



CREATE TIBURON

PARKS & RECREATION

ORIENTATION TO THE MASTER PLAN

WHAT + WHY

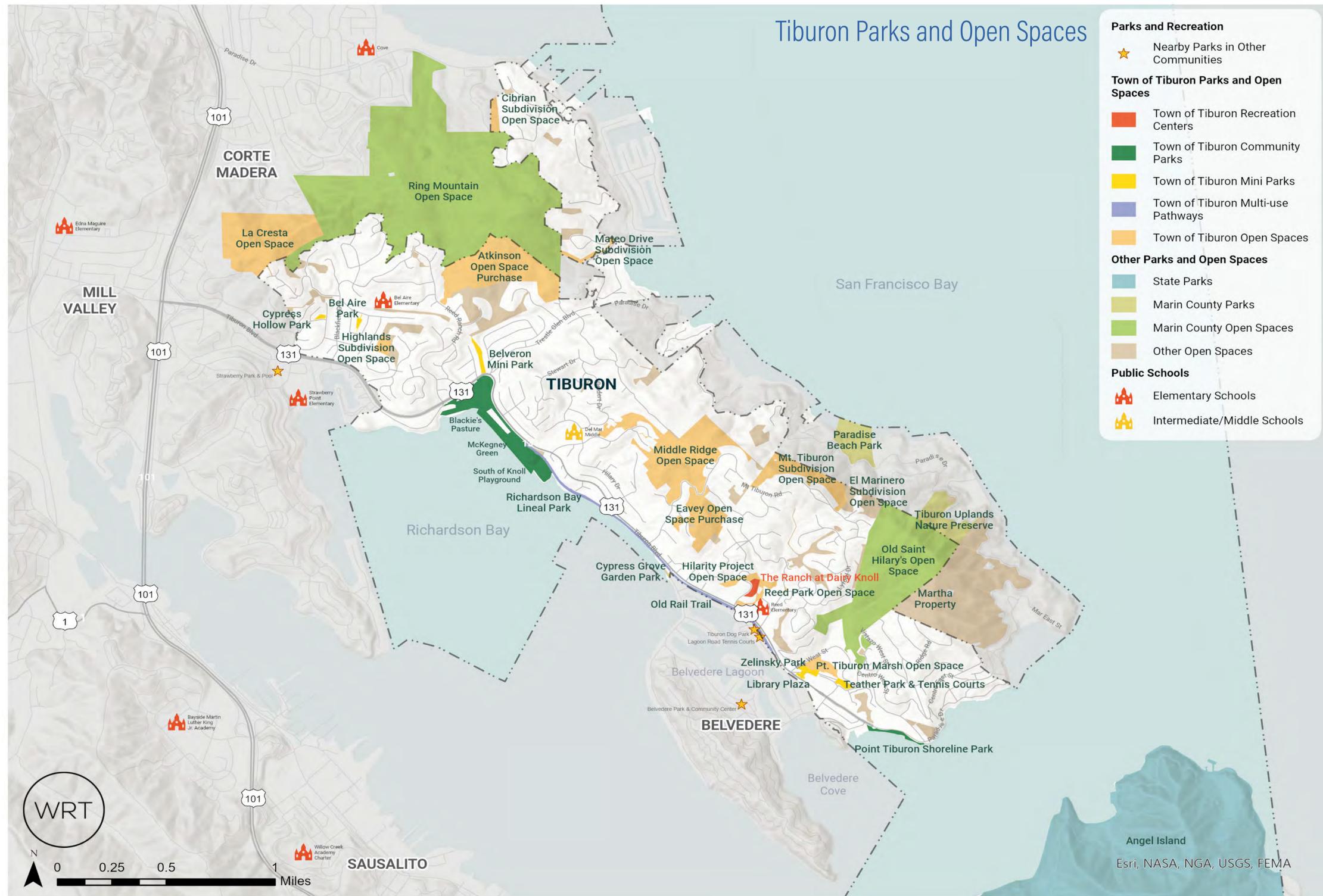
The Tiburon Parks & Recreation Master Plan will set the course for improvements to the parks and open space system and to recreation programming over the next 15 years. Feedback from residents at pop-ups, workshops, walking tours, and surveys have helped set the direction.

