



FOSTER CITY

# PARKS MASTER PLAN

OUR PARKS, OUR FUTURE

CITY COUNCIL MEETING

September 15, 2025





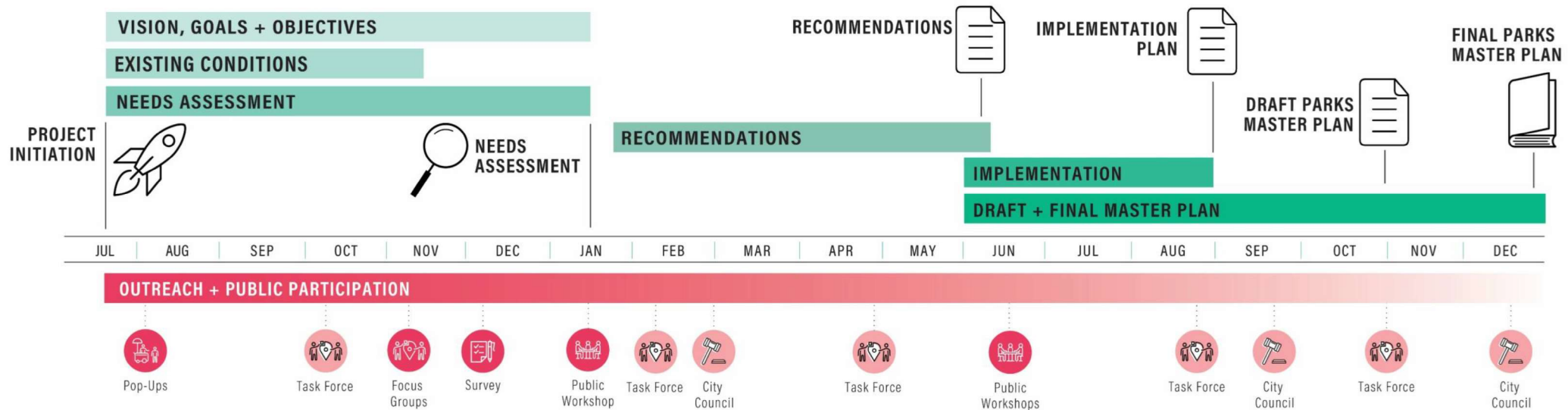
# AGENDA

- 01 NEEDS ASSESSMENT
- 02 GUIDELINES, POLICIES & ACTIONS
- 03 SYSTEM-WIDE RECOMMENDATIONS
- 04 SITE-SPECIFIC RECOMMENDATIONS
- 05 IMPLEMENTATION

# GENERAL PLAN & PARKS MASTER PLAN



# PROCESS OVERVIEW



**WE ARE HERE**

WRT



**01**

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# **NEEDS ASSESSMENT**

# UNDERSTANDING COMMUNITY NEEDS

## EXISTING CONDITIONS

Existing Plans + Policies  
Parks, Open Space +  
Conservation  
Inventory + Assessment  
Park Usage  
Demographics + Recreation Demand  
Maintenance + Operations  
Recreation Programming  
Level of Service



## COMMUNITY ENGAGEMENT

7 Pop Up Events  
7 Focus Groups  
2 Workshops  
3 Online Surveys  
1 Statistically-Valid Survey  
Task Force



**NEEDS  
ASSESSMENT**

# OUTREACH + PUBLIC PARTICIPATION



**Pop-up Events**  
800+ Engaged



**Workshops**  
71 Engaged



**Surveys**  
844 Responses



**Project Website**  
1,600+ Views



**Task Force**  
18 Engaged



**Focus Group Meetings**  
38 Engaged



# ENGAGEMENT EVENTS

## WORKSHOP

Held at Vibe Teen Center on June 25th. Topics included **Parks Master Plan** and **Open Space Element policies**, park type standards and park design concepts. Approximately **25 people** attended.

## POP UP EVENTS

Feedback for the Leo J Ryan Park design concept was gathered during the **Fourth of July Celebration** (July 4) and **Off the Grid** (July 9). Approximately **75 people** contributed feedback.

## SURVEY

Published online between July 1 and July 27. Overall, **275 people** responded to the survey.





