

## **Appendix C - GRASP<sup>®</sup> Scoring Methodology and Process**

### **INVENTORY DATA COLLECTION PROCESS**

A detailed inventory of all parks and recreational facilities was conducted. The inventory located and catalogued all of the components and evaluated each one as to how well it was serving its intended function within the system. This information was used to analyze the *Levels of Service* provided by the system.

The inventory was completed in a series of steps. The planning team first prepared a preliminary list of existing components using aerial photography and the city's Geographic Information System (GIS). Components identified in the aerial photo were given GIS points and names according to the GRASP<sup>®</sup> list of standard components (**Appendix D**).

Next, field visits were conducted by the consulting team and by city staff to confirm the preliminary data and collect additional information. Additionally indoor facilities were scored and for the purposes of this study, each space is considered a component and is scored based on its intended function.

During the field visits and evaluations, missing components were added to the data set, and each component was evaluated as to how well it met expectations for its intended function. During the site visits the following information was collected:

- Component type
- Component location
- Evaluation of component condition
- Evaluation of comfort and convenience features
- Evaluation of park design and ambience
- Site photos
- General comments

After the inventory was completed, it was given to the City for final review and approval.

## DEFINITIONS OF COMPONENTS FOR GRASP<sup>®</sup> INVENTORY

The GRASP<sup>®</sup> inventory utilizes the following definitions to categorize components identified within the parks and recreation system.

**Amusement Ride** - Train, go carts, etc.

**Aquatic Feature, Pool (Outdoor Pool)** - Consists of a single lap pool has restricted access and lifeguards.

**Aquatic Feature, Spray (Destination Sprayground)** - Consists of many and varied spray features. Does not have standing water, but is large and varied enough to attract users from outside the immediate neighborhood.

**Aquatic Feature, Complex (Aquatic Park)** - A facility that has at least one lap pool and one separate spray ground or feature.

**Archery Range** - A designated area for practice and/or competitive archery activities. Meets safety requirements and has appropriate targets and shelters.

**Backstop, Practice** - Describes any size of grassy area with a practice backstop, used for practice or pee-wee games.

**Ballfield** - Describes softball and baseball fields of all kinds. Not specific to size or age-appropriateness.

**Ballfield, Complex** - 4 or more ballfields of similar size in used for tournaments.

**Basketball** - Describes a stand-alone full sized outdoor court with two goals. Half courts scored as (.5). Not counted if included in Multi-Use Court.

**Batting Cage** - A stand-alone facility that has pitching machines and restricted entry.

**Blueway** - River, stream, or canal that is used for aquatic recreation.

**BMX Course** - A designated area for non-motorized bicycle motocross. Can be constructed of concrete or compacted earth.

**Bocce Ball** - Outdoor courts designed for bocce ball. Counted per court.

**Concessions** - A separate structure used for the selling of concessions at ballfields, pools, etc. May include restrooms.

**Disk Golf** - Describes a designated area that is used for disk golf. Includes permanent basket, goals, and tees. Scored per 18 holes.

**Dog Park** - Also known as “a park for people with dogs” or “canine off-leash area.” An area designed specifically as an off-leash area for dogs and their guardians.

**Driving Range** - An area designated for golf practice or lessons.

**Educational Experience** - Signs, structures, or historic features that provide an educational, cultural, or historic experience.

**Equestrian Facilities** - Designed area for equestrian use.

**Event Space** - A designated area or facility for outdoor performances, classrooms, or special events, including amphitheatres, band shell, stages, etc.

**Fitness Course** - Consists of an outdoor path that contains stations that provide instructions and basic equipment for strength training.

**Garden, Community (vegetable)** - Describes any garden area that provides community members a place to have personal vegetable/flower gardens.

**Garden, Display** - Describes any garden area that is designed and maintained to provide a focal point in a park. Examples include: rose garden, fern garden, native plant garden, wildlife garden, arboretum, etc.

**Golf** - Counted per 18 holes. (18 hole course = 1 and 9 hole course = .5.)

**Handball** - Outdoor courts designed for handball.

**Hockey, In-line** - Regulation size outdoor rink built specifically for league in-line hockey games and practice.

**Hockey, Ice** - Regulation size outdoor rink built specifically for league ice hockey games and practice.

**Horseshoes** - A designated area for the game of horseshoes. Including permanent pits of regulation length. Counted per court.

**Loop Walk** - Any sidewalk or path that is configured to make a complete loop around a park or feature and that is sizeable enough to use as an exercise route (min. ¼ mile - 1320 ft.- in length.)

**Miniature Golf** - Outdoor miniature golf course.

**Multi-Purpose Field, Small** - Describes a specific field large enough to host at least one youth field sport game. Minimum field size is 45' x 90' (15 x 30 yards). Possible sports may include, but are not limited to: soccer, football, lacrosse, rugby, and field hockey.

Field may have goals and lining specific to a certain sport that may change with permitted use. Neighborhood or Community Component.

