

PRC Meeting

May 7, 2026

Presentations

Item #2

Senior Services

Subcommittee Update

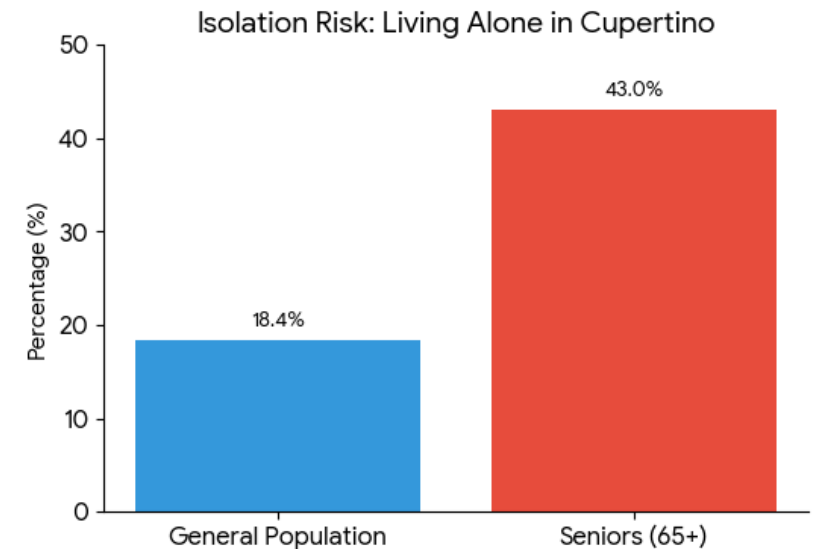
Improving Cupertino Senior Citizens' Quality of Life: Intergenerational Interactions

Seema Swamy, *Ph.D.* &
Gopal Kumarappan



The Cupertino Senior Landscape

- **Rapid Growth:** Older adults are the **fastest-growing age group** in Cupertino, projected to reach **20% of the total population** by late 2025.
- **Living Alone:** Approximately **43% of Cupertino seniors live alone**, which is more than double the rate of the general population.
- **Digital Literacy Gap:** While many have smartphones, seniors' tech adoption **lags significantly** behind younger generations, leaving them at risk of being "left behind" as services move online. More vulnerable to online scams and fraud.



Seniors Issues

- **Ethnicity & Language:** About **49% are foreign-born**, and **27% of those aged 65+** report speaking English "less than very well," which can compound feelings of social isolation.
- **The Language Barrier:** "In a diverse city like ours, nearly 30% of these seniors report a language barrier. When you combine living alone with a struggle to communicate in English, the isolation becomes a wall."
- **Mobility Issues** due to age is also prevalent.



How to address this issue?

- **OPPORTUNITY: Connect youth with the senior residents.**
 - We have a substantial High School Student Population (**9,700 students** in FUHSD) about **16%** of Cupertino residents.
 - High School Students need voluntary hours for their college applications.
 - Volunteer hours are hard to come by in an area with a surfeit of students vying for these limited opportunities.
 - By bringing together the need for student volunteer hours and the needs of senior residents in Cupertino, we can create a **mutually beneficial situation**.
 - There are a number of additional benefits that accrue as well (elaborated in later slides)



Why should Students join?

- **Make a meaningful difference.**
- **Volunteer Hours:** This is a critical issue for students for college applications.
- **Direct Impact:** Help reduce loneliness and tech-anxiety for their senior neighbors.
- **Skill Building:** Develop leadership, patience, and communication skills. Expand social skills.
- **Flexible Hours:** Programs fit around their school schedule (afternoons and weekends).



Cupertino Intergenerational Bridge

- **Goal:** Replace "service hours" with **genuine connections / friendships.**
- For students, it is not a basic volunteer project.
 - Data shows a clear, urgent need for a 'social safety net.'
 - Our local students are the perfect group to provide that connection, bridging both the digital divide and the social one."
- **Win-Win:** Students Supporting Cupertino Seniors
 - Building a Connected and Supportive Community
 - Our local students are the perfect group to provide that connection, bridging both the digital divide and the social one.
 - This isn't just a 'nice to have' project. This data shows a clear, urgent need for a 'social safety net



Intergenerational Bonding Activities

- **Key Activities**

- Walking
- Grocery | Pick up Medication | Library – drop off and pick up
- Playing together | Gardening | Other joint activities
- Digital literacy
- Companionship – Both generations bond and learn from each other



Mobility Issues

- **Goal:** Reduce stress for seniors with limited mobility.
- Some seniors may be mobility challenged.
- Students can help take the seniors for a walk around the neighborhood or drive them to a nearby park and sit/walk with them.



Practical Assistance: Youth Errands

- **Goal:** Ensure Seniors' immediate critical and other needs are addressed.
- Create a program where seniors' needs of grocery shopping, pharmacy pickups, library drop off/pickups can be supported by students
 - Student volunteers and seniors can communicate 1:1
 - Seniors provide lists and Payments
 - Students provide availability
 - Match and Fulfill



Student “Tech Tutors”

- **Digital and AI Challenges:** This is the most common issue among seniors.
 - Educate them on technology including use of AI to help them, safeguard them from online scams.
- Students can spend 1:1 time either face to face or through Facetime or video calls.
 - iPad/Smartphone training, FaceTime/Zoom setups, and Online Safety workshops
- They can help them navigate the digital world to help them connect better and more meaningfully with the outside world.



Implementation & Safety

- **Partners:** Cupertino Senior Center, FUHSD Schools, and WVC Community Services.
- **Safety:** Background checks and structured volunteer orientations.
 - Particularly for face-to-face interactions, the background checks should be conducted for both the Seniors and the students.



Bridging the Gap: Students Supporting Cupertino Seniors

- **Goal: Replace “service hours”** with genuine relationships and growth for both generations.
- Building a Connected and Supportive Community
- Empowering Cupertino Seniors through Youth Collaboration

Stronger Together, Generation to Generation



Call to Action

- **Get City Council's buy-in**
- **Goal:** Launch a Pilot Program with 20 student "Ambassadors."
- Learn what is working and glitches
- Iron out issues.
- Implement the changes
- Test these
- Then launch more widely



**CITY OF
CUPERTINO**

Volunteer Now

Join our team and make a difference in
our community!

PRC Meeting

May 7, 2026

Presentations

Item #3

A Presentation on the
Proposed Public Open
Space Conceptual Design
for The Rise Development
Project (formerly Vallco Town
Center)

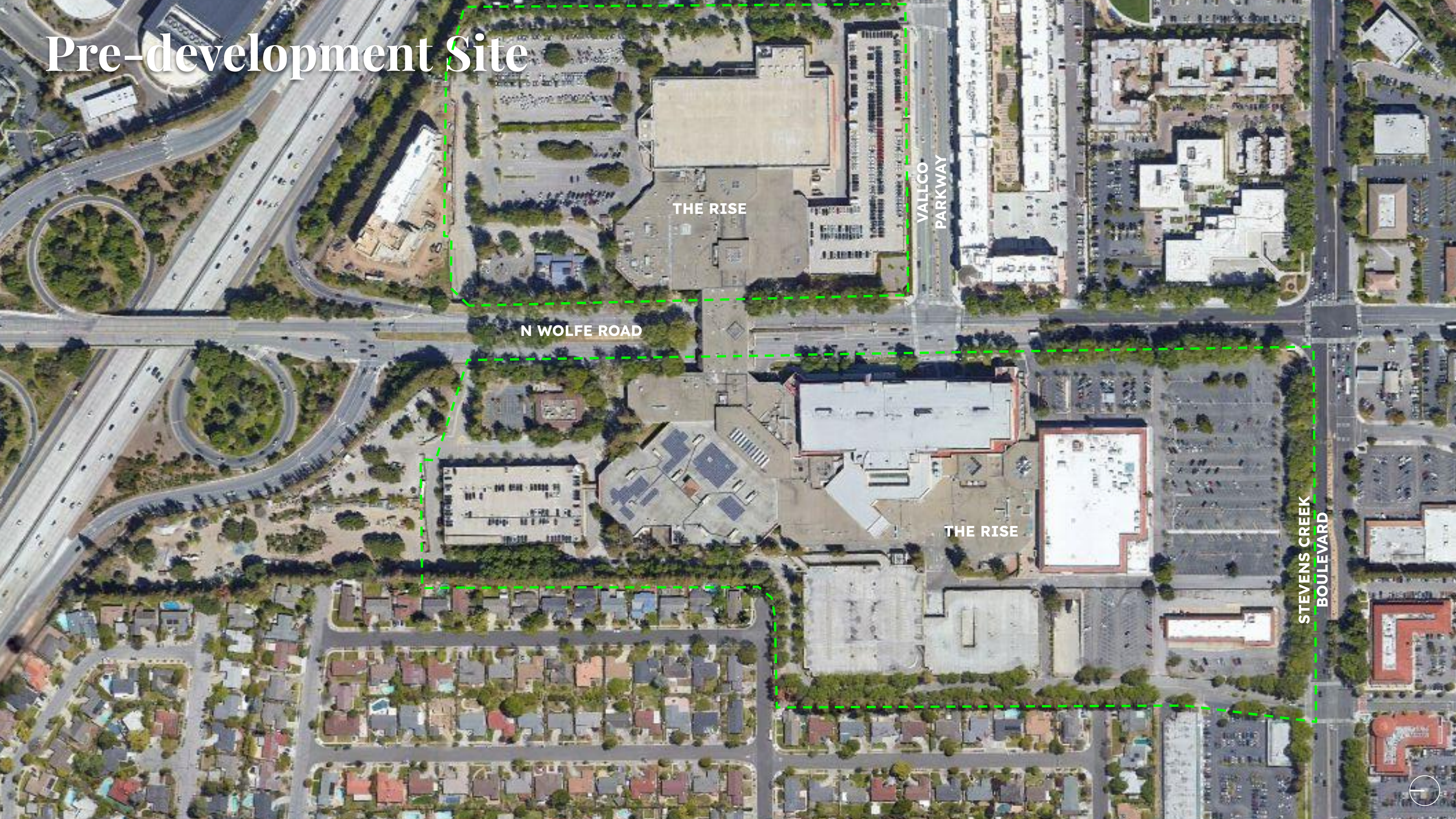


The Rise

Open Space Network

May 7, 2026

Pre-development Site



THE RISE

VALCO
PARKWAY

N WOLFE ROAD

THE RISE

STEVENS CREEK
BOULEVARD



Cupertino Community Vision 2040 (General Plan)

The Rise Project: Applicable Guiding Principles

- **Safe, friendly, healthy, connected, walkable, bikeable and inclusive for all**
- Develop **Cohesive Neighborhoods** with convenient **pedestrian and bicycle access** to local amenities. Provide adequate amount of **safe, well designed parks, open spaces, trails and pathways**
- Ensure **a Balanced Community and Embrace Diversity** by providing a variety of **housing, recreation, and shopping choices** within easy walking distance
- Support **Vibrant and Mixed-Use Business** with Inviting **Pedestrian Spaces** and Provide **Attractive Community Design**
- Promote **Sustainable Design** and adapt to **climate change**
- Ensure **Fiscal Self Reliance**

The Rise

Mod #3 Plan



Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.