# FEEDBACK ON GUIDELINES AND POLICIES

## Top 3 Parks Master Plan Policy Priorities:

1. **Comfortable and Inviting Parks and Recreation Facilities**
2. **New/Improved Amenities** that are **Responsive to Community Needs**
3. **Easy Access** to Parks, the Lagoon, and Trails
4. Opportunities to View, Enjoy, and Access the Lagoon
5. Improved Lagoon Water-Quality and Activation
6. Vibrant and Unique Parks and Recreation Facilities
7. Connected Trail System
8. Habitat Connectivity and Access to Nature
9. New/Improved Programming and Events
10. Accessible and Inclusive Parks and Programming
11. Climate Resilience in Parks and Programming
12. High Quality Park and Maintenance





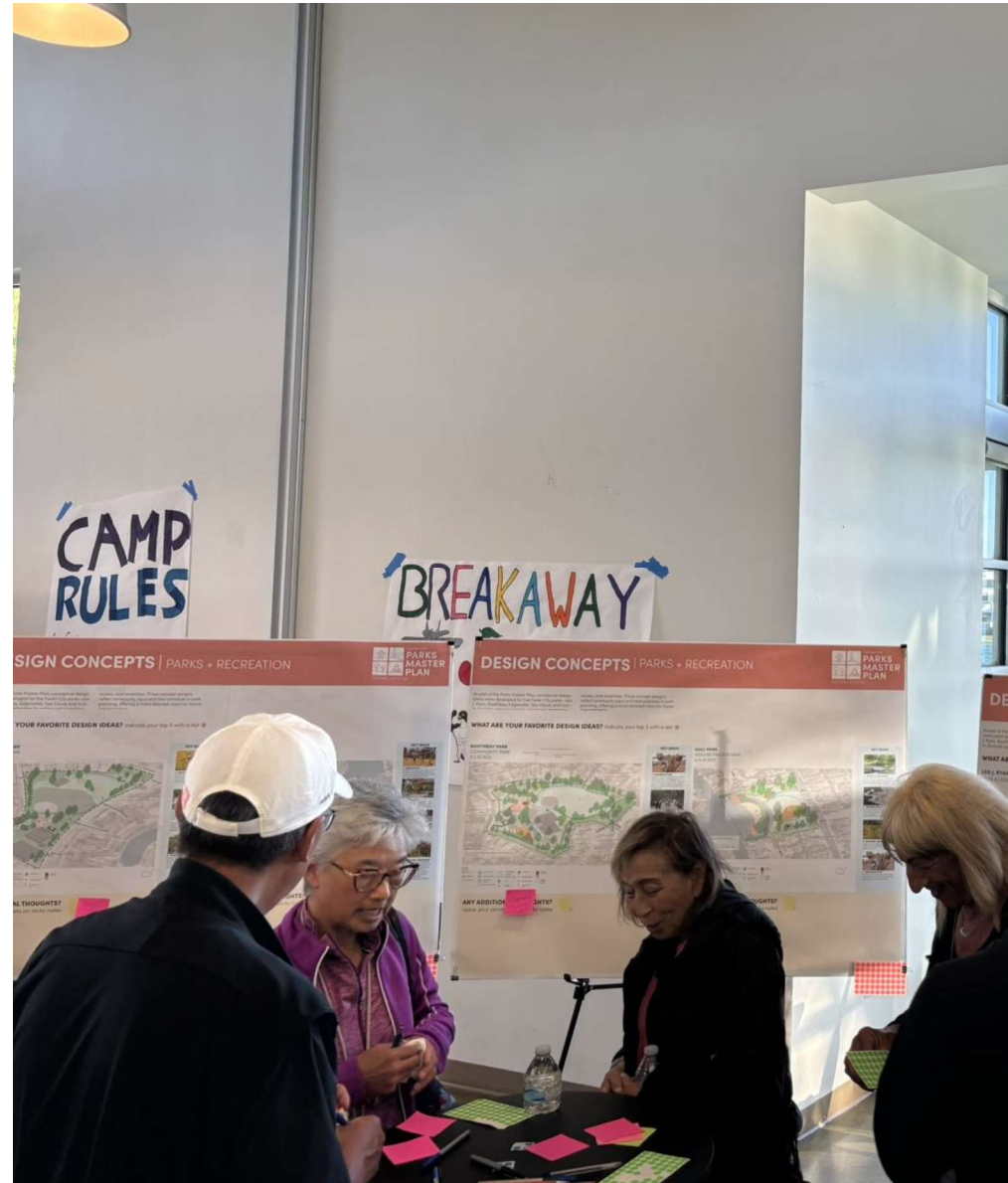
# FEEDBACK ON PARK BY PARK IMPROVEMENTS

## People are excited about...

- Gathering & Social Spaces
- Waterfront & Lagoon Activation
- Nature & Ecological Enhancements
- Pickleball & Court Upgrades

## People want to see more...

- Seating & Shade
- Better Water Quality & Access
- Fitness & Recreation Options
- Community & Event Spaces
- Maintenance & Upgrades



# **02**

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# **GUIDELINES, POLICIES, ACTIONS**



## GUIDELINE #1

Foster City's parks and recreation system is vibrant, comfortable and responsive.



