



City Council Agenda

City of Campbell, 70 N. First St., Campbell, California

CAMPBELL CITY COUNCIL STUDY SESSION

Tuesday, February 4, 2020 - 6:15 p.m.

City Hall Council Chamber – 70 N. First Street

NOTE: No action may be taken on a matter under Study Session other than direction to staff to further review or prepare a report. Any proposed action regarding items on a Study Session must be agendized for a future Regular or Special City Council meeting.

CALL TO ORDER, ROLL CALL

NEW BUSINESS

1. **John D. Morgan Park Improvement Project Conceptual Design Alternatives**
Recommended Action: Discuss the John D. Morgan Park (Budd Avenue) Improvement Project Conceptual Design Alternatives.

PUBLIC COMMENT

ADJOURN



*City
Council
Report*

Item: 1
Category: NEW BUSINESS
Meeting Date: February 4, 2020

TITLE: John D. Morgan Park Improvement Project Conceptual Design Alternatives

RECOMMENDED ACTION

Discuss the John D. Morgan Park (Budd Avenue) Improvement Project Conceptual Design Alternatives.

OBJECTIVES

Staff will present two conceptual design alternatives based on the results of the outreach efforts for the John D. Morgan Park (Budd Avenue) Improvement Project 18-PP and will gather City Council feedback regarding these conceptual design alternatives.

BACKGROUND

Staff engaged the services of a park design firm to prepare a Site Suitability Assessment Report in July 2017 to identify a suitable site for an all-inclusive park within the City of Campbell. The report concluded that John D. Morgan Park was the most appropriate location for all-inclusive play. All-inclusive play addresses the needs of all users, regardless of age and abilities, including those with Autism Spectrum Disorder, Sensory Challenges, Visual and Auditory Impairments, Cognitive, Developmental and Physical Disabilities as well as medically fragile individuals.

The design and construction of the John D. Morgan Park (Budd Avenue) Improvement Project 18-PP (JDM) was funded in the FY19/20 Capital Improvement Plan (CIP) budget. The project will design and reconstruct the playgrounds located at the south end of the John D. Morgan Park (JDM) on the Budd Avenue side with the goal to increase play value and construct an all-inclusive playground.

On March 20, 2018, the City Council adopted Resolution 12298 directing staff to submit an application to the County of Santa Clara All-Inclusive Playground Grant (AIPG) Program. In August of 2018, AIPG awarded the City with \$1 million in funding to provide an all-inclusive playground at the JDM site. To receive this grant, the City is required to allocate a local match of \$1 million which, combined with the grant funds, would provide a total project budget of \$2 million. The local match portion uses funds from Parkland Dedication Fees. The grant agreement also requires that the project be

fully constructed and operational with all expenses reimbursed within three-years from the date of agreement execution. As the Grant Agreement with the County of Santa Clara was executed on November 10, 2018, the project must fully be completed by November 10, 2021.

To begin work on this project in March 2019, a Request for Proposals (RFP) was issued per City Council Resolution 12409 to hire a consultant to provide design and construction support services. Specifically, the scope for the consultant services includes community outreach support, preliminary and final designs, construction administration and inspection services. After completing the consultant selection process, Verde Design, Inc. (Verde) was determined to be the most qualified consultant and the Consultant Services Agreement was executed in August 2019. City staff along with Verde, have conducted extensive community outreach efforts including an online survey, an on-site pop-up event and two separate community meetings. Additionally, the Parks and Recreation Commission (PRC) appointed a three-member Ad-Hoc Subcommittee (PRCS) consisting of commissioners Abraham, Doherty and Mitchell to work with staff by providing input as the conceptual alternatives were being developed. Results from the community outreach and input from the PRCS were used in developing the two conceptual alternatives.

The intent of the two conceptual alternatives is to create the first all-inclusive playground for the City of Campbell. Both conceptual alternatives were developed with an increase in playability in mind and a goal to develop an all-inclusive park facility for seniors, children, and parents of all abilities meeting the AIPG requirements while aligning with the message “Parks Make Life Better.”

DISCUSSION

Outreach Efforts

Improvements to JDM will include various types of play and play features in support of an all-inclusive playground. With so many changes proposed for the park, the community outreach process was identified as a critical project component to both educate and gather public input. Outreach occurred in fall of 2019 and consisted of an online survey, an on-site pop-up event, two separate community meetings and two separate PRCS meetings.

Online Survey

An online survey was conducted from September 4th through November 4th. The survey asked demographic questions, including questions on types of disabilities that survey participants family members may have, and proceeded to obtain input on theming options and preferences on specific all-inclusive types of play and play equipment. Additionally, participants were able to provide written comments as well. The online survey was advertised in the Recreation and Community Services Department’s electronic newsletter and the City of Campbell’s social media (Twitter, Facebook, and Nextdoor.) The combination of these advertisement methods resulted in more than 260 responses.

On-site Pop-Up Event

An on-site pop-up event was conducted on Saturday, October 26th at the project site. All materials included in the online survey were presented at the on-site survey for community comments. Dot-voting was used to gather input on theming and all-inclusive types of play and play equipment preferences. All other comments were also recorded. There were approximately 40 participants.

Community Meetings

Two community meetings were held in the evenings, with the first on September 19th and the second on November 7th where the community was introduced to the project with an overview of the scope, schedule and budget. All-inclusive playgrounds and their various types of play and play equipment options were then described. Dot-voting was utilized to gather input on theming and all-inclusive types of play and play equipment preferences. Although attendance at these meetings was relatively low, participation by the attendees was encouraged. With the small groups, each participant had an opportunity to be heard regarding needs, wants and features to consider as the design is developed.

PRC Ad-Hoc Subcommittee

In addition, two separate PRCS meetings were held on October 9th and November 12th. The first meeting was held to discuss public outreach feedback to date, to collect the PRCS ideas and comments, and to prioritize positive aspects of the existing playground and recommendations for the new playground. At the second meeting, two conceptual alternatives were presented to the PRCS in which input on the concepts was provided to staff.

Summary of Outreach Efforts

Verde has summarized the information gathered during the outreach efforts and has prepared an Outreach Input Summary Memo to present the data with an interpretation of the results (See Attachment A). The data was utilized in preparing two (2) conceptual alternatives (See Attachment B). The outreach results indicate a preference for the "Fun in the Forest" theme with preferences for the following types of play, in order of highest preference: 1) Climbers; 2) Slides; 3) Swings; 4) Spinners; 5) Sensory Play; and 6) Tot Play.

Conceptual Alternatives

Both conceptual alternatives are fashioned after the outreach survey's highest-ranking theme: "Fun in the Forest." Furthermore, the play types and play equipment were chosen based on the input and comments received from the community outreach efforts. All the ranked play types were incorporated into the two conceptual alternatives. For example, both concepts include climbers, slides, swings, spinners, sensory play pieces, and accommodate tot play. They both assume an available construction budget of \$1,570,000.

Conceptual Alternative No. 1

This concept will be most recognized for its introduction of a new climbing and slide tower to take the place of the existing, aging, tower play feature that has become a crowd favorite at the park. This three-leveled, 22 feet tall play structure will allow users to experience the challenges of bridges, four different slides, climbing opportunities and a space at the top that offers views of the whole playground. A sloped walk path, taking advantage of the existing berm adjacent to San Tomas Expressway, will allow for users to get to an expanded observation area which connects by bridge to the three-leveled play structure.