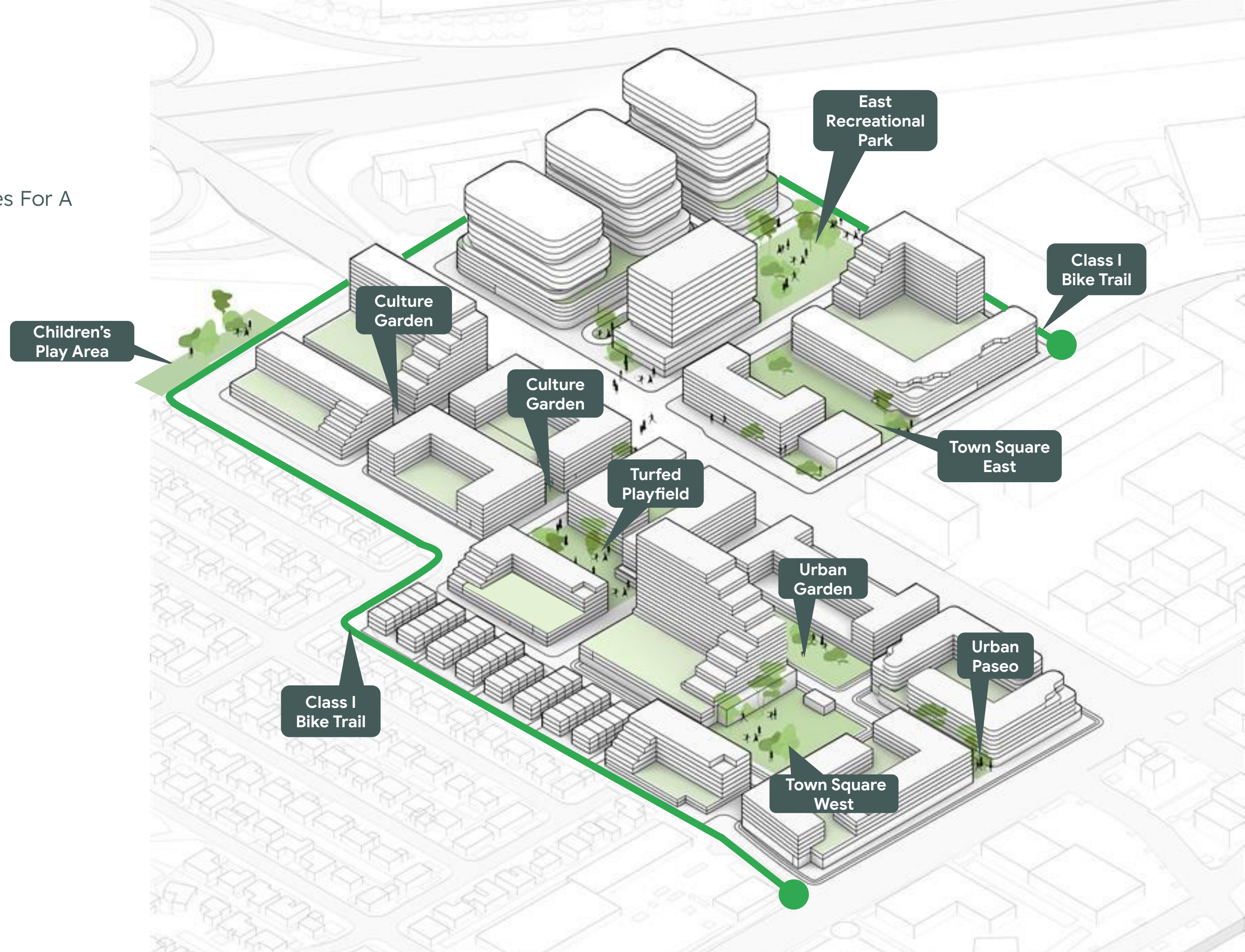
The Rise: Open Space Vision

- The Rise project enriches the public open space environment with a **multitude of programs and scales** that are **meshed together** with pedestrian paths, and **accessible from the streets** , to meet the needs of a **diverse population** .
- East and West sides are **anchored by dynamic public open spaces** such as **two town squares** , a **turfed playfield** , and an active **recreational park** .
- Open space in the form of a **central town square** on the west and east sides of the district interspersed with **plazas and "greens"** that create **community gathering** spaces, locations for **public art** , and **event space for community events.** (City General Plan Chapter 3 Strategy LU-19.1.8)
- **Paseos** and **gardens** break down the block scales, and provide interconnected **pedestrian-friendly corridors** .
- The design emphasizes **pedestrian friendly experience** and provides thermal comfort with **continuous shade canopy**
- The development is framed by the fully separated **Class I bike/pedestrian path** , which connects to the regional bike network.
- Implement **"Nature Play"** , **"All-Inclusive Play"** , and **"Water Play"** (Cupertino Parks and Recreation Master Plan)
- **Implement native & climate appropriate landscape** (City General Plan Chapter 9 RPC-3.1.1 Native Planting)

The Rise

Mod #3 Plan

City General Plan Chapter 9 RPC-2.5
Provide Parks And Recreational Facilities For A
Variety Of Recreational Activities



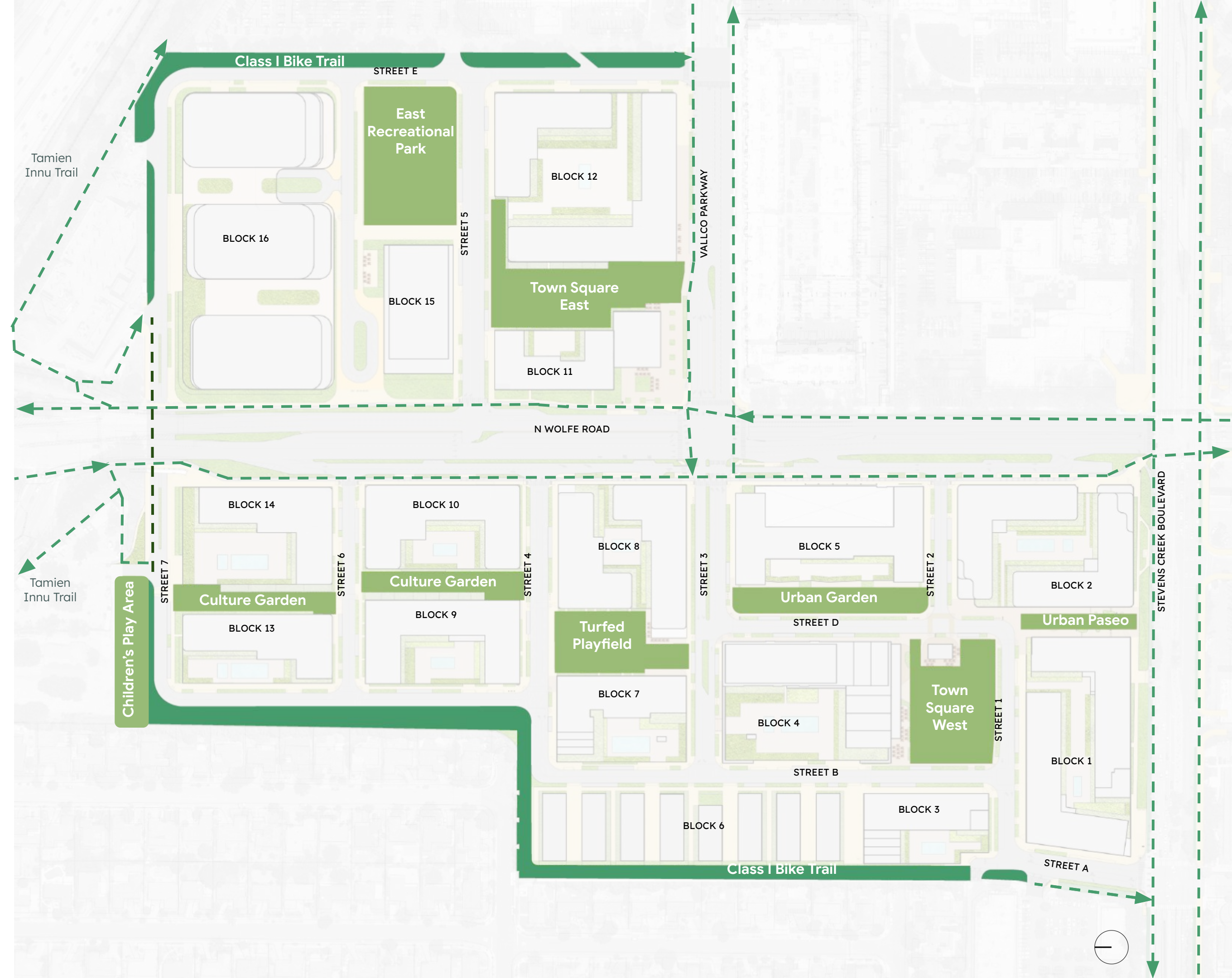
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The Rise

Mod #3 Plan

7.94 Acres of Public Open Space

- Urban Paseo 0.17 acres
- Town Square West 0.88 acres
- Urban Garden 0.48 acres
- Turfed Playfield 0.56 acres
- Culture Gardens 0.68 acres
- Children's Play Area 0.29 acres
- Town Square East 1.05 acres
- East Recreational Park..... 1.21 acres
- Class I Bike Trail 2.62 acres

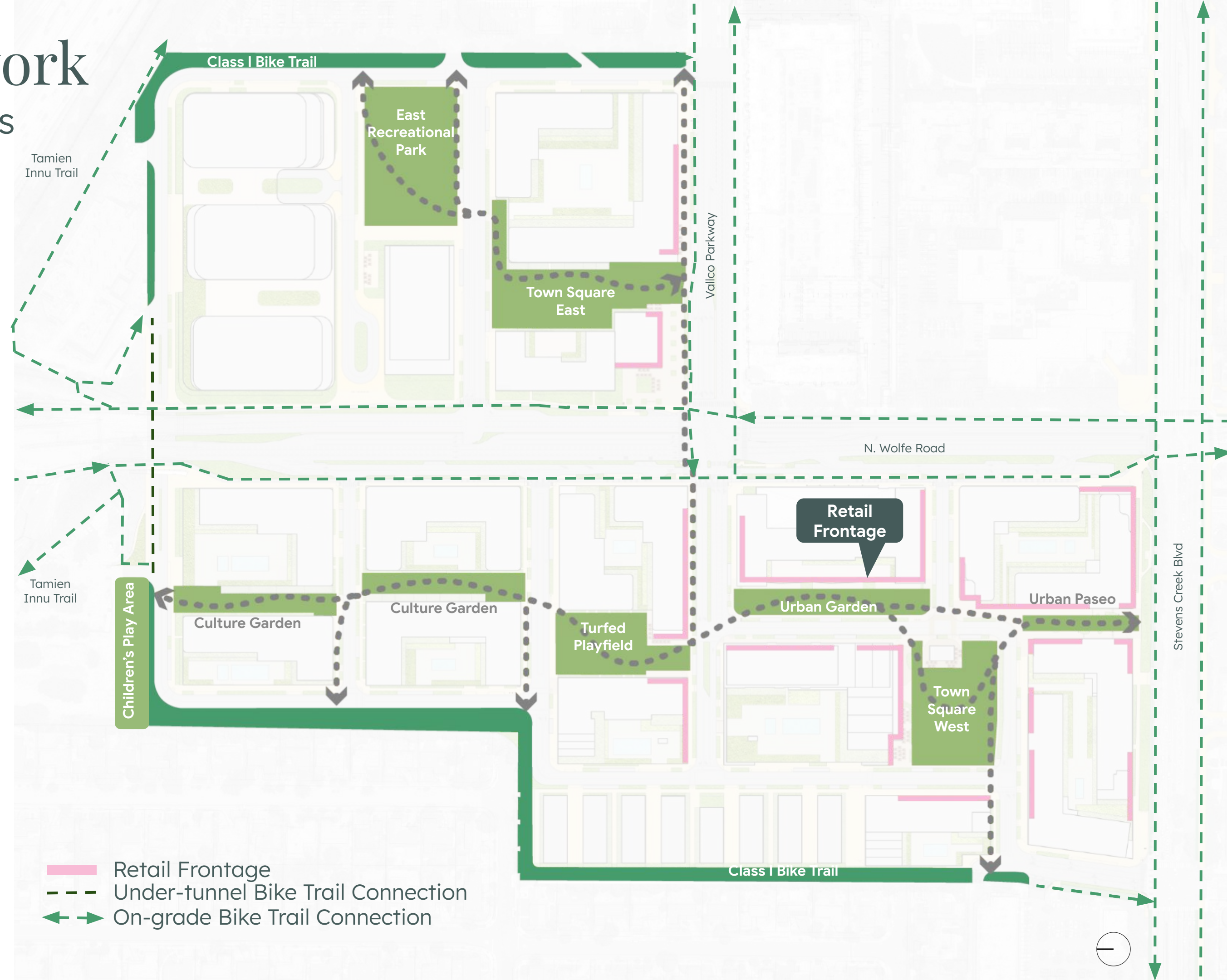


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Open Space Network

Activation and Connections

City General Plan Chapter 9 RPC-2.4.1
Link Neighborhood, Parks And Shopping
Area



Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.

-  Retail Frontage
-  Under-tunnel Bike Trail Connection
-  On-grade Bike Trail Connection








Open Space Network

Site Access

Coordinate with Cupertino Bicycle Transportation Plan per Policy 3.B.2

City General Plan Chapter 6
 ES-2.1.9 Encourage public transportation and invest pedestrian and bicycle paths infrastructure

-  Main Access Point
-  Open Space
-  Bus Stop
-  Garage Open to Public
-  On-Street Parking

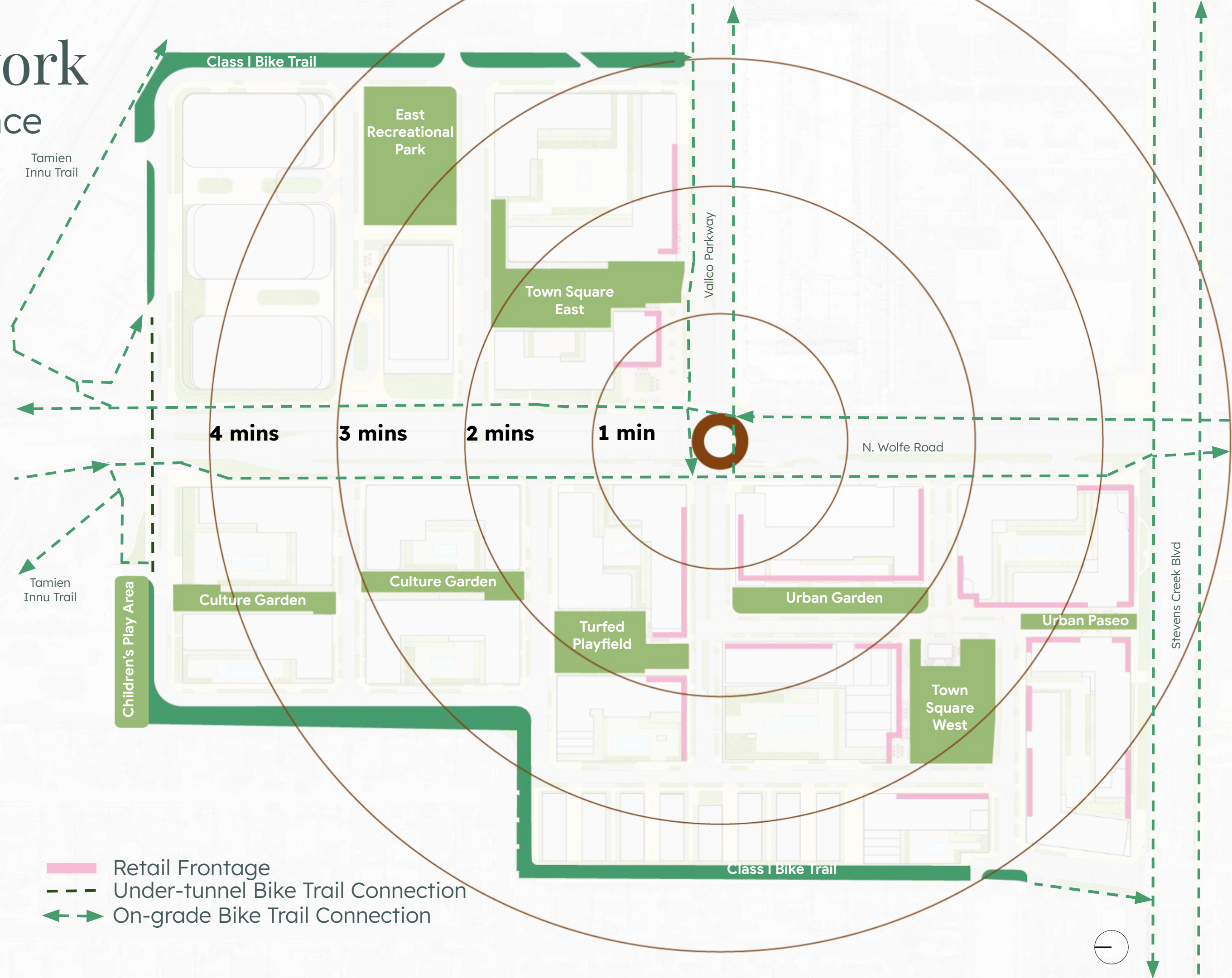




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Open Space Network

Site Scale and Walk Distance

City General Plan Chapter 5 M-2.3.1
Provide Interblock Connectivity To
Allow Improved Access To All Sites



-  Retail Frontage
-  Under-tunnel Bike Trail Connection
-  On-grade Bike Trail Connection

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Individual Open Spaces

Parks and Recreation System Master Plan: Goals

City of Cupertino | February 2020



MP1. Conservation

Protect nature, trees and natural areas in parks and throughout the city to support wildlife, ecological functions and a stronger connection to Cupertino's natural environment.



