

Seattle design Commission

Mike McGinn
Mayor

Diane Sugimura
Director, DPD

Marshall Foster
Planning Director, DPD

Mary Johnston
Chair

Andrew Barash

Julie Bassuk

Graham Black

Brendan Connolly

Lauren Hauck

Laurel Kunkler

Julie Parrett

Norie Sato

Donald Vehige

Guillermo Romano
Executive Director

Valerie Kinast
Coordinator

Tom Iurino
Senior Staff

APPROVED MINUTES OF THE MEETING

June 3, 2010

Convened 8:30am
Adjourned 3:00pm

Projects Reviewed

Jefferson Skatepark
Sally Bagshaw and Tim Burgess
Playgrounds of Parks and Greenspaces Levy

Commissioners Present

Mary Johnston, Chair
Andrew Barash
Brendan Connolly
Julie Bassuk
Graham Black
Lauren Hauck
Laurel Kunkler
Julie Parrett
Norie Sato
Donald Vehige

Staff Present

Guillermo Romano
Valerie Kinast
Tom Iurino
Jenny Hampton



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June 3, 2010 **Project:** **Jefferson Skatepark**

Phase: Concept Design

Last Reviewed: N/A

Presenters: Andy Mitton, The Berger Partnership
Kim Baldwin, Parks and Recreation
Micah Shapiro, Grindline Skatepark Design

Attendees: N/A

Time: 9:00am-10:00am

(000/RS0000)

ACTION

The Commission thanked the design team for their clear presentation of Jefferson Skatepark. The team was commended for capitalizing on the topography and how views were set up. The Commission unanimously approved the concept design direction, with the following comments:

- Collaborate to weave the skatepark more thoroughly into the existing Jefferson park fabric, using the paths, vegetation, stormwater facilities etc. to integrate the different functions of the park and avoid “left over” or fragment spaces.
- The paths and seating are the strongest tools for integrating this space into the larger park.
- Use materials and texture to provide intuitive cues as to where the different users of the area should be, providing more distinctive zones. It should be clear where skaters should be and where visitors should be.
- Consider revising the perimeter path as a major walkthrough route along the park. Be sure that it works with the function of the park without interrupting the active uses. Discourage goat paths with placement of vegetation.
- Incorporate surface water management in the overall design. Consider using stormwater in perimeter plantings, for example.
- Create a place for seating and viewing for both skaters and non-skaters. Use seating areas as gathering spaces and viewing platforms. Think of sightlines and views from the seating areas.
- Provide night lighting and extend skate-able hours to the extent possible by Parks and Recreation.
- Approach lighting in an artistic way.
- Accommodate dogs and bikes in the plan. Provide bike racks and places to tie up dogs.
- Minimize the presence of the adjacent 120 ft. fence as much as possible.
- Please provide sections as part of the next presentation to explain adjascencies.