

City of Huntington Beach

2000 Main Street, Huntington Beach, CA 92648

Legislation Details (With Text)

File #: 19-036 **Version**: 1

Type: Consent Calendar Status: Agenda Ready

File created: 1/7/2019 In control: Public Works Commission.old

On agenda: 1/16/2019 Final action:

Title: Murdy Park Reconfiguration, CC - 1587

Attachments: 1. Murdy Park Reconfiguration Location Map.pdf

Date Ver. Action By Action Result

PUBLIC WORKS COMMISSION REQUEST FOR ACTION

SUBMITTED TO: Chairman and Members of the Commission

SUBMITTED BY: Travis K. Hopkins, PE, Director of Public Works

Subject:

Murdy Park Reconfiguration, CC - 1587

Statement of Issue:

Plans and Specifications for the Murdy Park Reconfiguration, CC-1587, are in final preparation. Staff requests approval that the Murdy Park Reconfiguration, CC-1587, is in general conformance with the previously approved CIP.

Funding Source:

Funds in the amount of \$1,900,000 are available in the Park Development Impact Fund.

Impact on Future Maintenance Costs: No additional costs are anticipated.

Recommended Action:

Motion to approve that the Murdy Park Reconfiguration, CC-1587, is in general conformance with the previously approved Capital Improvement Program.

Alternative Action(s):

Deny approval and recommend an alternative action

Analysis:

As part of the approved Murdy Park Master Plan, the front turf area will be reconfigured to a new, 120' x 240' multi-use youth sports field, including ball containment fencing, benches, and sports field and pedestrian lighting. The existing skate park and basketball courts will be preserved. An

File #: 19-036, Version: 1

additional park amenity, bocce ball, has also been approved by the Community Services Commission and City Council. The use of the existing picnic shelter area has continued to decrease, due to vandalism and other undesirable activity and will be removed and replaced with bocce ball courts. Placing bocce ball courts in the area will promote a more positive use of the area and create a safer, family-use environment.

Attachment(s):

1. Vicinity Map