MP2. Connection

Provide an interconnected network of multi-use trails, walkways and bikeways, close-to-home parks, and community destinations.



MP3. Equitable Access

Distribute parks and facilities throughout the community for easy and equitable access.



MP4. Enhancement

Reinvigorate and revitalize parks and recreation facilities and diversify offerings to support inclusive recreation interests.



MP5. Activity

Support social gatherings, events, programs, and activities for people of all ages, abilities, cultures, and interests.



MP6. Quality

Create high quality recreation experiences, places and services that are welcoming, safe, responsive, comfortable and reflective of Cupertino's unique character.

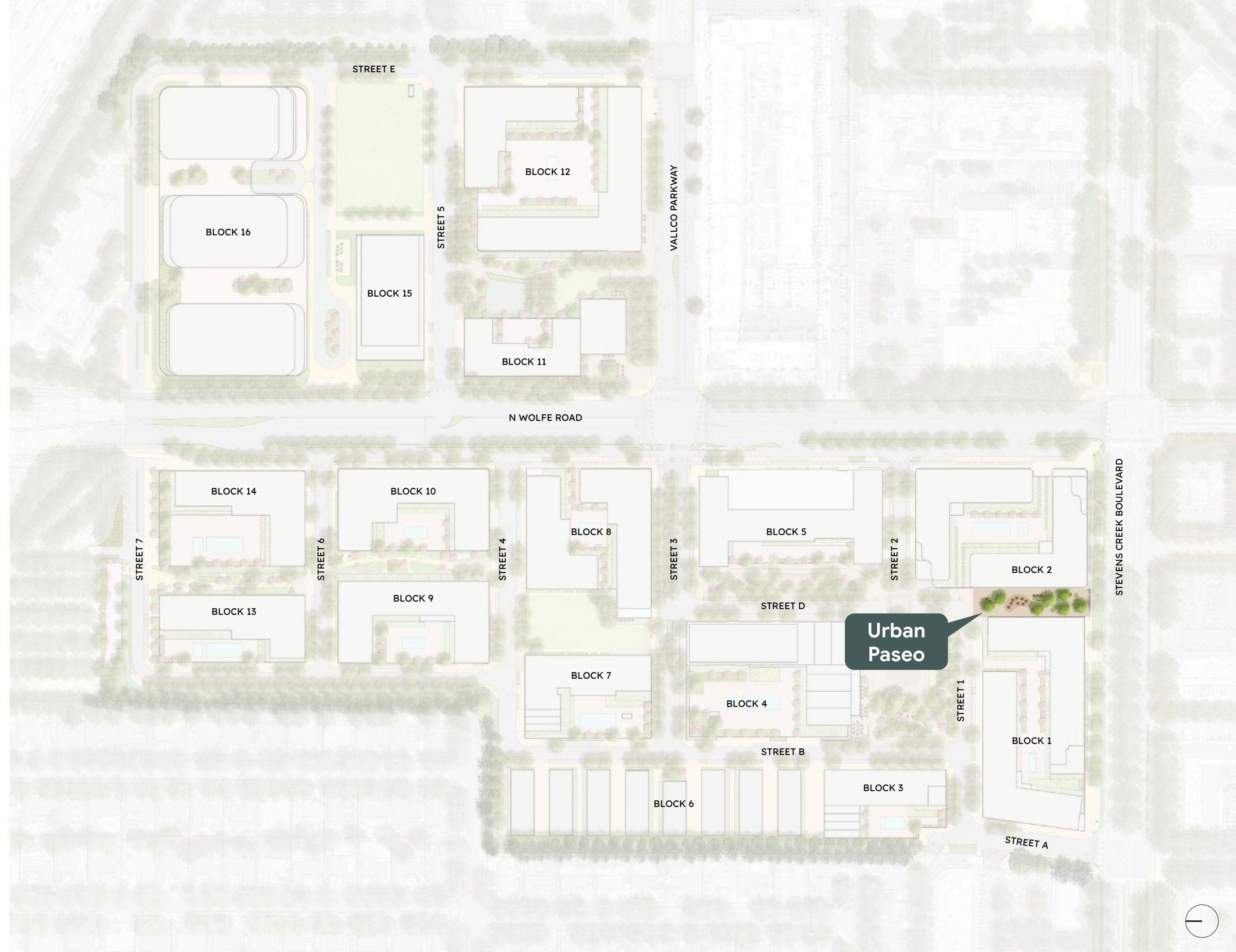


MP7. Sustainability

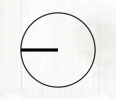
Provide, manage and maintain parks, facilities, programs and services through sound management and stewardship, sustainable choices and the wise use of resources.

Urban Paseo

0.17 acres

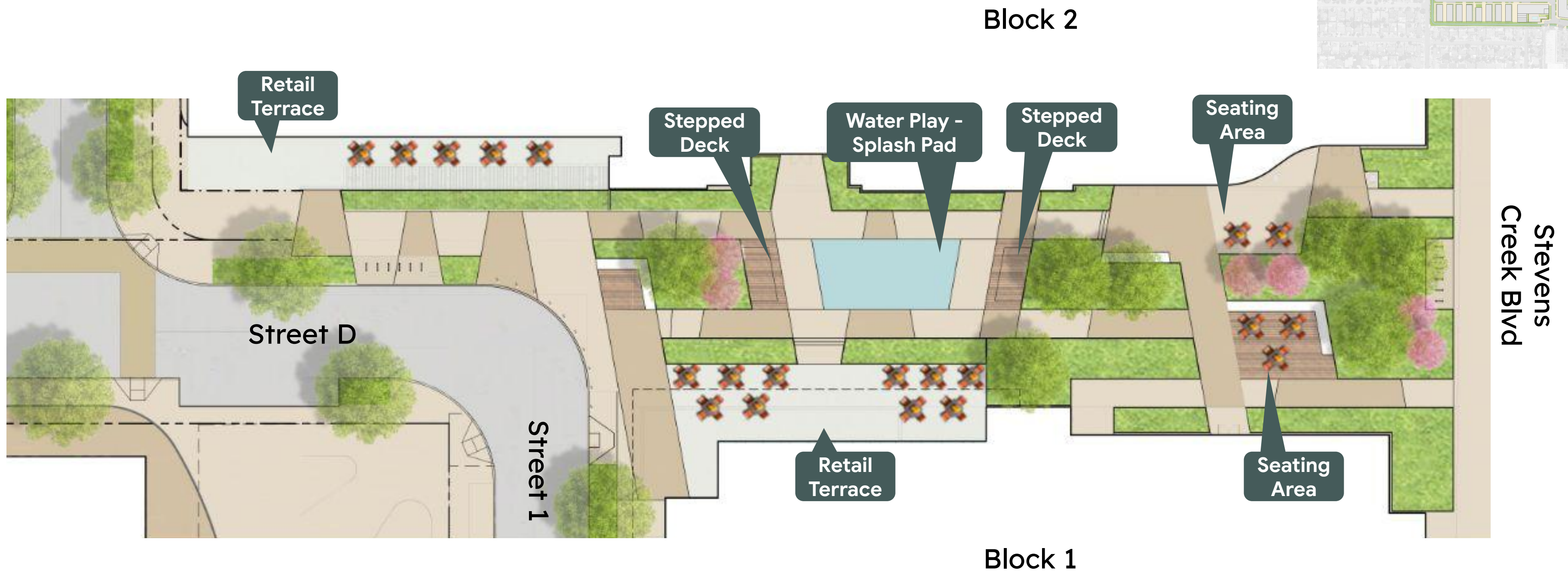


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Urban Paseo

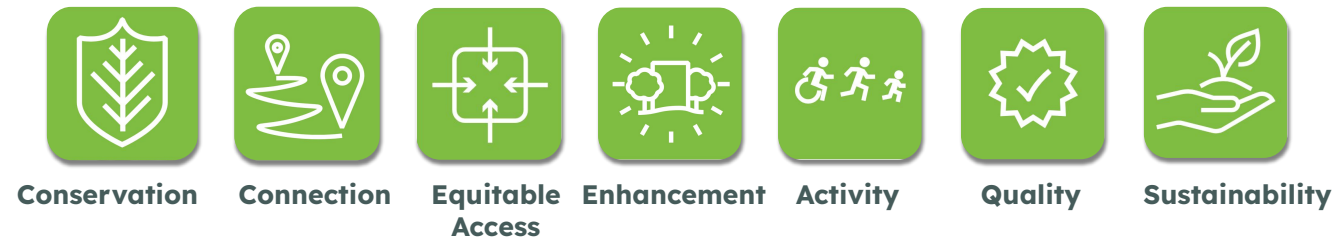
0.17 acres



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Urban Paseo

0.17 acres



Program:

Pedestrian-only corridor, facing Stevens Creek Boulevard, welcoming pedestrians into The Rise and serving as the first of a series of connected public parks throughout the district.

Narrative:

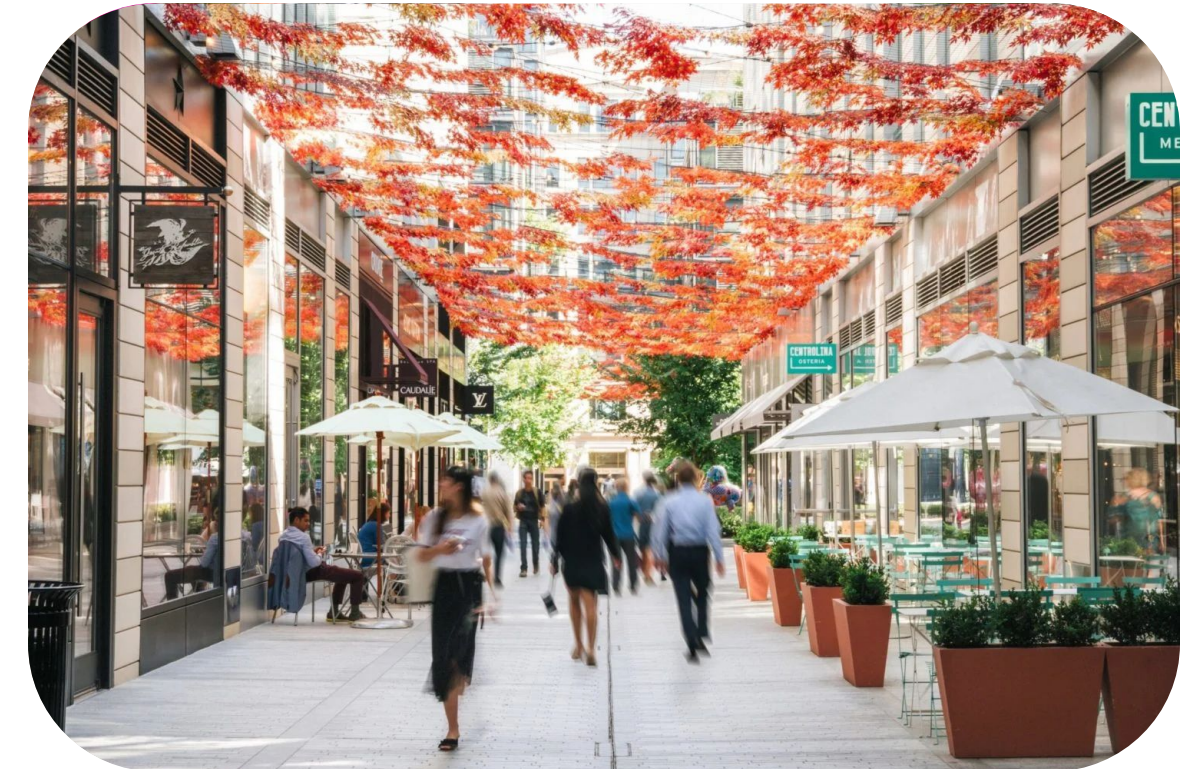
- Pedestrian gateway from Stevens Creek Boulevard.
- Energetic pedestrian-only urban corridor with flexible seating and flexible spaces.
- Activated by water feature, events and performances.
- Paseo is highlighted with Water Play



