### RAINIER BEACH PLAY FIELD SKATEPARK

























#### LAND ACKNOWLEDGMENT



We would like to acknowledge that we are on the traditional lands and waters of the first people of Seattle, the Coastal Salish Tribes past and present and honor with gratitude the land itself and the Coastal Salish Peoples.















### PROJECT TEAM

#### **DANIELLE JACKSON, CO-CHAIR**



- Volunteer Public Outreach / Engagement
  - Community Builder / Champion
    - Grant Applicant

#### **NIC MORIN & PETER CROMWELL**



- Team Coordination & Project Management
- Community Design Process
- Landscape Architecture
- Analysis, Design & Conceptual Drawings

#### KAREN SELANDER, PROJECT MANAGER



- Funding Agency
- Community Process, Guidelines
  - Project oversight

#### **SCOTT SHINN, CO-CHAIR**



- Volunteer Public Outreach / Engagement
- Community Builder / Champion
- Grant Applicant

larents for Skateparks

#### **RICHIE CONKLIN**



- Skatepark Design
- Community Design Process
- **Preliminary Simulation**

#### PAM KLIMENT, NEIGHBORHOOD PLANNER



healthy people healthy environment strong communities

- Property Owner
- Development / Design Guidelines
  - Project oversight

SHAVA LAWSON, DIRECTOR OF FISCAL SERVICES

#### SEATTLE **PARKS** FOUNDATION

- Fundraising Support, Fiscal Sponsor



### COMMUNITY CONNECTIONS & SPONSORS





























SEATTLE PARKS FOUNDATION





















### SUMMARY OF PROJECT GOALS



- 1. Develop a Community-led Concept Design of a Skatepark with Community Gathering Spaces.
- 2. Incorporate the latest Multi-Use, Public, All-Wheeled Park Design Standards.
- 3. Provide Equitable Access for All Ages and Abilities.
- 4. Integrate the Design into the Surrounding Community, Environment, Existing Park Features, and the Neighborhood.
- 5. Design the Skate Park for All to Enjoy for All Levels of Experience.















### PROJECT SCHEDULE & PROCESS



- SEPTEMBER: Project Kick-off (Outreach, Background, Feasibility, Site Analysis)
- JAN. 19th: 1st Community Meeting (Identify community needs, Design Game/Brainstorm)
- FEBRUARY: Synthesize into 2-3 Alternatives & Review with City/Steering Committee
- APRIL 20th: 2nd Community Meeting (Review findings, Discuss Design Alternatives)
- JUNE: Generate Preferred Alternative & Review with City/Steering Committee
- JULY 20th: 3rd Community Meeting (Present Preferred Alternative)
- AUGUST: Finalize Preferred Alternative, Feasibility Report & Cost Estimate















### COMMUNICATION & OUTREACH



















Parents for Skate Parks (Co-Chair): Scott Shinn scott.shinn@parents4sk8parks.org

Seattle Parks and Recreation: Pam Kliment Pamela.Kliment@seattle.gov

Design Consulta t: Nic Morin & Peter Cromwell nmorin@eworks.org / pcromwell@eworks.org