**Multi-Purpose Field, Large** - Describes a specific field large enough to host at least one adult field sport game. Minimum field size is 180' x 300' (60 x 100 yards). Possible sports may include, but are not limited to: soccer, football, lacrosse, rugby, and field hockey. Field may have goals and lining specific to a certain sport that may change with permitted use. Neighborhood or community component

**Multi-Purpose Field, Multiple** - Describes an area large enough to host a minimum of one adult game and one youth game simultaneously. This category describes a large open grassy area that can be arranged in any manner of configurations for any number of field sports. Minimum field size is 224' x 468' (75 x 156 yards). Possible sports may include, but are not limited to: soccer, football, lacrosse, rugby, and field hockey. Field may have goals and lining specific to a certain sport that may change with permitted use. Neighborhood or community component

**Multi-Purpose Field, Complex** - Several fields in single location used for tournaments.

**Multi-Use Court** - A paved area that is painted with games such as hopscotch, 4 square, basketball, etc. Often found in schoolyards. Note the quantity of basketball hoops in comment section.

**Natural Area** - Describes an area in a park that contains plants and landforms that are remnants of or replicate undisturbed native areas of the local ecology. Can include grasslands, woodlands, and wetlands.

**Open Turf** - A grassy area that is not suitable for programmed field sports due to size, slope, location, or physical obstructions. Primary uses include walking, picnicking, Frisbee, and other informal play and uses that require an open grassy area.

**Open Water** - A body of water such as a pond, stream, river, wetland with open water, lake, or reservoir.

**Passive Node** - A place that is designed to create a pause or special focus within a park, includes seating areas, passive areas, plazas, overlooks, etc.

**Picnic Grounds** - A designated area with several separate picnic tables.

**Playground, Destination** - Playground that serves as a destination for families from the entire community, usually has restrooms and parking on-site. May include special features like a climbing wall, spray feature, or adventure play.

**Playground, Local** - Playground that is intended to serve the needs of the surrounding neighborhood. Generally doesn't have restrooms or on-site parking.

**Public Art** - Any art installation on public property.

**Racquetball** - Outdoor courts designed for racquetball.

**Restroom** - A separate structure that may or may not have plumbing. Does not receive a Neighborhood or Community score. This is scored in the Comfort and Convenience section.

**Ropes Course** - An area designed for rope climbing, swinging, etc.

**Shelter, Large/Group** - A shade shelter with picnic tables, large enough to accommodate a group picnic or other event for at least 25 persons with seating for a minimum of 12; may include restrooms.

**Shelter, Small/Individual** - A shade shelter with picnic tables, large enough to accommodate a family picnic or other event for approximately 4-12 persons with seating for a minimum of 4.

**Shooting Range** - A designated area for practice and competitive firearms shooting activities. Meets safety requirements and has appropriate targets and shelters.

**Shuffleboard** - Outdoor courts designed for shuffleboard.

**Skate Feature** - A stand-alone feature in a park. May be associated with a playground but is not considered a part of it.

**Skate Park** - An area set aside specifically for skateboarding, in-line skating, or free-style biking. May be specific to one user group or allow for several user types. Can accommodate multiple users of varying abilities. Usually has a variety of concrete features and has a community draw.

**Sledding Hill** - An area designated for sledding use that is free from obstacles or street encroachment.

**Tennis Courts** - One regulation court that is fenced and has nets.

**Tennis Complex** - Regulation courts that are fenced and have nets. Placed in a group of 8 or more courts.

**Track, Competition** - A multi-lane, regulation sized track appropriate for competitive track and field events and available for public use. Community Component.

**Trails, Primitive** - Trails, unpaved, that is located within a park or natural area. That provides recreational opportunities or connections to users. Measured per each if quantity available.

**Trails, Multi-Use** - Trails, paved or unpaved, that are separated from the road and provide recreational opportunities or connections to walkers, bikers, roller bladers and equestrian users. Located within a dedicated ROW. May run through a park or parks but is not wholly contained within a single park. Can be a component of a park if it goes beyond the park boundaries, or can be its own park type. Measured in miles.

**Structure** - A separate structure used for maintenance, storage, etc. Does not receive a Neighborhood or Community score.

**Volleyball Court** - One full-sized court. Surface may be grass, sand, or asphalt. May have permanent or portable posts and nets.

**Water Feature** - A passive water-based amenity that provides a visual focal point. Includes fountains, and waterfalls.

**Water Access, Developed** - Includes docks, piers, boat ramps, fishing facilities, etc. Receives quantity for each pier, dock, etc.

**Water Access, General** - Measures a pedestrian's general ability to have contact or an experience with the water. Usually receives quantity of one for each park.

### **Component Scoring**

The approved inventory is the basis for the creation of values used in the GRASP<sup>®</sup> analysis. Each component received a functional score that is related to the quality, condition, and ability of the space to meet operational and programming needs.