## POLICIES & ACTIONS

### Policy 1.1: Vibrant and Unique Parks and Recreation Facilities

- Increase **park activation** by programming spaces **with in-demand amenities**.
- **Innovative features**, such as art, water-based play, and nighttime activation.
- Add **lighting** and **expand passive amenities**, such as walking trails.

### Policy 1.2: Comfortable Parks

- **Plant trees** or build structures to **provide shade** at playgrounds and picnic spots.
- Improve **essential facilities** where they're most needed.
- Enhance **pathway lighting** to make parks feel safer and more usable at night.

### Policy 1.3: Community Needs

- **Incorporating high-demand amenities** identified in the Parks Master Plan.
- **Partner for access** to gyms, fitness equipment & pools.
- Explore expanding park opportunities at Baywinds Park and Sea Cloud



## GUIDELINE #2

Foster City has a connected and accessible parks and recreation system.



## POLICIES & ACTIONS

### Policy 2.1: Connected Trail System

- Create a **connected network of paths** and trails linking city parks, existing trails, and community destinations
- Provide **trailhead amenities**, such as restrooms, water fountains, bike parking, signage, and seating areas, in parks adjacent to the Levee Pedway and other significant trails.
- Implement **trail improvements** on the **Levee Pedway**.

### Policy 2.2: Navigating Parks

- Develop **Signage & Wayfinding Plan** to establish clear and consistent signage across the park and recreation system.
- Plan for **multi-modal access to city parks**, facilities, and events.

### Policy 2.3: Accessible and Inclusive

- Ensure **ADA-compliant access** at all parks and incorporate universal design principles into park design.
- Ensure that communications, **programs**, and **park design characteristics** are inclusive and **welcoming to all members of the community**.





## GUIDELINE #3

The Lagoon and Bay are integrated within the community.



## POLICIES & ACTIONS

### Policy 3.1: Water Access & Amenities

- Design parks along the Bay and lagoon to **connect seamlessly with the water**, providing opportunities to **view, enjoy, and access it**.
- Provide **watercraft docking opportunities** at lagoon-adjacent parks, designed and sized to align with park purpose and function.
- Implement the recommendations in the ***Leo J Ryan Boardwalk and Waterfront Master Plan***, considering the additional recommended improvements in the Parks Mater Plan.

### Policy 3.2: Waterfront Activation

- Implement the **Lagoon Management Plan and Geese Management Plans** to improve cleanliness of water for parks adjacent to the lagoon and the bay.
- Develop an **interpretive water route** along the lagoon and support the use of the lagoon for community events.
- Support **land use regulatory changes** to encourage public access and activation along the lagoon as part of future development.





## GUIDELINE #4

Foster City has lively and inclusive events and programs.



## POLICIES & ACTIONS

### Policy 4.1: Programming

- Expand and create **high priority programs**, such as **fitness and wellness**, **outdoor recreation**, **performing/visual arts**, and **cultural enrichment**.
- **Survey residents** to determine the best time offerings by core program area and adjust time offerings based on the results.

### Policy 4.2: Community Events

- Continue to support and expand special events that **activate community parks**.
- Continue to support the **City's signature events**, such as 4th of July and Summer Days.



## GUIDELINE #5

Foster City's parks and programs are environmentally sustainable.



## POLICIES & ACTIONS

### Policy 5.1: Promote habitat connectivity and access to nature in parks

- Create **green corridors** on existing and future trails to improve **habitat continuity**.
- **Diversify plantings** to add character and enable City to **maintain parks with lower water use**.
- Expand **conservation** and **restoration** efforts.

### Policy 5.2: Incorporate climate resilience in park improvements and programming

- **Integrate eco-conscious** strategies such as **waste reduction**, **energy reduction**, and **water conservation**.
- Integrate **stormwater management**, such as **bioswales** and **other nature-based strategies**.
- Provide **education opportunities** and **interpretation of the natural environment**.



