

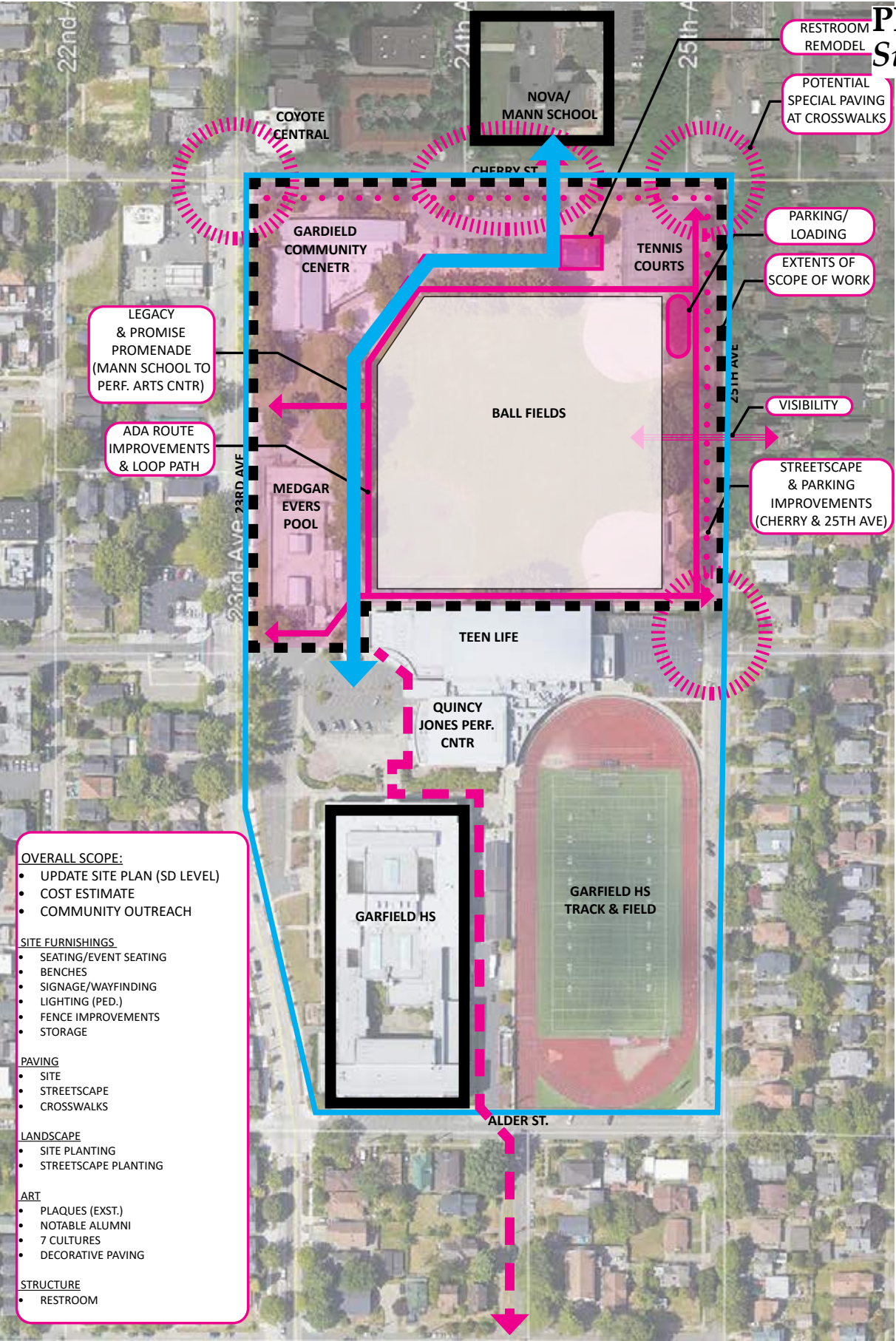
# GARFIELD SUPER BLOCK PARK IMPROVEMENTS

**30% DESIGN**





# EXISTING SITE CONDITIONS



# SDC - 30% DESIGN

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**1 | Project History**

**2 | Project Site**

**3 | Pre-Design - Previous April 2021 SDC Meeting**

**4 | Community Engagement & Funding Update**

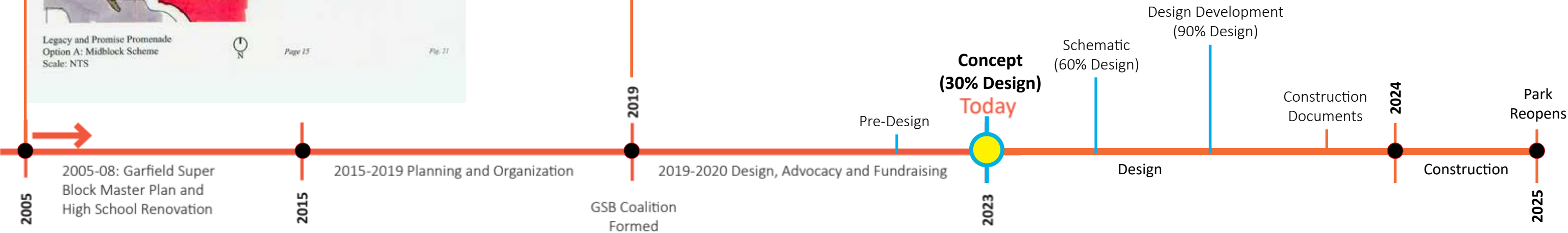
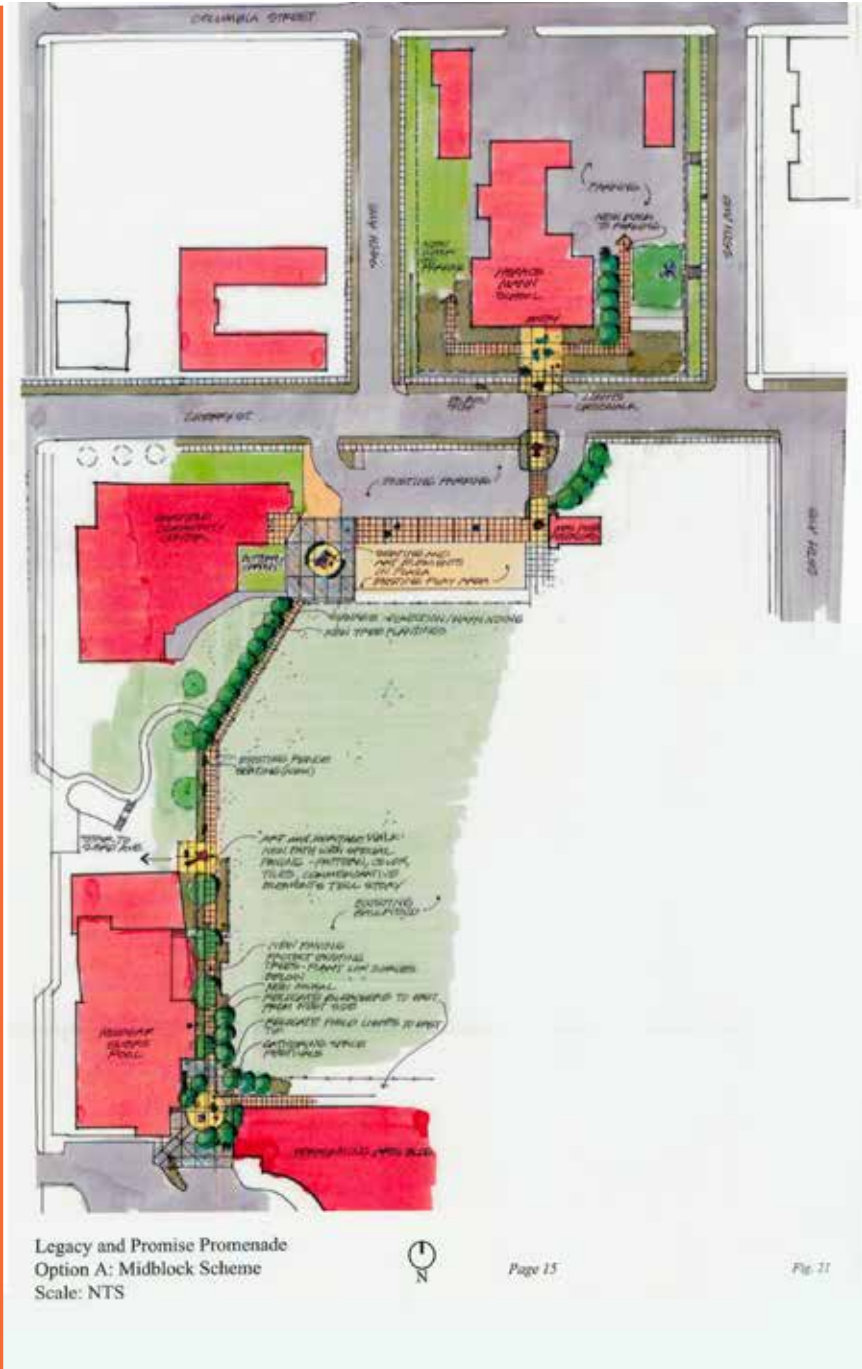
**5 | 30% Design - Current**

