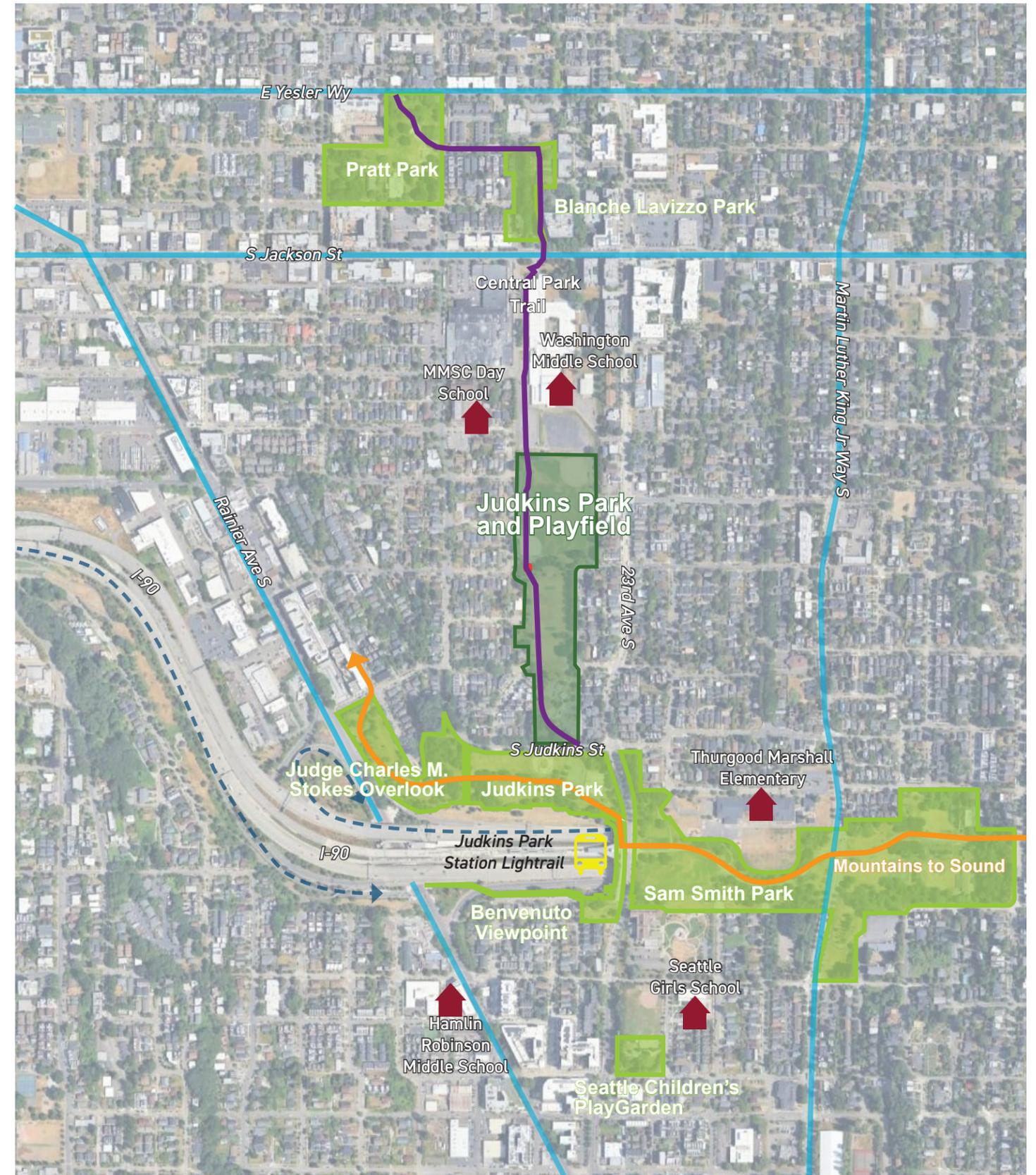
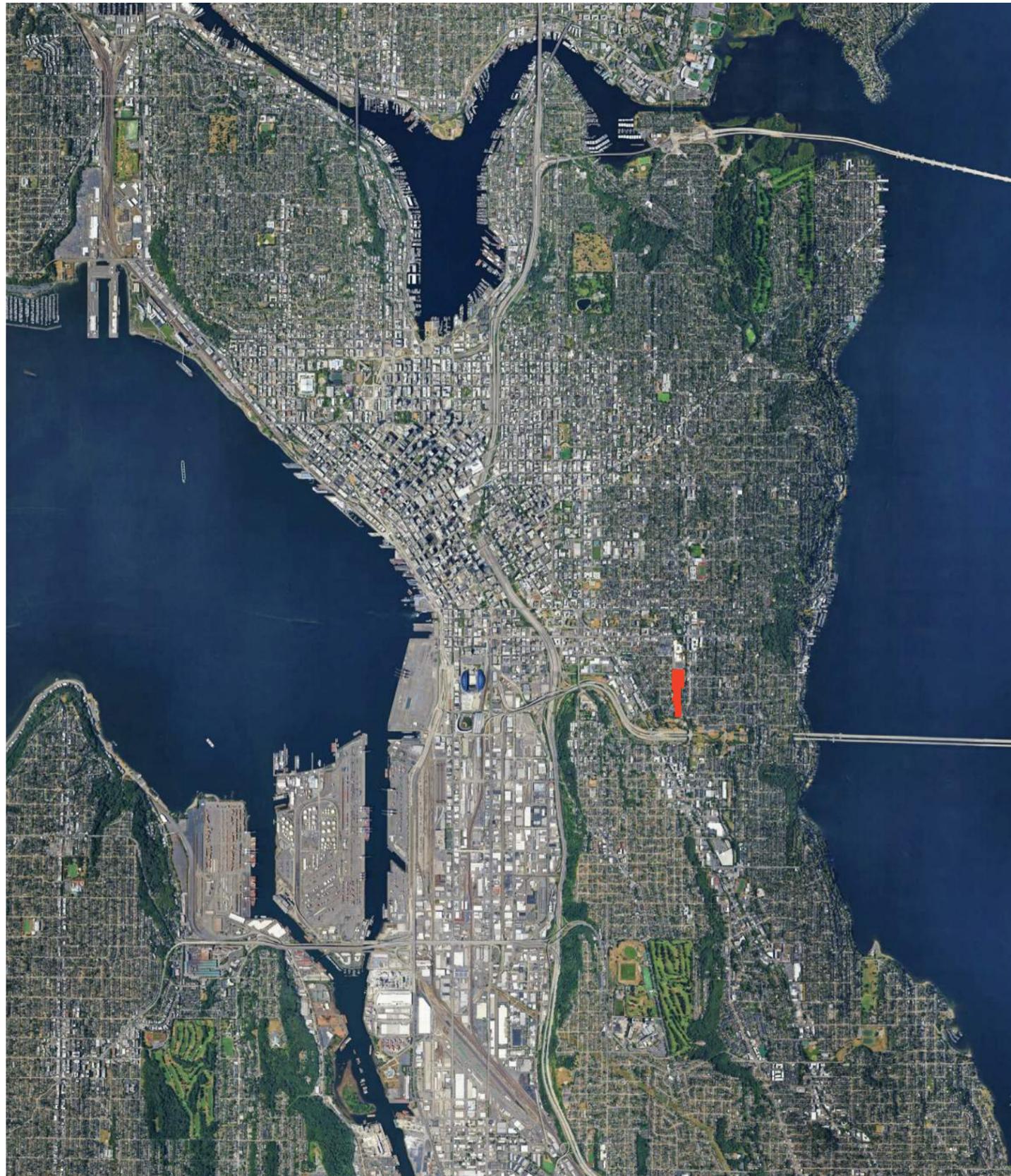




**JUDKINS PARK**  
JUDKINS PARK RENOVATION PROJECT  
SEATTLE DESIGN COMMISSION | DECEMBER 4, 2025

# Site Context



# Site Context



# Project Scope + Budget



## SPR Design Program (Project RFQ)

- Renovate both restroom buildings
- Renovate the play area
- Expand play provide additional sensory and nature play opportunities.
- *Renovate spray park* (infeasible within current budget)

## Proview Note

- The project will not be seeking public feedback on the upper restroom area nor on the restroom options.

	<b>Total Budget</b>	<b>Target for design</b>
<b>CCA Total</b>	\$ 2,443,666.00	\$ 2,200,000.00

# Project Scope



## UPPER RESTROOM



## LOWER JUDKINS



# Judkins Park: History of Land Rejected

## TIME IMMEMORIAL

Judkins Park is located within the ancestral lands of the Duwamish Tribe, Snoqualmie Indian Tribe, Suquamish Tribe, Tulalip Tribes, Muckleshoot Indian Tribe, and Confederated Bands and Tribes of the Yakama Nation, along with additional Coast Salish tribes. The area was used by the Southern Coast Salish people for seasonal habitation, resource gathering like hunting, fishing, plants, and quarry sources.

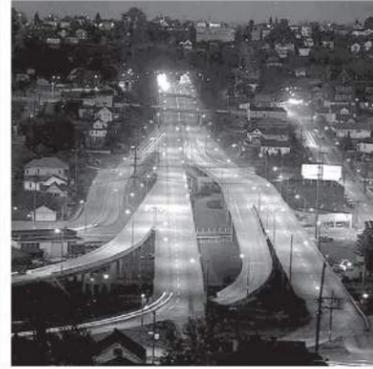
## 1940's

Plans for a park on the land date from the late 1940s, and while there were some improvements over the subsequent decades, large areas remained dirt or patchy grass until the mid to late 1970s.



## 1950's

Highway over Rainier Avenue leading to Lake Washington Floating Bridge slices through neighborhood.



## 1975

Community creates the Judkins Rejected Community Council (JRCC) in response to Forward Thrust tearing down the business district at 23rd and Jackson. Funding to rebuilt was siphoned to other neighborhoods: Leshchi, Madrona, Mt. Baker.

## 1976

Park Amenities added: restrooms buildings and playfields

## 1979

WA State widens I-90. "Legal and political battles mired the project for more than a decade, keeping the community in limbo. During that time, many residents sold their houses to the state. About 400 homes in Seattle's most ethnically diverse neighborhoods were wiped out" (Ho).

## 1981-1996

PNW Black Community Festival held in Judkins Park

## 1997 - present

The very first Umoja Festival is held in Judkins Park.



## 2025

The Judkins Park Renovation Project seeks to renovate the play area, spray park, and both restroom buildings (upper and lower restrooms) as well as provide additional sensory and nature play opportunities.

## ca. 1910

Ravine, ~150' depth, used as landfill



## 1880's

Farmland. Italian, Irish and Polish



## 1947

The City of Seattle purchased approximately 5 acres for what would become Judkins Park for \$17,123. Little progress made for several years.

In August 1950, the city council approved \$5,0002 for the development of a playfield on the site, although it expected most of the labor to be carried out by volunteers (Seattle Daily Times 1950c, 1950d, 1951).

Judkins Park remained an open space without substantial development until the 1960's.

## 1923

Garfield High School

## 1970's

Proposed R.H. Thomson Expressway would have destroyed up to 3,000 homes and displaced 8,000 people.



## 1968

Judkins Park was expanded from 5.4 acres to 14.1 within a decade. In 1975, SPR began leasing land north of South Charles Street from Seattle Public Schools to expand Judkins Park to include ball fields; this lease agreement continues today.

## 1993

Dolores Bradley Spray Feature is built after 5+ years of pushing for funding from the city. The design and construction are done through community volunteer efforts.



## 1991

25 year battle over I-90. In 1991 a lingering proposal to install a on-ramp on 23rd Avenue South was fought back by residents of Judkins Rejected.

# Community Partners



## Margo Jones

Judkins Park Resident & Community Visionary

- Community Liason coordinating outreach and engagement
- Organizer of Umoja Fest
- Goal: Feedback representative of the community to guide the project



## Africatown Community Land Trust

- Outreach and engagement
- Amplify community input
- Connect youth leaders to the project through the William Grose Center for Cultural Innovation