Engaging Seating & Gathering



Pedestrian Scale



Placemaking

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Urban Paseo

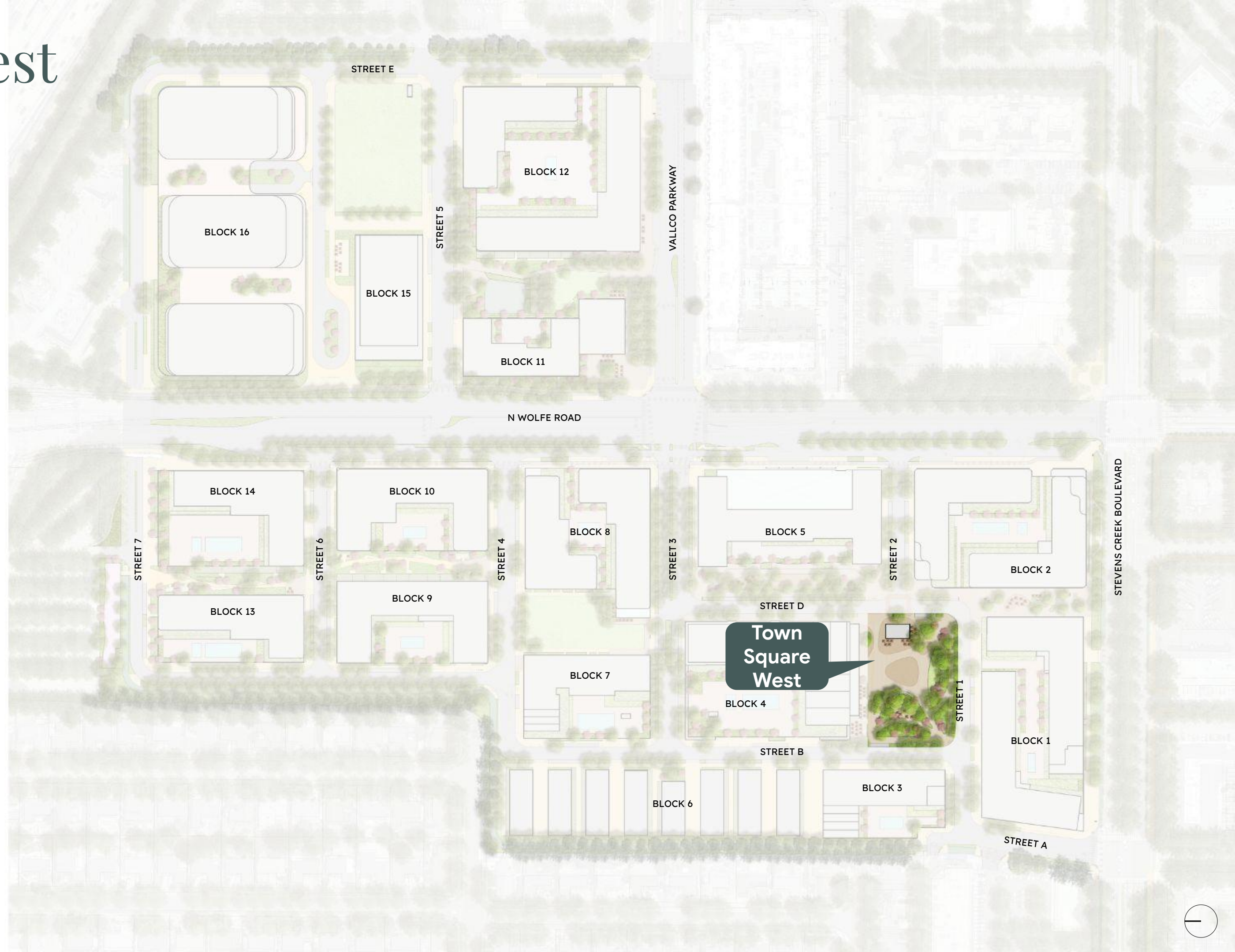
0.17 acres



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Town Square West

0.88 acres



Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.



Town Square West

0.88 Acres

Street D

Retail Kiosk
(Separate Phase)

Event Plaza

Block 4 Building
(Separate Phase)

Sloped
Lawn

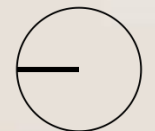
Street 1

Grove Seating
Area

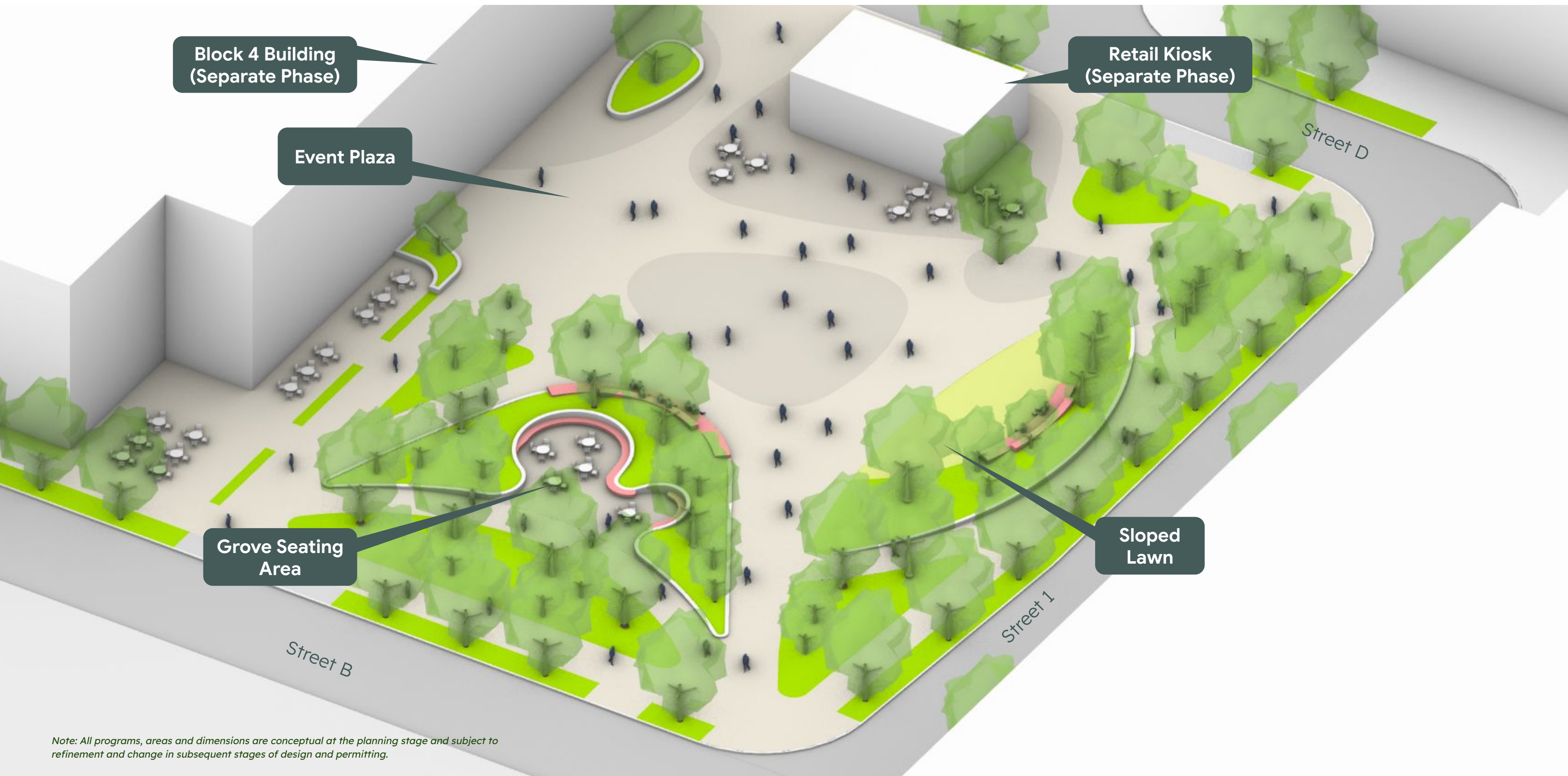
Block 1

Street B

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Town Square West



Block 4 Building
(Separate Phase)

Event Plaza

Retail Kiosk
(Separate Phase)

Grove Seating
Area

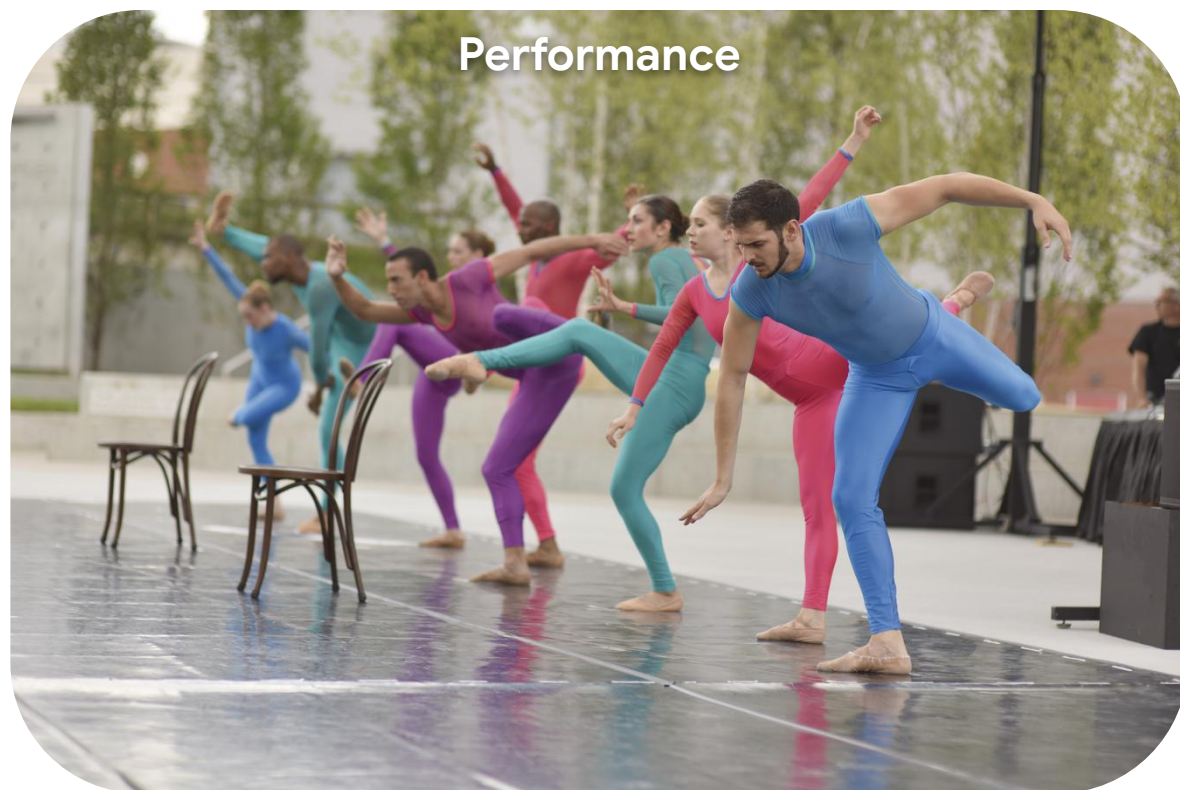
Sloped
Lawn

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Town Square West

Event Plaza Potential Programming

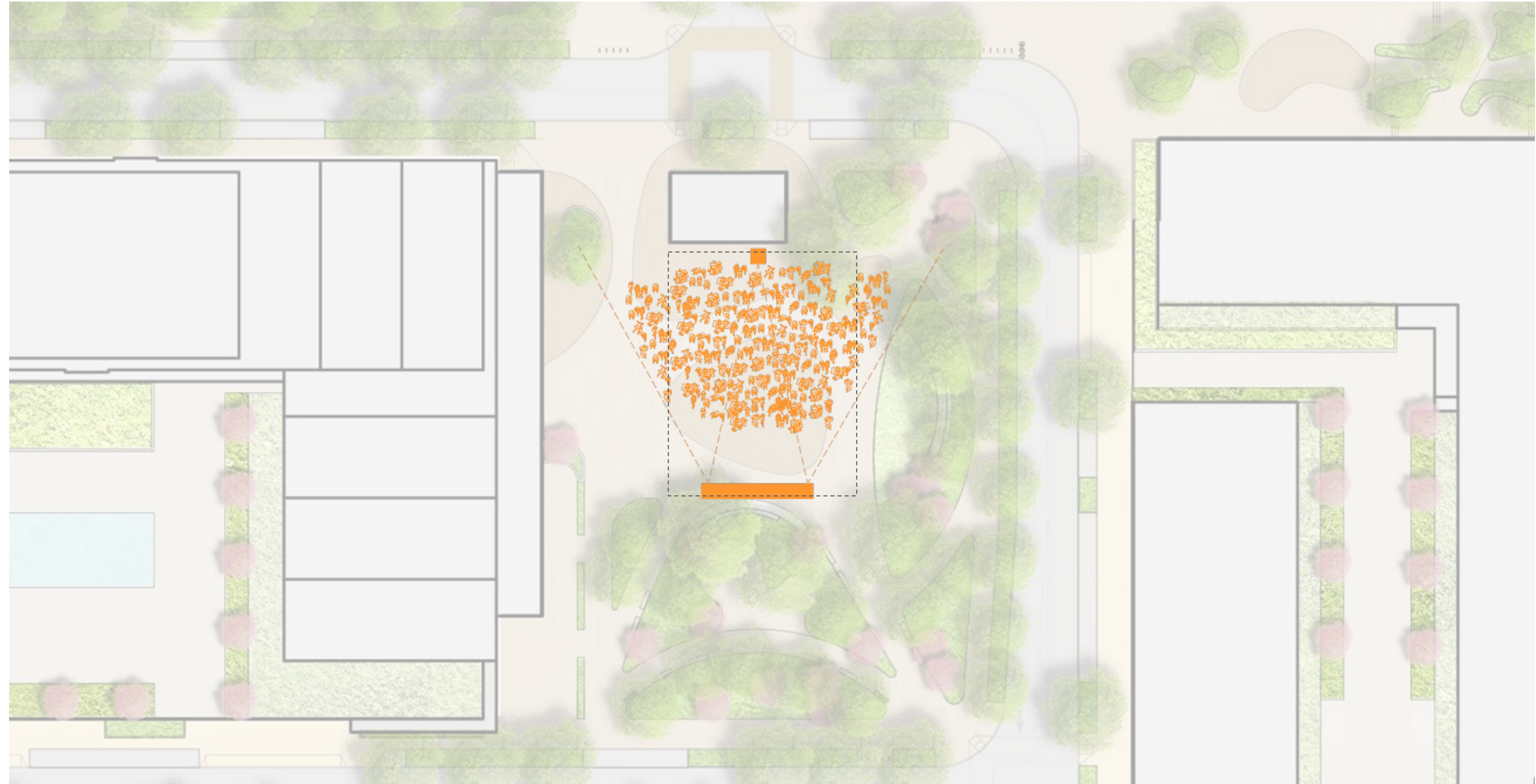
City General Plan Chapter 9 RPC-7.2 Design facilities to be flexible to address changing community needs



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Town Square West

Movie Night ~250 People



Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.