- Overall Site Plan
- North Site Plan
- South & East Site Plan

# 1 | PROJECT HISTORY



# PROJECT HISTORY

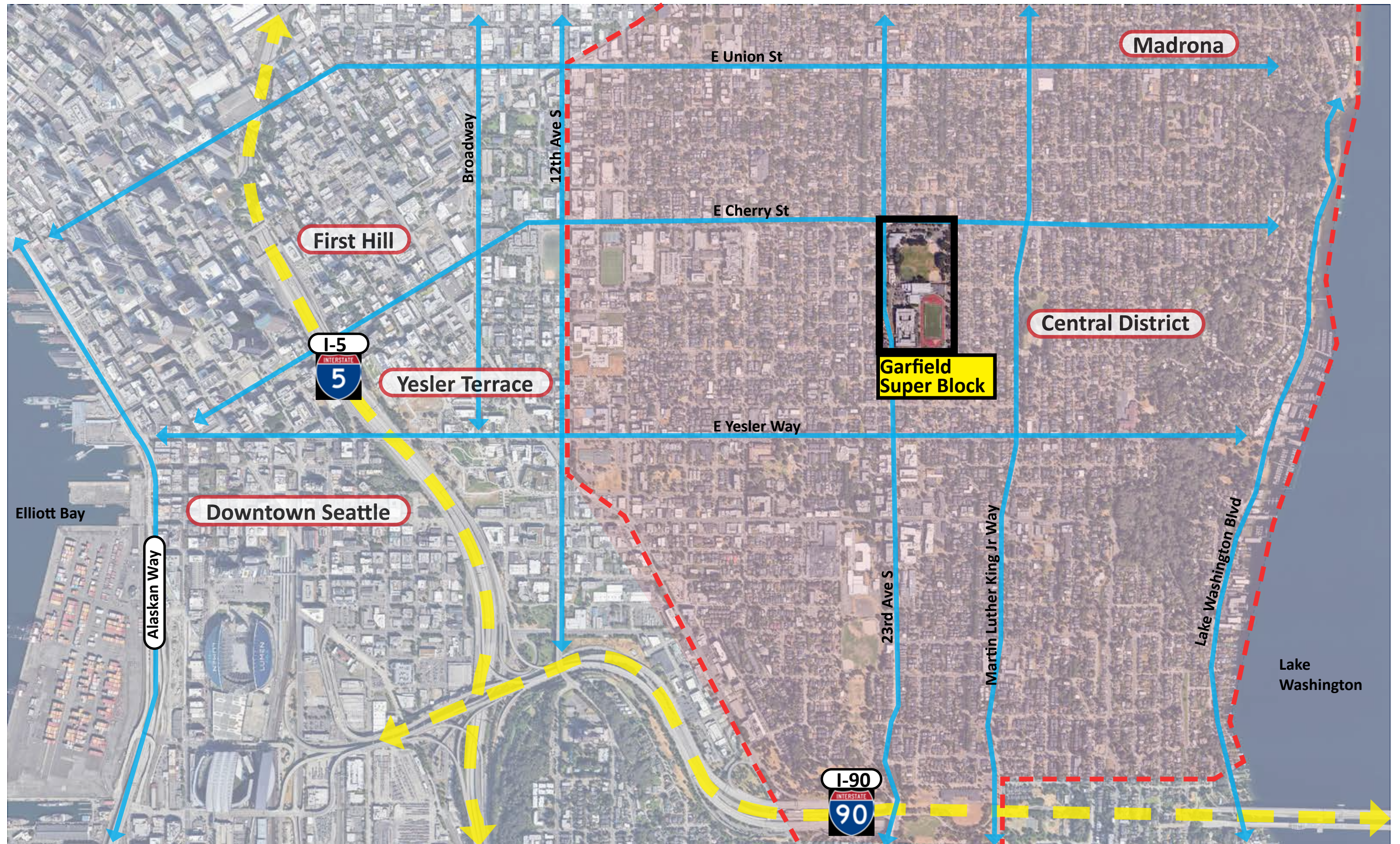




# 2 | PROJECT SITE






# SITE LOCATION

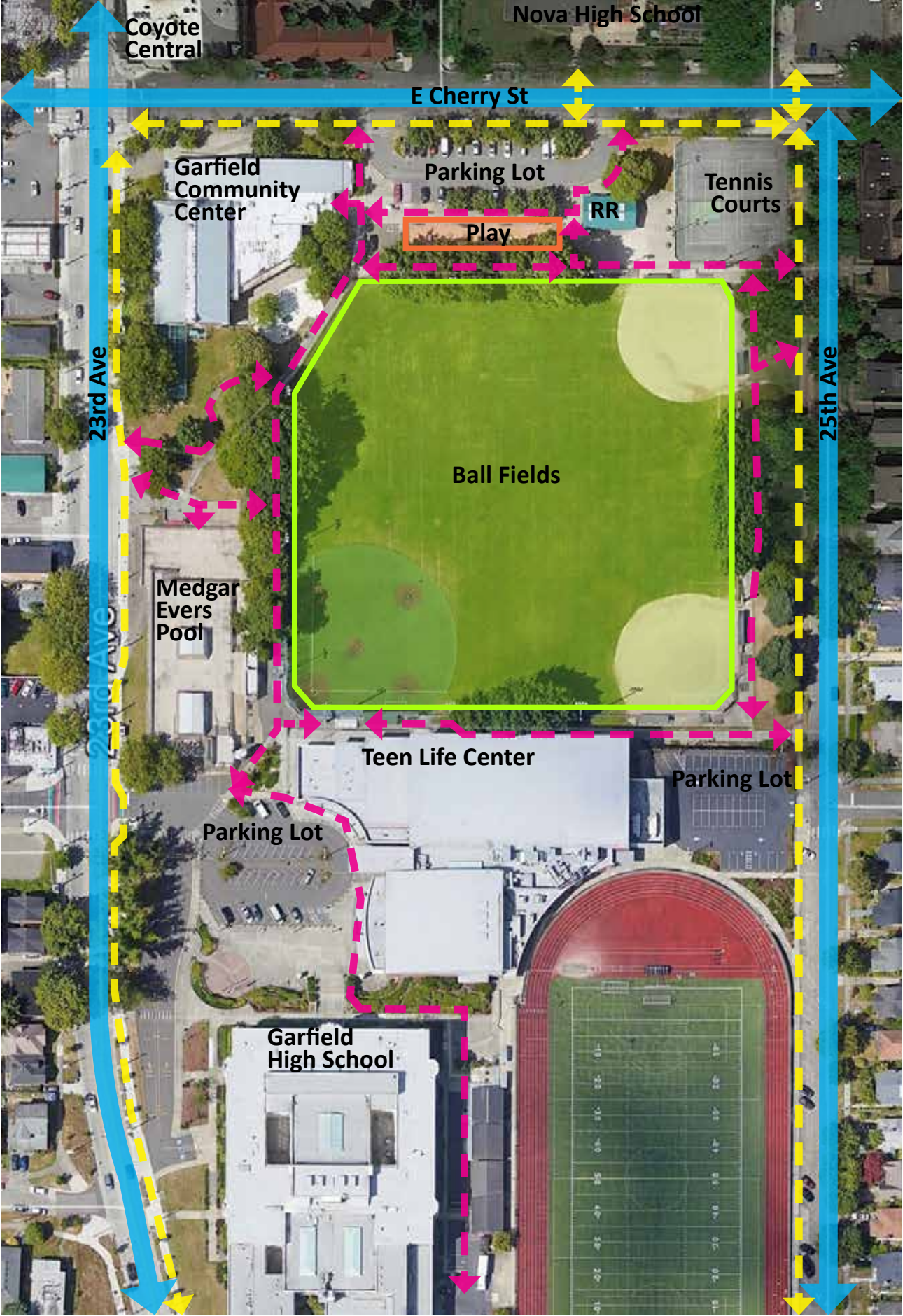




# EXISTING SITE CONDITIONS

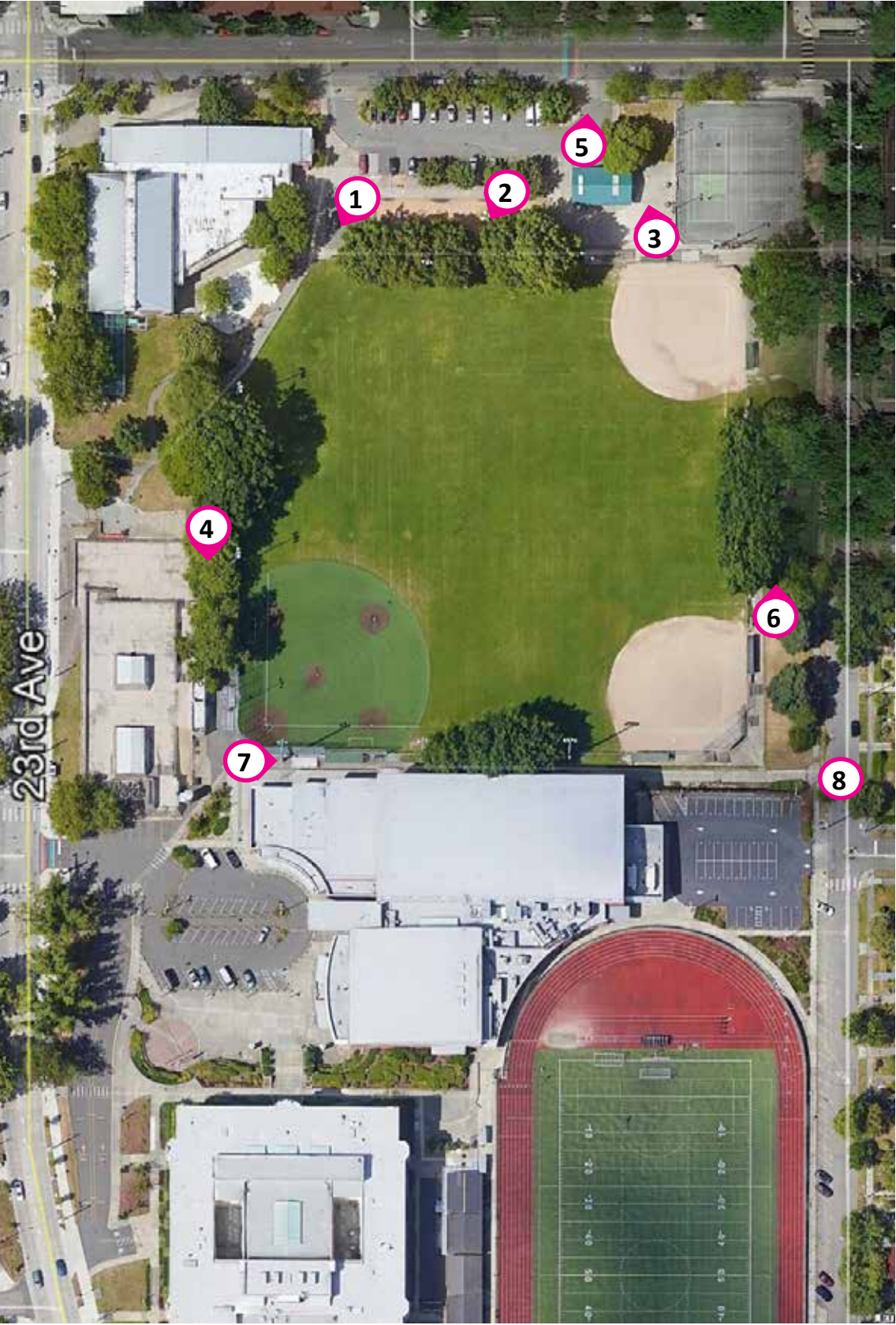
## LEGEND

-  Vehicular Access
-  Pedestrian ROW Access
-  Pedestrian Site Access





# EXISTING SITE CONDITIONS





# PROJECT NEIGHBORHOOD GOALS

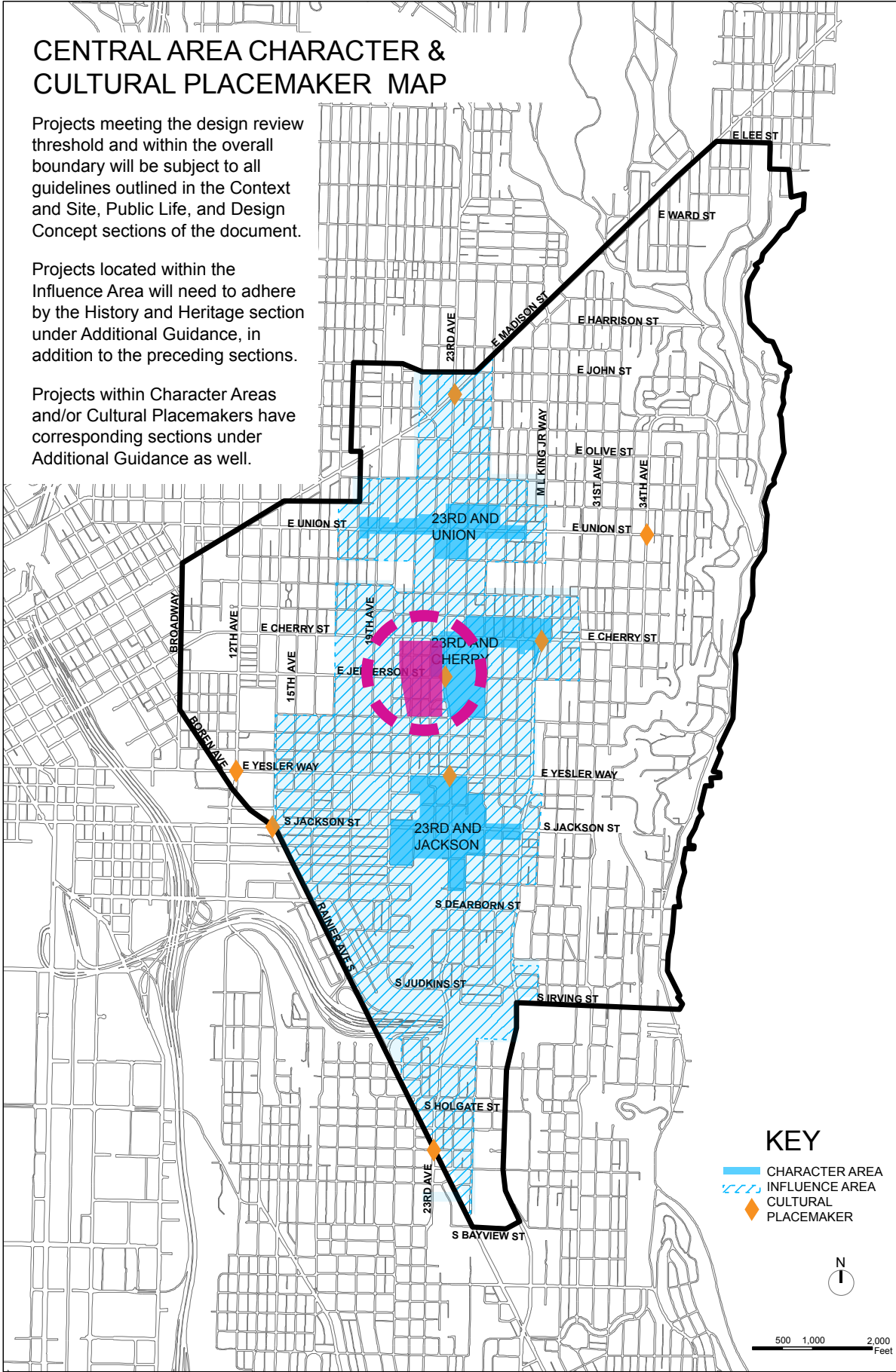
Central Area Design Guidelines

## CENTRAL AREA CHARACTER & CULTURAL PLACEMAKER MAP

Projects meeting the design review threshold and within the overall boundary will be subject to all guidelines outlined in the Context and Site, Public Life, and Design Concept sections of the document.

Projects located within the Influence Area will need to adhere by the History and Heritage section under Additional Guidance, in addition to the preceding sections.

Projects within Character Areas and/or Cultural Placemakers have corresponding sections under Additional Guidance as well.



## GARFIELD SUPER BLOCK CAMPUS

### **NORTH:**

- Garfield Park
- Garfield Community Center
- Medgar Evers Pool

### **SOUTH:**

- Garfield High School
- Quincy Jones Performing Arts Center
- Garfield Teen Life Center

## CULTURAL PLACEMAKERS

- Cultural anchors for the surrounding community
- Stimulate activities and create visual interest to enhance the Central Area's identity & provide a sense of arrival

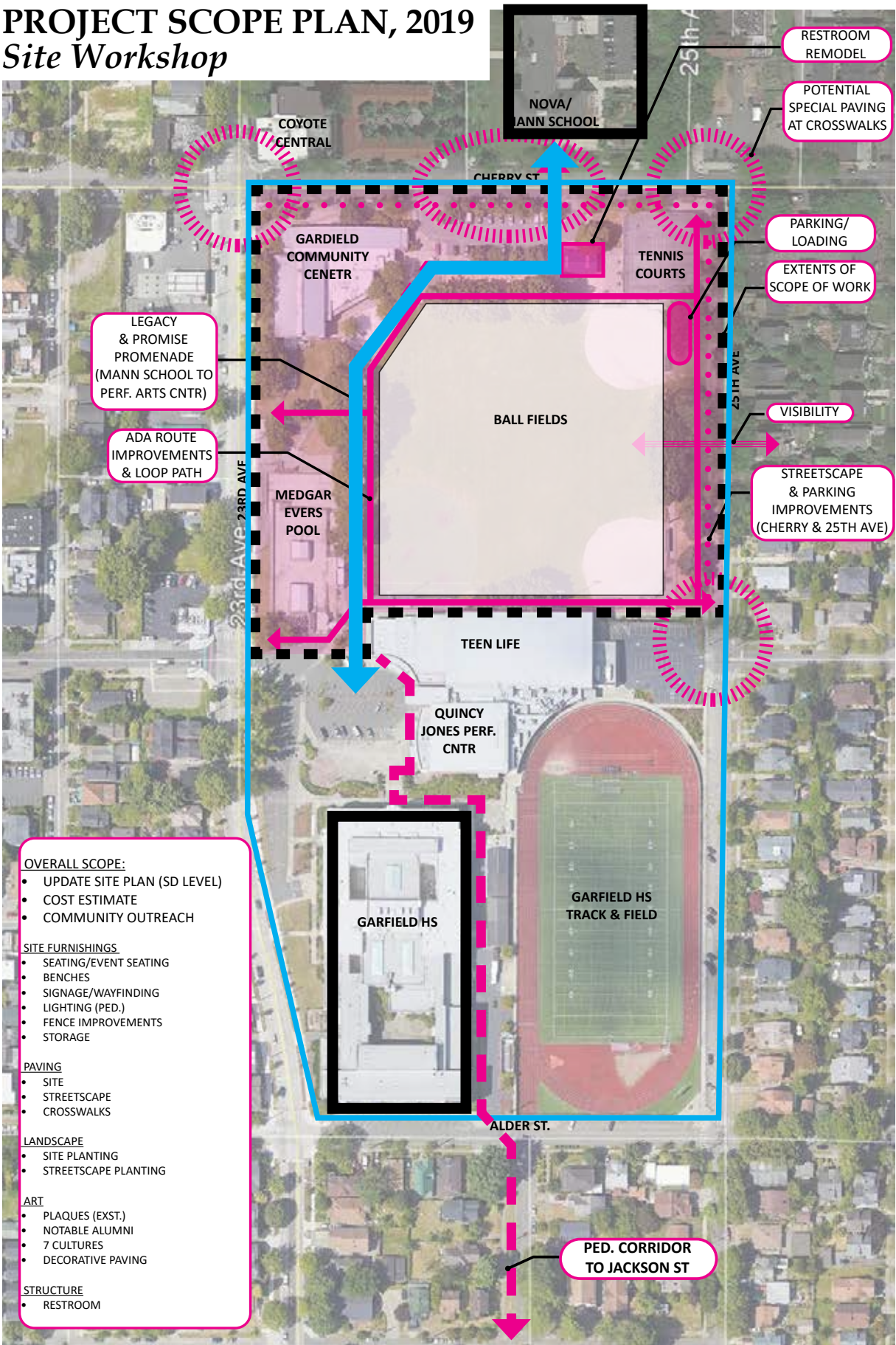
## CHARACTER AREAS

- Provide design features to express the history & cultural heritage of the neighborhood
- Reflect racial, economic, and multi-generational character of the area
- "Pockets of culture"
- Interpretive opportunities & visual expressions of art that tell the story of the neighborhood's history in engaging ways



# PROJECT SCOPE & GOALS

## PROJECT SCOPE PLAN, 2019 *Site Workshop*



The Garfield Super Block Campus is comprised of Garfield High School and Garfield Park. Located at the heart of the Central Area this campus is the neighborhood’s placemaking hub or “Little City Hall”, known for its ethnic and racial diversity as well as a rich history of development for Cultural Arts and Heritage.

### Project Focus:

#### Legacy & Promise Promenade

A pathway integrating art and narratives reflecting the immense cultural diversity and rich history of the Central Areas’ seven ethnic groups of founding people.

#### Garfield Park

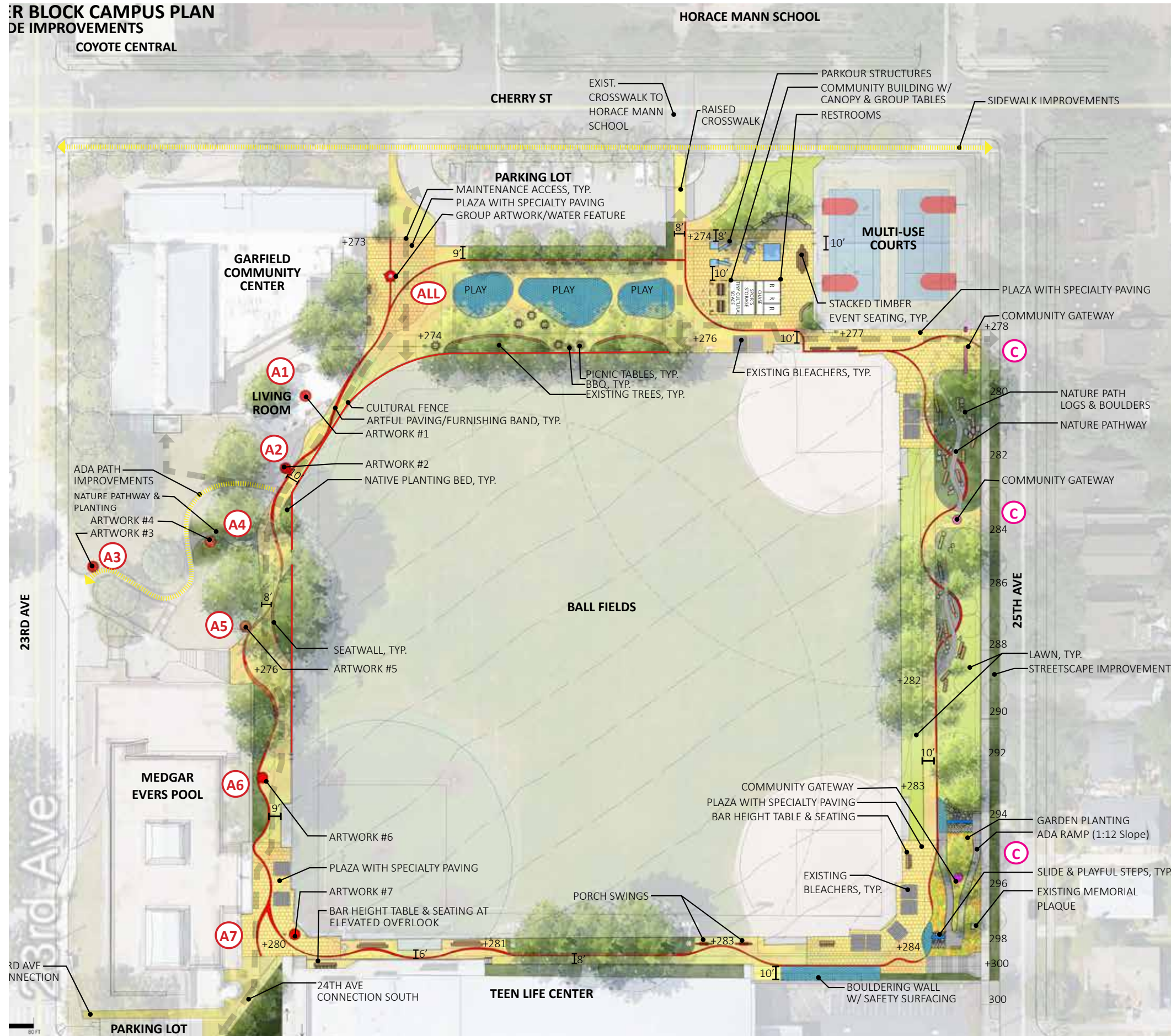
Improvements within the park to strengthen the overall site use and provide amenities that serve the neighborhood’s diverse community.