Evergreen Skatepa ks: Richie Conklin richie@evergreenskateparks.com

Facebook: www.facebook.com/RBSkatepa k

Instagram: https://www.instagram.com/@rbskatepa k

Website: https://rbskatepark.org/









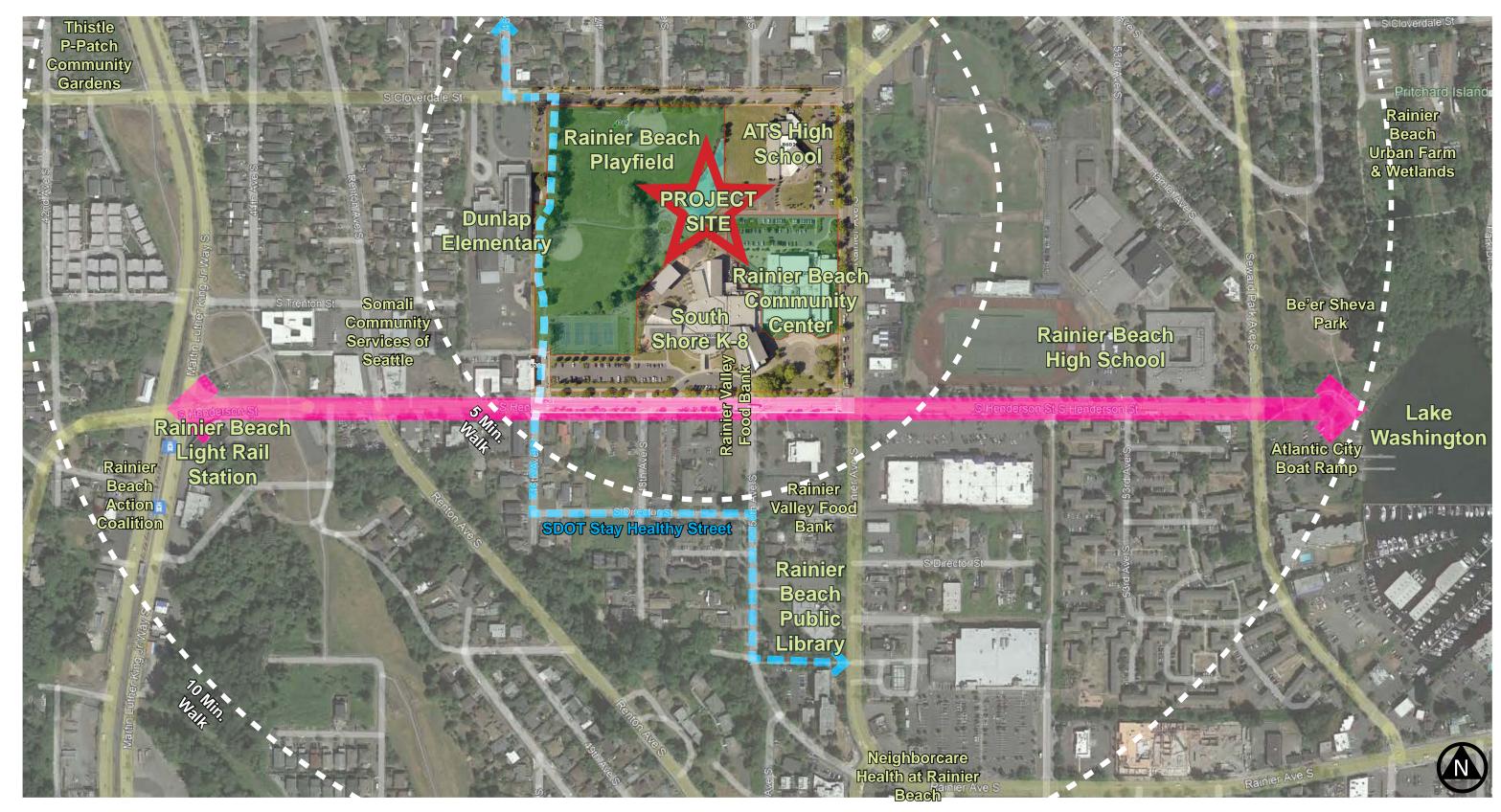






### NEIGHBORHOOD CONTEXT - LINK 2 LAKE

















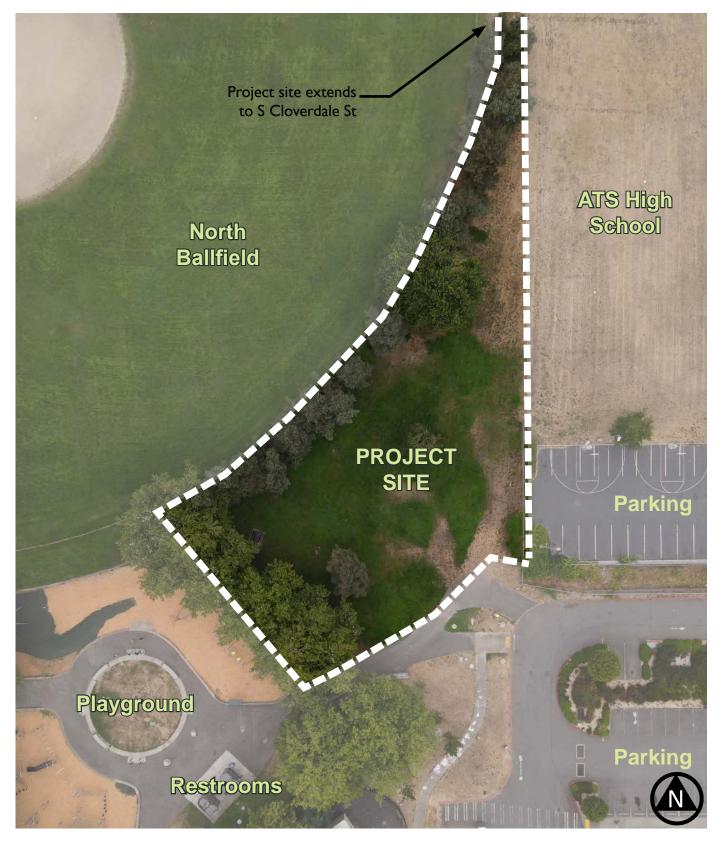




### SITE CONTEXT























### PARK CHARACTER



























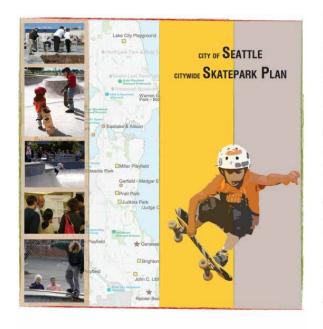






### SEATTLE CITYWIDE SKATEPARK PLAN









SDOT Interurban Trail







	61.1.		Square		25.	4		. %	1 % .	
Name Alki Beach	Status	Size	Feet	Built	Cost	Designer	Builder			Contact
	1	-	13,000	2011	\$940,000	Grindline	Grindline	50	50	53
<u>Delridge Playfield</u>	Ŕ	1	13,000	2011	\$940,000	Grindine	Grindine	30	50	$\bowtie$
<u>Hiawatha Playfield</u>	1									phenoty
<u>High Point Playfield or</u> <u>Myrt<b>l</b>e Reservoir</u>	1	*								
Jack Block Park	Tr.		5,000	2001		Port of Seattle	Port of Seattle			$\sim$
<u>Marginal Way</u>	Ŕ		6,000	2004	\$50,000	DIY	DIY			$\sim$
River City	K	*	4,900	2010	\$166,000	Grindline	Grindline	100		$\bowtie$
Roxhi <b>ll</b> Park	Ŕ		8,000	2013	\$600,000	Ca <b>l</b> ifornia Skateparks	Grind <b>l</b> ine	10	90	$\bowtie$
Schmitz Park Bridge	2	0		1990		Grindline	Grindline			$\bowtie$
Seattle Vert Ramp	Ŕ		3,300	2012				100		M
Name	Status	Size	Square Feet	Year Built	Cost	Designer	Builder	%	<u>%</u>	Contact
Name 65th & Roosevelt	Status	Size	Feet	Built	Cost	Designer	Builder			Contact
		+=	6,900	2014	\$35,000	Grind <b>l</b> ine	Seattle	10	90	
All Together Skate	Æ		0,900	2014	\$35,000	Grindine	Skateboarding Community	10	90	
Ballard Bowl	Tr.		4,000	2005	\$250,000	Airspeed	Grind <b>l</b> ine	90	10	$\sim$
Ballard Corners Park	蒼	0	200	2009		Barker Landscape Architects	Nathan Arnold Masonry		100	
Crown Hill Park	Æ	0	1,500	2011	\$55,000	Pi <b>ll</b> ar Design Studios	Grind <b>l</b> ine	70	30	$\bowtie$
Ella Bailey Park	Ŕ	0	1,500	2006		Cathy Tuttle	Contractor		100	
Gas Works Park										$\sim$
Kirke Park		0				Grindline			100	$\sim$
And Andread Control of					A	Account of the second		_		
Lower Woodland Park	Æ	*	17,000	2008	\$1,150,000	Wally Hollyday	TF Sahli Construction	40	60	$\sim$
		*	17,000	2008	\$1,150,000	Wally Hollyday		40	60	

Name	Status	Size	Square Feet	Year Built	Cost	Designer	Builder	%	%	Contact
Magnolia Playfield	**									$\bowtie$
Myrtle Edwards Park		T								M
Seattle Center 4	2		10,000	2009	\$2,900,000	Newline	Grind <b>l</b> ine	20	80	$\overline{\sim}$
Seattle Center 5	Z.	•	13,000	2020	\$2,500,000	Newline	Grindline	20	80	<u> </u>
Summit Slope	K	Ô	1,500	2010	\$12,000	Grindline	Contractor		100	$\bowtie$
Central East										
Name	Status	Size	Square Feet	Year Built	Cost	Designer	Builder	1 %	%	Contact
Eastlake & Allison	-		1000	Dune		Designer	- Dunius:			$\overline{\sim}$
Garfield - Medgar Evers	1									
Judkins Park	Ŕ		8,000	2013	\$600,000	Grindline	Grindline			$\bowtie$
Mi <b>l</b> ler Playfield	-									
Pratt Park	**	0		-						$\square$
Wall of Death	2	0		1993		Mowry & Colin Baden	Seattle City Light			
Name Dahl Playfield	Status	Size	Square Feet 4,000	Year Built 2010	Cost \$205,000	Designer Newline	Builder Hardcore	10	% 90	
Name		Size			Cost	Designer	Builder	1%	%	Contact
	Ŕ				\$205,000		Shotcrete	10		<u>~</u>
Hubbard Homestead Park	Æ		10,000	2015		Newline	TF Sahli Construction		100	$\geq \leq$
Magnuson Park	7									
Maple Leaf Reservoir	7									$\sim$
Roosevelt Reservoir	7									$\bowtie$
Virgil Flaim Park	Ŕ		7,000	2017	\$855,000	Grindline	Grindline	40	60	$\bowtie$
Southeast	-17									
Name	Status	Size	Square Feet	Year Built	Cost	Designer	Builder	%	%	Contact
Benefit Park - Phase I	1 1	0	108	2012	\$17,701	Grindline	Grindline		100	D⊠ .
Benefit Park - Phase II	Ŕ	O	1,500	2013	\$41,000	Grindline	Seattle Conservation Corps, Grindline		100	
Brighton Playfield	1						corps, Grindine		+	
Genesee Playfield		*								
Jefferson Park	<u>\$</u>	*	18,000	2011	\$1,010,000	Grindline	TF Sahli Construction	40	60	$\bowtie$
John C. Little Park	-									
	12	A		-			1		_	5-3
Rainier Beach Playfield	**	*								$\sim$

#### Skatepark Size

 $\sim$ 

Skatedot (25 - 1,500 sq ft)

Skatespot (1,501 - 10,000 sq ft) District Skatepark

(10,001 • 30,000 sq ft) A Regional Skatepark (30,000+ sq ft)

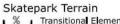
#### Skatepark Status

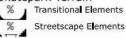
Sited - This site has been approved for integrated skateable terrain or a skatepark by the City of Seattle. Contact information is for relevant government agency or agent.

Active - One or more advocates are currently working to fund, design and build something here. Contact information is for lead advocate. M Designed - An approved design exists for the skatepark or skate feature. Contact the lead

advocate for current status! Built - Ready to Skate! Contact information is for local stewards.

RIP/DOA - Dude, what happened to my skatepark? Skatepark demolished or skatepark campaign ended.







