

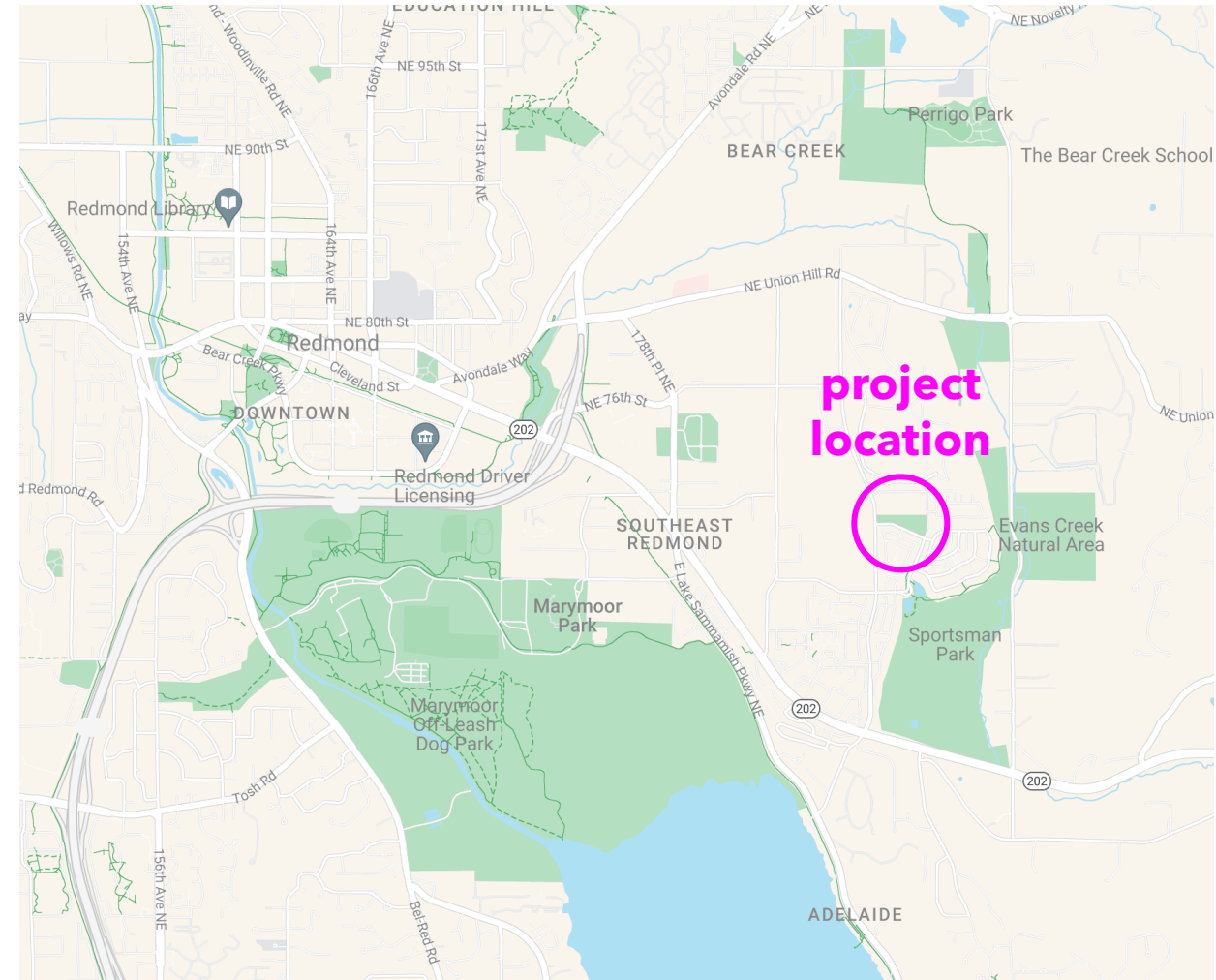
Southeast Redmond Neighborhood Park Master Plan