## GUIDELINE #6

Operational efficiency and economic feasibility are core to park and recreation management in Foster City.



## POLICIES & ACTIONS

### Policy 6.1: High Quality Maintenance

- **Prioritize elements** whose care is of **highest priority** to the community.
- **Strategically align infrastructure projects** with major park and recreation improvements.

### Policy 6.2: Department operations

- **Improve scheduling, tracking, and cost analysis** using **spatial analysis tools**.
- **Streamline** the interface for **program signups** and **facility reservations**.

### Policy 6.3: Funding Strategy

- Establish a clear **cost-recovery policy** for Foster City parks, facilities, and events.
- **Dedicate staff resources** to help identify and **secure funding** and **adequately budget** for recreation programming and park maintenance.

### Policy 6.4: Plan and Engage Proactively

- **Review and reflect** on Parks Master Plan policies
- **Monitor** and **evaluate** maintenance, programming, and capital improvement projects.

# COUNCIL STRATEGIC PRIORITIES ALIGNMENT

PRIORITY	PLAN RECOMMENDATIONS
SMART PLANNING, DEVELOPMENT & LOCAL ECONOMY	<ul style="list-style-type: none"><li>• Facilities/programs that are responsive to recreation needs</li><li>• Joint-use agreements and partnership policies</li></ul>
SUSTAINABILITY	<ul style="list-style-type: none"><li>• Habitat connectivity &amp; biodiversity</li><li>• Climate resilience</li><li>• Cost recovery &amp; funding strategy</li></ul>
STAFF EMPOWERMENT & OPERATIONAL EXCELLENCE	<ul style="list-style-type: none"><li>• Streamlined management systems</li><li>• Routine operational assessments</li></ul>
FACILITIES & INFRASTRUCTURE	<ul style="list-style-type: none"><li>• Strategic maintenance practices</li><li>• Implementation of the Geese Management Plan</li></ul>
IMPROVED COMMUNITY ENGAGEMENT	<ul style="list-style-type: none"><li>• Consistent community engagement practices</li><li>• Annual reporting process to track progress</li></ul>
PUBLIC SAFETY & SOCIAL EQUITY	<ul style="list-style-type: none"><li>• Cross-cultural and multi-generational programming and facilities</li><li>• Inclusive and welcoming parks and programs.</li></ul>
INNOVATION	<ul style="list-style-type: none"><li>• Improved park activation &amp; identity</li><li>• Innovative recreation features</li></ul>

# **03**

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# **SYSTEM-WIDE RECOMMENDATIONS**



# BENCHMARKING

City	Population	Park Acreage	Total Developed Acres per 1,000 Residents	Diamond Field (people per amenity)	Soccer Multipurpose Field (people per amenity)	Basketball Courts (people per amenity)	Tennis Courts (people per amenity)	Playgrounds (people per amenity)	Reservable Picnic Areas (people per amenity)	Dog Parks (people per amenity)
<b>Foster City</b>	<b>35,004</b>	<b>156</b>	<b>3.16</b>	<b>3,500</b>	<b>2,917</b>	<b>4,376</b>	<b>1,842</b>	<b>2,334</b>	<b>11,668</b>	<b>35,004</b>
Belmont	28,307	433	3.99	2,831	3,145	1,490	7,077	1,415	7,077	28,307
Burlingame	32,121	131	2.91	2,677	6,424	5,354	4,015	2,667	10,707	10,707
Meno Park	35,258	221	1.54	5,037	2,074	8,815	5,876	2,938	5,876	17,629
Millbrae	23428	51	1.28	2,603	3,374	5,857	3,905	3,347	7,809	n/a
Pacifica	38,158	3,345	6.34	9,540	19,079	9,540	2,544	3,180	4,240	38,158
San Bruno	43,440	187	1.59	7,240	14,480	7,240	21,720	4,827	3,949	43,440
San Carlos	30,364	173	4.45	3,796	3,796	7,591	3,796	5,061	6,073	15,182
San Mateo	107,277	607	1.94	5,108	10,728	11,920	7,152	10,728	4,291	26,819
<b>Average</b>	<b>42,287</b>	<b>644</b>	<b>3.01</b>	<b>4,854</b>	<b>7,888</b>	<b>7,225</b>	<b>7,011</b>	<b>4,270</b>	<b>6,253</b>	<b>25,749</b>

