

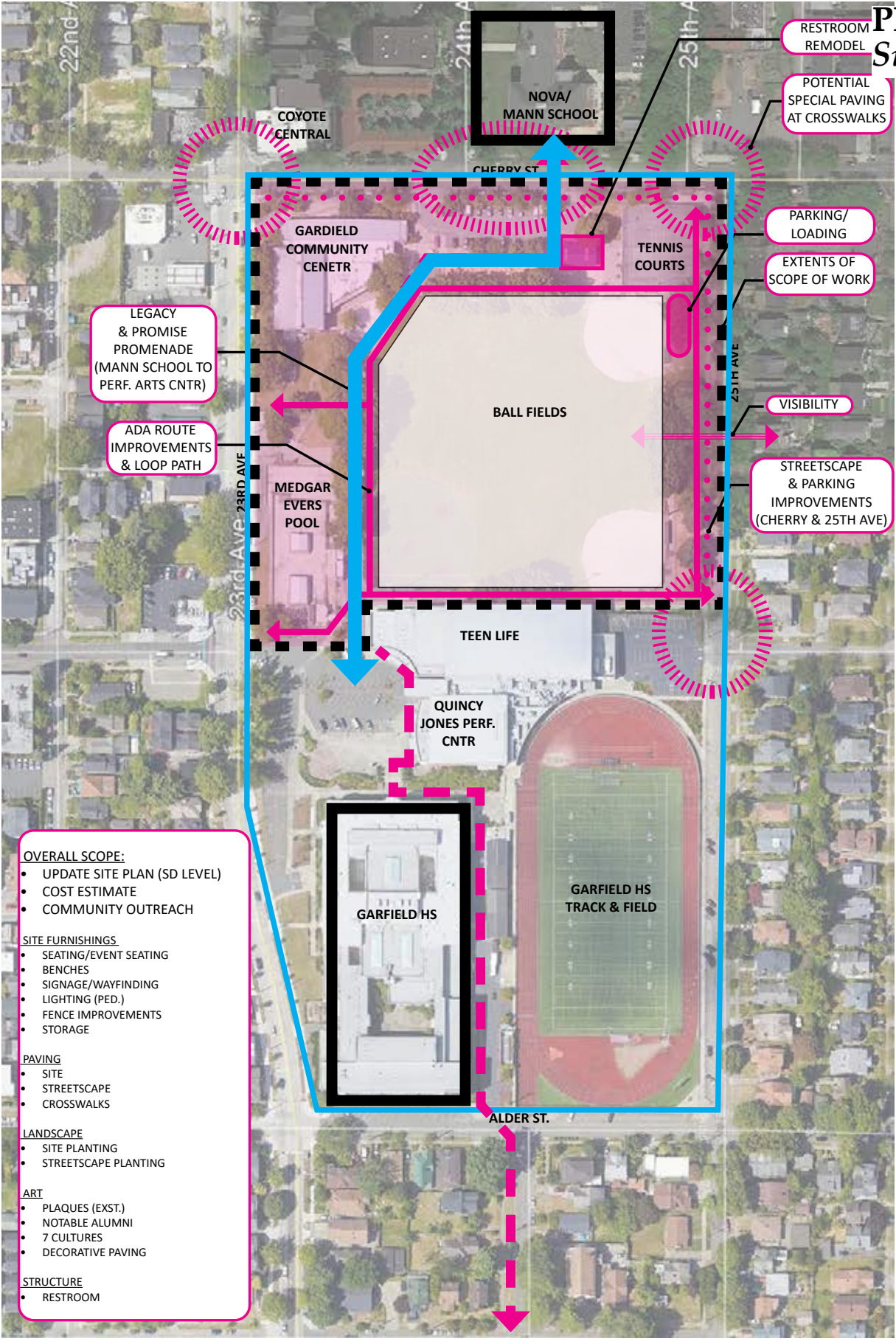
GARFIELD SUPER BLOCK PARK IMPROVEMENTS

30% DESIGN



EXISTING SITE CONDITIONS

PROJECT SCOPE PLAN, 2019 Site Workshop



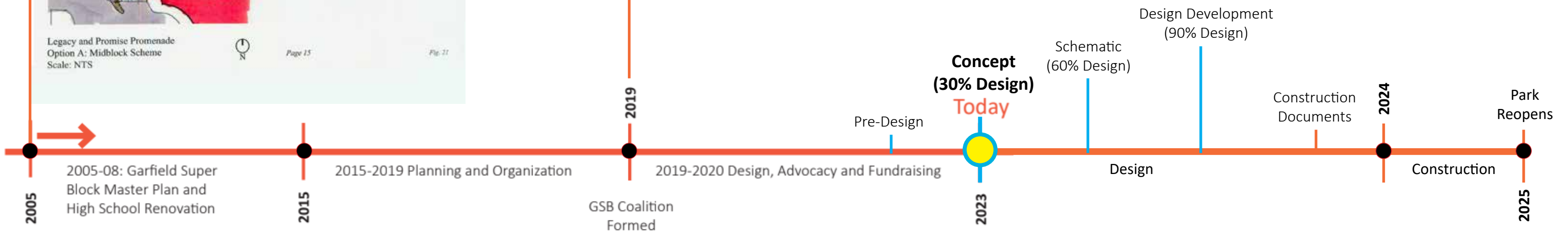
- OVERALL SCOPE:**
- UPDATE SITE PLAN (SD LEVEL)
 - COST ESTIMATE
 - COMMUNITY OUTREACH
- SITE FURNISHINGS:**
- SEATING/EVENT SEATING
 - BENCHES
 - SIGNAGE/WAYFINDING
 - LIGHTING (PED.)
 - FENCE IMPROVEMENTS
 - STORAGE
- PAVING:**
- SITE
 - STREETSCAPE
 - CROSSWALKS
- LANDSCAPE:**
- SITE PLANTING
 - STREETSCAPE PLANTING
- ART:**
- PLAQUES (EXST.)
 - NOTABLE ALUMNI
 - 7 CULTURES
 - DECORATIVE PAVING
- STRUCTURE:**
- RESTROOM

