



Delridge Playfield Skatepark
Public Meeting #3
Monday, June 22, 2009
6:30 – 8 p.m. Youngstown Cultural Art Center

Attendees:

Dan Johnson – for Kelly Davidson (out sick) Seattle Parks and Recreation
Karen O'Connor, Public Relations Specialist Seattle Parks and Recreation
Micah Shapiro, Grindline Skateparks
Fred Ogram, Abbotswood Design Group
Nancy Folsom, Skate Park Art Project Community
44 Community Members

Notes:

Introduction and project background by Dan Johnson.

This is the third meeting –Dan updated community on the funding. The funding for the project is now \$750,000.00

Because of this additional funding the square footage of the skatepark will likely increase. The design team will analyze the size increase based on comments received regarding design features and size. Dan introduced design team.

Micah welcomed everyone and introduced Nancy Folsom, who is working with the Department of Neighborhoods to fund an art project for the skatepark. Nancy spoke about the project art and the request for artist applications. The applications are due at the end of June. The art should be integrated into the park but is not required to be skateable. Also, this project is not slated to receive 1 % for the arts. Parks appreciates the community involvement to foster an art project for this skatepark. The Delridge Playground is currently being upgraded and the organization behind that is suggesting an official graffiti wall as part of the design.

Fred and Micah gave their presentation. Fred reviewed meetings one and two, this site selection and the priorities. They handed out forms and encouraged participants to write down ideas and submit them at the end of the meeting for additional features based on the additional funding mentioned at the start of the meeting.

Micah presented the schematic design and showed the basic layout and options for the current funding.

Questions and Comments taken from the public:

Q. Have you done a cost analysis?

A. No – not yet

Q. How deep is the bowl?

A. 10.5 feet

Q. Is there a signature feature? There should be a signature feature that represents the park and West Seattle.

A. Open to different ideas or representations of West Seattle. Let Micah know if you have some ideas.

Q. At the last meeting it was evident that a large percentage wanted a big bowl and big verte a true deepend.

Q. Can we raise the bowl end in elevation which would allow for drainage and make the bowl deeper (10.5 vertical)?

A. Important to keep in mind:

- Site/View Lines
- Not blocking view into sight
- Not a lot of flat bottom

Q. Is it a single skater bowl? Can we have a key hole or kidney?

A. It is a single bowl. Grindline will look into expanding it into two bowls.

Q. There are two different user groups between wading pool and skatepark – what are you doing to protect the younger kids or provide a separation of activity?

A. The Seattle Design Commission recently commented on this – their suggestion and solution was to created a concrete seating wall in this grassy area to separate the activities. As a parent you could watch your young child in wading pool and keep an eye on an older one in the skate area.

Q. How long are the stair steps?

A. Similar to Bellevue Highlands – or the railing there.

Q. What is maximum capacity

A. 30 users at once – 4 or 5 at a time.

Q. Why not a series of steps

A. Working with slope, needed to allow run up time, also wanted to add variety

Q. If we want to add to the design – how is that prioritized?

Q. With the financing or budget –how do we add elements, not lose the money?

A. Through a public works contracting additional elements can be added by change order. The design team will keep this in mind. Bid-additives will be considered and prioritized based on dollar amount and taken in order.

Comment – Neighbor appreciates the work done to incorporate the design into the park.

Q. This is a dark corner – what is being done to keep people from falling into the park?

A. The design will address this and safety is obviously first concern of the design.

Comment: The neighborhood appreciates the work you have done to integrate the project into the park. Visibility is important and the corner is very dark. Is there money in the budget for lighting?

Q. Can we add lighting?

A. Lighting would change the park hours and we are not adding lighting to this park.

Q. I've seen the lighting systems with timer – would something like that work?

A. It is Park's policy not to add lighting

Q. Is there anything in this design that Grindline has not built?

A. Yes, we are taking this into consideration and doing the best to put the "Grindline" stamp on it.

Q. What is something in design that says West Seattle? Anything special?

A. Micah said – he would take that into consideration and do some research on West Seattle history. He asked the public to please feel free to submit ideas.

Q. Where is the hang out area? Will people be hanging out on the skateable path?

A. The site is laid out for multi-use including places for people to hang.

Q. Can you build a concrete shelf for sitting?

A. We will consider this.

Q. In the drainage was there special consideration or account taken for all the foliage? Is the drain designed to handle that?

A. Yes, there are trees around. Right now at Lower Woodland – Parks is looking into a storage box for brooms and rakes.

Q. Is there an area for kids to learn?

A. Yes, the Northern sidewalk area is age appropriate for beginning skill sets.

Q. How is parks handling the additional money and what are the next steps?

A. After the final design, Parks will go to the design commission with construction documents and proceed to bid the project. Please check the website

<http://seattle.gov/parks/projects/skateboard/delridge.htm> which will show the final design.

Q. We want a feature that is difficult to build so we have qualified bidders, experienced contractor – Is there something in this park that is difficult – can all companies to the stamp brick?

A. The public works contract will contain bidder pre-qualifications such that the contractor selected will have the skill set necessary to complete the project on-time and on-budget to Parks standards.

Q. In the past we have had design meetings and been told a bowl is going to be “x” deep and then on opening day it is discovered that it is not as deep. There are always changes that Parks needs to tell the community about.

A. The project will be built as designed. During construction unforeseen conditions can arise and will be communicated on the webpage.

Comment: Let the community know what is happening with changes.

Q. Will there be another public meeting – where do you go from here?

A. Parks will communicate effectively thru websites and emails the final design. The consultant team will meet and work on the final design. Construction documents will be done by the end of the year and Parks will put it out for bid. Parks prefers to communicate through the webpage and via email to save money for the project and allow this money to go directly into construction of the park rather than hold another meeting.

Q. What is construction time?

A. 4 -6 months – Lower Woodland was a little slower – built out in the winter.

Comment: I’ve seen too many kidney shapes, I think we need two bowls.

Q. Can people donate to the skatepark – how does that work?

A. You need to start a non-profit organization, usually this is done before design process. Possibly you could raise funds for another park.

Q. Could you put in 2 stairway feature one right after the other?

A. To tight in this situation

Comment – the last thing we want is a park that is “almost really good”

A. With a world-class skatepark designer and landscape architect, Parks oversight and extensive public involvement this park will be a great addition to Delridge and a signature skatepark. That is what we all want.