Why do a parks and recreation master plan?

- Understand **needs** and **opportunities** at parks
- Understand **community priorities** for new park amenities and experiences
- Create foundation for improved **recreation programming** and operations.



Check out the project website to learn more and submit feedback!





The following guiding principles have been developed and refined throughout the master plan process. *Please leave your comments on sticky notes below.*

1

Preserve the natural beauty and tranquility of Tiburon's parks and open spaces, while enhancing **park experience**.

2

Improve parks and add amenities using a **decision-making framework**. The framework will consider a) community priorities, b) site characteristics, and c) cost and funding.

3

Work with The Ranch and other partners to strategically enhance **recreation programming** and create **events** that bring the community together.

4

Create safe and attractive **access** to Tiburon's parks and open spaces, and enhance their **visibility**.

5

Recognize the opportunities for Tiburon's parks and open spaces to provide benefits for our **environment**, including recreation as well as **habitat and green infrastructure**.





CREATE TIBURON

PARKS & RECREATION

SITE CONSIDERATIONS

How do we decide what is possible in different parks? Each site has a unique set of qualities and restrictions that make it suited to some uses and not others. Access, topography, sensitivity to noise, and environmental sensitivity, and susceptibility to flooding and sea level rise are all relevant considerations. These considerations were mapped for Richardson Bay Lineal Park.

ACCESS

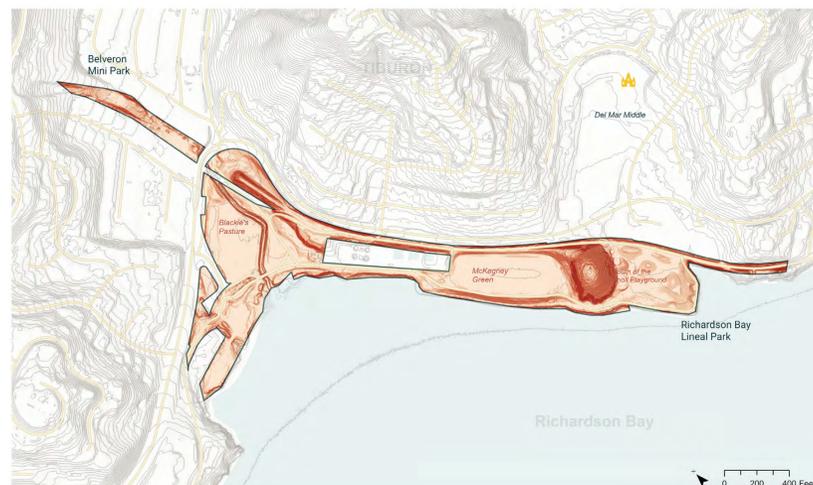


Low Access 1 minute walk buffers (264 ft.) were created around points (transit stops, trailheads, pedestrian crossings, and park entry points) and parking lots to indicate areas with higher accessibility.

Medium Access

High Access 50 ft. buffers were created around existing trails to indicate areas with higher accessibility.

TOPOGRAPHY + STEEPNESS



Slope

- Little or no slope
- Gentle slopes
- Moderate slopes
- Steep slopes
- Extremely steep slopes
- Excessively steep slopes

SENSITIVITY TO NOISE



Low: >= 400ft; noise generally acceptable

Medium: 100-400ft; noise conditionally acceptable, with additional sound attenuation depending on the topographical condition

High: < 100 ft; noise generally unacceptable; Sensitive Residential Zones

Advantageous topographical sound buffer

FLOODING



Moderate flood hazard areas, 0.2% annual flood chance (500-year flood)

Special Flood Hazard Area (SFHA) that will be inundated by the 1% annual flood chance

