

**New Brunswick Parks Action Plan
Appendix A**

Appendix A: Participants

Interviewees:

- Charles Bergman, New Brunswick Tomorrow (NBT)/Esperanza
- Anthony Capece, Elijah's Promise, Community Garden Coalition
- Christopher Coulthard, Citizens Rec Commission
- Roy Epps, Civic League
- Sean Hewitt, Civic League
- Richard Jannarone, New Brunswick School Board of Education
- Julie Jerome, Puerto Rican Action Board (PRAB)
- Rita Karoni, PRAB
- Sonny Keels, New Brunswick Department of Recreation
- Mariam Merced, RWJ-Barnabas
- Jose Montes, PRAB
- Tracy O'Reggio, Cultural Center
- Susan Painter, Parks and Gardens Commission
- Glenn Patterson, New Brunswick Dept. of Economic Development and Planning
- Maritza Raimundi-Petroski, PRAB
- Jacqui Rivera, PRAB
- Jaymie Santiago, NBT
- Ed Spencer, New Brunswick Department of Recreation
- Pam Stefanak, New Brunswick City Market
- Eva Sumano, Unity Square, Parks and Gardens Commission

Community Discussion Groups:

- Unity Square, April 27, 6PM – approx. 28 attendees
- Esperanza, April 20, 6:30PM – approx. 8 attendees
- Greater Brunswick Charter School Parents' Group, May 9, 6PM – approx. 15 attendees

Steering Committee Members:

- Ismael Montanez, Division of Parks and Shade Trees
- Sonny Keels, Department of Recreation
- Christopher Coulthard, Citizens Recreation Commission
- Salvatore Salsa, Supervisor of Buildings and Grounds
- Vince Rifci, Parks and Gardens Commission
- Mariam Merced, RWJ Barnabus Hospital
- Camilla Comers-Carruthers, RWJ Barnabus Hospital
- Maria Pellerano, Alliance for Healthier New Brunswick Active Living Workgroup
- Manny Castanada, New Brunswick Health Task Force
- Tabiri Chukunta, St. Peter's University Hospital

**New Brunswick Parks Action Plan
Appendix B**

Appendix B: Relevant Documents

City of New Brunswick. 2004. *Master Plan: Land Use Plan Element*.
<http://thecityofnewbrunswick.org/planninganddevelopment/wp-content/uploads/sites/8/2014/04/II.-Land-Use-Plan-Element.pdf>. Accessed June 2017.

City of New Brunswick. 2013, *New Brunswick Overview 2013 for Economic Development*.
<http://thecityofnewbrunswick.org/planninganddevelopment/wp-content/uploads/sites/8/2014/04/New-Brunswick-Overview-2013-for-Econ-Dev2.pdf>. Accessed June 2017.

City of New Brunswick. 2017. *The City of New Brunswick Municipal Public Access Plan*.
<http://lowerraritanwatershed.org/municipal-public-access-planning/>. Accessed June 2017.

Rutgers University Physical Master Plan: Rutgers 2030. Volume 1: New Brunswick. April, 2015 Draft.
<http://masterplan.rutgers.edu/reports/rutgers-2030-volume-1-new-brunswick>. Accessed June 2017.

Trust for Public Land. 2011. *The Park System of New Brunswick, New Jersey, Findings and Recommendations*. <http://cloud.tpl.org/pubs/ccpe-NewBrunswick-web-optimized.pdf>. Accessed June 2017.

US Census Bureau. American FactFinder, New Brunswick.
http://factfinder.census.gov/faces/nav/jsf/pages/community_facts.xhtml. Accessed June 2017.

**New Brunswick Parks Action Plan
Appendix C**

New Brunswick Park Evaluation Protocol: Rapid Assessment Evaluation Tool

Objective

The Trust for Public Land created a rapid assessment tool to evaluate New Brunswick's public parks' accessibility, active amenities, educational uses, supportive facilities, aesthetics, safety and maintenance conditions. In tandem with this assessment tool, evaluators will also be recording the precise public access points for all parks using GPS.

The Summer 2017 New Brunswick Park Evaluation is meant to provide a snapshot-in-time analysis to help assess comparative current park quality; provide a baseline for future evaluations; inform decision-making regarding future investments; and accurately map accessibility for New Brunswick residents. To properly assess the quality of vegetation, sports fields, event spaces, walking paths, and countless other features, it is important to understand that this tool was created for spring and summer months for New Brunswick, New Jersey.

The Trust for Public Land understands that park quality is not solely based upon these factors and that there are other elements that could be included in a comprehensive analysis (such as park design and/or surrounding land-use conditions), however due to resource constraints and our desire to provide a replicable and affordable tool, we developed and deployed this rapid park quality assessment tool to evaluate New Brunswick's Parks, and hope that this tool can be used again in the future to demonstrate progress for system-wide park improvements and park quality.

Schedule

The first round of New Brunswick Park and Open Space Evaluations are to be conducted in April of 2017. A total of 16 parks are to be evaluated [see **Table 1 for list of parks**]. This park list was approved by the Assistant Superintendent of Parks for the City of New Brunswick, Mike Montanez.

Staff will begin the evaluation training on Friday, April 21st with a 4 hour calibration session to assure consistent scoring between evaluators. Our calibration session will begin at Feaster Park. Each of the evaluators are to complete the evaluation and thoroughly reading the subheadings under each category. The average length of an evaluation is to take 30-45 minutes. When there is any discrepancy between evaluators at the end of the calibration, we will discuss as to why a score was given [range of 1.0 -5.0] to minimize any ambiguity. This calibration method will be duplicated at 2 different parks. Additionally, while on site, the evaluators will document obvious (to the lay-person) location specific deficiencies in the observations section of the evaluation using the supplemental note section and will also take photographs of what they are referencing. Notes in this section range from safety hazards and/or broken amenities to positive park assets and/or beneficial park characteristics that deserve to be highlighted. While on site, the evaluator also recorded all public access points using GPS.

The Trust for Public Land and Rutgers University invites all Parks and Garden Commission Volunteers to participate in the training of the evaluation tool for future use. The goal of the training is to ensure that this tool can be used in the future, and provide a comparison analysis to the data that will be collected in 2017.

Scoring

Each park is to be evaluated for the following criteria: accessibility; trails; park features; supportive facilities; safety and maintenance; and aesthetics. For parks that did not have the listed criteria present (e.g. trail, active amenity, supportive facility, or other recreational and educational use), an N/A is to be denoted. All parks have the possibility of scoring a perfect score [5.0]. Scoring system is as follows [1 through 5]:

- 5 = abundant, well provided, very attractive, excellent condition, no concerns, true, etc.
- 1 = scarce, no provision, very unappealing, derelict, very concerning, etc.

When using this sheet, keep in mind that 5 is always a positive score and 1 is always a negative score.