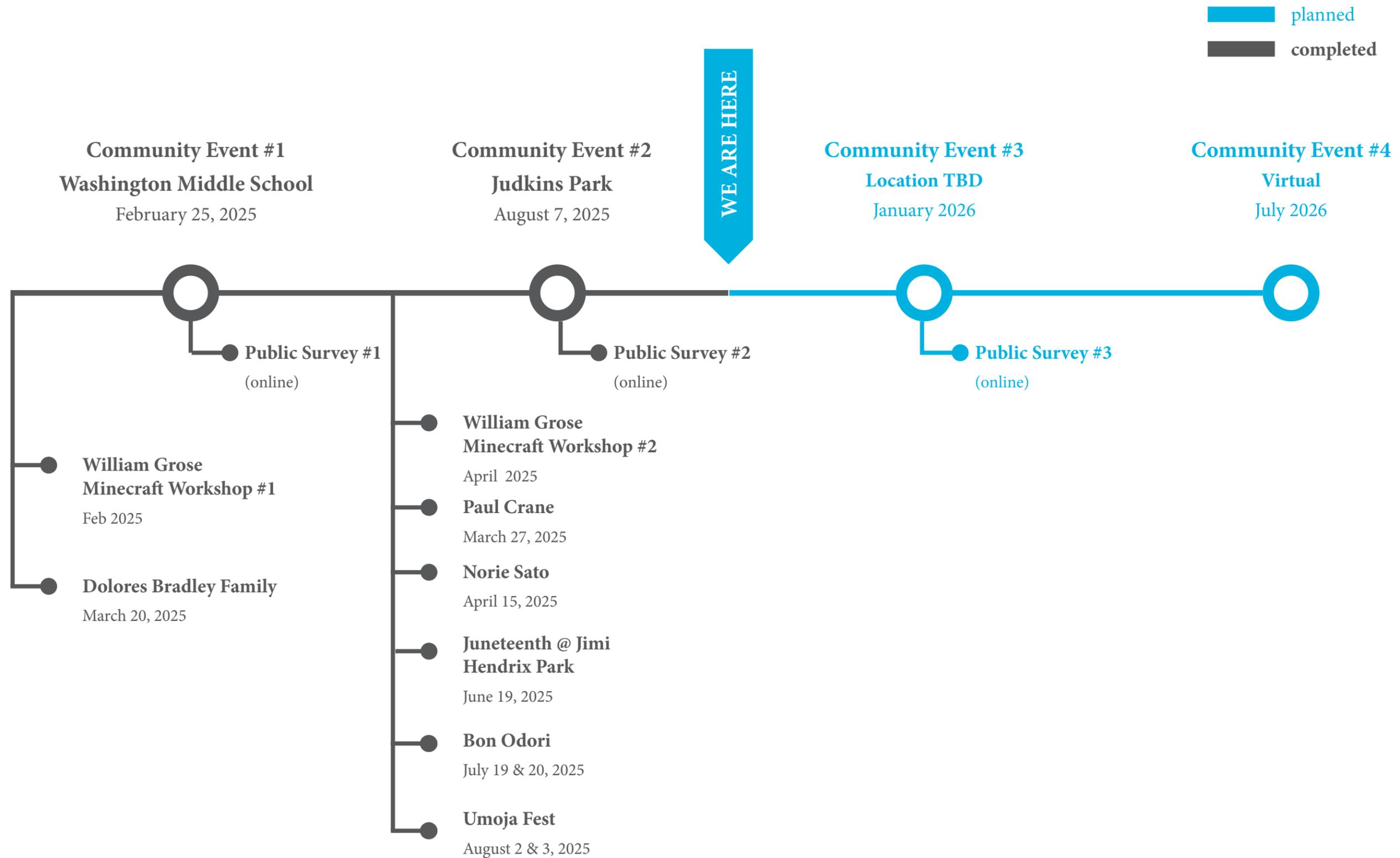


## William Grose Center for Cultural Innovation

- AR/VR
- Minecraft the Future of Judkins Park
- Empower youth to Participate

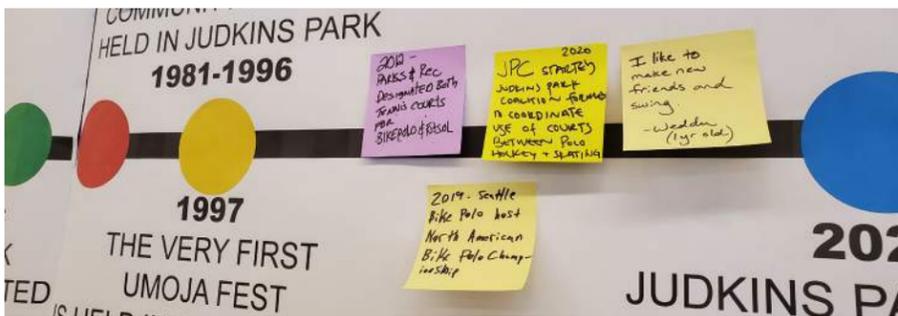


# Community Engagement Timeline



# Engagement Events

**1** Community Event #1: Washington Middle School  
February 25, 2025



**2** William Grose: Minecrafting the Future of Judkins Park  
February 27, 2025



**3/4** Bon Odori  
July 18 and 19, 2025



# Engagement Events

5/6

Umoja Fest  
August 2 & 3, 2025



7

Community Event #2: Judkins Park  
August 07, 2025



2

Online Surveys

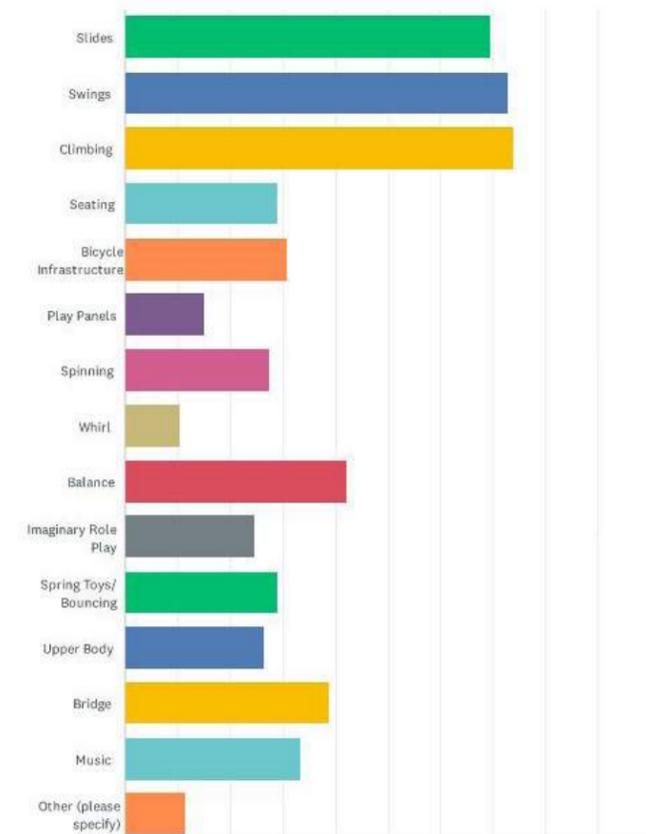
(1) Project Kickoff and (2) July - Sept 2025



OPTION 1: This option is fully funded and replaces the existing playground equipment and renovates the restroom.  
OPTION 2: This option creates a series of small play loops around the park, including hillside play between the playground and spray park and a nature loop with a sand box. A large net climber and swing set flank a new picnic shelter and a storytelling stage embraces the hillside.  
OPTION 3: This concept imagines a Cascade Mountain hike with long views all the way down to the Puget Sound with an expanded spray park. In between is an art plaza telling local stories of the Judkins neighborhood.  
OPTION 4: Tucking the spray park building into the hillside creates a perch suitable for a large picnic shelter with community table and porch swings. The playground features a tall tower and bridge overlooking the Story Trail where art and stories are shared in garden rooms.

Q8 Please select your top six most desired types of play equipment, or suggest your own.

Answered: 114 Skipped: 31



# Engagement Summary

Engaged **700+** Community Members

**7** Community Events

**239** Survey Responses  
Survey Monkey

**101** Survey Comments

**491** Votes from Budget Game

- 02/25/25** Community Event #1
- 02/27/25 William Grose Minecraft Workshop #1
- 03/20/25 Meeting with Dolores Bradley Family
- 04/16-20/25 William Grose Minecraft Workshop #2
- 03/27/25 Meeting with Paul Crane
- 04/15/25 Meeting with Norie Sato
- 06/19/25 Juneteenth at Jimi Hendrix Park
- 07/19,20/25 Bon Odori
- 08/2,3/25 Umoja Fest
- 08/07/25** Community Event #2

## Most-Desired Improvements

- Nature / Nature Trail
- Shade
- Seating and tables\*
- Public Restrooms

## Play Area

- One large play area
- Swings, Climbing, Slide
- Nature-inspired Theme & Elements

## Cultural Connections

- Space for Community Gatherings and Small Hangs  
31% rank #1
- Art & Sculpture\*\*  
27% rank #1 and frequent mentions in comments
- Colors and Patterns\*  
9% rank #1; POC 21% rank #1
- Natural Environment  
25% rank #1

\* higher desire among People of Color (greater than 7% difference)

\*\* less desire among People of Color (greater than 5% difference)

# Design Principles

**Artful storytelling** tells the history of Judkin's Park and the community's heritage.

**Honor Dolores Bradley:** as a force in the community and in the creation of the spray park.

**The park's aesthetic reflects the current community.**

**Re-use site materials** when possible to model sustainable and innovative design, while enhancing the overall look and feel of the park.

**Expand opportunities for all ages and all abilities** for play, discovery, nature exploration and quiet reflection—with soft spaces and new equipment.

**A place that feel safe and comfortable** with ample lighting, shade, and a variety of seating to encourage respite and gathering.



# Inclusive Play Principles



## Many people need better access to nature

Major benefits of nature on health and happiness, yet accessing that nature is a barrier for lots of people.



## Art & Welcoming Messages

Signage makes explicit that all are welcome AND all are uniquely different. Art infuses materiality, storytelling, imagination, and culture.

*It is not our differences that divide us. It is our inability to recognize, accept and celebrate those differences.*

*-Audre Lorde*



## Options & Multifunctionality

Find commonalities, use variety, design features for multiple use simultaneously, provide choice and challenge.



## Engage all 8 physical senses

Sensory play includes vestibular, proprioception and interception through dynamic motion, use of force/pressure to do activities, fine motor activity and emotional connection.



## Make the coolest stuff accessible.

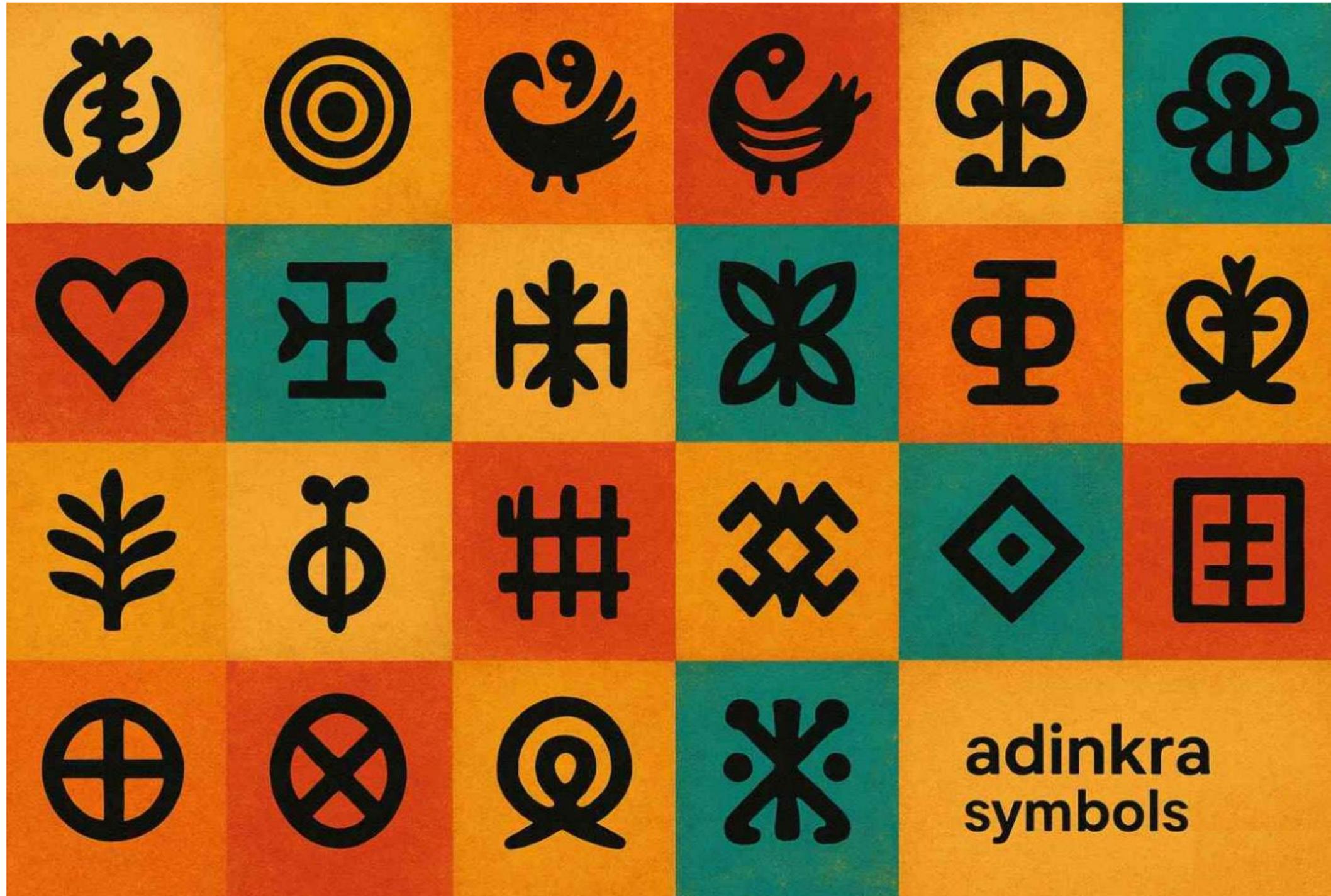
All or most of the features have accessibility built in. Challenge and risk for everyone.



## Pre-viewing Space & Refuge

Ability to preview spaces before joining. A sense of enclosure allows for self regulation. Cozy hangouts at the edges of active play create simultaneous sense of safety and connection. Safe edges and strong sight lines for safety and caregiver comfort.

# Color Palette & Theme



Adinkra are symbols from the **Akan people of Ghana** that represent concepts, proverbs, or aphorisms.

Saturated with meaning, Adinkra have come to represent the richness of Akan culture in particular and African culture in general. They serve as **a concise way to convey deep truths in visual form.**

Their widespread adoption, especially among African Americans and other Africans across the diaspora, has solidified their status as **icons of African symbolism and philosophy.**



## Adinkrahene

Adinkrahene translates to mean 'Adinkra King,' and this symbol purports to be **the inspiration for all others**. It consists of three concentric circles, one within the other. The symbol represents charisma, leadership and greatness.



## BOA ME NA ME MMOA WO

BOA ME NA ME MMOA WO is a symbol of cooperation and interdependence. Literally it means: 'Help me and let me help you.' It also represents the need to transform the world by creating a space to promote **interdependence and collaboration** amongst a group of people towards the greater good.



## Sankofa

The Sankofa Adinkra symbol depicts a mythical bird with its feet firmly planted forward with its head turned backwards. The word Sankofa means 'go back and get it'—from the Akan peoples of Ghana and Sierra Leone, **honoring history while building the future**.



## Denkyem

The Denkyem symbol depicts a crocodile and signifies the proverb, 'the crocodile lives in the water, yet breathes the air.' The crocodile's **cleverness and ability to adapt** are seen as desirable qualities.

# SPR Direction + Engagement + Budget → Design Direction

## SPR Direction

- **Restrooms:**
  - prioritize safety and visibility.
  - design direction from 10/8/25 meeting with Redi & Andrew
- **Play Area:**
  - provide age-separated play areas.
  - designated 'inclusive priority park.'
- **Site:**
  - no OSM required because of landfill

+

## Engagement Direction

- One large play area
- Swings! Climbing and Slides
- Shade
- Seating and tables
- Space for Community Gatherings & Small Hangs
- Colors & Patterns
- Natural Elements, Nature Trail

+

## Budget

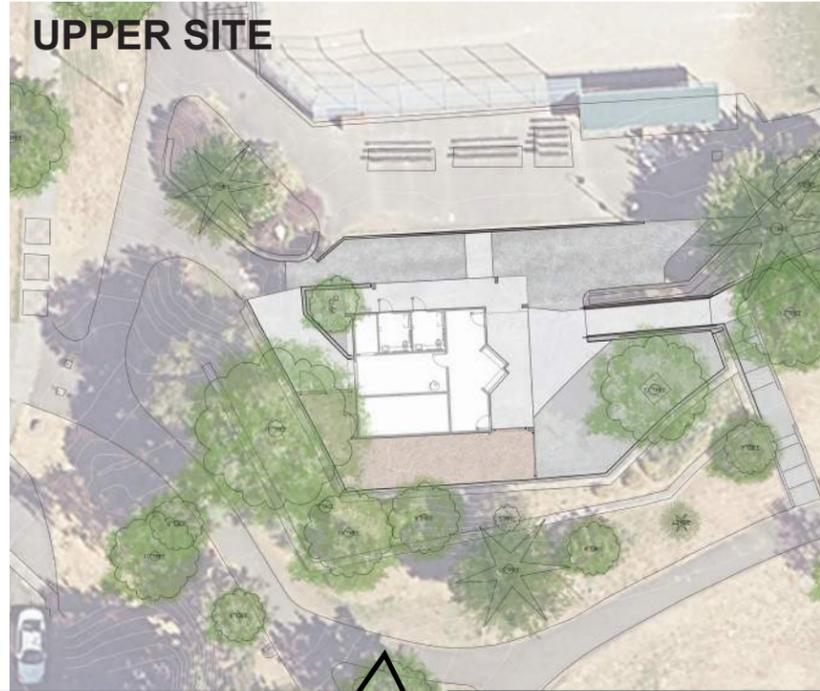
CCA Total (with grant):	\$2,443,666
CCA Restrooms:	\$1,362,000
CCA Play Area:	\$1,081,666



