

Game Plan Task Force Meeting #3

1.26.17

Meeting Summary

On January 26, 2017, the third meeting of the Game Plan Task force convened in Grant Family Education Center in the Four Mile Historic Park. The purpose of the third Task Force meeting was to engage Task Force members in drafting the Game Plan guiding principles and to review innovative trends in parks and recreation. The agenda for the meeting is included at the end of this summary and the meeting presentation is also posted online at

<https://www.denvergov.org/content/denvergov/en/denverright/parks-recreation.html>

Presentation

Kate Took, Gina Ford and Brie Henshold provided an overview of the draft guiding principles as a framework for Game Plan. These guiding principles set the stage and provide framework for the future Game Plan goals and objectives. The second part of the presentation focused on what other cities are achieving related to the outlined guiding principles.

Facilitated Guiding Principles Breakout Session

After the presentation by Sasaki, Task Force members were divided into three groups of around 10 participants each. They participated in a facilitated exercise whereby the brainstormed, shared and discussed major themes around the identified Guiding Principles. The Task Force members provided input around the guiding principles and discussed future goals related to each.

TASK FORCE MEETING #3 AGENDA

Date: 01/26/17

Time: 7:30 am – 9:30 am **Location:** Four Mile Park, Grant Hall

Item	Topic	Presenter/Facilitator	Duration
1.	<p>Welcome, Task Force “Do Now”</p> <p>Think about the best park, public space or recreation center you’ve been to. What works well about that space? What is unique or world class? What are the challenges? <i>You’ll be asked to share your responses later in the meeting.</i></p>	Florence Navarro, Co-Chair Darrell B. Watson, Co-Chair	10
2.	<p>Draft Game Plan Guiding Principles</p> <p>Using the Denverright Vision Elements as a spring board and building off 2003 Game Plan core values, existing departmental visioning work and the existing conditions report, Sasaki will present draft guiding principles for the 2017 Game Plan.</p> <p>Task Force co-chairs will facilitate a brief discussion of feedback.</p>	Sasaki Florence Navarro, Co-Chair Darrell B. Watson, Co-Chair	20
3.	<p>Inspirational Trends and Innovations</p> <p>What can Denver learn from other world-class systems? The presentation will focus on key ideas and pose questions to consider for the future of Denver’s Park and Recreation System.</p>	Sasaki	10
4.	<p>Small Group Activity: Aspirations to Incorporate into Game Plan</p> <ul style="list-style-type: none"> • 3 breakout groups • Brainstorm ideas for draft goals using the guiding principles as a framework • Report out 	Florence Navarro, Co-Chair Darrell B. Watson, Co-Chair Gordon Robertson, Director, DPR Planning, Design and Construction	60
5.	<p>Questions for Denverright Plans</p> <p>Based on today’s discussion, what questions would you like to pose for Blueprint Denver, DM:Transit and/or DM: Peds and Trails? Opportunity to discuss high-level cross-over issues such as tree canopy, provision of open space, transit to mountain parks, etc.</p>	Florence Navarro, Co-Chair Darrell B. Watson, Co-Chair Gordon Robertson, Director, DPR Planning, Design and Construction	10
6.	<p>Opportunity for Questions and Comments from attending public</p>	Florence Navarro, Co-Chair Darrell B. Watson, Co-Chair	Up to 5 minutes