The backdrop and canopy to the play areas, and many structures, will be the existing mature trees that have been incorporated into the design. There are play areas of synthetic turf that provide a firm surface for individuals in wheelchairs to transfer onto the integrated carousel and the roller table, resilient rubber surfacing for the loop and handheld climbing areas and engineered wood fiber for the natural surfacing around the majority of the play structures. The existing swing area will be preserved, but the strap swings will be replaced with a Biggo swing. Plenty of seating options have been incorporated throughout the site and have been positioned to strike a balance between sun and shade exposure. Additionally, a stage and bench area where the old tot play structure is today is being proposed on the opposite side of the redwoods which will create a passive area for groups and allow for performance activities. The sensory/sound area is located within a group of trees and proposed landscaping of native plant materials.

The layout of this concept is highly playable by all ages with the different aged play areas both being within the larger play area, with the younger features located to the north of the playground and the older kids to the south. This provides an element of age separation while allowing parents to easily observe all their kids regardless of age and activity.

Conceptual Alternative No. 2

This concept features play equipment in a more horizontal design, i.e., with the exception of a new raised wood deck area, and the tallest piece of equipment which is a rotating spinner standing at 13 feet tall. The existing deck area will be replaced by the wood deck system giving access to a sway bridge and the "slide and climbing slope", which includes a cargo net climber tucked into its design. This deck area is also a good area to watch what is happening throughout the playground.

The tot area is separated from the more active features and older kids by the main walkway and landscaping. This provides a feeling of separation and safety for some parents and their children. Across from the tot area is the sensory/sound area which is located within a group of trees and proposed landscaping of native plant materials.

The layout of this concept is highly playable by all ages with their activity areas being surrounded by trees and landscaping. Plenty of seating is designed around the playground for parents and friends. The existing tot play structure to the west is not ADA

compliant and will be removed. To stay within budget, this area will be mulched and could be ready for a future project, as needed and as funding becomes available.

Conceptual Alternatives Comparison Table

| <u>Conceptual Alternative No. 1</u> | <u>Conceptual Alternative No. 2</u> |
|--|--|
| Preservation of existing swing area footprint | Reconfiguring of existing swing area |
| Utilizing existing berm for elevation change | Elevation change is accomplished by constructing a new pathway separate from existing berm |
| Larger playground footprint | Smaller playground footprint |
| Three-leveled, 22-foot tall play tower reminiscent of existing play tower with features including slides, bridges connecting the towers, and other play elements | New wood deck reminiscent of existing wood deck incorporating a sway bridge and slides |
| Inclusion of all four slide types from the result of the outreach survey (roller, spiral, tube and sidewinder) | Inclusion of two types from the result of the outreach survey (tube and roller) |
| Tot area combined with more active features | Separated tot area |
| New stage and bench area replacing the existing tot play structure | Removal of existing tot play structure and backfill area with mulch |
| Larger observation area | Smaller observation area |

Other Amenities

With a total budget of \$2 million, well below the typical average of \$4.5 million to construct all-inclusive playgrounds, the scope for JDM has been focused to strictly include renovations to the playground area and does not include costly infrastructure investments such as site lighting, restroom improvements and improvements along the perimeter of the project site.

Restrooms

The 2017 Site Suitability Assessment evaluated the existing on-site restrooms and determined the capacity adequate to serve an all-inclusive playground. The restroom type, capacity study and improvements could be considered as a future phase; however, the current project funding and schedule do not allow for this work.

ADA Accessible Parking

According to the Site Suitability Assessment, the overall quantity of existing parking stalls is adequate for an all-inclusive playground. However, the project is analyzing options to increase the number of ADA accessible parking stalls without significant modifications to the existing parking lot. Two options are being evaluated: 1) conversion of five (5) existing standard stalls into three ADA parking stalls and 2) create three new ADA parking stalls near the southerly driveway by removing two declining trees.

Although the trees are mature, the City Arborist has confirmed the trees are in poor health. The loss of these trees would be mitigated by the planting of additional new trees in the playground area.

PRC Comments

On January 8, 2020, staff presented the Outreach Input Summary Memo and the two (2) conceptual alternatives to the Parks and Recreation Commission who provided the following input:

- Preference for more vertical (more challenging) type climbing opportunities
- Ensure all equipment matches the "Fun in the Forest" theme
- Examine whether the net climber can be incorporated into Conceptual Alternative 1
- Additional ADA stalls should not impact the total number of existing parking stalls, if possible
- Preference for Conceptual Alternate 1 and the tower structure

The design team will review the PRC comments and incorporate these comments into the preferred conceptual design wherever possible.

With the public outreach effort completed and input provided by the PRC, staff is requesting feedback from City Council to include in the development of one preferred conceptual design. Upon completion of the conceptual design, staff will present it to PRC and return to the City Council for approval of the conceptual design. This is anticipated to take place in April or May 2020, with the final design phase following immediately afterward. Staff will seek City Council approval of the final design plans, specifications and estimate prior to advertising and bidding the project with the goal to begin construction in fall of 2020.

FISCAL IMPACT

No fiscal impact is anticipated with this action.

Prepared by:



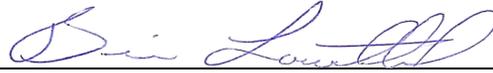
Fred Ho, Senior Civil Engineer

Reviewed by:



Todd Capurso, Director of Public Works

Approved by:



Brian Loventhal, City Manager

Attachment:

- a. Outreach Input Summary Memo
- b. Conceptual Alternative Plans No. 1 & 2

Outreach Input Summary Memo

January 8, 2020

Michael DeLeon, PE
Associate Civil Engineer
City of Campbell, Public Works Department
70 N. First Street
Campbell, CA 95008



SUBJECT: John D. Morgan Park All-Inclusive Playground Project Outreach Input Summary Memo

The City of Campbell is initiating the John D. Morgan Park (Budd Avenue) Improvement project. Improvements will include the design and reconstruction of the playground at the south end of the park, near Budd Avenue, to increase play value and features for an All-Inclusive playground in accordance with the Santa Clara County All-Inclusive Program grant.

The first task was to perform an in-depth community outreach process that provided opportunities for public input that has been integral to the development of two Conceptual Alternative plans. The Play Type areas and Play Structures presented to the respondents are recognized, and many have been developed, as “all-inclusive” features. They can be included in any playground but because they are accessible by persons in wheelchairs, they are recognized in the industry as all-inclusive playground structures.

I. Outreach Process

A. On-line Survey

- Announcements for this survey were made thru the City of Campbell’s Recreation and Community Service Department’s electronic newsletter, the City of Campbell’s social media (Twitter, Facebook, Nextdoor), and mailing out postcards to addresses within 300 feet of the park site.
- The On-line Survey was available on the City website from September through November 3, 2019.
- The On-line survey received input from the public regarding community demographics, park use, preferences on playground theme, play types, play structures, as well as additional feedback on the project in general. There were a total of 266 survey responses.

B. On-site Pop-up Event

- Announcement of this event was made thru the City of Campbell’s Recreation and Community Service Department’s electronic newsletter, the City of Campbell’s social media (Twitter, Facebook, Nextdoor), mailing out postcards to addresses within 300 feet of the park site, and handing out flyers to participants in the City of Campbell’s Oktoberfest Fun Run.
- The on-site pop-up event was held at the entrance of the playground of John D. Morgan Park on October 26, 2019.
- The purpose of the on-site pop-up event was to introduce the public to the design process and asked questions utilizing images of playground themes, play types, and play structures. The attendees were invited to take part by dot voting and ranking their top three play structures in each play type category. Dot-voting indicates approximately 42 participants at the on-site pop-up event.