# 3 | PRE-DESIGN



## SUPER BLOCK CAMPUS PLAN IDE IMPROVEMENTS



## Project Goals:

### Park Improvements

### Legacy & Promise Promenade

- Welcoming to neighborhoods diverse community
- Celebrate rich history of Central Area with Art along the Promenade
- Accessible Loop Path
- High quality Materials - paving, furnishings
- Play/Parkour/Recreation (All-ages)
- New comfort station
- Covered gathering area
- Game Viewing
- Community event plaza spaces
- Accessible entry at SE Corner
- Garden like nature based experiences

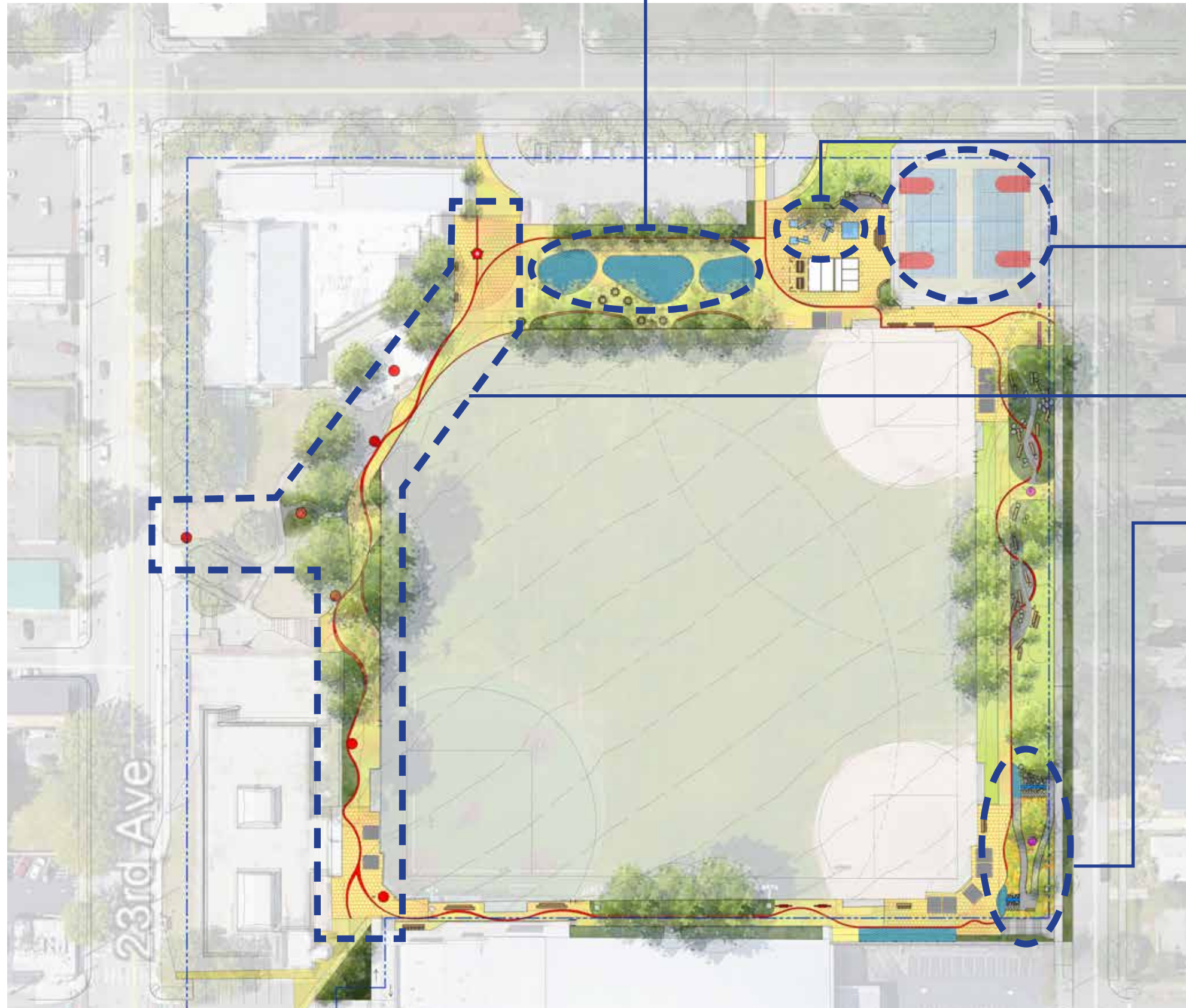


- 1 **Art**  
Work to unite all art elements. Focus on engaging youth and community to do art in a collaborative way
- 2 **Community Involvement**  
Continue to involve City departments, public agencies, and organizations as the project develops
- 3 **Funding & Implementation**  
Identify realistic costs to complete the project; explore ways to close the gap between budget and design
- 4 Be innovative about identifying funding sources to provide a budget to complete the project
- 5 Identify projects that can be completed in the near term, either temporary or permanent, to maintain energy and momentum for the full project development
- 6 **Community Involvement**  
Continue to document the development process - highlighting successes and best practices - that can serve as an example for future projects.



# PROVIEW COMMENTS

## SDC COMMENT 2



**SPR SD PV COMMENT #14:** Consider: North: The proposed three small play pods divide the existing larger more flexible play area which limit play equipment design and children's free movement. It does not look like the small play pods will support a good swing area that is popular play items. The expanded pavement for picnic area will impact existing trees, decrease existing play areas, and cost more to construct. If picnic area near the play area is desired element, consider adding trees to adjacent plaza and create picnic area west / east of existing play area.

**SPR SD PV COMMENT #15:** Required: North: Parkour activity is similar to fitness exercise, please study whether safety surfacing will be needed or not. If so, include safety surfacing to cost item.

**SPR SD PV COMMENT #21:** Required: Collaborate with Parks future planned renovation projects including 2022-2024 play area renovation, 2022/2023 tennis court resurfacing project (included as suggested site in pickleball pilot study), 2023 synthetic playfield turf replacement project (only carpet and infill).

**SPR SD PV COMMENT #17:** Required. Overall: Minimum path width for maintenance path is 8' wide. Backstop areas also require maintenance access. 6' wide path at east and south of playfield is not adequate for maintenance access. Allow more space next to artwork.

**SPR SD PV COMMENT #23:** Required: Avoid entrance of slide next to sidewalk and close to street for safety concern. Slide entries shall be located outside of pedestrian circulation route. Design must incorporate wheelchair parking spaces.

**SPR SD PV COMMENT #23:** Required: SE: There are several handsome trees on the slope. The proposed accessible ramps shall not impact existing trees on slope. Prevent any short cut between accessible ramps.



# 4 | COMMUNITY ENGAGEMENT & FUNDING

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Community Events





Art Academy





Community Events

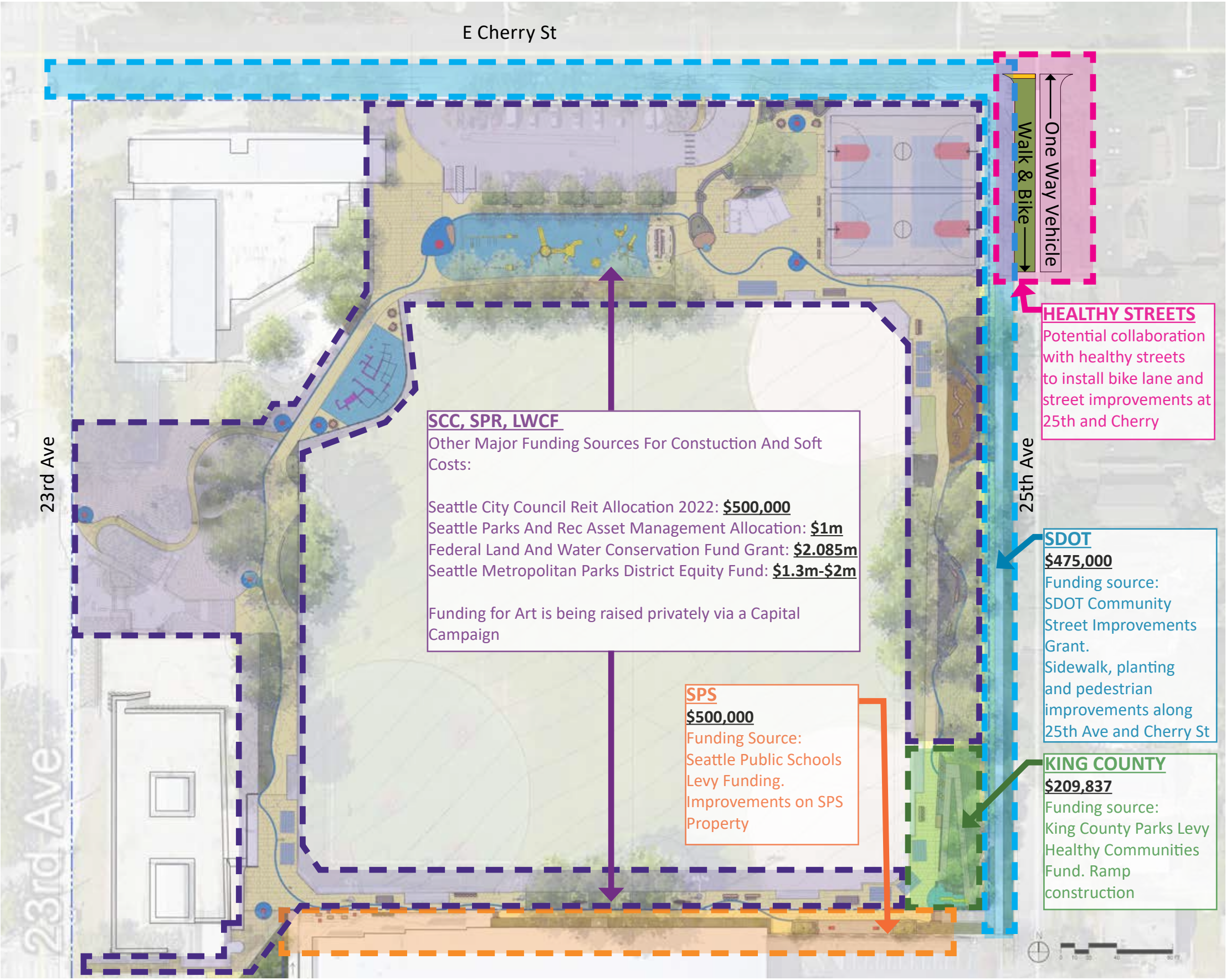




# FUNDING & IMPLEMENTATION PLAN

## COST ESTIMATE SUMMARY

Engineer’s Estimate with Bid Additives	\$5.3 million
Construction Contingency (10%)	\$584,325
Estimating Contingency (10%)	\$584,325
Tax (10.5%)	\$543,250
Soft Costs (25%)	\$1.4 million
<hr/>	
TOTAL PROJECT BUDGET	\$8.4 million
<hr/>	
+ SDOT ROW Funds	\$475,000
Art Funds	\$1.2 million





# 5 | CURRENT 30% DESIGN

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## Overall Site



# CURRENT SITE PLAN






## Project Goals:

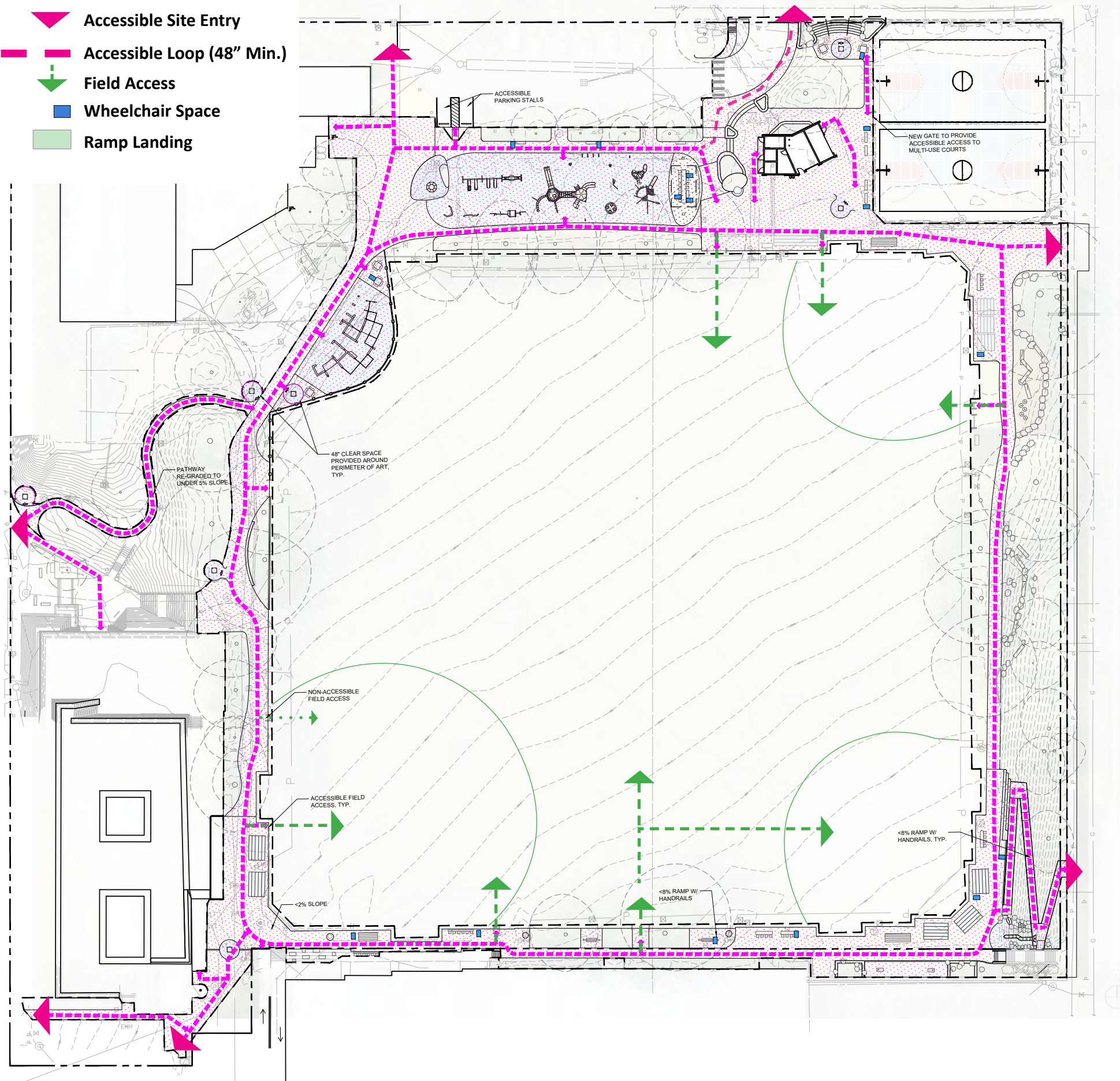
- Accessible Loop Path  
(High quality Materials - paving, furnishings)
- Play/Parkour/Recreation (All-ages)
- Art along the Promenade
- New comfort station
- Covered gathering area
- Accessible entry at SE Corner