SDC - 30% DESIGN

- 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

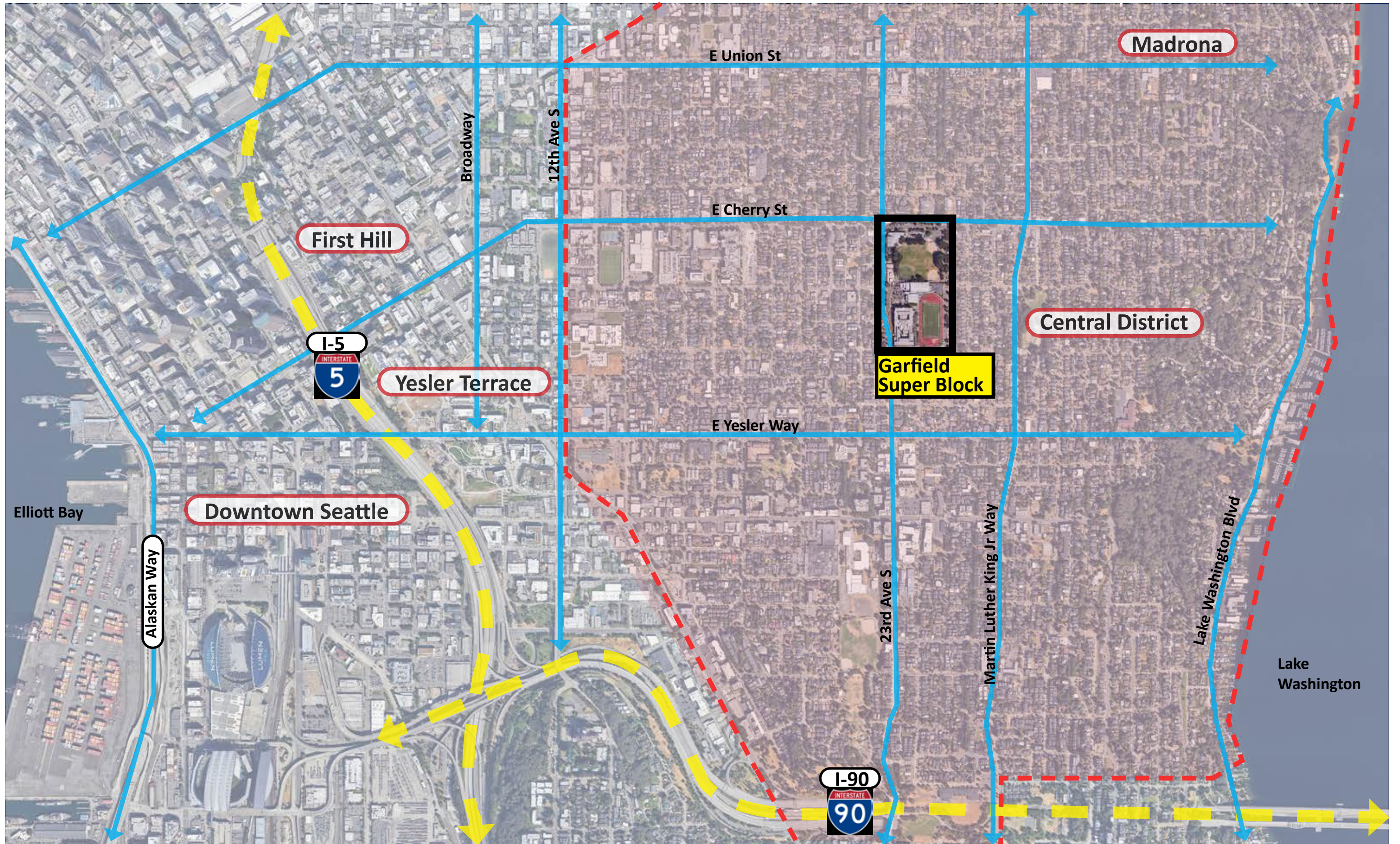
1 | PROJECT HISTORY

PROJECT HISTORY






2 | PROJECT SITE

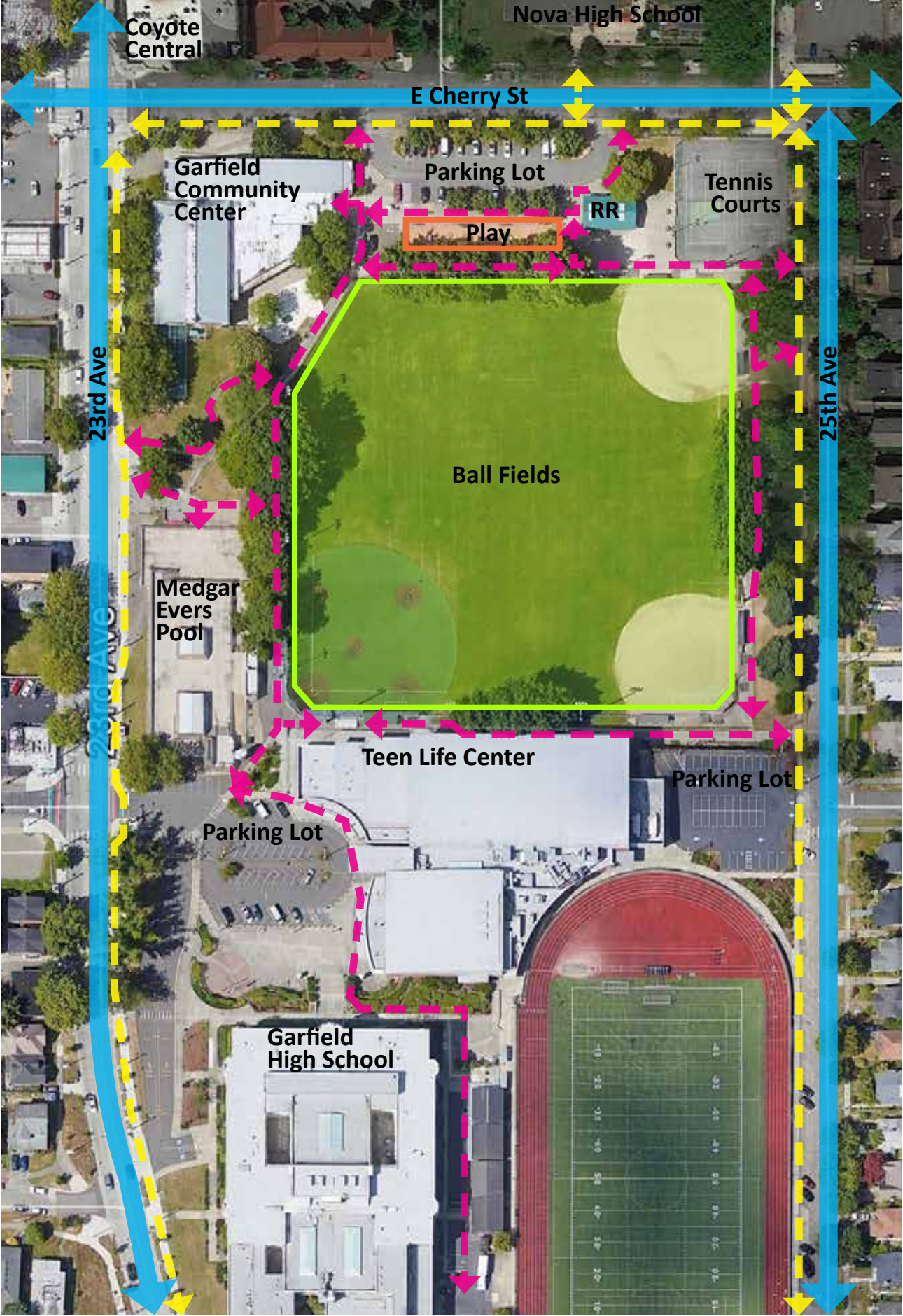
SITE LOCATION



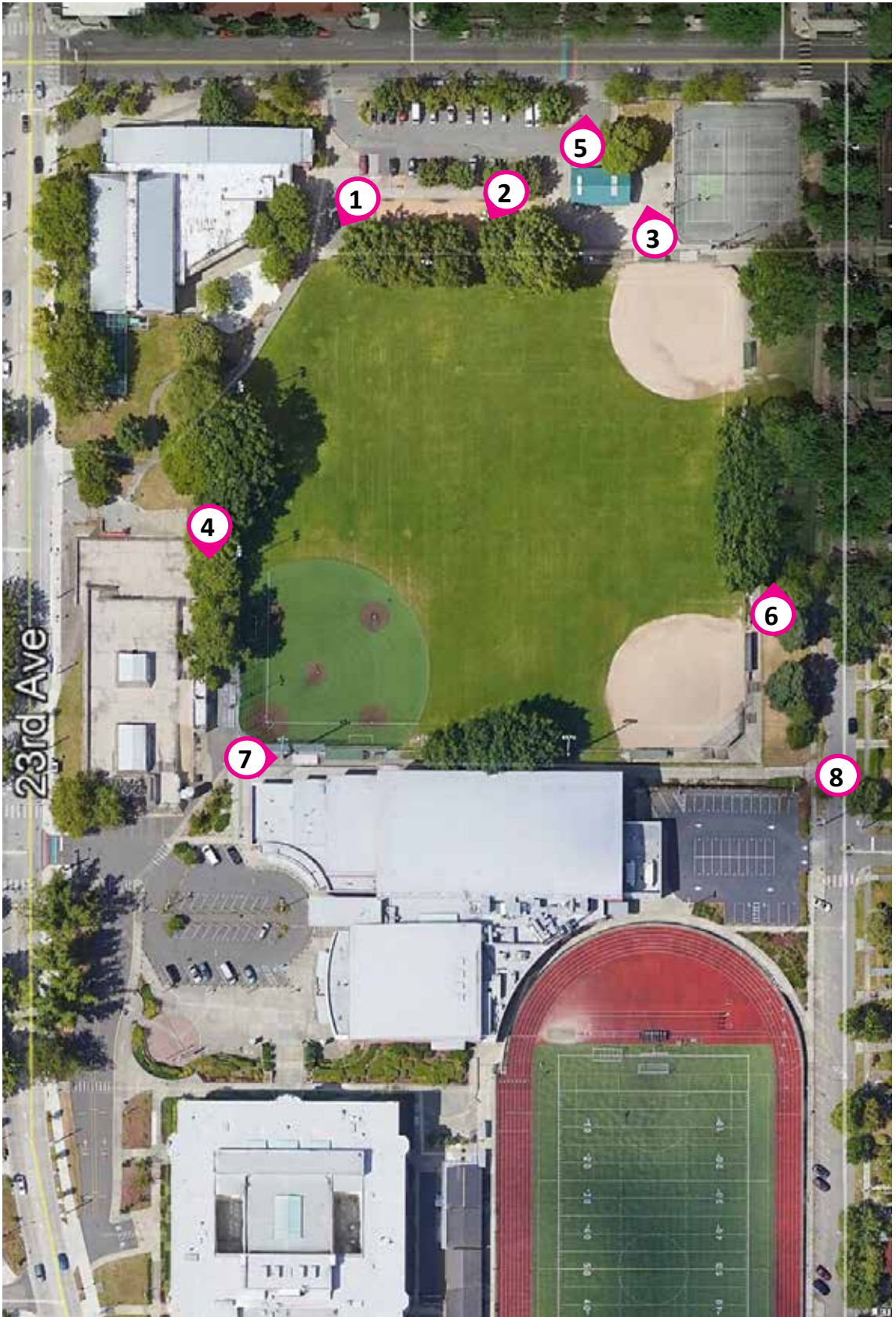
EXISTING SITE CONDITIONS

LEGEND

-  Vehicular Access
-  Pedestrian ROW Access
-  Pedestrian Site Access



EXISTING SITE CONDITIONS



PROJECT NEIGHBORHOOD GOALS

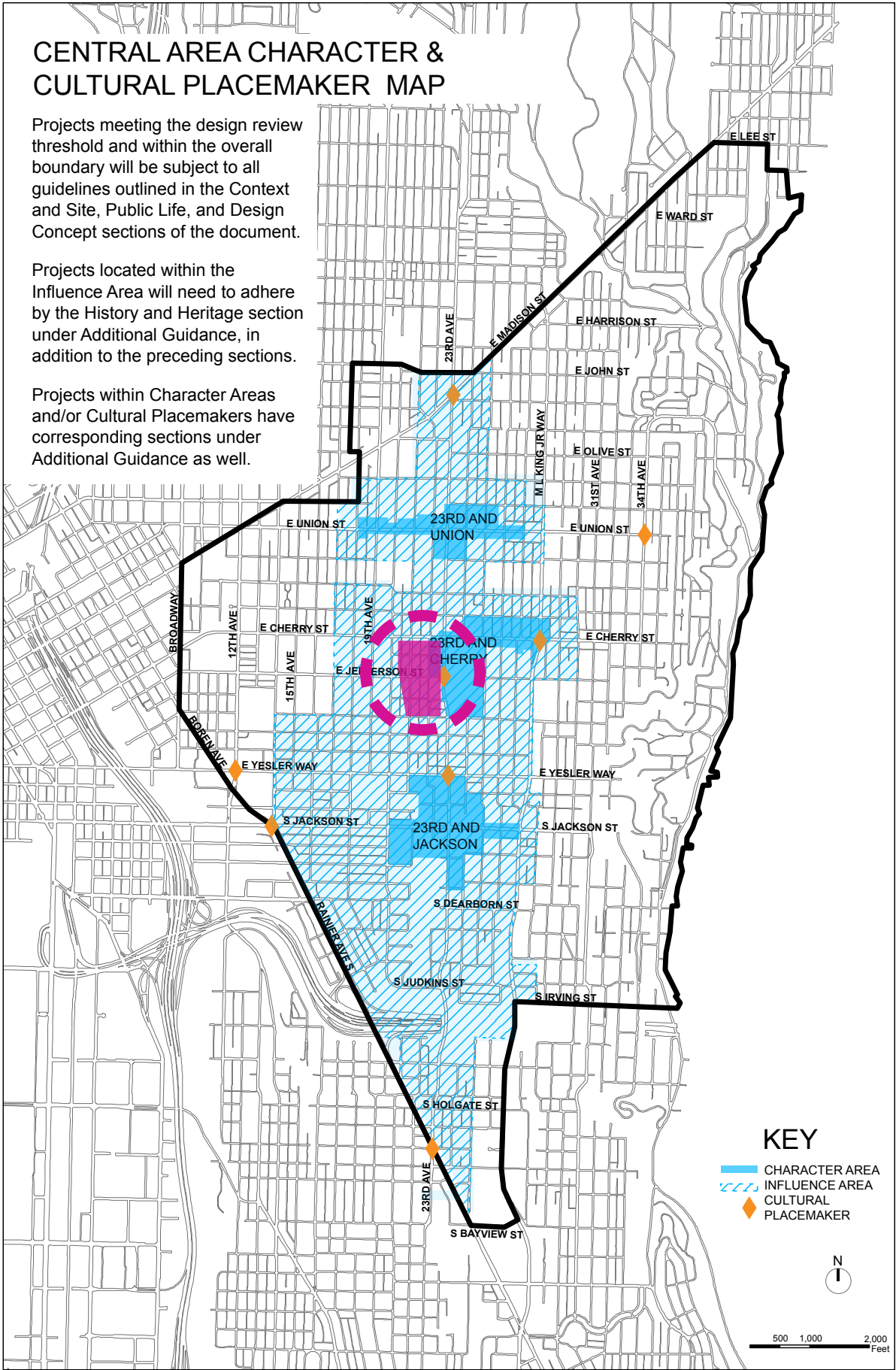
Central Area Design Guidelines

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

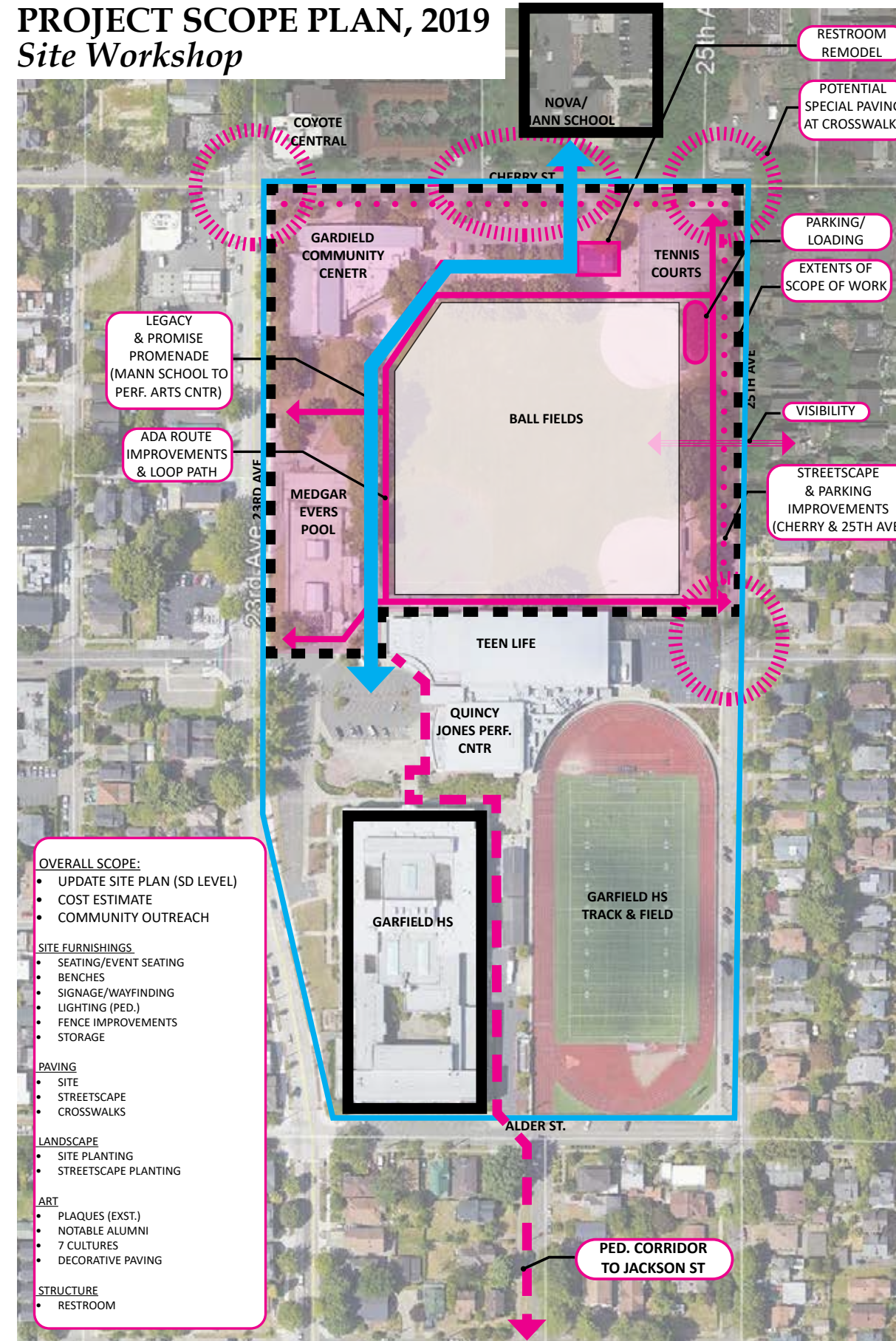
- Cultural anchors for the surrounding community
- Stimulate activities and create visual interest to enhance the Central Area's identity & provide a sense of arrival

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

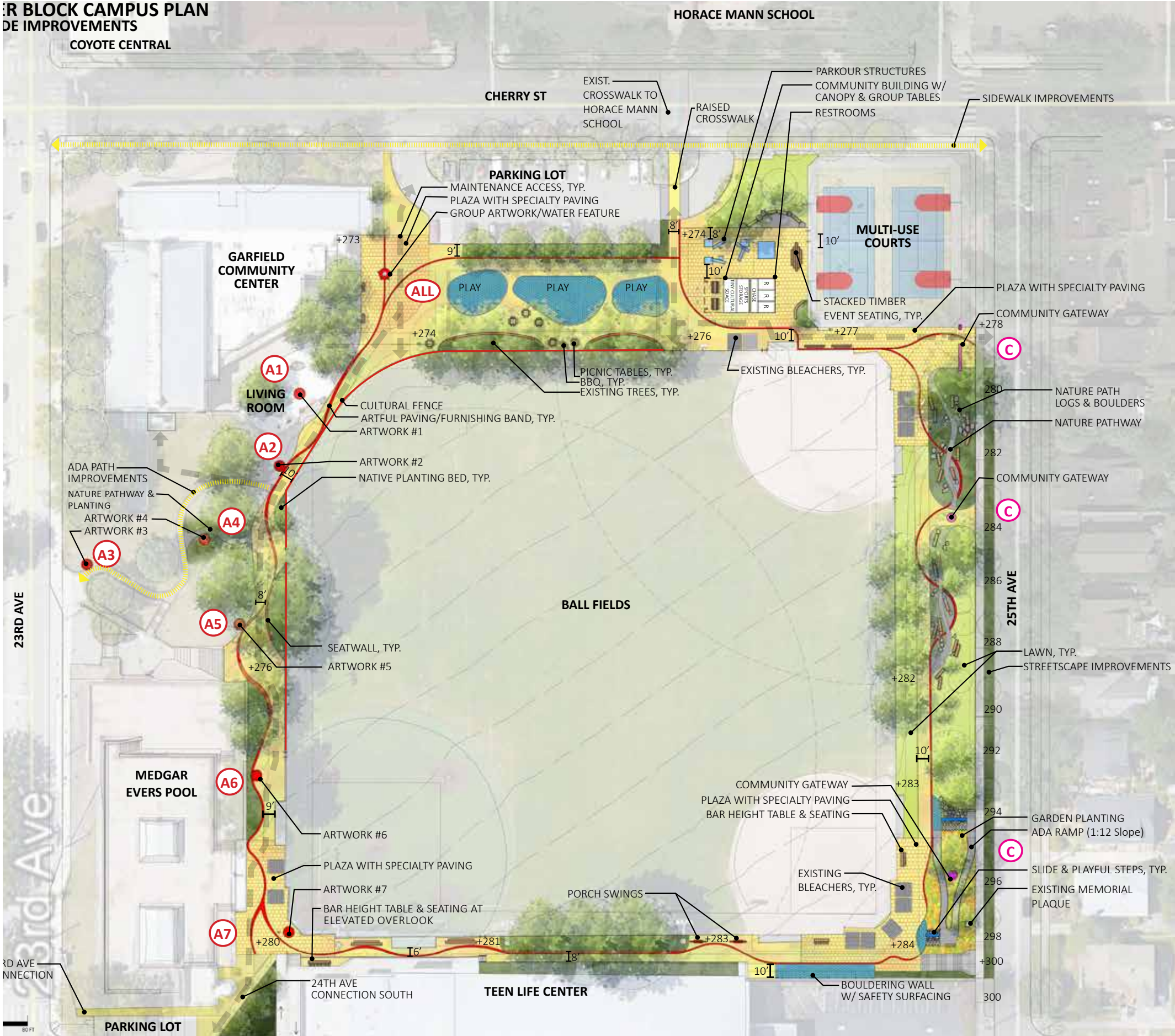
A pathway integrating art and narratives reflecting the immense cultural diversity and rich history of the Central Areas’ seven ethnic groups of founding people.