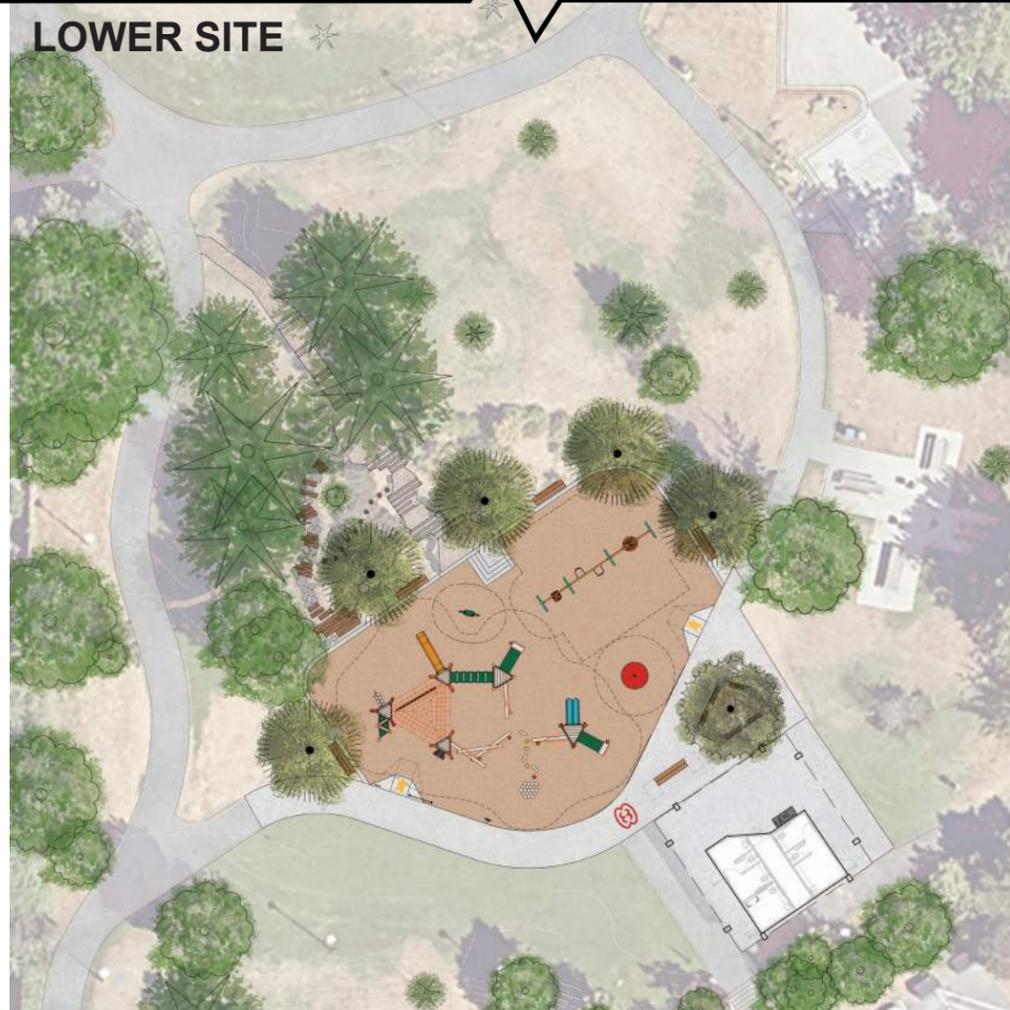
## Spray Park

- budget-based decision to keep the existing spraypark (no renovation)
- repaint (through alternate funding) to connect spray to play. Look and feel like one play-spray area.

# Project Scope



- Fix the building
- Provide (2) all-gender restrooms
- Maintain concessions program
- Prioritize safety, visibility, and accessibility



- Provide separate mens & womens rooms
- Provide family changing room
- Single play area with new equipment
- Opportunities for nature exploration
- Seating and shade