C. Community Meetings 1 and 2

- Announcements for these events were made thru the City of Campbell’s Recreation and Community Service Department’s electronic newsletter, the City of Campbell’s social media (Twitter, Facebook, Nextdoor), and mailing out postcards to addresses within 300 feet of the park site.
- The first community meeting was held at the Orchard City Banquet Hall on September 19, 2019.
- The purpose of the first meeting was similar to the On-site Pop-up Event, but in a more formal meeting atmosphere. There were 4 public attendees at the first community meeting.
- The second community meeting was held at the Orchard City Banquet Hall on November 7, 2019.
- The purpose of the second meeting was to present two Conceptual Alternatives for review, discussion and to receive comments as well as preference between the two alternatives. There were 7 public attendees at the second community meeting.

D. Parks and Recreation Subcommittee (PRCS) Meetings 1 and 2

- The first PRCS meeting was held at the City offices on October 9, 2019.
- The purpose of the meeting was to present the project process and the results received to date from the outreach process. Additionally, comments and priorities for the play components were received. Comments heard included theming, types and colors of materials being used for play equipment, what types of play are considered all-inclusive play and maintaining the existing trees.
- The second PRCS meeting was held at the City Offices on November 12, 2019.
- The purpose of the meeting was to present two Conceptual Alternatives for review, discussion and to receive comments and preference between the two alternatives. Comments heard included surfacing materials being used, path widths, seating and support for the proposed staging area.

II. Summary and Interpretation of Results from Outreach

A. Information Requested

- From the themes presented, which one fits the site and the park best?
- When considering the existing park and your family, which of the listed play types would you recommend be included in the playground?
- In your opinion, within the five play types which play structures do you prefer?

The ranking exercises were accompanied using images of each playground theme option, each play type and the all-inclusive play structures under consideration. Respondents were asked to rank the items on a sliding scale with 1 representing ‘Strong Preference’. There were 312 respondents.

B. Theme

Rank and Percentage or Responses

- | | |
|------------------------------|----------|
| a. Fun in the Forest | 1 at 48% |
| b. Happy Play | 2 at 37% |
| c. City Heritage and History | 3 at 15% |

With the existing trees and the natural environment of the existing playground, “Fun in the Forest” was the clear theme winner.

C. Play Types and Structures

Rank and Percentage or Responses

- | | |
|--------------------|----------|
| a. <u>Climbers</u> | 1 at 39% |
|--------------------|----------|

Climbers were a top priority. The public was looking for activities that would encourage body development, challenge their kids, and provide the opportunity to get up off the play surfacing. The net climber and hand hold types were most popular.

- *Net Climber* 1 at 39%
- *Hand Hold Climbers* 2 at 38%
- *Loop Climber* 3 at 23%

b. Slides 2 at 20%

Out of all the slide types presented, these were the top ranking 5. This list was used to select the slides for each concept.

- *Roller Slide* 1 at 29%
- *Spiral Slide* 2 at 23%
- *Table Roller Slide* 3 at 21%
- *Tube Slide* 4 at 17%
- *Sidewinder Slide* 5 at 10%

c. Swings 3 at 19%

The Biggo, Expression, and Strap swings were consistently ranked in this order.

- *Biggo Swing* 1 at 44%
- *Expression Swing* 2 at 25%
- *Strap Swing* 3 at 23%

d. Spinners 4 at 15%

The Rotating Net, Integration and Sway Spinners were consistently ranked in this order. The top two spinners are in each concept.

- *Rotating Net Spinner* 1 at 49%
- *Integration Carousel* 2 at 29%
- *Sway Fun Spinner* 3 at 22%

e. Sensory Play 5 at 7%

Sensory play was a lower priority when compared to the other play types. The following three features were the consistently ranked highest and are included in both concepts.

- *Chimes* 1 at 42%
- *Metallophone* 2 at 32%
- *Kinder Bells* 3 at 26%

f. Tot Play

Tot Play was not specifically addressed in the on-line survey. They were discussed in the Community and PRCS meetings, as well as at the On-site Pop-up Event. The following structure rankings are from these meetings. The playhouse with the slide was the most requested tot play feature.

- *Playhouse with Slide* 1 at 37%
- *Dual See-saw* 2 at 33%
- *Natural Tunnel* 3 at 30%

See Exhibits for full results of the on-line survey, pop-up event, and meetings.

D. Additional Comments

During the outreach process the public was asked to share any additional comments they felt would help the City develop an all-inclusive playground that best fulfills the needs of the public. The most repeated comments were:

- a. *Vertical Play* – These included comments in support of a play tower, similar to what is currently at the park site, and providing play structures that challenge kids and are fun for kids of all abilities.

- b. *Trees/Shade* – The comments heard supported keeping the existing trees for shade and a natural feel.
- c. *Seating* – This included comments supporting more seating options and to evaluate where the seats would best be situated so as to strike a balance between shade and sun exposure.
- d. *Surfacing* – This included comments on which types of surfacing were being considered for the playground.

Various other comments were received. Refer to Exhibits for lists of the additional comments.

III. Exhibits

- A. Exhibit A - On-line Survey Input Results**
- B. Exhibit B – On-site Pop-up Event Input Results**
- C. Exhibit C - Community Meeting 1 Input Results**
- D. Exhibit D - Community Meeting 2 Input Results**
- E. Exhibit E - PRCS Meeting 1 Input Results**
- F. Exhibit F - PRCS Meeting 2 Input Results**

Exhibit A

On-line Survey Input Results

On-line Survey Input Results

E. On-line Survey

1. The On-line Survey was available on the City website from September through November 3rd.
2. Total Survey responses was 266
3. The on-line survey results are as follows:

| a. Do you live in Campbell? | Response Percentage |
|---|----------------------------|
| Yes: | 77.0% |
| No: | 22.5% |
| | |
| b. How often do you visit the Park? | |
| Daily | 5.2% |
| Weekly | 27.0% |
| Monthly | 34.2% |
| Quarterly | 22.9% |
| Yearly | 9.7% |
| | |
| c. What age group do you fall into? | |
| 13-20 | 1.1% |
| 20-30 | 3.0% |
| 30-40 | 36.9% |
| 40-50 | 32.0% |
| 50+ | 30.5% |
| | |
| d. What age group does/do your children fall into? | |
| 0-2 | 18.1% |
| 2-5 | 34.8% |
| 5-12 | 59.4% |
| 12+ | 28.4% |
| | |
| e. Do any children in your home have a disorder or disability? | |
| Autism Spectrum Disorder | 8.9% |
| Sensory Challenges | 7.0% |
| Mobility and Physical Impairments | <1% |
| Visual Challenges | 1.1% |
| Auditory Challenges | 1.5% |
| Cognitive and Developmental Disabilities | 2.7% |
| Medically Fragile Individuals | <1% |
| | |
| f. Do any adults in your home have a disorder or disability? | |
| Autism Spectrum Disorder | <1% |
| Sensory Challenges | 1.1% |
| Mobility and Physical Impairments | 1.5% |
| Visual Challenges | <1% |
| Auditory Challenges | 1.5% |
| Cognitive and Developmental Disabilities | <1% |
| Medically Fragile Individuals | <1% |
| Seniors and other Adults with Disabilities | 3.1% |
| | |
| g. Rank the following themes with 1 being your favorite. | |
| Fun in the Forest | 1 at 48% |
| Happy Play | 2 at 37% |
| City Heritage and History | 3 at 15% |