Send email to primary contact, or contact us to become the primary contact















## SEATTLE SKATEPARKS





**Ballard Commons** 



Delridge



Judkins



Crown Hill



**Hubbard Homestead** 



Lower Woodland



Dahl Playfield



Jefferson



River City

















## INSPIRATION - SKATEPARK ELEMENTS





























## INSPIRATION - PARK & ART ELEMENTS































## INSPIRATION - GATHERING AREAS & SHELTER

























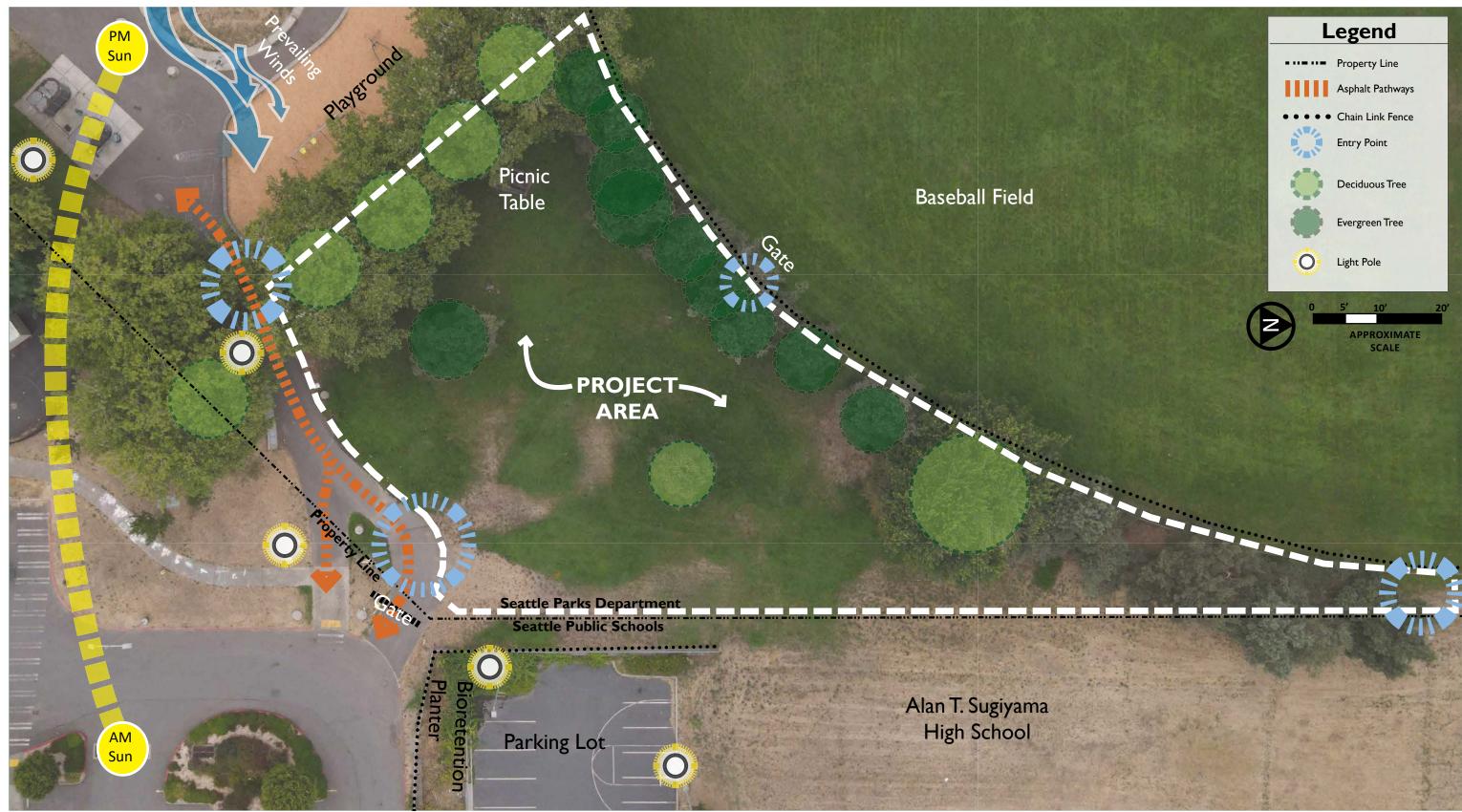






### SITE ANALYSIS



















## DESIGN GAME PIECES



Benches



Skate Path



Ba beque



Jumps **a** d Transfers



Bioretention



Power for Events and Device Cha ging



G**p** s



Covered Skatepa k



Moonsc**p** e with Small Transition



Wayfinding



Iconic Art / Sculpture



Flow



Aspha t Wa kway



Gathering Area



Picnic T**b** les

















### DESIGN GAME EXAMPLE

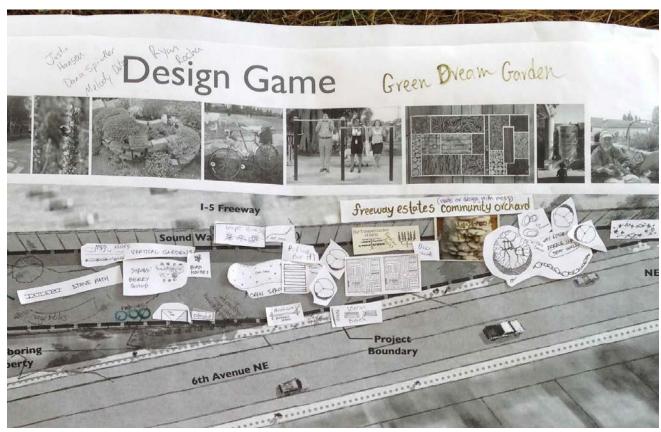


























## Community Meeting 1 - Design Game Boards











**PARKS** 















## Community Meeting 1 - Design Game Boards



















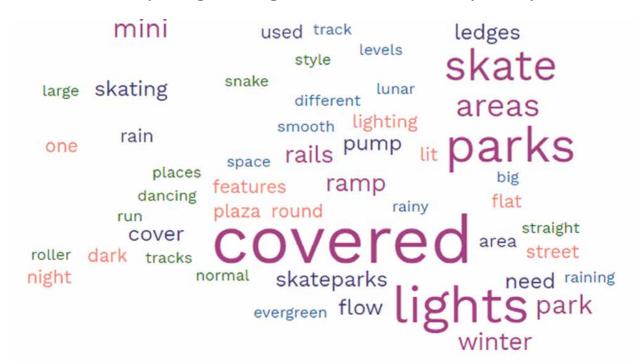




# Community Survey Results



Q1: Is there anything lacking in the Seattle skatepark system?



Q3: What are some opportunities for a skatepark that are unique to this location, at the Rainier Beach Play Field?



Q2: What makes a skatepark great?



Q4: What are some positive experiences you have had at skateparks? What left you feeling super hyped?

```
kids
                             skating
something
      welcoming together
                                   accommodates
                      good features
 cool
                                     parks strangers
       feature
                                         feeling
                                              really
everyone know
                                 supportive
                                           skate dahl
progress new skaters
                                        every great
crowded beginner skated
```















# Community Survey Results



Q5: What aspects of a skate park make it a fun and comfortable place to hang out all day?

```
different park shade obstacles stuff rain water people space bathroom others areas lights skating perimeter sun eye street COVERC skatepark good vibe large Covered skatepark good vibe shaded seating variety show bathrooms crowd restrooms benches fountains keep drinking place time users clean somewhere
```

Q7: What should be included in the design to celebrate the Rainier Beach Neighborhood?

```
diversity seattle sure people place celebrate live work

neighborhood history culture work

aspects garden community cool physical art something part park schools

communities black orange important kids orange feel work

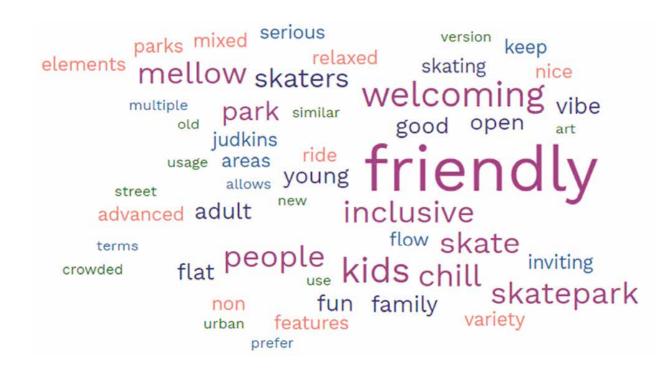
space traditionally info skate

lights rainier topography
```

Q6: Have you had any negative experiences at skate parks? If so, please describe.

```
entrance primarily beginners cars rc winter bad lack garbage children vibe bad everywhere skaters new trying hardly covered built safe busy skateparks advanced creates crowded people one parks others awareness vibe bad everywhere bikes bowl skateparks busy skateparks drug partiers skate graffiti go places
```

Q8: What type of vibe do you look for at a skate park?