# Upper Site

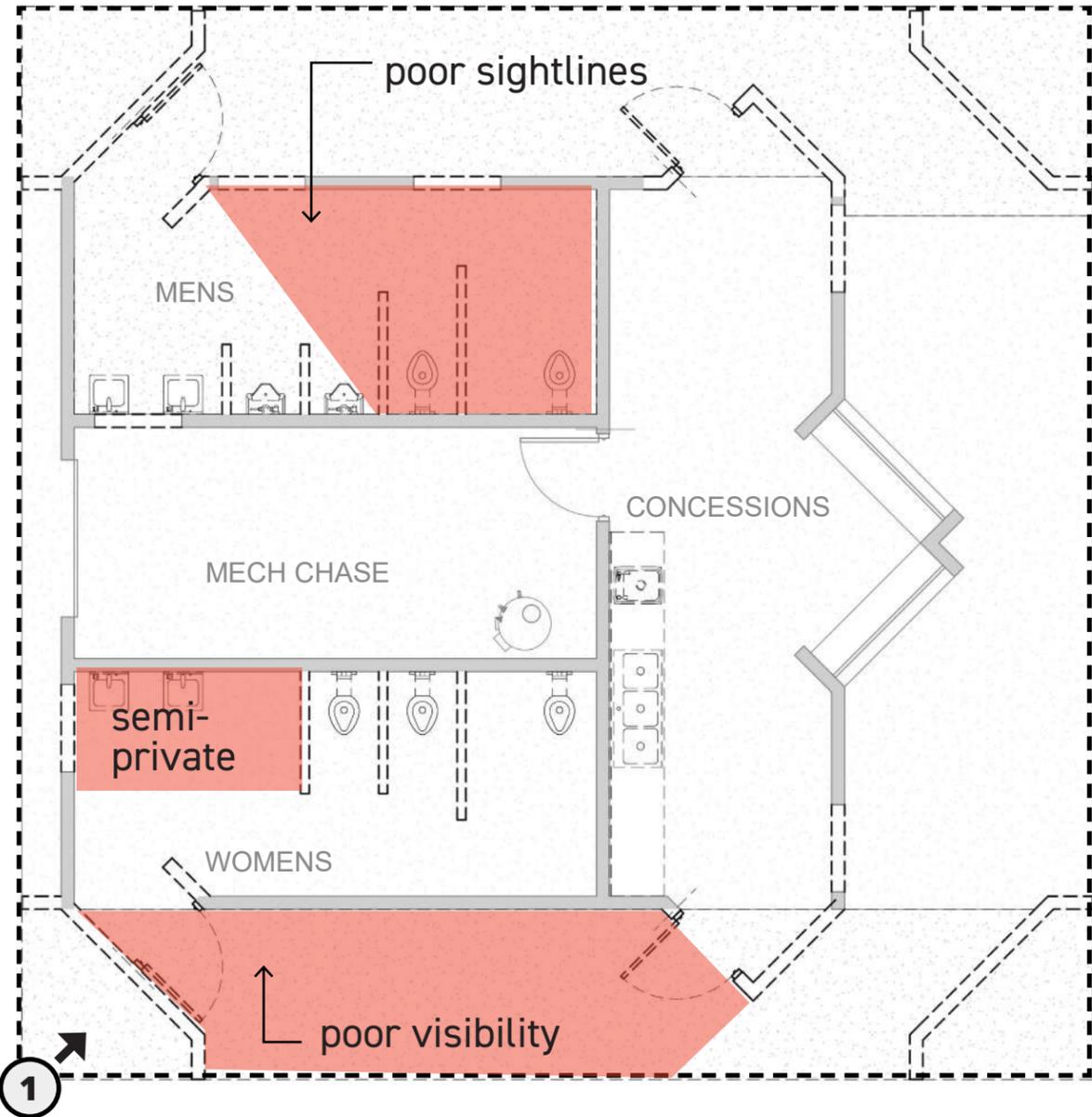


Minimum pavement replacement to meet accessibility requirements

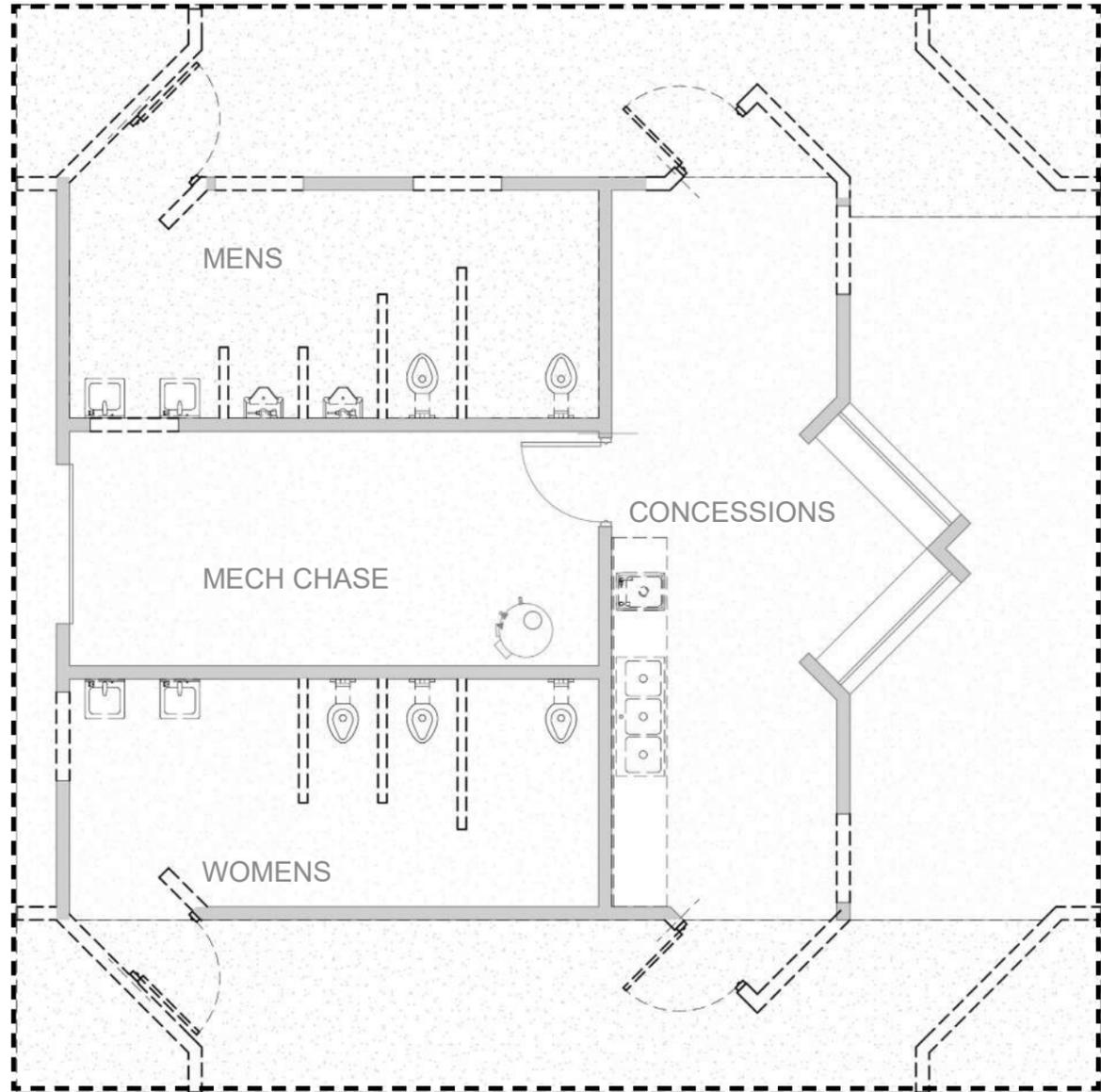


# Upper Restroom

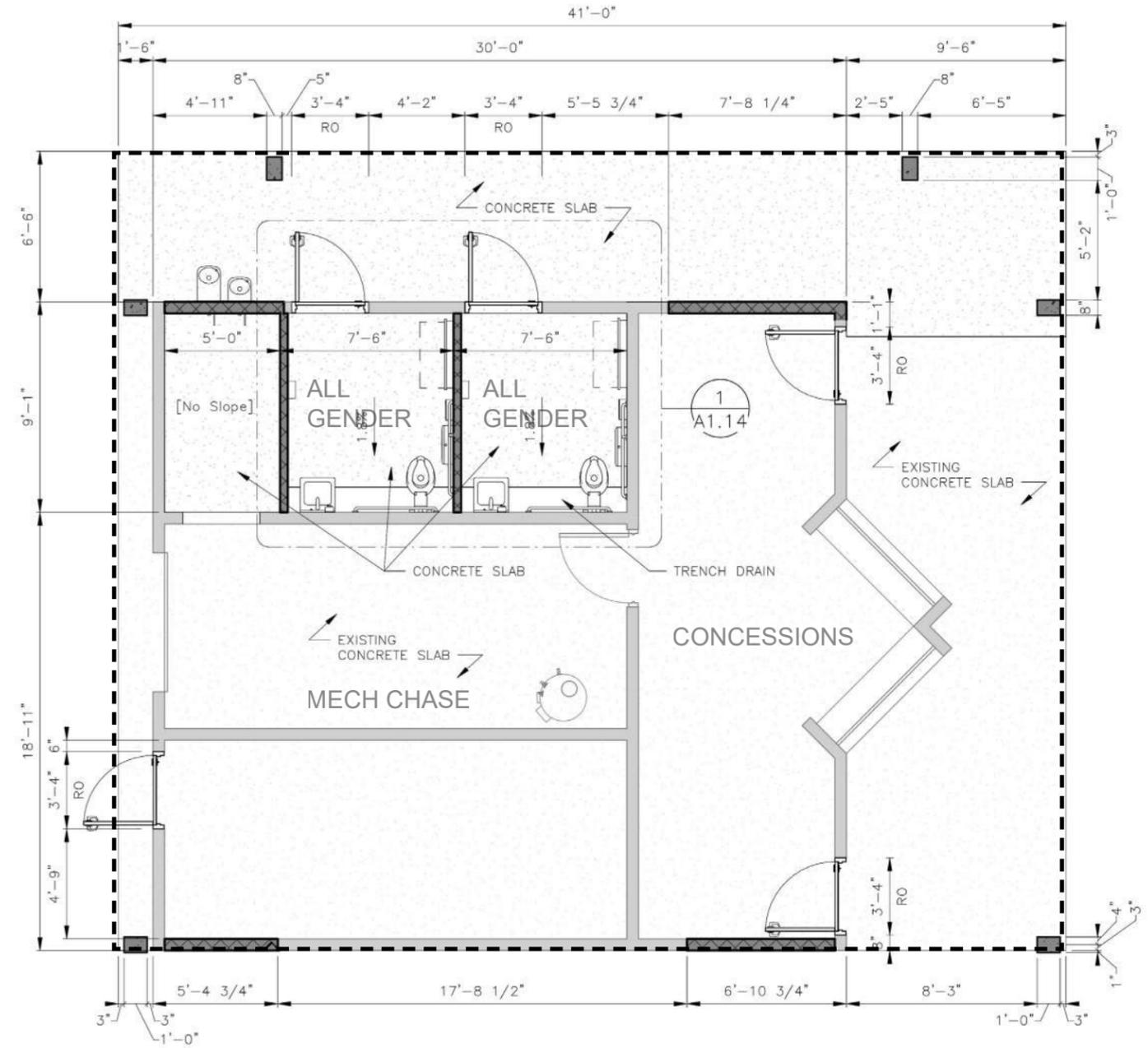
## Existing Building



# Upper Restroom

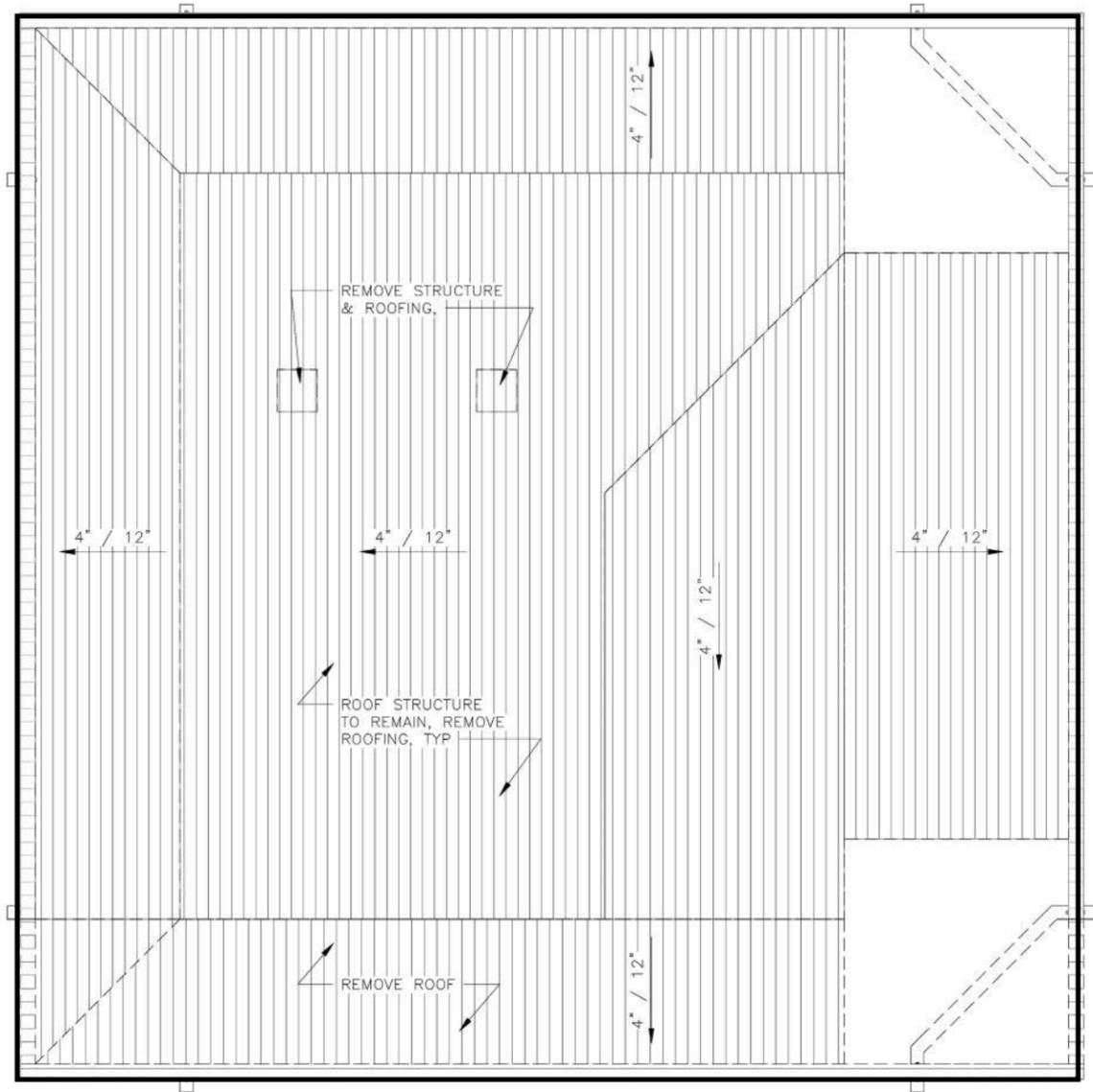


**Demo Plan**

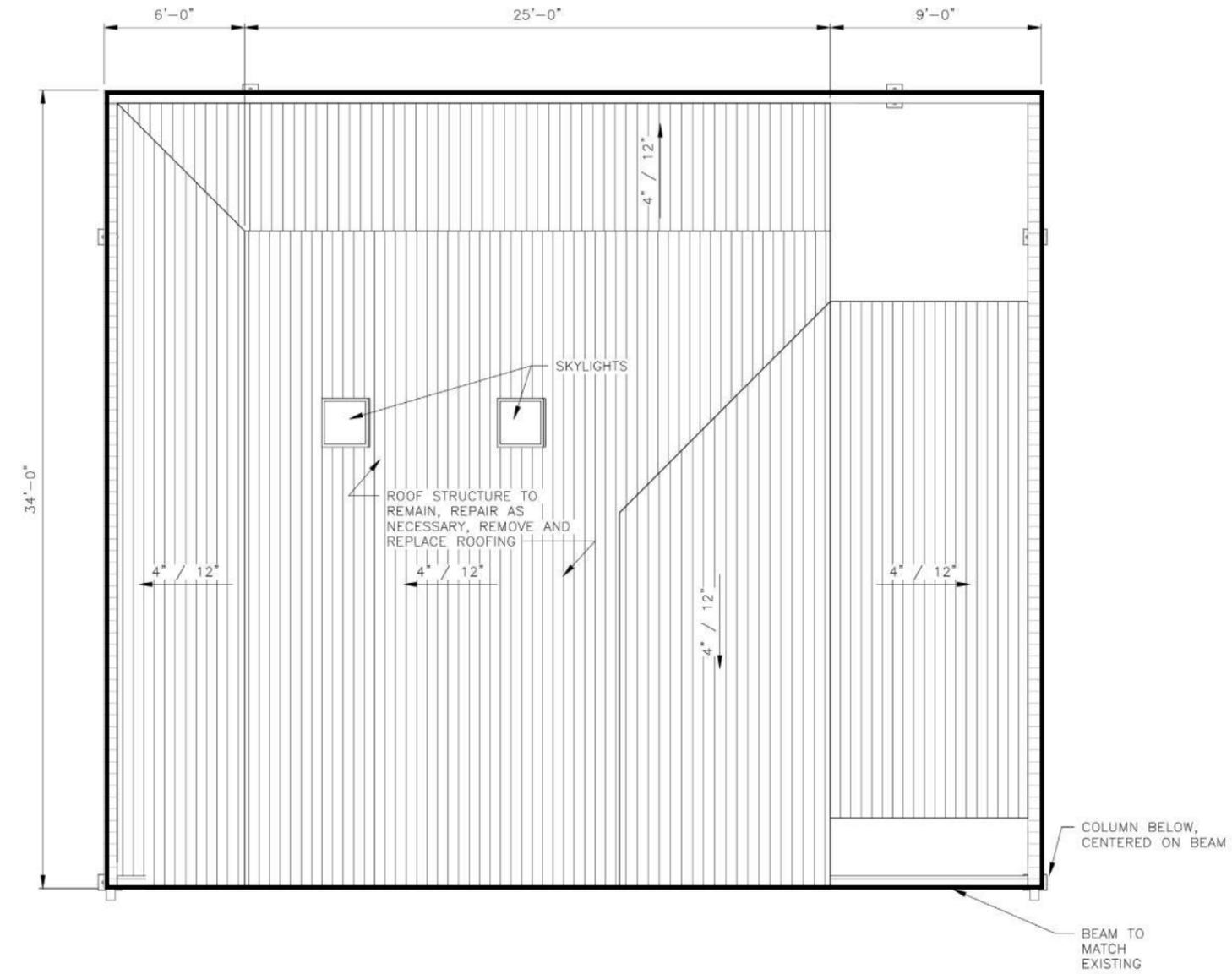


**Plan**

# Upper Restroom

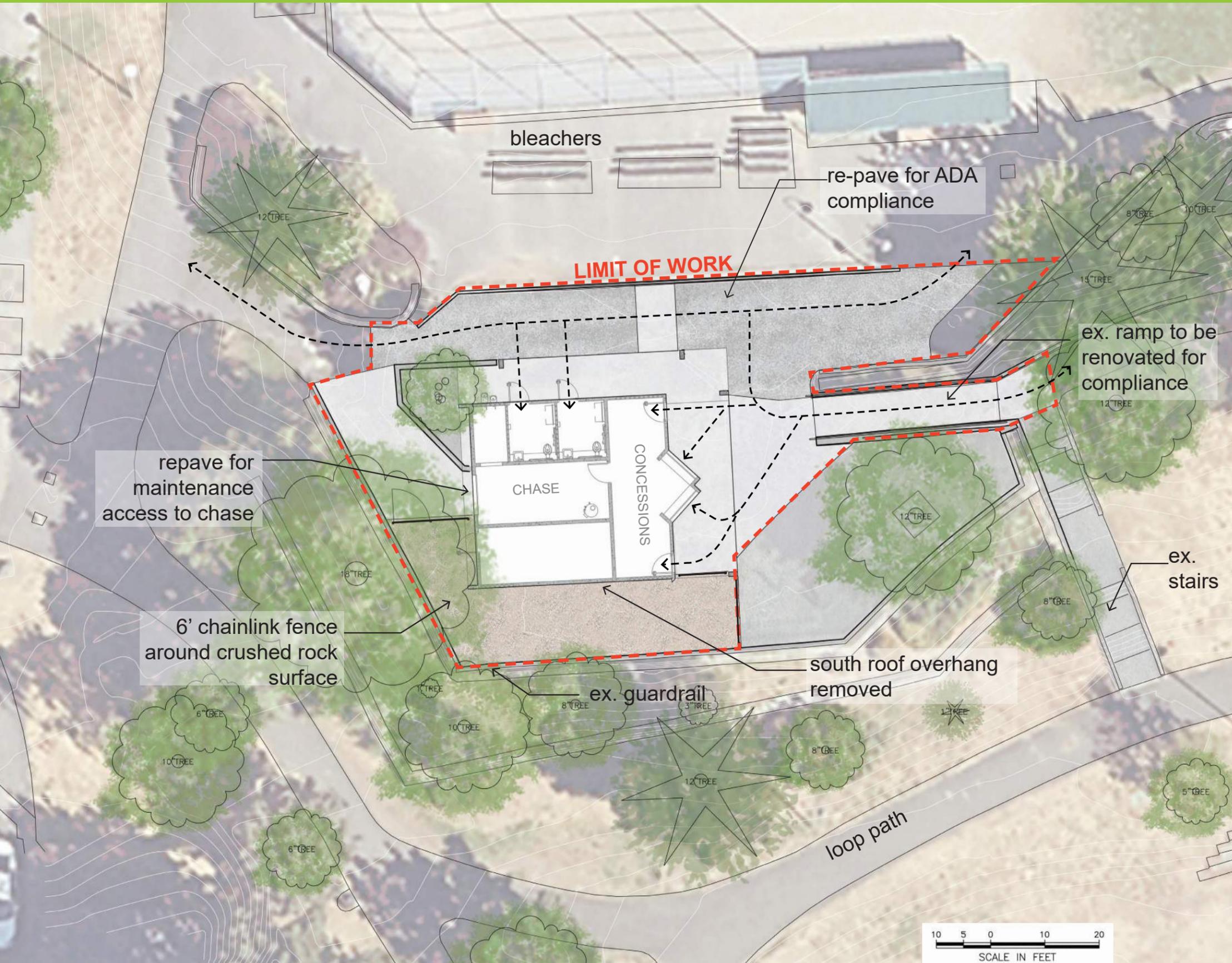


**Demo Roof Plan**



**Roof Plan**

# Upper Site & Restroom



- Fix the building
- Provide (2) all-gender restrooms
- Maintain concessions program
- Prioritize safety, visibility, and accessibility

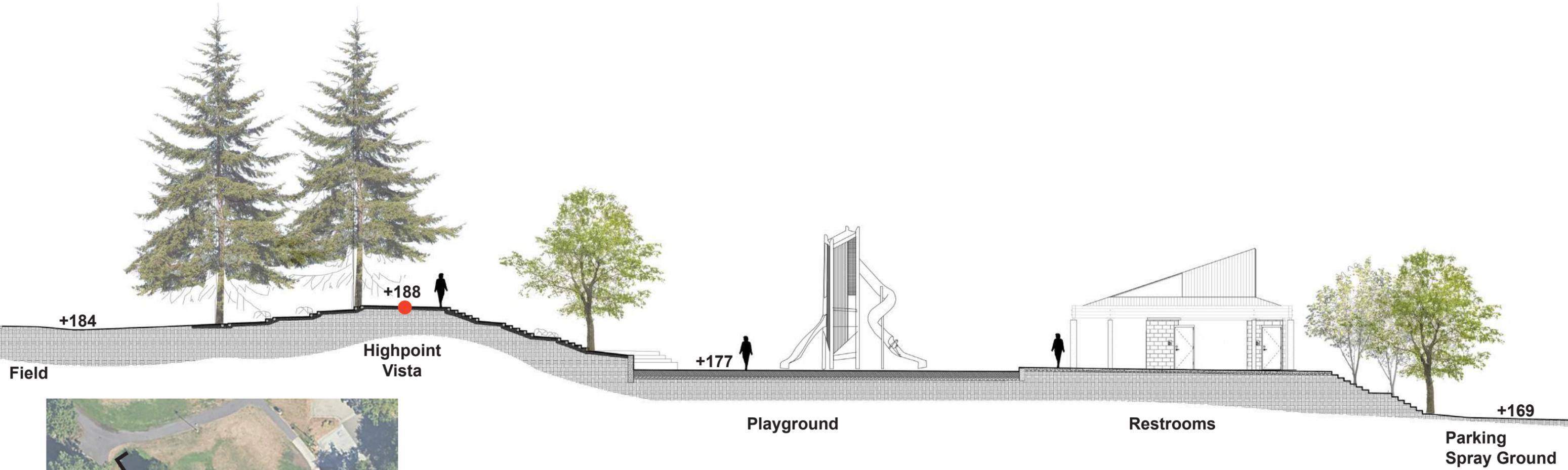
# Lower Site - Design to Meet Budget



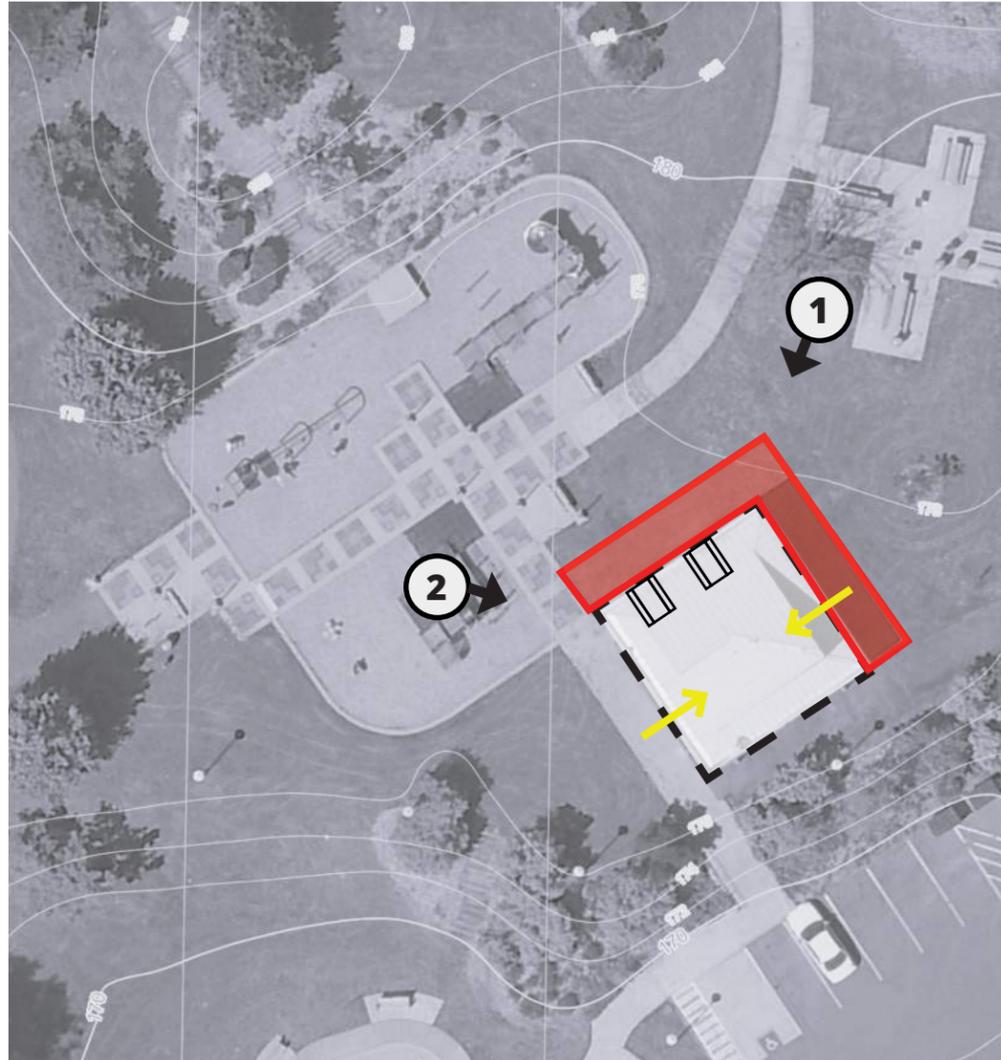
- Single play area with new equipment
- Opportunities for nature exploration
- Seating and shade

(no current funding mechanism to add)

# Lower Site Section



# Lower Restroom



Additional paving required to meet accessibility requirements.

