

*City of Las Vegas*

**AGENDA MEMO**

**PLANNING COMMISSION MEETING DATE: OCTOBER 25, 2007**

**DEPARTMENT: PLANNING AND DEVELOPMENT**

**ITEM DESCRIPTION: ABEYANCE - GPA-24206 - APPLICANT/OWNER: CITY OF LAS VEGAS**

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**\*\* CONDITIONS \*\***

**STAFF RECOMMENDATION: APPROVAL**

**GPA-24206 - Staff Report Page One**  
**October 25, 2007 - Planning Commission Meeting**

**\*\* STAFF REPORT \*\***

**PROJECT DESCRIPTION**

The request is to adopt the Parks & Recreation Element, thereby incorporating it into the City of Las Vegas 2020 Master Plan.

The Master Plan and its elements must be periodically updated to address the evolving nature of growth and development in the city and the needs and desires of its citizens. This update is intended to build upon previous plans, measure our progress, and set new priorities for achieving equity in the provision of parks and recreation facilities. The objectives of this update are to:

- Report on the status of the city's parks and recreation system
- Provide a current inventory of existing parks and leisure facilities
- Analyze future parks and recreation needs
- Recommend strategies to meet identified needs

The proposed Parks & Recreation Element identifies the most densely populated areas of the city that have been underserved with parks and recreation facilities for the longest periods of time. Recommendations for improving the level of service in these areas are provided in the implementation section of the document.

**BACKGROUND INFORMATION**

<b><i>Related Relevant City Actions</i></b>	
4/1/92	City Council adopted the City of Las Vegas General Plan
9/6/00	City Council adopted the City of Las Vegas 2020 Master Plan through Ordinance #2000-62
3/15/00	City Council adopted the Parks Element of the City of Las Vegas Master Plan through action R-44-2000
1/16/2002	Recreation Trails Element of the City of Las Vegas Master Plan
1/20/2005	Revised Recreation Trails Element of the City of Las Vegas Master Plan
<b><i>Neighborhood Meeting</i></b>	
9/10/07	Public meeting held at YMCA Durango Hills Community Center
9/11/07	Public meeting held at Doolittle Community Center
9/12/07	Public meeting held at Mirabelli Community Center

**GPA-24206 - Staff Report Page Two**  
**October 25, 2007 - Planning Commission Meeting**

## ANALYSIS

Since adoption of the Parks Element in March 2000, the city has increased its service level from 1.1 park acres per 1,000 residents, to 3.0 acres per 1,000 residents, exceeding the goal of 2.5 acres per resident set at that time. Despite this marked improvement in the overall citywide level of service, large areas of the city continue to be underserved by parks and recreation facilities, with 44% of the population not having a neighborhood park within walking distance (1/2 mile) of their homes.

Based on the updated inventory of existing parks and recreation facilities, an analysis of current service levels and future needs was performed. A multi-faceted methodology was used to examine the spatial and functional characteristics of the parks and recreation system relative to national and local standards, and age of neighborhoods. This approach resulted in delineation of service deficiencies in terms of geographic distribution and temporal duration.

Recommendations derived from this analysis that will serve to achieve the goals, objectives and policies of the Master Plan are as follows:

- Build neighborhood parks in dense, chronically underserved areas
- Connect parks planning to the Capital Improvements Program
- Build amenities to keep pace with growth
- Implement urban pathways in lieu of green spaces in urban core

The following chart lists new and updated items in the proposed plan element.

**Comparison of 2000 Parks Element and Proposed Update**

	<b>2000 Parks Element</b>	<b>Proposed Update</b>
Executive Summary Tasks	Y	Provides a summary of the element tasks.
Enabling Legislation	Y	Updated from the Parks Element adopted March 15, 2000.
Relationship to CLV Master Plan 2020	N	Describes how the proposed element supports the policies and goals, and other elements of the Master Plan 2020.
History of Parks Planning and Development in Las Vegas	N	Provides a brief history of the Parks Element of the Las Vegas 2020 Master Plan.
Background	N	Provides an updated status of the Park System since the March 15, 2000 element.

**GPA-24206 - Staff Report Page Three**  
**October 25, 2007 - Planning Commission Meeting**

Park Classification System	Y	Updates definitions of park classification, eliminated and added classifications.
Leisure Centers Classification System and Standards	N	Identifies types of facilities and amenities, and establishes service levels based on population.