Page 1 Supplemental Notes:

- Park ID corresponds with Park Name, see Table 1 for list.
- Circle only 1 park typology, with the following categorization in mind:
 - Neighborhood park is traditionally greater than 0.5 acres and has one or more amenities
 - Pocket park that is less than 0.5 acres and traditionally has zero or one major amenity
 - Special use open space includes cemetery, dog park, golf course, etc.
- Check all major amenities that apply, with the following categorization in mind:
 - A trail segment can be either paved or unpaved
 - An open lawn is defined as being large enough for casual sports (think of being able to toss a Frisbee or pass a soccer ball)

Page 2 Supplemental Notes (Park Access):

- All entrances do not need to be ADA accessible – N/A given for where topography prohibits
- Parking spaces are not mandatory (nor recommended) for all parks and open spaces

Page 3 Supplemental Notes (Park Features):

- Fitness stations can have multiple pieces to create 1 fitness circuit. Count each individual fitness station for total count

Page 4 Supplemental Notes (Other Recreational and Educational Uses):

- Amphitheaters/event spaces are defined by being able to host an event of 30+ people.
- Education/interpretive center can include educational posters or kiosks that help inform the public of region-specific topics that are impacting New Brunswick.

Page 5 Supplemental Notes (Other Recreational and Educational Uses, Continued):

- Many of these are not applicable for small parks and/or open spaces.

- **Make note of park hours** (if denoted on signage) to help better understand nighttime safety – if applicable
- Nighttime activity areas can include basketball courts, tennis courts, amphitheaters, etc. A playground would not be considered a nighttime activity area

Page 6 (Aesthetics):

- Some of these are not applicable for small parks and/or open spaces.
- Be as thorough as possible in the observation section; including recommendations for the space and/or positive feedback about the park

Gathering Public Access Points

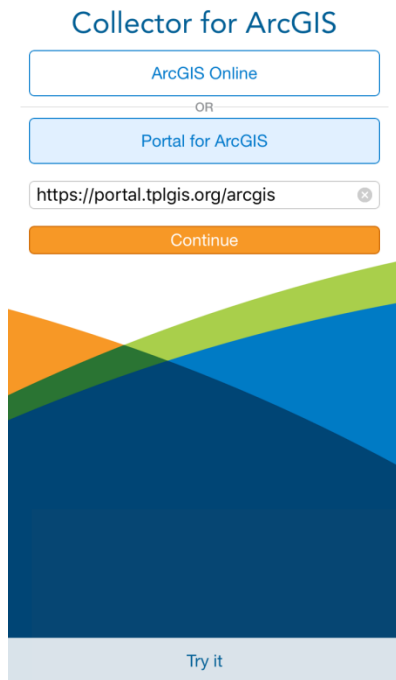
In tandem with the park evaluation, Rutgers University students are to identify all public access points for New Brunswick’s parks and open spaces.

To collect public access points, an iPhone app was used called [ArcGIS-Collector](#). It is free for download in the iTunes store, and has a light blue icon with a clip board, see icon to the right.

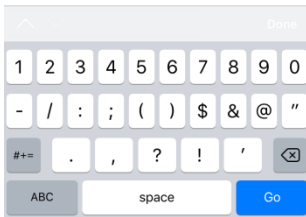
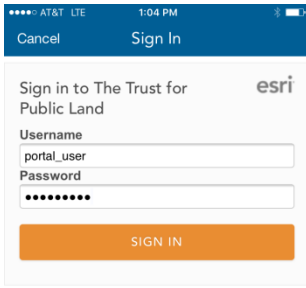


An existing map of New Brunswick’s 16 Parks will be in the database.

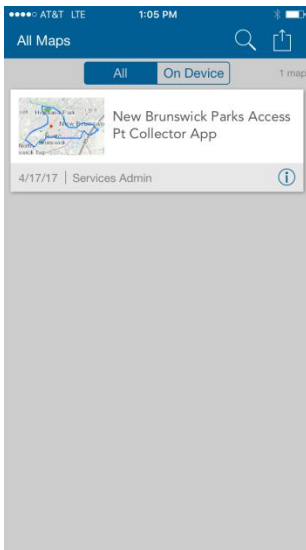
1. Open the app (select Portal for ArcGIS and enter portal url shown below)



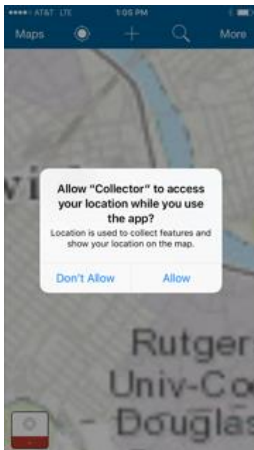
- <https://portal.tplgis.org/arcgis>
2. Enter Username and Password
 - Username: portal_user
 - Password: gisgis123



3. Once logged in open the “New Brunswick Park Access Pt Collector App”



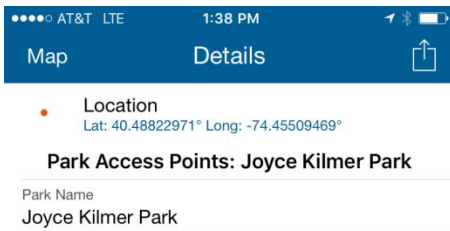
4. You'll be asked if you want to “Allow Collector” to access your location while you use the app, select **Allow**



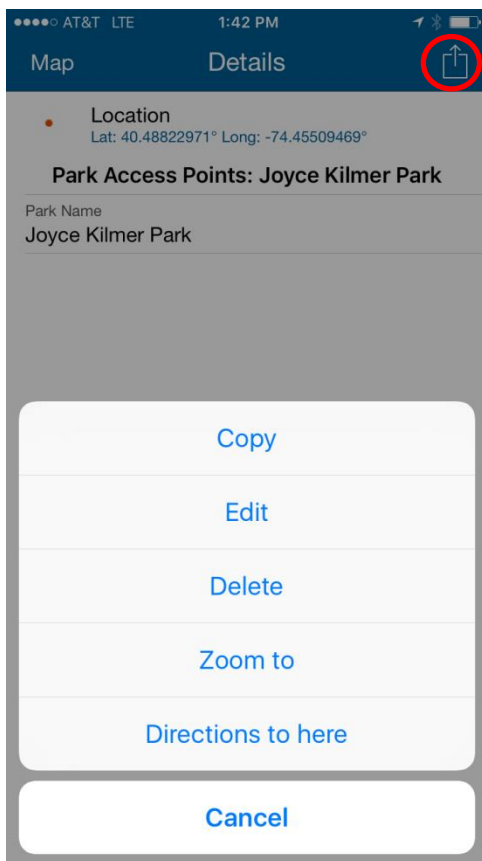
5. Stand at the public access point in the park or open space
6. Ensure your location is enabled by tapping the upper left hand location finder



7. Push the plus sign {+} to drop an access point
8. When presented with details dialogue select the corresponding Park Name for the Access Pt. from the "Park Name" dropdown list



9. Hit "Submit" after entering the Park Name (if you need to Cancel and Discard the point select "Cancel")
10. Double check that there is now an orange dot where you just dropped the pin. If so, your data point has been saved and submitted.
11. If you need to delete, delete or zoom to the point for any reason, select the boxed up arrow (upper right) in point details dialogue and you will be presented with options



12. Walk the perimeter of the park or open space and repeat for all public access points.

Photos

Please submit photos you take on site to Chrissy.pepino@tpl.org. These photos will help support the supplemental notes and provide better context for the report. Save each photo with park ID #, date, and description.

