Development (TOD) areas
- Passive use that might function as a venue for special events

### Joint School/Park Facility

- Co-located with various school types
- Should serve adjacent neighborhoods
- Should accommodate appropriate needs of students and provide resources for surrounding neighborhoods

### Specialized Active Rec Facility

- Heavily programmed athletic activities areas, such as a sports complex with multiple fields
- Or, single use areas, such as a skateboard park or BMX track

20/20 Vision: Shaping the future of open space and recreation