January 9, 2024



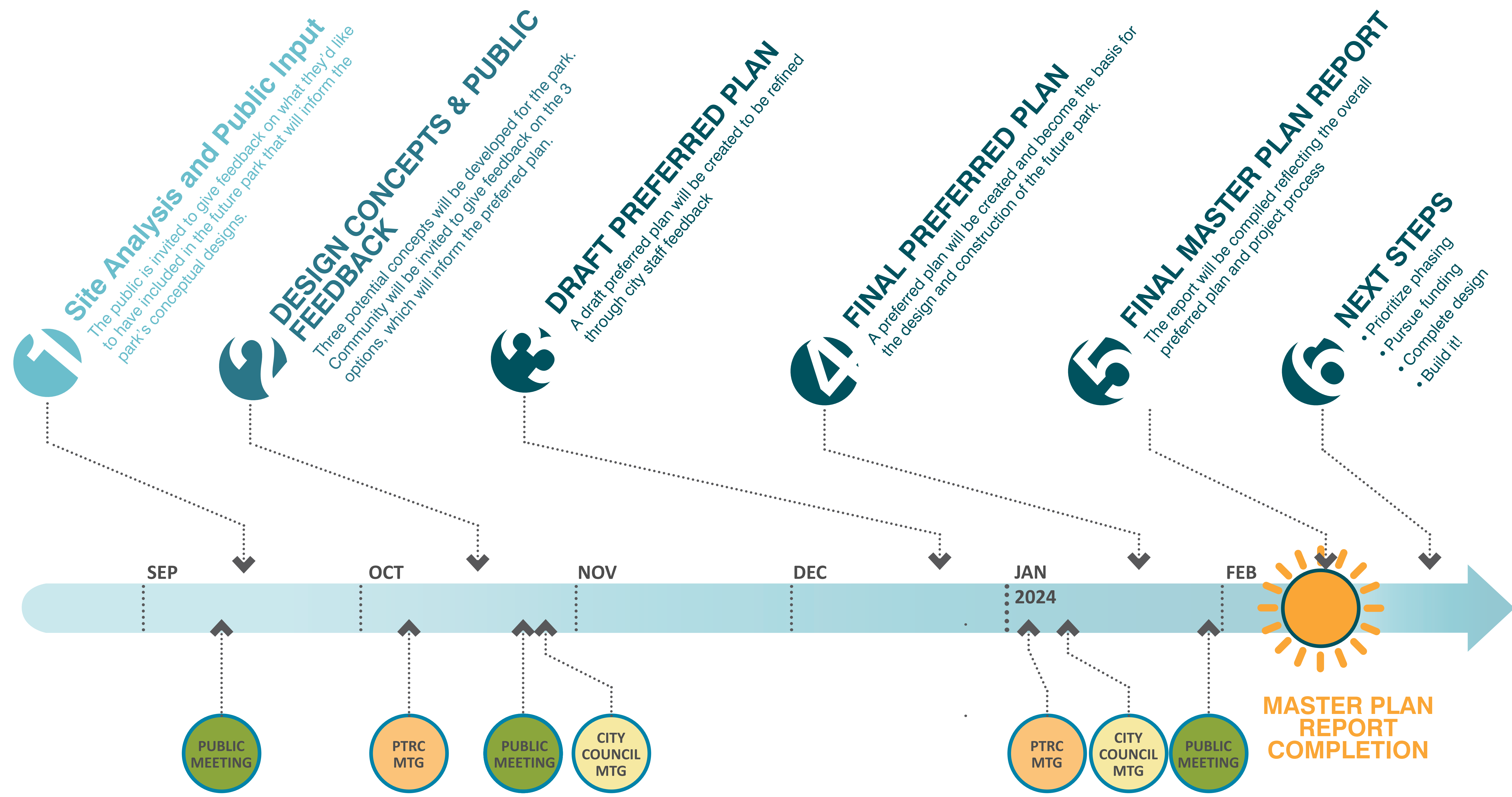
Agenda

- Process overview
- Three park design concepts
- Community feedback
- Refined concept
- Discussion



Purpose: Review the community feedback to date and suggest refinements to the draft preferred concept.

Project Schedule & Process



Public Meeting #1



Public Meeting #1 Feedback Summary

1. When you think about Southeast Redmond, what do you think about?

- “Best place in the world! Great neighborhood, friendly people, very accessible and lots and lots of kids running and playing.”
- “Where techies reach the edge of the wilds.”
- “Multi-generational active families who like to enjoy outdoors.”
- “Peaceful, natural/urban balanced together, kind and friendly community.”