Leisure Center Inventory	N	Inventory of current leisure facilities within the city.
Parks Inventory	Y	Updates inventory of City and School Parks
Planning Context	Y	Updates Federal, state, regional, and local adopted plans.
Current Inventory by Planning Sector	Y	Updates park sites, demographics, facilities and park acreage for each sector.
Trends	N	Provides up to date information on the benefits of parks on communities.
Funding Sources	Y	Updates and describes all funding sources for city parks and recreational purposes.
Level of Service Analysis	Y	Updates service levels city wide and by sectors.
Spatial Analysis	Y	Updates the spatial analysis on the distribution of existing and proposed city parks. Identifies areas of service deficiency.
Needs Assessment	Y	Updates the assessment with information from the 2005 Department of Leisure Services survey on recreational and programming priorities of city residents.
Functional Analysis	Y	Updates recreational needs by activity type using national standards.
Implementation	Y	Update the implementation process for decisions on the location and funding of city parks and amenities.

**GPA-24206 - Staff Report Page Four**  
**October 25, 2007 - Planning Commission Meeting**

## **FINDINGS**

The Nevada Revised Statutes, Sections 278.150 through 278.230, contain legislation enabling the development and adoption of a master plan. Subsection 278.150(4) requires the governing body of a city located in a county whose population is 400,000 or more, to adopt a master plan that must include all subjects set forth in subsection 1 of NRS 278.160, including a recreation plan.

NRS 278.160(1)(j) states that a recreation plan is to show a comprehensive system of recreation areas, including, without limitation, natural reservations, parks, parkways, trails, reserved riverbank strips, beaches, playgrounds and other recreation areas, including, when practicable, the locations and proposed development thereof.

The proposed Parks & Recreation Element, in combination with the Recreation Trails Element will satisfy the statutory requirements.

### **Relationship to the Las Vegas 2020 Master Plan**

The city of Las Vegas 2020 Master Plan consists of a series of goals, objectives and policies within its elements. The 2020 Master Plan was approved in September of 2001, and it provides a broad policy structure intended to direct the actions of the city regarding land use and development for the period from 2000 to 2020. The individual elements are intended to provide a more specific direction, through detailed analysis and recommended actions, as to how the city should respond to certain land use issues. The intent of the Parks & Recreation Element update is to build upon previous efforts, measure our progress and make recommendations for the future.

The 2020 Master Plan outlines broad policies, while each individual element builds on those policies and provides specific direction as to how the city should accommodate particular land use issues.

The Master Plan policies are organized into seven themes developed by the Master Plan Steering Committee. Realization of these policies requires long-term planning commitments integrated with the strategic plan and Capital Improvement Plan. Some of the themes follow geographic boundaries; Reurbanization (Downtown), Neighborhood Revitalization (central city areas), and Newly Developing Areas (Centennial Hills); others such as Economic Diversity, Cultural Enhancement, Fiscal Management, and Regional Coordination are broad topic areas applicable citywide. Each theme contains goals, objectives, and policies providing broad policy context for that geographic area.

The following goals, objectives, and policies from the Las Vegas 2020 Master Plan provide the policy framework and direction for the development of parks and recreation.

**GPA-24206 - Staff Report Page Five**  
**October 25, 2007 - Planning Commission Meeting**

***REURBANIZATION***

GOAL 1: The Downtown area will emerge as the preeminent hub of business, residential, government, tourism and gaming activities in the City of Las Vegas and as a major hub of such activities in the Las Vegas Valley.

OBJECTIVE 1.2: To improve the livability of the Downtown through the creation of a series of safe, attractive and interesting public open spaces and non-vehicular routes to connect these open spaces and other major Downtown activities.

POLICY 1.2.1: That each District be focused around a central open space, park, public facility or landmark which lends identity and character to that District.

POLICY 1.2.2: That a major civic square, open space or park be developed in the central business/government district core, to serve as a focal point for the City and contribute to the identity, functionality and amenity of the Downtown.

POLICY 1.2.3: That all Downtown parks and open spaces be linked with non-vehicular corridors or routes. These routes may incorporate a theme, and should be readily identifiable through sidewalk treatments, signage, lighting, landscaping and other techniques. Enhanced streetscapes should be developed along selected corridors. The intent is to foster a safe, pleasant and convenient pedestrian environment. The City will promote the use of public/private partnerships to develop Downtown open space.