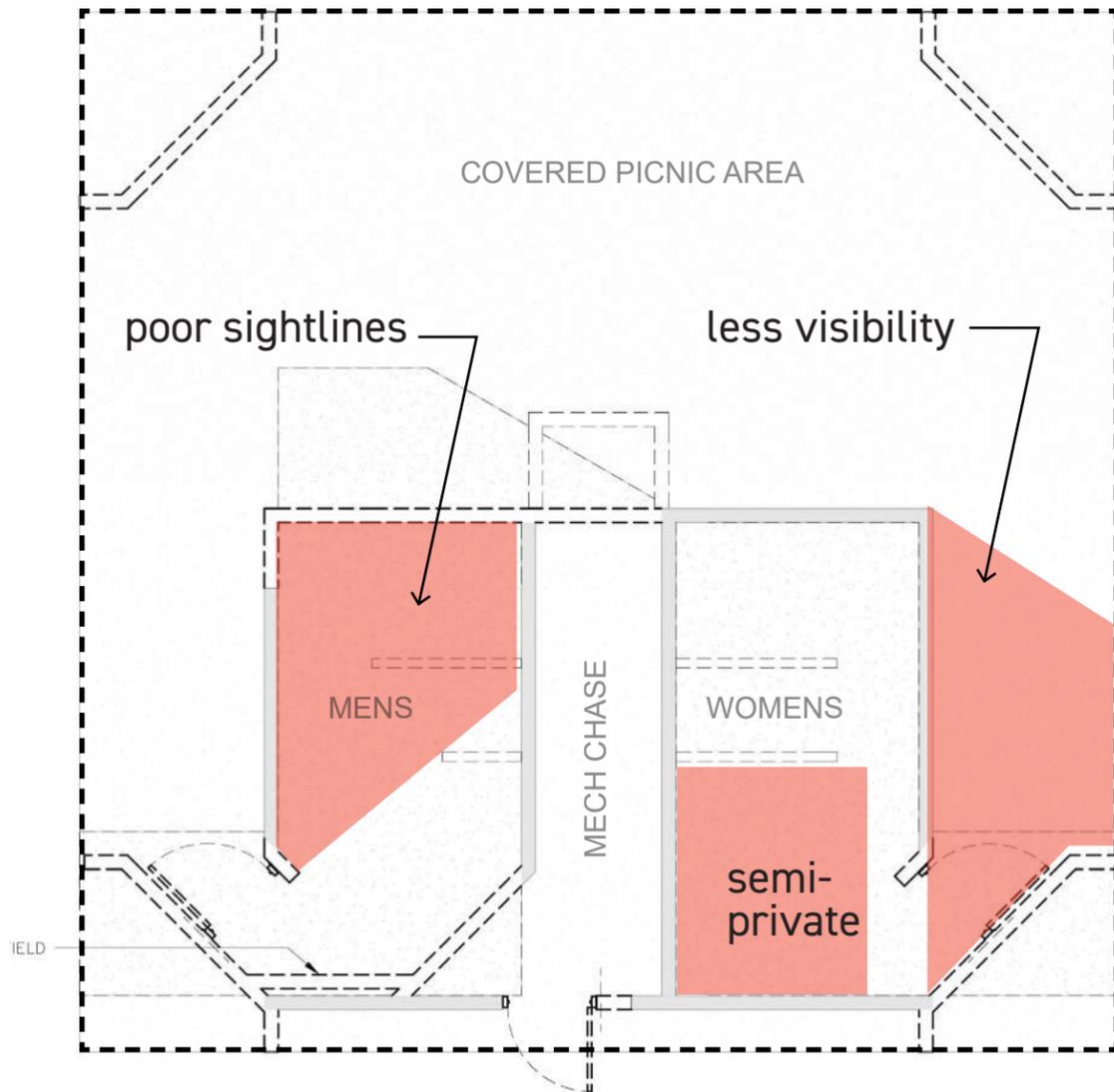
## Key Design Issues

- Poor visibility
- Poor access to east side - have to walk through gathering space to access the restroom
- Poor sight lines
- Semi-private spaces
- Spaces are not fully accessible