- h. Rank the following types of play on a scale of 1-6.**
- | | |
|--------------|----------|
| Climbers | 1 at 39% |
| Slides | 2 at 20% |
| Swings | 3 at 19% |
| Spinners | 4 at 15% |
| Sensory Play | 5 at 7% |
- i. Rank the following spinner components on a scale of 1-5.**
- | | |
|----------------------|----------|
| Rotating Net Spinner | 1 at 42% |
| Integration Carousel | 2 at 28% |
| Sway Fun Spinner | 3 at 18% |
| Bowl Spinner | 4 at 7% |
| Cocoon Spinner | 5 at 5% |
- j. Rank the following climber components on a scale of 1-5.**
- | | |
|------------------|----------|
| Handhold Climber | 1 at 31% |
| Freedom Climber | 2 at 23% |
| Net Climber | 3 at 22% |
| Ring Climber | 4 at 16% |
| Rock Climber | 5 at 9% |
- k. Rank the following slide types on a scale of 1-5.**
- | | |
|------------------|----------|
| Spiral Slide | 1 at 28% |
| Roller Slide | 2 at 23% |
| Tube Slide | 3 at 18% |
| Sidewinder Slide | 4 at 16% |
| Double Slide | 5 at 15% |
- l. Rank the following swing types on a scale of 1-4.**
- | | |
|--------------------|----------|
| Biggo Swing | 1 at 35% |
| Face to Face Swing | 2 at 28% |
| Strap Swing | 3 at 26% |
| Bucket Swing | 4 at 11% |
- m. Rank the following see-saw and spring components on a scale of 1-4**
- | | |
|---------------------|----------|
| Dual See-saw | 1 at 38% |
| Single See-saw | 2 at 27% |
| Single Spring Rider | 3 at 23% |
| Double Spring Rider | 4 at 12% |
- n. Rank the following music component types on a scale of 1-4.**
- | | |
|--------------|----------|
| Chimes | 1 at 43% |
| Metallophone | 2 at 28% |
| Kinder Bells | 3 at 16% |
| Drum | 4 at 13% |

Additional Comments

Survey Question 7: Rank the following themes on a scale 1 to 4. If "other" is your strongest preference, please write in what theme you'd prefer to see for the play area.

"Other" Comments:

1. I love Campbells history, so if you can incorporate that would be great.
2. Friends or fairies
3. Jungle jumping
4. Adventure land
5. Hobo Town USA
6. Would love to see an "orchard" theme.
7. Would love a unique theme that highlights the wonderful aspects of what makes Campbell great.
8. It would be nice to combine Fun in the Forest and Happy Play
9. Sports fun
10. Outer space
11. Fairy Tales
12. Multicultural theme
13. Happy Play is too vague. Hopefully any theme will encourage happiness and playfulness.
14. Nature, environmental sustainability
15. Magical garden
16. Ocean scenery

Survey Question 15. Any additional project comments you'd like to share?

Additional Comments:

1. We love the Redwood Forest theme on the Budd Avenue side. Please preserve it. It's so original, beautiful, and fun.
2. Rustic/Natural, equipment that develops basic physical skills and fitness, blends in naturally with park surroundings.
3. Scheduled activities, (small) group walks on the trail. Would be great to have learning board or signage describing the history of this area.
4. Having play area for little toddlers and for bigger kids would be nice.
5. Would love to see some interesting structures.
6. Would be great to have some kind of hang out area for tweens who are too old for "happy play" type things.
7. I would really like a tall playground structure as part of the playground like we have now. It's one of the only parks like that and what my children really enjoy about this playground.
8. I would like to see a park made using more natural elements. Less plastic more wood, stones, sticks, concrete etc. Examples include cement slides (so awesome!) wood play structures etc. San Francisco has a few.
9. Easy to clean play surfaces; low injury places to fall; plenty of shelter from the sun and rain
10. An area created with as many natural elements as possible, mimicking nature as much as possible
11. A safe place to play, read, BBQ, socialize.
12. I would love to see the play structures as interesting as current one or even more adventures with hidden places, interesting turns and twists. Not some standard low-profile structures found in all other parks. This one current is unique right now and needs to stay and expand.
13. My kids are older now, but we used to use the park multiple times weekly. What was terrific about it was the *range* of play structures - there was height to enable real exploration and self-testing, and lower things more accessible to younger children. There were multiple physical challenges that required strength and coordination which my kids enjoyed for many years.
14. I would love to keep the native plants, animals and topography in the park.
15. having clear line of sight for parents is extremely important - some trees no bushes and areas that are free of testicles

16. I hope this park like Rotary Park in San Jose
17. So happy you are doing this! can't wait to have something similar to magical bridge in our area!
18. Balance beams
19. Steppingstones of various heights.
20. Generally, equipment that offers proprioceptive and vestibular input
21. Cement slides are a fear among parents with younger children
22. We'd love to see multiple play structures including a small one suitable for early walkers (like the tiny one at Houge Park), 2-5 and 5-12 years with various climbing elements, slides and bridges to run across. Also, a sand box, kids love sand. A bigger more elaborate splash pad than the one at the other end. Also include elements for imaginative play
23. Wider pathway for emergency services vehicles. We also like the wind-up music beat box at Seven Seas Park. If you are going for a theme it needs to be something that catches young kids' imaginations like pirates, emergency services, sea creatures, dinosaurs, farm animals etc. I don't think kids will go for the history and culture idea.
24. Have a soft-padded toddler area that is fenced and apart from the big kids' playground
25. No sand
26. Smoosh ground
27. Adults like swings too. Please include some which are strong enough for a 200lb adult.
28. Please consider which areas get sun and put tube slides there. Jack fisher slides get too hot to use.
29. There is a musical component built into the ground at Hellyer Park and my kids love it. You step on it or jump it and it chimes. I have no idea what it's called but they would like that over some of the other music components listed. We've seen some of those at other area parks and they never work super well or the mallet strong is too short.
30. Tic-tac-toe spinner game
31. Fitness and fun equipment that is accessible to enjoy for adults; especially, people 50+ years old. Traditional strap swings and single seesaws, etc.
32. Sunshades and a walking path around the park are also important features to take into consideration. And please consider that sand is a valuable sensory tool for children. While it may be a hassle to maintain, so many parks have gotten rid of it, yet it is something that my elder son has really appreciated about the Budd side of Morgan Park.
33. We love the tall slides in this park. Biking to the Park is tremendous fun and it would be sad to see that go. The kids call this park, the darks slide park. Climbing all the way up is great excise for them too.
34. Yes, make it inclusive but typical developing kids need to feel included as well. The sensory area should include all that this survey listed. Colorado parks have amazing sensory areas.
35. Shady areas to sit and read.
36. Fun and exciting for kids. Please adding something new.
37. Invest in features that can still challenge elementary aged students.
38. Get the single spinner seats that are mounted at an angle, so gravity spins the kid around.
39. I would suggest making the play area floor of a rubber component (like Doerr park) instead of bark.
40. Would like to see more projects that allow disabled children to participate.
41. I really appreciate your reaching to determine what children and their parents desire. My kids have always enjoyed the Budd side of John D Morgan, because it is the "big" park. They like the challenging climbing structures and the big slides! They have gone to the Campbell Recreation summer camp for many years, and each year taking a trip to the "big" park is one of the weekly highlights. We hope that in the redesign the city maintains.
42. The cool big play areas that appeals to kids of all ages, especially older kids, as the Rincon side of the park has smaller equipment that caters more to the younger age demographic.
43. For a younger children's playground, it is great if it is fenced in w/a gate. Also, a ""turf-like"" pad is helpful b/c strollers travel well over that surface as opposed to mulch.
44. Spongy form flooring, a water feature, and a natural/nature color scheme.

