



LAKE CITY SKATESPOT & BASKETBALL COURT @ VIRGIL FLAIM PARK

Seattle Parks and Recreation
Planning & Development Division, Cascade Design Collaborative & Gridline Skateparks

Lake City Branch Library
12501 28th Avenue NE, Seattle, WA 98125
Monday, September 28, 2015 - 6:30 p.m. - 7:45 p.m.

Purpose of Public Meeting

To share with the public the Design Development phase plans and renderings, and to get comments prior to construction documentation.

Materials Presented

- 1) Summary of Public Process to date
 - a) Review of slide show from Public Meeting #1 on July 13, 2015 including site analysis, program requirements, and design concepts
 - b) Second Public Meeting Twitter event July 21, 2015
 - c) This meeting is the third and final public meeting for this project.
- 2) For further updates: Check the parks website for further information and updates
http://www.seattle.gov/parks/projects/virgil_flaim/skatespot.htm
- 3) Project schedule
 - a) Skatespot Construction Documents January 2016
 - b) Skatespot Construction Spring- Summer 2016
- 4) Project funding:
 - a) Partial funded by the 2013 Green Space Levy.
 - b) There is a grant application in for an additional \$75,000 from the King County Youth Sports Facilities Grant. Results of the request should be known by November.
- 5) Design Development phase presentation

- a) Renderings were presented of Virgil Flame Park with proposed improvements, Project area improvements, and Skatespot 3D renderings.
 - b) Site Analysis and Program Overview
 - i) The program for park improvements includes upgrading the existing basketball court, adding a skatespot between 5,000 and 10,000 sf, improving accessibility of paths, and adding bioretention of storm water.
 - ii) The current Skate parks and Skatespots within 5-10 miles were reviewed, including Northgate, Shoreline, Ballard Bowl, Green Lake (Lower Woodland), and Dahl Playfield. The goal is to provide a new skatespot that expands and offers complimentary features to what is already in the region.
- 6) Park Design Update
- a) Previous Public comments are available on the project website. The design is responding to the following concerns raised during the first and second public meetings:
 - i) Concern over noise levels of added activity of skatespot
 - ii) Desire to maintain existing circulation of Virgil Flaim Park
 - iii) Some history of bad behaviors in the northeast corner of the park
 - iv) Desire to keep the field to the south as large as possible for informal field games
 - b) Site design Option 2 was chosen as it locates the skatespot toward the center of the park to ameliorate noise and puts the basketball court in the naturally flatter area of the site which limits earthwork and saves money.
 - c) The asphalt pathway around periphery of park will remain as is at a 1/4 mile loop. The pathways east and west of skatespot and basketball court are being replaced and flattened to be universally accessible.
 - d) There is no connection from the park to the city stormwater system so the rain water must infiltrate the ground. A geotechnical engineer is investigating the infiltration capacity of the soils, and when known, the bioretention system will be completed. Bioretention of storm water will be achieved through perforated pipes below ground to recharge the groundwater.
 - e) Lawn will be planted surrounding the skatespot and basketball court. Irrigation will be provided. The concrete skatespot is designed with a balance of transitional and street elements, and will accommodate skateboarders with beginner to intermediate/advanced levels of skill. The skatespot will be designed with a base bid areas, with the option to expand with additive alternates should the bids come in low. The first additive alternate is a 500 sq. ft. addition to west side of skatespot with ledges and street features. The second additive alternate is an 800 sq. ft. addition to west side of skatespot with transitional feature of an escalating quarter pipe.

Public Comment and Discussion

- Many agreed they appreciate a second basketball hoop on the half court so two parties can play basketball at the same time.
- Maintain laurel hedges to the north at 4' height to maintain surveillance capacity.
- Removing shrubs to north would increase sight lines. Note that these shrubs are not on park property.

- If possible, level out southeastern park entry pathway to make less bumpy. If the construction entrance is located in this corner and the path is damaged it will be replaced.
- Room for art? Possible Art such as a Wall/ Graffiti Wall would be nice.
- There is a concern that a separation is needed between the basketball court and the skatespot, as there is potential for skate boards to go into the basketball court on the southern end of the skatespot and for basketballs to go into the skatespot to the north and west. Suggestions include:
 - Add a curb east of skatespot
 - Make the basketball court 6" higher than adjacent skatespot to block skateboards from rolling into the basketball area from the west.
 - Elongate the skate-able seat wall that is shown on the eastern edge of the southern portion of the skatespot.
- Lighting might be nice to have. There is only one lit skatepark in the park system and a policy discouraging night lighting. The neighbors are sensitive to night lighting as a disturbance.
- The hours for the park are until 11. The City could consider shortening the hours from dawn to dusk like other parks.
- There should be 2 trees planted for every one removed.
- Has there been a consideration of adding a bathroom? If not, people will go in NE corner.
- In the past there were some homeless using the NE corner of park. Previous requests from the public have been to fence the northeast corner of the park to stop criminals from fleeing into the alley, but others have expressed the desire to maintain access through here as an informal park entrance.
- A balance is needed between buffering and noise reduction from the skating and basketball activity of the skating and the need for circulation and sight lines for public safety.

End of Meeting