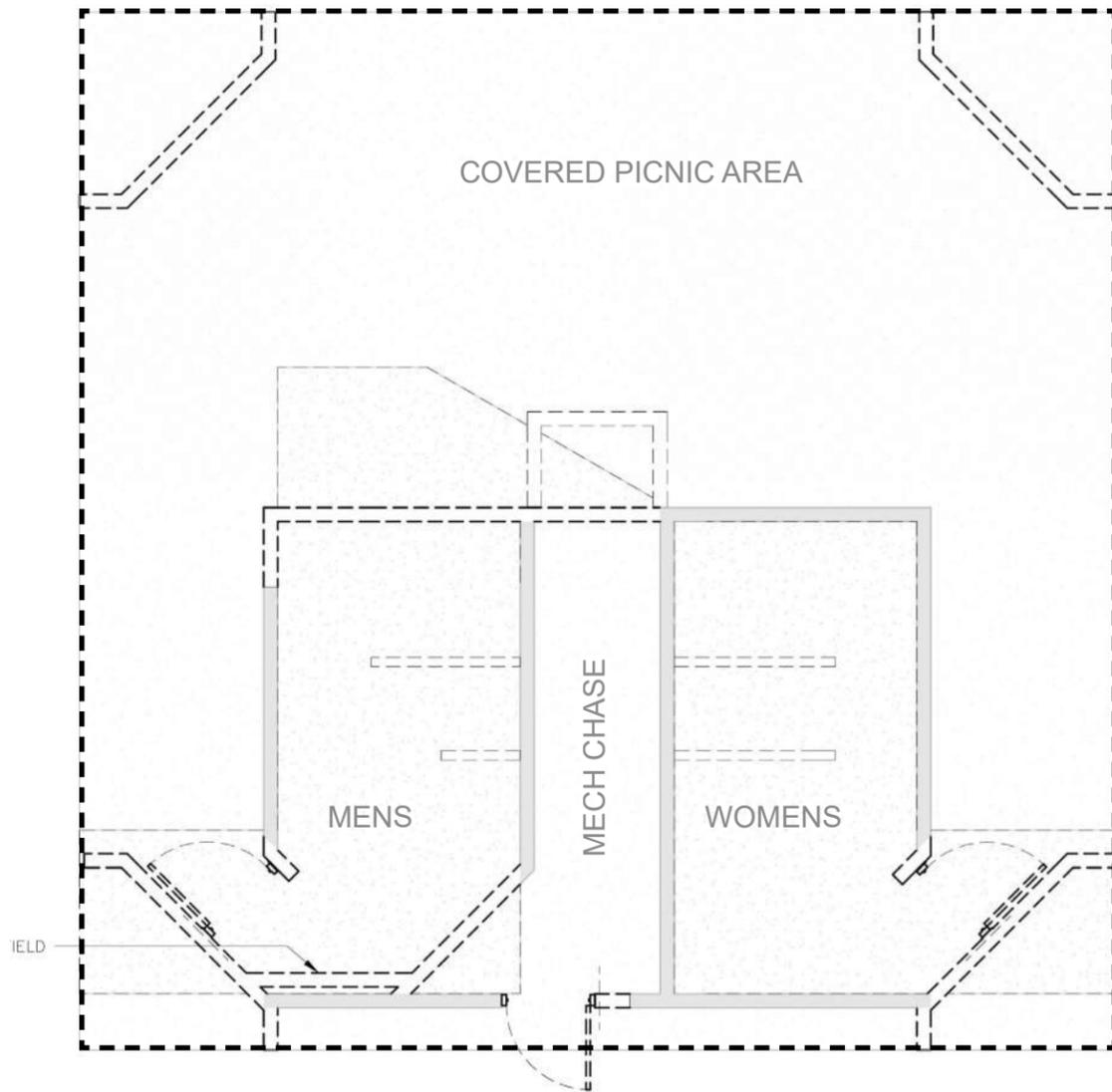
# Lower Restroom

## Existing Building

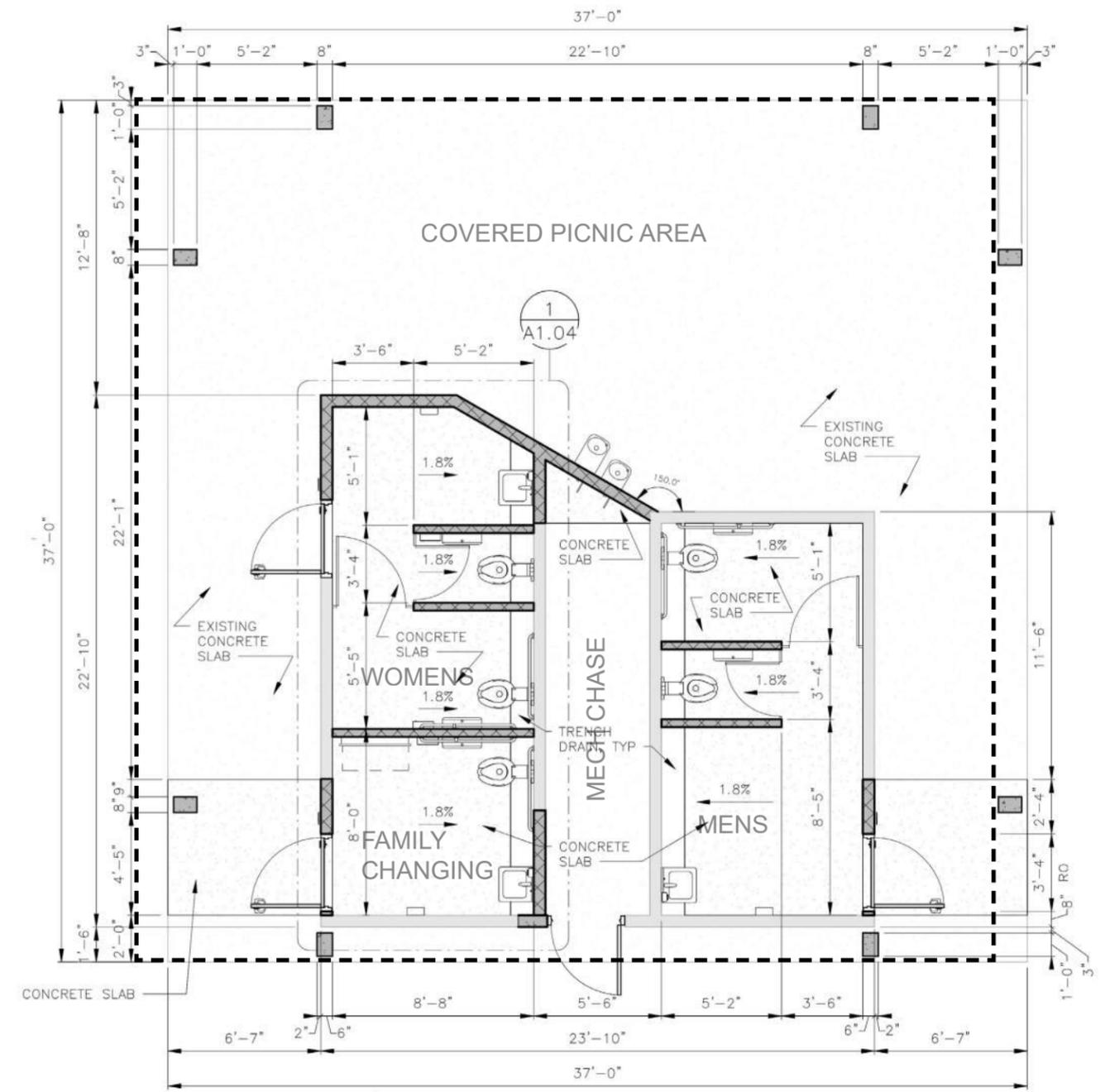


# Lower Restroom

- Provide separate men's & women's rooms
- Provide family changing room

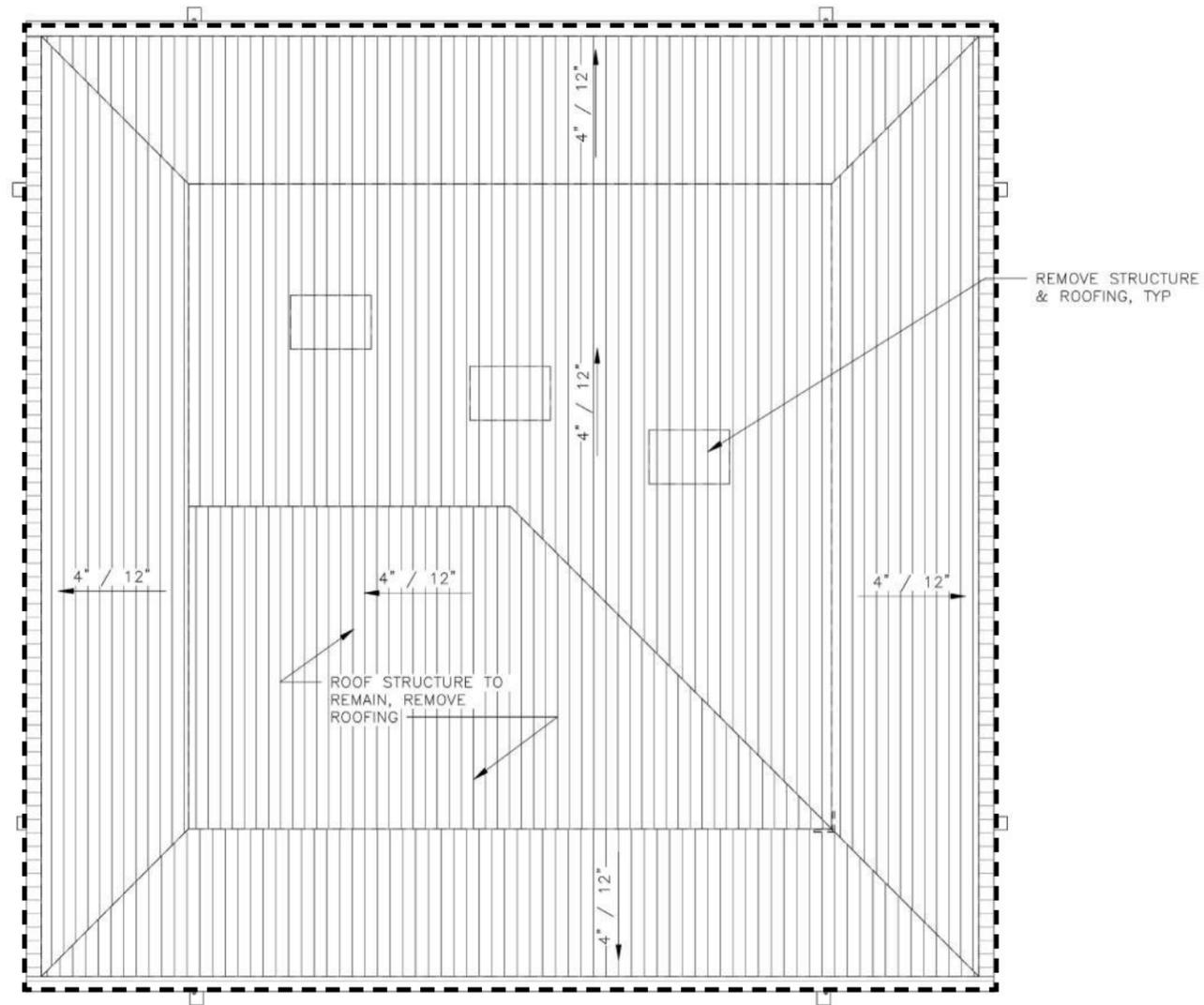


Demo Plan

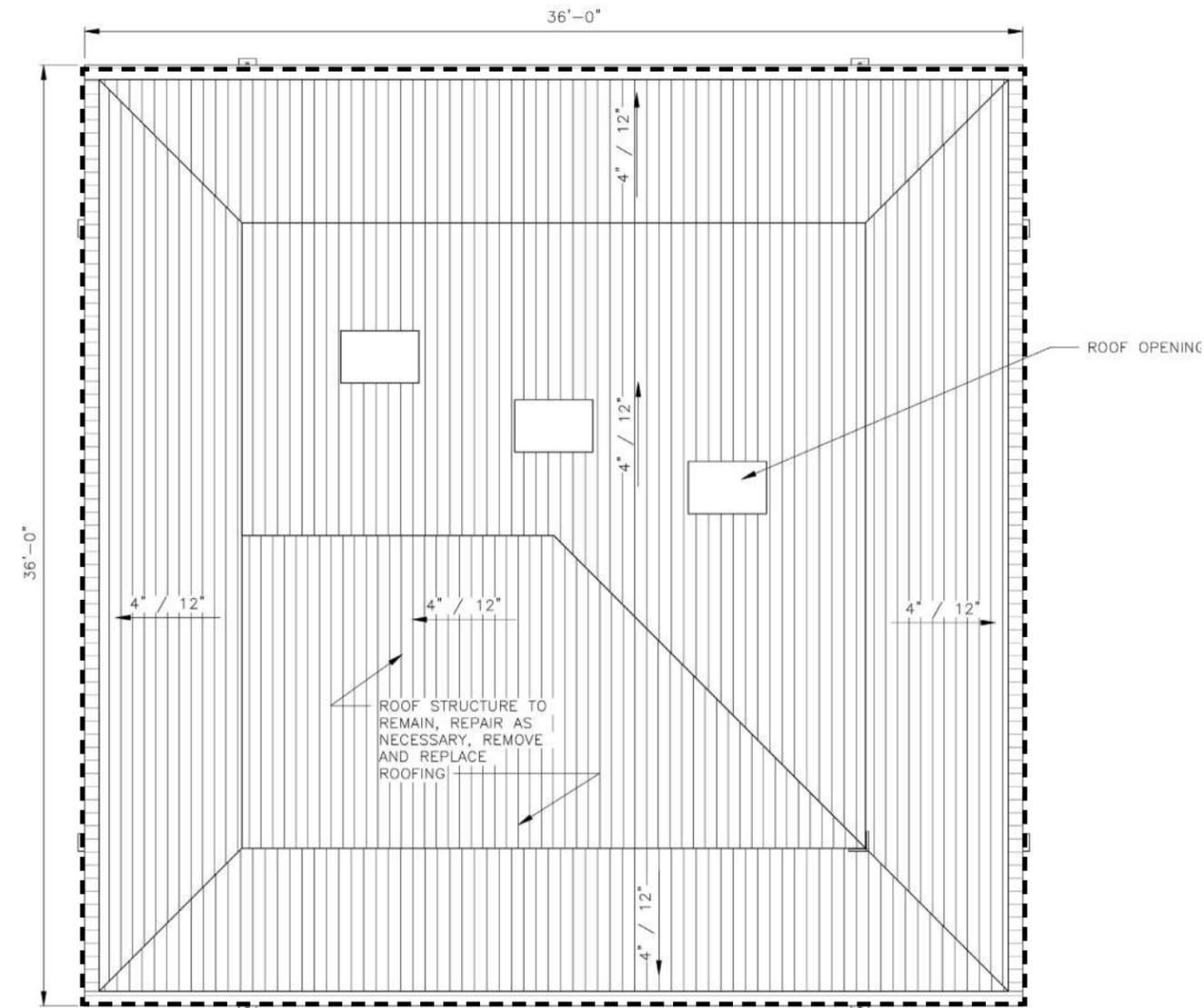


Plan

# Lower Restroom

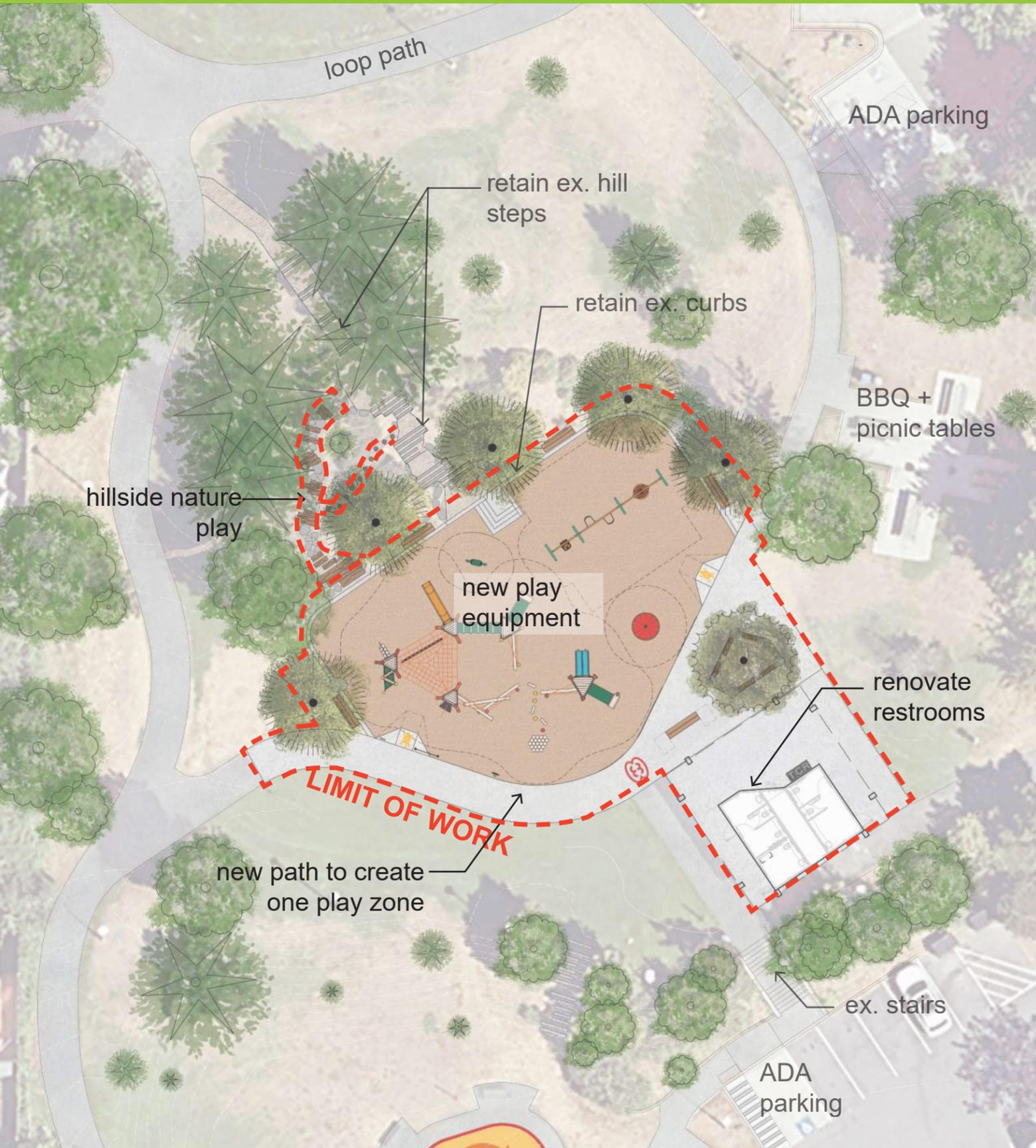


**Demo Roof Plan**



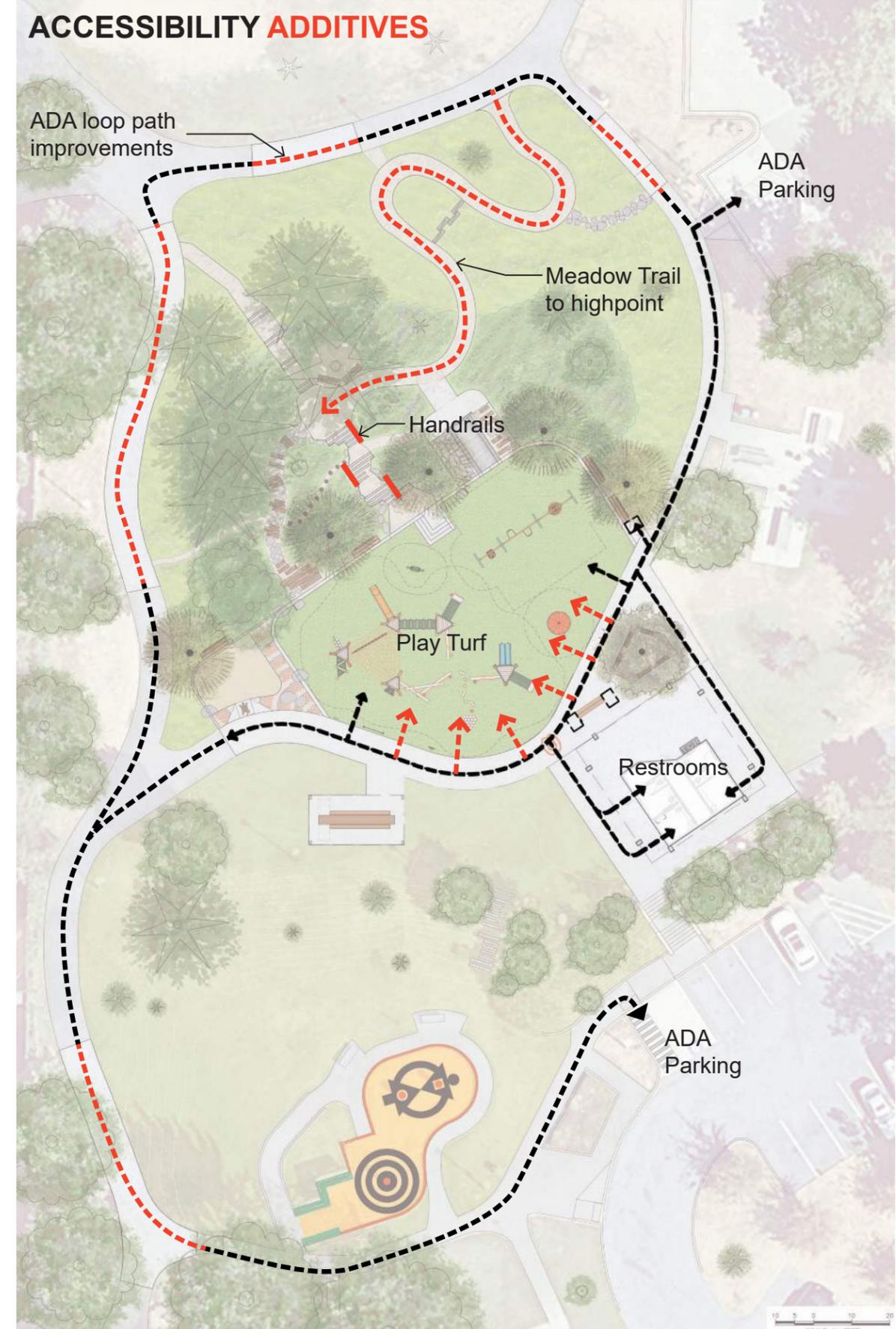
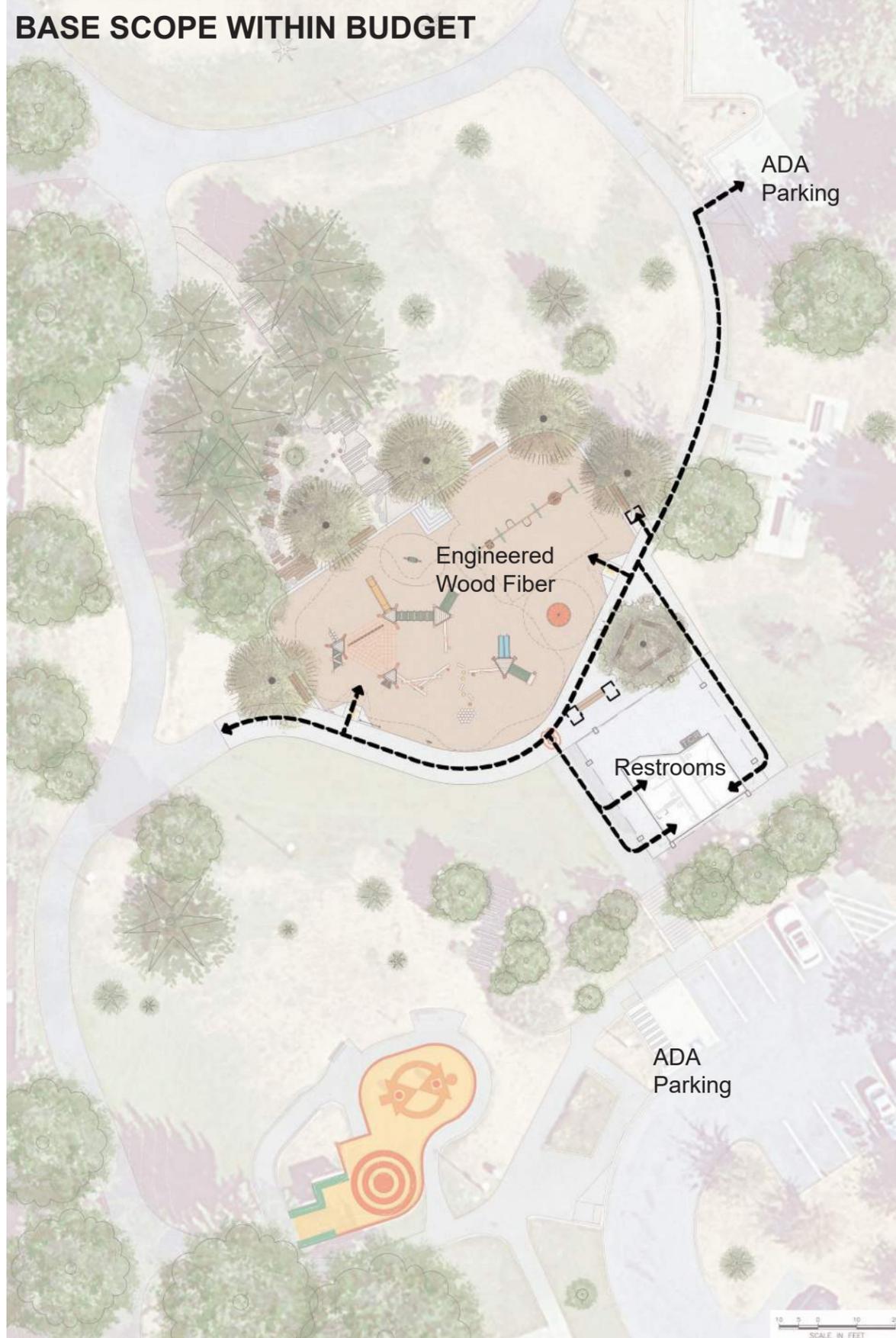
**Roof Plan**