SEA LEVEL RISE

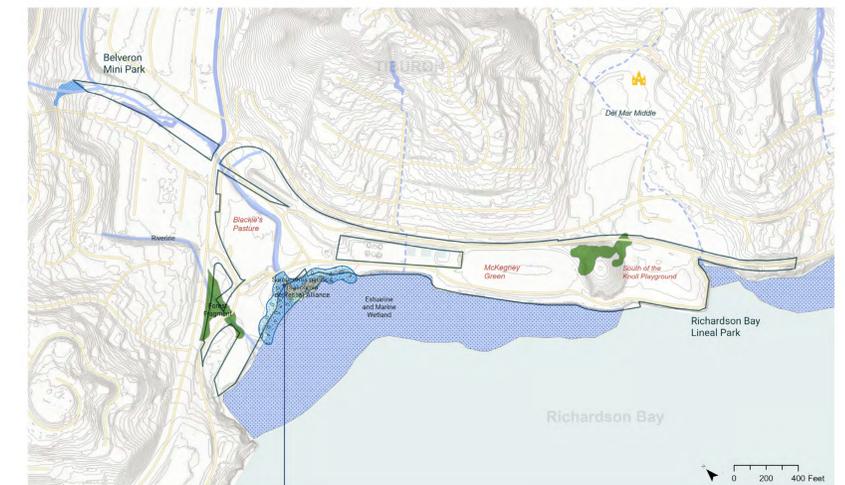


Projected Sea Level Rise: 60'

Projected Sea Level Rise: 20'

Projected Sea Level Rise: 10'

IMPORTANT VEGETATION AND WETLANDS



Greenwood Beach Restoration Project Area

Estuarine and Marine wetlands



CREATE TIBURON

PARKS & RECREATION

PARK ZONES

Park “zones” establish guidelines for what amenities and uses are best suited to different areas of Tiburon parks. These zones distribute active use, passive use, and ecological use based on site considerations. Active (A) and Passive (P) zones are broken into further subcategories to distinguish different types of uses. These zones have different characters and show what is possible within the parks. Typical uses for each zone are listed in the rightmost column.