# PARK LEVEL OF SERVICE

## ACREAGE LEVEL OF SERVICE

- Current Level of Service (LOS) is **3.2 acres per 1,000 residents**
- Based on community need and national/local benchmarks, the plan recommends the city **maintains its current LOS of 3.2 acres per 1,000 residents**
- **12.9 additional acres are needed** to maintain LOS standard by 2040

## AMENITY LEVEL OF SERVICE

- Foster City has a high provision of most typical park amenities
- Based on community need and national/local benchmarks, the plan indicates a need for an additional **4 pickleball courts, 1 volleyball court, and 4 reservable group picnic areas**

## OPPORTUNITIES

### Sea Cloud II



### Baywinds Integration & Expansion



# PARK TYPE STANDARDS

Park Type	Active-use Amenity <small>(sport court, field, aquatic facility, etc.)</small>	Special Recreation Amenity <small>(dog park, skate park, etc.)</small>	Playground	Walking Loop	Open Lawn	Picnic Areas	Comfort Amenities <small>(lighting, seating, trash cans, water fountains, etc.)</small>	Restroom	On-site Parking
COMMUNITY PARK Acres: 5 – 20	•	•	•	•	•	•	•	•	•
NEIGHBORHOOD PARK Acres: 1 – 5	•		•	•	•	•	•	•	
MINI PARK Acres: .5 – 1					•	•	•		
SPECIAL USE PARK Acres: Variable		•					•		•
TRAILS & PATHWAYS Acres: > 20							•		

• : Required Feature

## KEY CONSIDERATIONS

Lagoon Integration



Park Comfort



Water Conservation



Park Activation



Geese Management



# 04

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## **SITE-SPECIFIC RECOMMENDATIONS**

# RECOMMENDED IMPROVEMENTS

## ALL FOSTER CITY PARKS

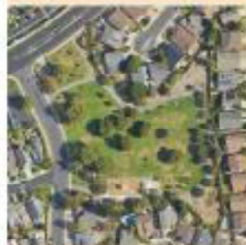
### SHOREBIRD



#### PROPOSED IMPROVEMENTS

- Reprogram central area (dog park, pump track, etc.)
- Picnic tables
- Benches
- Bike racks
- Water bottle refill + dog fountain
- Recycling/Compost/Trash receptacles

### FARRAGUT



#### PROPOSED IMPROVEMENTS

- Small shade structure
- Picnic tables
- Demonstration garden
- Bike racks
- Path lighting
- Water bottle refill/dog fountain
- Recycling/Compost/Trash receptacles
- Additional shade trees

### CATAMARAN



#### PROPOSED IMPROVEMENTS

- Shade structures
- Boat dock
- Picnic tables along water
- Repaint lines on tennis courts to be multi-use (tennis + pickleball)
- Fitness station
- Field + path lighting
- Bike racks
- Water bottle refill/Dog fountain
- Recycling/Compost/Trash Receptacles
- Additional shade trees

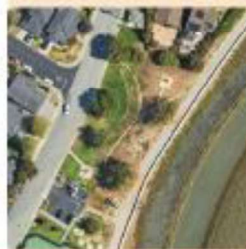
### SUNFISH



#### PROPOSED IMPROVEMENTS

- New Playground
- Shade structure
- Walking loop
- Reservable picnic tables
- Dispersed picnic tables
- Bike racks
- Water fountain w. bottle refill + dog fountain
- Recycling/Compost/Trash receptacles
- Additional shade trees

### GATESHEAD



#### PROPOSED IMPROVEMENTS

- Shade structure
- Benches
- Water bottle refill/dog fountain
- Recycling/Compost/Trash receptacles

### ERKENBRACK



#### PROPOSED IMPROVEMENTS

- Improve waterfront to activate space and deter geese
- Small boat deck
- New thematic playground
- Improved picnic areas
- Benches
- Bike racks
- Path lighting
- Water bottle refill/Dog fountain
- Recycling/Compost/Trash receptacles
- Additional shade trees



# DESIGN CONCEPTS

## SEA CLOUD PARK



### KEY IDEAS



#### 1- THEMED PLAY

Thematic and unique play area, which provides an interesting play experience while enhancing park character. A sports theme may best relate to the site.



#### 2 - CENTRAL HUB

Create central plaza area, with views to the water. The building will include maintenance storage, rentable space, and snack shack.



#### 3 - WATERFRONT AREA

Activate the waterfront by providing a boat dock, and trimming vegetation to enhance views.