Take-Aways: **Friendly, safe, family-oriented community.**
Urban meets **nature**. Peaceful.

2. What features do you hope the new park will have?

- “Open spaces - blend in with neighborhood features that appeal to all ages”
- “More features for teenagers & parents”
- “Trail, zip line, skating area”

Take-Aways: **Flexible** areas for sports, programming for **all ages** - especially **teens, adults, seniors, natural open spaces, places to skate.**

3. Do you have any concerns about the future park?

- “I hope they have more trees”
- “Too much light, too much non-neighborhood interest, too much pavement”
- “Noise from park usage, Ill maintenance after a few years”

Take-Aways: **Noise** buffering, focus on **local** neighborhood amenities, **parking, long term maintenance, safety** (esp. with structures).

4. What is missing from nearby parks?

- “Trees, trails”
- “Sitting area near play area for parents to sit”
- “Things to engage middle/high school kids”
- “Zip line, canopy area for shade”

Take-Aways: Space for **teens** and **adults, play area, shaded/covered areas, seating in a natural setting.**

5. What makes a park feel welcoming to you?

- “If you feel like you have escaped traffic + concrete”
- “The PNW feeling of tall, large trees, welcoming shade and cooler temps”
- “Buzzing with kids playing and enjoying”

Take-Aways: **Natural and open**, like an **escape** from the urban environment, welcoming to **all ages.**

6. What is your favorite park in the world? Why?

- “Farrel McWhittier - Love the trails and open areas”
- “Yet to come!”
- Gasworks in Seattle - has a mix of everything, and great views.
- “Lake Sammamish Park - love zipline and play surface & Totem Lake Park - love color, games, very wild”

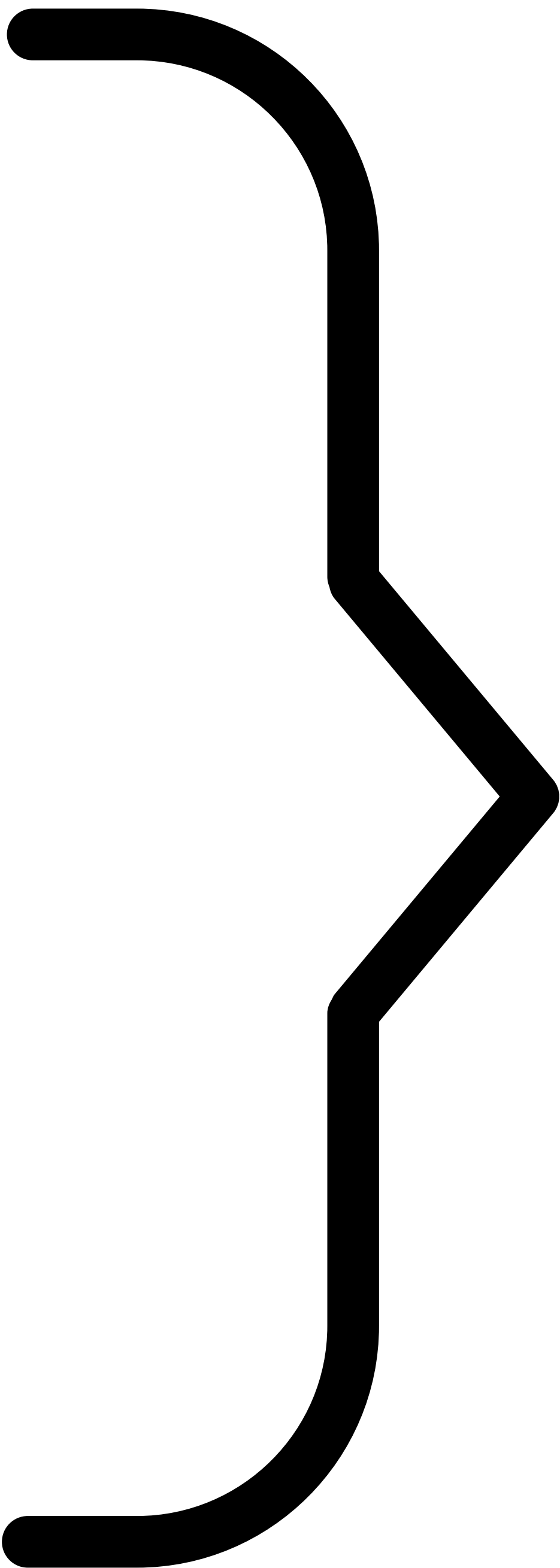
Take-Aways: Top features include **trails, open space, zipline, feeling like a break from the city.**

Design Process

PRELIMINARY CONCEPT PLANS



COME TOGETHER TO BECOME...