Thank you.

Table 1: New Brunswick Park List

ID #	Park Name	Location	Acreage	Description	Owner	Facility	Amenities
1	Youth Sports Complex	419 JOYCE KILMER AVE	13.99	SPORTS COMPLEX	CITY OF NEW BRUNSWICK	RECREATION AREA	Bathroom Facilities, 3 baseball fields, 2 soccer fields, parking
2	War Memorial Park	1 JERSEY AVE	0.41	MONUMENT PARK	CITY OF NEW BRUNSWICK	WWI WAR MEMORIAL	Monmument, No Amenities
3	Kossuth Park	77 HARVEY ST	0.87	KOSSUTH PARK	CITY OF NEW BRUNSWICK	KOSSUTH PARK	Playgrounds
4	Simplex Park	1 SIMPLEX AVE	0.34	TOT LOT PARK	CITY OF NEW BRUNSWICK	TOT LOT/GREEN ACRES	Open Space, No Amenities
5	Murphy Park	131 TUNISON RD	3.48	MURPHY PARK	CITY OF NEW BRUNSWICK	MURPHY PARK	2 Tennis Courts, 1 Basketball Court, 1 Baseball Field, Open Space
6	Feaster Park	175 COMMERCIAL AVE	5.04	FEASTER PARK	CITY OF NEW BRUNSWICK	FEASTER PARK	2 Basketball Courts
7	Alec Baker Park	1 MAY ST	7.30	BAKER PARK	CITY OF NEW BRUNSWICK	ALEX BAKER PARK	1 baseball field, 2 basketball courts
8	Pitman Park	101 HANDY ST	0.91	PITMAN PARK	CITY OF NEW BRUNSWICK	PITMAN PARK	Open Space, No Amenities
9	Recreation Park	7 PINE ST	11.28	B6110,13,15,20+	TRUSTEES OF RUTGERS UNIVERSITY	Rec Park (Lease)	1 Basketball Court, 1 Baseball Field, 1 Soccer Field Note: Entire Parcel is not part of ROSI
10	Buccleuch Park	321 EASTON AVE	78.12	PARK / BLDGS	CITY OF NEW BRUNSWICK	BUCCLEUCH PARK	14 Tennis Courts, 5 Baseball/Softball Fields, 1 Basketball court, 1 Bathroom Facility Area, 1 Playground, Running Track (partially improved), Buccleuch Mansion, Open Fields for other Recreational Activities
11	Monument Square Park	2 LIVINGSTON AVE	0.16	FOUNTAIN+STATUE	CITY OF NEW BRUNSWICK	MONUMENT SQUARE	Fountain, Benches
12	Quentin Avenue Tot Lot	399 JERSEY AVE	1.14	CITY PARK	CITY OF NEW BRUNSWICK	CITY PARK	Open Space, No Amenities
13	Archibald Park	23 VAN DYKE AVE	10.35	ARCHIBALD PARK	CITY OF NEW BRUNSWICK	PARK	1 Soccer Field, 2 Basketball Courts, 1 Baseball/Softball Field, 2 Tennis Courts, Bathroom Facilities
14	Joyce Kilmer Park	143 JOYCE KILMER AVE	3.87	J-K PARK / BLDG	CITY OF NEW BRUNSWICK	JOYCE KILMER PARK	1 Baseball field, 1 basketball court, playground
15	Boyd Park	575 STATE ROUTE 18 NB	0.00	BOYD PARK	CITY OF NEW BRUNSWICK	BOYD PARK	
16	Memorial Stadium	795 JOYCE KILMER AVE	0.00	BALLFIELD	CITY OF NEW BRUNSWICK		Track, Football Field, Bathroom Facilities, 5 Tennis Court, 2 baseball fields

NEW BRUNSWICK PARK AND OPEN SPACE EVALUATION TOOL

For evaluation of outdoor resources during non-winter months

GENERAL INFORMATION

Park Name (and ID) _____

Park Evaluator _____ Date and Time _____

Open Space Type (circle one)

Signature Park Neighborhood Park Pocket Park Plaza/Square Special Use Natural Area

Major Amenities (check all that apply)

- | | | | |
|--|--|---|--|
| <input type="checkbox"/> Natural Area | <input type="checkbox"/> Trail | <input type="checkbox"/> Dog Park | <input type="checkbox"/> Education/Nature Center |
| <input type="checkbox"/> Playground/Play Structure | <input type="checkbox"/> Golf Course | <input type="checkbox"/> Arboretum | <input type="checkbox"/> Community Garden |
| <input type="checkbox"/> Plaza/Square | <input type="checkbox"/> Pool | <input type="checkbox"/> Water Feature | <input type="checkbox"/> Athletic Field or Court |
| <input type="checkbox"/> Picnic Area/Pavilion | <input type="checkbox"/> Skate Park | <input type="checkbox"/> Historic Feature | <input type="checkbox"/> Performance Stage/Space |
| <input type="checkbox"/> Splash Pad/Park | <input type="checkbox"/> Open Lawn (usable for
lounging or casual sports) | <input type="checkbox"/> Horticultural/
Demonstration Garden | <input type="checkbox"/> Boat Launch |
| <input type="checkbox"/> Fitness Station | | | |
| <input type="checkbox"/> Community Center | <input type="checkbox"/> Dog Waste Bags | <input type="checkbox"/> Visitor Information Booth | <input type="checkbox"/> Cemetery |

TOTAL SCORE

Score	Weight <i>Adjustable</i>	Weighted Score	Category
_____ x	3	_____	Park Access
_____ x	2	_____	Park Features: Trails
_____ x	2	_____	Park Features: Active Amenities
_____ x	2	_____	Park Features: Other Recreational, Fitness, and Educational Uses
_____ x	1	_____	Supportive Facilities
_____ x	3	_____	Safety & Appearance Concerns
_____ x	3	_____	Aesthetics
		_____	TOTAL

SCORING INSTRUCTIONS

Instructions

All items should be scored on a 1 to 5 scale. 5 is the highest possible quality rating.

5 could mean abundant, well provided, very attractive, excellent condition, no concerns, true, etc.

1 could mean scarce, no provision, very unappealing, terrible, unusable, derelict, very concerning, absolutely not, etc.

