

Resolution 24-027, A Resolution of the City Council of Homer, Alaska Adopting the Bayveiw Park Plan. City Manager.

Item Type: Backup Memorandum

Prepared For: City Council

Date: February 28, 2024

From: Matt Steffy, Parks and Trails Planner

Through: Rob Dumouchel, City Manager

In April of 2023, the City of Homer accepted funds through the Healthy and Equitable Communities grant, part of which the Council designated for funding the Bayview Park Restoration Project.

Last summer, the City of Homer began a park planning project. The design contract was awarded to Corvus Design, LLC.

A website was set up on the City webpage with a webform for folks to submit comments, suggestions, or ask questions. On September 12th, 2023, Corvus designers visited Homer and met with interested users on-site at Bayview Park to discuss what they would like to see. This group included passive neighborhood users, as well as organizations like Sprout who provide services to families in the community through partnerships. The collation of that input was presented as an initial draft at the January PARCAC meeting. The plan was then shared at the February ADA Advisory Board meeting where the accessible parking, pathway, and play equipment were highlighted. After further comment and discussions with staff, the final draft was submitted to PARCAC at the February meeting. After reviewing the new plan and asking some basic questions, the commission moved to recommend the City Council adopt the plan as it is shown in Exhibit A.

The primary components of the park plan include ADA parking, an ADA pathway that encircles the park, and ADA compliant play equipment with accessible safety surfacing. Funding for this project is already secured through an HEC grant, Rotary donations, and both HART Road and HART Trails funds. Future funding will address the fence that needs replacing, and minor natural play elements.

RECOMMENDATION:

Recommend adopting Bayview Park Plan by Resolution 24-027

ATTACHMENTS:

Park Plan – Exhibit A PARCAC Minutes ADA Memo