



Neighborhood Park #1 (NP1) Community Workshop 1

City of Folsom Leadership

- City Council Members
- Parks & Recreation Commissioners

Parks & Recreation Department

- **Kelly Gonzalez** – Parks & Recreation Director
- **Brad Nelson** – Park Planning Manager
- **Kate Cannon Nguyen** – Park Planner II / Project Manager

Design Consultant -Wilson Design Studio

- **Keith Wilson** – Principal Landscape Architect
- **Jessica McWilliams** – Senior Associate Landscape Architect

Meeting Agenda

1. Presentation

- a. Project Background
- b. Project Information
- c. Park Amenities
- d. Site Information

2. Design Charrette Activity

- a. Instructions
- b. Small Group Design Session
- c. Presentations

3. Closing Remarks

- a. Providing Feedback
- b. Next Steps



CORE VALUES



INTEGRITY

Demonstrating honesty and strong ethical principles in all actions and decisions to meet expectations from our community and colleagues.



HEALTH AND WELLNESS

We align our decisions, services, and policies with the significant and essential role that public green spaces and recreational experiences contribute to the well-being of individuals and the community.



COMMUNITY

We are dedicated to serving our residents, ensuring all voices are heard, and the public's best interest is put ahead of individual needs. We aim to cultivate a sense of belonging and cooperation, promoting inclusivity in our programs and services.

Goals of Tonight's Meeting:

- Provide an opportunity for community **voices to be heard**.
- Build community **trust** and **transparency**.
- Promote **cooperation** and **inclusivity**.
- Allow for a **partnership** between professional expertise and community knowledge.



Expectations for a Successful Meeting

Courtesy

- Be respectful, listen without interrupting.
- Use polite, professional language.
- Assume positive intent in others' comments.