In general, all criteria should be scored. *Section 2: Park Features* is an exception. Only score amenities that are present.

In other sections, if an asterisk precedes the criteria, see the note in the text for circumstances in which scoring is not required. It may be determined in the field that some criteria are not relevant to a particular site. Use "n/a" sparingly.

1. PARK ACCESS

Score	Criteria
-------	----------

Park Entrances

- | | |
|-------|--|
| _____ | Sufficient number of unlocked entrances for park size (or an open perimeter)
<i>Informal entrances may be an indicator of insufficient provision; choice of entrances is valuable</i> |
| _____ | Highly visible entrances to encourage use by passersby; easy to locate entrances (or an open perimeter) |
| _____ | Well designed park entrances
<i>Care and attention given to design of gates, plantings, and ground surface, as appropriate to the site</i> |
| _____ | Signage (as appropriate to park size and use): <i>Park name, hours and rules (including pet-related), maps for parks with extensive trails, multilingual for destination (signature/historic) parks and those located in neighborhoods with many non-English speakers.</i> |
| _____ | ADA-accessible entrances (n/a for dedicated hiking/biking areas or where topography prohibits)
<i>At least the primary entrance or a visible entrance near the primary entrance should be ADA-accessible</i> |

Safe and Convenient Access to Entrances

- | | |
|-------|--|
| _____ | Crosswalks, and crossing signals in higher traffic areas, at or close to park entrances (<i>n/a when park entrance is located along a very small, quiet street</i>) |
| _____ | Sidewalks along roads accessing park entrances |
| _____ | Location of park entrances connects to surrounding circulation patterns and activity areas
<i>Streets align with entrances, entrances are adjacent to schools or retail areas, etc.</i> |

Transportation Access

- | | |
|-------|---|
| _____ | Sufficient on-site/overflow parking for intended park uses/available park amenities |
| _____ | Sufficient bicycle parking in park or adjacent to park entrance (at least one bike rack; more as appropriate) |

Access to All Park Areas

- | | |
|-------|---|
| _____ | Pathways connect to destinations; signage indicates where destinations are when not obvious |
| _____ | Some trails are ADA-accessible (<i>n/a in dedicated hiking/biking areas</i>) |

- | | |
|----------------------|---|
| <input type="text"/> | Sum of scores |
| <input type="text"/> | Total number of scored items |
| <input type="text"/> | Average score (sum / total number) |

2. PARK FEATURES - Condition, Maintenance, Usability & Appearance

Trails *(Only score for features present within the park)*

Score	Criteria
_____	Paved trails or paths <i>Potholes/cracks, obstructions, benches, lighting, directional and distance markers, connects to activity areas, views, litter</i>
_____	Dirt trails <i>Erosion, obstructions, litter and debris, benches, directional and distance markers, views</i>
<input type="text"/>	Sum of scores
<input type="text"/>	Total number of scored items
<input type="text"/>	Average score (sum / total number)

Active Amenities *(Only score for features present within the park)*

Score	Criteria	Count
Sports Fields & Courts		
_____	Soccer/football/Ultimate/field hockey/lacrosse field <i>Turf wear, levelness, evidence of puddles, lighting, and yard markers/goals</i>	_____
_____	Baseball/softball diamond/field <i>Turf wear, levelness, evidence of puddles, lighting, and fences/backstops</i>	_____
_____	Tennis court <i>Cracks, weeds, low spots, lighting, equipment condition (nets)</i>	_____
_____	Basketball court <i>Cracks, weeds, low spots, lighting, equipment condition (hoops)</i>	_____
_____	Volleyball court <i>Cracks, weeds, low spots, lighting, equipment condition (nets)</i>	_____
Other Active Recreational Structures		
_____	Playground <i>Equip. Condition (broken/protruding parts, rust), soft ground (mulch, rubber, etc.)</i>	_____
_____	Fitness station <i>Equip. Condition (broken/protruding parts, potential for splinters, rust)</i>	_____
_____	Outdoor swimming pool <i>Pool and deck condition (cracks, deterioration), cleanliness, features</i>	_____
_____	Community gardens <i>Plot maintenance, litter and debris, attractiveness of structures, broken fences</i>	_____
_____	Skate park <i>Condition (cracks, deterioration), cleanliness, features</i>	
_____	Off-leash dog park <i>Complete fencing in good condition, turf wear, lighting</i>	
_____	Boat launch <i>Facility condition (broken/protruding parts)</i>	
_____	Splash pad/park <i>Water features, pavement condition (cracks, deterioration), cleanliness</i>	
<input type="text"/>	Sum of scores	
<input type="text"/>	Total number of scored items	
<input type="text"/>	Average score (sum / total number)	

Other Recreational and Educational Uses *(Only score for features present within the park)*

Score	Criteria
_____	Natural areas <i>Free from litter, debris, unobstructed if accessible, managed for ecosystem health</i>
_____	Amphitheaters/event spaces <i>Pavement and seating condition (cracks, deterioration), cleanliness, overall attractiveness</i>
_____	Picnic areas/pavilions <i>Pavement and furniture condition (broken/protruding parts, potential for splinters) and appearance of structure</i>
_____	Open lawns <i>Overgrown grass or dirt patches, overall attractiveness</i>
_____	Paved open spaces/plazas <i>Pavement condition (cracks, loose pavers, deterioration), lighting, overall attractiveness</i>
_____	Horticultural/demonstration gardens <i>Well tended, unobstructed if accessible, evidence of puddles, overall attractiveness</i>
_____	Education/interpretive center <i>Welcoming and maintained building</i>
<input type="text"/>	Sum of scores
<input type="text"/>	Total number of scored items
<input type="text"/>	Average score (sum / total number)

3. SUPPORTIVE FACILITIES

Score	Criteria
_____	Permanent restrooms, not portable toilets (n/a for very small sites) <i>Usable (not locked), sufficient provision for scale of the park, reasonably maintained (no severe maintenance issues)</i>
_____	Sufficient number of trash and recycling receptacles, no overflowing receptacles COUNT: _____
_____	Functioning drinking fountains
_____	Man-made shelters/natural shade (n/a for small sites)
_____	Benches
<input type="text"/>	Sum of scores
<input type="text"/>	Total number of scored items
<input type="text"/>	Average score (sum / total number)

4. SAFETY & SERIOUS MAINTENANCE CONCERNS

Score	Criteria
Park Context/Surrounding Environment	
_____	No adjacent derelict land or buildings
_____	No graffiti, vandalism, or broken windows adjacent to the park or visible from inside the park
_____	No evidence of alcohol/substance abuse in areas adjacent to the park
_____	No evidence of unauthorized camping or vagrancy in areas adjacent to the park

The following criteria all relate to conditions inside the park/on park property.

