

## Resolution to Initiate Re-naming Process for Hansen Nature Area

Whereas, Hansen Nature Area may be named after Hans E. Hansen, a resident and farmer of Scio Township or his family;

Whereas, The City of Ann Arbor accepted a parkland donation from Midtown Condos adjacent to Hansen Nature Area;

Whereas, As part of the City's due diligence to accept the parkland donation, the City learned that a prohibited restrictive covenant was added to the deed by members of the Hansen family during prior transactions;

Whereas, The Park Advisory Commission strives to provide exceptional experiences for all Park visitors and residents, regardless of race, age, gender, sexual orientation, income level, ethnicity, or ability;

Whereas, The Park Advisory Commission believes everyone should feel safe, welcome and respected in the City parks and created a Re-Naming Policy to ensure that park names are consistent with this goal;

Whereas, The Park Advisory Commission believes everyone should feel safe, welcome and respected in the City Parks and that renaming Hansen Nature Area is consistent with this goal;

Whereas, After review by City staff, it was determined there are no binding reasons why the park must remain named Hansen Nature Area;

RESOLVED, That the Park Advisory Commission recommends staff initiate the re-naming process for the purpose of renaming Hansen Nature Area;

RESOLVED, That the City Parks & Recreation Services Unit shall advise the City Park Advisory Commission on the following:

- a. Develop a method to engage the broader public to identify potential park names for the park presently known as Hansen Nature Area
- b. From this engagement, evaluate and identify a select number potential park names with an emphasis on names that celebrate racial diversity and social equity
- c. Develop a method to engage the broader public to vote on choosing from the proposed names for renaming Hansen Nature Area
- d. Bring PAC a renaming recommendation in the form of a renaming resolution with results of the broader public input