



EXECUTIVE SUMMARY

The master plan for Denver Parks and Recreation system, the DPR Game Plan, contains two final documents: an Executive Summary poster in English and Spanish and this Final Report (available also at www.denvergov.org or on cd). The Final Report is divided into 10 chapters.





Chapter 1

The *Game Plan* and Its Vision for “City in a Park.” This chapter briefly describes the *Game Plan*, the master plan for Denver’s parks and recreation future. Created through a two-year public process, the *Game Plan* outlines new directions for our parks and recreation system, based on values and priorities identified by Denver’s residents. It explains how the *Game Plan* is a 50-year vision and strategic framework plan for transforming Denver into a City in a Park.

Chapter 2

Context for the City in a Park Plan. Denver’s park design legacy continues to evolve. Denver’s neighborhoods and demographics also have changed considerably over the past 20 years. Patterns of leisure, too, are evolving. As a result, Denver’s parks and recreation programs must balance new uses, new users, and new demands while extending and protecting resources. This chapter discusses trends and conditions that set the context for the plan.

Chapters 3-5

The City in the Park Physical Plan. The proposed physical plan to create a City in a

Park is organized into three sections, according to a scale that moves from home and neighborhood to Denver’s park and open space role in the region. Each section is covered in a chapter:

- ◀ Chapter 3: Green Neighborhoods and Beyond
- ◀ Chapter 4: The Connected City
- ◀ Chapter 5: From Mountains to Plains

Each chapter maps out the design ideas, planning and process principles, supporting analyses, measurable indicators, standards or benchmarks, and cost estimates. As a master plan, the *Game Plan* makes few specific recommendations for individual parks. Rather, it provides an overall assessment of the park system and a framework for making decisions that is about allocating and expanding resources, based upon analysis, data, values, and economic strategy.

Chapters 6-9

The City in a Park Policy and Action Strategies. Specific policies and strategies are proposed to move Denver Parks and Recreation (DPR) and the City toward implementing the values at the heart of the *Game Plan*. These policies and strategies are based on the four values underlying the plan. Each chapter provides

Washington Park ▲





background information, goals, and strategies to accomplish the goals.

- ◀ Chapter 6: Sustainability: Caring for Natural and Designed Resources
- ◀ Chapter 7: Equity: Distribution of Resources
- ◀ Chapter 8: Engagement: Partnering with the Public
- ◀ Chapter 9: Sound Economics: Financing Maintenance and Expansion

- ◀ Appendix B: Comprehensive Plan 2000 Objectives Supported by the Game Plan
- ◀ Appendix C: Priority Denver Public School Learning Landscapes/Community Spaces
- ◀ Appendix D: Green Streets at Full Scale
- ◀ Appendix E: Drought Plan
- ◀ Appendix F: References



▶ Native bladder pod

Chapter 10

Although each chapter includes specific goals and strategies, Chapter 10 summarizes the first steps towards realizing the *Game Plan*. As a framework plan that sets direction, the *Game Plan* should be flexible and not micromanage staff work plans. Rather than outlining five or ten year action steps, the *Game Plan* directs the City staff and community advisory boards to continue working with the public and to craft annual and longer-term budgets and work plans that support the plan goals.

Appendix

The Appendices include specific information that supports the plan:

- ◀ Appendix A: Glossary of Terms