# Lower Site



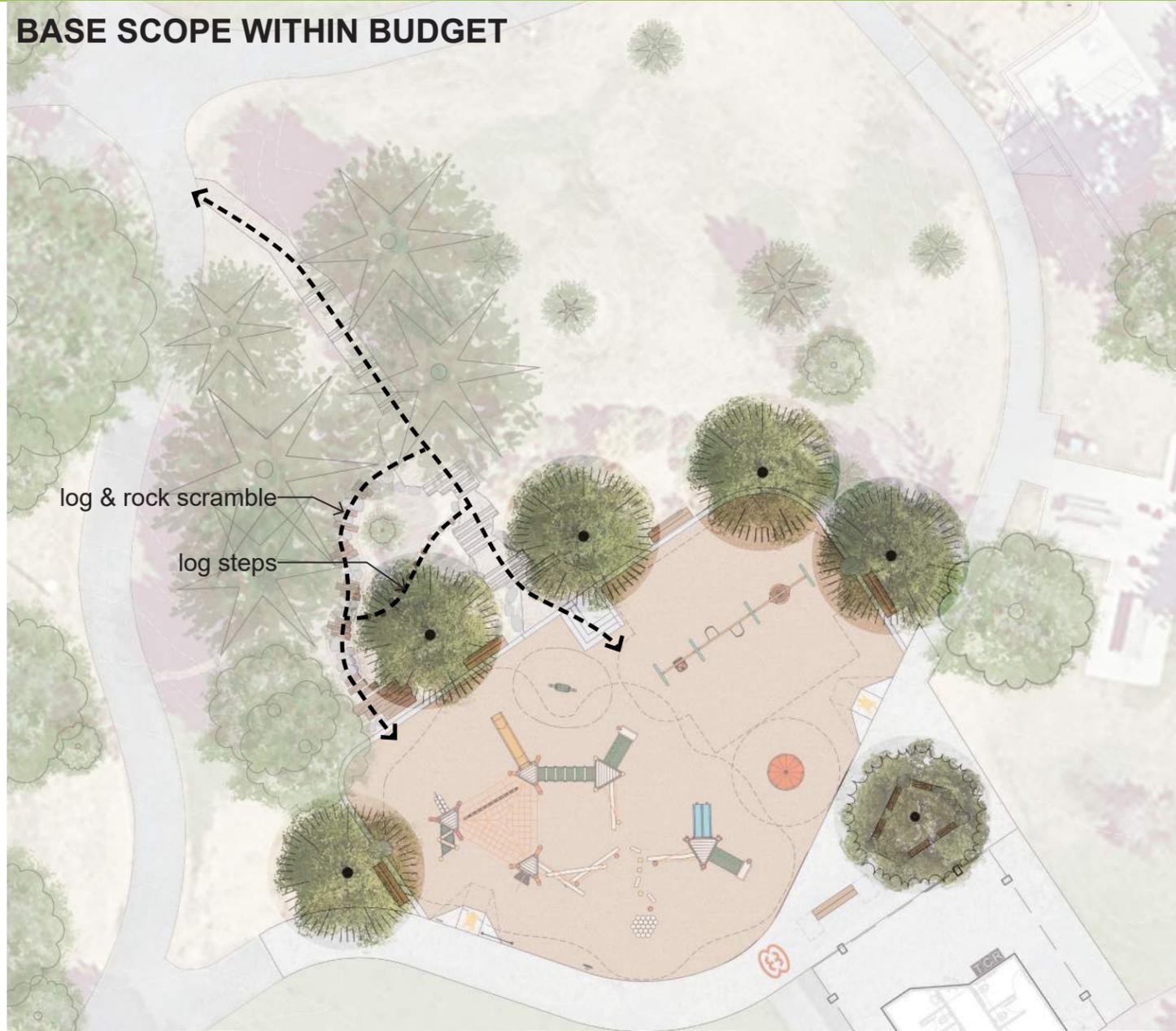
- Single play area with new equipment
- Opportunities for nature exploration
- Seating and shade

# Accessibility



# Nature, Sensory Play & Circuits

## BASE SCOPE WITHIN BUDGET



## NATURE & SENSORY PLAY ADDITIVES



log steps



log & rock scramble



existing hill steps



sand play (sensory)



embankment slide  
scramble loops

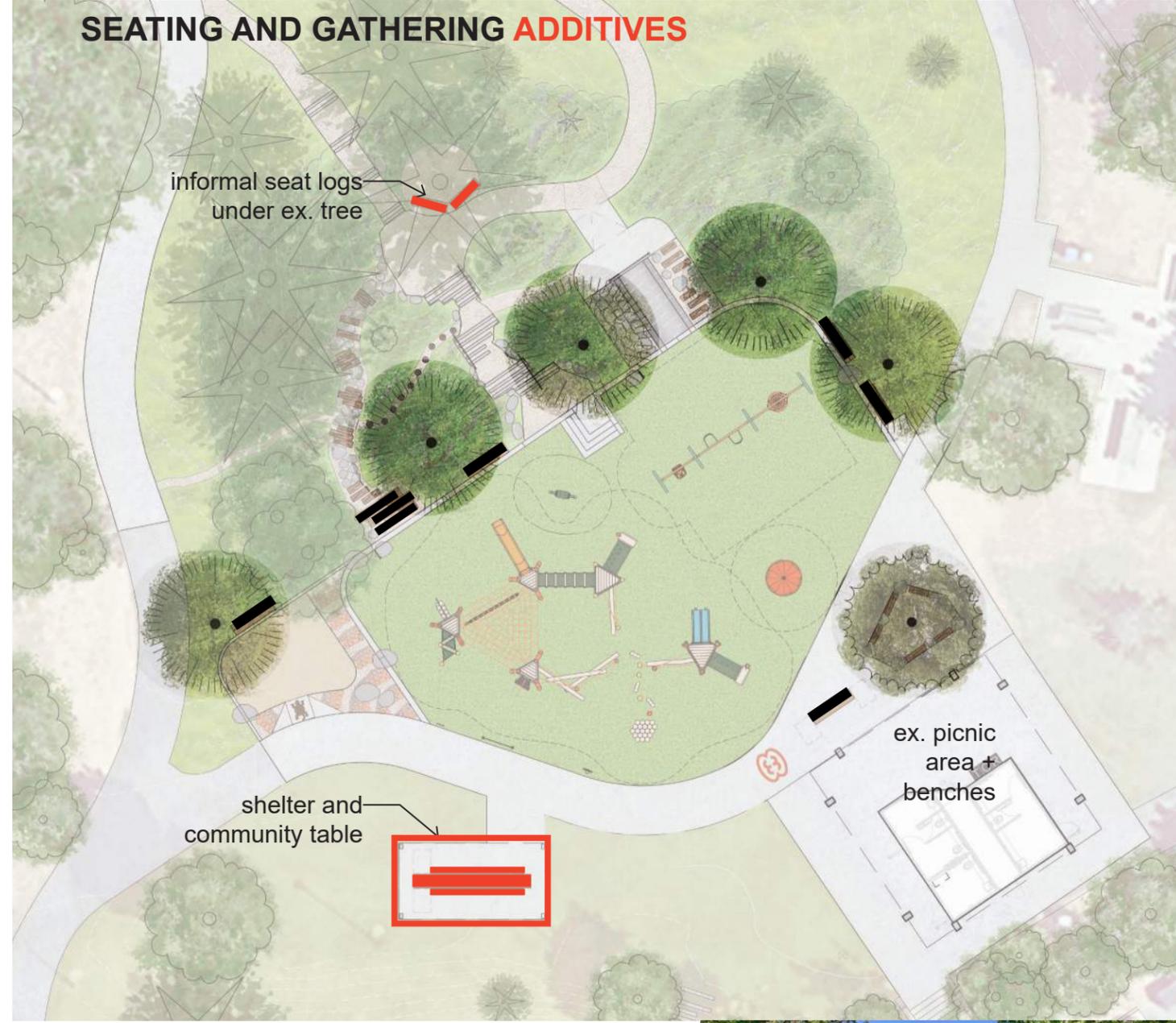
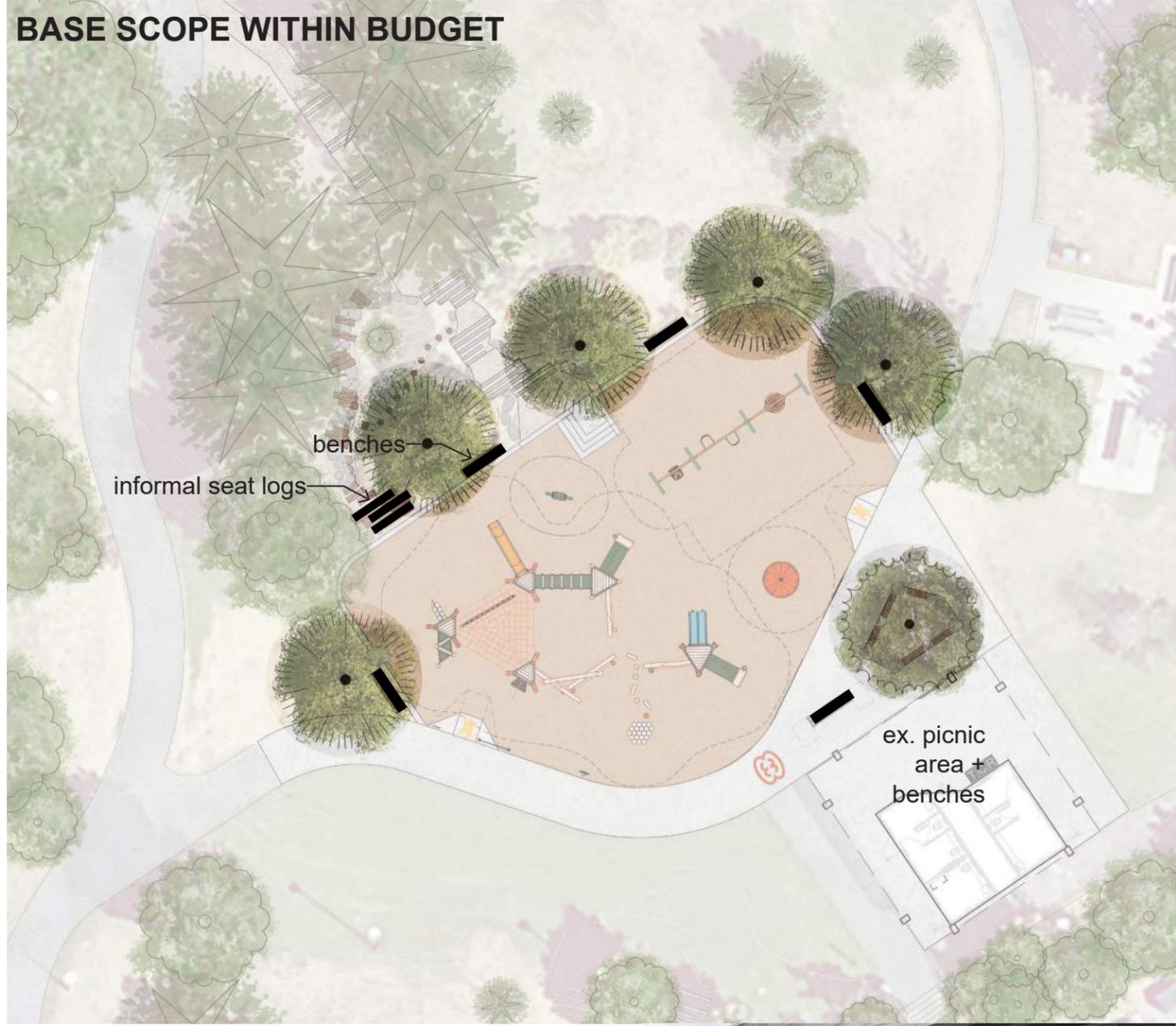


