

City of Boise Resolution Policy

Parks & Recreation 150 N Capitol Blvd Boise, ID 83702 (208) 972-8531

TO: Mayor and Council

FROM: Doug Holloway, Parks & Recreation

NUMBER: RES-190-21

DATE: April 19, 2021

SUBJECT: Boise City Department of Parks and Recreation "Park and Facility Naming"

Policy

BACKGROUND:

The Park and Facility Naming Policy was last updated July 2015 (RES-358-15). Since that time, the Boise Parks and Recreation Department felt the need to revisit the policy to make sure it is clear and concise regarding the available naming opportunities.

The policy now explains that it governs the initial naming of parks, trails, natural areas, and public recreational facilities. It also explains the initial naming of an asset is intended to be permanent and should have significant emphasis on city history or influence. It also explains the renaming of an asset is considered an extraordinary act and could only be initiated by the city.

Other changes to the Park and Facility Naming Policy are mostly changes to verbiage, language, and city code reference.

FINANCIAL IMPACT:

None

ATTACHMENTS:

• Boise City Department of Parks and Recreation "Park and Facility Naming" Policy (PDF)

Resolution NO. RES-190-21

BY THE COUNCIL

BAGEANT, CLEGG , HALLYBURTON, SANCHEZ, THOMSON AND WOODINGS

A RESOLUTION APPROVING AND ESTABLISHING A PARK AND FACILITY NAMING POLICY FOR THE DEPARTMENT OF PARKS AND RECREATION; AND PROVIDING AN EFFECTIVE DATE.

BE IT RESOLVED BY THE MAYOR AND COUNCIL OF THE CITY OF BOISE CITY, IDAHO:

- **Section 1.** That the Park and Facility Naming Policy, a copy of which is attached hereto and incorporated herein by reference, for the City's Department of Parks and Recreation, shall be, and is hereby, approved as to both form and content.
- **Section 2.** That the Park and Facility Naming Policy shall be, and is hereby, formally established as an official policy of the Boise City Department of Parks and Recreation.
- **Section 3.** That Parks and Recreation Department staff be, and hereby is, authorized and directed to all things reasonably necessary to implement and adhere to the Park and Facility Naming Policy.
- **Section 4.** That this Resolution shall be in full force and effect immediately upon its adoption and approval.

ADOPTED by the Council of Boise City, Idaho, on May 11, 2021.

APPROVED by the Mayor of the Boise City, Idaho, on May 11, 2021.

APPROVED: ATTEST:

Lauren McLean, Mayor

Lynda Lowry, Ex-Officio City Clerk

PARK AND FACILITY NAMING POLICY

Boise City Department of Parks and Recreation

- **I. Background.** This policy governs the initial naming of parks, trails, natural areas, and public recreational facilities. The act of naming a park, trail, natural area, or public recreational facility (each being a City-owned "Asset") is significant and meaningful. A name invokes powerful emotions, creates impressions, and evokes memories of history and events. The initial naming of an asset is intended to be a permanent act and must be approached in a thoughtful manner. The renaming of an asset is an extraordinary act and may only be initiated by the City. The name given to an Asset should:
 - A. Honor the history of the land and of the area,
 - B. Reflect the present character of the land,
 - C. Respect the use of the land and our relationship to the land; and
 - D. Maintain this honor, reflection, and respect into the future.
- **II. Purpose.** This Park and Facility Naming Policy establishes a systematic and consistent approach to use in reviewing and considering initial names for major Assets.
- **III. Authority.** The Boise Parks and Recreation Commission is authorized, by Boise City Code Section 2-03-05, to propose and recommend rules and regulations for the control, regulation, and use of all public park grounds, park and recreation facilities, open space, zoos, and cemeteries in the City.

IV. Guiding Principles.

- A. Naming Assets will best serve the interests of the City and will provide a worthy and enduring legacy for the City's parks and recreation Assets.
- B. Boise Parks and Recreation strives to name Assets to best reflect the significance of a feature and the community it serves, while also providing a worthy and enduring legacy for the Boise City parks and recreation system.
- C. The name given to an Asset must be appropriate to the location and must remain relevant as the community grows and changes.
- D. Proposed names for Trails or Trailhead locations within City-owned open space reserves should be descriptive of the character of the country through which the trail passes. New trails generally will be named for one of the following:
 - 1. A significant point of interest in the vicinity of the trail (i.e., "Chuckar Butte Trail"),
 - 2. Local geographical designations in the vicinity of the trail (i.e., "Cottonwood Creek Trail"),
 - 3. Local flora or fauna found in the vicinity of the trail (i.e., "Bucktail Trail" or "Bitterbrush Trail"); or

- 4. A point of historical significance located near the trail (i.e., "Table Rock Quarry Trail").
- 5. A trail or trailhead may be named after a person (or for people) per section 'V. (Policy) C.' of this policy.