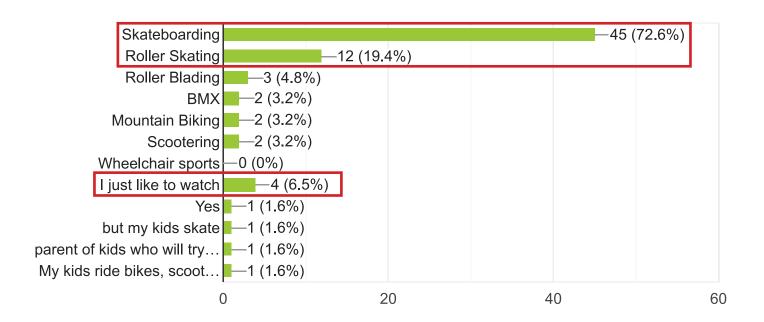




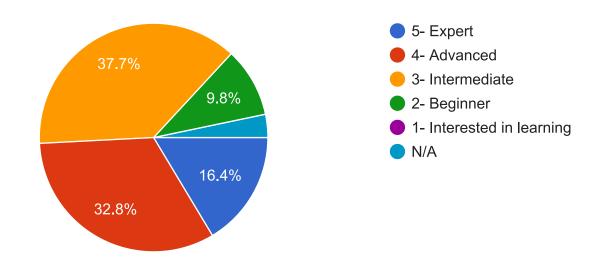




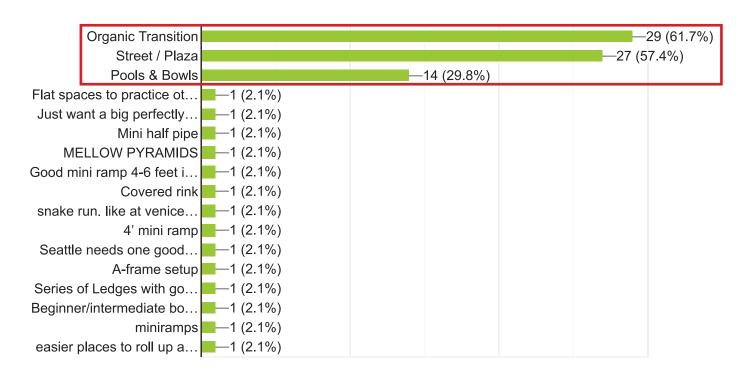
#### How do you Roll?



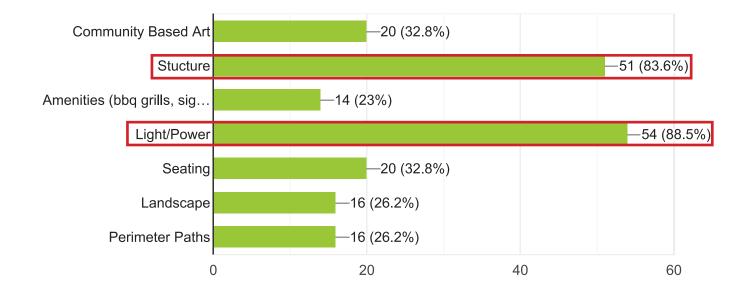
#### What is your skill level on your preferred wheels?



#### What are your favorite local SKATE features that you would like to see more of at the Rainier Beach Skate Park?



What are your favorite local PARK features (art, seating, lights, picnic areas, covers, etc.) that you would like to see more of at the Rainier Beach Skate Park?











