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**Mary Fialko** 

Laurel Kunkler

**Shannon Loew** 

**Tom Nelson** 

Julie Parrett

Osama Quotah

Norie Sato

**Donald Vehige** 

**Debbie Wick-Harris** 

Valerie Kinast Coordinator

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# APPROVED MINUTES OF THE MEETING

#### March 1, 2012

Convened 8:30am Adjourned 2:30pm

### **Projects Reviewed**

14<sup>th</sup> Ave NW Park Boulevard 12<sup>th</sup> Ave Park

# **Commissioners Present**

Julie Bassuk, Chair Laurel Kunkler Tom Nelson Julie Parrett (excused from 11:30am-2:00pm) Osama Quotah (excused from 8:30am-12:30pm) Mary Fialko Don Vehige (excused from 12:30pm-2:30pm) Debbie Wick-Harris

# **Commissioners Excused**

Norie Sato Shannon Loew

# **Staff Present**

Valerie Kinast Tom Iurino



March 1, 2012	Project: Phase: Last Reviewed: Presenters:	<b>12<sup>th</sup> Ave Park</b> Design Development Aug 5, 2010 Patrick Donohue, Department of Parks and Recreation Jake Woland, Hewitt Kris Snider, Hewitt Ellen Sollod, T. Ellen Sollod
	Attendees:	N/A

Time: 10:10am-12:00pm

#### **Summary of Project Presentation**

The design team presented the design development of 12<sup>th</sup> Ave Park. The project also integrated a woonerf on E. James Court that adjoined the park, a new element since the commission's last review. The park included: a paved, large gathering space with a saddle-shaped "pillow" to serve as a stage or seating; a 16'x29' elliptical "cloud" overhead made of wire mesh and mirrors to define the gathering space; an L-shaped planting area with rain gardens, trees and a low wall to frame the gathering space; a community garden; and movable tables and chairs. The concrete paving pattern in the park reflected the cloud.

The one-way woonerf, while a shared space for pedestrians and drivers, was designed to give priority to pedestrians; it featured green infrastructure, a lowered elevation, pedestrian lighting, and pollinator pathways. The park extended across the woonerf and the SDOT right-of-way, thereby making the park larger. The Parks Department would manage both the park and the woonerf.

#### ACTION (by Vehige)

The Design Commission thanked the design team for its presentation of the 12<sup>th</sup> Ave Park. The commission appreciated the excellent design collaboration, the progress made to date on the design, the continuation of the park and its associated paving pattern across the alley, the extension of the project to include the woonerf and reach 12<sup>th</sup> Ave., and the scale of the paving pattern used in the park.

By a vote of 6-1, the commission voted to approve the design development as presented, with the following recommendations:

- Develop a better gateway element and explore other design changes to make the east end of woonerf more welcoming. Consider consolidating the ADA ramps or combining them with the driveway.
- Develop the design to allow for and to not preclude the park to change over time. Encourage the flexibility in the programming of the space and enable the community, over time, to provide elements to enhance the park's design and use.
- Show great care in the plan's execution and the construction of the built form. Devise the procurement process, write specs and develop mockups to make certain the delivery of the highest quality and finish possible.

- Consider the needs for long term maintenance; prevent the park from looking beaten down once it's built.
- Make more clear the function and design of the pillow element.
- Make the supports for the "cloud" artwork strong yet sleek; aim for both beauty and function. Tensile structures are complex, and require rigid posts to account for stress and loads.
- Study the L-shaped wall that frames the park to determine it is the best design; explore a curvilinear edge as used elsewhere in the woonerf as that was never explored. Evaluate both approaches to determine which provides the best solution. Also, study the edge of the rain garden, where the regularized, rigid form intersects with the amoeba form of the plantings.

The commission requested an administrative review once the design team considered the above recommendations. For the administrative review, the commission asked for: material samples; the landscape palette; the details of the cloud and its support structure, and; at least three cross sections (two through the woonerf and one through the park to include the pillow element).

Commissioner Parrett voted no because she believed that the design, as presented, was not developed enough for the design development stage.