45. Please keep the slide and play structure on the Budd avenue side and the lovely patio with the redwood tree going through it.
46. As a parent with two children who are younger, it is absolutely frightening to have play structures where a child can physically climb up but be at a dangerous height with open drops. I do get that having some climbing features up to a platform makes sense, but I don't understand in the least why there are bridges or steps with large unprotected gaps.
47. Having an enclosed bridge is not going to change the experience for a child in running across it, but it will protect all ages.
48. Thank you for considering all of this. I have an 11-year-old w Autism and sensory issues. it's hard at times being in public spaces. I'd like to recommend as big of a lay out as possible, so kids aren't surrounded by all the other kids and activities.
49. Please enclose the young kids' playground.
50. Could be cool to add a treehouse element to this space where the decks are. New interesting equipment like above would be great too.
51. My kids really liked the BIG slides at this park, but they were closed half the time for maintenance or something. Hope you are considering maintenance when choosing equipment. When we lived near Hamann Park, the spring toys in the toddler area would just disappear and not come back. I assume something happened to them and they weren't replaced. I guess that is San Jose, but my point is to choose items that can stand up to vandalism/wear and tear. Wish my kids were still young enough to enjoy parks. But on that note, it is nice to have big enough equipment to keep older kids busy too.
52. Balance beam and hanging bars for the little ones who want to enjoy gymnastic practice outdoors.
53. Please put shade areas near the play equipment.
54. Need bigger sized swings higher off the ground.
55. The Magical Bridge Park in Palo Alto has the fun slides, which kids can use with cardboard and it would be fun to incorporate something like that at John D. Morgan. Many of these components should also complement those on the Rincon Avenue side.
56. multiple adult seating locations.
57. Shade is also incredibly important in the design of the playground.
58. We also love picnic areas, accessible restrooms, and benches. We see a lot of elderly and disabled people accessing the trails, and we hope any improvements keep those resources in place for the community! If anything, more trees and shade are always appreciated--the sun gets hot.
59. It would be great to get rid of the sand and tan bark
60. I'm so excited for this park renovation. We live next door and go all the time. Just please don't cut down any trees! It would be great to include plants that the kids can play in. Like tall grasses and other hardy things that can take a beating from kids.
61. We like JDM because it's still fun. There are towers to climb, stages to dance on, rope nets to traverse, various slides and swings, grassy hills to roll down, rocks to jump off, etc. All ages can also play in the same time.
62. What I love about the current playground is that it's doesn't scream plastic. I hope you can keep the "feel" of it and that the update won't scream primary colors.
63. No tan bark please. it causes lots of splinters. no fun when you drop a baby blanket and it gets covered in this this stuff!
64. Big interesting structure more than the current one. Something of the Happy hollow type. Big tube slides.
65. No concrete slides.
66. Please keep the "height "on at least one climbing structure. With all the liability concerns, parks have been stripped of places to climb and test yourself. Kids really need these opportunities to build their sense of what they are capable of.
67. Build in as much natural play structure as possible. Give a range of easy to hard on the spinners and climbing apparatus. Older kids and very physically adept kids need a bigger challenge.
68. Scooter path be painted on the ground surfacing.

69. The grassy hills of AstroTurf that kids can slide down on cardboard are great. Also bridges and ramps that are accessible to all
70. As a parent I want to be able to see the kids play without having them disappear inside closed areas like solid tubes etc.
71. Soft ground instead of tanbark or mulch
72. Please provide climbing structures that a child with poor motor skills will be able to climb on and improve. Also, please provide structures to hang from (low, medium, high heights) and monkey bars that are also low, medium, and high heights.
73. Kids wish: Monkey bars are a must in every playground and possibilities for climbing. High slides. I as a parent wish: I love the shade from the trees at the moment, so I hope that all trees will be saved.
74. Music components should not be loud enough to interfere with neighbor's quiet enjoyment of their homes.
75. Please use the least amount of cheap looking plastic that will fade and look worn in short time. Metal, wood, concrete, stone and other natural looking materials are much more appealing
76. Covered slides would not be safe for our neighborhood.
77. In number 10, climb area can have an empty hill area, kids can slide by using cardboards. My observation is they usually have the most fun with that activity.
78. Pretend play; a kitchen or something like that.

Exhibit B

On-site Pop-up Event Input Results

Attachment: Outreach Input Summary Memo (JDM Park Improvement Project)

On-site Pop-up Event Input Results

A. Pop-up Event at the Park Playground

1. Event Purpose: Speak to attendees one on one or as a family to present the project process, sse diagram, and have them vote for the top three play structures in each play type that they would like to see in the design of the playground, and receive any additional comments.
2. Event Location: At the east entrance to the John D. Morgan Park playground
3. Voting Results for Play Type and Play Features:

| Play Type | Play Feature Ranking | | |
|------------------|-----------------------------|----------------------------|--------------------------|
| • Climbers: | 1. Net Climber | 2. Hand Hold Climbers | 3. Loop Climbers |
| • Slides: | 1. Roller Slide | 2. Roller Table | 3. Stainless Steel Slide |
| • Swings: | 1. Biggo Swing | 2. Tire Swing | 3. Expression Swing |
| • Spinners: | 1. Rotating Spinner | 2. Integration Carousel | 3. Sway Fun Rider |
| • Sensory: | 1. Chimes | 2. Metallophone | 3. Kinder Bells |
| • Tot Play: | 1. Playhouse with Slide | 2. See-saw with four seats | 3. Natural Tunnel |

4. Additional Comments:

- Don't take out any mature trees.
- The tower play structure is our kids' favorite.
- Fencing would be good for safety and security of the kids.
- Our kids grew up coming to this playground and are now older; please don't put in too much tot play. Challenge the older kids.
- Put the older kids and tot play at either end of the play area.
- More seating would be good.

Exhibit C

Community Meeting 1 Input Results

Purpose and Input – Community Meeting 1

A. Community Meeting 1

1. Meeting Purpose: Present project process to the community, prioritize positives and needs of the playground, and vote on theme, play type and play structure selections.
2. Meeting Location: Orchard City Banquet Hall
3. Presentation of theme, play types and play structure options
4. Play Equipment Dot Exercise Results (top 3 for each Play Type):

Play Type Play Feature Ranking

- | | | | |
|-------------|-------------------------|---------------------|---------------------------|
| • Slides: | 1. Roller slide | 2. Typhoon slide | 3. Tunnel slide |
| • Swings: | 1. Biggo swing | 2. Wheelchair swing | 3. Toddler bucket swing |
| • Climbers: | 1. Net climber | 2. Hold climber | 3. Panel mobius climber |
| • Spinners: | 1. Rotating net | 2. Sway fun glider | 3. Integration carousel |
| • Sensory: | 1. LSI sound mist play | 2. Metallophone | 3. Chimes |
| • Tot play: | 1. Playhouse with slide | 2. Natural tunnel | 3. Seesaw with four seats |

5. Breakout Group Questions
 - a. What "Needs" do you see within the existing playground?
 - Seating
 - Accessible surfacing, path around the playground
 - Fencing around playground
 - More ADA parking
 - b. What do you like about the existing playground?
 - Shade in the play and seating areas
 - c. What site elements or features should be added?
 - A passive area
 - Tot Play area
 - d. What site elements or features should be modified?
 - Paving is dirty and rocky and should be cleaned
 - Keep tot play area away from big kids play area

Exhibit D

Community Meeting 2 Input Results

Attachment: Outreach Input Summary Memo (JDM Park Improvement Project)

Purpose and Input – Community Meeting 2

A. Community Meeting 2

1. Meeting Purpose: Present project process to the community, present and engage the community in the design process and obtain feedback on the two Conceptual Alternatives.
2. Meeting Location: Orchard City Banquet Hall
3. Break-out Session comments and feedback:
 - Kids love different play levels and recommended we create a different height play area like a tower with high climbers and different play levels to bring more fun.
 - Preserve the trees and take advantage of the shade they provide.
 - Passive play area was discussed and wanted.
 - Trees and planting area around sensory play could be used as another passive play area.
 - Climbing features that align with the sloped walk is highly recommend.
 - The stage area in the option 1 was discussed. Attendees like that idea and think it's good for all ages.
 - Seat walls around the play and planting areas are an alternative to benches to help prevent the kids from jumping in the planting areas.
 - Balance logs, mushroom steppers were recommended.
 - Tot Playhouse was recommended.
 - Because of existing trees, shade structures are not necessary in this playground.
 - Small benches for kids would be nice.
 - Adding a taller floor at the slide tower would be good to use as a kid's club area.
 - Having a sign or sand timer to remind kids to be polite when using the swings.
 - A garden area would help connect to the natural resources.
 - Attendees preferred Conceptual Alternative 1.

Exhibit E

PRCS Meeting 1 Input Results

Purpose and Input – PRCS Meeting 1

A. PRCS Meeting 1

1. Meeting Purpose: Present the project process with City staff to the PRCS, review the input received to date, collect ideas and comments from PRCS members as they prioritize positives and needs of the playground.
2. Meeting Location: City Offices
3. PRCS Attendees: Liraz Abraham, Sherrie Doherty, Traci Mitchell
4. Question and Comments:
 - Theme of Fun in the Forest takes advantage of the existing trees to create a natural feeling.
 - What material will the slides be made out of? This needs to be thought of for those with hearing aids.
 - We may need to rethink about to use the bright colors to create a happy play theme in this park. The bright colors are unnatural and may not work well with the beautiful old Redwood trees.
 - Does every component really need to be all-inclusive play? Can we do most structures for all-inclusive and do some for inclusive? For example, we might include a tall slide for inclusive and lower one for all-inclusive?
 - What material are we using in Sensory play equipment? Some people are sensitive with the sound of rubbing metal, so we need to think about using right materials to avoid that kind of thing happening. We can use plastic.
 - How about the concrete slides like Rotary Garden?
 - How do you deal with the trees? Will you remove some of them or plant some new trees?

Exhibit F

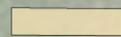
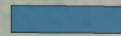
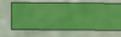
PRCS Meeting 2 Input Results

Purpose and Input – PRCS Meeting 2

A. PRCS Meeting 2

1. Meeting Purpose: Present the project process, review the input and results received to date, and present both Conceptual Alternatives to collect ideas and comments.
2. Meeting Location: City Offices
3. PRCS Attendees: Liraz Abraham, Sherrie Doherty
4. Question and Comments:
 - Sensory and sound features located in the trees on Conceptual Alternative 2 and asked if it is possible to locate them there on Alternative 1.
 - Cargo rope climber is nice but understood that it is expensive and may not fit in budget.
 - Raised deck slide area in Alternative 2 is good, but the slide tower and bridges in Alternative 1 is more preferred.
 - The synthetic turf under the roller table in Alternative 1 and at the integration carousel is a good idea for transfers from wheelchairs.
 - 6' width instead of 8' on sloped path is acceptable and ADA compliant.
 - Could seat walls instead be used instead of some benches? It is understanding that they are much more expensive than benches but would be nice if the project could afford them.
 - The existing swings area in Alternative 1 was discussed, with the Fibar being replaced and the existing swings, curbing, ramps, and landscaping remaining as is, to help with costs. An add alternate would be to replacement the existing strap swings with a Biggo Swing duo if it would fit in the budget.
 - Everyone in the meeting liked the idea of a stage and benches, in a decomposed granite area, in the location of the existing tot play feature that will be removed. It was understood that this would possibly need to be an add alternate, as this area is outside of the original scope. But would like to see it as part of the playground if it fits within the budget
 - Attendees preferred Conceptual Alternative 1.

SURFACE LEGEND

-  COLORED CONCRETE PAVING
-  RUBBER RESILIENT SURFACING
-  FIBAR SURFACING
-  SYNTHETIC TURF
-  DECOMPOSED GRANITE
-  STAMPED CONCRETE STAGE
-  PLANTING AREA

CONCEPT LEGEND

- ① EXISTING ADA PARKING (3)
- ② PROPOSED ADA PARKING STALLS (3)
- ③ OPTIONAL NEW ADA PARKING STALLS (3)
- ④ PARK RACKS
- ⑤ CONCRETE SLOPED PATH
- ⑥ BENCHES, TYP.
- ⑦ FENCING
- ⑧ WOODEN ARBOR
- ⑨ TRASH CONTAINERS
- ⑩ DRINKING FOUNTAIN
- ⑪ PROPOSED AND RELOCATED TREES

PLAY EQUIPMENT

- Ⓐ BIGGO SWINGS
- Ⓑ TOT PLAY HOUSE
- Ⓒ 4 PERSON SEE-SAW
- Ⓓ ROLLER TABLE
- Ⓔ INTEGRATION CAROUSEL
- Ⓕ ROTATING NET SPINNER
- Ⓖ SLIDE TOWERS
- Ⓗ LOOP CLIMBERS
- Ⓘ CLIMBING WALL
- ⓵ SENSORY PLAY AREA
- Ⓚ EXISTING BUCKET SWING TO REMAIN

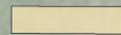
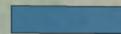
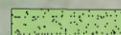


Conceptual Alternative No. 1
 John D. Morgan Park (Near Budd Avenue)
 City of Campbell, CA



LANDSCAPE ARCHITECTURE
 CIVIL ENGINEERING
 SPORT PLANNING & DESIGN
 2455 The Alameda, Ste. 200
 Santa Clara, CA 95050
 Tel: 408.985.7200
 Fax: 408.985.7200
 www.verdedesign.com

SURFACE LEGEND

-  COLORED CONCRETE PAVING
-  RUBBER RESILIENT SURFACING
-  FIBAR SURFACING
-  SYNTHETIC TURF
-  DECOMPOSED GRANITE
-  RAISED WOOD DECK
-  PLANTING AREA
-  MULCH

CONCEPT LEGEND

- ① EXISTING ADA PARKING (3)
- ② PROPOSED ADA PARKING STALLS (3)
- ③ OPTIONAL NEW ADA PARKING STALLS (3)
- ④ PARK SIGNAGE
- ⑤ BIKE RACKS
- ⑥ CONCRETE SLOPED PATH
- ⑦ BENCHES, TYP.
- ⑧ SWAY BRIDGE
- ⑨ FENCING
- ⑩ TRASH CONTAINERS
- ⑪ DRINKING FOUNTAIN

PLAY EQUIPMENT

- Ⓐ BIGGO SWINGS
- Ⓑ ROTATING NET SPINNER
- Ⓒ CLIMBING WALL
- Ⓓ NET CLIMBER
- Ⓔ HALF DOME CLIMBERS
- Ⓕ ROLLER SLIDE
- Ⓖ LOOP CLIMBERS
- Ⓗ WOOD LOG SLIDE
- Ⓘ SENSORY PLAY AREA
- ⓵ TOT PLAY HOUSE
- ⓷ WOODEN TUNNEL
- ⓸ 4 PERSON SEE-SAW
- ⓹ EXPRESSION SWINGS
- ⓺ INTEGRATION CAROUSEL



BUDD AVENUE



Conceptual Alternative No. 2
 John D. Morgan Park (Near Budd Avenue)
 City of Campbell, CA



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John D. Morgan Park All-Inclusive Playground Project at Budd Avenue