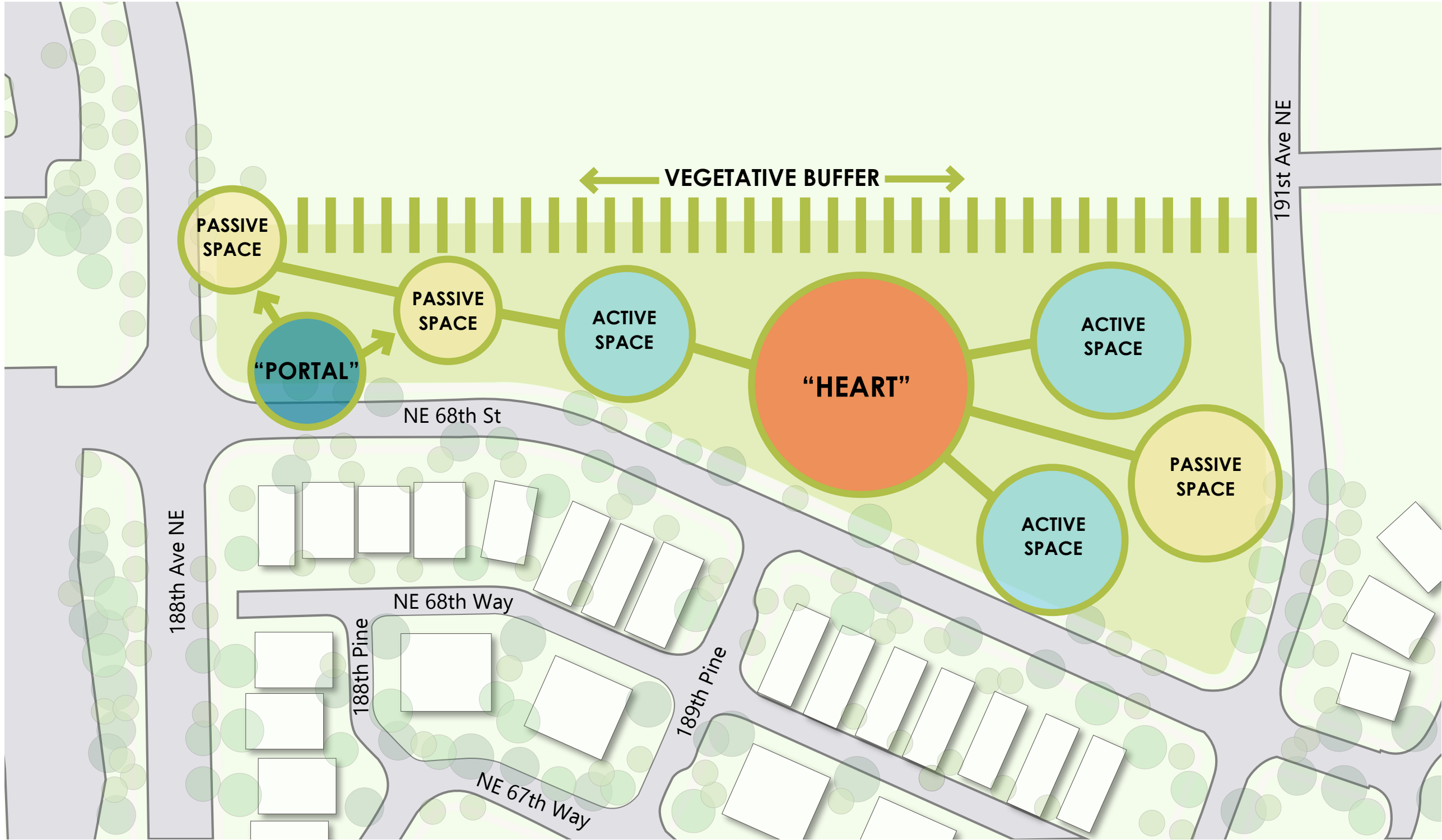


YOUR NEIGHBORHOOD'S FUTURE:



