

## **Meeting Notes**

## B.F. Day Playground Play Area Renovation – Meeting #2

December 5, 2019 6:00 p.m. to 7:30 p.m.

B.F. Day Elementary School, Cafeteria, 3921 Linden Ave. N.

Project Team Colin Campbell, Planner

Katie Bang, Capital Project Coordinator David Bader, Landscape Architect

**Budget** \$580,000 for planning, design and construction

**Project Location** B.F. Day Playground, 4020 Fremont Ave. N., Seattle

**Project Description** This project will replace the existing play area and improve the picnic area adjacent

to the play area. This includes replacement of the drinking fountain. All

Improvements will meet accessibility and stormwater requirements. This project is

funded through the Seattle Park District.

Schedule Planning: Q3 2019

Design: Q1 2020

Construction: Q4 2020

## **Questions and Comments**

Question from the previous meeting

**Q:** Can Location of Porta Potty be moved to central location between play area and field? **A:** The Porta Potty must be kept at its current location. The access to the previous location, near the play area, was up a narrow steep driveway between 2 trees. Access there caused damage to the trees.

- Include a variety of sizes of slides
- Children enjoy using concrete walls around the sand pit for chalk art
- Musical equipment is popular at other playgrounds
- Can lighting be added to the scope?
- Balls from the court and play area often roll down the stairs to the school
- How big is the proposed sand area?
- What height of swings are proposed?
- Can picnic tables be included in the area between the sport court and play area at the south end
- Use playground grass for surfacing

- Keep benches in the play area, more seating on all sides of the structure
- Alternatively, benches in the play area take away space for play equipment
- Keep a raised wall at the sand pit, at least 12" deep for additional seating
- Bike rack
- Picnic tables along pathway
- How big is the proposed merry-go-round?
- Incorporate more colors, not just brown, green, yellow.