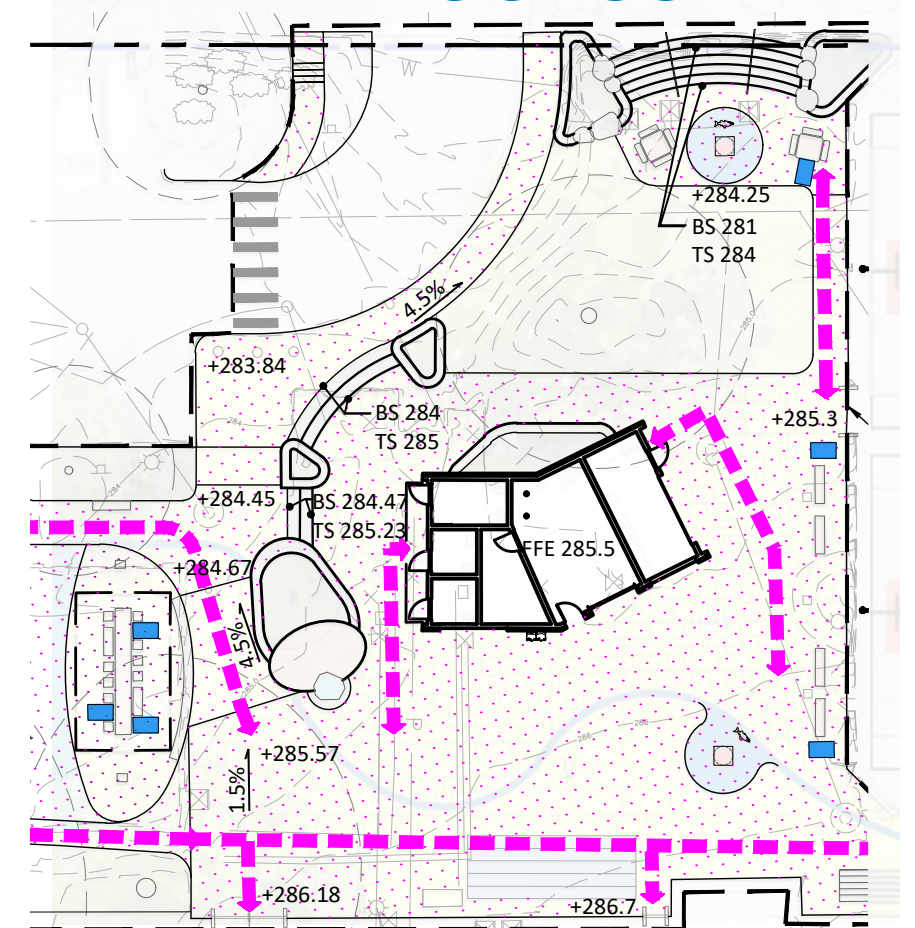


## LEGEND

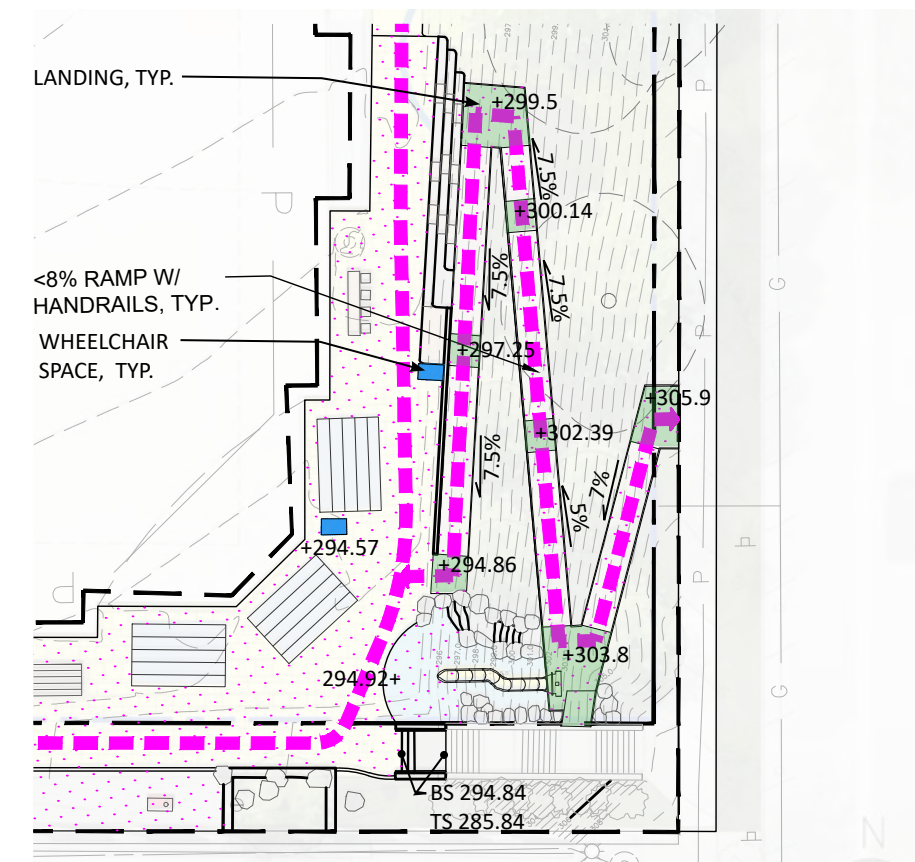
-  Accessible Site Entry
-  Accessible Loop (48" Min.)
-  Field Access
-  Wheelchair Space
-  Ramp Landing



## ACCESSIBILITY



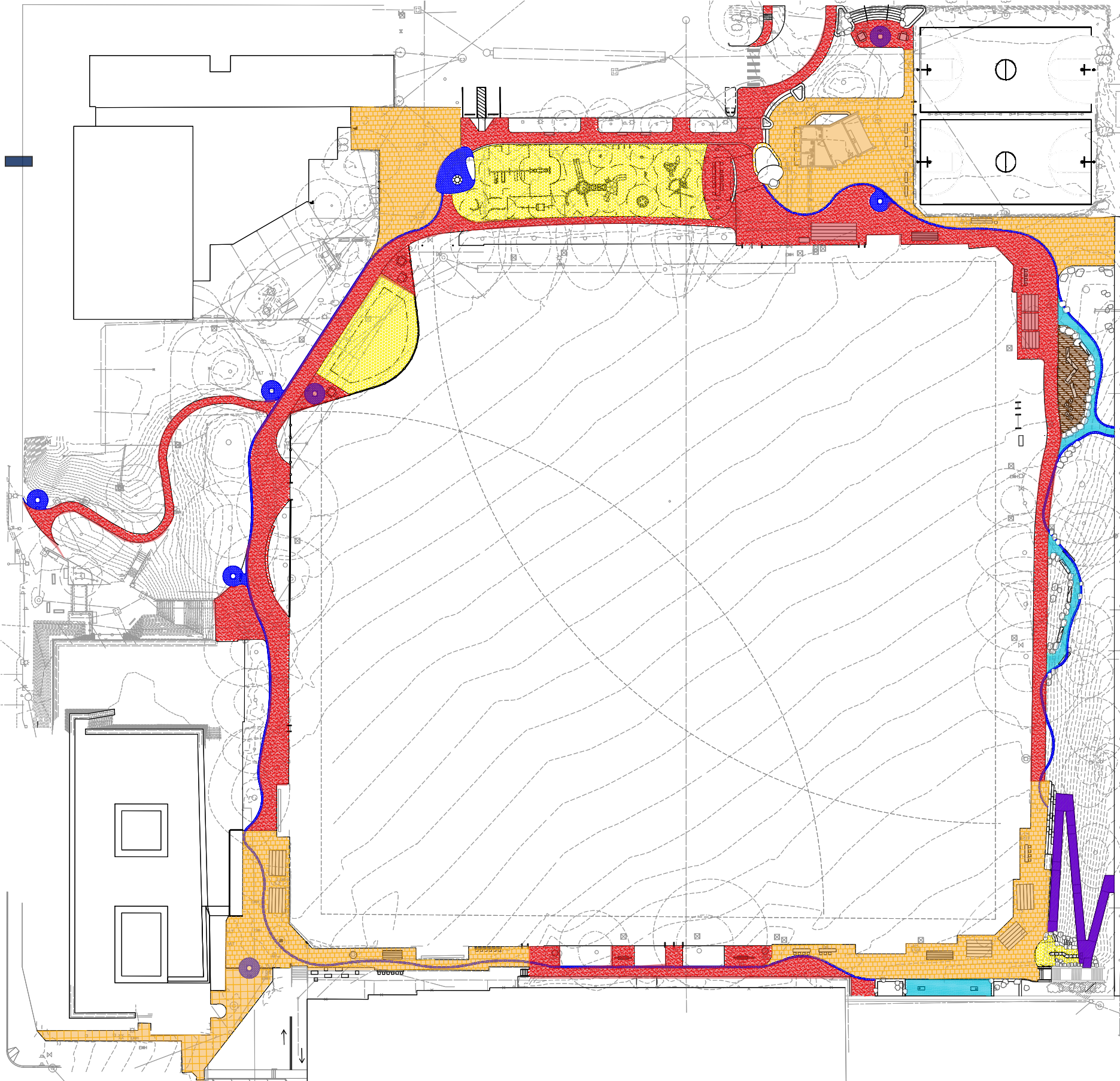
Accessible Plaza @ North Entry



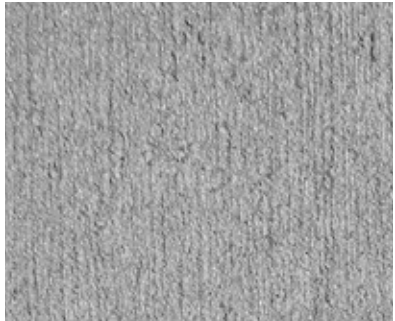
Accessible Ramp @ SE Entry



# HARDSCAPE PLAN



## MATERIAL PALETTE



Cast-in-Place Concrete



Composite Decking



Permeable Unit Paving



Mulch



Synthetic Turf

OR



Poured In Place



Crushed Rock



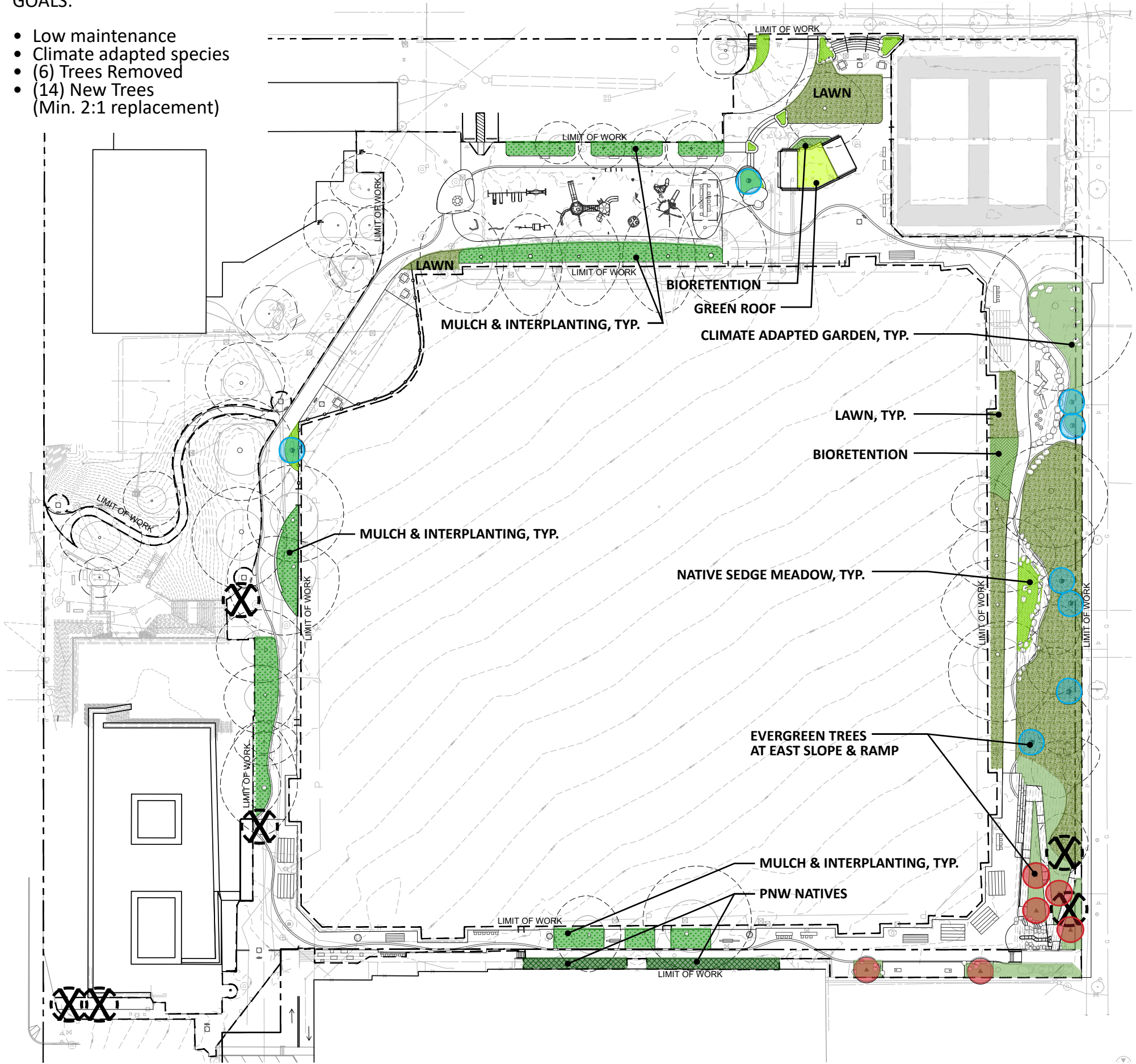
Pave Band (Texture/Color)



# PLANTING

GOALS:

- Low maintenance
- Climate adapted species
- (6) Trees Removed
- (14) New Trees (Min. 2:1 replacement)