#### 4 - RESTORATION AND RESILIENCE

Restore existing wetland habitat, so as to improve biodiversity and strengthen resilience to flooding. For example, planting native, salt-tolerant, hydrophilic plants in the basin, will appropriately accommodate for periodic flooding and wetland conditions.



# DESIGN CONCEPTS

## LEO J RYAN PARK

### KEY IDEAS



#### 1 - NATURE HUB

This area consists of small nature play and adult fitness zones, tucked within a native plantings. Other passive amenities, such as public art, habitat garden, or relaxation spaces, may be considered.



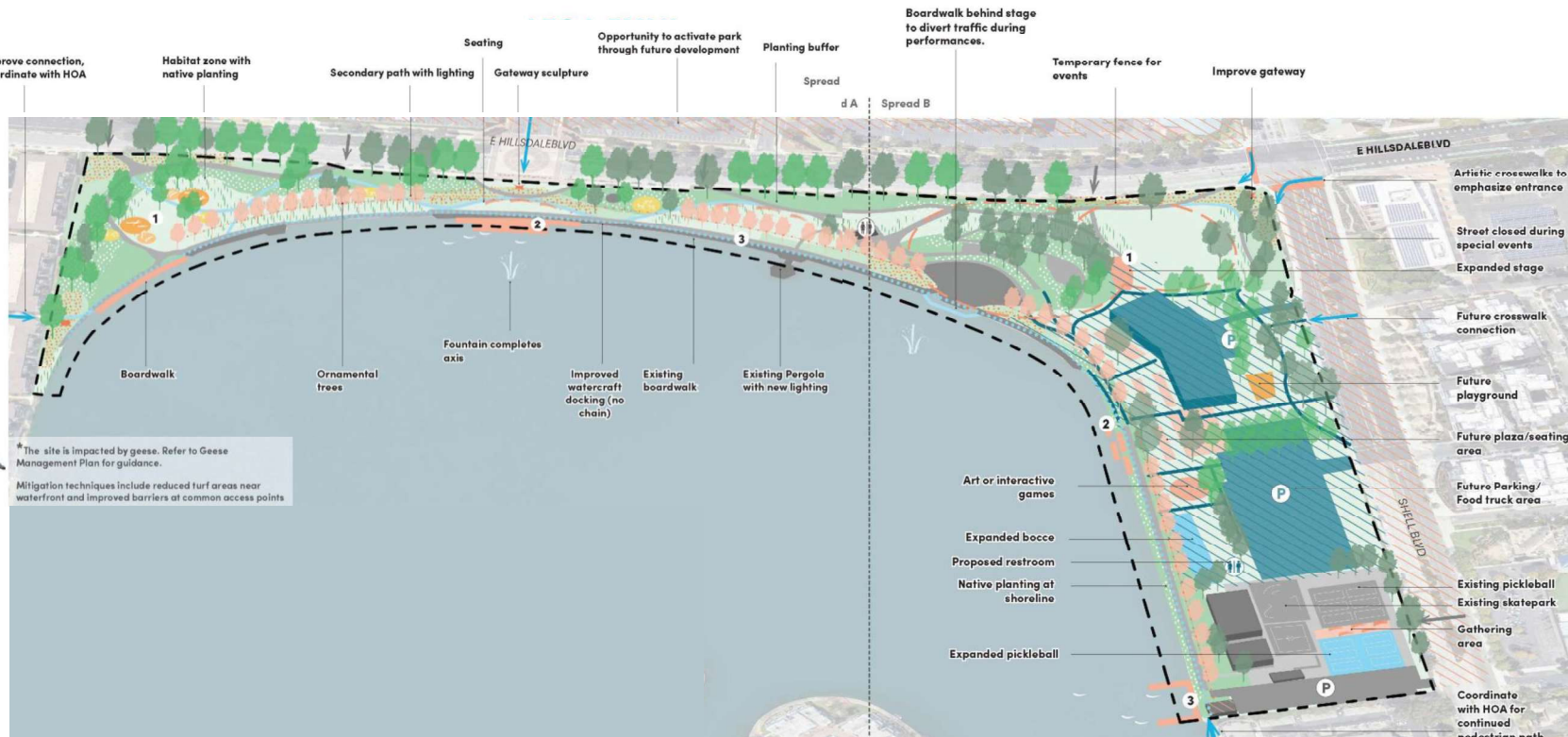
#### 2 - GATEWAY HARBOR

The axial connection leads to an open view of the lagoon, highlighted by an artistic gateway sculpture and fountain. The dock and deck brings people closer to the water, and encourages people to pause and enjoy the setting. This is an ideal location to view fireworks.