Core Concepts

Park Organization



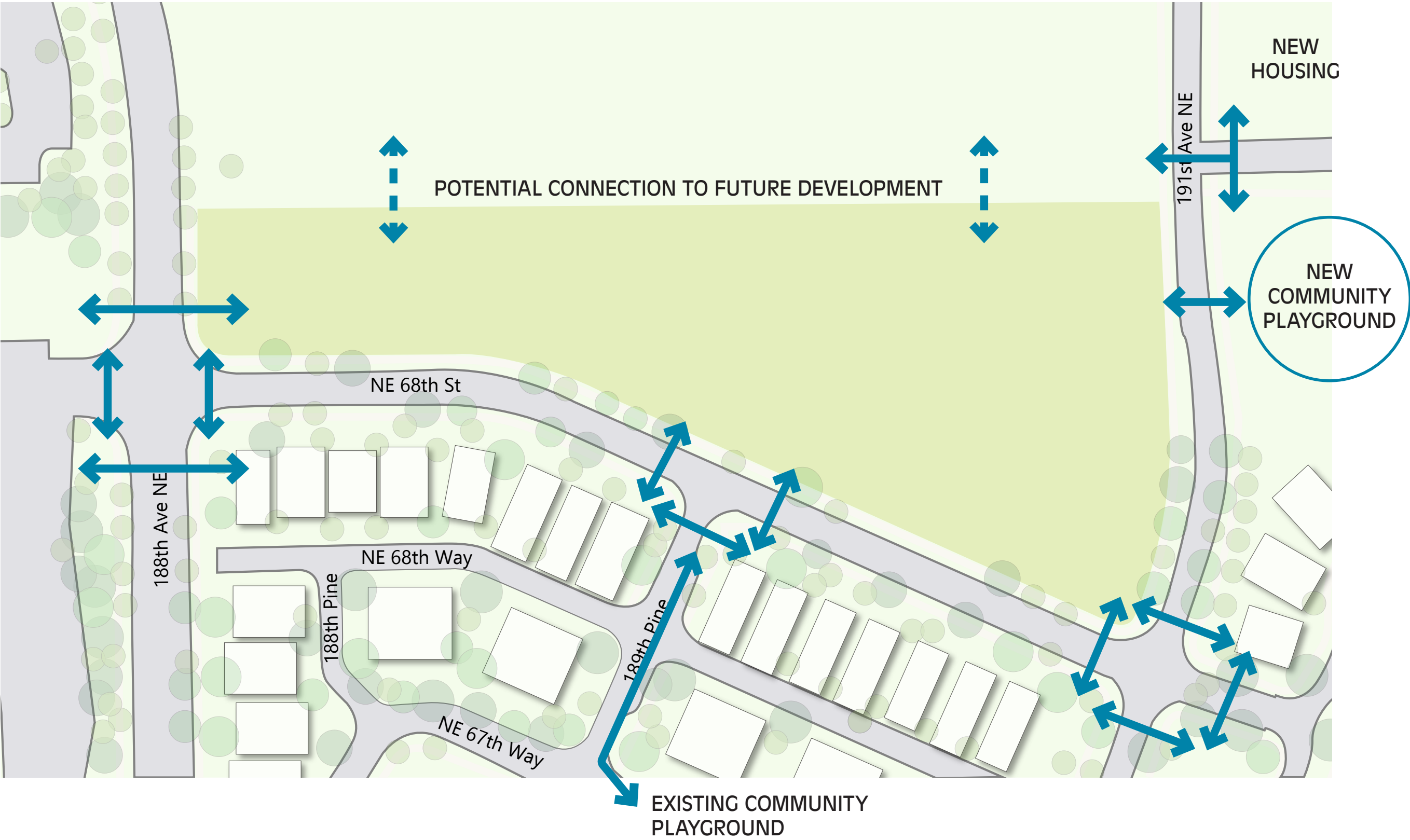
Re-forestation / Re-naturing