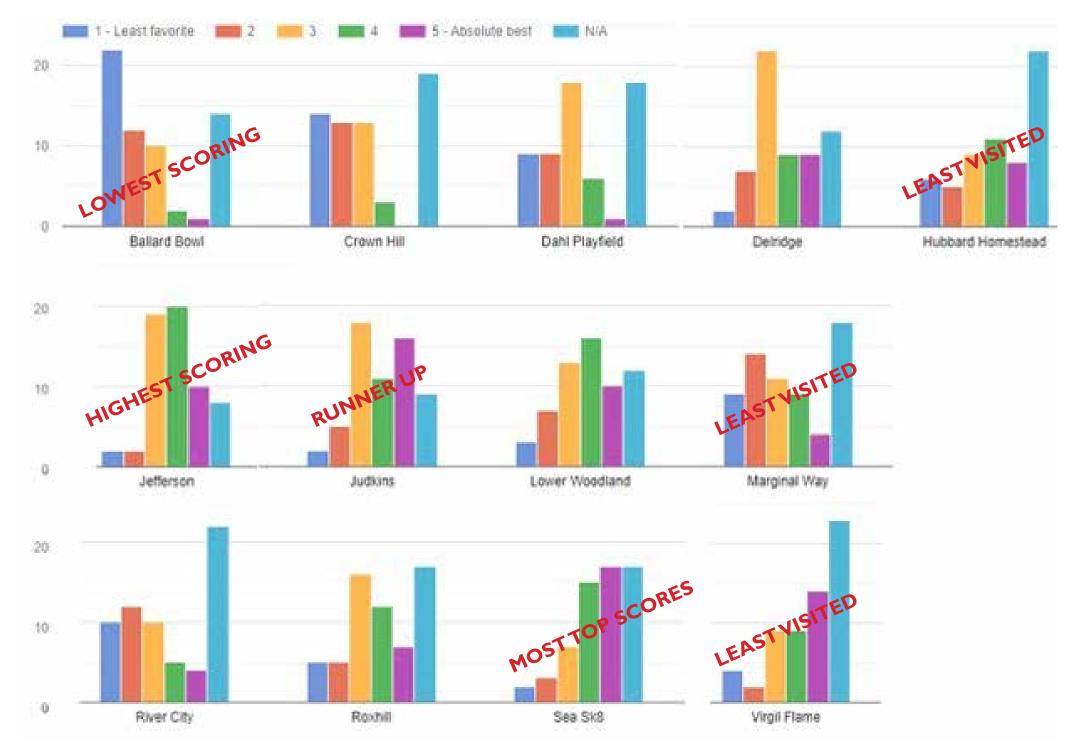








#### Please indicate your favorite skate park by ranking them 1-5:











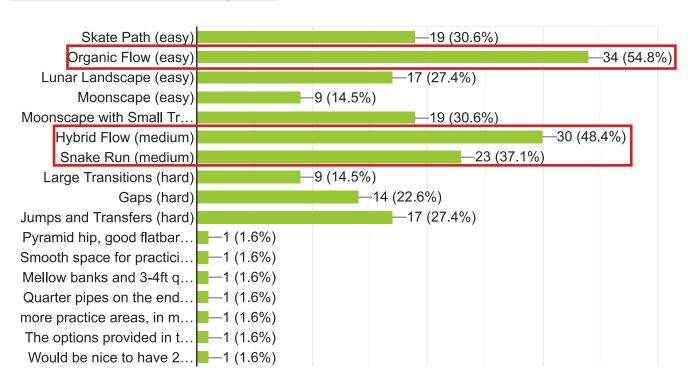




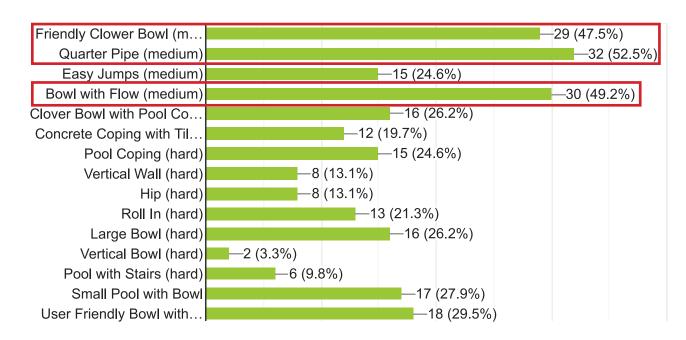




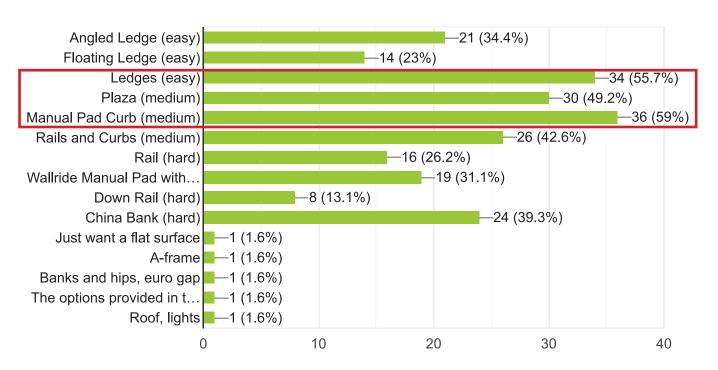
Please select the top "ORGANIC TRANSITION" SKATE elements you would like to see at this skate park.



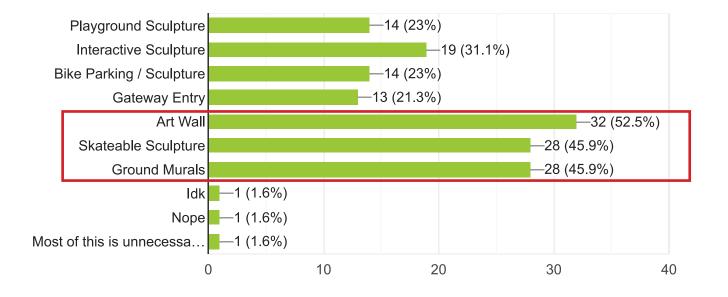
Please select the top "POOL & BOWL" SKATE elements you would like to see at this skate park.



<u>Please select the top "STREET / PLAZA" SKATE elements you would like to see at this skate park?</u>



Please select the top "LOCAL ART" PARK elements you would like to see at this skate park.











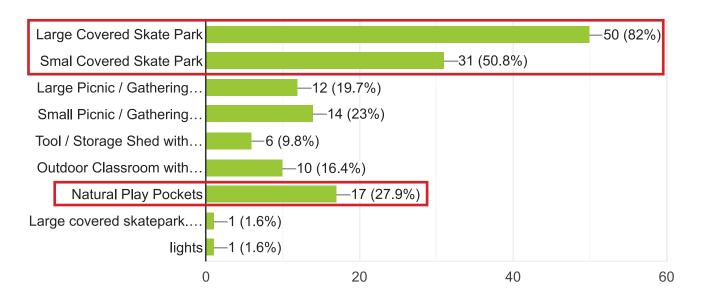




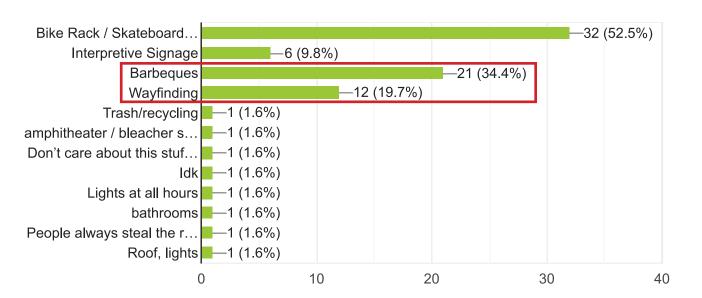




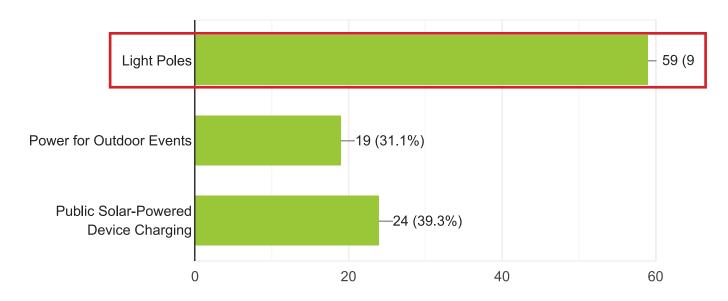
<u>Please select the top "STRUCTURE" PARK elements you would like to see at</u> this skate park.



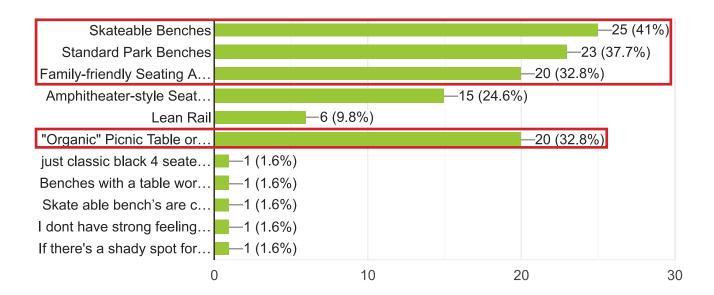
<u>Please select the top "AMENITIES" PARK elements you would like to see at this skate park.</u>



Please select the top "LIGHT / POWER" PARK elements you would like to see at this skate park.



Please select the top "SEATING" PARK elements you would like to see at this skate park.