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 SCHEMATIC OF IMPROVEMENTS



Project Goals:

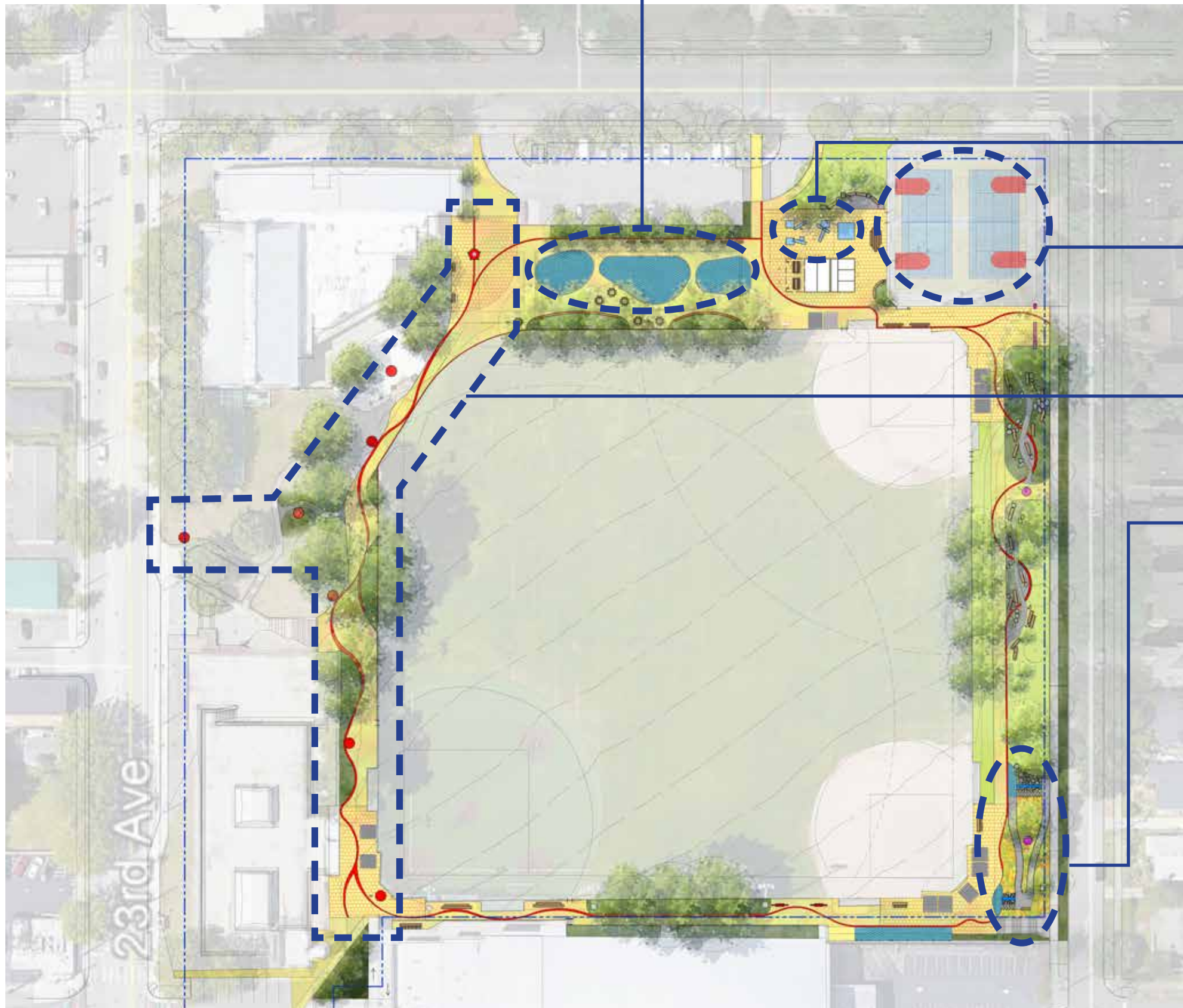
Park Improvements Legacy & Promise Promenade

- 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

Community Events



Art Academy



Community Events

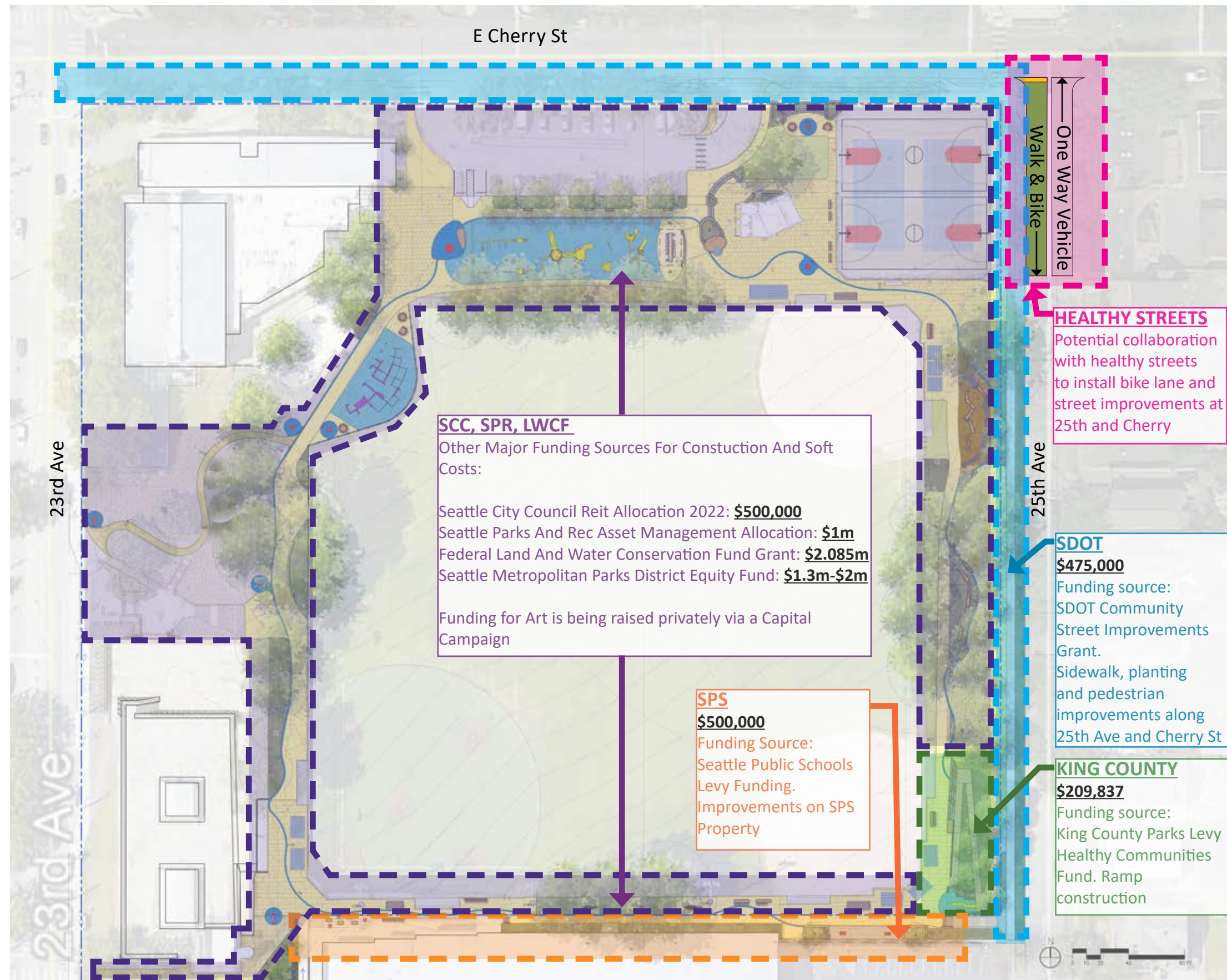


FUNDING & IMPLEMENTATION PLAN

SDC COMMENT **3** **4** **5**

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
TOTAL PROJECT BUDGET	\$8.4 million
+ SDOT ROW Funds	\$475,000
Art Funds	\$1.2 million



5 | CURRENT 30% DESIGN

Overall Site






CURRENT SITE PLAN

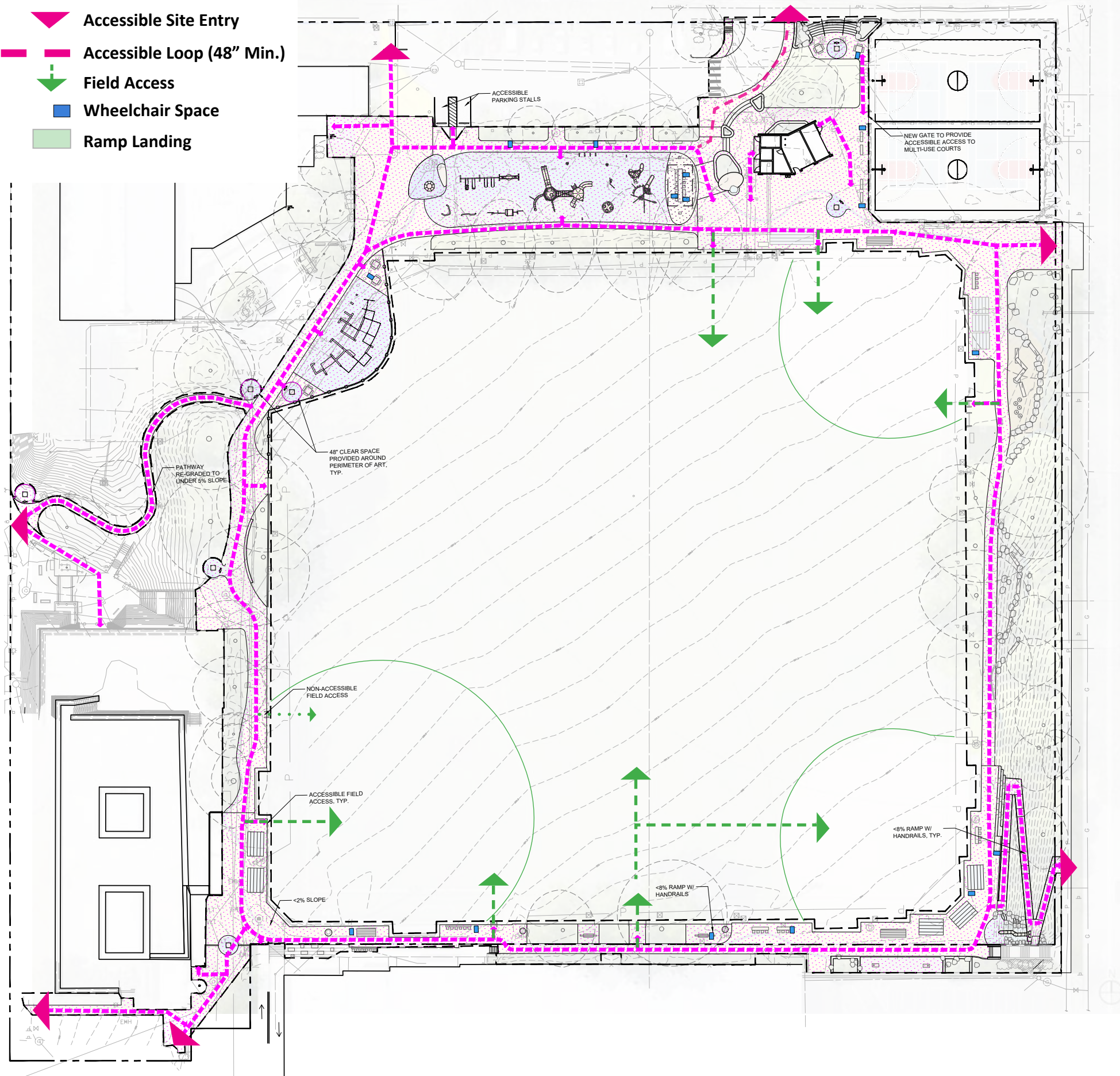


Project Goals:

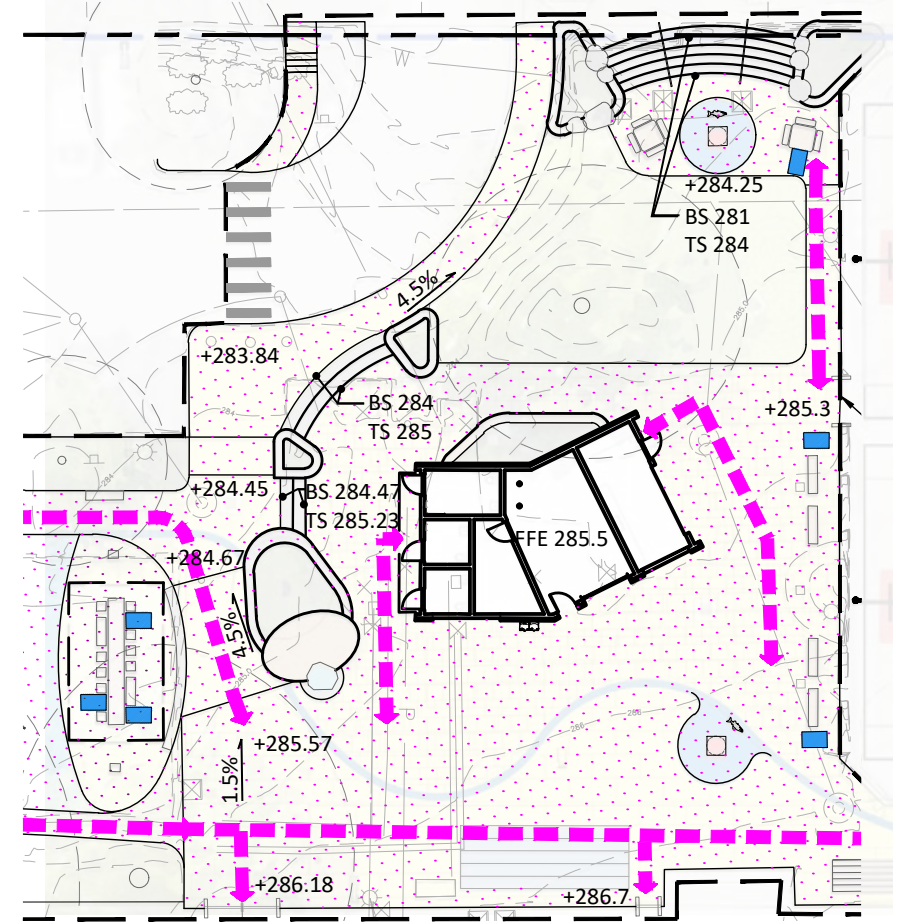
- Accessible Loop Path
(High quality Materials - paving, furnishings)
- Play/Parkour/Recreation (All-ages)
- Art along the Promenade
- New comfort station
- Covered gathering area
- Accessible entry at SE Corner

LEGEND

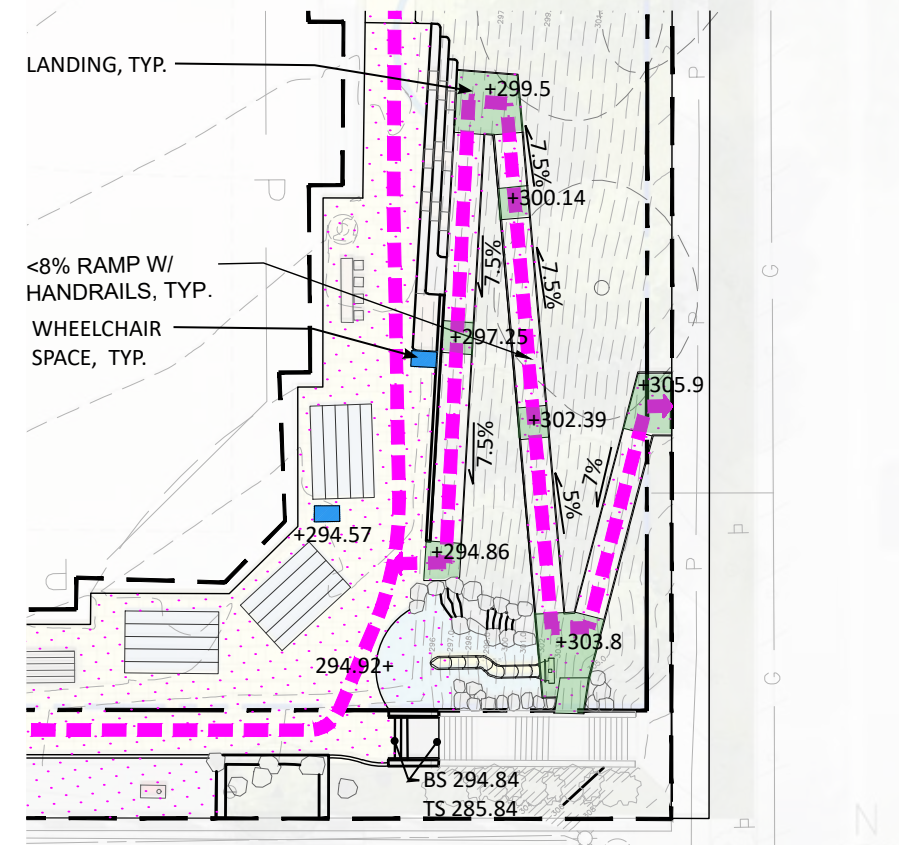
-  Accessible Site Entry
-  Accessible Loop (48" Min.)
-  Field Access
-  Wheelchair Space
-  Ramp Landing