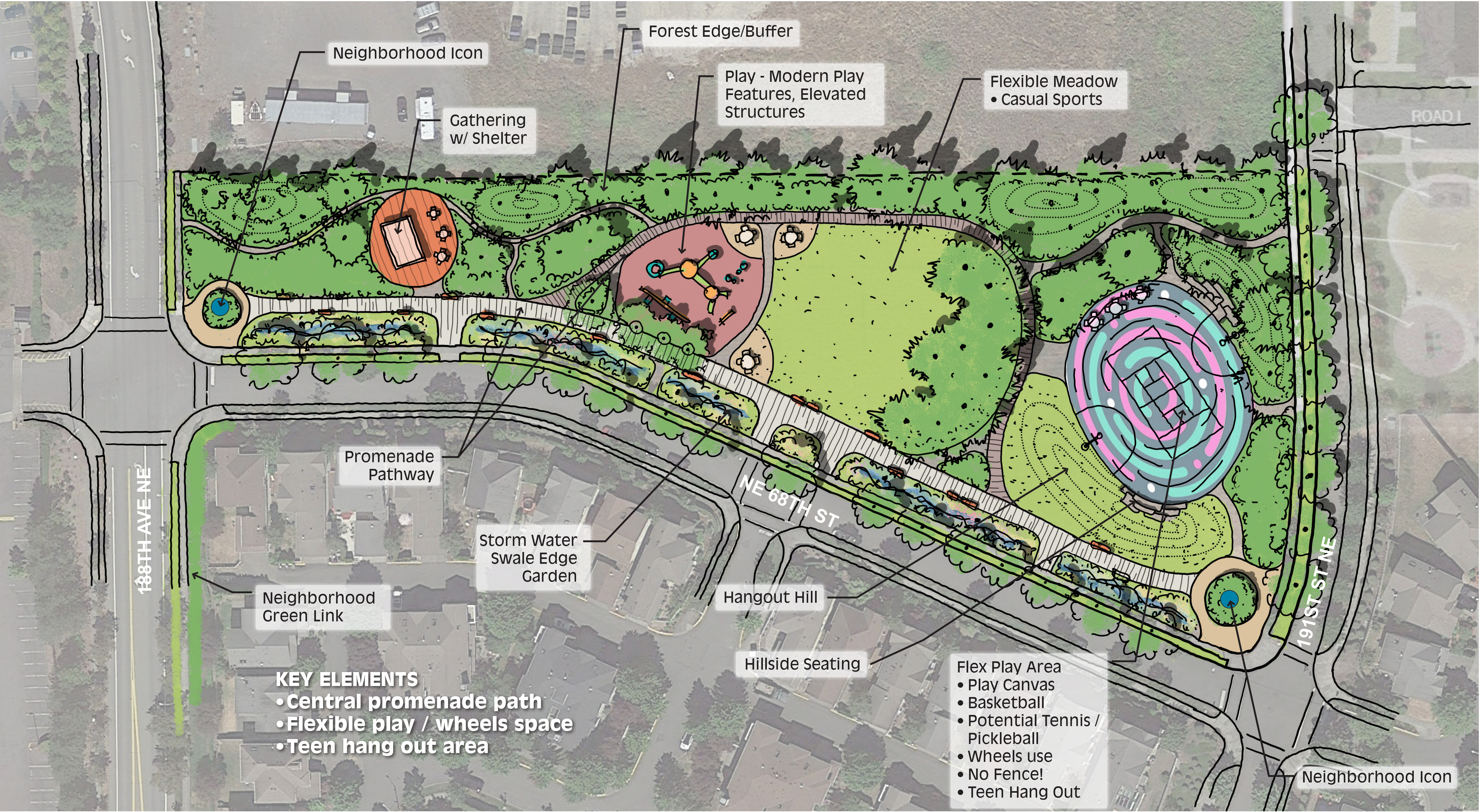
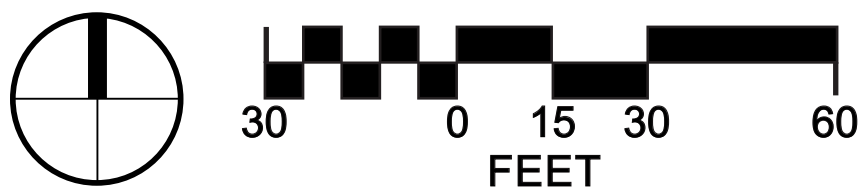
Regional Connectivity