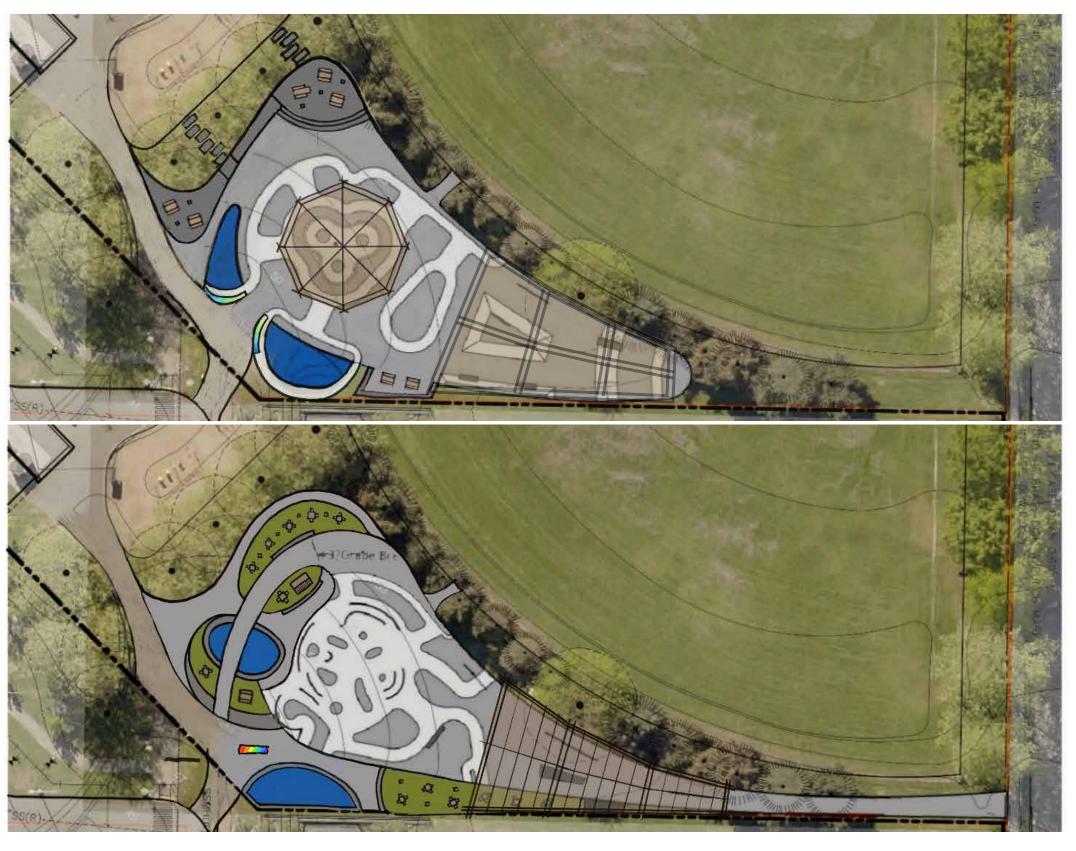














































### Skatepark Elements Skatepark





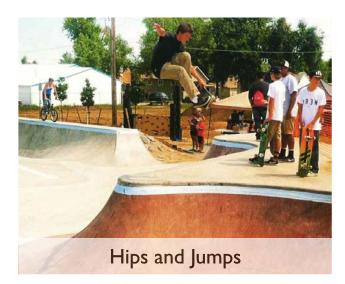




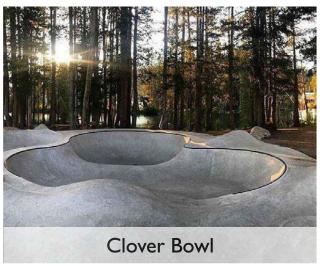


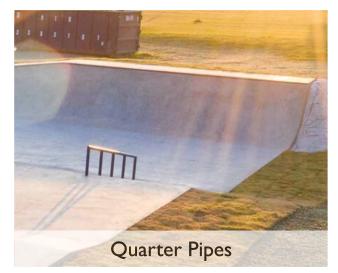






**PARKS** 

















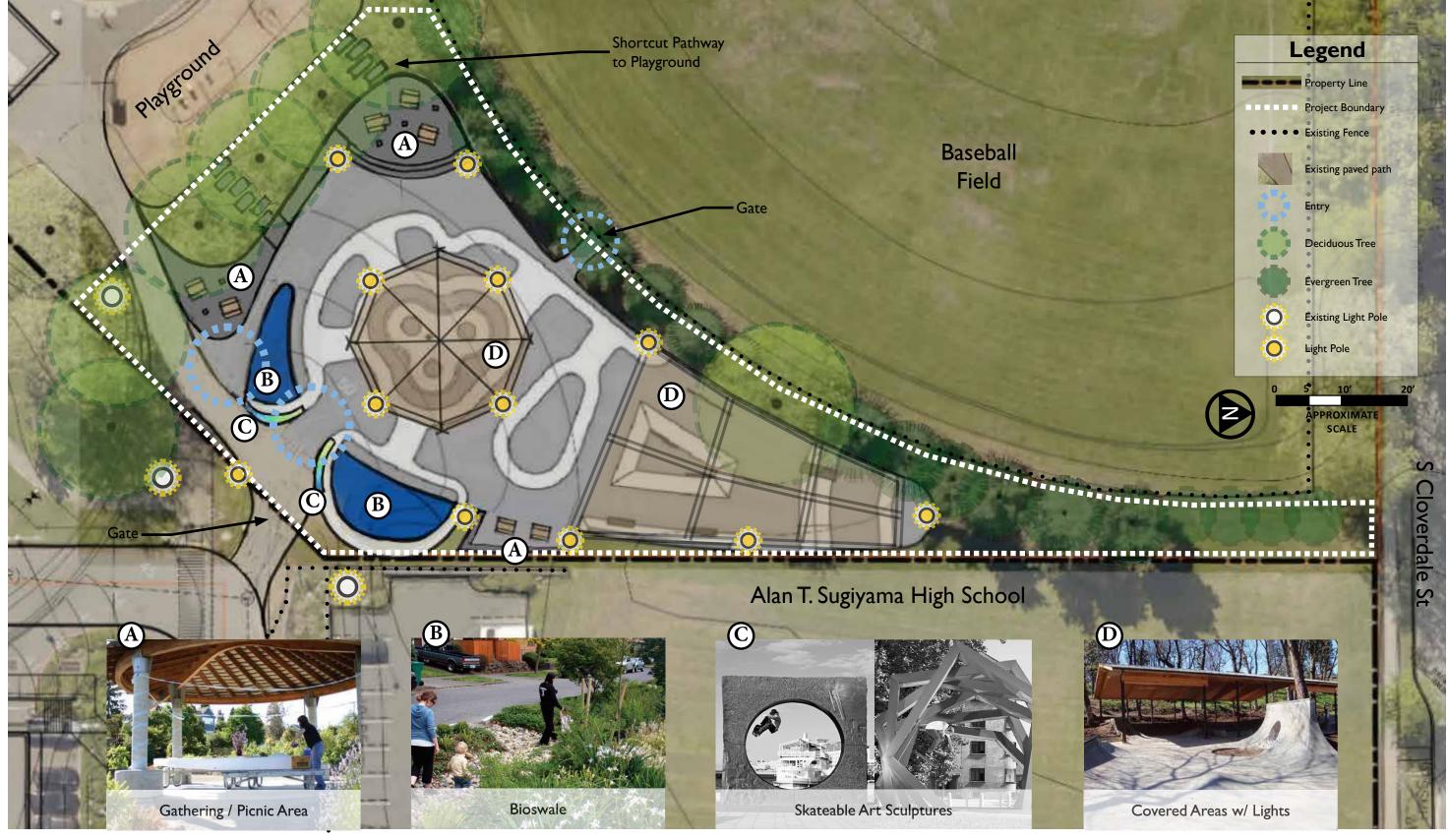






# Gathering Space Elements Skattering





































# Skatepark Elements Skatepark







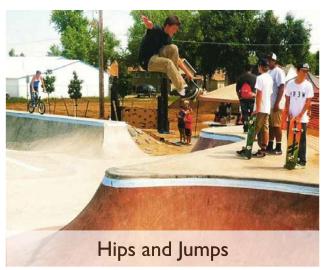




