City Council Study Session

February 4, 2020



VERDE DESIGN

LANDSCAPE ARCHITECTURE
CIVIL ENGINEERING
SPORT PLANNING & DESIGN

Agenda

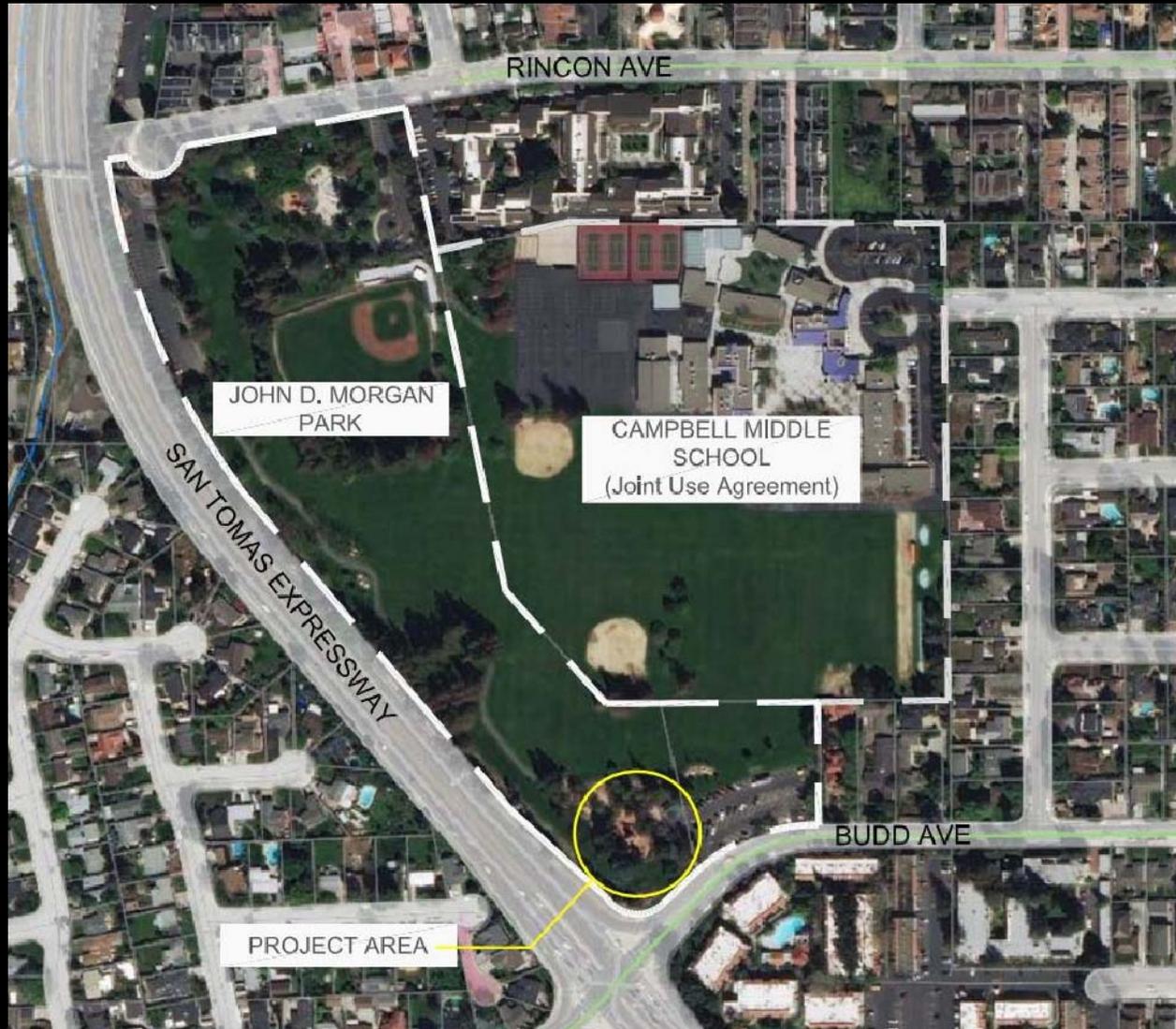


- Project Background
- Outreach Process
- Project Concepts
- Summary Comparison of Concepts
- Parks & Recreation Commission Recommendation
- Schedule
- Q&A/Discussions

Background



Project Location



Project Background



- Playground was built in 2002/2003
- Parks Asset Management Plan (2015)
- Site Suitability Assessment (SSA) (2017)



Project Budget



- Total Project Cost: \$2M
 - Grant: \$1M
Santa Clara County All-Inclusive Playground Grant
 - Local Match: \$1M
Parkland Dedication Fees



Features – Today



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Outreach Process



Outreach Process



- **Community Outreach**

- Community Online Survey
- Community Meetings (2)

- Pop-Up Event at the Park
- PRCS Meetings (2)





Community Input - Demographics

- **Children with disabilities**
 - Autism Spectrum Disorder
 - Sensory Challenges
 - Cognitive and Developmental Disabilities
- **Adults with disabilities**
 - Mobility and Physical Impairments
 - Auditory Challenges
 - Seniors and other Adults with Disabilities

Community Input – Theme



- Theme
 - 1 - Fun in the Forest
 - 2 - Happy Play
 - 3 - City Heritage and History



Community Input - Features

■ Play Features Types

- 1 - Climbers
- 2 - Slides
- 3 - Swings
- 4 - Spinners
- 5 - Sensory Play





Play Feature Rankings

▪ Climbers

- 1 - Net Climber
- 2 - Hand Hold Climbers
- 3 - Loop Climber

▪ Slides

- 1 - Roller Slide
- 2 - Spiral Slide
- 3 - Table Roller Slide

▪ Swings

- 1 - Biggo Swing
- 2 - Expression Swing
- 3 - Strap Swing

▪ Spinners

- 1 - Rotating Net Spinner
- 2 - Integration Carousel
- 3 - Sway Fun Spinner

▪ Sensory Play

- 1 - Chimes
- 2 - Metallophone
- 3 - Kinder Bells

▪ Tot Play

- 1 - Playhouse with Slide
- 2 - Dual See-saw
- 3 - Natural Tunnel

The Project



Conceptual Alternative No. 1



Conceptual Alternative No. 1



Conceptual Alternative No. 1



Conceptual Alternative No. 1



Conceptual Alternative No. 1



Conceptual Alternative No. 1



Conceptual Alternative No. 1



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Conceptual Alternative No. 1



Conceptual Alternative No. 1



Conceptual Alternative No. 1



Conceptual Alternative No. 1



Conceptual Alternative No. 1



Conceptual Alternative No. 2



Conceptual Alternative No. 2



Conceptual Alternative No. 2



Conceptual Alternative No. 2



Conceptual Alternative No. 2



Conceptual Alternative No. 2



SURFACE LEGEND

- COLORED CONCRETE PAVING
- RUBBER RESILIENT SURFACING
- FIBAR SURFACING
- SYNTHETIC TURF
- DECOMPOSED GRANITE
- RAISED WOOD DECK
- PLANTING AREA
- MULCH

Conceptual Alternative No. 2



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- MULCH



The image block contains a conceptual design for a playground. On the left, an aerial photograph of the site is overlaid with a colorful plan showing various play areas: a large central area with decomposed granite, a raised wood deck, rubber resilient surfacing, and synthetic turf. To the right, there are two photographs: the top one shows a large, rustic wooden log slide, and the bottom one shows children playing on a blue rubber mat slide.

Conceptual Alternative No. 2



Conceptual Alternative No. 2



Conceptual Alternative No. 2



Conceptual Alternative No. 2



SURFACE LEGEND

- COLORED CONCRETE PAVING
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- RAISED WOOD DECK
- PLANTING AREA
- MULCH

An aerial photograph of a playground area with a conceptual design overlay. The design uses various colors and patterns to indicate different surface materials and features. A yellow path winds through the area, connecting different play zones. There are green areas for planting, blue areas for rubber resilient surfacing, and brown areas for raised wood decks. The background shows trees and a building.

