## CITY COUNCIL COMMUNICATION:

03-250

**AGENDA:** 

JUNE 9, 2003

SUBJECT:

TRAIL REGULATIONS AT GRAY'S LAKE PARK

TYPE:

RESOLUTION ORDINANCE

RECEIVE/FILE

SUBMITTED BY:

DONALD M. TRIPP PARK AND RECREATION DIRECTOR ITEM

## OFFICE OF THE CITY MANAGER CITY OF DES MOINES, IOWA

SYNOPSIS —

Approval to maintain current park rules and ordinances related to trail use at Gray's Lake Park.

FISCAL IMPACT —

None.

**RECOMMENDATION** —

Approval.

**BACKGROUND** —

On September 9, 2002, the City Council requested the Park and Recreation Department study the issue of bicycle use at Gray's Lake Park. The concerns expressed during the City Council meeting dealt with bicycle traffic being in conflict with walkers and runners.

Over the past fall and winter, staff has addressed this request with the Gray's Lake Program and Trails Committees. In addition, an Ad-Hoc Committee of the Park and Recreation Board met on November 21, 2002, to discuss this issue. The recommendations from all three groups and the Park and Recreation Board are as follows:

- No change to current park rules or City ordinances related to park or trail use.
- Provide temporary additional etiquette signage along the trail and work to educate trail users.
- Develop a trail ambassador volunteer program.
- Increase staff supervision level on trail and within the park.

The groups identified above all agree that the trail at Gray's Lake needs to be accessible to all user groups and that the problems, concerns, and conflicts occurring will correct themselves. Suggestions to require single direction use of the trail takes away from the ambience of viewing other users, meeting new people and friends. Additionally, numerous people using the trail do not or cannot complete the entire loop.

Committee members have expressed that the diversity of the trail and park users is what makes Gray's Lake Park such a wonderful place to visit and use. Limiting user groups or regulating how the park is used would be detrimental to the vitality that currently exists.