ACCESSIBILITY

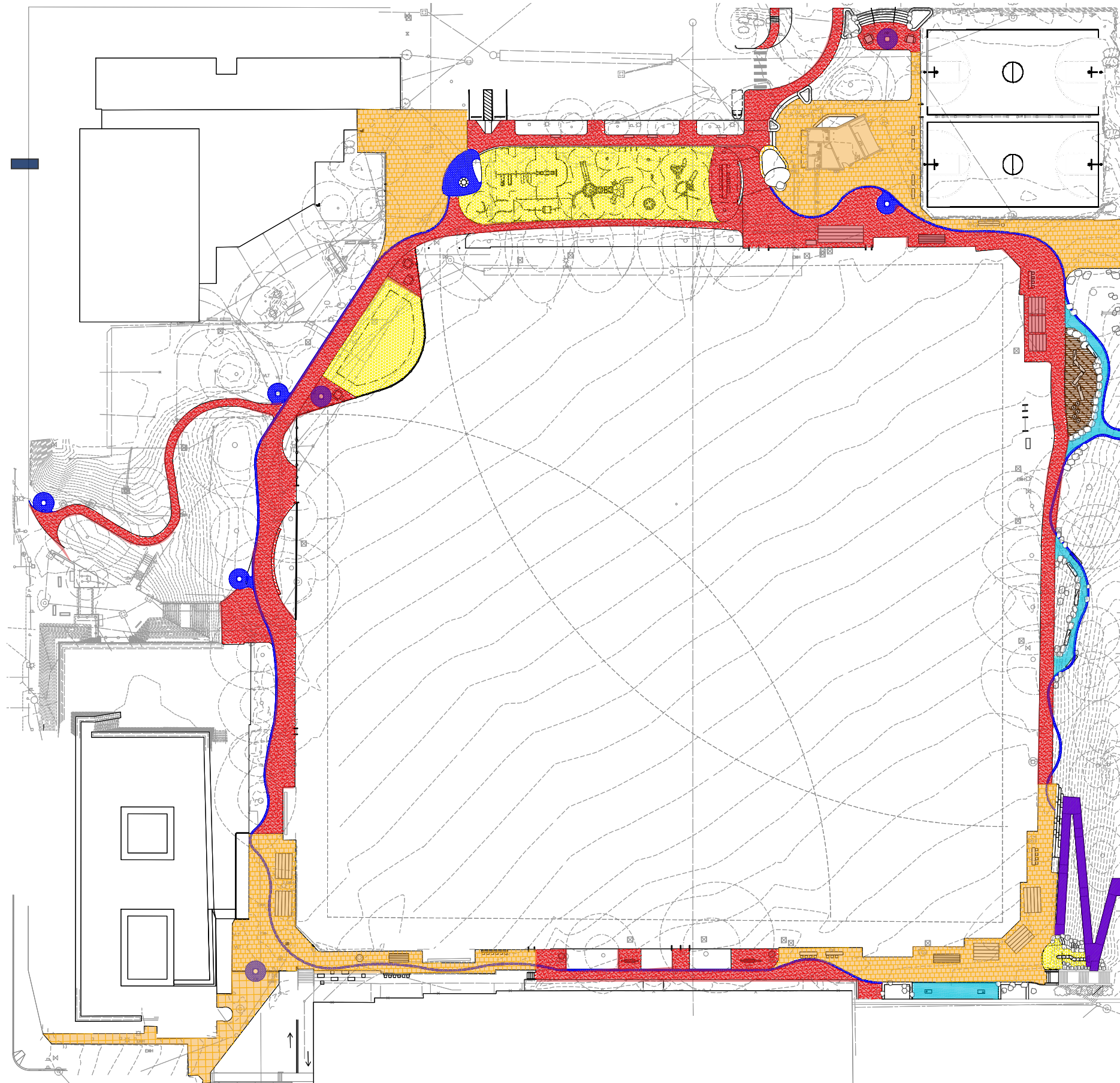


Accessible Plaza @ North Entry

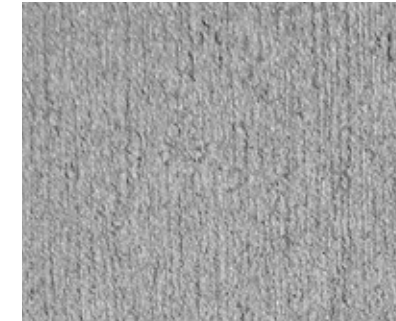


Accessible Ramp @ SE Entry

HARDSCAPE PLAN



MATERIAL PALETTE



Cast-in-Place Concrete



Composite Decking



Permeable Unit Paving



Mulch



Synthetic Turf

OR



Poured In Place



Crushed Rock

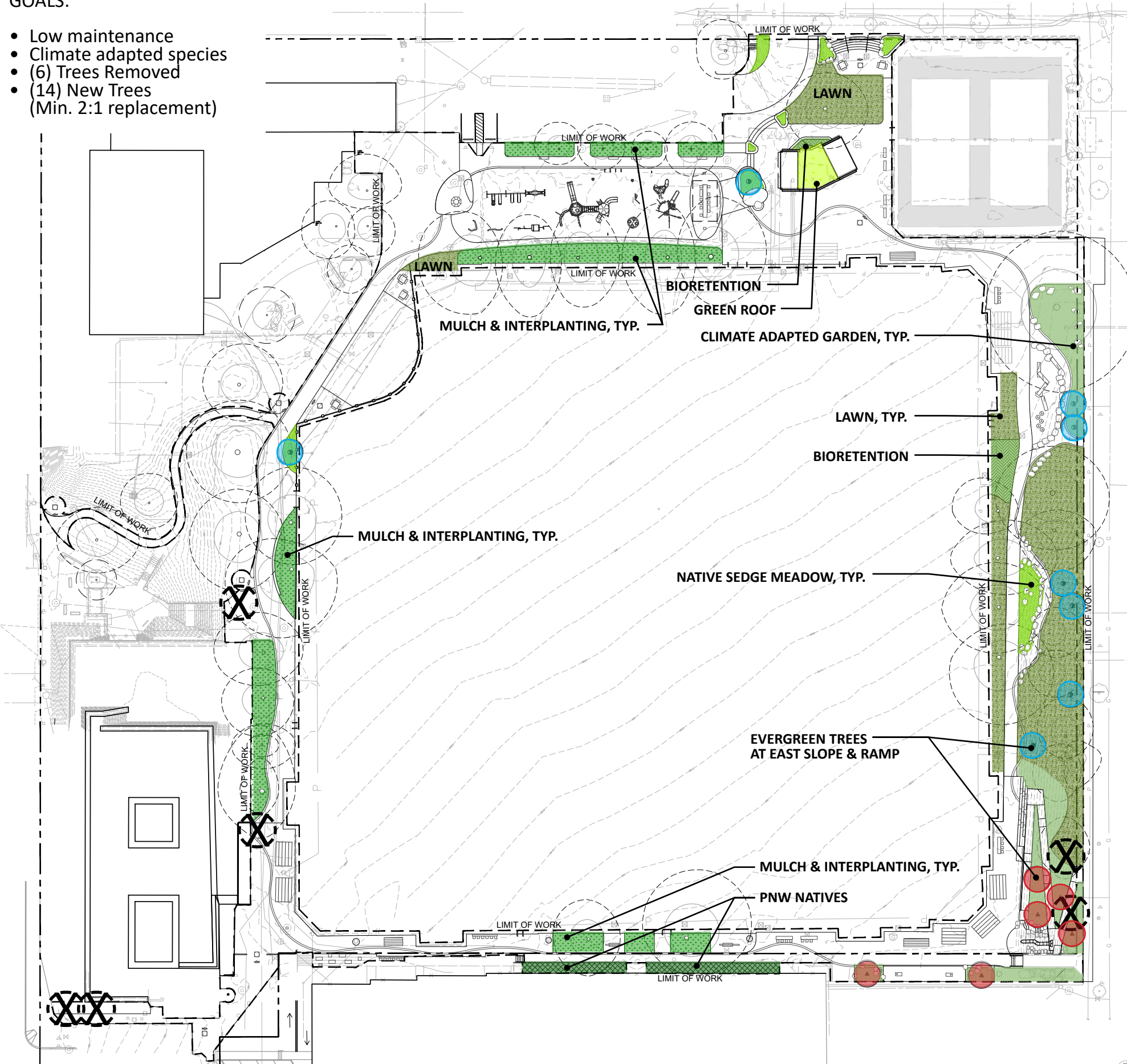











Pave Band (Texture/Color)











PLANTING

GOALS:

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

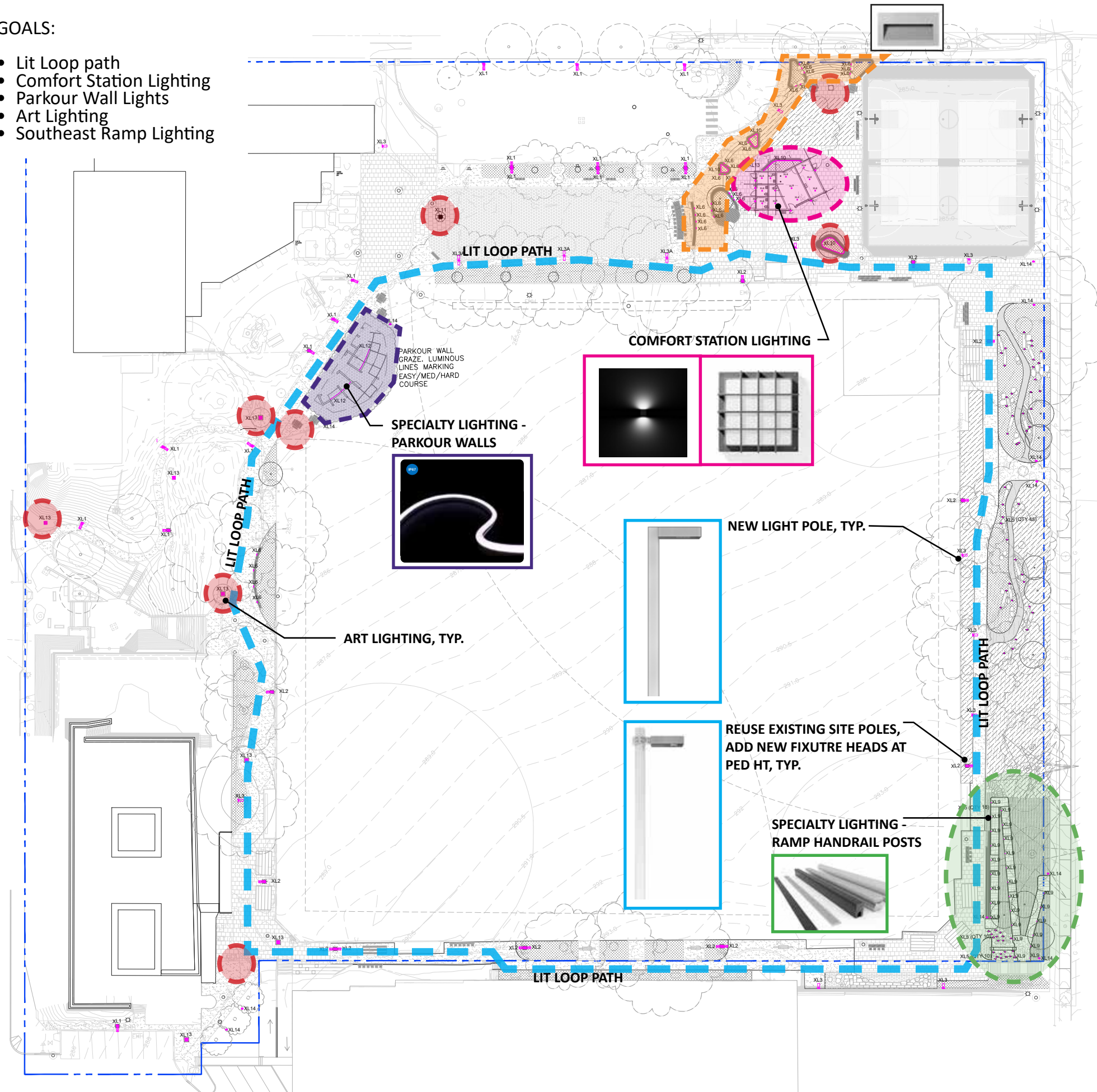


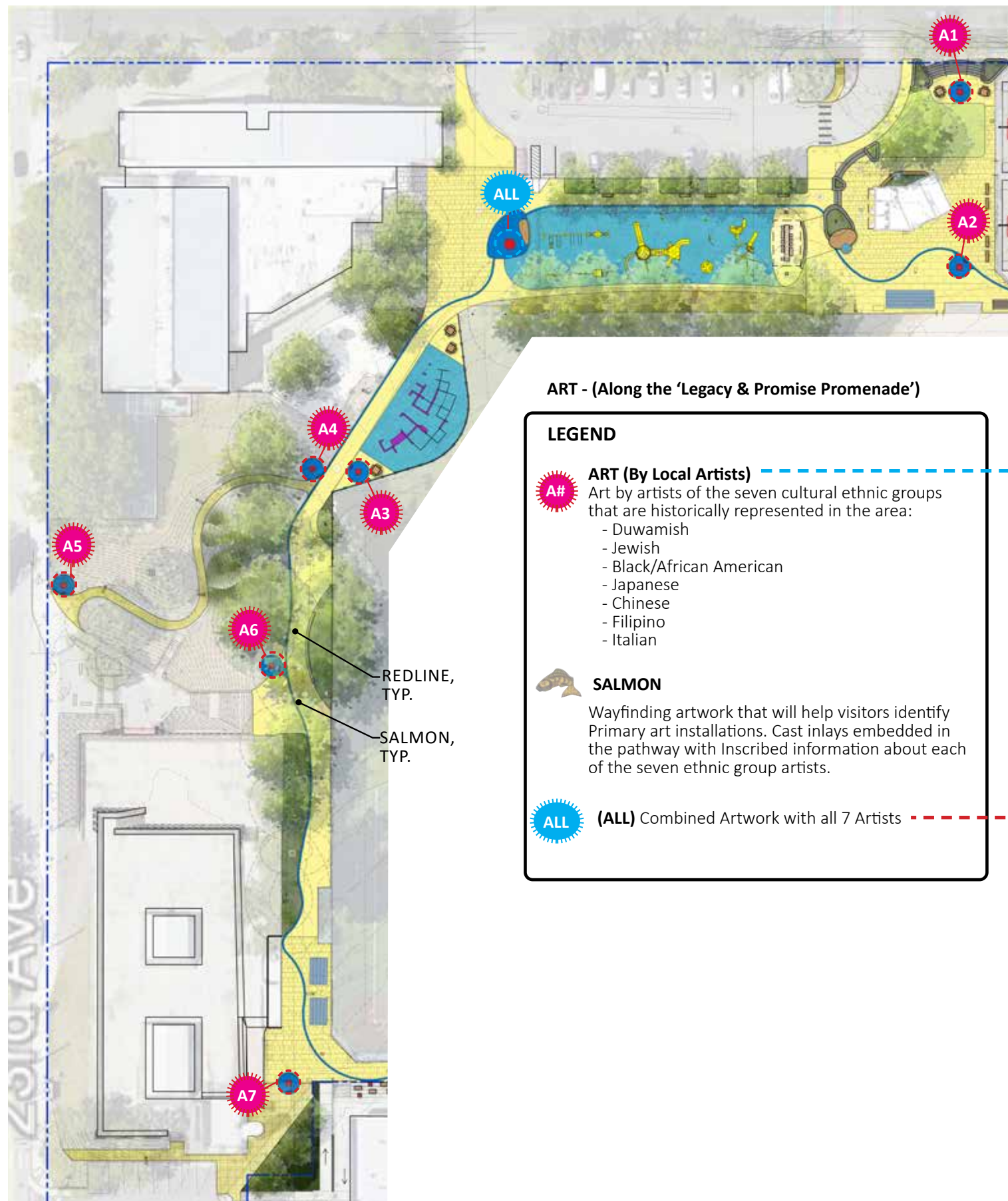
-  Lawn
-  PNW Natives
-  Sedge Meadow
-  Climate Adapted Garden
-  Bioretention
-  Green Roof
-   2:1 Replacement Trees
-  Trees for Removal

GOALS:


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



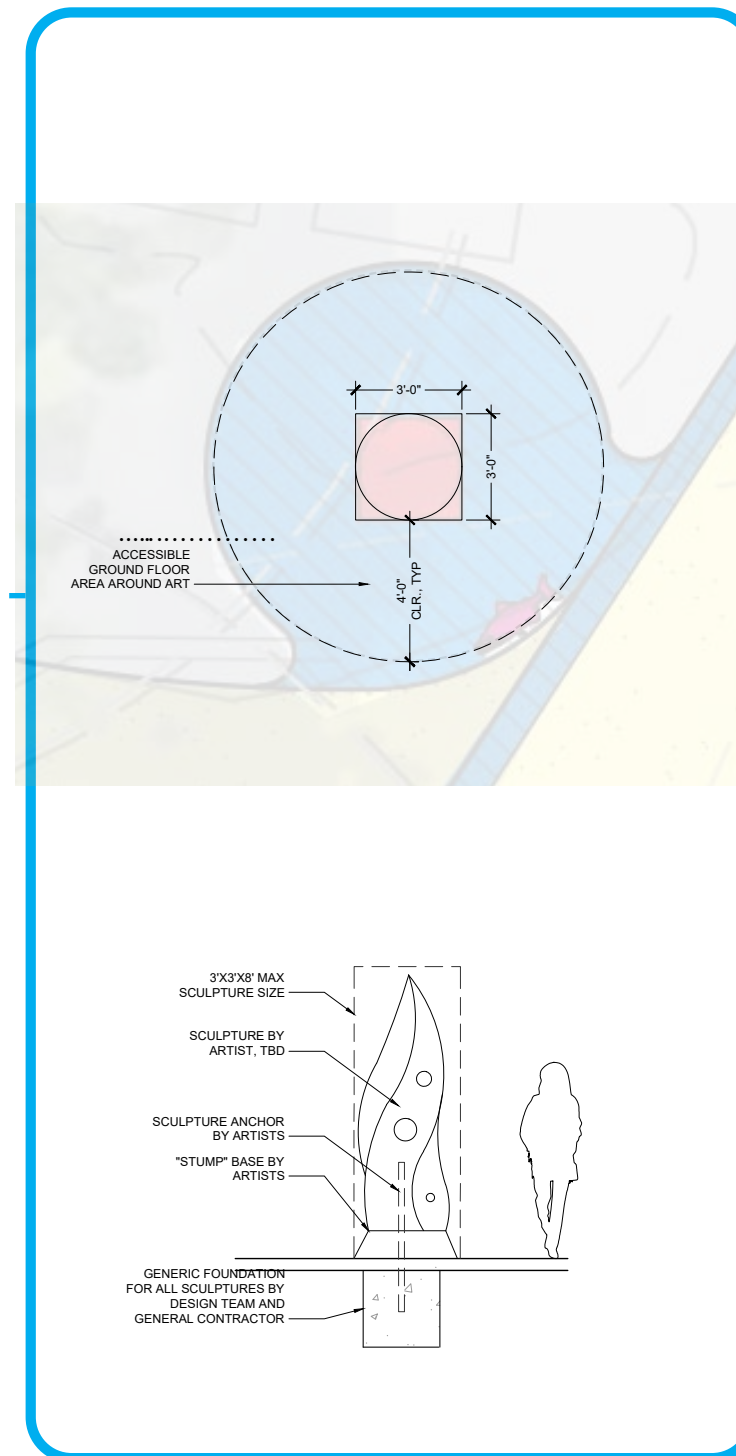


ART - (Along the 'Legacy & Promise Promenade')

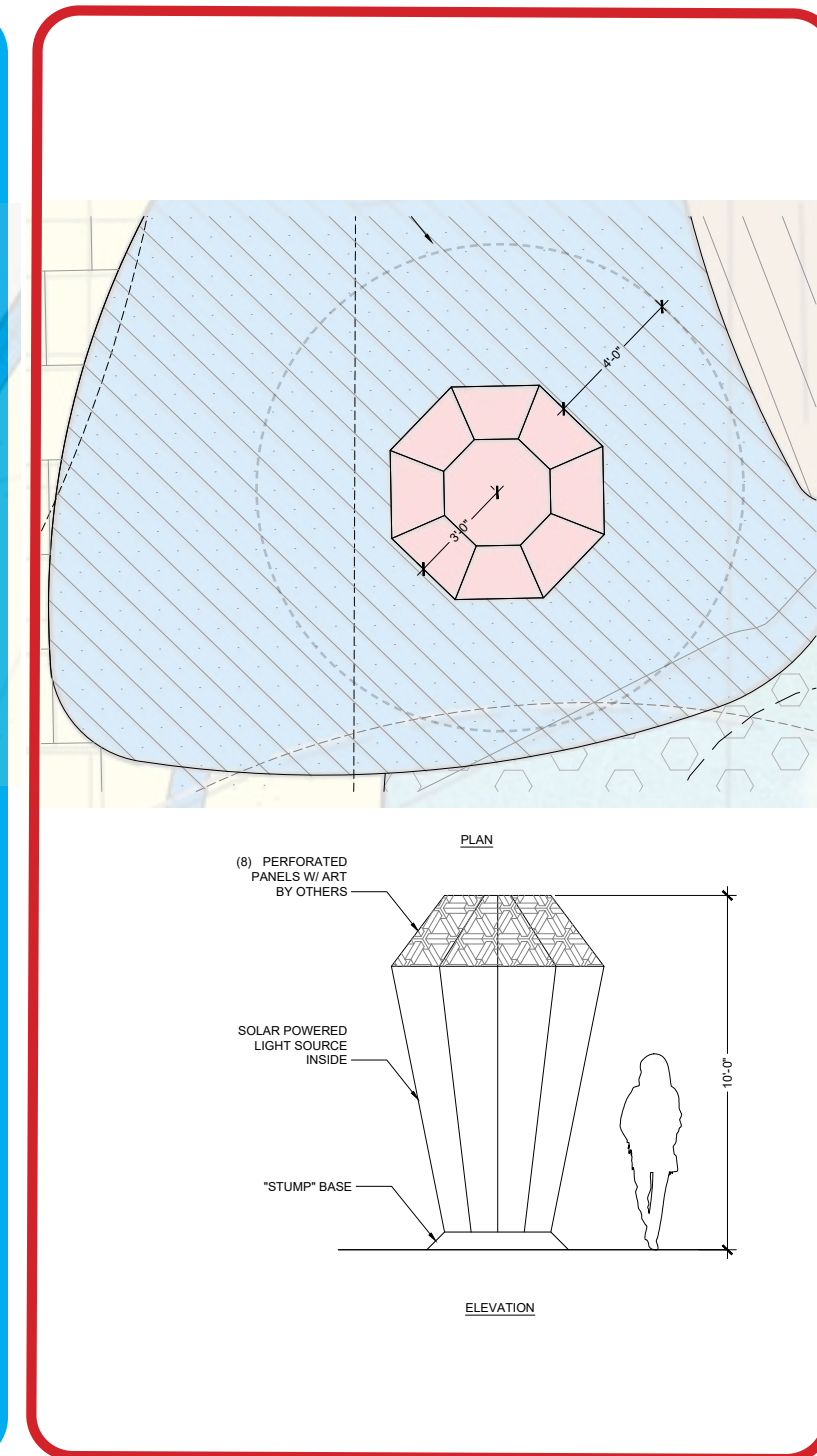
LEGEND

- A#** **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** **(ALL)** Combined Artwork with all 7 Artists