#### 3 - ACTIVATED WATERFRONT

The activated waterfront includes lighting along the boardwalk, flowering ornamental trees, viewpoints and docks. These enhancements will encourage walking along the waterfront during the day and night time, facilitate boating activities, and establish the lagoon as a notable landmark and destination.





# DESIGN CONCEPTS BOOTHBAY PARK



## KEY IDEAS



**1 - ENHANCED PLAY**  
Create a unique all-abilities play area, which provides a challenging and interesting experience for kids. Consider ages and mobility needs in the design. Select accessible surfacing (EWF, pour-in-place, etc)



**2 - CENTRAL PLAZA HUB**  
Reconfigure central plaza to accommodate larger group gatherings - cultural events (i.e. tai chi, etc.) parties. Provide shade and seating.



**3 - MULTIPURPOSE LAWN**  
The multi-purpose lawn that can accommodate organized and unstructured sports, such as soccer, cricket, frisby, etc.



**4 - PICNIC SITES**  
Create two reservable (one large, and one medium) and non-reservable picnic areas, dispersed throughout the site and well-integrated into the existing path network.



# DESIGN CONCEPTS

## EDGEWATER PARK



### KEY IDEAS



#### 1 - MULTI-USE MEADOW

Activate the northern lawn by providing amenities for passive activities, such as informal sports, picnicking, walking, and off-leash dog running.



#### 2 - PLAZA AND SEATING

Create a vibrant park center by developing a central plaza that serves as a gathering space between amenities.

The plaza should feature shaded seating areas with reservable tables and include a shade structure to accommodate larger groups or small events.



#### 3 - PARK ENTRY

Create welcoming park entrances, by improving pedestrian access across Edgewater Boulevard, planting ornamental grasses and shrubs, and providing additional signage.



# DESIGN CONCEPTS

## GULL PARK



### KEY IDEAS



**1 - DECKS/DOCKS ALONG WATER**  
Activate the water by providing decks and boat docks along the edge. Reduce the amount of beach area, with edge planting.



**2 - INTIMATE BEACH**  
Create an intimate space on the beach with seating, tucked within native and marsh vegetation. This can be a gathering space for families, dogwalkers, and more.



**3 - ECOTONE LAGOON PLANTING**  
Create diverse habitat at the water's edge to foster biodiversity and to deter geese habitation.



**4 - ENHANCED PLAY**  
Thematic and unique play area, which provides an interesting play experience while enhancing park character.

# **05**

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# **IMPLEMENTATION**

# PHASING

## PHASING CONSIDERATIONS

### PRIORITIZATION

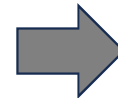
How important is the project for meeting community needs?

### COST

What resources are required for implementation?

### RESOURCE AVAILABILITY

Are the funding and staff resources achievable?



## ACTION PLAN

### PHASE I: 0-5 years

Projects, Costs,  
Potential Funding Sources

### PHASE II: 5-10 years

Projects, Costs,  
Potential Funding Sources

### PHASE III: 10+ years

Projects, Costs,  
Potential Funding Sources

# PRIORITIZATION CRITERIA

RANKED BY TASKFORCE



## **Community Priority**

*Alignment with community engagement findings*



## **Functionality, Condition, & Safety**

*Address critical infrastructure issue, supports park function, supports geese management, etc*



## **Feasibility**

*Affordability, funding availability, partnership potential, staff capacity, etc.*



## **Operational Efficiency & Sustainability**

*Reduces operating costs, increases cost recovery, sustains investments/infrastructure, etc.*



## **Equity**

*Increased access, underserved demographic, disinvested site, etc.*



## **Environmental Sustainability**

*Water conservation/quality, biodiversity, wildlife movement, climate resilience, etc.*