Lawn

PNW Natives

Sedge Meadow

Climate Adapted Garden

Bioretention

Green Roof

2:1 Replacement Trees

Trees for Removal

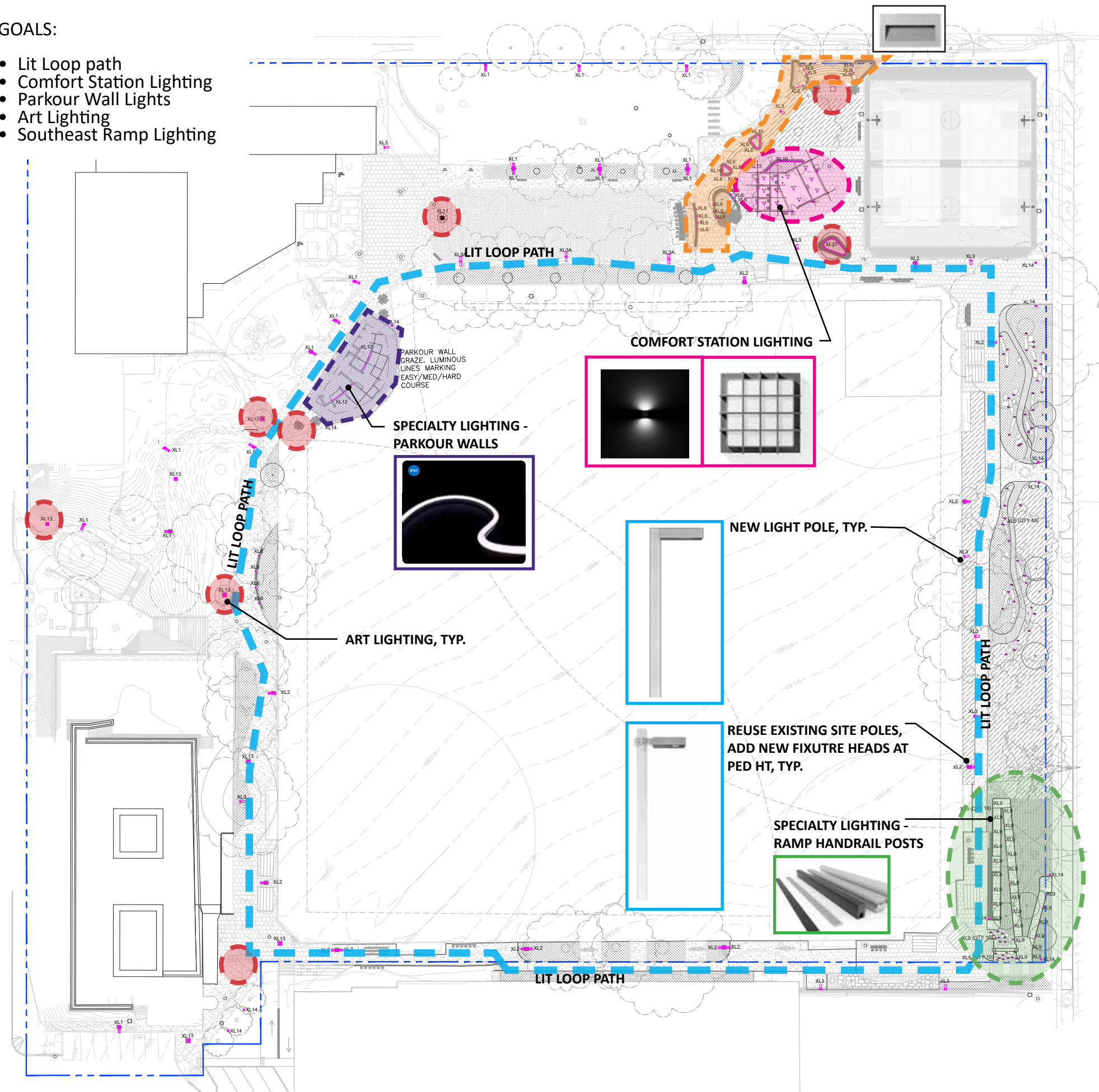




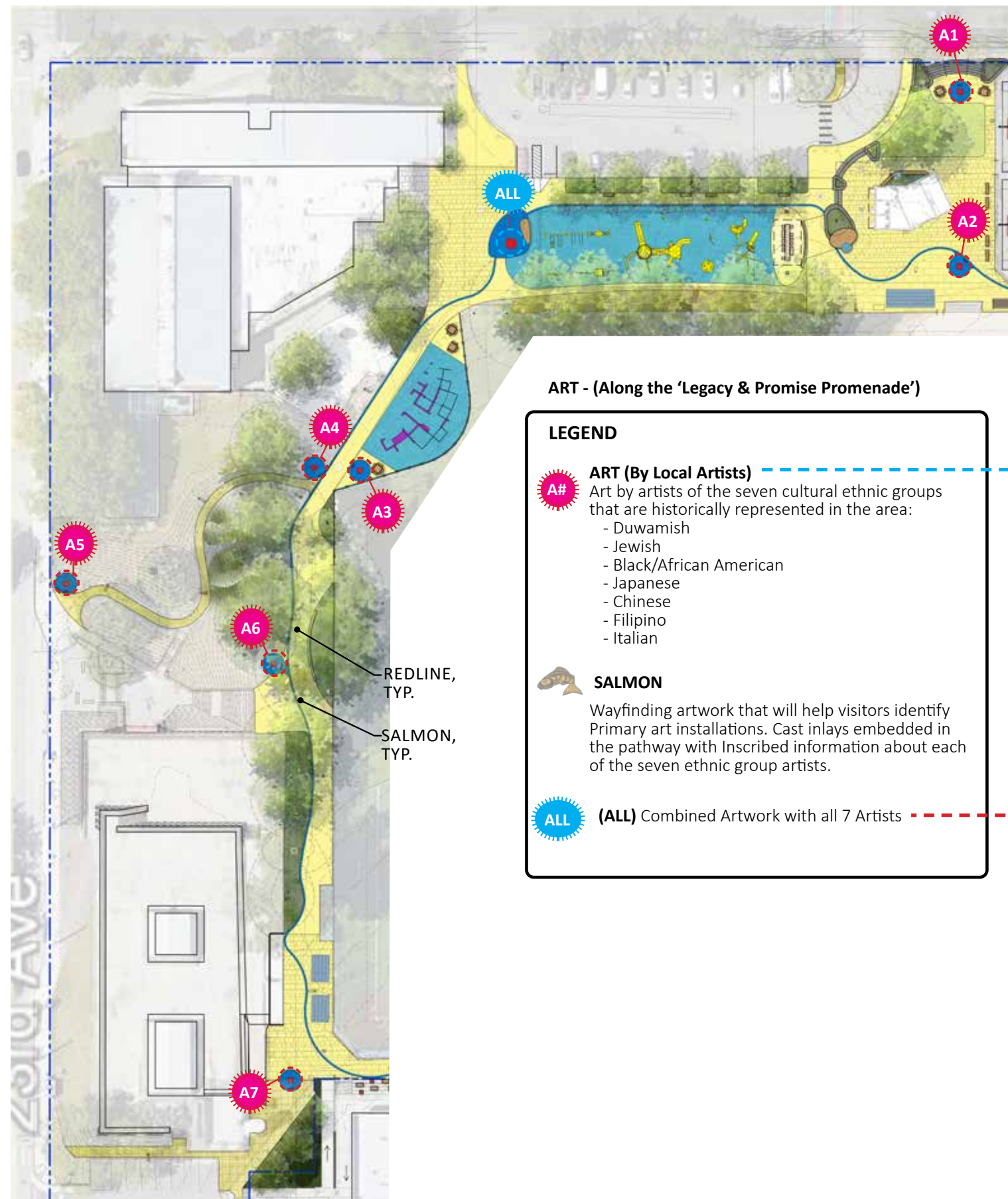
## LIGHTING

GOALS:

- Lit Loop path
- Comfort Station Lighting
- Parkour Wall Lights
- Art Lighting
- Southeast Ramp Lighting







### ART - (Along the 'Legacy & Promise Promenade')

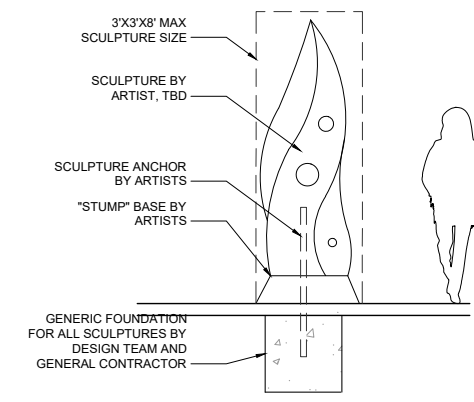
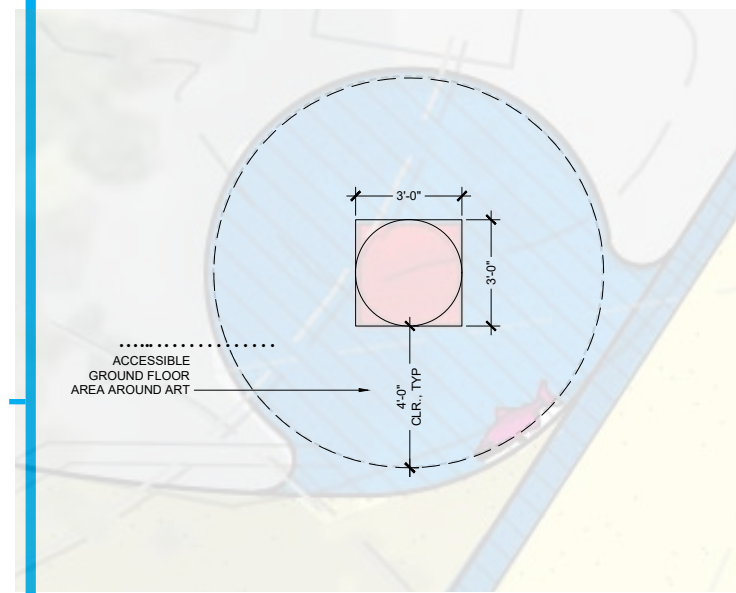
#### LEGEND

- ART (By Local Artists)**  
Art by artists of the seven cultural ethnic groups that are historically represented in the area:
- Duwamish
  - Jewish
  - Black/African American
  - Japanese
  - Chinese
  - Filipino
  - Italian

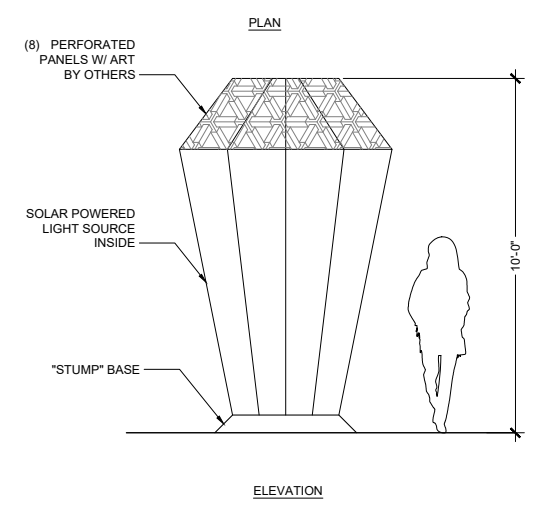
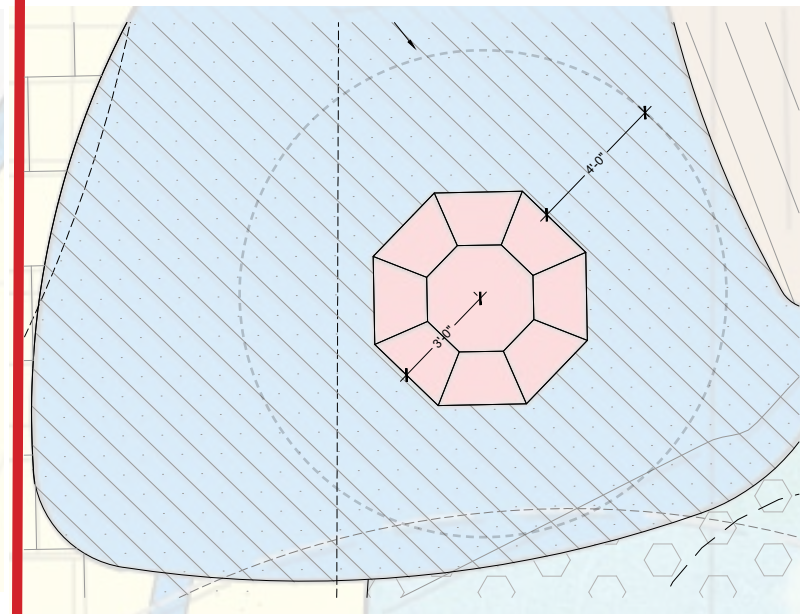
**SALMON**  
Wayfinding artwork that will help visitors identify Primary art installations. Cast inlays embedded in the pathway with Inscribed information about each of the seven ethnic group artists.

