

RESOLUTION 1351

A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF GIG HARBOR, WASHINGTON, ADOPTING THE MASTER PLAN FOR CRESCENT CREEK PARK

WHEREAS, Crescent Creek Park is the City of Gig Harbor's oldest public park, holding significant historical and community value for residents and visitors; and

WHEREAS, the parkland that makes up Crescent Creek Park was acquired by the City in multiple phases and different time periods, resulting in a park configuration that is not unified or planned; and

WHEREAS, Crescent Creek Park is characterized by three distinct levels or tiers, separated by changes in elevation and infrastructure, which lack clear, safe and accessible connections between them; and

WHEREAS, limited connectivity and access between the park's upper, middle and lower tiers reduces accessibility for people, especially people with disabilities and constrains the parks full potential and resulting in lack of ADA access; and

WHEREAS, Crescent Creek Park contains valuable natural features, including Crescent Creek, which contains several salmon species, its associated estuary, and riparian areas that contribute to ecological health and require thoughtful stewardship and long-term protection; and

WHEREAS, the absence of a plan has limited the City's ability to coordinate improvements, prioritize investments and guide future development in a manner consistent with community priorities; and

WHEREAS, the 2022 Parks, Recreation and Open Space (PROS) Plan stated that the master plan for this park was a priority and in the 2023-2024 budget, council allocated funds to conduct a master planning process for Crescent Creek Park; and

WHEREAS, on November 7, 2022 the city council approved a professional services contract with HBB Landscape Architects to conduct a master planning process, and approved a contract amendment on October 28, 2024; and

WHEREAS, a community advisory committee was formed which represented park neighbors, park users, and agencies with interests in the park and held five meetings about the park on March 21, 2023, January 30, 2025, March 3, 2025, July 23, 2025 and November 3, 2025 which helped develop the draft plan options and uses in the park; and

WHEREAS, the Parks Commission was briefed on the project at their regular meetings and recommended demolition of the vacant building at their September 3,

2025 meeting and adoption of the preferred plan at their November 5, 2025 meeting;
and

WHEREAS, public open houses were held on April 13, 2023, April 9, 2025 and September 18, 2025 where public comment was taken, the online survey was shared, and attendees were given the opportunity to view draft plans and share their opinions;
and

WHEREAS, the vacant building at Crescent Creek Park has been a visible feature of the community for an extended period of time and identified by some individuals as having potential historical or community value, while other residents and interested parties do not consider it to be a historic structure and would prefer for it to be demolished; and

WHEREAS, the long-term maintenance, safety and financial implications associated with the building warrant careful consideration and it is in the public interest to evaluate all reasonable options considering the building's future use, modification or removal; and

WHEREAS, the City will, as part of a separate, future process, hire a consultant to conduct a historic review of the building and will report the review's findings to Council for consideration; and

WHEREAS the adoption of a master plan for Crescent Creek Park will provide a clear framework for phased improvements, recreational enhancements, environmental stewardship, and equitable access while honoring the park's historic significance.

NOW, THEREFORE, BE IT RESOLVED by the City Council of the City of Gig Harbor:

Section 1. The City Council hereby approves the Crescent Creek Park master plan as a framework for future park development as shown in Attachment A. A decision will be made about the future of the vacant building at the park upon further study and review. Adoption of the master plan does not commit the city to funding, design or permitting within a specific timeframe.

ADOPTED by the City Council of the City of Gig Harbor at a regular meeting thereof, held this 26th day of January, 2026.



Mary Barber
Mayor

Attest:



for Joshua Stecker, CMC
City Clerk

Final Master Plan

Additional Considerations:

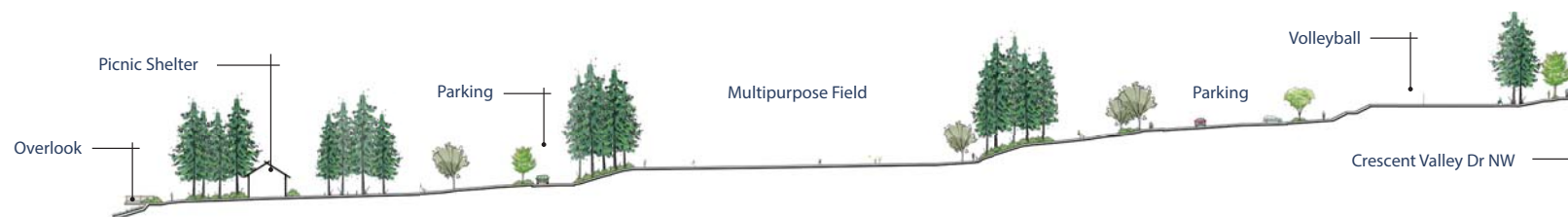
- Minimize disturbance to the existing native garden to the extent feasible.
- Additional right-of-way improvements and potential traffic calming to be determined in final design.
- New vegetation to be designed to support wildlife habitat.

Options:

Large Picnic Shelter
(footprint of original building)



Adaptive Reuse of Lodge
(for small community events)



SITE SECTION

Preliminary Phasing & Construction Budget

PHASE 1: Upper Terrace

Phase 1A includes new parking, 2 new volleyball courts, and required right-of-way improvements. Phase 1B connects the upper terrace to the middle and lower terraces with an accessible trail. Phase 1C includes the remaining parking and two options for the area around the existing vacant building (previously the Masonic Lodge). The options include a new large rentable picnic shelter in the same footprint as the Masonic Lodge with historic interpretive features and a new restroom, or adaptive reuse of the building for small community events (with additional parking if needed). Additional studies and other investigative work will be needed prior to any adaptive reuse of the structure. As such, Phase 1C could be moved to a later phase, if needed, to allow time for community fundraising efforts and the additional studies needed.

PHASE 2: Lower Terrace

Phase 2 includes an expand and universally designed play areas, nature trails, picnic shelter, gathering areas, and accessible paths to existing park amenities.

PHASE 3: Middle Terrace

Phase 3 includes a renovated multipurpose field, expanded stairs to the lower terrace, nature trail connection to the upper terrace, gathering areas, and remaining required right-of-way improvements.