No Serious Maintenance Concerns

- No graffiti, vandalism, broken windows or furniture
- No derelict land or buildings
- No litter
- No animal waste
- Vegetation is maintained
No overgrown grass, weeds, bushes or dirt patches in green areas

Inappropriate Uses

- No evidence of alcohol/substance abuse
- No evidence of unauthorized camping or vagrancy in the park

Roads (*n/a if park contains no roads*)

- Traffic calming measures to ensure safety of pedestrians and cyclists where cars are permitted in parks
Narrow streets, speed bumps, planted circles, curbside bulbouts, and other obstructions to slow drivers

Park Design

Regarding the following: Characteristics such as visibility, openness, active use, and a quickly understandable pathway circulation system and park layout that make it easy to find one's way around create safer park conditions.

- Easily and quickly understandable path system and/or park layout
- Multiple and efficient (non-circuitous) ways to get through the park (*n/a for small sites*)
- Ability to see ahead for a generous distance on primary routes (context specific)
Lack of obstructions, wide paths or path "shoulders" which are mowed or have low vegetation
- Easy to find park entrances/exits from inside the park
- More than one entrance/exit
- Ability to see into and out of the park (unobstructed sightlines) from most areas and all primary destinations
(n/a in natural areas with extensive trail systems)
- Active areas near the park edge to create an inviting view from the street/make people more inclined to enter
- Clustering of activity areas to encourage greater informal surveillance
- Park functions as a shortcut through the neighborhood to encourage presence of people
(n/a in natural areas with extensive trail systems)
- No isolated areas within the park (*n/a in natural areas*)
- No trail dead ends that lead to deserted areas

Directional Signage in Parks with Extensive Trail Systems (*n/a for parks without extensive trail systems*)

- Clear directional signage, that also indicate the direction to exits, in parks with more extensive trail systems; maps at path intersections are desirable in parks with complex trail systems

Nighttime Safety (*n/a to all of the following if park access is prohibited after dark*)

- Lighting at entrance
- Lighting along park perimeter
- Lighting at nighttime activity areas (tennis courts, sports fields, plazas, performances spaces, sitting areas, etc.)
- Nighttime activity areas are clustered and near park perimeter
- Paths that lead to nighttime activity areas have pedestrian-scale lighting
Closely spaced, pedestrian-scaled lamp posts; NOT very tall, widely spaced, street-type light poles nor ground lighting not accompanied by overhead lights. These create areas of light and shadow and decrease safety.

- Sum of scores**
- Total number of scored items**
- Average score (sum / total number)**

5. AESTHETICS

Score	Criteria
<input type="text"/>	Diversity of uses/activities <i>(n/a if a single use facility, such as a playground or pool)</i>
<input type="text"/>	Variety of landscape types and environments <i>(n/a if a single use facility, such as a playground or pool)</i> <i>Hills, meadows, forests, water, open lawns, paved areas/plazas, manicured vs. naturalistic</i>
<input type="text"/>	Presence of vegetation: <i>High degree of "naturalness" of open spaces or an abundance (to the extent possible) of attractive plantings in a more urban or programmed facility</i>
<input type="text"/>	Variety of vegetation (degree of variety is appropriate to the space) <i>Different species, different forms/heights/shapes (trees vs. shrubs vs. herbaceous vegetation), different colors (flowers)</i>
<input type="text"/>	Abundant and well placed trees in park or along park edge if a pocket park
<input type="text"/>	Vegetation and trees are well cared for, tastefully pruned, not overgrown, alive
<input type="text"/>	Attractive park surroundings; presence of expansive views or views to neighborhoods from inside park
<input type="text"/>	Attractively designed park perimeter (as seen from inside and outside the park) <i>Attractive vegetation, wood fences instead of chainlink, unattractive cement walls, unappealing entrance landscaping</i>
<input type="text"/>	Variety and coordination of color in programmed environments <i>(n/a for natural areas)</i> <i>Play structures or fitness station equipment, skate parks, etc.</i>
<input type="text"/>	High quality materials <i>Wood rather than vinyl or aluminum building siding, etc.</i>
<input type="text"/>	Attractively designed and coordinated signage <i>Primary and secondary signs designed as a group of coordinated elements, high quality materials, good condition</i>
<input type="text"/>	Attractive and coordinated light fixtures and furnishings <i>Benches, lamp posts, trash receptacles, etc.</i>
<input type="text"/>	History and culture is celebrated and amplified by park design and features <i>(n/a if not relevant)</i>
<input type="text"/>	Sense of style <i>Unique landscape or amenity design treatments, fun or sophisticated look/feel, etc.</i>
<input type="text"/>	Pleasant sounds <i>As appropriate to the context, no roaring highways or industrial sounds</i>
<input type="text"/>	Effective mitigation of loud or unappealing surrounding noises from highways, industry, etc. <i>(n/a if located in a quiet neighborhood)</i>
<input type="text"/>	Effective mitigation of unappealing surrounding land uses, such as industrial facilities, derelict property, etc. <i>(n/a if no such adjacent uses)</i>
<input type="text"/>	Sum of scores
<input type="text"/>	Total number of scored items (do not count blank or n/a)
<input type="text"/>	Average score (sum / total number)

OBSERVATIONS (Optional)

Use this area for notes about a park deficiency that could be quickly and inexpensively rectified, safety hazards, unique characteristics about the park character or context that may have affected scoring, or any other potentially useful information.