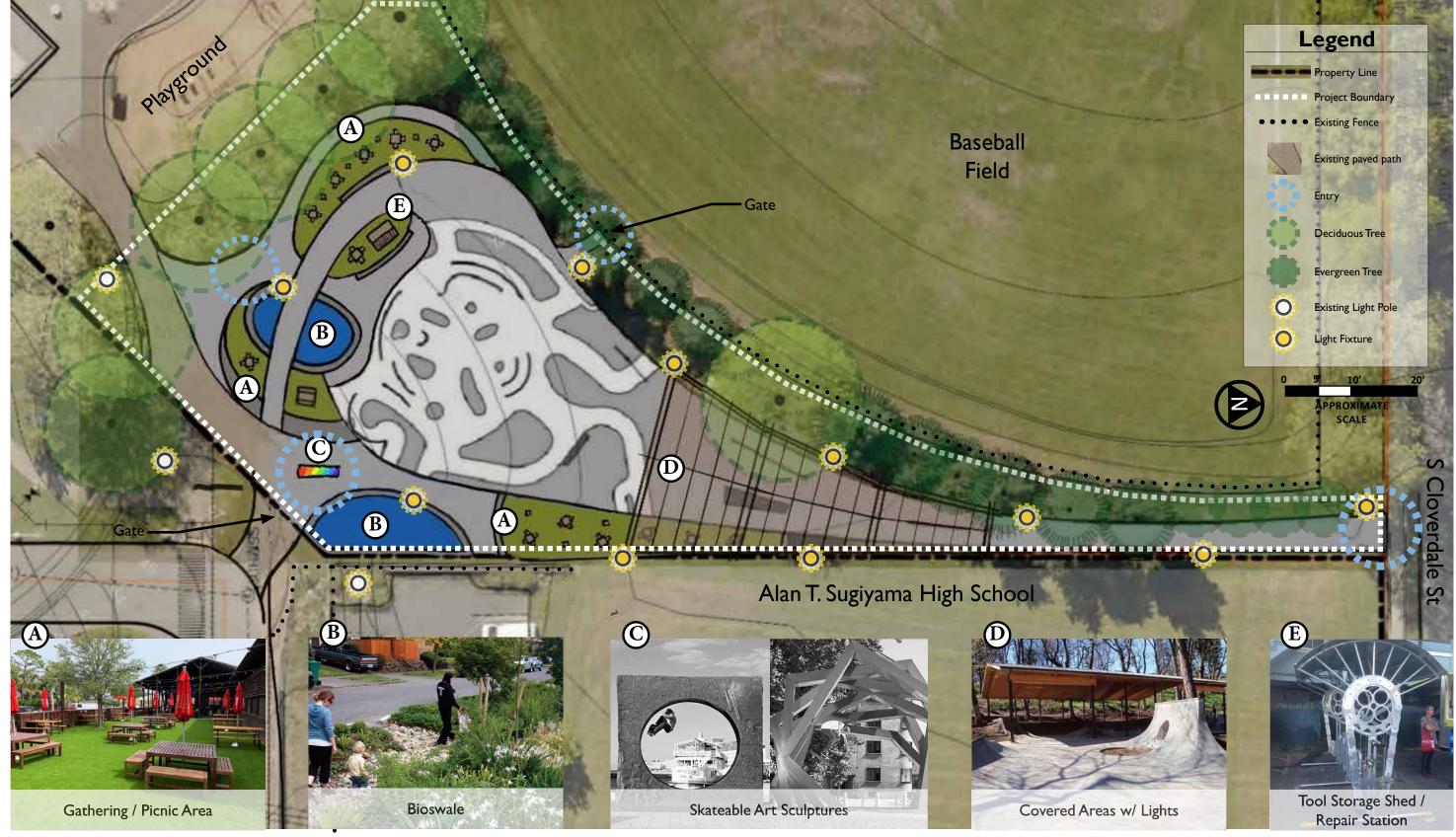






# Gathering Space Elements Skattering



















## Community Meeting 2 - Design Game Boards



#### Group I



















**PARKS** 





## Community Meeting 2 - Design Game Boards



#### Group 2



















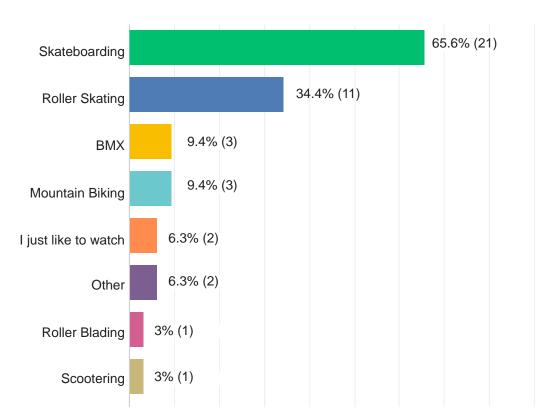




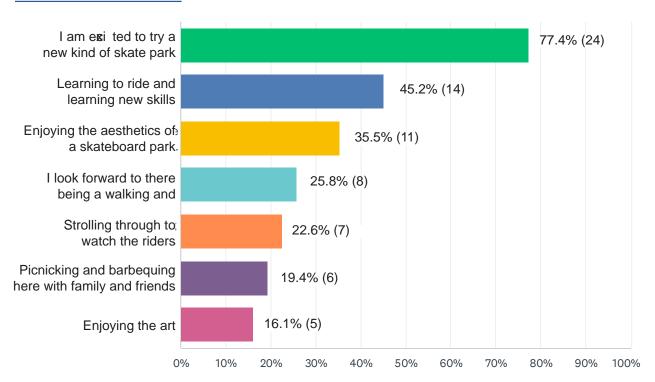
# Community Meeting 2, Survey Results



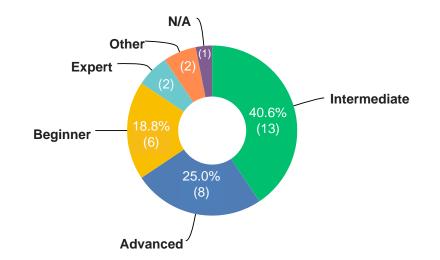
#### How do you roll?