The range of scores for each component is as follows:

- **Below Expectations (BE)** – The component does not meet the expectations of its intended primary function. Factors leading to this may include size, age, accessibility, or others. Each such component was given a score of **1** in the inventory.
- **Meeting Expectations (ME)** – The component meets expectations for its intended function. Such components were given scores of **2**.
- **Exceeding Expectations (EE)** – The component exceeds expectations, due to size, configuration, or unique qualities. Such components were given scores of **3**.
- If the feature exists but is not useable because it is unsafe, obsolete, or dysfunctional, it may be listed in the feature description, and assigned a **score of zero (0)**.

If a feature is used for multiple functions, such as a softball field that is also used for T-Ball or youth soccer games, it is scored only once under the description that best fits the use that for which the feature is designed.

## **GRASP® SCORING**

### **Neighborhood and Community Scoring**

Components were evaluated from two perspectives: first, the value of the component in serving the immediate neighborhood, and second, its value to the entire community.

#### *Neighborhood Score*

Each component was evaluated from the perspective of a resident that lives nearby. High scoring components are easily accessible to pedestrians in the neighborhood, are attractive for short and frequent visits, and are unobtrusive to the surrounding neighborhood. Components that do not have a high neighborhood score may not be located within walking distance of residents, have nuisance features such as sports lighting, or may draw large crowds for which parking is not provided.

#### *Community Score*

Additionally each component is evaluated from the perspective of residents in the community as a whole. High scoring components in this category may be unique components within the parks and recreation system, have a broad draw from throughout the community, have the capacity and associated facilities for community-wide events, or are located in areas that are accessible only by car.

#### *Indoor Components*

Indoor components are generally thought to be accessible to the entire community, partially because it is often not financially feasible to provide indoor facilities at a walking distance from every residence. Additionally indoor facilities often provide programs and facilities that are geared to the community as a whole, or in larger communities, are intended for a region of the city. For these reasons indoor facilities are given only one score.

### **Modifiers (Comfort and Convenience Features) Scoring**

#### *Outdoor Modifiers*

Besides standard components, this inventory also evaluates features that provide comfort and convenience to the users. These are things that a user might not go to the parks specifically to use, but are things that enhance the users' experience by making it a nicer place to be and include: drinking fountains, seating, BBQ grills, dog stations, security lighting, bike parking, restrooms, shade, connections to trails, park access, parking, picnic tables, and seasonal and ornamental plantings. These features are scored as listed above with the 1-3 system. In this case it is not important to get a count of the number or size of these components; instead the score should reflect the ability of the item to serve the park.

#### *Indoor Modifiers*

For indoor facilities the comfort and convenience features change slightly to reflect the characteristics of the building. Building modifier categories include: site access, setting aesthetics, building entry function, building entry aesthetics, overall building condition, entry desk, office space, overall storage, and restrooms and/or locker rooms.

#### *Activity and Sports Lighting*

This modifier accounts for lighting that allows for component use in the evening/night hours and is applied to the quantity of the component as it affectively expands the capacity of the component. This modifier does not apply to security lighting.

### *Shade*

Like Sports and Activity lighting, shade can be added to outdoor components to extend use beyond normal hours or seasons.

### **Design & Ambience Scoring**

Using the same rating system that is used for components and modifiers, the quality of Design and Ambience is scored. Good design not only makes a place look nice, it makes it feel safe and pleasant, and encourages people to visit more often and stay longer

### **Trails Scoring**

Because traveling the length of any given trail is difficult, trail information is often collected with the aid of staff. Trails can be scored as independent parks or greenways or as individual components within another park. The former type of trail receives its own set of scores for modifiers and design and ambience. The trail in the latter situation takes on the modifiers and design and ambience of the larger park in which it resides.

### **Ownership Modifier**

This modifier is generally a percentage that is applied to the GRASP<sup>®</sup> score after other modifiers have been applied. It accounts for access and control of components that are provided by alternative providers. For example, in most cases schools are given a 50% ownership modifier which halves the GRASP<sup>®</sup> score to account for the limited access that the neighborhood has to school facilities.

## **ANALYSIS INSETS AND GRASP<sup>®</sup> TARGET SCORES**

GRASP<sup>®</sup> perspectives show the cumulative level of service available to a resident at any given location in the City. It is a blended value based on the number and quality of opportunities to enjoy a recreation experience that exist in a reasonable proximity to the given location. For this study, the goal is to provide some minimum combination of opportunities to every residence, and a GRASP<sup>®</sup> score can be calculated that represents this minimum.

For the **composite and walkability** perspectives the following goal was established:

**LOS Goal:** to offer a selection of active and passive recreation opportunities (indoor or outdoor) to every residence, along with access to a recreational trail of which components, modifiers, and design and ambience are meeting expectations. Each resident will have access within 1/3 mile of their home to four recreation components and one recreational trail.

Additionally, perspectives were generated that only show one component or a specific set of components. For these perspectives LOS goals were established per perspective.

**Note:** Aside from meeting this goal, the mix of components also needs to be considered. For example, a home that is within 1/3 mile of four tennis courts and no other amenities would meet the basic numeric standard, but not the intent of the standard. Based on this, it is recommended that the goal be to provide the minimum score to as many homes as possible, but also to exceed the minimum by some factor whenever possible.