VEGETATION_MAINTAINED	5.00	4.00	3.50	1.50	3.00	2.00	1.00	3.00	5.00	4.50	5.00	2.00	3.00	4.00	4.00	3.00
INNAPROPRIATE_USES																
NO_EVIDENCE_ALCOHOL_SUBSTANCE_ABUSE	5.00	4.00	4.00	4.00	5.00	5.00	5.00	5.00	5.00	3.50	5.00	4.00	4.00	1.00	3.00	5.00
NO_UNAUTHORIZED_CAMPING_VAGRANCY	5.00	4.00	5.00	4.00	5.00	5.00	5.00	5.00	5.00	4.50	5.00	1.00	4.00	5.00	5.00	5.00
ROADS																
TRAFFIC_CALMING_MEASURES	5.00		4.00							3.50					1.00	
PARK_DESIGN																
UNDERSTANDABLE_PATH_SYSTEM	5.00	5.00	5.00	5.00	2.00	3.00	1.00	5.00	4.50	3.50	5.00	5.00	4.00	4.00	5.00	3.00
MULTIPLE_EFFICIENT_WAYS_THROUGH_PARK	3.00				2.00	5.00				3.50			2.00	2.00	4.00	2.00
ABILITY_TO_SEE_AHEAD_GENEROUS_DISTANCES	2.00	5.00	5.00	5.00	3.50	4.00	5.00	5.00	5.00	4.00	5.00	5.00	3.50	5.00	4.00	3.00
EASY_FIND_PARK_ENTRANCES	3.00	5.00	5.00	5.00	2.00	3.00	2.00	5.00	5.00	3.00	5.00	5.00	3.50	3.00	3.50	3.00
MORE_THAN_ONE_ENTRANCE_EXIT	3.00	4.00	5.00	3.00	1.00	5.00	1.00	5.00	5.00	5.00	5.00	4.00	4.00	3.00	5.00	5.00
ABILITY_TO_SEE_IN_AND_OUT_OF_PARK	3.00	5.00	5.00	3.50	3.00	2.00	1.00	3.00	4.00	4.50	5.00	5.00	3.50	4.00	4.00	3.00
ACTIVE_AREAS_NEAR_PARK_EDGE	5.00	2.00	2.50	3.50	1.00	2.50	1.00	1.00	3.50	4.50		1.00	2.50	4.00	2.00	3.00
CLUSTERING_OF_ACTIVITY_AREAS	5.00	3.00	5.00	5.00	2.50	3.00	2.00	2.00	5.00	5.00	5.00	5.00	4.00	5.00	4.50	5.00
PARK_FUNCTIONS_AS_SHORTCUT	1.00	2.00	1.00	1.00	3.00	4.00	1.00	5.00	4.50	5.00	5.00	1.00	2.00	1.00	2.00	1.00
NO_ISOLATED_AREAS	3.00	5.00	5.00	3.00	3.00	3.00	5.00	5.00	5.00	3.00	5.00	5.00	2.00	2.00	2.50	2.00
NO_TRAIL_DEAD_ENDS	4.00	5.00	5.00	5.00	4.00	4.00	4.00	5.00	5.00	5.00	5.00	5.00	2.50	3.00	3.50	3.00
DIRECTIONAL_SIGNAGE																
CLEAR_SIGNAGE				1.00						3.00			1.00		1.00	
NIGHTTIME_SAFETY																
LIGHTING_AT_ENTRANCE	3.00	5.00			1.00	4.00	1.00	5.00	5.00		5.00				5.00	3.00
LIGHTING_ALONG_PERIMETER	2.00	5.00			1.00	3.00	1.00	2.00	5.00		5.00				4.50	1.00
LIGHTING_AT_NIGHTTIME_ACTIVITY_AREAS	5.00	4.00			1.00	3.00	1.00		5.00						5.00	5.00
NIGHTTIME_ACTIVITY_AREAS_CLUSTERED_PATHS	4.00	4.00			1.00	4.00	1.00		4.00						5.00	3.00
PATHS_TO_NIGHTTIME_ACTIVITY_HAVE_LIGHTING	2.00	3.50			1.00	3.00	1.00		5.00		5.00				5.00	1.00
SUM_SCORES_4	110.00	102.50	89.00	75.00	76.00	101.50	68.00	98.00	123.50	97.50	115.00	77.00	80.50	81.50	114.50	96.00
SCORED_ITEMS_4	28.00	26.00	22.00	22.00	27.00	27.00	26.00	23.00	26.00	24.00	23.00	21.00	23.00	22.00	29.00	27.00
AVERAGE_SCORE_4	3.93	3.94	4.05	3.41	2.81	3.76	2.62	4.26	4.75	4.06	5.00	3.67	3.50	3.70	3.95	3.56
5_ASTHETICS																
DIVERSITY_OF_ACTIVITIES	3.00	1.00		2.00	5.00	4.00	2.50	1.00	5.00	5.00			4.50	5.00	3.00	5.00
VARIETY_OF_LANDSCAPE	4.00	1.00		1.00	3.00	1.00	1.00	1.00	3.00	4.00			2.50	2.00	4.00	4.00
VEGETATION	4.00	1.00	2.00	2.00	4.00	2.00	3.00	4.00	4.00	4.50	5.00	1.00	2.00	3.00	5.00	2.00
VARIETY_VEGITATION	2.00	1.00	1.00	1.00	2.00	2.00	1.00	2.00	3.50	4.50	5.00	1.00	1.00	3.50	5.00	2.00
ABUNDANT_WELL_PLACED_TREES	5.00	3.00	3.00	1.00	1.00	1.00	2.00	3.00	4.00	4.00	5.00	1.00	2.00	3.50	4.00	1.00
VEGETATION_TREES_MAINTAINED	3.00	3.50	3.00	2.50	3.00	1.00	1.00	2.00	4.00	4.00	5.00	1.00	2.50	3.50	4.50	3.00
ATTRACTIVE_SURROUNDINGS_VIEWS	1.00	2.00	3.00	2.00	1.00	3.00	1.00	1.00	2.00	4.00	4.00	1.00	3.50	3.00	5.00	3.00
ATTRACTIVELY_DESIGNED_PERIMETER	1.00	2.50	2.00	1.00	1.00	1.50	1.00	2.50	4.00	4.50	5.00	1.00	2.00	2.50	4.50	1.00
VARIETY_COORDINATION_OF_COLOR_PROGRESSED	3.00	1.00	3.00	2.50	2.00	2.00	1.00		3.50	3.50	5.00	1.50	3.00	3.50	4.50	4.00
HIGH_QUALITY_MATERIALS	3.00	2.00	2.50	3.00	2.50	1.00	1.00		5.00	3.50	5.00	2.00	2.00	3.00	5.00	4.00
ATTRACTIVELY_DESIGNED_COORDINATED_SIGNAGE	2.00	1.00	2.00	1.00	1.00	1.00	2.00	1.00		3.00		1.00	2.00	2.00	4.00	1.00
ATTRACTIVE_COORDINATED_LIGHT_FIXTURES	3.00	4.00	2.00	1.00	1.00	2.00	1.00	3.00	5.00	3.00	4.00	1.00	2.00	2.00	4.00	1.00

HISTORY_CULTURE_CELEBRATED		5.00			1.00	1.00	1.00	2.50		4.00	5.00		1.00	2.00	4.00	3.00
SENSE_OF_STYLE	2.00	2.00	2.00	1.00	2.00	1.00	1.00	1.00	4.50	3.00	5.00	1.00	2.00	3.50	5.00	3.00
PLEASANT_SOUNDS	2.00	1.00	4.00	4.00	4.00	1.00	5.00	3.00	5.00	4.00	3.00	4.00	4.00	3.00	4.00	3.00
EFFECTIVE_MITIGATION_OF_NOISES	3.00	1.00			3.00	1.00		2.00		4.00	1.00		4.00	3.00	3.50	1.00
EFFECTIVE_MITIGATION_UNNAPEALING_SURF	3.00			3.00	2.00	4.00		3.00	3.50			2.00	3.00	3.00	4.50	2.00
SUM_SCORES_5	44.00	32.00	29.50	28.00	38.50	29.50	24.50	32.00	56.00	62.50	57.00	18.50	43.00	51.00	73.50	43.00
SCORED_ITEMS_5	16.00	16.00	12.00	15.00	17.00	17.00	15.00	15.00	14.00	16.00	13.00	13.00	17.00	17.00	17.00	17.00
AVERAGE_SCORE_5	2.75	2.00	2.46	1.87	2.26	1.74	1.63	2.13	4.00	3.91	4.38	1.42	2.53	3.00	4.32	2.53