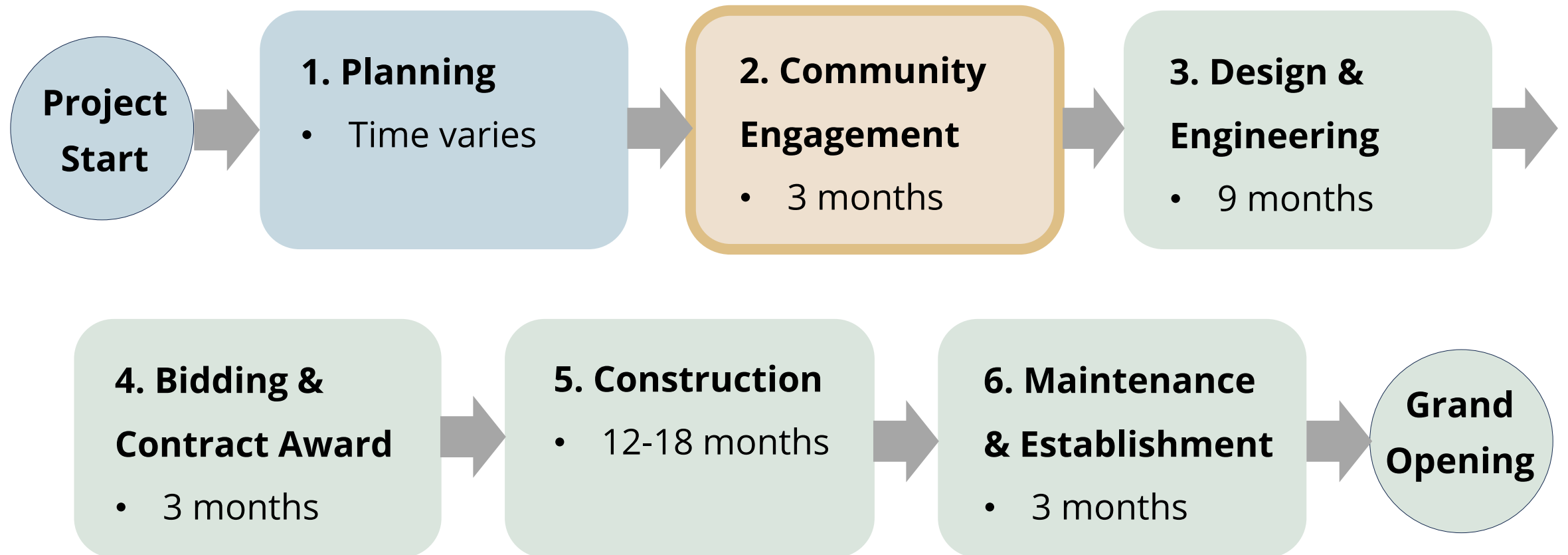
Collaboration

- Focus on shared goals.
- Be respectful to other opinions that may differ from your own.

Communication

- Speak clearly and stay on topic.
- Keep comments brief to allow everyone a chance to participate.

Park Planning Process



NRPA-Aligned Outreach Approach

- Outreach conducted consistent with National Recreation and Park Association (NRPA) best practices
- Emphasis on early and inclusive community engagement
- Multiple Notification Methods Used
 - Direct mail to nearby residents (98 mailers)
 - On-site signage at and around the park (6 Yard Signs)
 - Digital communications through City platforms
 - E-News Article
 - Parks & Recreation Social Media

- The City has received survey feedback from a local HOA.
- This input is appreciated and will be reviewed as **informal background information**
- The City's **official community outreach process**, including this meeting, will guide project decisions.
- Feedback collected through City-sponsored engagement will be documented, evaluated, and shared transparently.

Park Design Principles

Overview:

- The Park Design Principles:
 - Meet the recreational needs of Folsom residents
 - Guide park size, service areas, and amenities
 - Support a balanced, well-programmed park system
 - Promote sustainable design practices
 - Consider capital, maintenance, and operating costs

Park Design Principles

Park Types:

1. Local Parks

- 1 – 3 acres
- ¼ mile service radius

2. Neighborhood Parks

- 5 - 10 acres
- ½ mile service radius

3. Community Parks

- 25 - 100 acres
- 1 – 2 mile service radius

4. Special Use Park / Facility

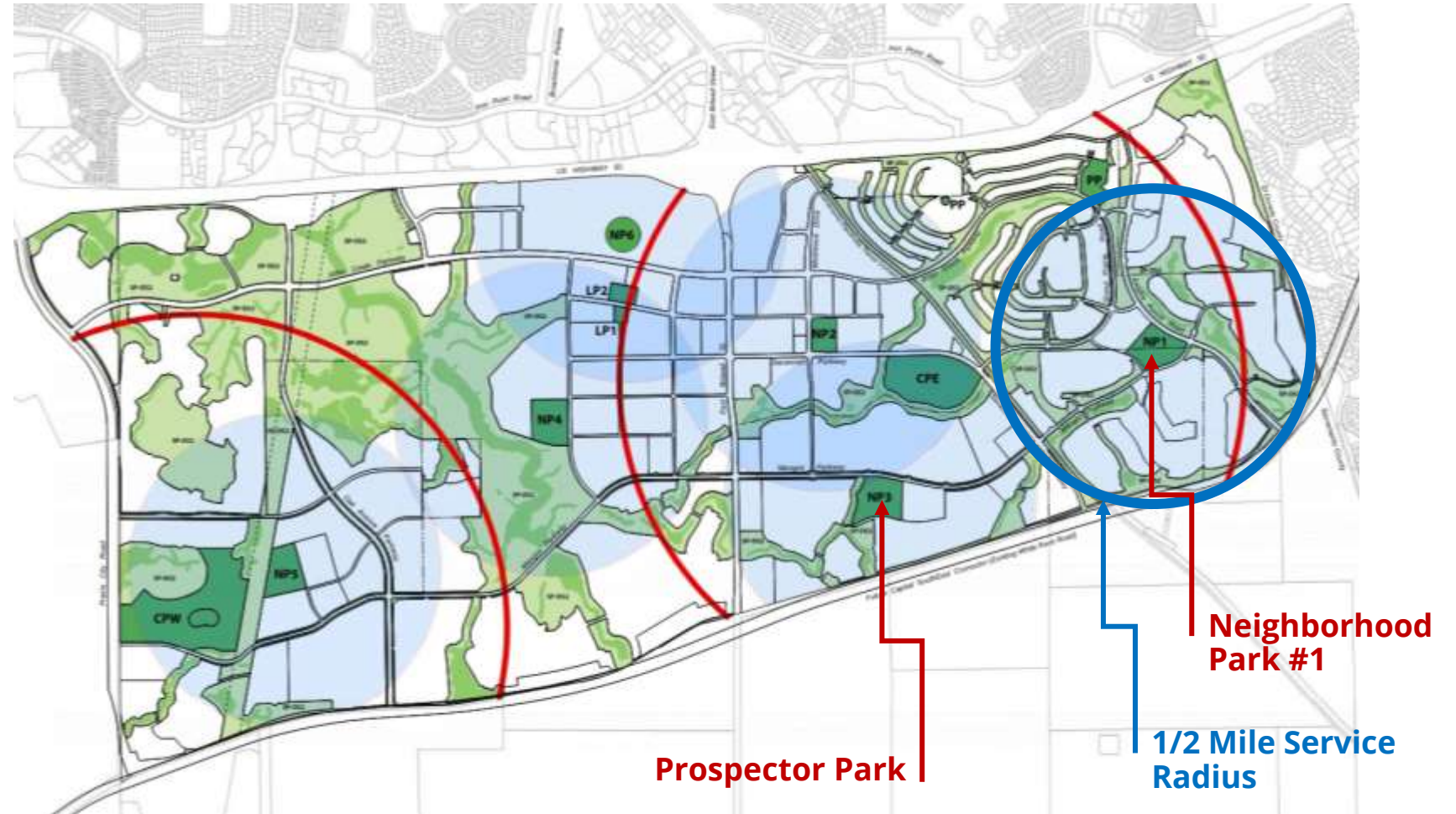
- Offer historical, educational, and cultural opportunities



Park Location

Folsom Plan Area

South of
Highway 50



Name Selection Update

1. A public **call for names** was open from August 15 – September 12, 2025. There were **131** names suggested by the community.
2. Parks & Recreation Commission Planning Subcommittee Meetings were held on October 14 and November 14 to review the suggested names.
3. At the December 2 Parks & Recreation Commission Meeting, Staff recommended the Commission approve the selection of **Golden Vista Park, Hawk Ridge Park, Jackrabbit Hill Park,** and **Sanjivini Park** as the name options for further consideration.
4. Next steps in the naming process are considered by the Parks & Recreation Commission, followed by **final approval** of the name by the City Council.

Project Funding

Park Construction Budget	\$5,600,000
Soft Costs (Design & Engineering, Permits, Admin Costs)	\$1,600,000
Total	\$7,200,000

Funding Sources

- **Fund 472 : Impact Fees** collected at the time of building permit issuance to help fund public infrastructure needed to serve new development in the FPA.

On-going Maintenance Costs

- For park maintenance, the minimum recommended budget annually is **\$10,000 per acre**.
- For a **12-acre site** = maintenance would be at least **\$120,000 per year**.
- Maintenance costs vary based on park amenities.
- **Funding source: Community Facility District (CFD) 18.**
- CFD 18 funds are from property taxes.

Types of Amenities:

1. Active Programmed

- Scheduled, organized, and planned activities.
- Such as sports leagues, camps, and reservations.

2. Active Non-programmed

- Active, self-directed by residents' activities.
- Such as pickleball, tennis courts, playgrounds, basketball courts, and bocce ball.