Town Square West

0.88 acres



Program:

Social epicenter of the community and vibrant hub of activities.

Narrative:

- A new civic square for downtown Cupertino.
- Character is inspired by the regional landscape.
- Gradient of programs, serving both civic events and social functions as well as a respite for daily life
 - Quiet rooms surrounded by lush planting; shade trees and stormwater filtration planting.
 - Lively and flexible plaza, flexible seating, seasonal celebrations, special events.



Flexible Event Venue



Markets and Seasonal Gatherings



Seating with Lush Plantings

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Town Square West

0.88 acres



Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.

Urban Garden

0.48 acres

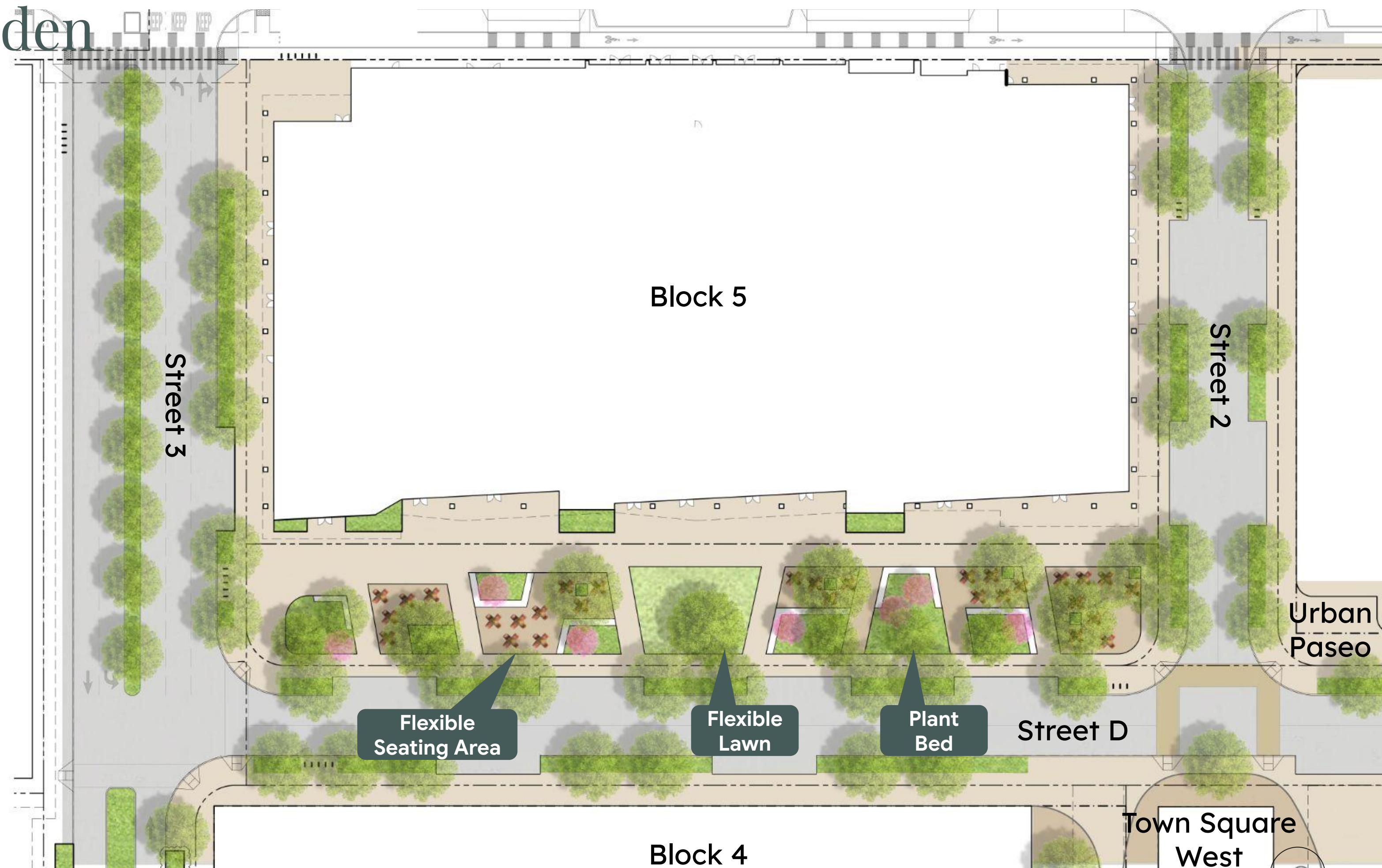


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Urban Garden

0.48 acres



Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.

Urban Garden

0.48 acres



Conservation



Connection



Equitable
Access



Enhancement



Activity



Quality



Sustainability

Program:

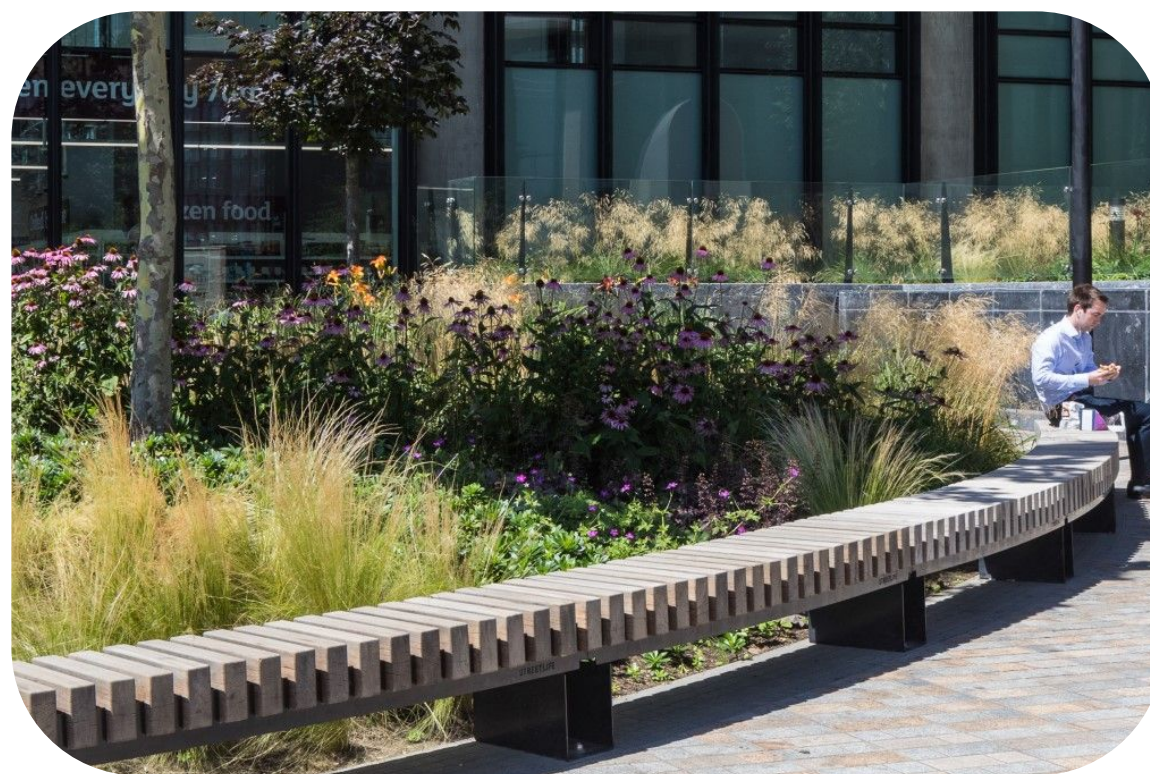
Urban Oasis with flexible seating and shade

Narrative:

- Open Space has moved to street level in Mod #3 from building terrace in Mod #2.
- Pedestrian-oriented park with tree canopy shade and seatings.
- Activated through retail frontage, but functionally separate park space.
- Capable of supporting smaller event programs.



Flexible Furnishings



Seating for Pedestrians and Park Visitors



Flexible Programming

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Turfed Playfield

0.56 acres



Turfed Playfield

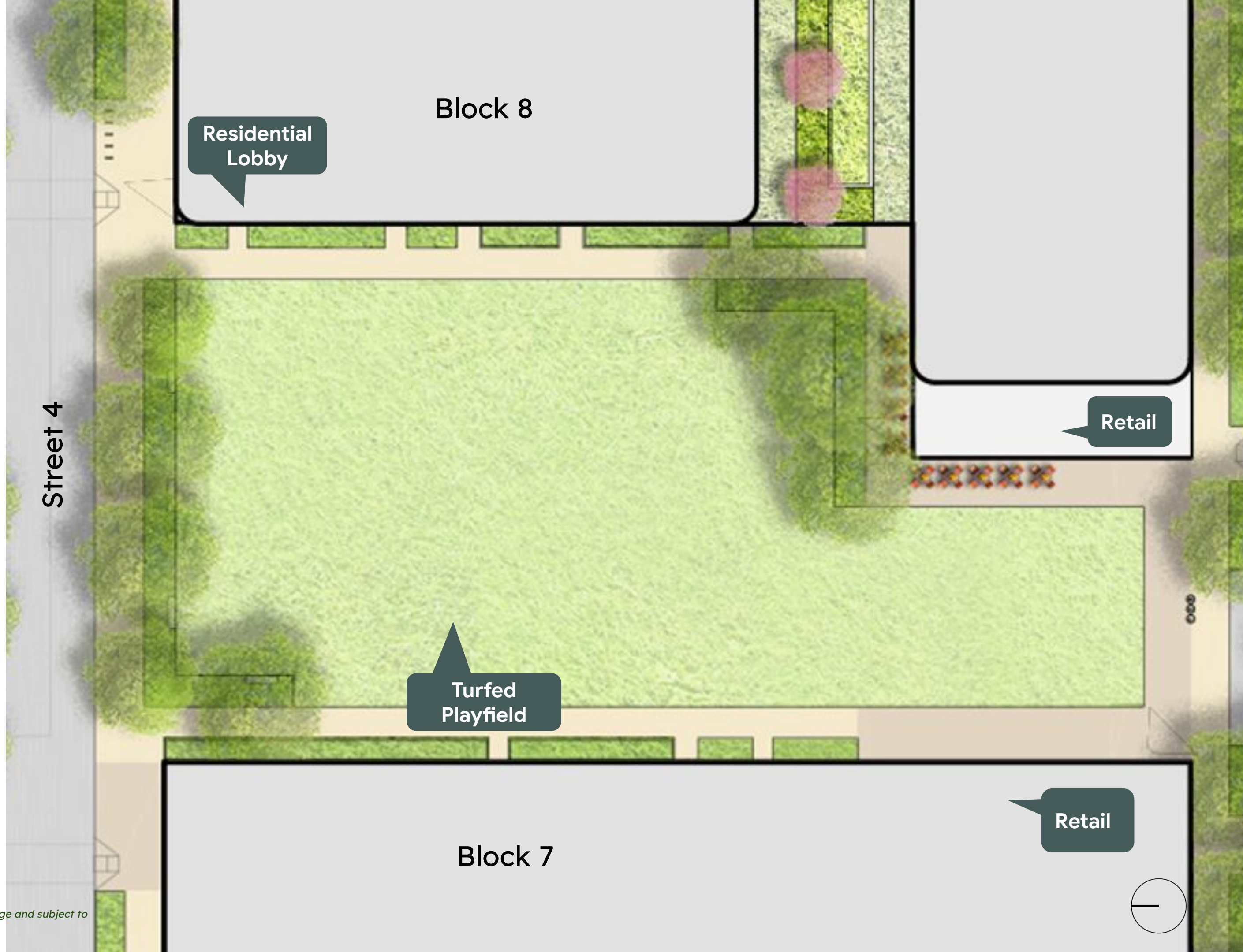
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Turfed Playfield

0.56 acres



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Turfed Playfield

0.56 acres



Equitable
Access



Enhancement



Activity



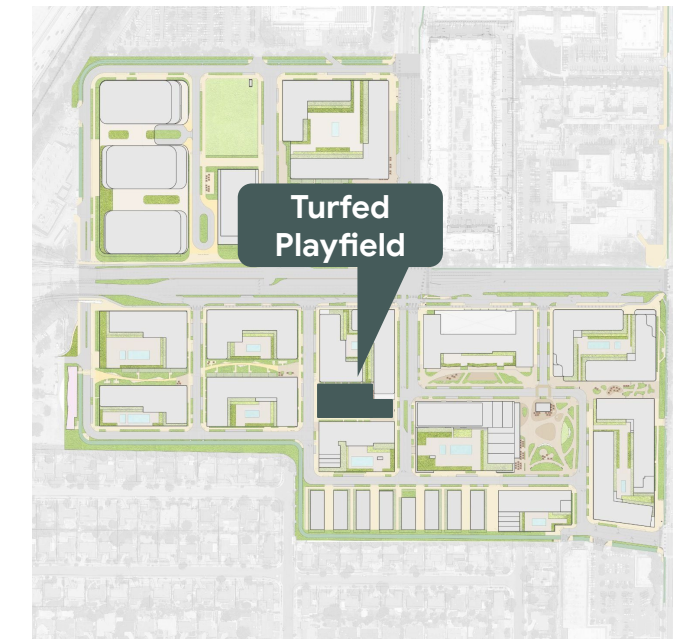
Quality

Program:

Min. 0.5 acre Multi-use turf playfield.