INDIVIDUAL ART



GROUP ART

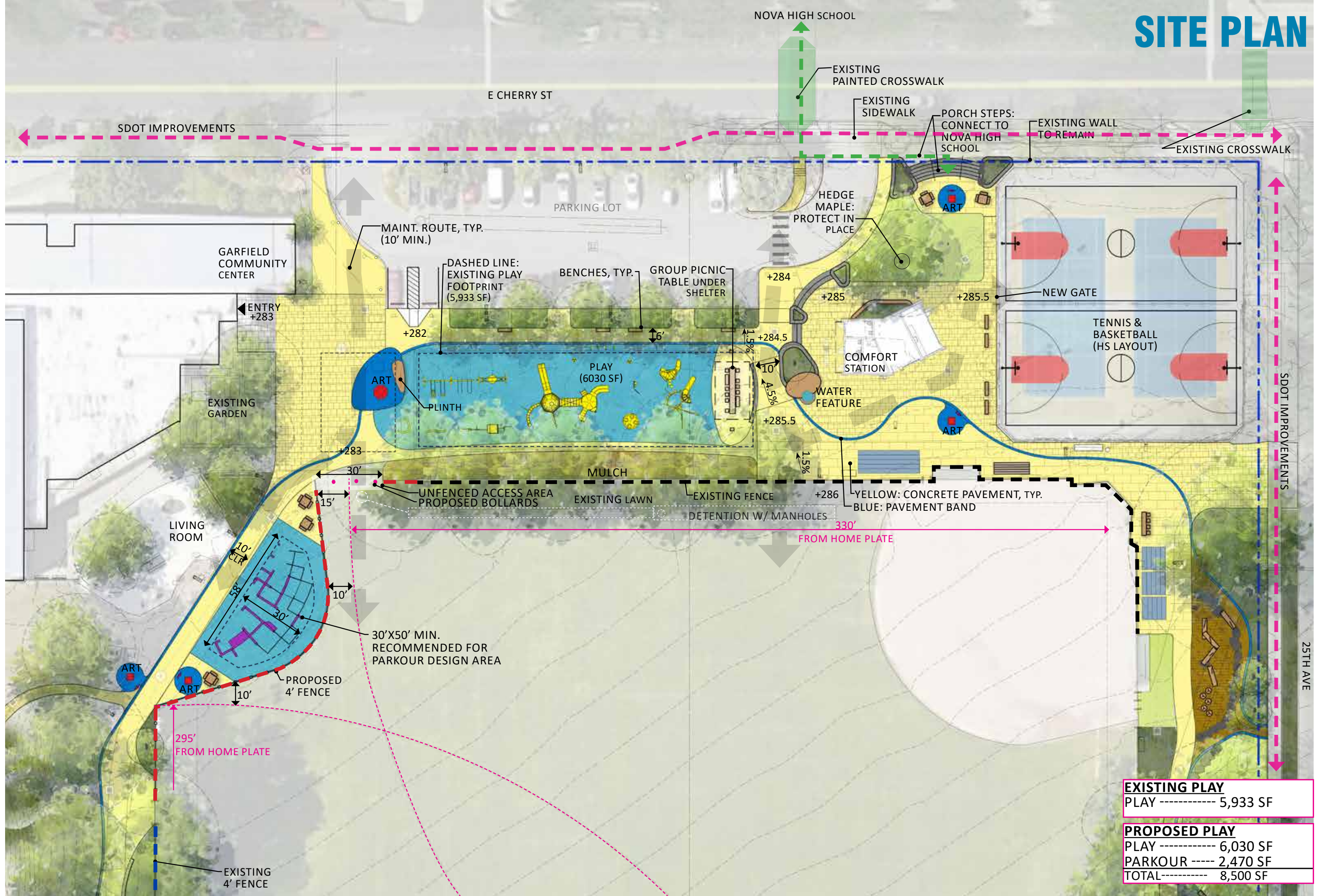


5 | CURRENT 30% DESIGN

North Site



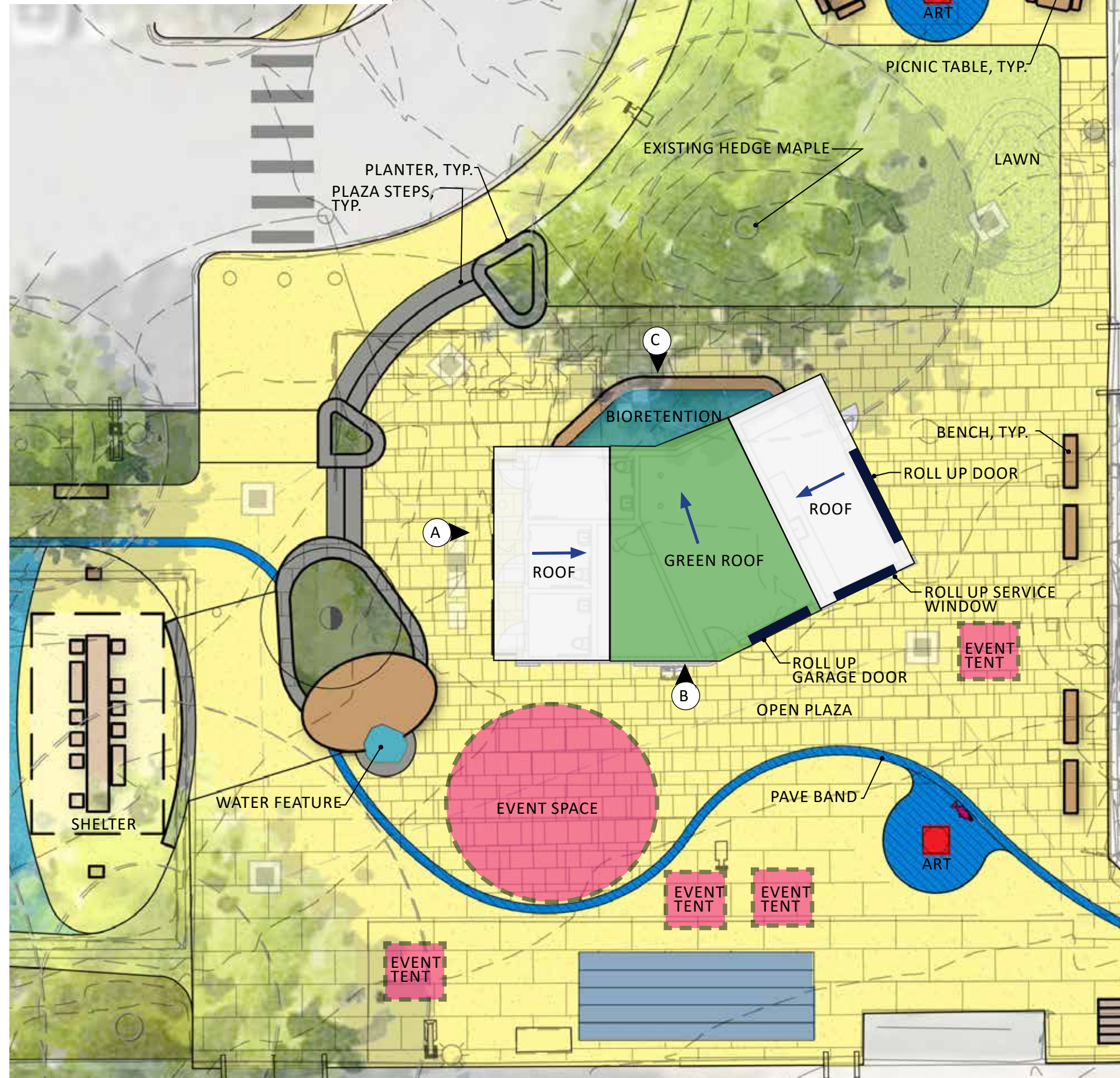
SITE PLAN



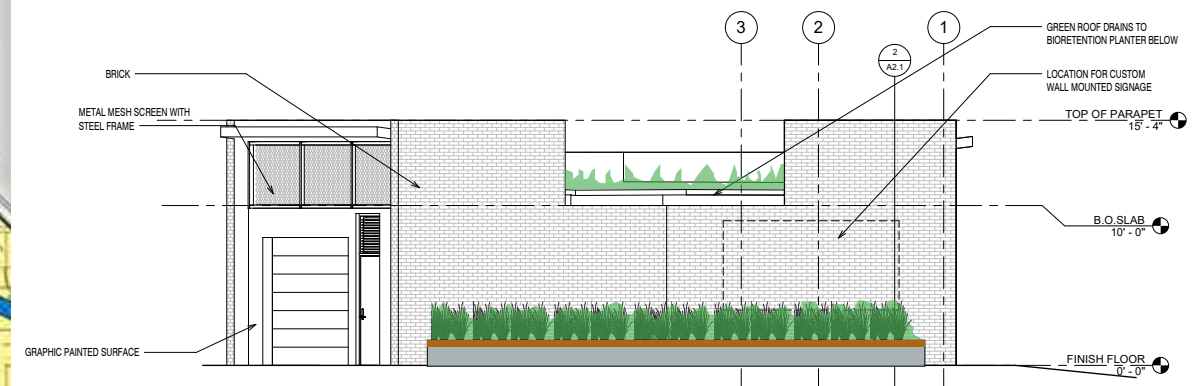
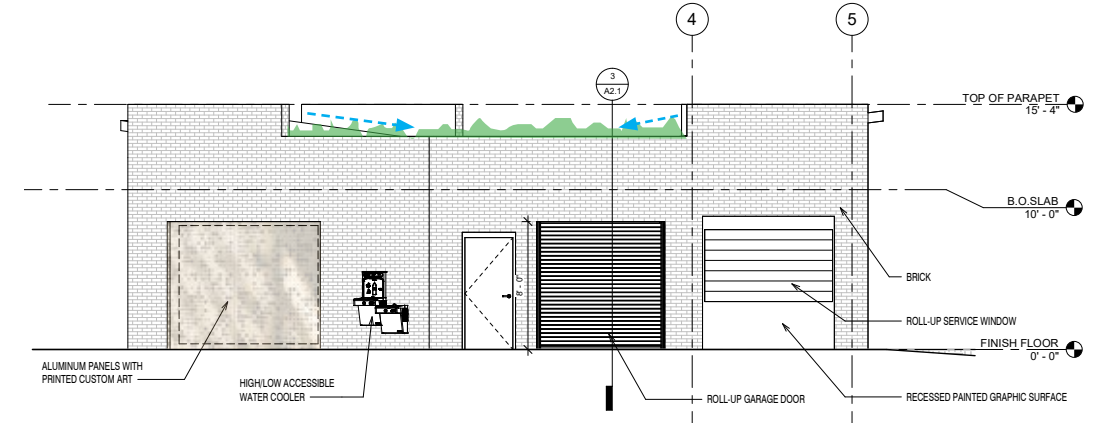
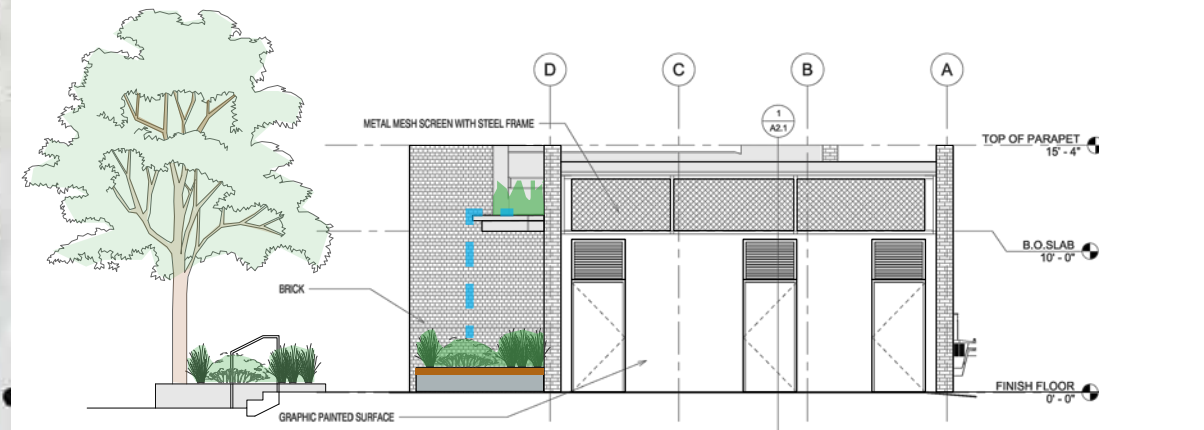
EXISTING PLAY	
PLAY	5,933 SF
PROPOSED PLAY	
PLAY	6,030 SF
PARKOUR	2,470 SF
TOTAL	8,500 SF

GOALS:

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



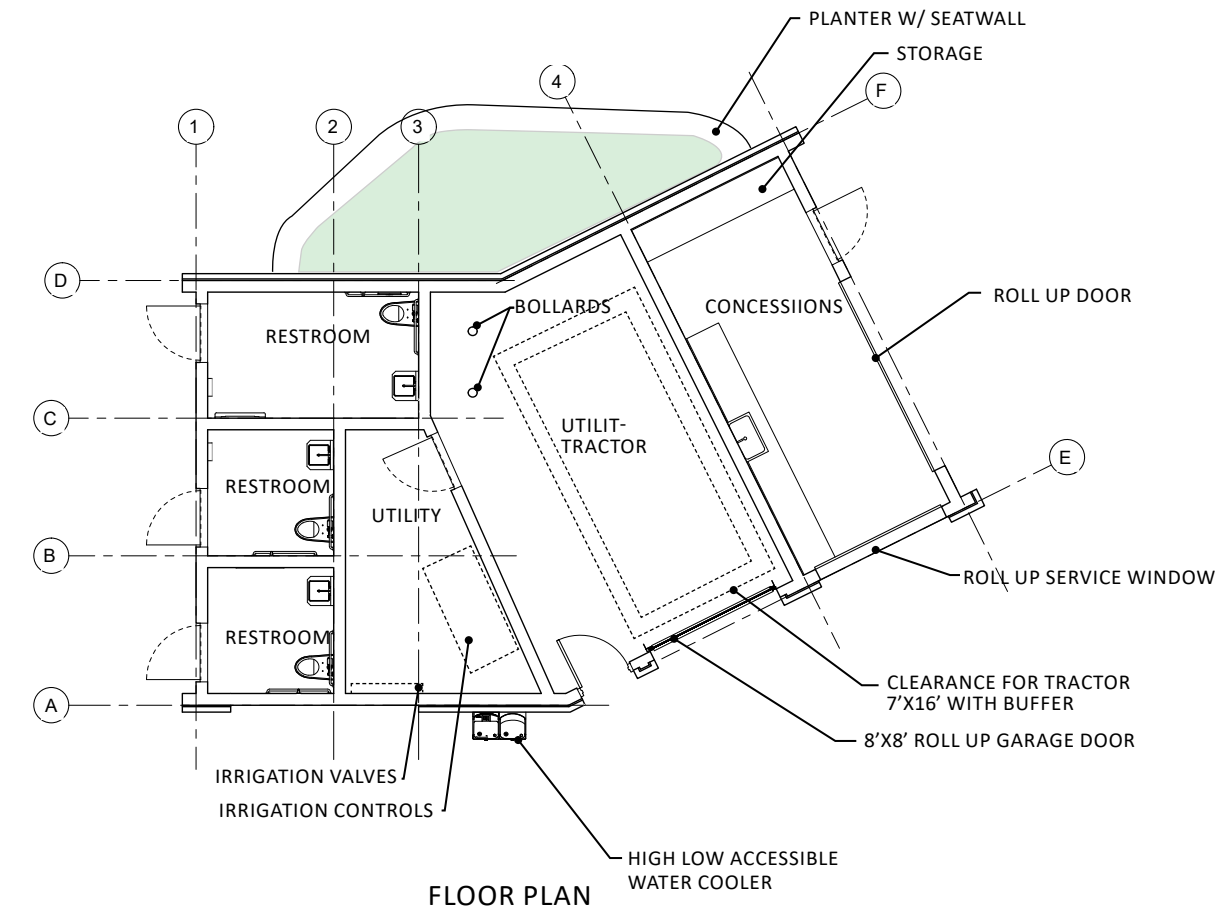
COMFORT STATION



COMFORT STATION



VIEW FROM THE PARKING LOT

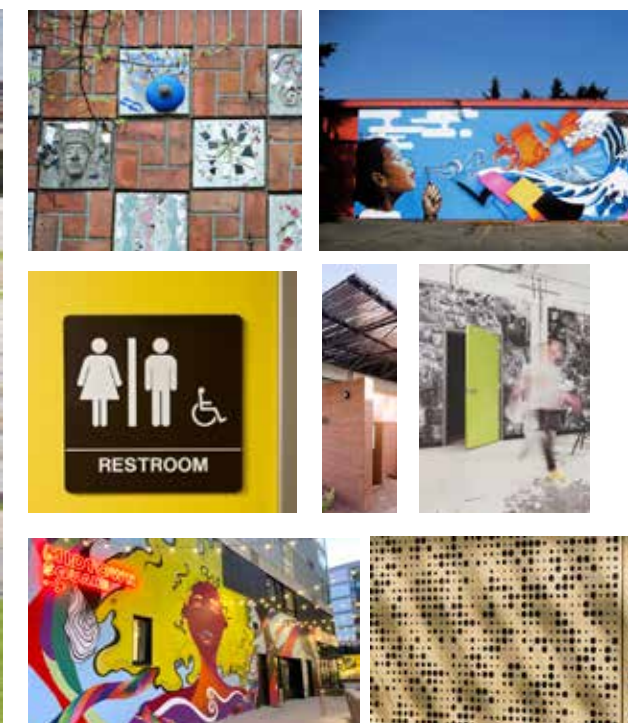


VIEW FROM THE PICNIC SHELTER



AERIAL VIEW LOOKING NORTHWEST

MATERIAL PALETTE

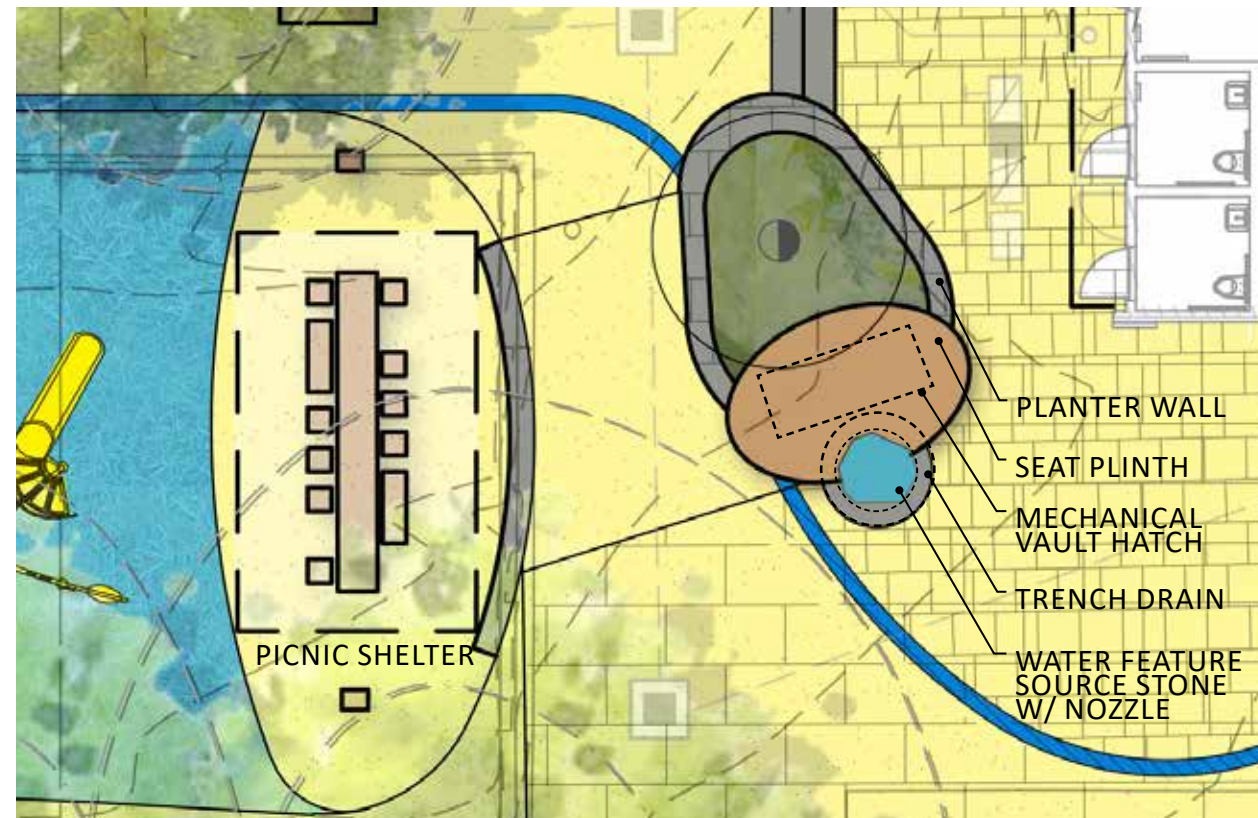


Brick, tile, signage, art, metal mesh, color

WATER FEATURE & PICNIC SHELTER

GOALS:

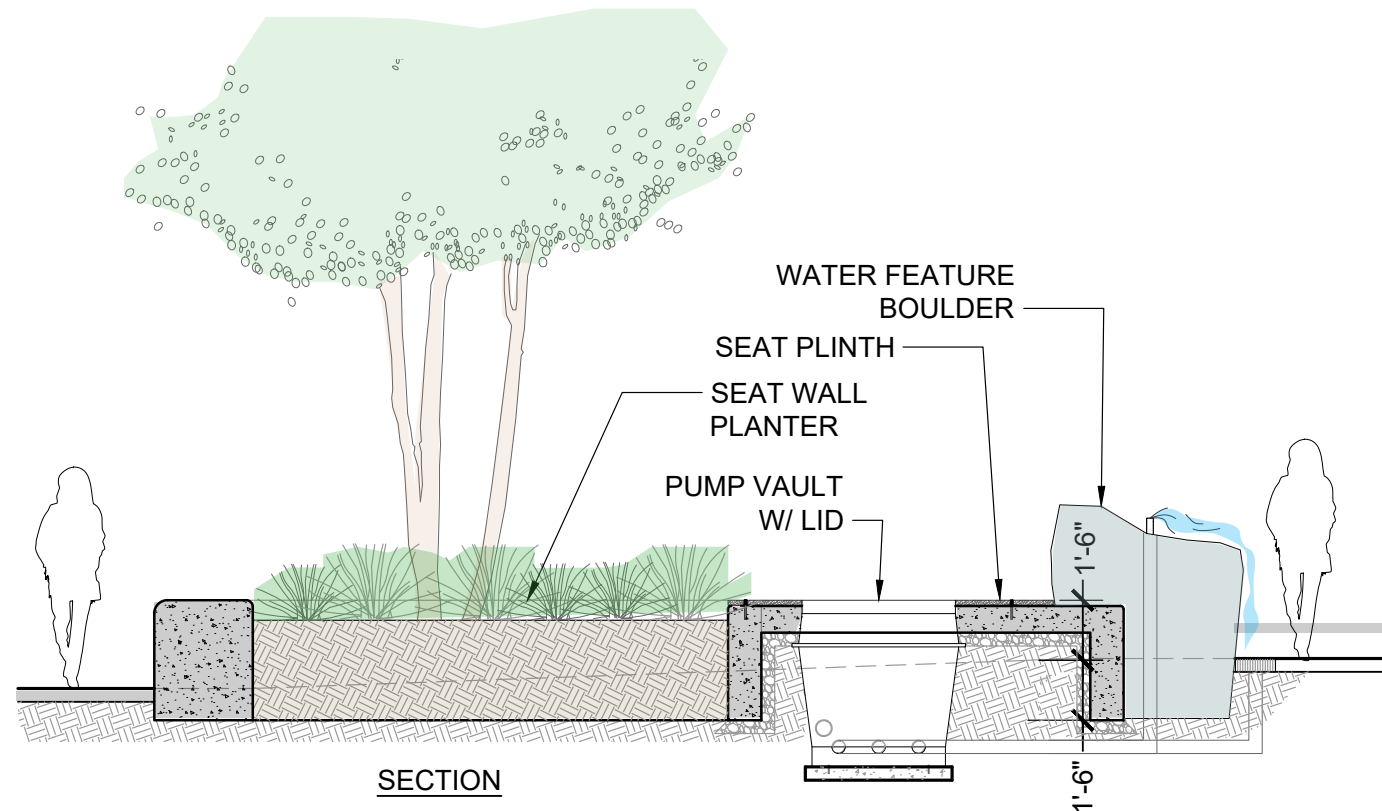
- Small Water feature w/ nozzle (Recirculating system)
- Pre-fabricated Picnic Shelter w/ large group table



