



# CITY OF VISALIA

## PARKS & RECREATION DEPARTMENT

Anthony Community Center  
345 N. Jacob St.  
Visalia, CA 93291

(559)713-4365  
recreation@visalia.city  
www.liveandplayvisalia.com

---

## Neighborhood Park Public Meeting Process Community Input

- 1. Sign-In and Identification:** Community members who would like to provide input on park amenities need to follow the following items:
  - a. Bring a valid form of identification to verify Visalia residency and age.
    - i. Must be at a Visalia resident and at least 16 years of age.
  - b. Sign in upon arrival to receive voting materials.
- 2. Voting Process:**
  - a. Eligible community members will receive six dots: three blue and three red.
    - i. Blue dots indicate top three preferred amenities (primary choices).
    - ii. Red dots indicate next three preferred amenities (secondary choices).
  - b. Votes can be made for six separate amenities in total and cannot put multiply dots on the same amenity.
- 3. Amenity Descriptions:**
  - a. Visual aids of each proposed park amenity will be provided during the meeting.
  - b. Attendees can ask questions or request further information about any amenity to make an informed decision.
- 4. Multiple Meetings:**
  - a. Community members are welcome to attend all three public meetings, please note that each community member will only be able to vote once.
- 5. Questions and Assistance:**
  - a. City staff members will be present to provide assistance or answer questions during the meeting.
- 6. Community Input:**

Based on the valuable input received at the three community input meetings, the design team will develop three conceptual designs. The design team will also consider other factors including park size, space, amenity fit within the parameters of the park and the neighborhood, functionality, initial cost compared to available budget, cost and complexity of on-going maintenance, etc. As always, the final decision will rest with the City Council, who will evaluate all aspects before making their determination.