

Second Community Design Workshop

Thursday, Nov. 5th, 2015, 5:45pm-7:45pm South Park Community Center



MEETING GOALS, AGENDA, VISION

Goals:

Review project background & work completed to date.

Review how the design proposes to offer the best short and long-term value.

Confirm priorities for implementation of the current design.

Agenda:

5:45-5:50 pm Sign-in

5:50-6:20 pm Welcome & Intro

Project Background

Input heard from last meeting

Presentation of proposed design & Work to date.

6:20-6:35 pm Questions

6:35-7:05 pm Review Design

7:10 pm Group Presentations

7:40 pm Next Steps & Schedule

7:45-8:00pm Please help stack chairs and put away tables.

Vision:

"Create an engaging and welcoming urban park that provides open space and educational benefits to the South Park community, meet the operational needs of Marra Farm Coalition programs and offer an agriculturally –based educational resource/model for the City of Seattle."

> For additional/updated project information, please contact Jay Rood, Seattle Parks and Recreation, Project Manager Planning and Development Division,

phone: (206) 733-9194, email: jay.rood@seattle.gov or visit this site:

http://www.seattle.gov/parks/projects/marra-desimone/



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PROJECT TIMELINE

Marra Desimone Park Project Timeline				2015 Quarters			2016 Quarters			
	1	2	3	4	1	2	3	4		
Project Design – Concept through 100% Construction Documentation			*	*	*	*				
Community Meeting – September 15th, 2015			Sept 15							
Community Meeting – November 5th, 2015				★ Oct.						
Construction Drawings & Pro View Technical Review - Internal Technical Review of Construction Drawings			*	*	*					
Bidding – Notice-to-Proceed (April/May 2016)					*	Apr/ May				
Construction						*	*			
Project Close Out							*			





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Pomegranate Center's Ground Rules for Engagement

- Assume that together we know more
- Commit to finding a common solution
- Share airtime—everyone participates
- Listen—try to understand other's assumptions and views
- Respect for those with whom you disagree—see differences as assets
- Look for solutions with multiple uses—the best ideas solve more than one problem at the same time.
- Keep in mind the highest good of the entire community—present and future
- Work with balance between mind and heart, knowledge and intuition, expertise and passion
- Allow no room for blame
- Confront internal contradictions; practice compassion towards those who, like yourself, contribute to the problem they wish to solve
- Practice constructive attitude—never oppose something unless you are able to propose something better
- Be willing to hear new information and change your mind
- Explore unconventional approaches—new conditions require new solutions
- Do your homework; study the problem





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SHORT QUESTIONNAIRE

- 1. Do you live in South Park?
- 2. How old are you?
- 3. Which design elements, on this plan, do you like the most?

4. Which future design elements, not shown on this plan, are you most excited to see?

- 5. What is missing from the next round of improvements?
- 6. How do you see this project as being more of a community park?
- 7. Are there any particular elements that you are interested in helping with (fundraising, building, or maintaining)?
- 8. Please share any other ideas you have:

