



Mike McGinn
Mayor

Diane Sugimura
Director, DPD

Marshall Foster
Planning Director, DPD

Julie Bassuk
Chair

Mary Fialko

Laurel Kunkler

Tom Nelson

Osama Quotah

Julie Parrett

Norie Sato

Donald Vehige

Debbie Wick-Harris

Valerie Kinast
Coordinator

Tom Iurino
Senior Staff



**Department of Planning
and Development**
700 5th Avenue, Suite 2000
PO Box 34019
Seattle, WA 98124-4019

TEL 206-615-1349
FAX 206-233-7883

APPROVED MINUTES OF THE MEETING

October 20, 2011

Convened 11:00am
Adjourned 3:00pm

Projects Reviewed

Jefferson Park Golf Course
Judkins Skatepark
Roxhill Skatepark

Commissioners Present

Julie Parrett, Chair
Malika Kirkling
Laurel Kunkler
Tom Nelson
Osama Quotah
Don Vehige

Commissioners Excused

Julie Bassuk
Norie Sato
Debbie Wick-Harris

Incoming Commissioners Present

Mary Fialko

Staff Present

Tom Iurino



October 20, 2011	Project:	Judkins Park Skatespot
	Phase:	Concept Design
	Last Reviewed:	N/A
	Presenters:	Kelly Davidson, Parks and Recreation R Frank Robinson, Parks and Recreation Micah Shapiro, Grindline Skatepark Design
	Attendees:	N/A

Time: 2:00pm-3:00pm

Disclosures

Commissioner Parrett is a neighbor of Judkins Park.

Project Presentation

The design team presented its concept design for the Judkins Park Skatespot. It is approximately 8,000 square feet. Its location and square shape are due to requirements set forth by WSDOT, who leased the land to Parks for the facility. The skatespot features a snake and elements for both beginning and intermediate skaters and viewing areas for visitors. The square design incorporates a centerpiece collection point for rainwater and allows skaters to travel in a circle. The project includes a stormwater facility to offset the skatespot's impervious surface.

ACTION

The Design Commission would like to thank the design team for its presentation of the Judkins Park Skatespot. By a vote of 5-1, the commission approved the project's concept design pending an administrative review. The commission made the following comments:

- Explore changes to the Parks Department's site acquisition process to give voice to park designers' professional judgment in siting and design. The commission is disappointed that the skatespot's site and shape was predisposed and restricted due to the conditions of its acquisition from WSDOT; it does not allow the skatespot to easily relate to other park functions or site features, such as topography and adjacent uses thereby hindering its potential success as a park and neighborhood amenity.
- Develop a stronger connection between the skatespot and other park functions; explore connections from the south to the eastern entry. Regret that the skatespot's site and shape was predisposed and restricted due to the conditions of its acquisition from WSDOT.
- Allow people to inhabit or move through the center landscape island. Develop the use of boulders as part of the overall language of skatespot. Don't create openings in the landscape that entice visitors to discard trash.
- Erode the skatespot at southern edge to strengthen the connection to the rain garden.
- Create zones for different speeds and abilities: fast, slow, stopping.
- Include benches, street furniture and bike racks.
- Further study the sustainability features, such as how the rain garden integrates into the skatespot design and how to prevent algae plumes. Explore using permeable pavement that is smooth. Avoid using signage only to express the sustainability features; also express it through the placement and type of plantings and other landscape materials.

Commissioner Vehige voted no because he believed delineated allowable location for the skatespot by WSDOT is poorly sited and too negatively affects the potential success of the skate spot.