OBSERVATIONS

2 out of 3 entrances are locked; overflow parking; shade pavillion could use more space to sit under; the structure is too dense; only 1 soccer field; seems like they need more than 1 soccer field; park up against train station so loud noises come in occasionally; no foot traffic entrances for locals to use, all connected to parking.

benches are only placed around perimeter sidewalk; memorial space hot/sunny with retaining walls missing blocks.

park is small; back fence is covered in graffiti, landscape fabric showing on playgorund, water fountain dismantled; benches around table are missing

park is half the size, does not include baseball diamond or third playground, tennis courts or basketball courts, they belong to the elementary school. No signage differentiating Murphy park and school amenities. Broken bird bath (or water fountain). No park hours signage for lights in the park, park adjacent to PSE&G power towers.

poor topography makes it hard for visitors/police to see into the park from the outside especially on the east side; community garden has a locked gate, no access point on east side where there is another park across the street; mixed permit and non-permit parking depending on what side of the park you're on.

no paths, tennis court has no fence or net; bad drainage all over the park; basketball court has a destroyed fence; baseball diamond is under water; 1 entrance that is hard to notice from Remsen Ave; fitness station has no signage, perimeter and stickers still left on equipment; hart to access by car, you wouldnt know this park existed unless you were looking for it; uility accross blocked by locked gate and fallen tree

possible planter boxes in what seems like a community garden is locked, fenced in, and planters are covered in tarps. Skate park is highly used, and needs more amenities. Can still see water facility plan in distance, but somewhat covered. Second half of land marked on GIS is NOT park of park - surrounded by barbed wire fence.

small monument based park made for sitting or for small periods of time; surrounding area is nicest part of George St.; No signage that this is a park! Monument helps people come into the park. Right in front of the Heldrich hotel so its style is very appealing.

hoop missing from basketball backboard; 2 water fountains 1 off one broken.

sidewalk suddenly ends at playground; drity boat loading dock; loud traffic sounds on east side near playground.

stadium for New Brunswick Middle School; lower baseball stadium is hard to get to from upper level of park; most park entrances are locked; no crosswalks except for one; no shade structres for general public; no trees lining railroad tracks - gets noisy and looks ugly; track/soccker/football all one field.

TOTAL_SCORE																
1_PARK_ACCESS	2.79	3.63	3.88	2.09	1.36	3.42	2.05	3.70	4.50	3.58	4.17	2.18	3.75	3.32	3.92	3.50
1_WEIGHT_X2	5.58	7.25	7.75	4.18	2.73	6.83	4.09	7.40	9.00	7.17	8.33	4.36	7.50	6.64	7.83	7.00
2A_PARK_FEATURES_TRAILS	5.00	5.00	3.50		2.00	4.00	1.00	5.00	5.00	4.50	5.00	1.00	4.00	4.00	3.75	3.00
2A_WEIGHT_X1	5.00	5.00	3.50		2.00	4.00	1.00	5.00	5.00	4.50	5.00	1.00	4.00	4.00	3.75	3.00
2B_PARK_FEATURES_ACTIVE AMENITIES	3.50		4.00	3.50	3.20	2.50	1.70		4.67	3.86		2.50	3.50	4.25	4.00	4.50
2B_WEIGHT_X3	10.50		12.00	10.50	9.60	7.50	5.10		14.00	11.57		7.50	10.50	12.75	12.00	13.50
2C_PARK_FEATURES_OTHER USES	4.00	3.25	2.83			3.00	3.00	3.00	5.00	4.13		2.00	3.67	3.83	4.50	2.50
2C_WEIGHT_X2	8.00	6.50	5.67			6.00	6.00	6.00	10.00	8.25		4.00	7.33	7.67	9.00	5.00

3_SUPPORTIVE_FACILITIES	3.80	3.50	3.00	3.50	2.75	3.00	1.75	2.00	4.38	3.20	5.00	1.00	3.00	3.50	4.00	4.10
3_WEIGHT_X2	7.60	7.00	6.00	7.00	5.50	6.00	3.50	4.00	8.75	6.40	10.00	2.00	6.00	7.00	8.00	8.20
4_SAFETY_APPEARANCE	3.93	3.94	4.05	3.41	2.81	3.76	2.62	4.26	4.75	4.06	5.00	3.67	3.50	3.70	3.95	3.56
4_WEIGHT_X3	11.79	11.83	12.14	10.23	8.44	11.28	7.85	12.78	14.25	12.19	15.00	11.00	10.50	11.11	11.84	10.67
5_AESTHETICS	2.75	2.00	2.46	1.87	2.26	1.74	1.63	2.13	4.00	3.91	4.38	1.42	2.53	3.00	4.32	2.53
5_WEIGHT_X1	2.75	2.00	2.46	1.87	2.26	1.74	1.63	2.13	4.00	3.91	4.38	1.42	2.53	3.00	4.32	2.53
TOTAL_SCORE_weighted	51.22	39.58	49.51	33.78	30.54	43.35	29.17	37.32	65.00	53.98	42.72	31.29	48.36	52.17	56.75	49.90
total_count_denominator	14	11	14	12	12	14	14	11	14	14	9	14	14	14	14	14
NORMALIZED_TOTAL_SCORE	3.66	3.60	3.54	2.81	2.54	3.10	2.08	3.39	4.64	3.86	4.75	2.23	3.45	3.73	4.05	3.56

Edits to Initial Scoring

Once all evaluations were completed, a Rutgers Landscape Architecture staff member cross-checked amenity lists and evaluation scoring on the original evaluation sheets to ensure that no obvious omissions were made and that conditions on the ground were generally consistent with the scoring.

Subsequently, The Superintendent of the Parks and Shade Tree Division reviewed the amenity counts and clarified questions the evaluators had that would affect scoring (park boundaries, ownership of amenities observed, etc.). Since the nature of the Rapid Assessment Tool provides a snapshot of park conditions at the specific point in time the evaluator visited the park, alterations were kept to a minimum to maintain the consistency of the initial scoring. While a few accidental amenity omissions and unclear park type designations were resolved, the most significant edits revolved around particular themes that should be considered in future evaluations, including:

Unclear park boundaries, particularly where parkland is shared (e.g. with a school). For example, at Murphy Park, a school employee informed the evaluator that amenities near the school belonged to the school and that the evaluator would be trespassing on school property if he inventoried them. Later conversation with the Parks Division revealed that the amenities belong to the park, so those specific amenities not originally included during the evaluation, were then scored on a subsequent site visit.

In addition, discrepancies in GPS data sometimes made park boundaries unclear, such as at Archibald Park, where the park-owned playground appeared to belong to the adjacent school, and at Boyd Park, where the northern areas fall outside of park boundaries even though the Parks Division maintains these areas.