Conceptual Alternative No. 2



Concepts Comparison Summary



Concept No. 1

Larger playground footprint

Utilizes existing berm for elevation change

Larger observation area

Preservation of existing swing area footprint

Inclusion of all 4 slide types identified by community (roller, spiral, tube and sidewinder)

Tot area combined with other age group equipment

Replace existing tot play structure with new area with stage and bench

Three-leveled, 22-foot tall play tower with features including slides, bridges connecting the towers, and other play elements

Concept No. 2

Smaller playground footprint

Construct a new pathway separate from existing berm to gain elevation change

Smaller observation area

Reconfiguring of existing swing area

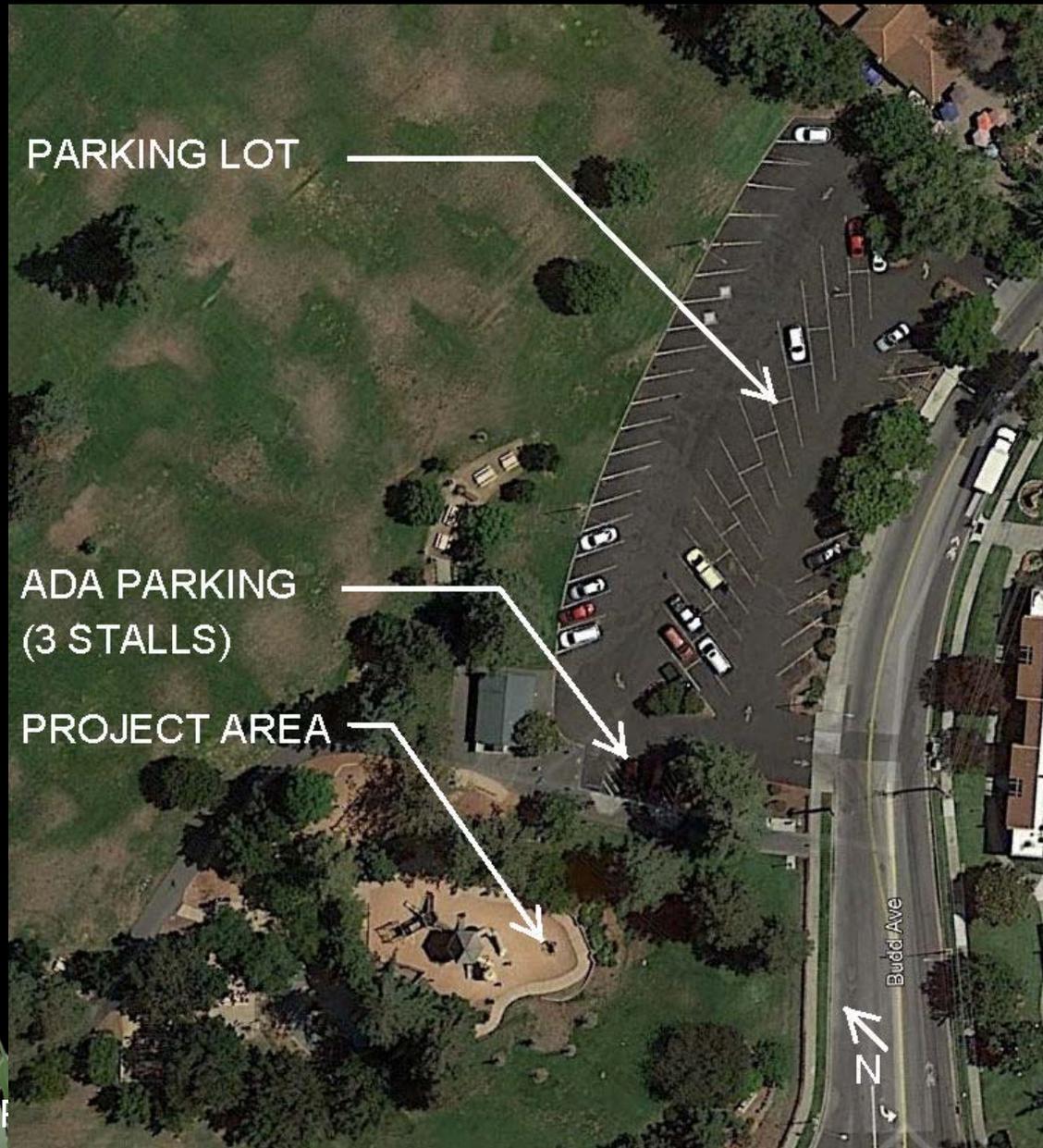
Inclusion of 2 out of 4 slide types identified by community (tube and roller)

Tot area separated

Remove existing tot play structure and backfill area with mulch

New wood deck reminiscent of existing wood deck incorporating a sway bridge and slides

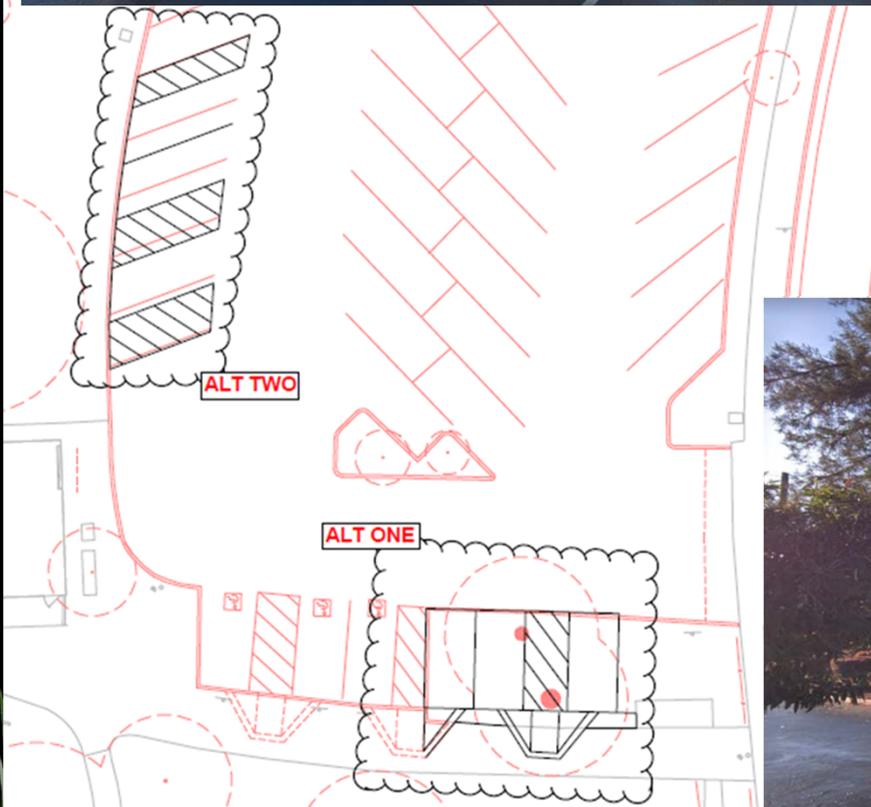
Parking



Accessible Parking Spaces



- Options to increase ADA parking spaces:
 - Create 3 new ADA accessible spaces
(total 71: 6 ADA, 65 non-ADA)
 - Convert 5 existing spaces into 3 ADA accessible spaces
(total 66: 6 ADA, 60 non-ADA)



Other Amenities



- Restrooms
 - Not addressed as part of project
 - Consideration as future CIP Project

PRC Meeting 1.8.2020



- **Comments/Recommendations**
 - Vertical-Climbing Opportunities
 - Fun in the Forest Theme
 - Net Climber
 - Additional ADA Stalls
 - Preference for Conceptual Alternative No. 1

Schedule



- **Final Schematic Design**
 - Parks & Recreation Commission January
 - City Council Study Session **Tonight**
 - Parks & Recreation Commission April
 - City Council Approval April/May

- **Final Design Plans**
 - City Council Approval late summer '20

- **Construction**
 - Begin fall '20
 - Complete summer '21



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Q&A Discussions

Amy Olay, Public Works
Corbin Schneider, Verde Design