Narrative:

- Centrally located on site, this turf field is envisaged as a picturesque park-like environment, and acts as one of the public open space anchors in the neighborhood.
- The turf field could be used as picnic lawn, casual recreational activities (e.g. football toss, soccer play, frisbee), and community events (e.g. movie night).



Flexible Playfield



Picnic Lawn



Multi-Use Event Space

Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.

Culture Gardens

0.68 acres



Culture Garden

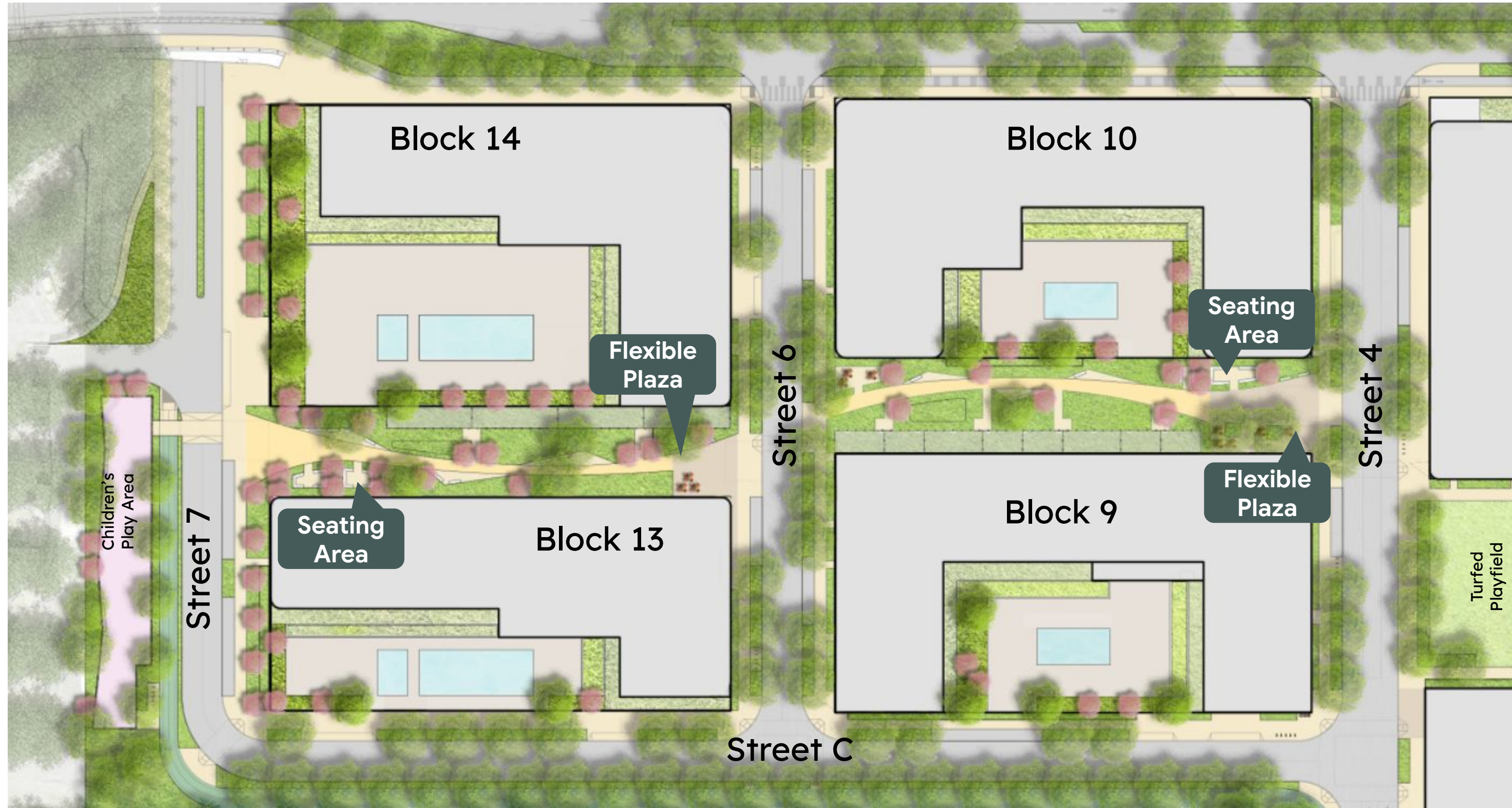
Culture Garden

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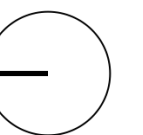


Culture Gardens

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Culture Gardens

0.68 acres

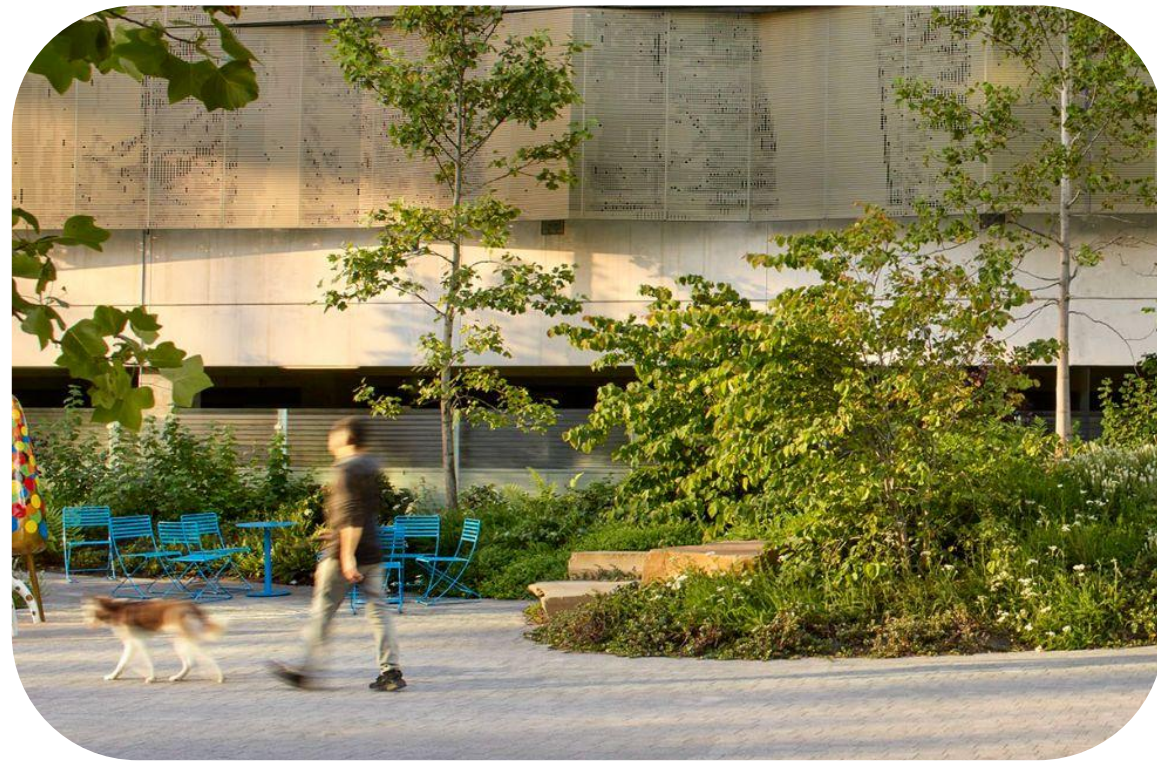


Program:

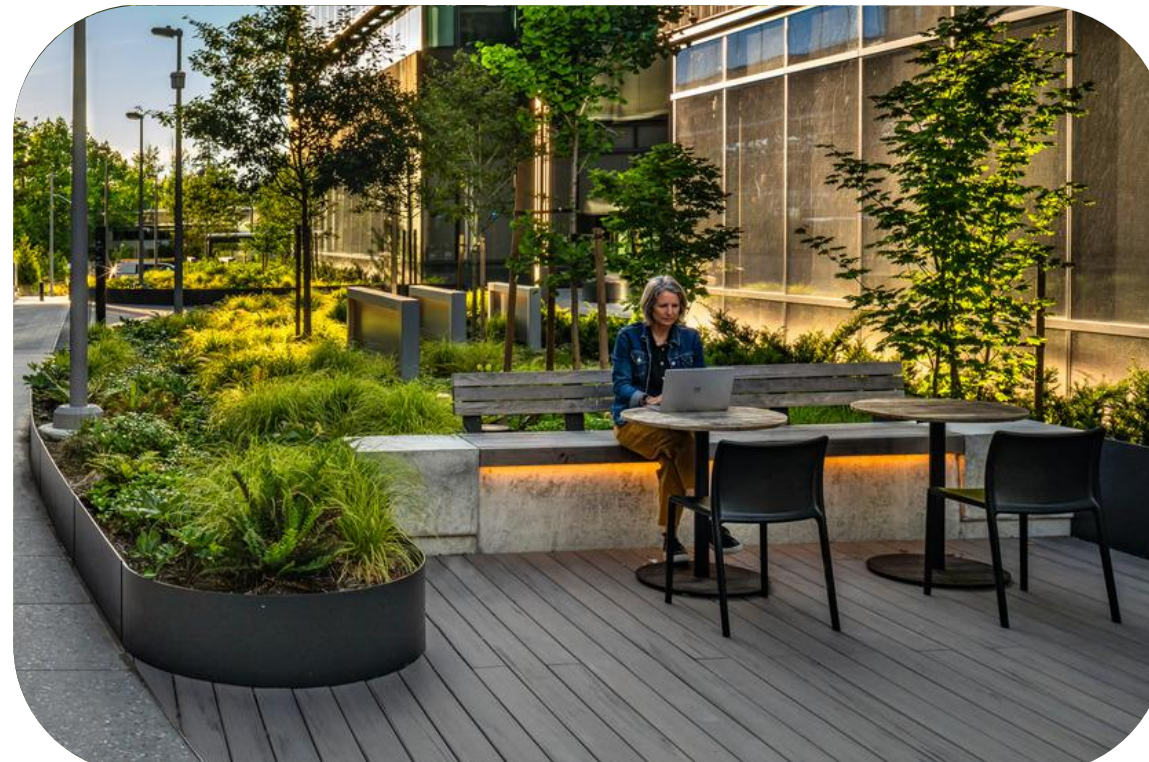
Pedestrian-only corridor with seating and small gathering plaza

Narrative:

- Idyllic pedestrian-only street with seating and gathering spaces.
- Lush planting with stormwater management integration.
- Mid-block green corridor that enhances pedestrian movement other than sidewalks.



Mid-Block Green Corridor



Small Group Gathering Spaces



On-Site Stormwater Management

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Children's Play Area



**Children's
Play Area**

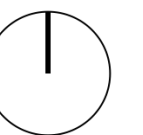
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Children's Play Area

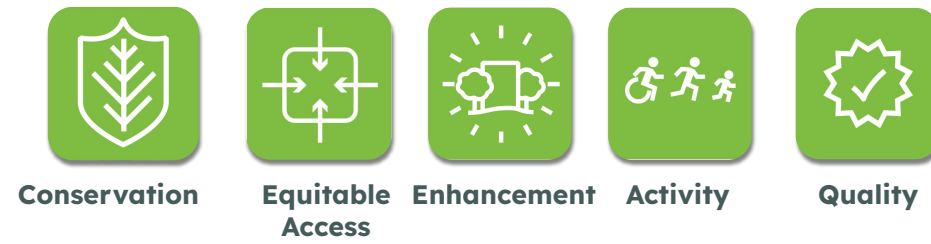


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Children's Play Area

0.29 acres



Program:

Play area surrounded by plantings along Class I Bike Trail

Narrative:

- Nature-based play area, using natural materials
- Multi-age play areas
- A publicly accessible private open space element



Natural Materials



Colorful Play Surface



Multi-Age Play Equipment

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Children's Play Area

0.29 acres



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Class I Bike Trail

2.62 acres

City General Plan Chapter 9
RPC-5.1.3 Dedicated Trail
Easement

- **Tamien Innu Trail Connection**
- **Bike Trail Amenities**
- **Fitness Station Area Study**

Class I Bike Trail

Class I Bike Trail

--- Under-tunnel Bike Trail Connection



Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.



Class I Bike Trail

Coordination with Adjacent Connectivity Planning



Tamien Innu Trail Project to Coordinate with CalTrans Project

Existing Trail Connector

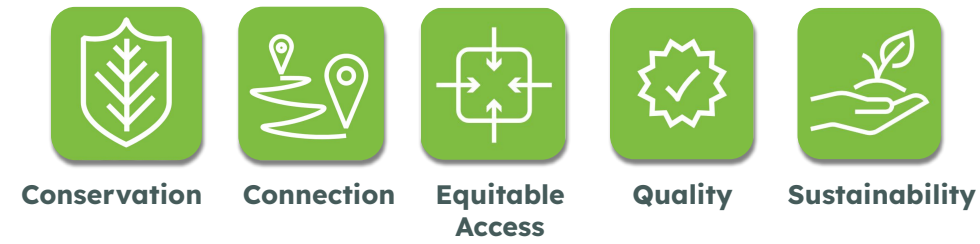
The Rise Project Property Line

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Class I Bike Trail

2.62 Acres

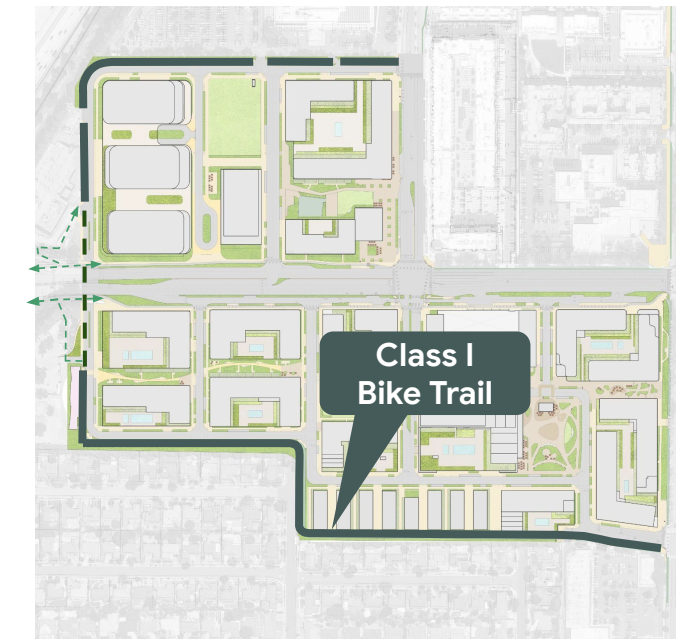


Program:

Fully separated Class I bike/pedestrian path along the Perimeter Road.