crushed rock paths +  
planting

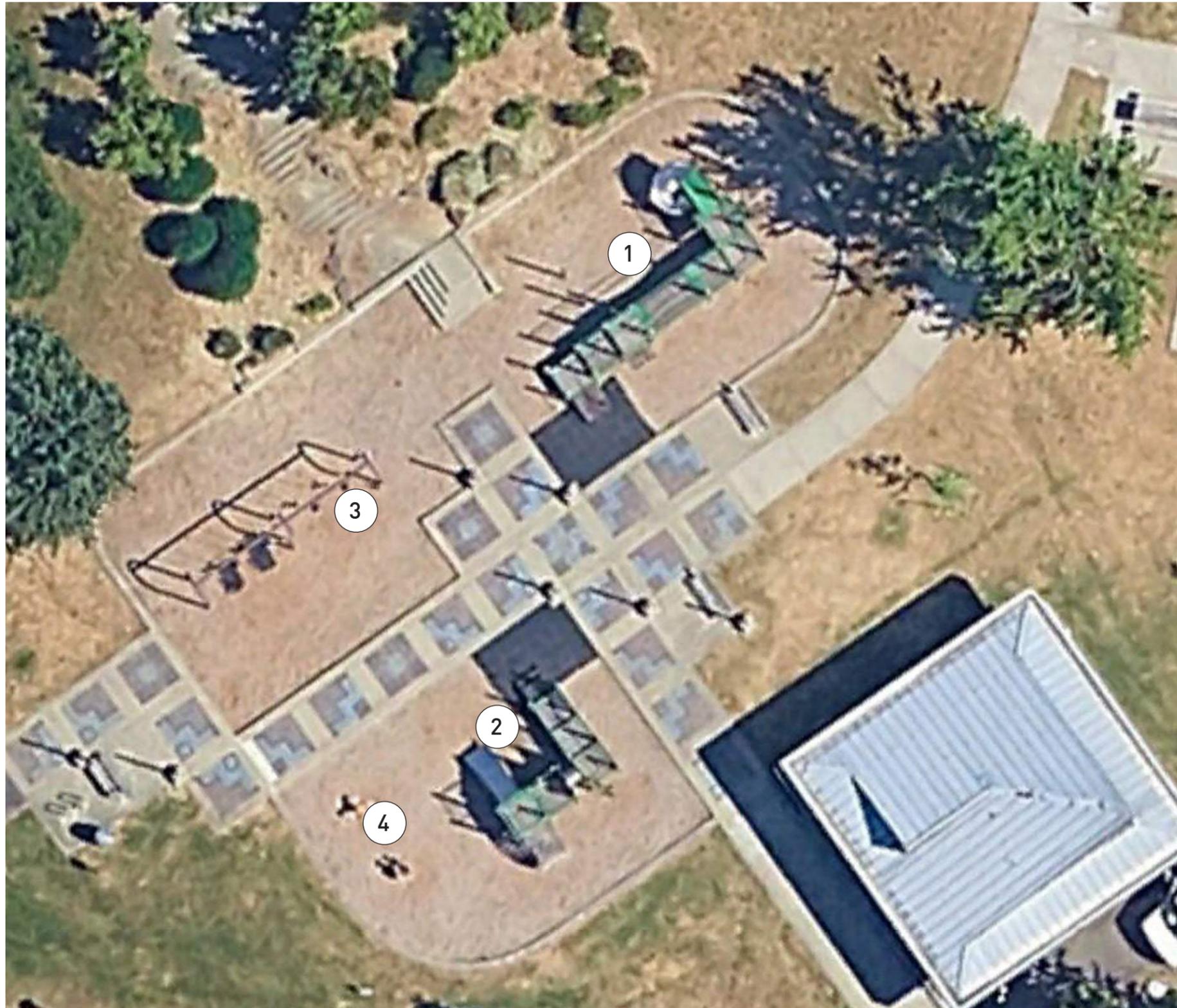
# Nature, Sensory Play & Circuits



# Seating, Gathering and Comfort



# Existing Play Equipment



## ① Older Kid Play Structure

---

5-12 Yrs

Climbing, Sliding, Hanging, Swaying

26 users

## ② Tot Play Structure

---

2-5 Yrs

Climbing, Sliding

21 users

## ③ Swings

---

18 mo - 12 Yrs

Swinging, Socializing

2 infant; 2 belts swings

## ④ Springers

---

18 mo -2 Yrs

Balance, Swaying, Socializing

5 users

# Existing Play Equipment



Older Kid Play Structure



Swings



Tot Play Structure



Springers

# New Playground

## ① Net Climber



## ② Wood Climber



## ③ Cliff Rider



## Play Area

- One large play area
- Swings, Climbing, Slide
- Nature-inspired Theme & Elements

# Play Opt 1: Net Climber (LSI)



## 1 Older Kid Climbing Structure

5-12 Yrs  
Climbing, Sliding, Balance, Upper Body, Socializing  
45+ users

## 2 Group Spinner

2-12 Yrs  
Spinning, Socializing  
12+ users

## 3 Tot Play Area

2-5 Yrs  
Climbing, Balancing, Socializing, Spinning, Imagination  
22+ users

## 4 Swings

2-12 Yrs  
Swinging, Socializing  
8+ users (infant seat, belt seat, dish seat, flex seat)

**5-12 Area**

total elevated play components :	2		
total elevated components accessible by ramp	0	required	0
total elevated components accessible by transfer	1	required	1
total accessible ground level components shown	9	required	1
total different types of ground level components	5	required	5

**2-5 Area**

total elevated play components :	0		
total elevated components accessible by ramp	0	required	0
total elevated components accessible by transfer	0	required	0
total accessible ground level components shown	12	required	0
total different types of ground level components	10	required	10

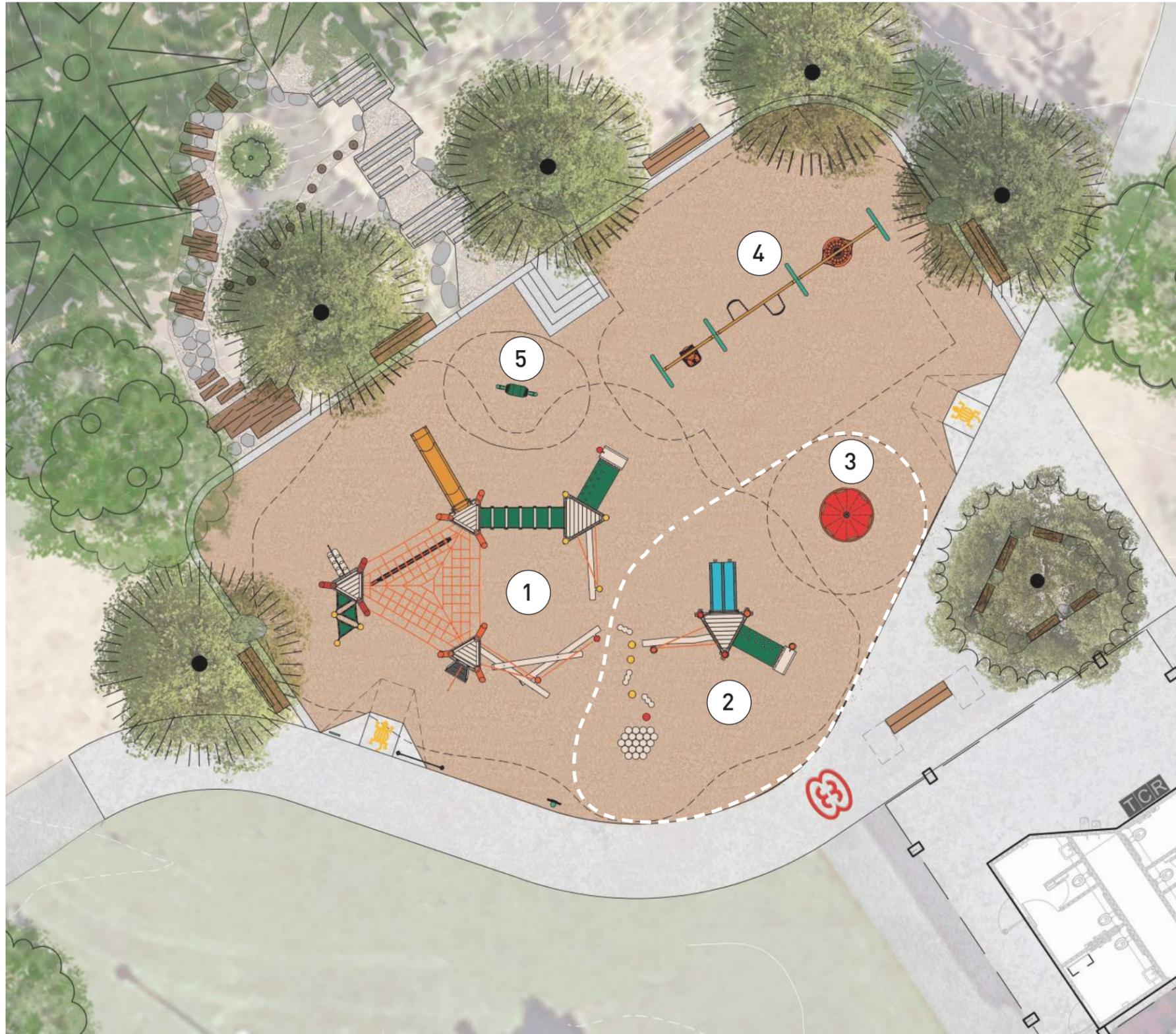
# Play Opt 1: Net Climber (LSI)



# Play Opt 1: Net Climber (LSI)



# Play Opt 2: Wood Climber (Northwest Playgrounds)



## 1 Older Kid Climbing Structure

5-12 Yrs

Climbing, Balancing, Sliding, Swaying, Socializing, Problem Solving

59 users

## 2 Tot Climbing Structure

18 mo - 5 Yrs

Balancing, Climbing, Crawling, Jumping, Sliding, Socializing, Swaying

15 users

## 3 Group Rocker

2-5 Yrs

Balancing, Socializing, Rocking

2+ users

## 4 Swings

2-12 Yrs

Swinging, Socializing

8+ users (1 infant, 1 belt, 1 dish, 1 flex)

## 5 Low Sling

2-5 Yrs

Swaying, Socializing

2 users

### 5-12 Area

total elevated play activities : 10

total ground level play activities : 9

total accessible elevated activities	6	required	6
--------------------------------------	---	----------	---

total accessible ground level activities	9	required	3
--	---	----------	---

total accessible ground level play types	2	required	2
--	---	----------	---

### 2-5 Area

total elevated play activities : 3

total ground level play activities : 9

total accessible elevated activities	3	required	1
--------------------------------------	---	----------	---

total accessible ground level activities	9	required	1
--	---	----------	---

total accessible ground level play types	2	required	1
--	---	----------	---

# Play Opt 2: Wood Climber (Northwest Playgrounds)

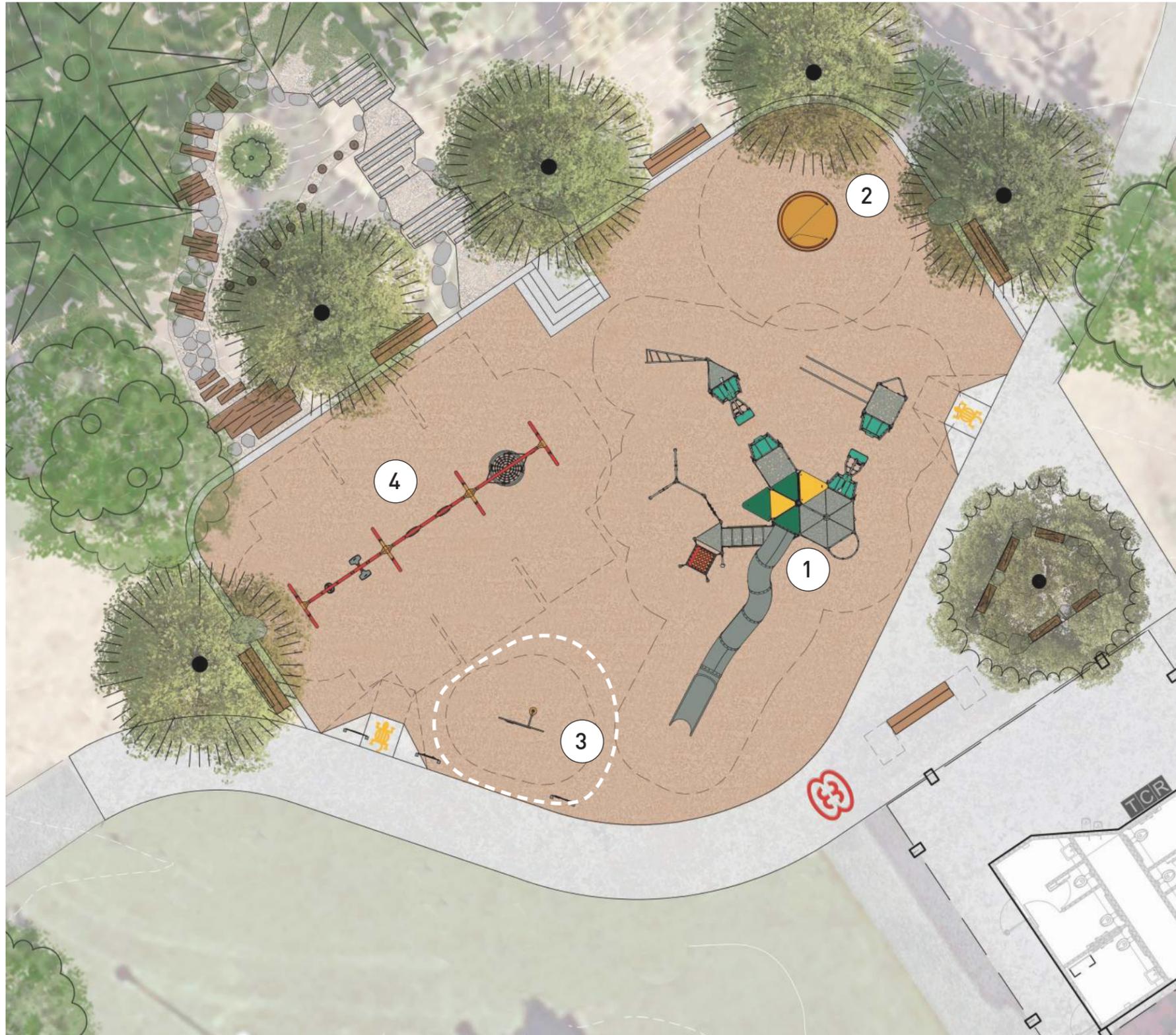


**OLDER KID CLIMBER**

# Play Opt 2: Wood Climber (Northwest Playgrounds)



# Play Opt 3: Cliff Rider (Kompan)



- 1 Older Kid Climbing Structure**  
 5-12 Yrs  
 Balancing, Climbing, Crawling, Gliding, Hanging, Jumping  
 Pull/ Pushing, Rules Play, Sensory, Sliding, Socializing, Swaying  
 70 users
- 2 Group Spinner**  
 2-12 Yrs  
 Spinning, Pull/Pushing, Rules, Socializing  
 8 users
- 3 Tot Climber**  
 2-5 Yrs  
 Balancing, Climbing, Constructing, Hanging, Sensory, Socializing  
 2 users
- 4 Swings**  
 6mo -12 Yrs  
 Swinging, Socializing  
 13 users (infant seat, duo seat, belt seat, dish seat)

**5-12 Area**

total elevated play components :	17		
total elevated components accessible by ramp	0	required	0
total elevated components accessible by transfer	9	required	9
total accessible ground level components shown	10	required	6
total different types of ground level components	5	required	5

**2-5 Area**

total elevated play components :	0		
total accessible ground level components shown	4	required	2
total different types of ground level components	2	required	2

# Play Opt 3: Cliff Rider (Kompan)



# Play Opt 3: Cliff Rider (Kompan)



# Design that Meets Budget & Guiding Principles



## Most-Desired Improvements

- Nature / Nature Trail
- Shade
- Seating and tables\*
- Public Restrooms

## Play Area

- One large play area
- Swings, Climbing, Slide
- Nature-inspired Theme & Elements

## Cultural Connections

- Space for Community Gatherings and Small Hangs
- Art & Sculpture
- Colors and Patterns
- Natural Environment

# Design that Meets Budget & Guiding Principles



**Artful storytelling** tells the history of Judkin's Park and the community's heritage.

**Honor Dolores Bradley:** as a force in the community and in the creation of the spray park.

**The park's aesthetic reflects the current community.**

**Re-use site materials** when possible to model sustainable and innovative design, while enhancing the overall look and feel of the park.

**Expand opportunities for all ages and all abilities** for play, discovery, nature exploration and quiet reflection—with soft spaces and new equipment.

**A place that feel safe and comfortable** with ample lighting, shade, and a variety of seating to encourage respite and gathering.

# Lower Site



(no current funding mechanism to add)

## Potential Alternative Funding Sources

- Central District Black Legacy Park Plan funded by the Park CommUNITY Fund
- PUP - Park Upgrade Program from the Conservation Corps - \$150k for major maintenance
- Office of Arts - \$100k from 1% for the Arts

## Additive List

- Play Turf
- Loop Path Accessibility Improvements
- Meadow Trail
- Seeded Meadow
- Planting
- Embankment Slide & Hill Play
- Sand Play
- Handrails
- Picnic Shelter
- Community Table & Paving
- Connecting Paths