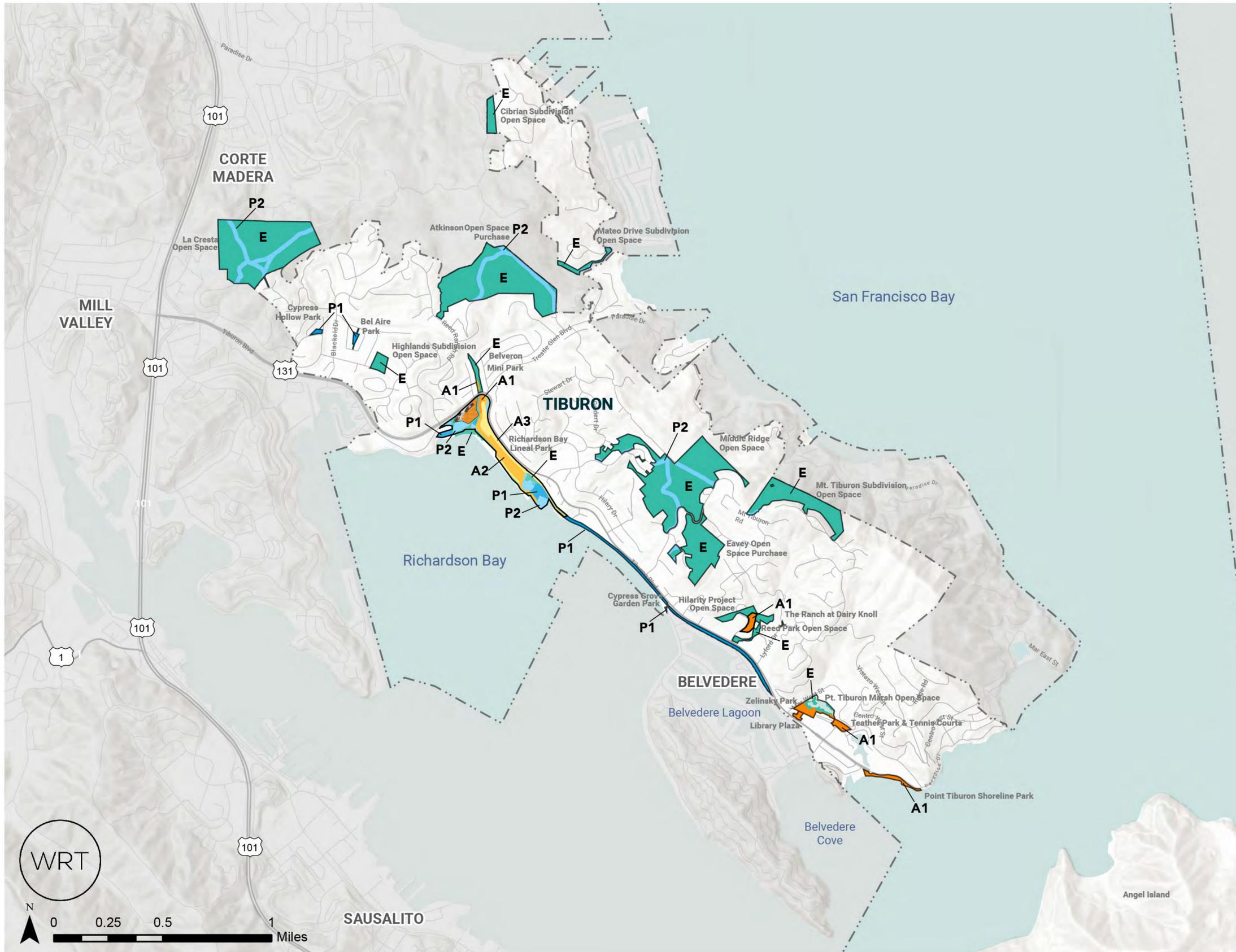
		S I T E C O N S I D E R A T I O N S							
Zone	Zone Character	Access	Topography	Noise Sensitivity	Vegetation and Habitat Sensitivity	Flooding and Sea Level Rise Vulnerability	Typical Locations	Typical Uses	
A1	Flexible and Accessible	High	Relatively Flat	Variable	Low	Variable	The Pasture	Destination Playground Flexible Event Lawn/Multiuse Field Amphitheater Multiuse paths Gardens	A C T
A2	Active and Recreational	Medium	Relatively Flat	Variable	Low	Long-term/Low Risk	McKegney Green, Sanitation Ponds Site	Sports Fields Sports Courts Playground Hang Out Area	I V
A3	Special Recreation	Variable	Variable	Variable	Low	Long-term/Low Risk	Old Rail Trail and slope	Slides/Adventure Hill Pumptrack/Bike Track Amphitheater (seating) Multiuse Paths	E
P1	Low-intensity Recreation	Low-Medium	Relatively Flat	Variable	Low	Long-term/Low Risk	South of the Knoll (inner)	Picnic Area Art Installations Open Lawn/Meadow	P A S S I V E
P2	Nature and Trails	Variable	Variable	Variable	Low-Medium	Variable	Greenwood Beach uplands	Undeveloped Open Space Nature Trails	E
E	Ecological	Variable	Variable	Variable	Medium-High	Variable	Shoreline Park, Creek corridor	Natural Features and Vegetation Habitat Restoration Shoreline Adaptation	ECOLOGICAL



CREATE TIBURON

PARKS & RECREATION

SYSTEM-WIDE PARK ZONES (DRAFT)



Zone	Zone Character
A1	Flexible and Accessible
A2	Active and Recreational
A3	Special Recreation
P1	Low-intensity Recreation
P2	Nature and Trails
E	Ecological



CREATE TIBURON

PARKS & RECREATION

RICHARDSON BAY LINEAL PARK ZONES (DRAFT)

Zone	Zone Character
A1	Flexible and Accessible
A2	Active and Recreational
A3	Special Recreation
P1	Low-intensity Recreation
P2	Nature and Trails
E	Ecological