PICNIC SHELTER



GROUP TABLE

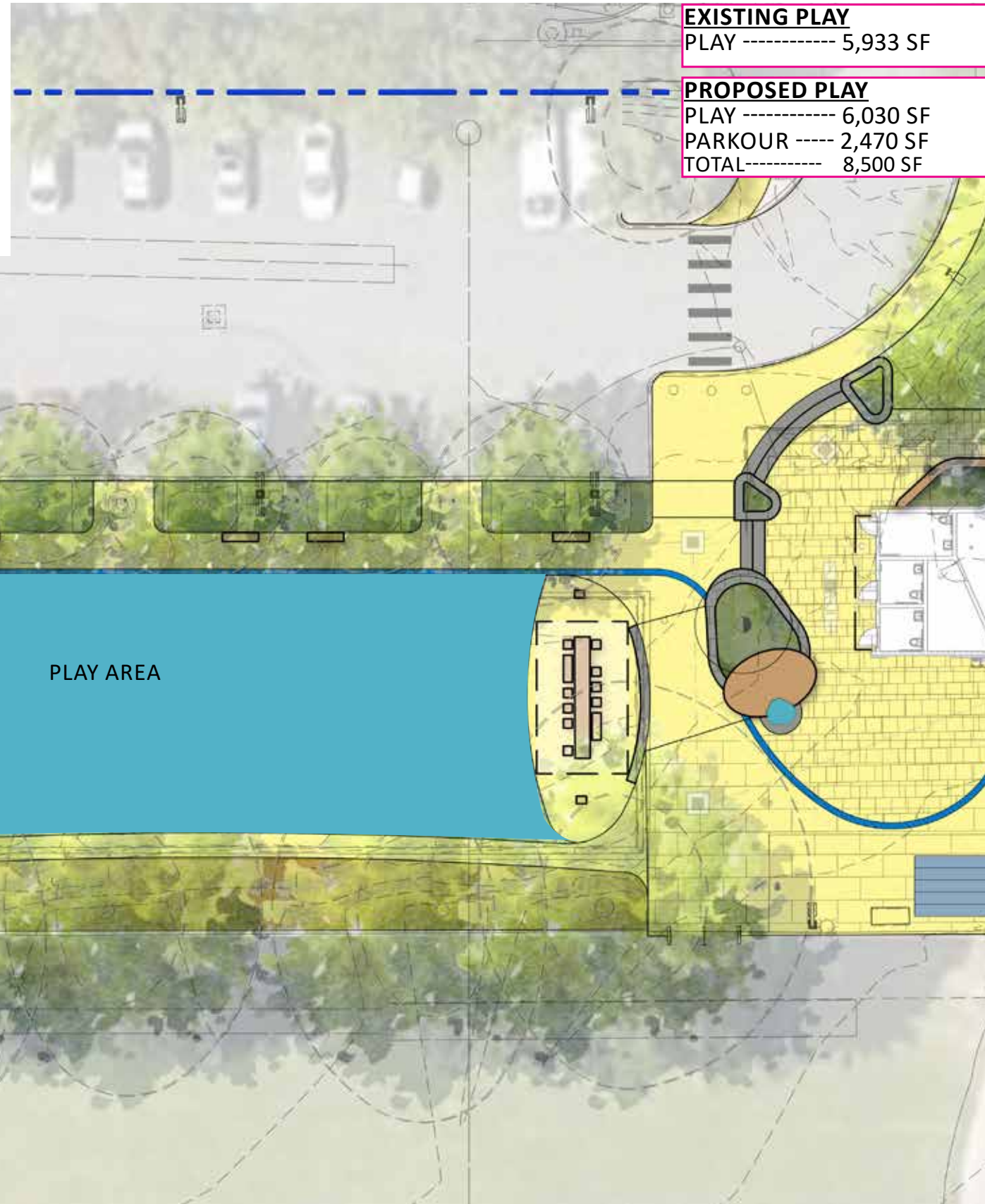


WATER FEATURE



GOALS:

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



COMMUNITY ENGAGEMENT

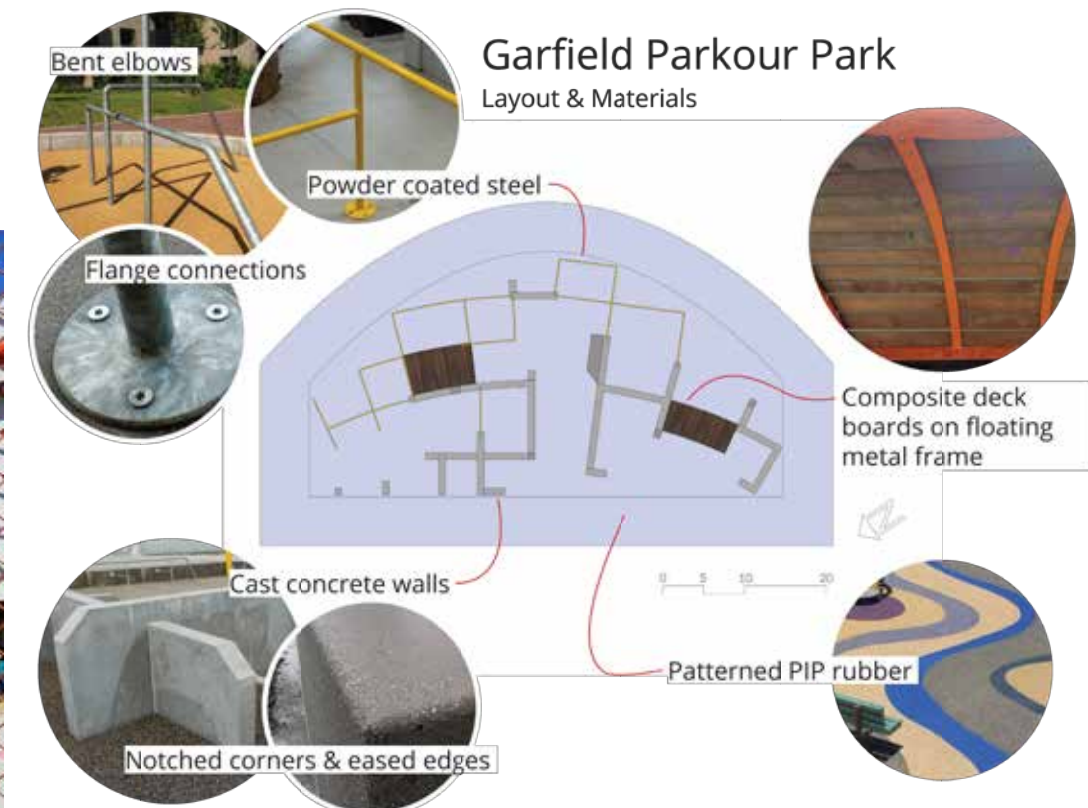
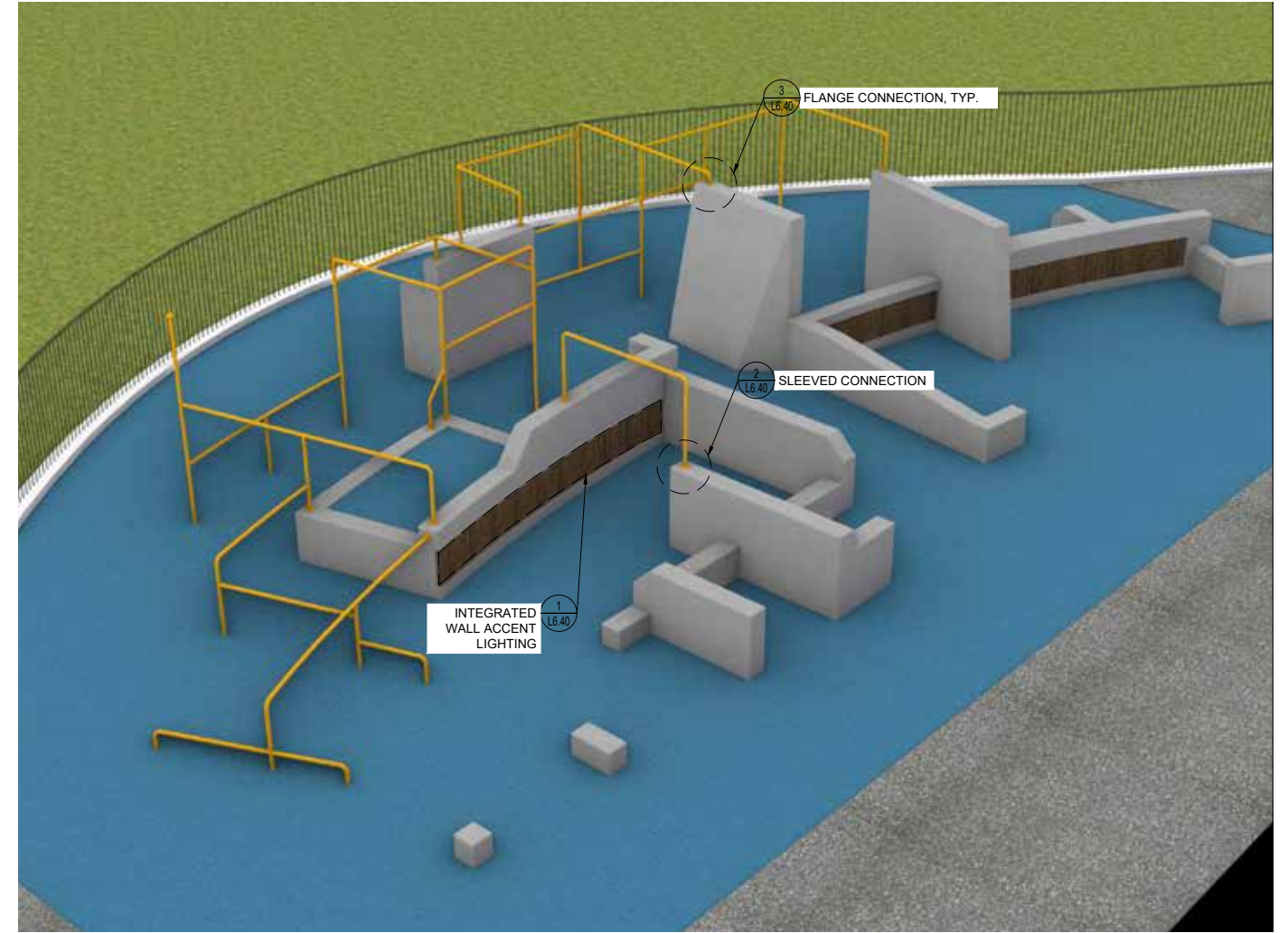
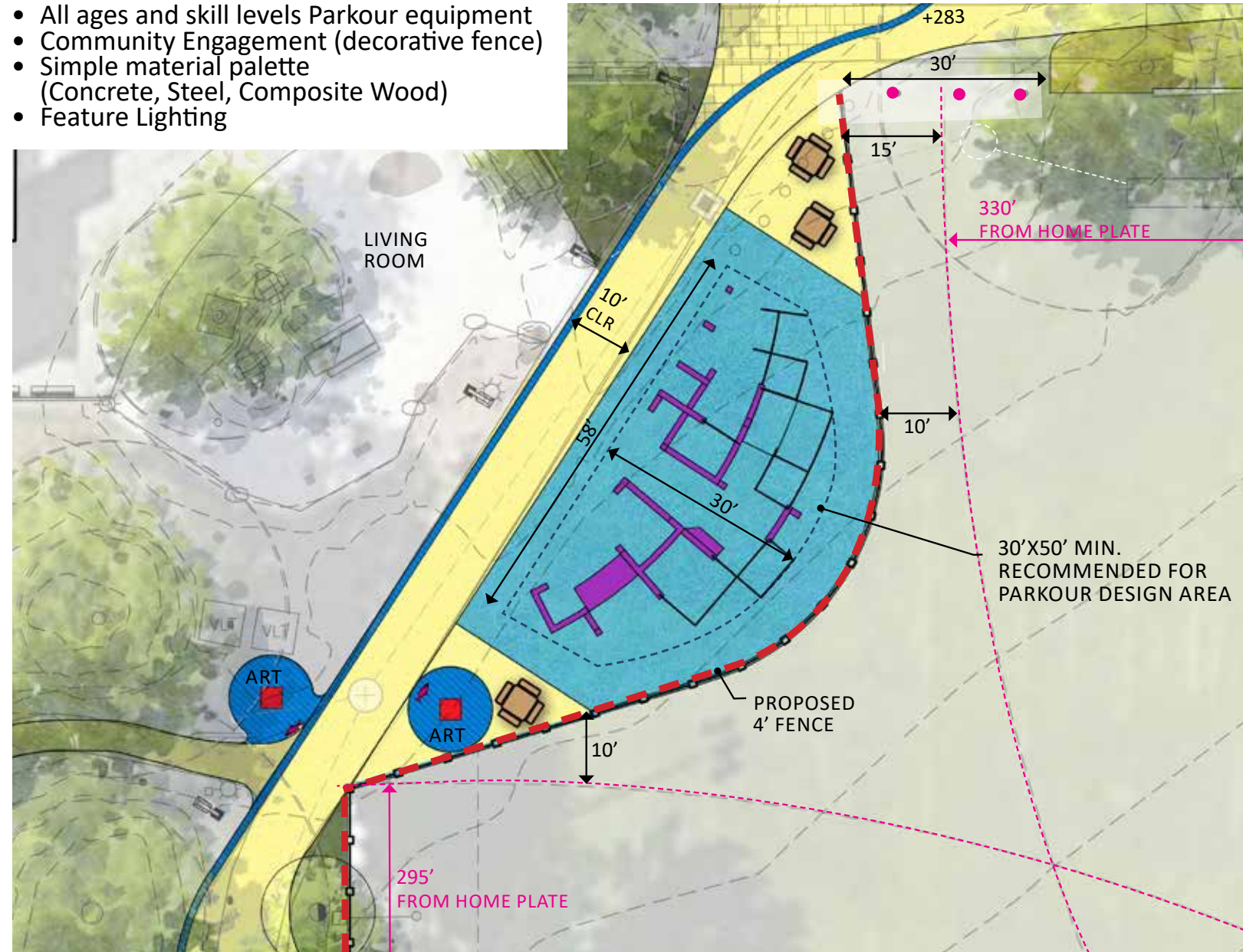


Ocean Giant L
PCT111031



GOALS:

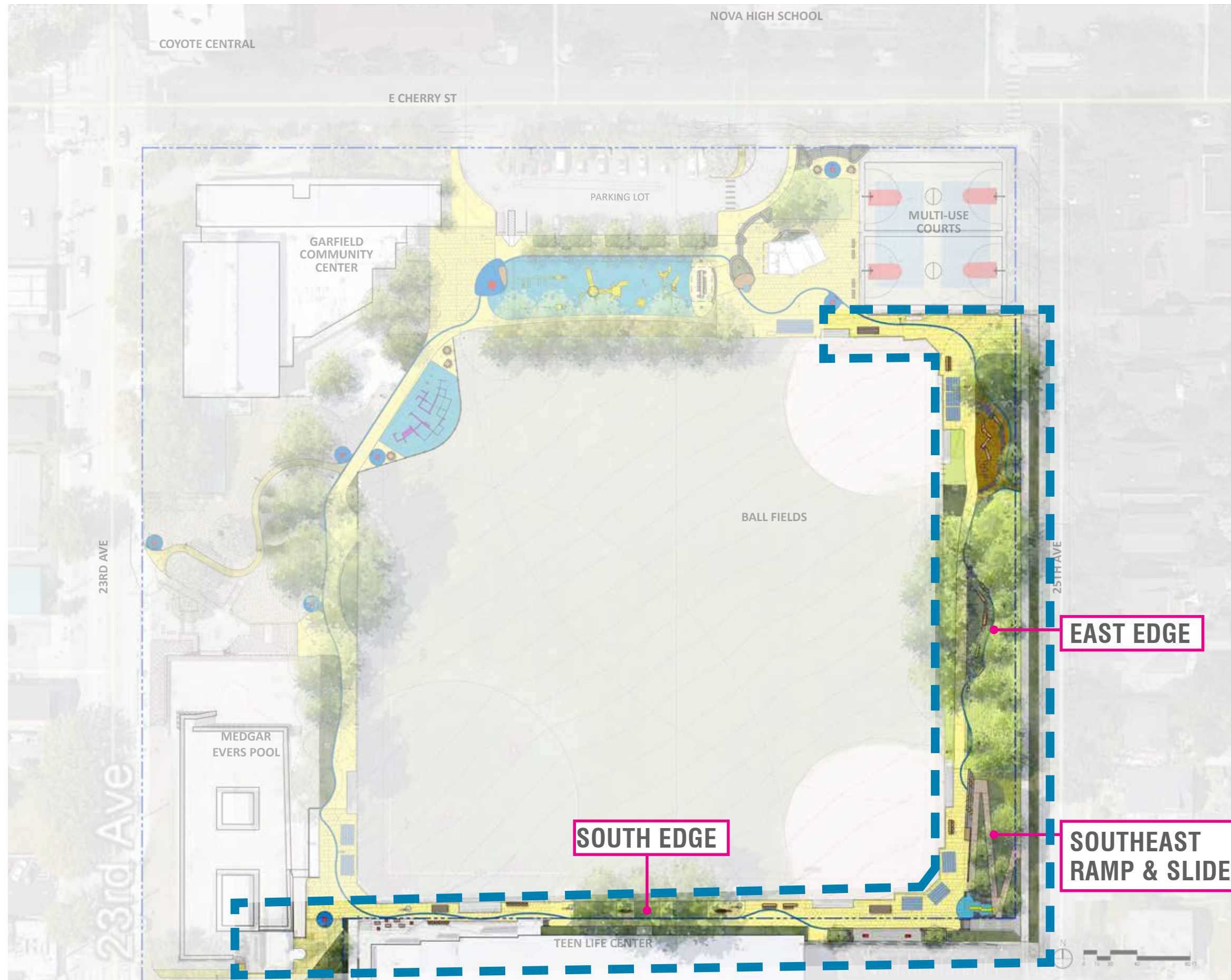
- All ages and skill levels Parkour equipment
- Community Engagement (decorative fence)
- Simple material palette (Concrete, Steel, Composite Wood)
- Feature Lighting



5 | CURRENT 30% DESIGN

South & East Site

SITE PLAN | SOUTH & EAST

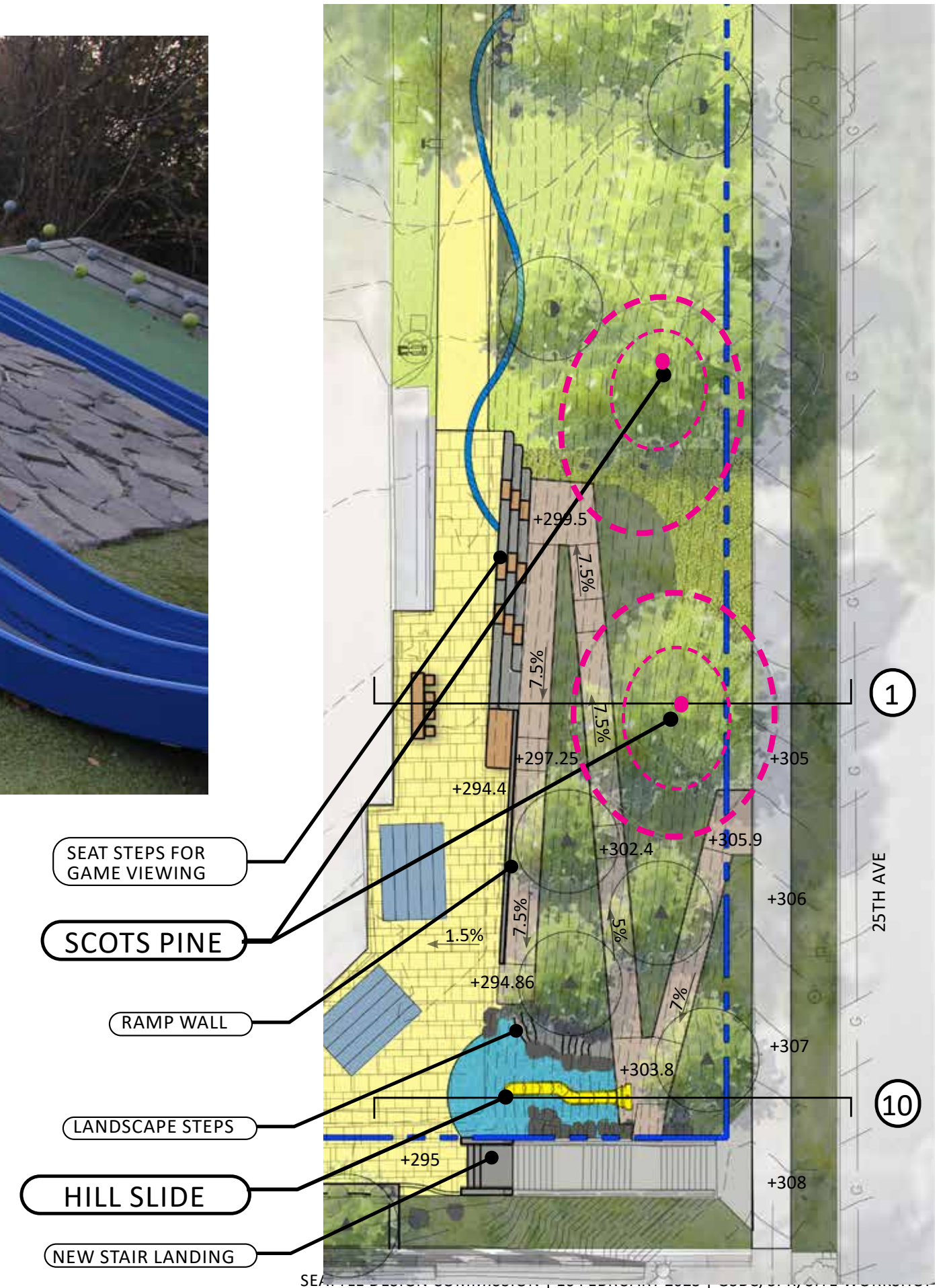


SOUTHEAST RAMP & SLIDE

HILL SLIDE



ACCESSIBLE RAMP



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



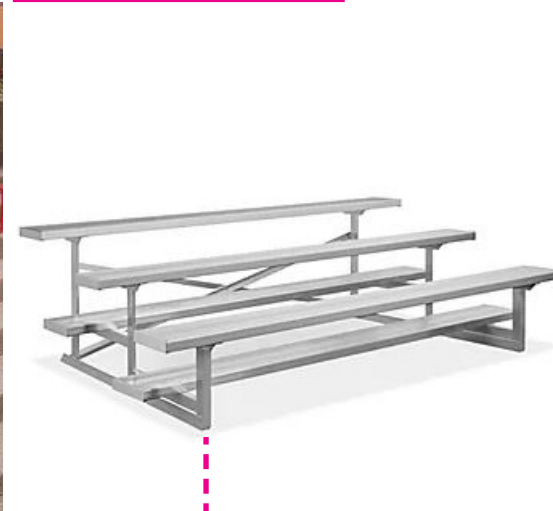
WOOD TOP SEAT



STEEL ARM REST



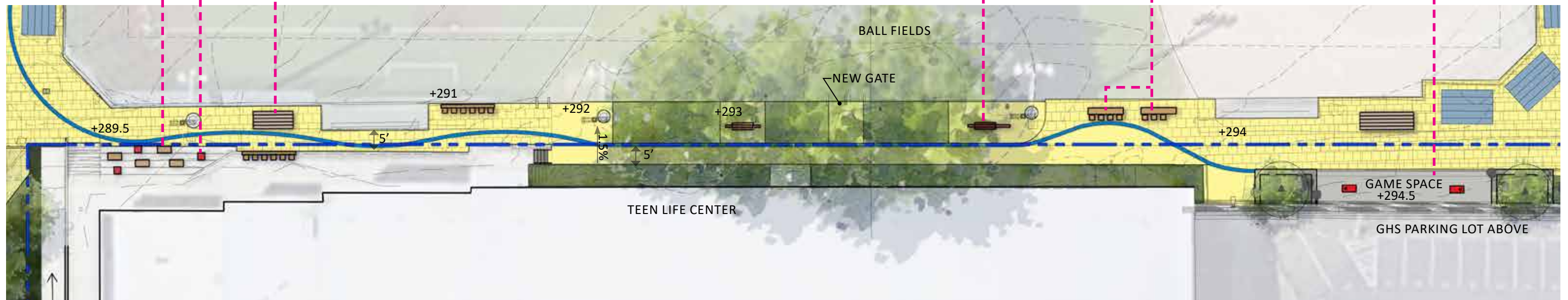
STEEL BLEACHERS



PORCH SWING



COUNTER HT TABLE



EAST SITE PLAN

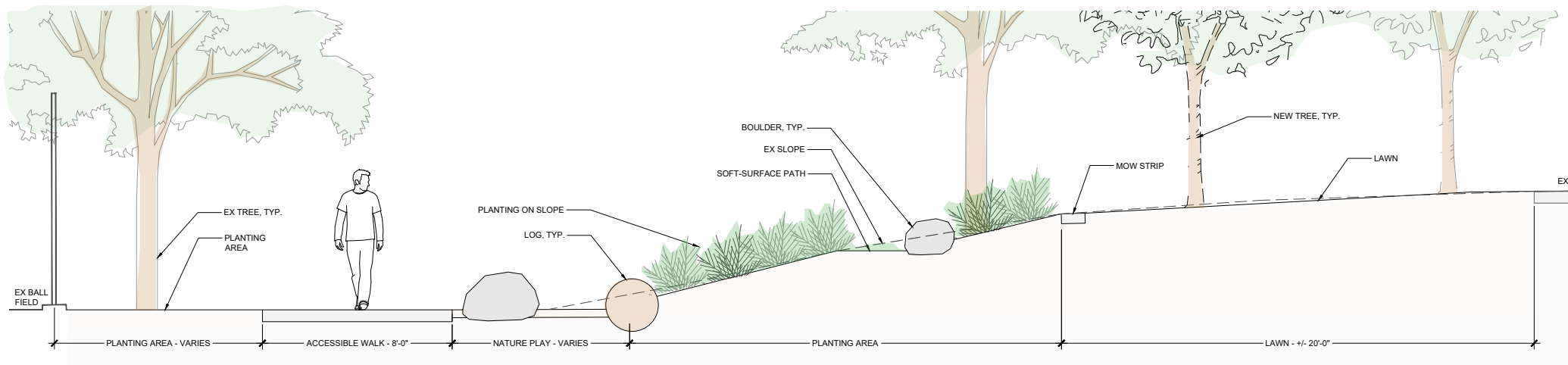
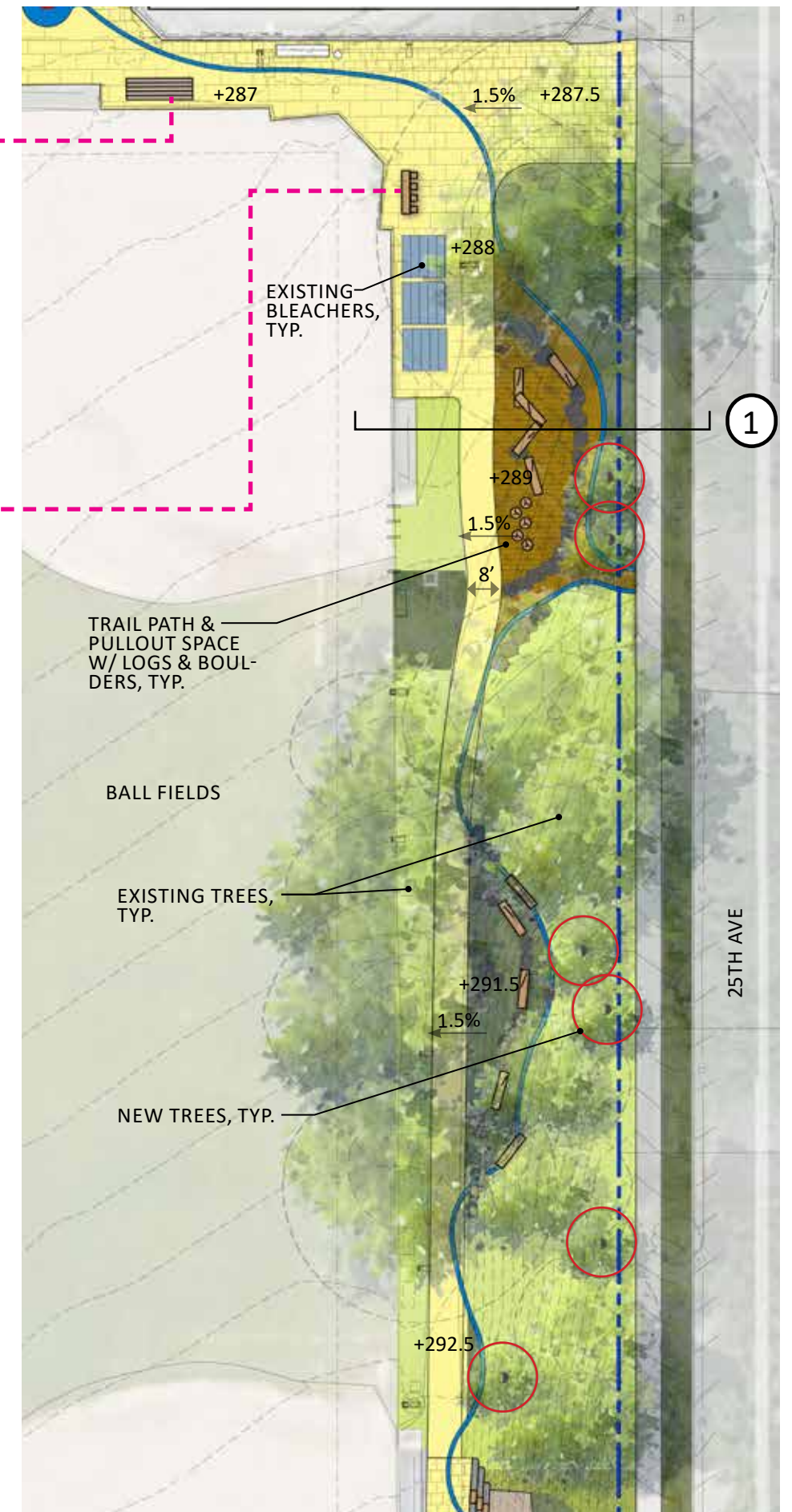
TRAIL PATH W/ LOGS & BOULDERS



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

January 21st and 28th – Public Arts Academy

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

February 16th - Seattle Design Commission Presentation

April 3rd – RFQ Call to artists