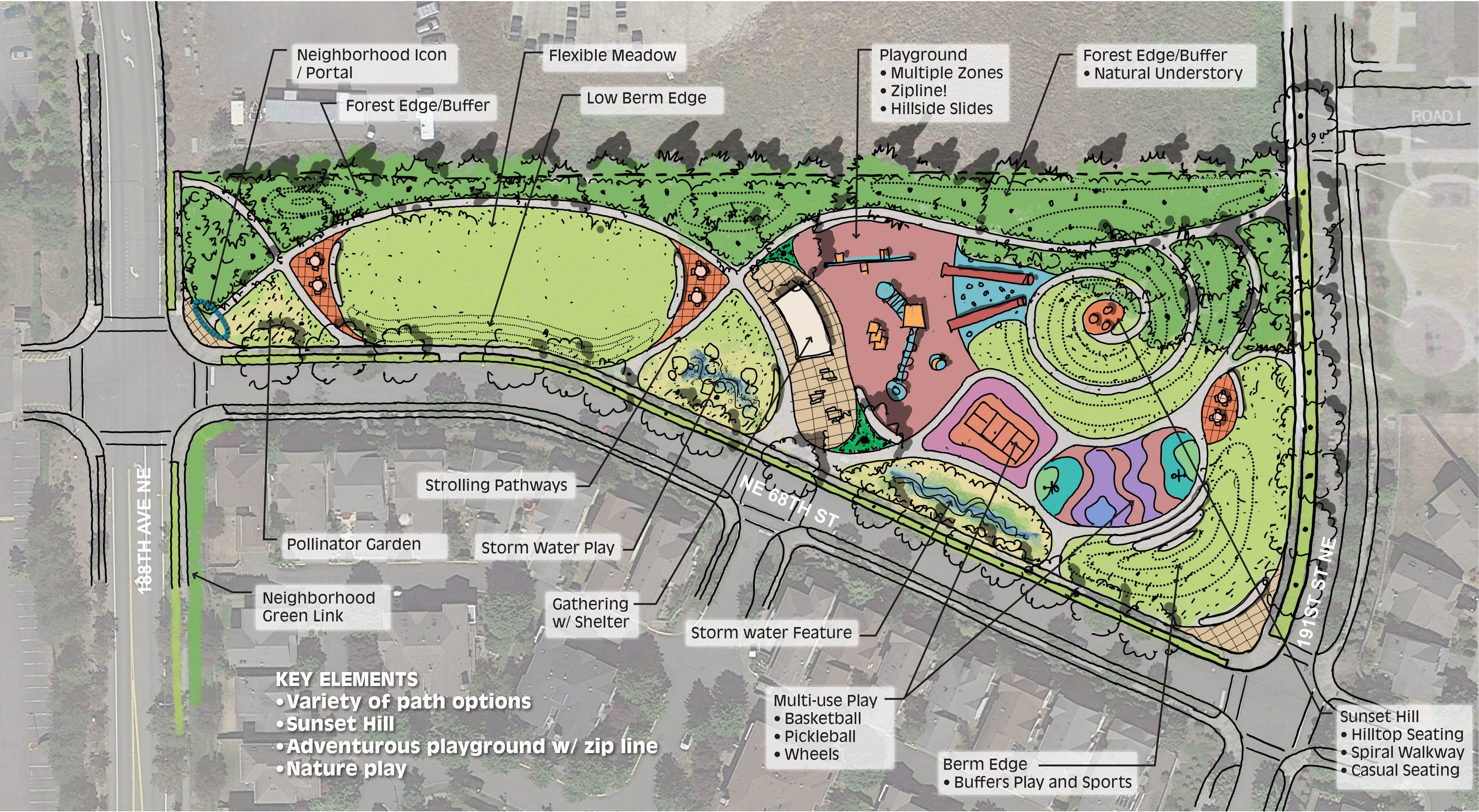
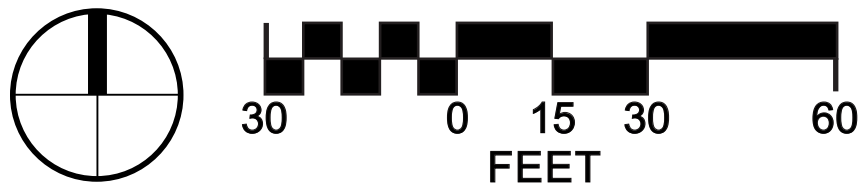
Local Connectivity