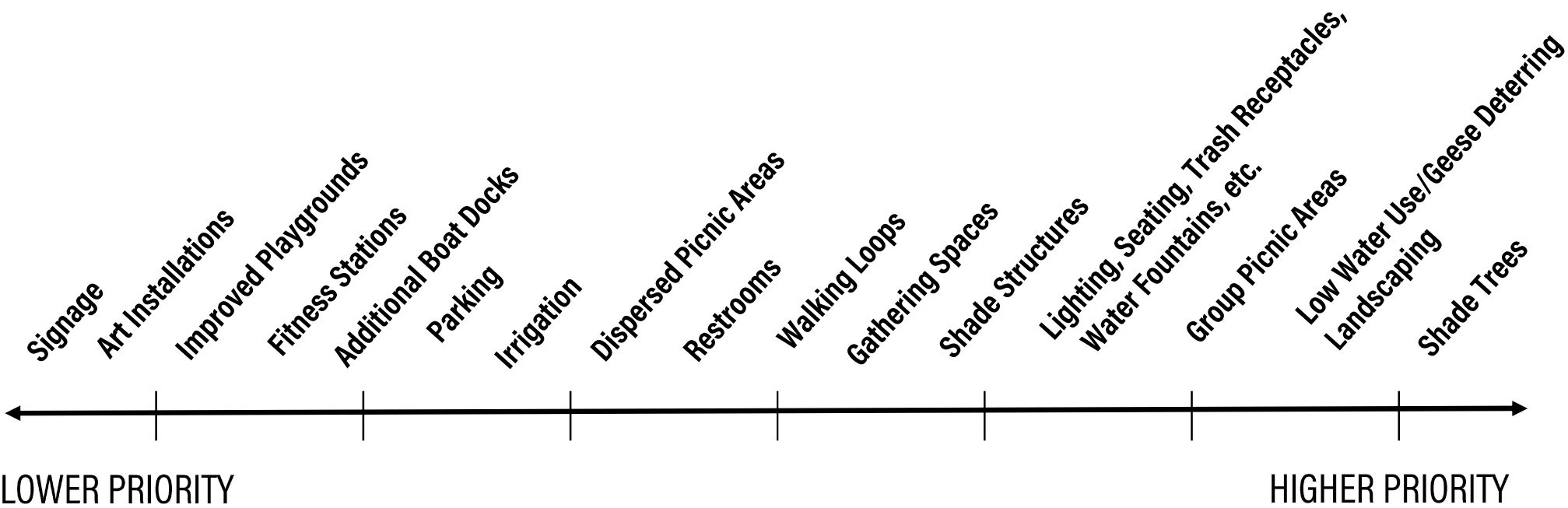


## **Resolves Deficiency**

*Deficient amenity, accommodates future growth (Level of Service)*



# PRELIMINARY PRIORITIZATION RESULTS



# TOTAL COST OF OWNERSHIP



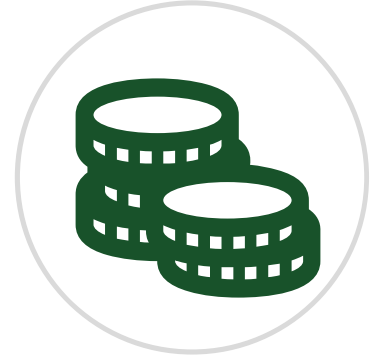
**Capital  
Investment**



**Operations +  
Maintenance**



**Lifecycle  
Replacements**



**Total Cost of  
Ownership**

# FUNDING

## Current Funding Strategies

- Park Facilities Impact Fee (Fund 142)
- Park-in-Lieu (Quimby) fees
- Internal GF transfers to CIP City Fund 301
- User-fee indexing

## Funding Opportunities

- Landscape & Lighting Assessment District (LLAD)
- Dedicated local sales tax
- Naming rights & corporate sponsorships
- Parks & Rec Foundation / 501(c)(3)
- Enhanced cost recovery policy
- Event space & food service concession
- Green / social impact bonds
- State & federal grant expansion
- Joint use & cost share with School District

## CONSIDERATIONS

- **Operating risk** shifts from pandemic recovery to inflation and pension pressure; Parks lean heavily on the General Fund.
- **Impact-fee growth** is paying the near-term capital bill, but big renovation dollars still depend on the General Fund or new debt.



# DISCUSSION QUESTIONS

- **GUIDELINES, POLICIES & ACTIONS**

- Do you support the Guidelines, Policies, and Actions? Would you make any changes?

- **SYSTEM-WIDE RECOMMENDATIONS**

- Do you agree with the system-wide recommendations for park acreage and amenities?
- What do you think about the identified opportunities for park and open space expansion at Sea Cloud II and Baywinds?

- **SITE-SPECIFIC RECOMMENDATIONS**

- Do you support the proposed improvements? Are there any you'd like to discuss further?

- **PRIORITIZATION**

- What do you think about the criteria?
- Should they be weighted? If so, does the taskforce-based weighting make sense?