**(ALL)** Combined Artwork with all 7 Artists

### INDIVIDUAL ART



### GROUP ART



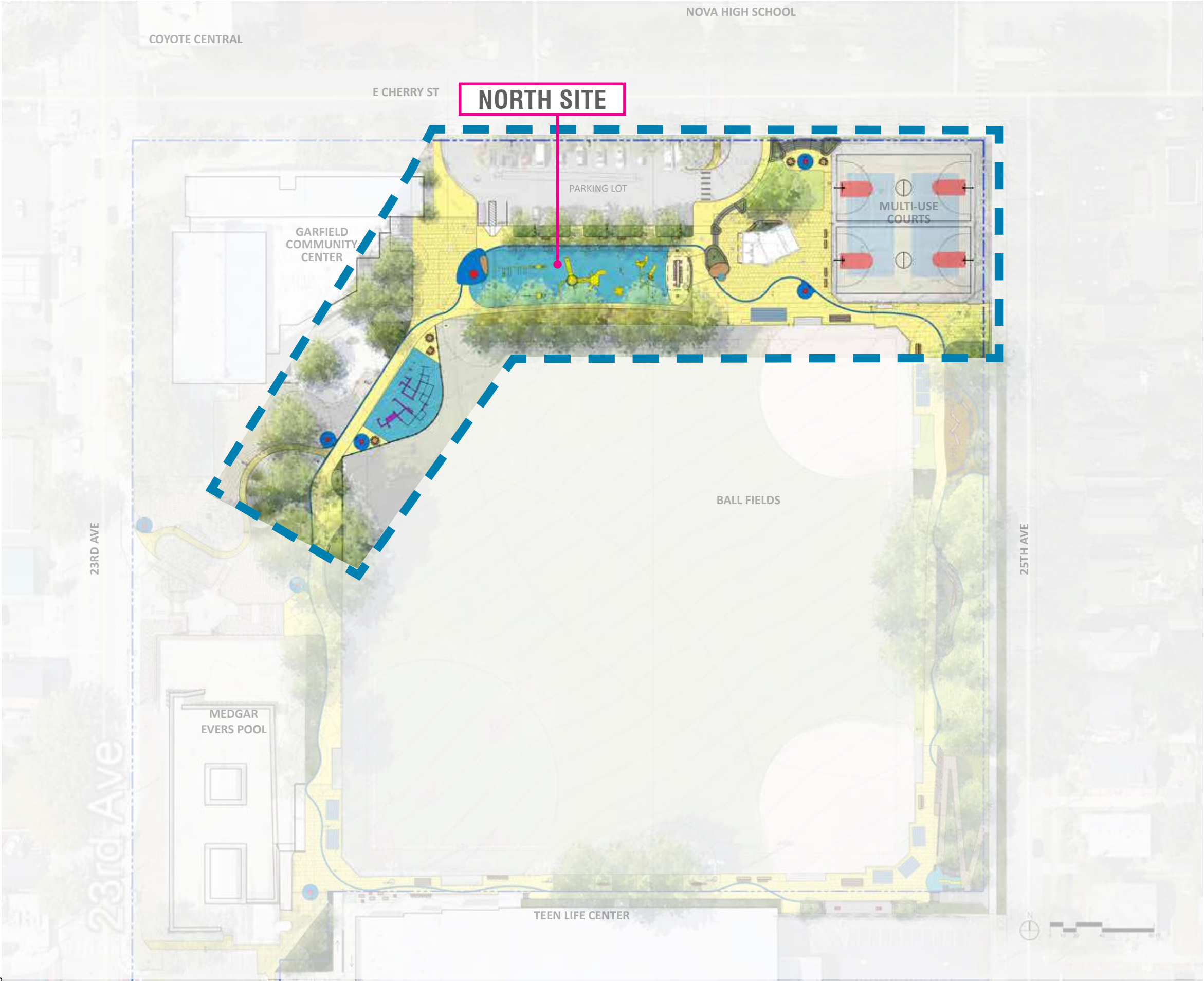


# **5 | CURRENT 30% DESIGN**

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## **North Site**

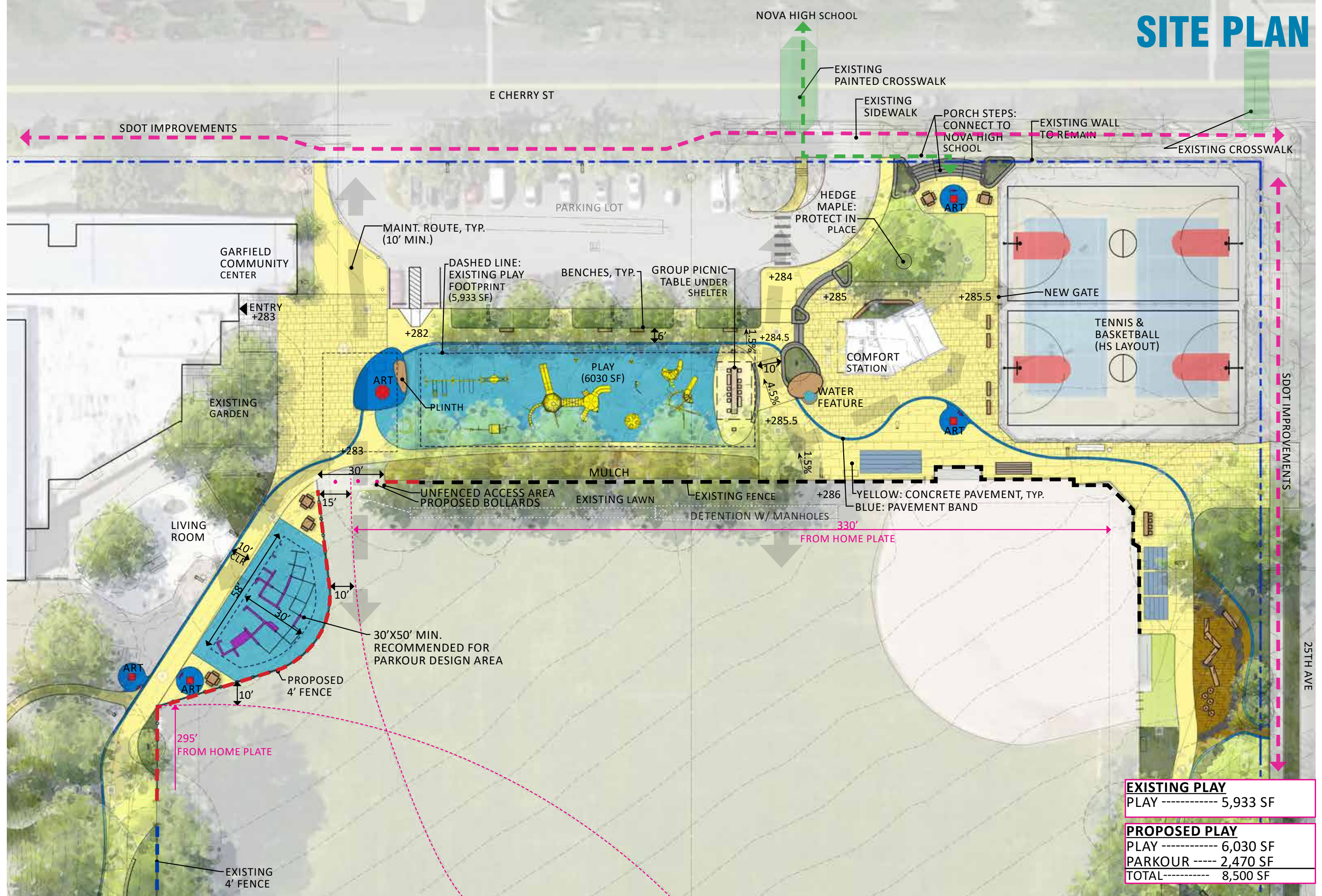






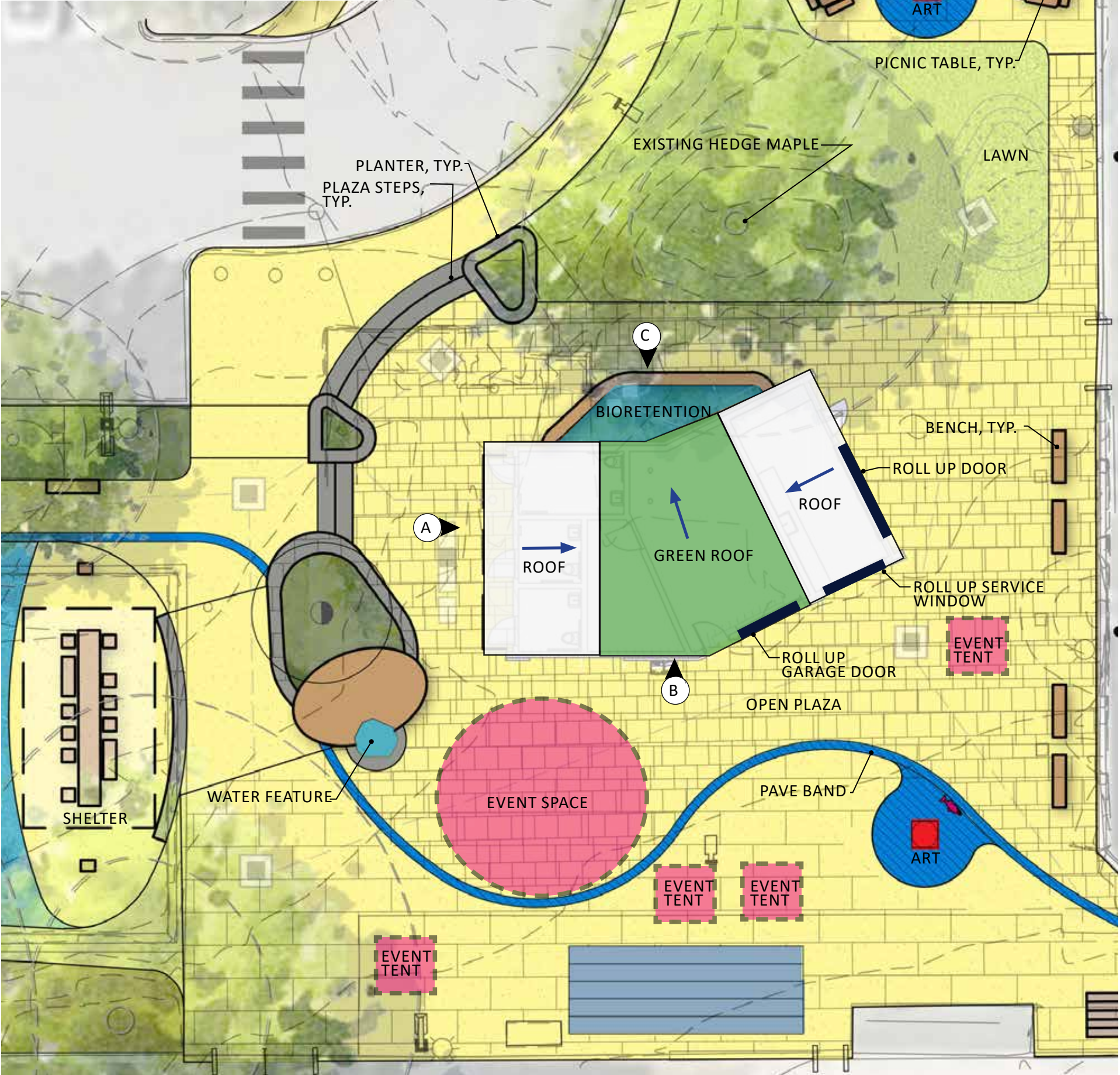
**EXISTING PLAY**  
PLAY ----- 5,933 SF

<b>PROPOSED PLAY</b>	
PLAY -----	6,030 SF
PARKOUR ----	2,470 SF
<b>TOTAL-----</b>	<b>8,500 SF</b>

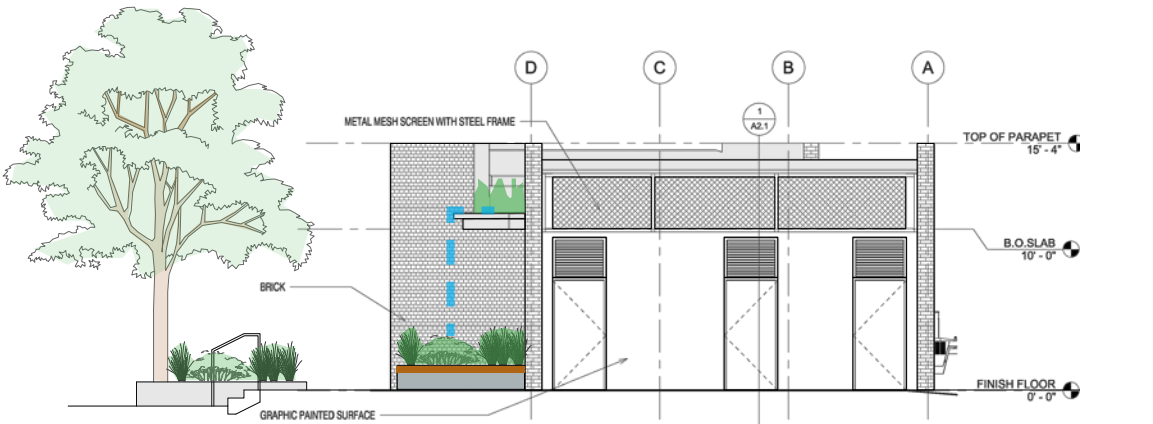




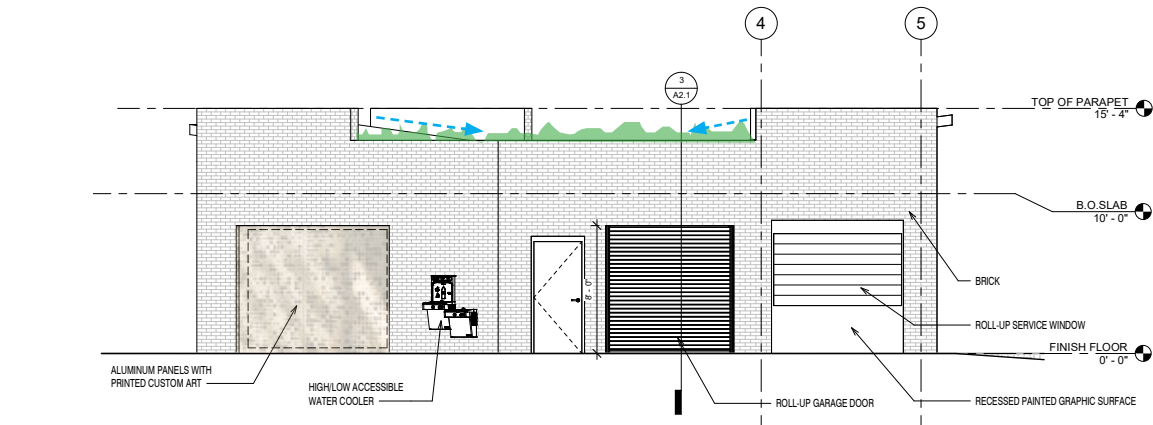
- GOALS:
- (3) New Restrooms
  - Ball Field Tractor Storage
  - Plumbing and Irrigation Maintenance
  - Concessions Storage



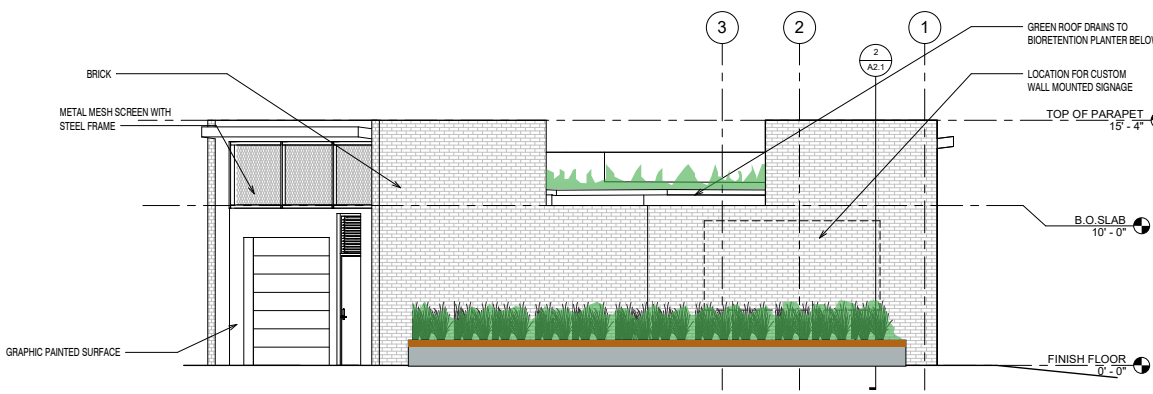
# COMFORT STATION



ELEVATION A



ELEVATION B



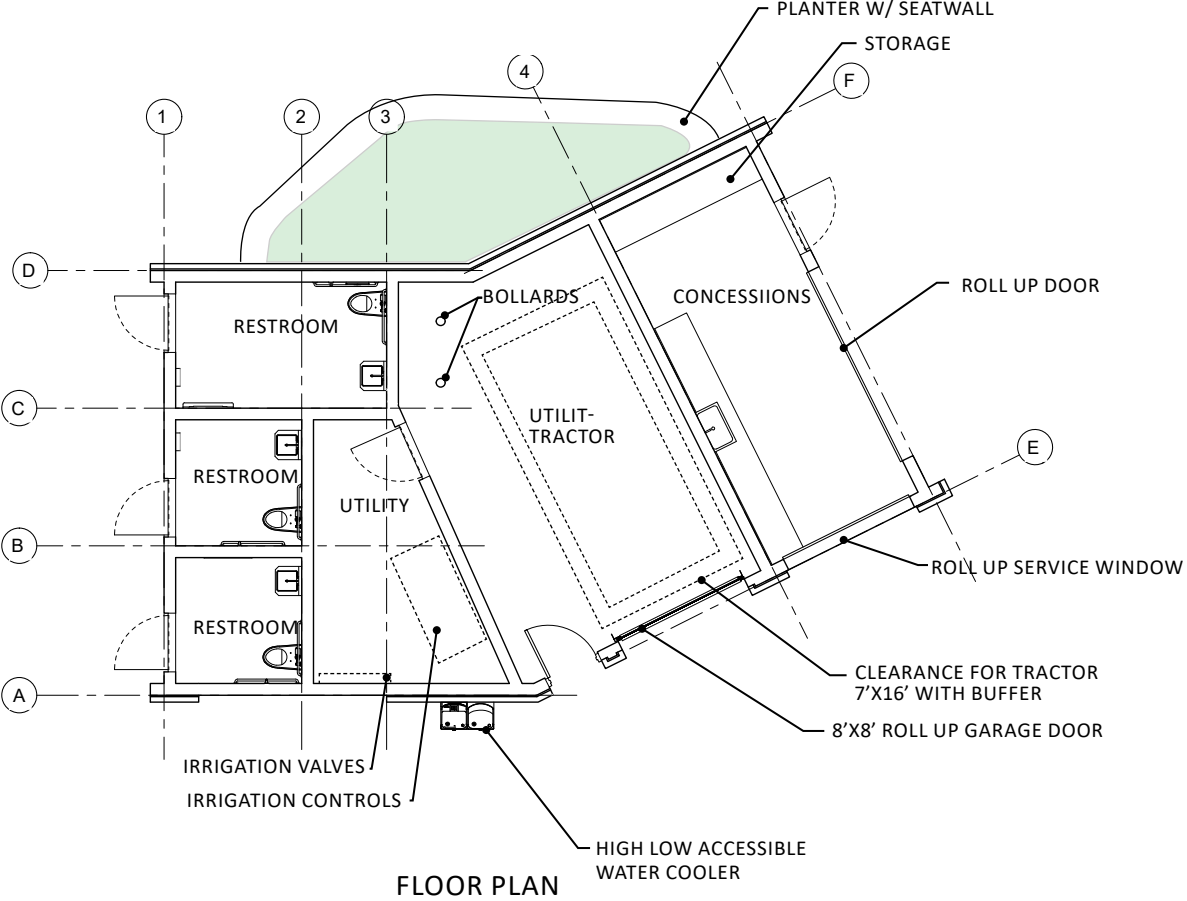
ELEVATION C



# COMFORT STATION



VIEW FROM THE PARKING LOT



FLOOR PLAN

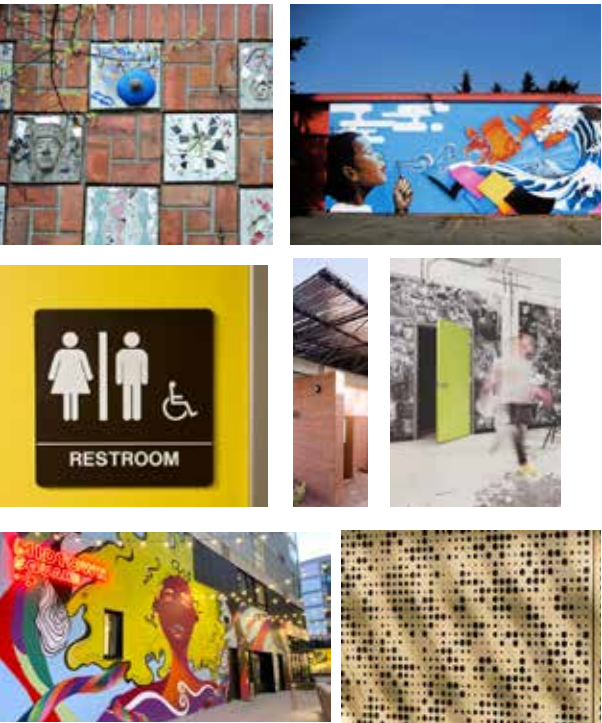


VIEW FROM THE PICNIC SHELTER



AERIAL VIEW LOOKING NORTHWEST

## MATERIAL PALETTE



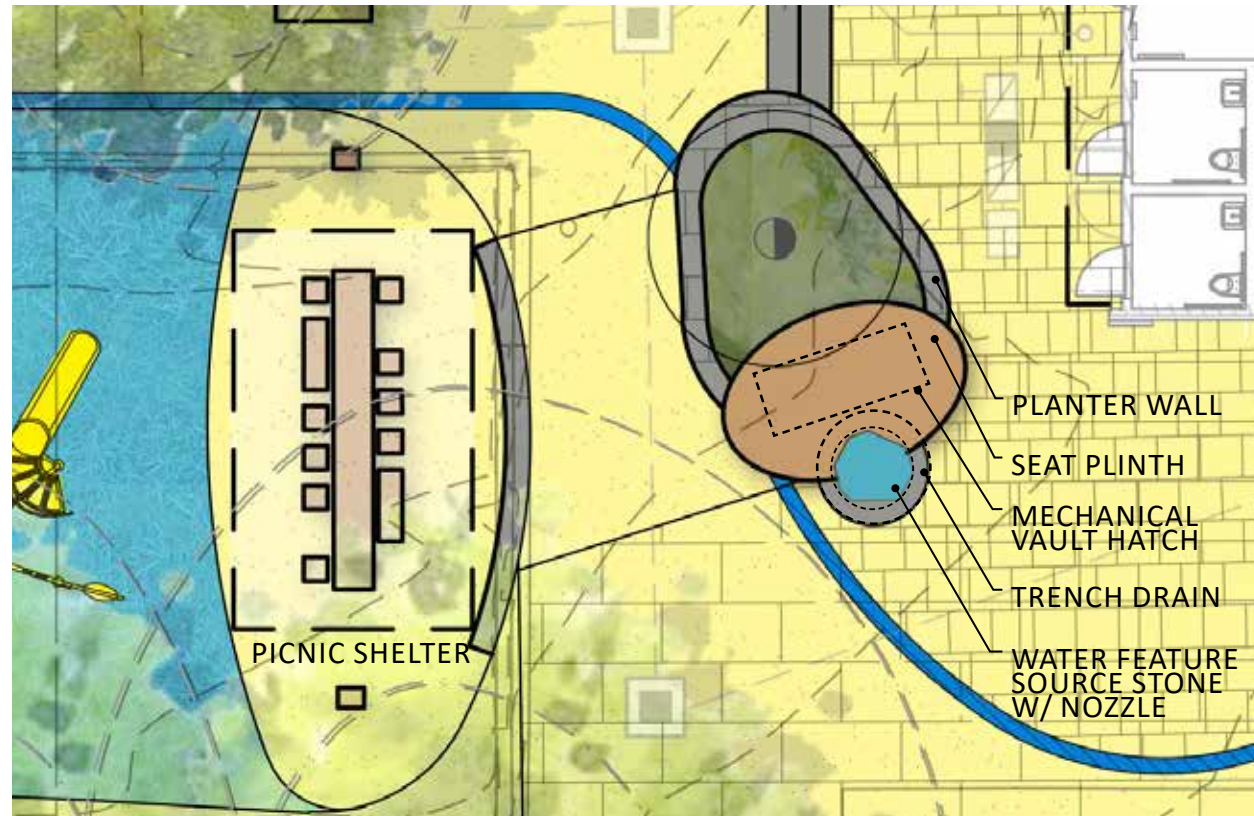
Brick, tile, signage, art, metal mesh, color