3. Passive Non-programmed

- Unscheduled, unstructured activities.
- Such as shade shelters, plazas, seating areas, stormwater gardens, nature areas, gardens of various types and preserved tree stands.



Active Programmed:



Sport Fields

- Multipurpose Rectangular Field (soccer, lacrosse, field hockey, football)
- Ball Field (baseball, softball, etc.)

Support Facilities for Active Amenities:



Support Facilities

Restroom building, Parking lot

Active Non-programmed:



Playground for 2-5 years old

- Separate area from older children
- Safety, low height, low impact
- Creative and Imaginative play
- High visibility for adult supervision



Active Non-programmed:



Playground for 5-12 years old

- Climbing, Spinning, Swings
- Social Interaction
- Physically challenging structures



Park Amenities

Active Non-programmed:



Other Play Elements

Outdoor fitness stations, Skate elements, Bocce, Corn hole, Dog parks, etc.



Park Amenities

Active Non-programmed:



Sport Courts

Tennis, Pickleball, Basketball,
Volleyball (sand or synthetic), etc.



Passive Non-programmed:



Social Spaces

Shaded group picnic area, Plaza for events and gatherings, Seating area, etc.



Passive Non-programmed:



Nature & Relaxation

Pollinator garden, Rain garden, Wildlife habitat,
Quiet reflection area, Sensory garden, etc.

Passive Non-programmed:



Health & Wellness

Walking loop, Flexible-use open space for yoga, free-play, picnics, etc.



Existing Site Conditions



EXISTING CONDITIONS LEGEND

-  FUTURE ELEMENTARY SCHOOL
-  BIKE CIRCULATION: CLASS I
-  BIKE CIRCULATION: CLASS II
-  PEDESTRIAN CIRCULATION
-  HIGH SPOT
-  LOW SPOT
-  2-WAY STOP
-  4-WAY STOP
-  EXISTING LIGHTS
-  PREVAILING WINDS
-  ROAD NOISE
-  VIEWS

Group Design Charrette

1. Group Design Session:

- Choose your preferred park amenities.
- Move templates on plan to fit.
- Consider existing site conditions.
- Group similar uses together.
- Allow room for circulation.
- Draw walkways with dashed lines.
- List your priorities.
- Be creative and have fun!



Group Design Charrette

2. Present Ideas:

- Select a spokesperson from your group to present your plan design.



Public Comment Period

- Online survey available for community members to provide feedback.
- Open on **Monday, Jan, 26th** at 5:00pm
- Close on **Friday, Jan. 30th** at noon
- Link for survey will be available on the City's website and QR code.



Community Engagement

1. Design team will **review** and **document** feedback from community.
2. Based on input from the community, the project team will develop a **Master Plan concept**.
3. This concept will be presented at **Community Workshop 2**, where community members will have the opportunity to provide feedback on the design.
4. After then, the Master Plan design will be presented to the **Parks & Recreation Commission**, and then **City Council** for approval.



NP1 Upcoming Meetings

- **Community Workshop 2**
 - February 23, 2026 at 5:30pm
 - Alder Creek Elementary School, Multipurpose Room
- **Parks & Recreation Commission Meeting**
 - May 5, 2026 at 6:30pm
 - Folsom City Hall, Council Chambers
- **City Council Meeting**
 - May 26, 2026 at 6:30pm
 - Folsom City Hall, Council Chambers



QR Code to
online survey.

- For questions, please email **parkplanning@folsom.ca.us**
- To stay up-to-date on project information, check **www.folsom.ca.us**
- Meeting dates and times may change.

An aerial photograph of a community park. In the foreground, a large blue basketball court is filled with people. To the left, there are two blue pickleball courts. A large crowd of people is gathered on a paved area in the center, where a yellow canopy tent is set up. In the background, a parking lot is filled with cars, and a baseball field is visible. The scene is bright and sunny, with long shadows cast across the ground.

Thank you!