***NEIGHBORHOOD REVITALIZATION***

GOAL 2: Mature neighborhoods will be sustained and improved through appropriate and selective high quality redevelopment and preservation.

OBJECTIVE 2.4: To ensure that the quality of existing residential neighborhoods within the City of Las Vegas is maintained and enhanced.

POLICY 2.4.1: That the City aggressively promote, on an opportunity basis, the acquisition and development of land for parks in central city locations.

POLICY 2.4.2: That the City continue to improve the level of maintenance of existing park areas within the City.

### ***NEWLY DEVELOPING AREAS***

GOAL 3: Newly developing areas of the City will contain adequate educational facilities, and recreational and open space and be linked to major employment centers by mass transit, including buses, and by trails.

OBJECTIVE 3.1: To ensure that new residential subdivisions, with the exception of areas currently designated as rural preservation neighborhoods by Nevada statute, are developed into walkable communities, where reliance on auto trips for convenience shopping and access to education and recreation is minimized, and where development densities support transit.

POLICY 3.1.3: That residential areas be within walking distance of a neighborhood park.

OBJECTIVE 3.4: To ensure that adequate portions of the lands released for urban development by the Bureau of Land Management (BLM) are developed for recreational and educational public facilities, transit facilities and fire stations, that will benefit the City.

POLICY 3.4.1: That a minimum of 30 percent of available BLM lands be planned for recreational and parks uses within the northwest sector of the City, in the general vicinity of the intersection of Kyle Canyon Road and US 95.

POLICY 3.4.2: That detailed plans for recreation, parks and other uses be set forth in a special area plan for the Kyle Canyon area. Any future Kyle Canyon special area plan shall include policies to ensure that an acceptable percentage of the residential and commercial portions of Town Center are developed before residential, commercial and industrial development is allowed in Kyle Canyon.

The growth planned for the Kyle Canyon area should not be in direct competition with any undeveloped portions of Town Center, and direct competition with Downtown growth should also be considered.

OBJECTIVE 3.6: To ensure that adequate amounts of park space and trail systems are designated and developed to meet or exceed national standards and standards established in the Master Plan Parks & Recreation.

POLICY 3.6.1: That the City establishes a parks system based on systematic parks classifications, park size requirements and service area standards.

POLICY 3.6.2: That new developments pay their fair share of park land acquisition and development costs to ensure that national and local standards are met for such new development.

**GPA-24206 - Staff Report Page Seven**  
**October 25, 2007 - Planning Commission Meeting**

POLICY 3.6.3: That the City obtain lands for parks in developed portions of the City where established park standards are not being met.

POLICY 3.6.4: Those lands acquired for parks purposes be obtained in proactive ways, including land purchase through bond issues and land exchanges.

POLICY 3.6.5: That the City maintains high standards with respect to the maintenance and operation of existing parks.

POLICY 3.6.6: That the City encourages the joint development of park space in conjunction with school sites, under the Open Schools/Open Doors agreement.

***REGIONAL COORDINATION***

GOAL 7: Issues of regional significance, requiring the city of Las Vegas to coordinate with other government entities and agencies within the Valley, will be addressed in a timely fashion.

OBJECTIVE 7.6: To ensure that joint use of public facilities is pursued to provide efficient and cost effective services and facilities.

POLICY 7.6.1: That the City coordinate with other public agencies in the Las Vegas Valley to pursue the design and construction of public facilities to have multiple uses.

The Parks & Recreation Element document fulfills both NRS requirements and the goals of the Las Vegas Master Plan 2020 by providing an update to the existing public park and recreational facility inventory, analyzing public need and demand for park and recreational facilities resources, and creating an implementation program for developing and/or refurbishing park and recreational facilities.

**NEIGHBORHOOD ASSOCIATIONS NOTIFIED**            0

**ASSEMBLY DISTRICT**        N/A

**GPA-24206 - Staff Report Page Eight**  
**October 25, 2007 - Planning Commission Meeting**

**SENATE DISTRICT**            N/A

**NOTICES MAILED**            Notice of neighborhood meetings published in Las Vegas Review Journal  
08/31/07, 09/05/07, 09/10/07

**APPROVALS**                    0

**PROTESTS**                      0