# WATER FEATURE & PICNIC SHELTER

## GOALS:

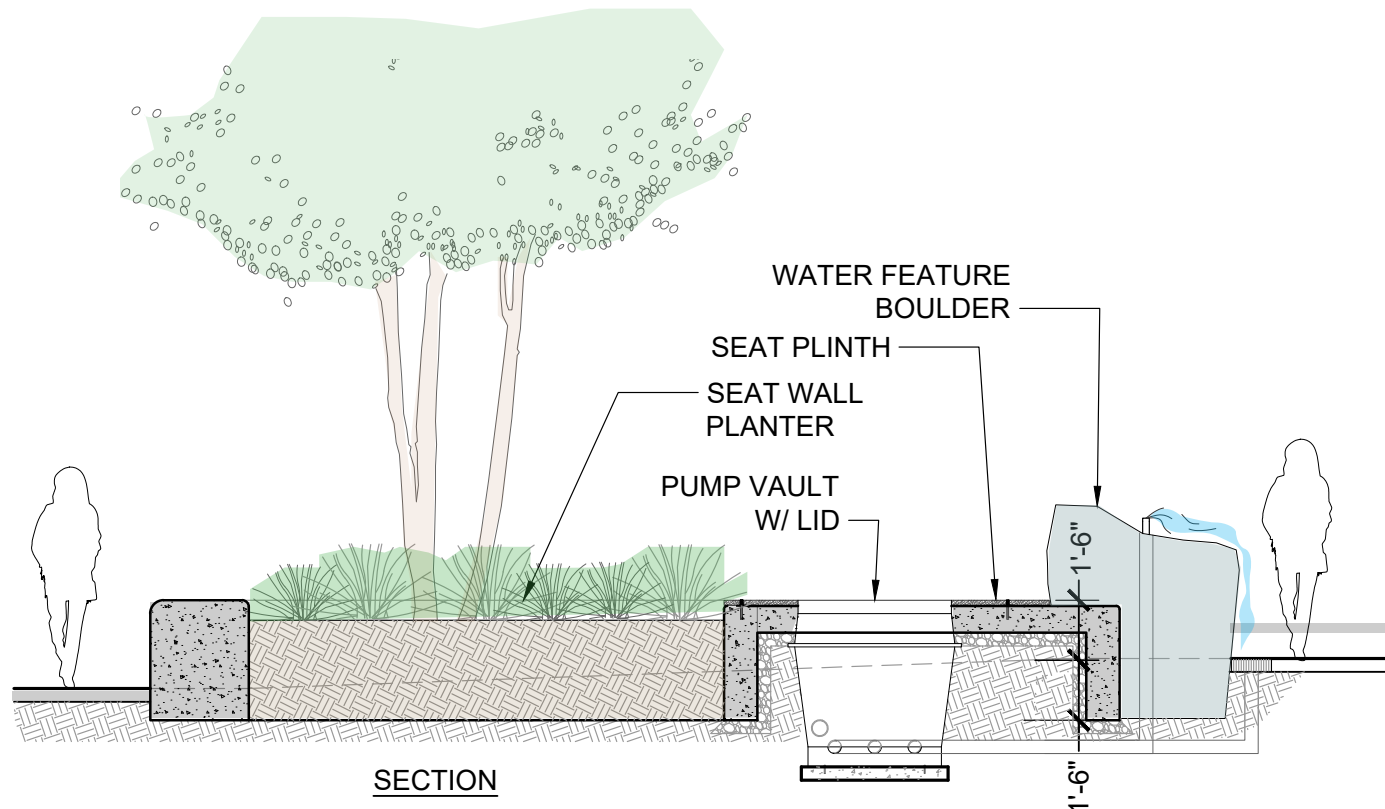
- Small Water feature w/ nozzle (Recirculating system)
- Pre-fabricated Picnic Shelter w/ large group table



## PICNIC SHELTER



## GROUP TABLE



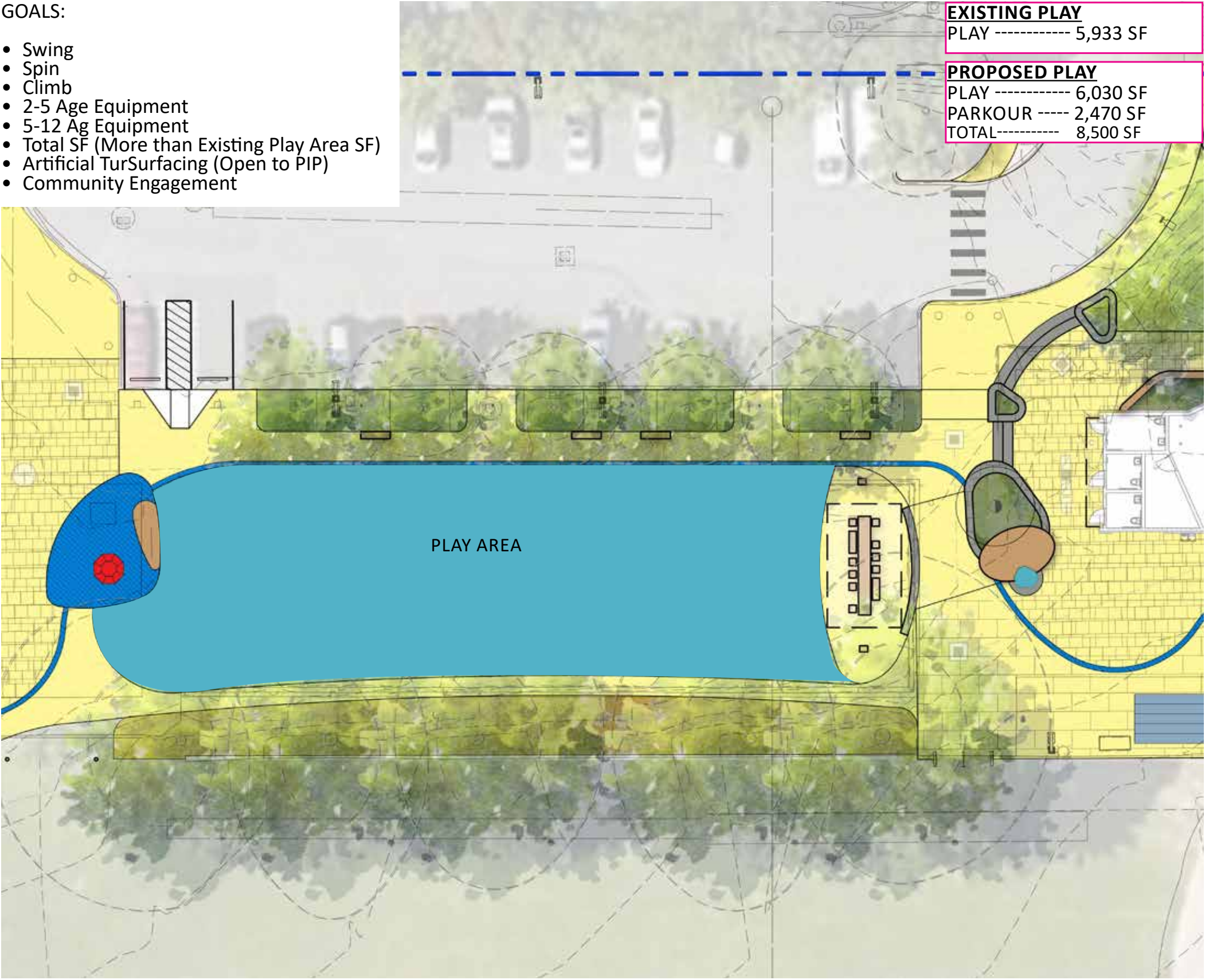
## WATER FEATURE





GOALS:

- Swing
- Spin
- Climb
- 2-5 Age Equipment
- 5-12 Ag Equipment
- Total SF (More than Existing Play Area SF)
- Artificial Turf Surfacing (Open to PIP)
- Community Engagement



## COMMUNITY ENGAGEMENT



### Ocean Giant L

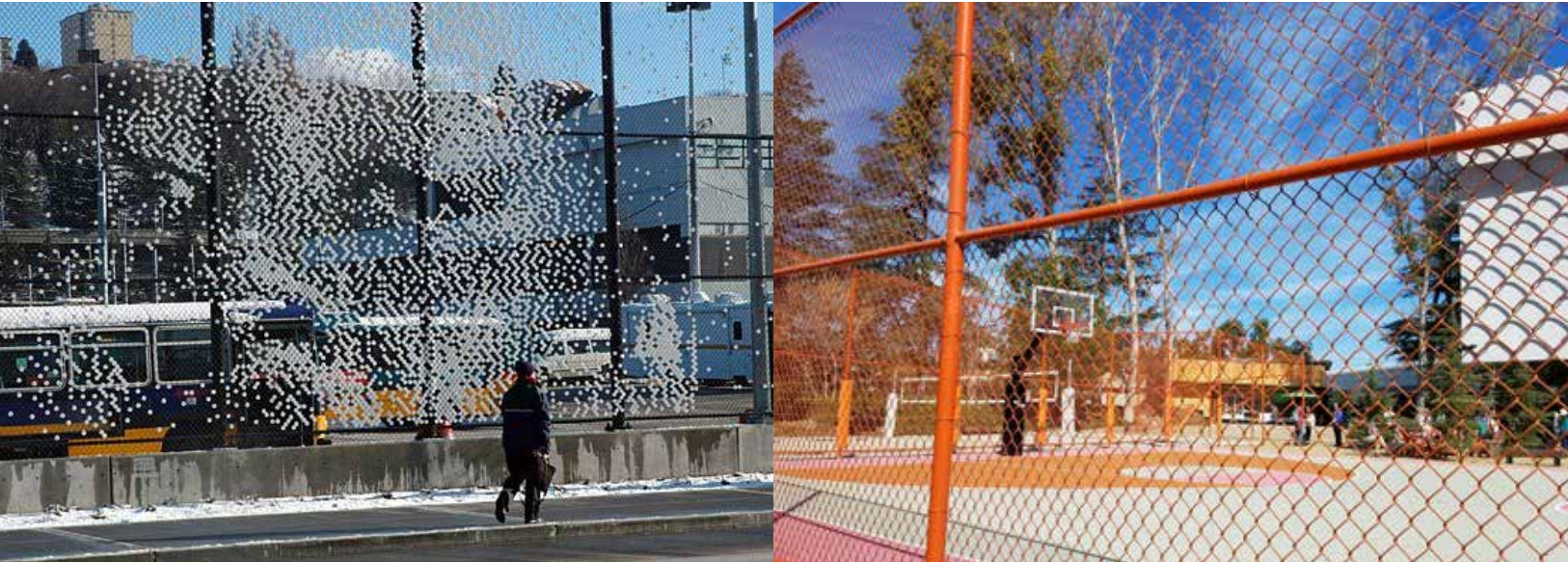
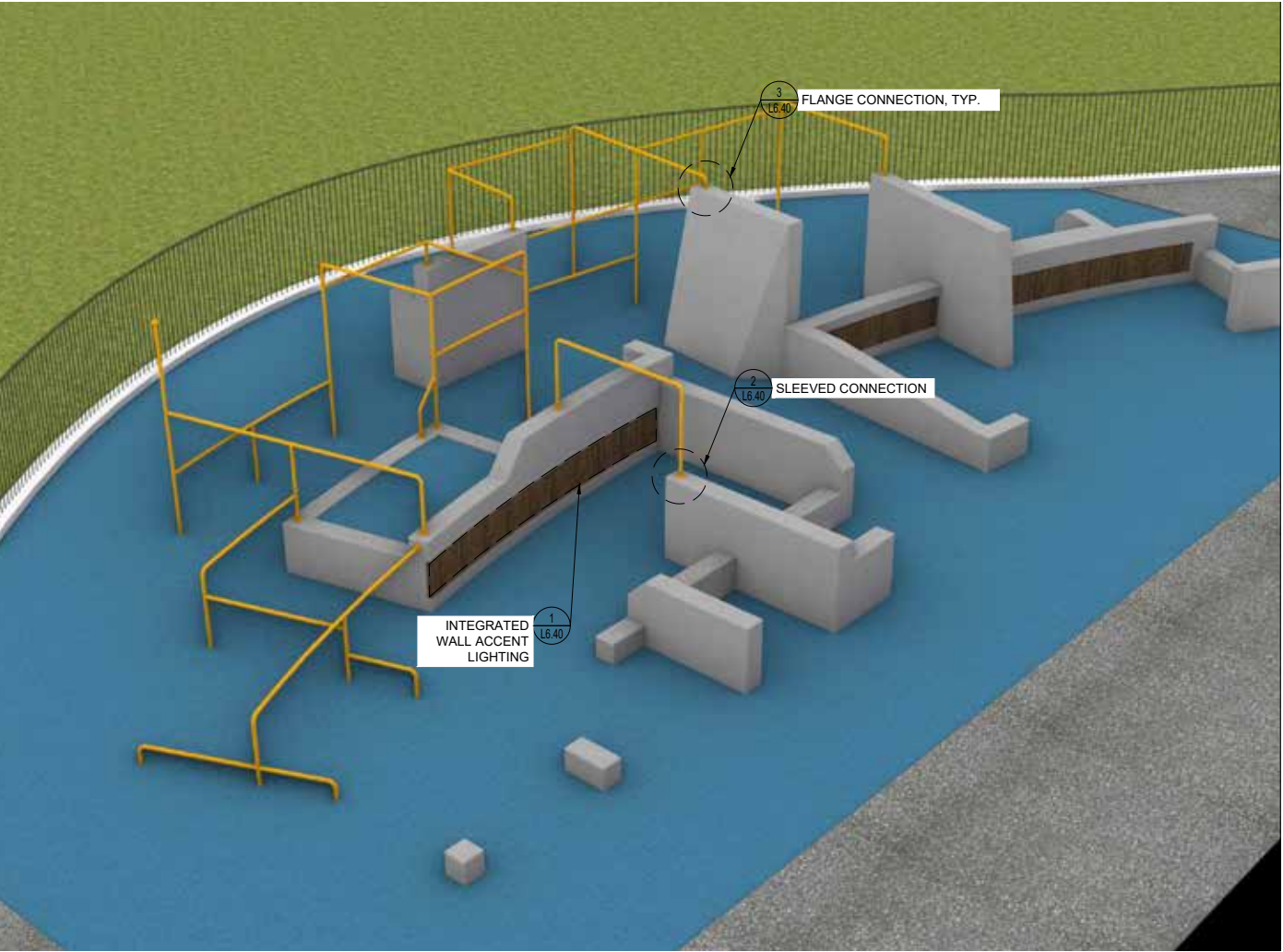
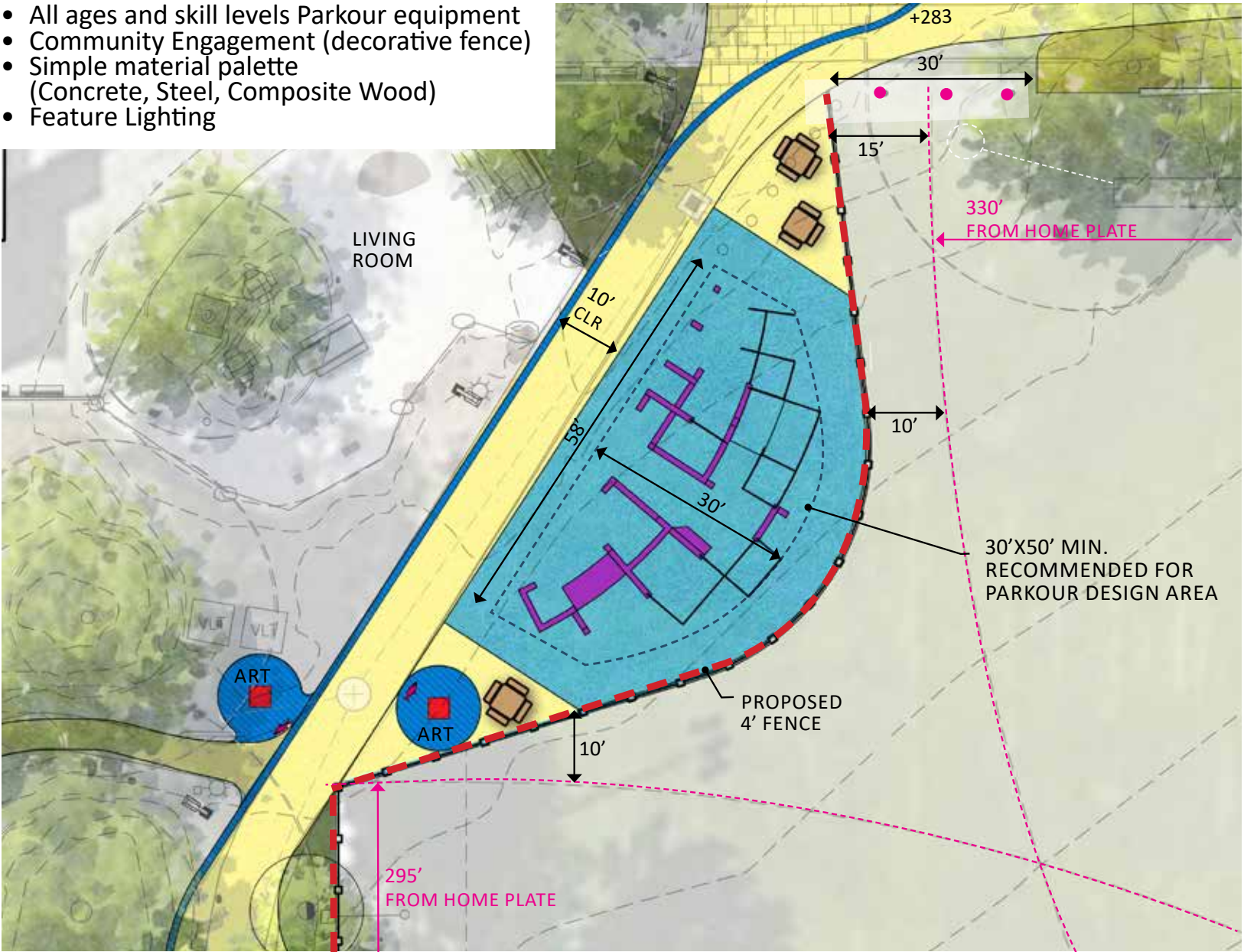
PCT111031