Narrative:

- Bike path will be connected to the regional bike network at the intersection of Stevens Creek Boulevard at the southwest corner.
- Class I Bike Path will link trails and open space to neighborhoods and provide access to the Class III Bike Route (shared lane) of the Project's internal streets.
- Bike amenities such as bike parking, resting stops and repair stations are located at the key nodes.



Fitness Stations



Resting Stops



Water Filling Stations



Pet Waste Stations

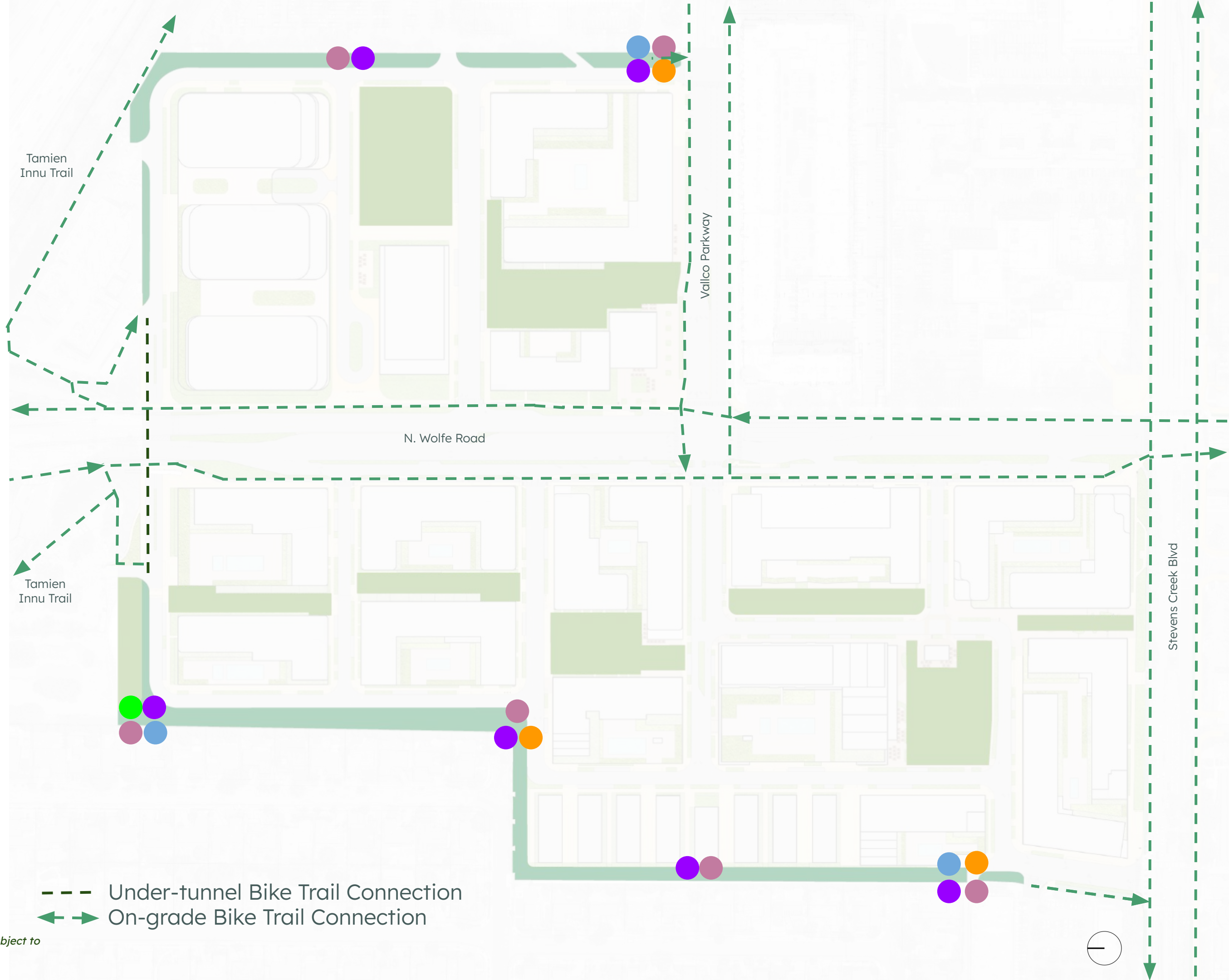


Bike Repair Stations

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Class I Bike Trail

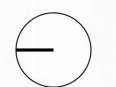
Amenities



- Fitness Station
- Resting Stop
- Water Filling Station
- Bike Repair Station
- Pet Waste Station

- - - Under-tunnel Bike Trail Connection
- ← → On-grade Bike Trail Connection

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Class I Bike Trail

2.62 Acres



Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.

Class I Bike Trail

Programming Intent Example - Fitness Station

City General Plan Chapter 9 RPC-6.2 Offer a wide range of programs to serve diverse populations of all ages and abilities



Stretch Station



Balance Station



Inclusive Parallel Bar



Inclusive Chest Press

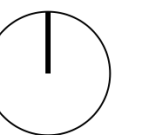
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Class I Bike Trail

Programming Intent Example - Fitness Station



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Town Square East

1.05 acres

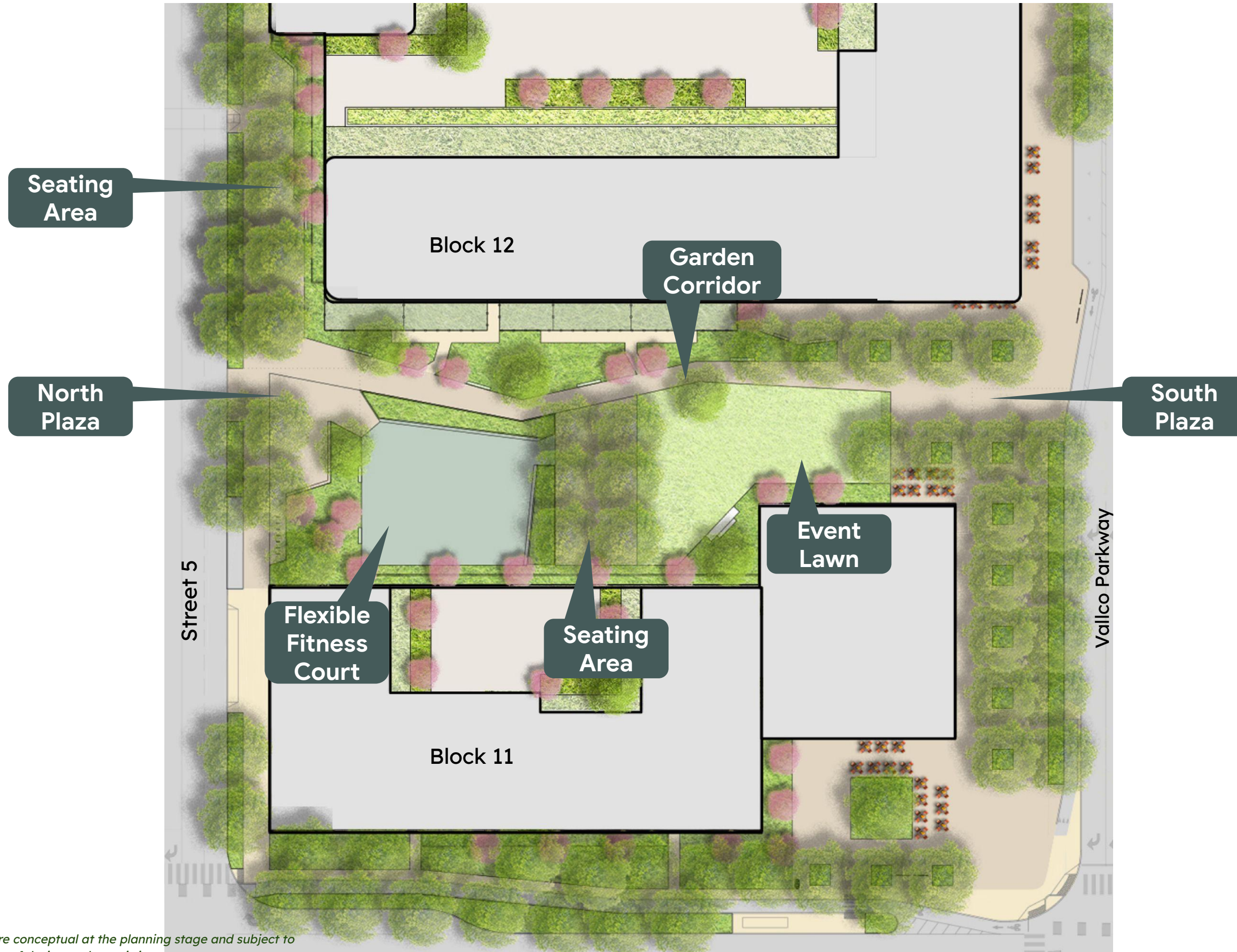


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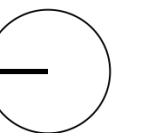


Town Square East

1.05 acres

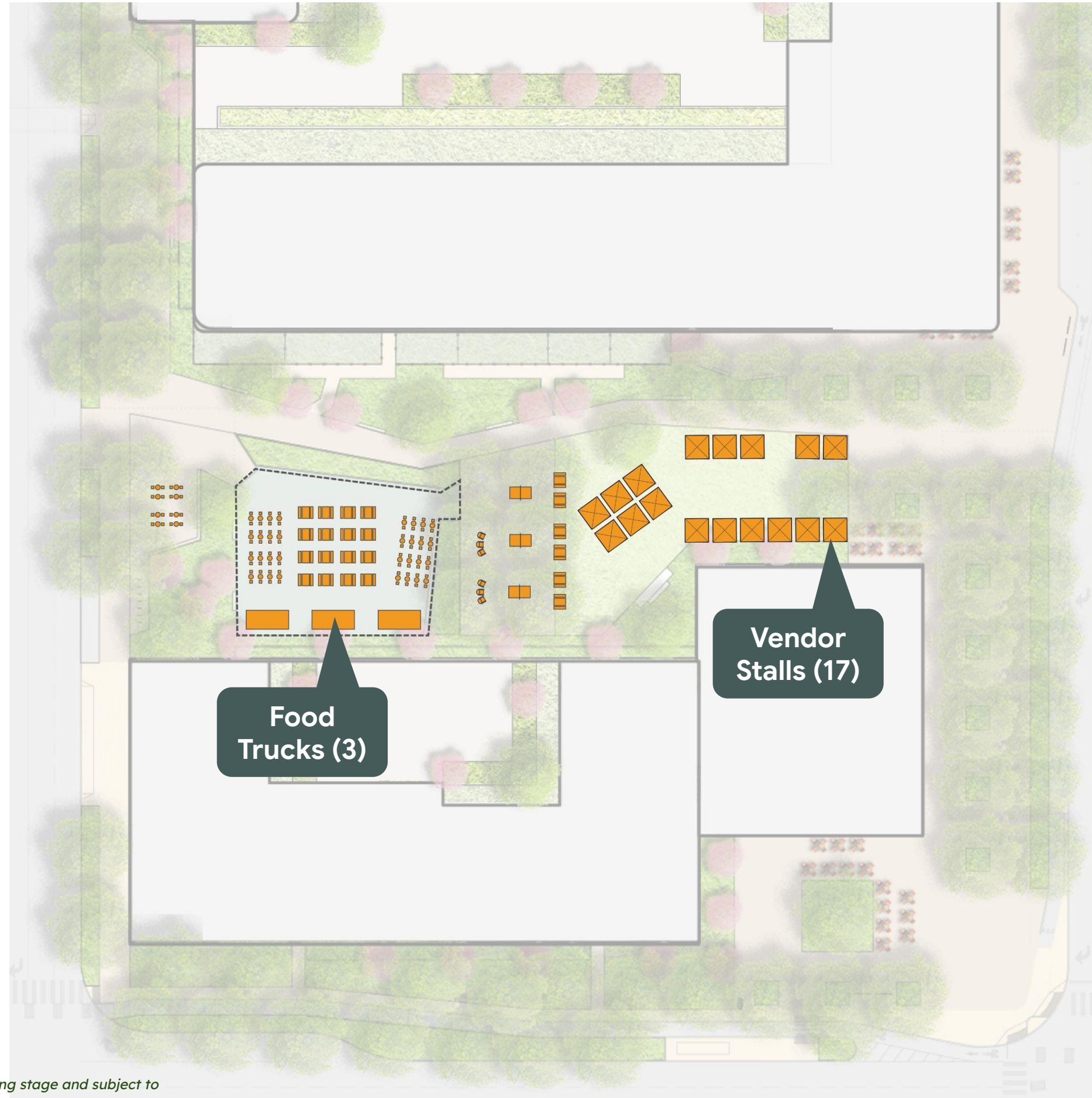


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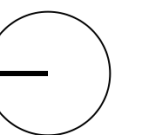


Town Square East

Summer Fest



Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.



Town Square East

1.05 acres



Program:

Town square, facing Vallco Parkway.