#### What do you imagine yourself doing at the new Rainier Beach Skateboard Park?



#### What is your skill level on your preferred wheels?













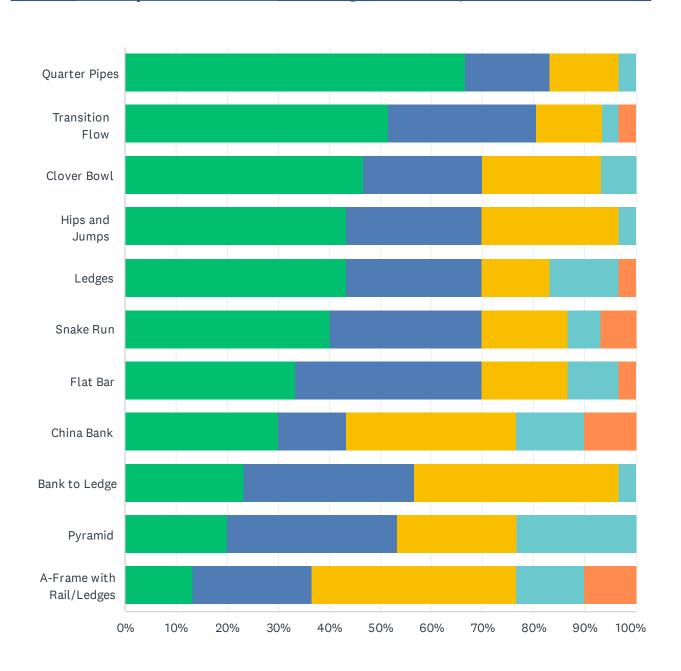




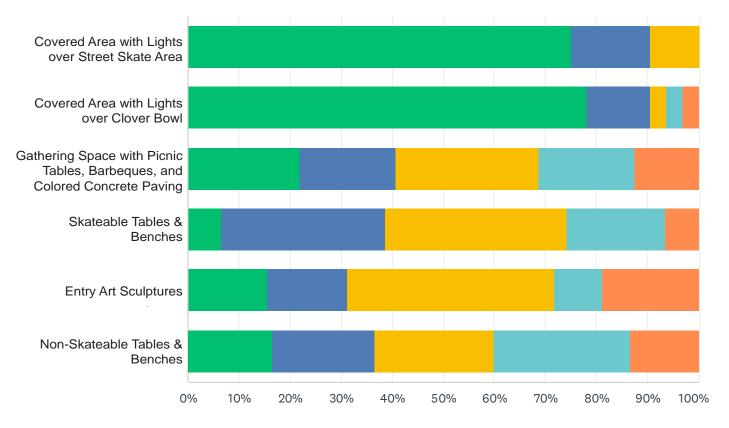


#### Design Alternative I

#### Which **skate park elements** in Design Alt 1 do you value the most?



#### Which general park elements in Design Alt 1 do you value the most?















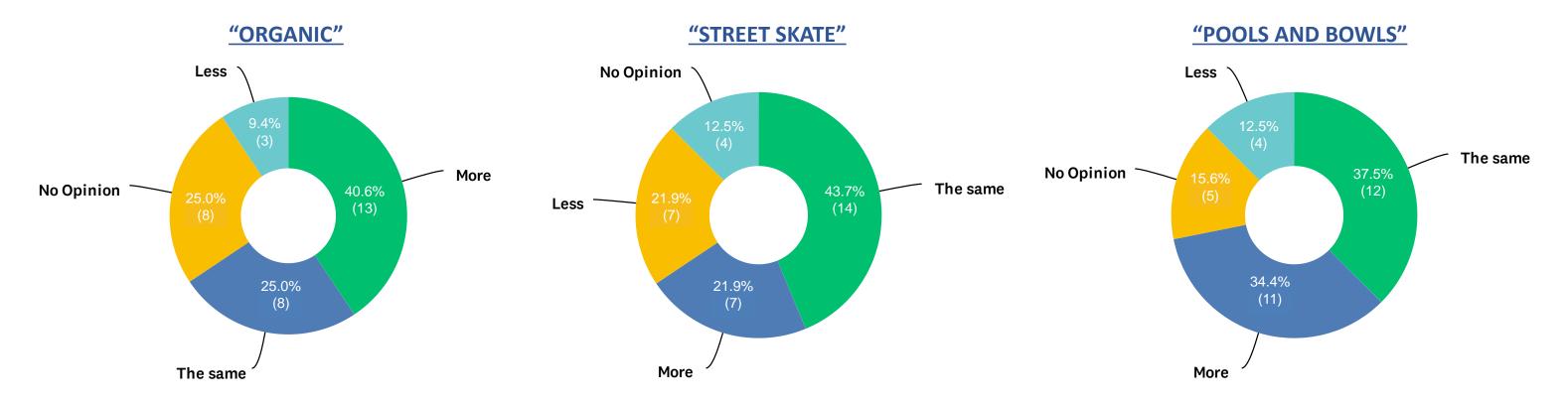






#### Design Alternative I

Would you like to see more, less, or the same of the following types of skate elements in Design Alt 1?













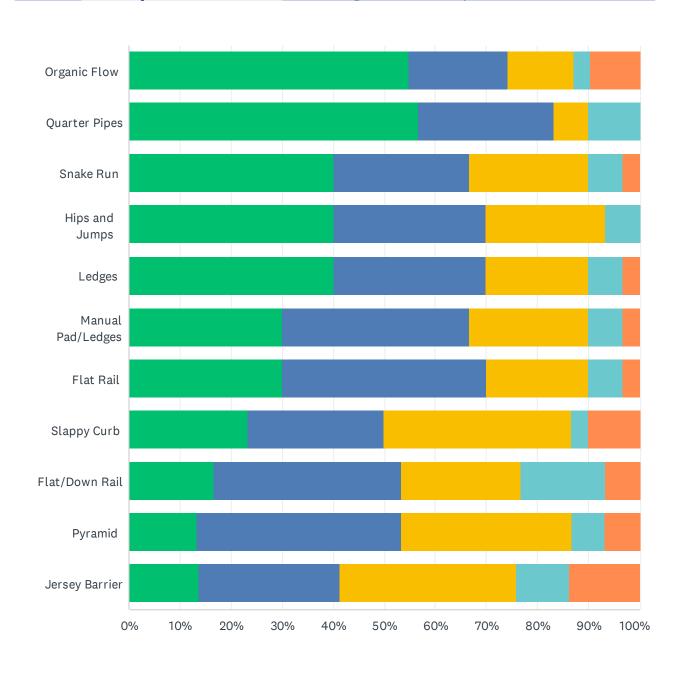




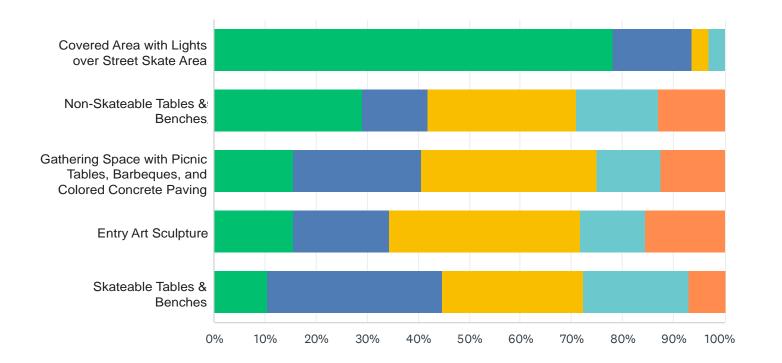


#### Design Alternative 2

#### Which **skate park elements** in Design Alt 2 do you value the most?



#### Which general park elements in Design Alt 2 do you value the most?















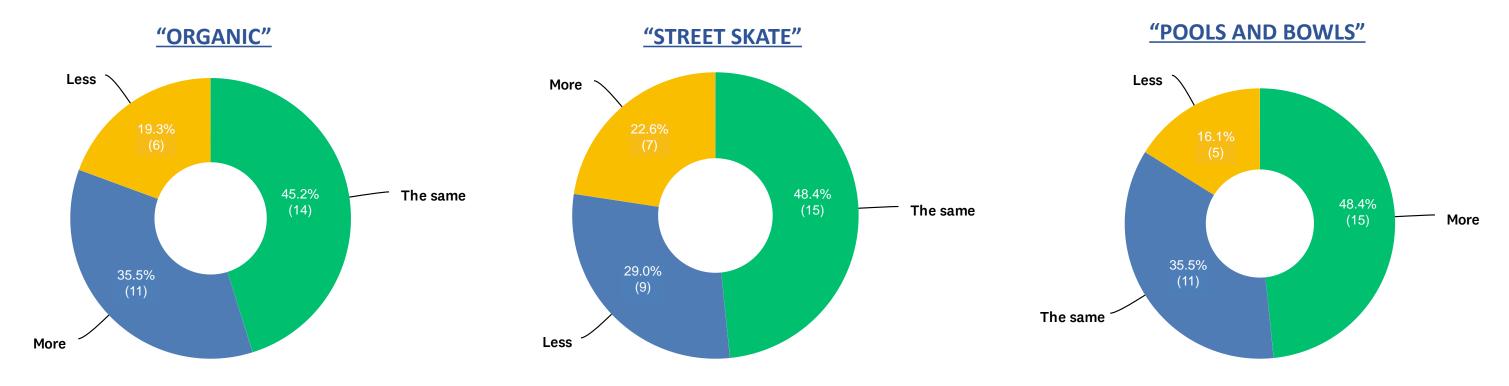






#### Design Alternative 2

Would you like to see more, less, or the same of the following types of skate elements in Design Alt 2?













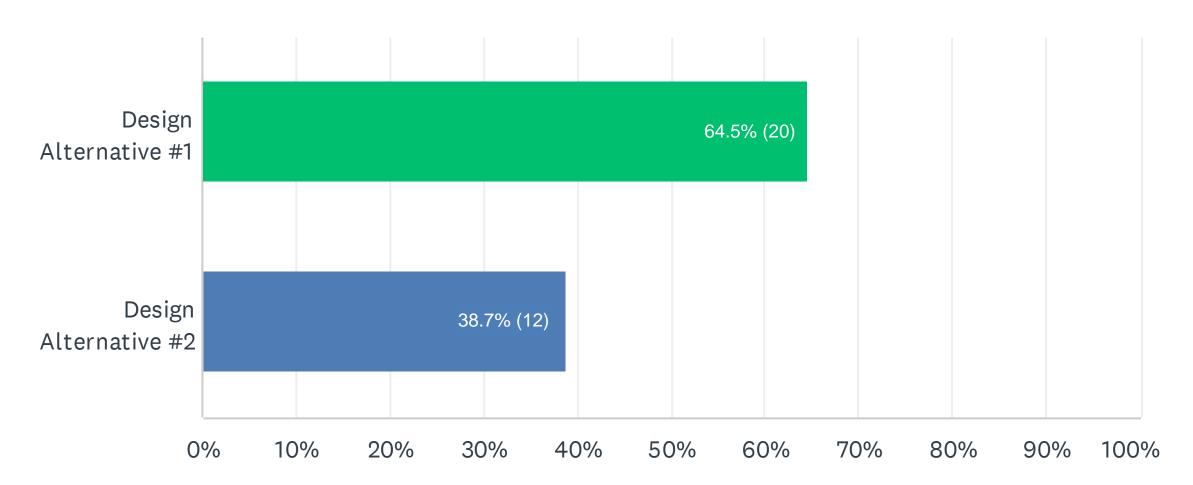






Design Alternative I vs. Design Alternative 2

The design team will blend the best ideas, but it would be helpful to know if you have a general preference between the two Design Alternative options.













**PARKS** 





































































































