GOALS:

- All ages and skill levels Parkour equipment
- Community Engagement (decorative fence)
- Simple material palette (Concrete, Steel, Composite Wood)
- Feature Lighting





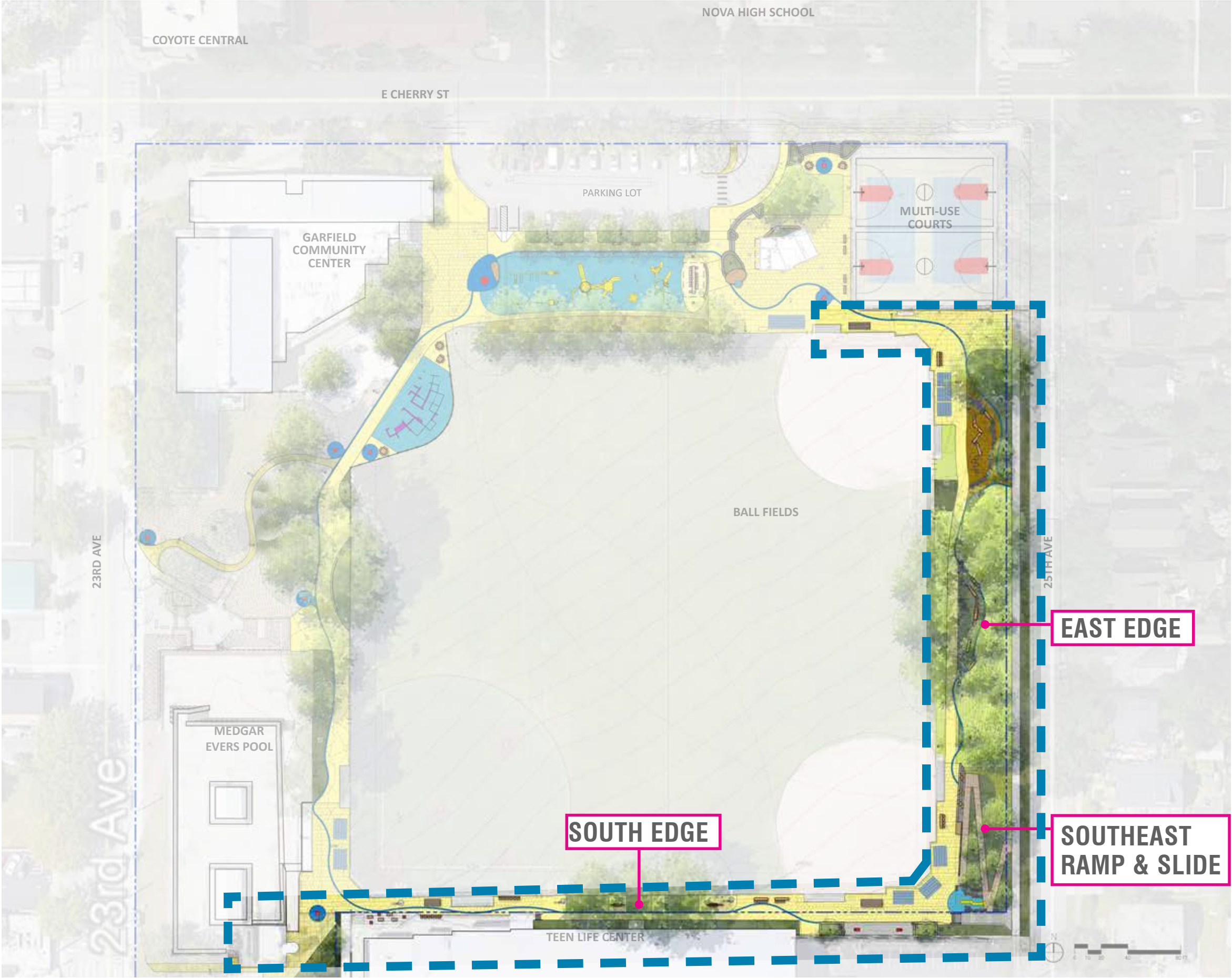
# **5 | CURRENT 30% DESIGN**

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## **South & East Site**



# SITE PLAN | SOUTH & EAST





# SOUTHEAST RAMP & SLIDE

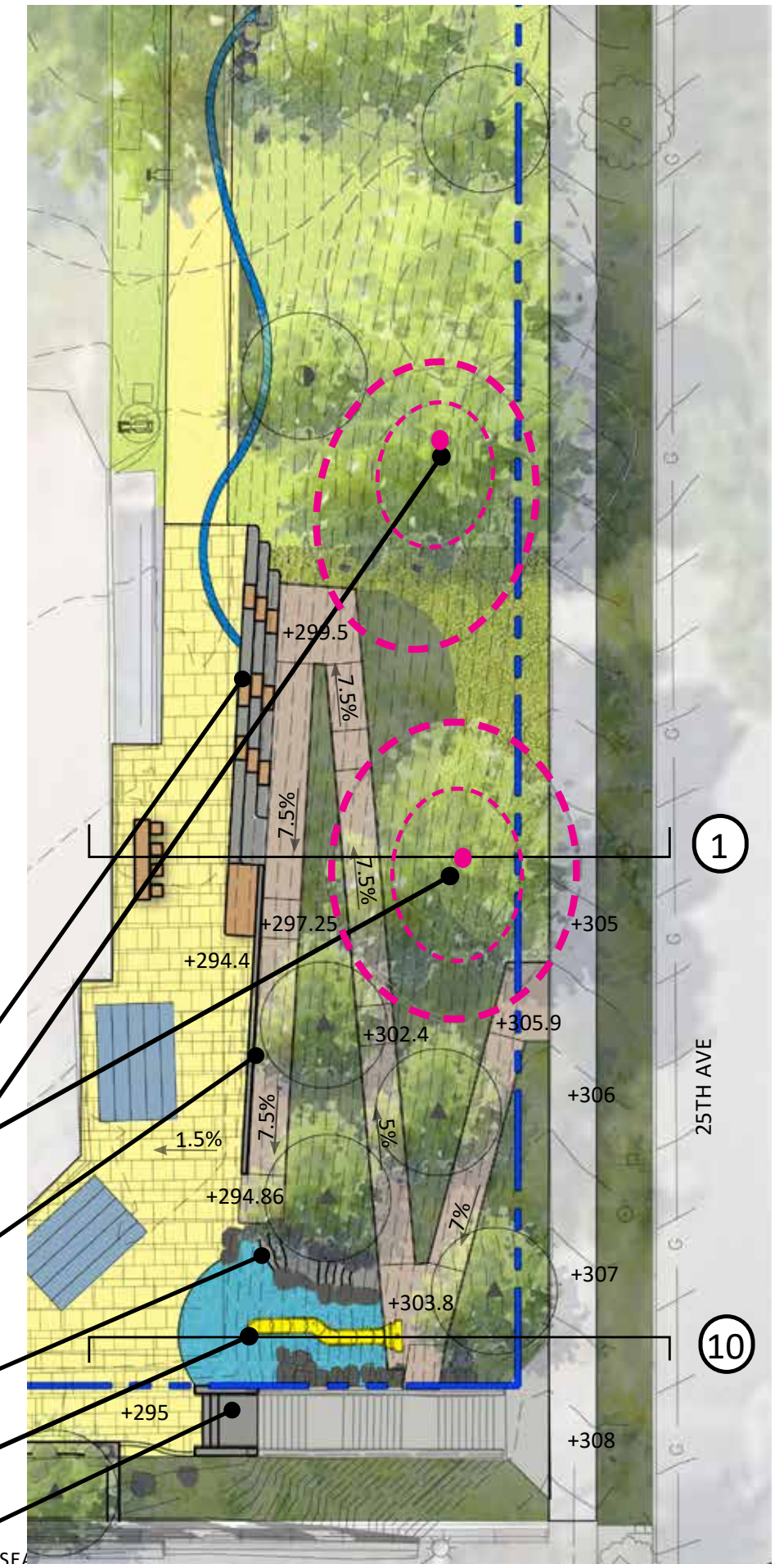
HILL SLIDE



ACCESSIBLE RAMP



- SEAT STEPS FOR GAME VIEWING
- SCOTS PINE
- RAMP WALL
- LANDSCAPE STEPS
- HILL SLIDE
- NEW STAIR LANDING





# SOUTHEAST RAMP & SLIDE

RAMP WALLS: RAMP PATHWAY



RAMP WALLS: BOTTOM OF RAMP



RAMP WALLS: SEATING & GAME VIEWING





# SOUTH SITE PLAN

GAME SPACE - CHESS



GAME SPACE - PING PONG



WOOD TOP SEAT



STEEL ARM REST



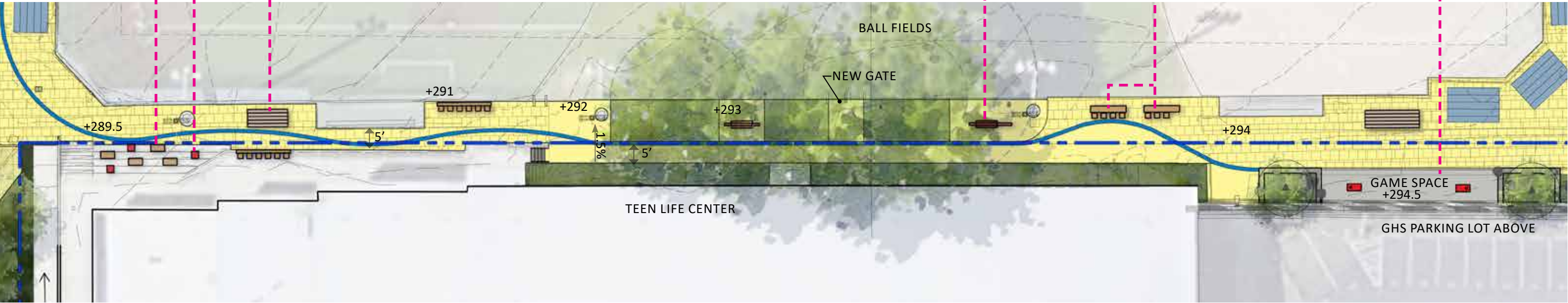
STEEL BLEACHERS



PORCH SWING



COUNTER HT TABLE





# EAST SITE PLAN

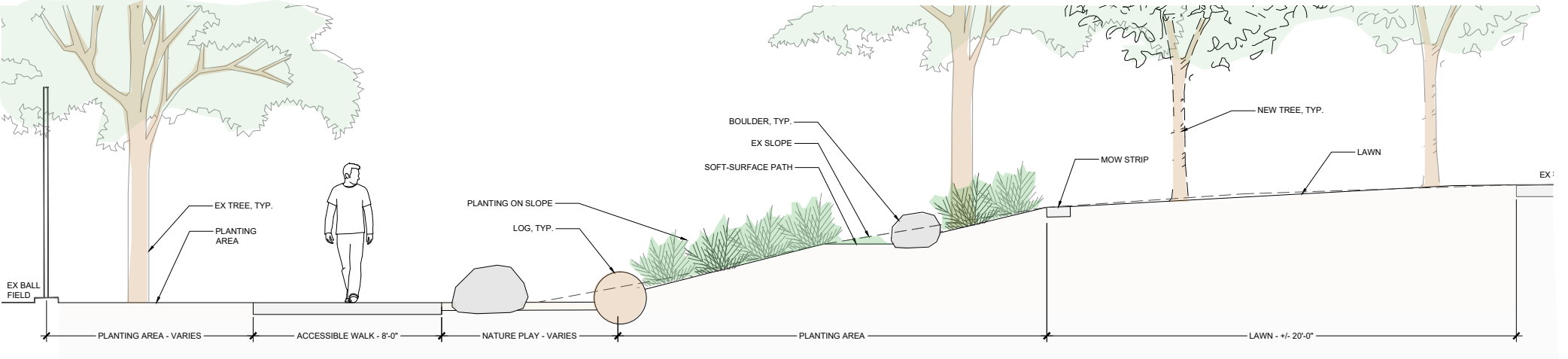
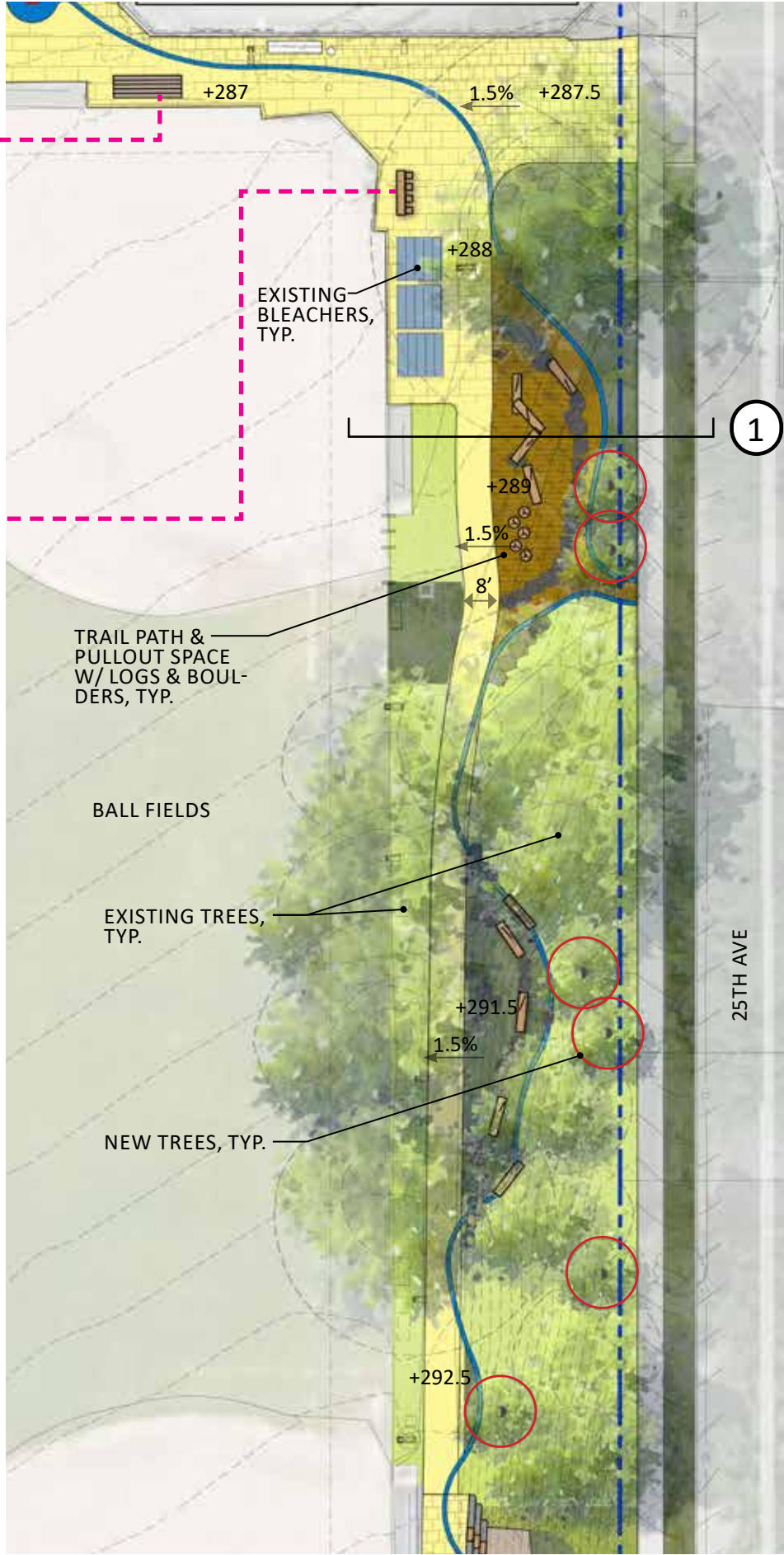
TRAIL PATH W/ LOGS & BOULDERS



STEEL BLEACHERS



COUNTER HT TABLE



1 EAST SIDE NATURE PATH-FACING N  
SCALE: 1/2" = 1'-0"



# THANK YOU



## Keeping the momentum in 2023

January – Forming the Art Advisory Team

January 16<sup>th</sup> - Annual MLK Celebration, Rally, and March at Garfield High School: Updated design work shared with public

January 21<sup>st</sup> and 28<sup>th</sup> – Public Arts Academy

Jan 31<sup>st</sup> - Proview meeting with Seattle Parks and Recreation Department-100% Design Development.

February 16<sup>th</sup> - Seattle Design Commission Presentation

April 3<sup>rd</sup> – RFQ Call to artists