Narrative:

- Active multi-use plaza, flexible lawn and flexible fitness court for social gathering.
- Garden corridor integrated with lush planting, biofiltration and stormwater management.
- Mid-block pedestrian corridor that enhances movement other than sidewalks.
- Candidate for landmark plaque location



Flexible Plaza



Event Lawn



Fitness Court / Event Space

Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.

East Recreational Park

1.21 acres

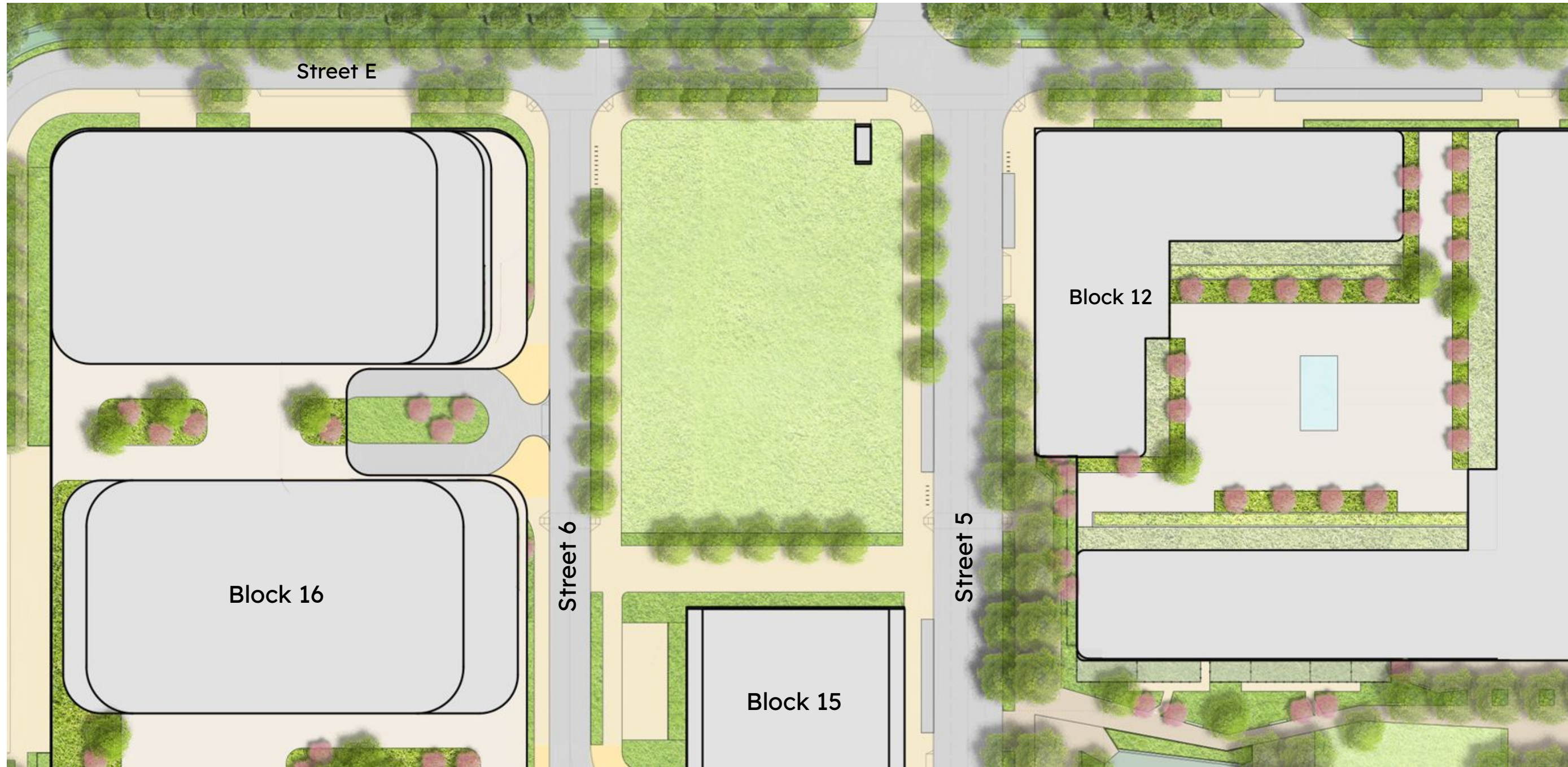


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East Recreational Park

1.21 acres



Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.

East Recreational Park

1.21 acres



Program:

Multi-use Recreational Park

Narrative:

- Centrally located on the east side, this recreational park is envisioned as multi-use open space



Active Sports



Informal Recreation Playfield



Multi-Use Event Space

Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.

East Recreational Park

1.21 acres



Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.

Questions?



Note: All programs, areas and dimensions are conceptual at the planning stage and subject to refinement and change in subsequent stages of design and permitting.



PRC Meeting

May 7, 2026

Presentations

Item #4

Capital Improvement
Programs Fiscal Year 2026-
2027 and Five-year Plan.

CAPITAL IMPROVEMENT PROGRAMS FY26-27 and 5-YEAR PLAN

Parks and Recreation Commission meeting

May 7, 2026



CUPERTINO

CIP webpage

For more detail on the status of current CIP projects, refer to the CIP page found under Public Works

Navigation: *Cupertino.gov > Your City > Departments > Public Works > Capital Improvement Programs Projects*

Capital Improvement Programs Projects



Capital Improvement Programs (CIP) projects are city-funded improvements to city land, parks, building and infrastructure. A Capital Improvement is a project that enhances the unit of property, restores or prolongs the useful life of the unit of property, or adapts the property to a new or different use. Capital Improvements are assets that are capitalized each year, routine maintenance projects are not. The CIP is a multi-year plan that identifies, plans and implements improvements over time, accounting for budgetary and staffing constraints, as well as ongoing facility and infrastructure needs.

How do we prioritize/rank the CIP projects?

- Repair or upgrading necessary to protect public Health and Safety take highest priority.
- Council Priorities, Commission suggestions and Community input.
- Subsequent phases of existing projects.
- Master Plans and General Plan have many stated goals and policies that affect the generation of CIP projects.
- Fiscally responsible use of City resources, including staff time and funding. If projects have secured (or could secure) outside funding, that is also considered.

Projects +

CIP Dashboard +

Engage Cupertino +

CIP Books +

Other Resources +

Contact Us

Capital Improvement Programs
Phone: 408.777.3254
capitalprojects@cupertino.gov

City of Cupertino Notifications Signup

[E-Notification Signup](#)

FY25-26 CIP Projects - Current

1	ADA Improvements (Annually funded)	13	Street Light Installation - Annual Infill (Annually funded)
2	Facilities Condition Assessment Implementation (FCA)	14	Vai Avenue Outfall
3	City Hall Annex	15	Stevens Creek Blvd CL IV Bikeway - Phase 2B Construction
4	City Hall Improvements	16	Stevens Creek Blvd CL IV Bikeway - Bandlely Dr. Signal
5	Library Expansion Project: landscaping & courtyard	17	Roadway Safety Improvements - High Friction Pavement & Speed Feedback Signage (HSIP)
6	Lawrence-Mitty Park and Trail Plan	18	Tamien Innu - East Segment
7	Park Amenity Improvements	19	Tamien Innu - Central Segment
8	MRP West Parking Lot Improvements (Habitat monitoring)	20	Tamien Innu - West Segment
9	Annual Playground Replacement	21	School Walk Audit Implementation
10	Outfalls Repairs	22	Electric Vehicle Charging Station (EVCS) expansion - Service Center
11	Stevens Creek Bridge Repair		
12	McClellan Road Bridge Reconstruction		

22 projects: 5 Facilities, 4 Parks & Recreation, 5 Streets & Infrastructure, 7 Bike/Ped/Transportation and 1 Sustainability

*Yellow = Facilities *Green = Parks *Orange = Streets & Infrastructure *Blue = Transportation *Magenta = Sustainability

From March 3 Council presentation:

Achievements: Completed projects

Senior Center Fire Alarm System Upgrade



Jollyman All-Inclusive Playground

From March 3 Council presentation:

Achievements: [Nearly] Completed projects

- Photovoltaic Project (2 of 3 sites)
- Stevens Creek Blvd Bikeway Phase 2A
- QCC Chiller replacement
- QCC Flat roof and Sports Center roof replacement



Photovoltaics Project: Community Hall



Photovoltaics Project: Sports Center



Photovoltaics Project: Quinlan/Alves Parking area



An aerial photograph of a park facility. In the foreground, there are two tennis courts with blue surfaces and green surrounds. Behind them is a larger building with a red roof, possibly a clubhouse or administrative building, with several more tennis courts visible. To the left, there is a large parking lot with many cars. The background shows more trees and a residential or commercial area.

Proposed FY26-27 Parks CIP and 5-Year Plan

Proposed FY26-27 CIP Projects - Parks

Project name	Project Description	INTERNAL	EXTERNAL	FY26-27 Funding
BBF Golf Course Pro Shop Renovation	Interior renovation to improve functionality and code compliance.	\$ 120,000	\$ 0	\$ 120,000
Blesch Property Improvements	Replace existing building with natural habitat and modest pathway[s].	TBD	\$ 0	TBD
Memorial Park Pickleball Sound Attenuation	Provide Sound Attenuation and a reinforced fence perimeter.	\$ 150,000	\$ 0	\$ 150,000
Sports Center Courts Resurfacing	Resurfacing the courts to provide safe and consistent surfaces.	\$ 210,000	\$ 0	\$ 210,000
		\$ 480,000	\$ 0	\$ 480,000

*Yellow = Facilities *Green = Parks *Orange = Streets & Infrastructure *Blue = Transportation *Magenta = Sustainability

Proposed FY26-27: **BBF Golf Course Pro Shop Renovation**



The Blackberry Farm Golf Course Pro Shop serves more than 40,000 golfers annually and is central to the visitor experience. However, the facility has not been comprehensively renovated in many years and is now outdated, inefficient, and out of alignment with current accessibility and building standards. This project proposes a full renovation to improve functionality, safety, and customer service.



Proposed FY26-27: **Blesch Property Improvements**



Demolition of the existing residential building, replace with minimal grading, natural habitat and modest pathway[s].



Proposed FY26-27: **Memorial Park Pickleball** **Sound Attenuation**



Neighboring residents have concerns about the degradation of the acoustic environment of their residences. Pickleball is very popular and generates great community. By providing sound attenuation to mitigate the noise, we hope to create a better environment for all.



Proposed FY26-27: Sports Center Courts Resurfacing



Resurfacing all tennis courts and the Sport Court at the Sports Center will prevent further damage, reduce liability, and avoid more costly repairs in the future, as well as maintain a suitable and safe playing environment.



Proposed CIP 5-year plan - Parks

Project	FY26-27 Funding	Year 2 FY27-28	Year 3 FY28-29	Year 4 FY29-30	Year 5 FY30-31
Blesch Property Improvements	TBD	TBD			
BBF Golf Course Pro Shop Renovation	\$ 120,000				
Sports Center Courts Resurfacing	\$ 210,000				
Memorial Park Pickleball Sound Attenuation	\$ 150,000				
BBF Golf Course Irrigation Renov. Park Shade Structures (5)			\$ 1,580,150		
				\$ 1,000,000	\$ 500,000
totals	\$ 7,330,000	\$ 2,000,000	\$ 1,990,150	\$ 1,720,000	\$ 1,225,000

*Yellow = Facilities *Green = Parks *Orange = Streets & Infrastructure *Blue = Transportation *Magenta = Sustainability

Thank You!



CUPERTINO

PRC Meeting

May 7, 2026

Presentations

Staff and Commission
Reports

Liaison's Update

May 7, 2026



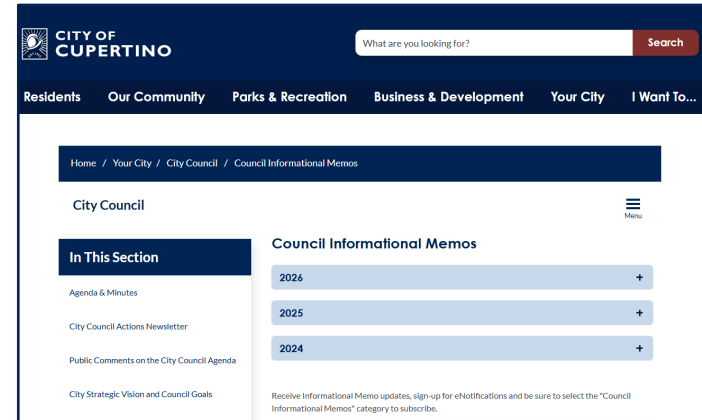
**CITY OF
CUPERTINO**

Parks and Recreation
Commission

City Council Updates

City Council Informational Memo – April 30

- Parks and Recreation Department Residency, Fees, Registration, and Sports Courts in Public Parks
- cupertino.gov/memos



Instagram is Live!

Cupertino Parks and Recreation
Now on

Instagram

Follow along for events,
activities, and more
happening in Cupertino.

 @CupertinoParksandRec



California Park and Recreation Society

Photo Contest Winner



Earth and Arbor Day



CPRS District 4 Awards

Volunteer Citation Awards

Joyce Cheung, Saanj Rao, Dan Tong, May Tong

Award of Excellence

McClellan Ranch Preserve Creek Tour program

Key to the Community

Recreation Event Volunteer (REV) program

Professional Merit Award

Randolph “Randy” Viajar, Facility Attendant

Parks and Recreation Events

Live Well Age Well Health Expo

- Friday, May 8
- 10:30 a.m. to 1:30 p.m.
- Cupertino Senior Center



Parks and Recreation Events

Pooch Plunge

- Saturday, May 16
- 9 a.m. to 12:45 p.m. (45-min sessions)
- Blackberry Farm Pools



Summer Preparations Underway



Reminders and Updates

Parks and Recreation Summer 2026 Recreation Schedule

- Activities start Monday, June 1
- cupertino.gov/recschedule

City Offices and Facilities Closed

- Monday, May 25 in observance of Memorial Day
 - **Normal Operating Hours – BBF Golf Course and Sports Center*