Amenities in transition. Upon original evaluation, all baseball fields at Buccleuch Park were counted and scored as baseball fields, including one that appeared to be in poor condition. Inventory review with the Parks Division revealed that the baseball field that was perceived to be in poor condition was actually being converted to a soccer field, and that the inventory should, instead, reflect soccer facilities at Buccleuch. This reduced the count of baseball fields by one and improved the score (reflecting the excellent condition of those still used for baseball), while adding one soccer field with a lower score.

Inconsistency between evaluator scoring. Although the calibration session helped to generally ensure consistency between evaluators' scoring, review of the original evaluations revealed a discrepancy in the way water fountains were scored: one evaluator marked absence of water fountains as 1, to reflect that need was not being met, while the other scored absence of water fountains as "n/a." To stay consistent with other categories in which missing elements were scored n/a, scores were revised to "n/a" when fountains were absent and 1 when fountains did not function. Similarly, evaluators discussed categories that were open to a degree of interpretation to ensure consistency. For example, evaluators discussed what would constitute a visitor information booth (which, according to the TPL tool protocol, does not necessarily have to take the form of a kiosk) or an open lawn (i.e. how large a space constitutes open lawn).

Where edits to scoring required a second site visit following clarification (i.e. Murphy Park and Buccleuch Park), the evaluator waited to re-score the park amenities until after rainy days to remain consistent with the original scoring for these two parks, which was conducted in fine weather.

**New Brunswick Parks Action Plan
Appendix D**

New Brunswick Parks Action Plan Matrix

What and How	Likely Implementers	Timeline
[A] GOAL: Ensure all parks are places where all residents feel safe and welcome		
A.1 Improve safety and the perception of safety in parks → Establish casual, periodic authority presence in parks. → Install lighting for evening use at one or more parks. → Incorporate design principles into new parks that promote safe and increased public use. → Organize and support Friends of the Park volunteer groups.		Ongoing
A.2 Develop additional programming and events to encourage more people within the parks → Expand existing programming opportunities to meet new community interests. → Support the development or upgrade of the parks website to showcase existing programming opportunities. → Streamline park event permitting process and share those events times and dates. → Team up with “Friends Of” Park Groups to help populate gatherings and promote events.		Ongoing
[B] GOAL: Improve public awareness of the parks		
B. 1. Update the New Brunswick Parks webpage → Develop a more robust webpage that includes all of the park locations, list of amenities, parking locations, and attractive photos. → Ensure that all communication strategies are in English and Spanish. → In the future, create a bilingual phone app with an interactive amenity search, event scheduling, etc. → Share drinking fountain shut off/turn on dates on the website. → Update the park events calendar to reflect public-created events.		2018-2020; ongoing

What and How	Likely Implementers	Timeline
<p>B.2. Develop a strong, updated branding strategy with elements that unify the parks</p> <ul style="list-style-type: none"> → Create a strong brand including a logo, tagline, updated signage and banners that can help unify the park system, so that park users recognize when they are in a park owned and operated by The City of New Brunswick. → Brand and display park names at all of the parks. → Create wayfinding signs in larger parks to help users find amenities, where necessary. → Develop a system-wide park map and have a kiosk at all parks to help users see which other resources/parks/amenities are nearby (including offsite amenities such as parking, restaurants, bus stations, other nearby parks, etc.). → Develop a distinct identity for each park ,with an emphasis on celebrating or creating unique site features that include their cultural or historic significance. 		2018-2020
[C] GOAL: Improve public access for underserved populations		
<p>C.1 Using The Trust for Public Land Map analysis, provide more access to underserved residents</p> <ul style="list-style-type: none"> → Create all web and print collateral in English and Spanish. → Add park/trail space in the Raritan Gardens area. → Explore additional joint use agreements with schools and Rutgers to increase park access for residents. → Map out existing public transit opportunities to parks & provide transit schedule on park website. → Create a safe routes mapping analysis to existing parks from residential hubs, libraries, schools, and churches. → Assess potential for new trails and bicycle paths to connect existing parks, particularly along the Raritan River. 		Ongoing, update map every 5 years
[D] GOAL: Improve park maintenance		
<p>D.1 Foster better communication with park users, so they can be part of the solution of having cleaner parks</p> <ul style="list-style-type: none"> → Invest in more frequent maintenance of active amenities and supportive facilities. → Engage “Friends Of” Groups to have “park cleanup” days. → Engage schools/church groups to have “care for your park” days. 		2018; ongoing

What and How	Likely Implementers	Timeline
<ul style="list-style-type: none"> → Investigate feasibility of a parks hotline/app for reporting maintenance concerns (similar to 511 or 311). 		
<p>D.2 Conduct a system-wide park assessment to evaluate current condition of parks</p> <ul style="list-style-type: none"> → Using The Trust for Public Land Rapid Park System Assessment Tool, conduct a system-wide park assessment and compare scores with the baseline park assessment scores from 2017. 		Every 3 years
[E] Improve the overall park experience		
<p>E.1 Use public comments to help shape a more positive overall park experience</p> <ul style="list-style-type: none"> → Supplement existing parks with additional family gathering spaces such as picnic tables and seating, particularly in shade and near spaces where children can play. → “Activate” each park with arts, cultural or recreational programming with local nonprofits and community organizations. → Provide amenities for visitors with special needs (ADA accessible entrances and pathways). → Add additional restrooms and drinking fountains in more parks. → Add additional shade trees or shade canopy for user comfort. 		Ongoing
[F] GOAL: Support a wide range of passive and active recreation opportunities		
<p>F.1 Create a more inclusive recreation activities that support a diversity of interests and promote community health & wellness</p> <ul style="list-style-type: none"> → Incorporate more desired amenities and activities; such as water features/splash pads. → Facilitate desired active recreation; such as organized soccer games. → Facilitate more stimulating passive uses of parks; such as chess games, dominoes, wildlife viewings, music concerts, etc. → Add additional community gardens to the park system. → Integrate arts into the parks to infuse character and social interactions in the parks. → Partner with schools and community organizations to create and help maintain park features or temporary art features. 		Ongoing, update annually

What and How	Likely Implementers	Timeline
<ul style="list-style-type: none"> → Seek neighborhood input on designs and amenities before commencing significant capital projects. 		
<p>[G] GOAL: Secure sustainable resources for park needs</p>		
<p>G.1 Improve park financial & environmental sustainability</p> <ul style="list-style-type: none"> → Train maintenance ground crews to more tree-sensitive approaches to lawn care to preserve the city's shade tree assets. → Incorporate additional sustainable management practices; such as stormwater best practices. → Develop a master plan for each park (where necessary) to help guide future park investments. → Explore joint use agreements with school districts. → Investigate additional community, non-profit and philanthropic partnerships for park enhancements to offset cost of implementation. 		<p>2018-2020; Ongoing</p>