

Parks and Recreation

Background

Providence City has a high commitment to the development of sports and recreation within the City. Parks are available for neighborhood gatherings, group and family reunions, and similar activities.

Principles

- Develop Providence City Parks as a vital contribution to a livable community.
- Develop parks as centers of community activity.
- Encourage preservation and management of open spaces.

Master Plan Directive

Providence City should actively pursue continued development of parks as places of open space and recreational opportunities throughout the city, through major parks, pocket parks, nature preserves, and open space within developments.

Current concerns include:

- 1) High Density Zones
Open space in high density zones is needed.
- 2) Neighborhood Parks
Development of neighborhood parks by acquisition or by cooperation with developments is needed
- 3) Sports Parks
Expansion of sports facilities is needed
- 4) Nature Parks
Development of nature parks should be considered in areas where this is a viable solution.

Future Needs:

- 1) High Density Zones
Recently enacted higher density zones must be accompanied by open space and areas where a sense of community can be fostered.
- 2) New Parks
Add neighborhood parks and pocket parks to various areas of the city.
Pursue larger available properties for major parks, using attached secondary water shares for irrigation.
- 3) Sports Parks
Development of Zollinger Park for additional soccer, baseball, and softball fields are needed to strengthen the current recreation program.
- 4) Nature Parks
Nature parks should be developed along Spring Creek, in the canyon, and in other identifiable locations where activities of walking, biking, and leisure time, may be enjoyed.
- 5) Recreation Center
Development of a community recreation center should be considered.
- 6) Reservations
Development of parks not requiring reservations for use should be considered.
- 7) Maintenance
A maintenance standard should be written, with a plan for funds to implement.