V. Policy.

- A. All naming suggestions for Assets shall be reviewed by the Parks and Recreation Commission.
- B. General Standards. In reviewing proposed names, the Commission shall consider whether the proposed name has any or all of the following:
 - 1. Is appropriate for the Asset being named,
 - 2. Honors the location and history of the Asset,
 - 2. Will retain its historical, cultural, or social significance for future generations,
 - 3. Commemorates places, people, or events of importance to the City, the region, the state, or the nation, with a significant and undeniable tie to Boise, its history or influence.
 - 4. May have broad public support; and
 - 5. The understanding that the naming or renaming of an Asset is an extraordinary act and may require Boise City Council approval.
- C. Specific Criteria. The Parks and Recreation Commission shall use the following criteria in reviewing a suggested name for an Asset, depending on the category of name suggested and the type of Asset for which the name is being considered:
 - 1. <u>Naming an Asset for a Person (or for People)</u>. Naming for individuals is limited to those people whose significance and exemplary reputation have been accepted in the history of the City, the state, or the nation, with significant emphasis on City history or influence.
 - 2. <u>Naming an Asset for an Historic Event, Person (or People), or Place</u>. When an Asset is associated with or located near events, people, or places of historic, cultural or social significance, consideration will be given to naming that park and/or facility after such events, people, and places. In considering such proposals, the relationship of the event, person, or place to the Asset must be established through research and documentation.
 - 3. <u>Naming an Asset that Qualifies as a Major Donation</u>. Significant donations may be made to the City, adding considerable value to the City's park and recreation system. The City will consider recognizing significant donations by naming a related new Asset in honor of, or at the request of, the donor(s). The threshold for considering the naming of a related new Asset in honor of, or at the request of, the donor(s) shall be one (1) or more of the following:

- a. Fee simple ownership of a minimum of thirty percent (30%) of the land required or used for the Asset is donated to the City.
- b. A minimum of sixty percent (60%) of the costs of designing, developing, and constructing the Asset is donated or contributed to the City.
- c. An endowment, for a minimum term of twenty (20) years, for the continued maintenance or programming of the Asset, is dedicated to the City.
- d. Boise City Mayor and Council may recommend and approve the recognition of an Asset that may or may not meet the above donation criteria.
- 4. <u>Naming a Capital Project</u>. When a partner organization of the Parks and Recreation Department raises funds for a capital project that will be built within the parks and recreation system, the partner organization may present an integrated naming plan that includes Assets to be named, proposed naming standards, and proposed donation tiers. Approval by the Parks and Recreation Commission shall be a prerequisite to any such integrated naming plan.

VI. Procedure. For all Asset naming requests, the following procedure shall be followed:

- A. All naming requests that clearly meet the criteria as outlined in Section V shall be made in writing to the Director of the Department of Parks and Recreation.
- B. All naming requests shall include, at a minimum:
 - 1. The proposed name,
 - 2. Reasons in support of the proposed name,
 - 3. Documentary proof of any broad community support for the proposed name,
 - 4. A description of the Parks and Recreation Asset for which the name is proposed,
 - 5. A detailed map, aerial depiction, or land survey showing the location and site or boundaries of the Asset for which a name is being proposed,
 - 6. Any additional documents, information, or other supporting items requested by staff or by the Parks and Recreation Commission.
- C. If proposing to name an Asset for a person or for people, documentary proof must be included that demonstrates the namesake's exemplary reputation or significant role in the history of the City, the state, or the nation, with significant emphasis on City history or influence.
- D. Upon receipt of a naming request, the relevant neighborhood association(s) shall be advised of the request and invited to comment.
- E. Each naming proposal will be considered by Parks and Recreation Commission.
- F. The Parks and Recreation Commission will review the proposed name(s), take public comment, and make a recommendation to the Mayor and City Council.
- G. In all cases, the Boise City Council retains authority to:

- 1. Accept or decline ownership of the proposed Asset,
- 2. Reject the proposed name for the Asset,
- 3. Waive any standard or requirement contained in this policy; and
- 4. Mayor and Boise City Council reserve the right to adopt a name for any given City asset.