



Jefferson Park Skatepark and Expansion Update

Community Meeting Meeting Notes

Wednesday, May 26, 2010 from 6 – 8:15
Jefferson Park Community Center

ATTENDEES:

Parks Staff Members present:

Kim Baldwin, Project Manager Skatepark

Andy Sheffer, Project Manager Jefferson Expansion

Design Consultants present:

Greg Brower and Andy Mitton, The Berger Partnership

Micah Shapiro and Matt Fluegge, Grindline

Community: A copy of the sign in sheets are available upon request.

AGENDA: See agenda for general topics covered.

WELCOME: Community members were welcomed to the meeting. Kim Baldwin provided an explanation of meeting format.

Andy Sheffer provides community update and answer questions on the current construction, Beacon Mountain Development and Jefferson Park Playfield

Kim Baldwin provided general information about the Jefferson Skatepark Project. (See Project Information Summary Sheet). Andy Mitton provided a general overview of the site. Micah Shapiro presented two concept designs and discussed them in detail. After the presentation the floor was opened up to public comment. We will continue to collect feedback from the community through an online forum.

QUESTION & ANSWER:

Skatepark Questions:

Q. Why not incorporate snake run?

A. It may be part of another phase if we get the RCO grant. There are major electrical lines that make it a little difficult to include it easily.

Q: Will kids use the big bowl?

A: Not at first, but in time, they'll progress.

Q: How are costs estimated?

A: Grindline will use current bidding information to estimate.

Skatepark Comments:

1. Consider Olmsted elements in the park like steps, paths, etc.
2. Concept two is my favorite and well rounded.
3. Incorporate more of a skatable path into concept 2. Use above grade elements to connect the path and spread the skaters out.
4. Incorporate an Olmsted pathway through the skatepark.
5. Don't have opposing walks to the big bowl. Like concept 2.
6. 11' bowl with square sides is better. (3 bowl concept conversion)
7. There's not enough small transition in concept 1.
8. Consider the safety and falling off of half pipe.
9. Concept 2 – cap upper ends with transitions.
10. Lighting artistically can be cool.
11. Integrate into the park and mitigate the noise.
12. Most people liked concept two overall.
13. Full pipe is too expensive – don't do it.
14. Use square walls on deep end.
15. Have long round rails for inline skating.
16. Have more transitions.
17. Soften edges of park.
18. 3' transition area is best for beginning level.
19. Separate 3', 4' areas with bowls.
20. Don't take out the path the runs through the skatepark and joins the other paths in the park.
21. Integrate streetscape into the greater park.
22. Mellow out sides on option 2.
23. Add bike racks.