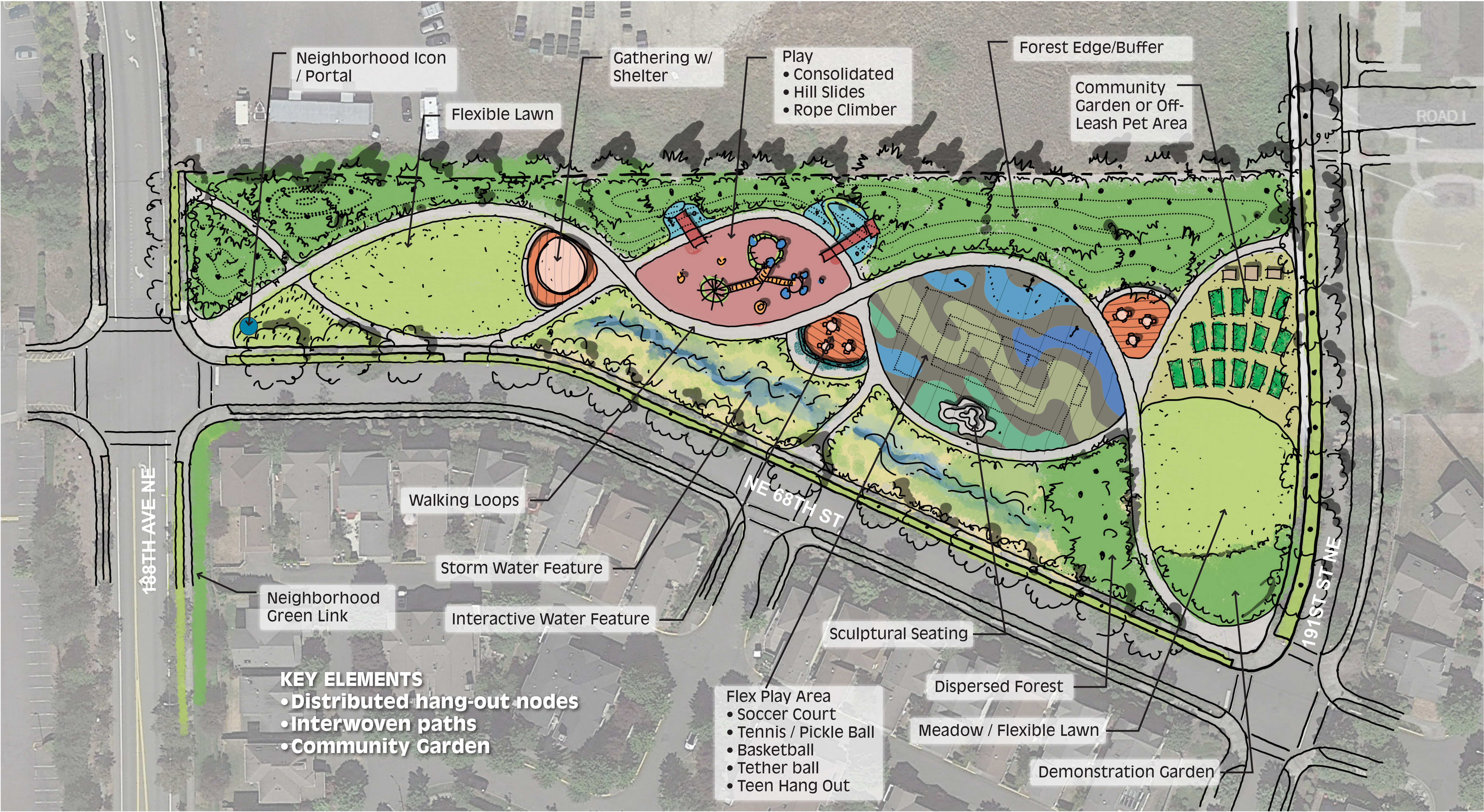
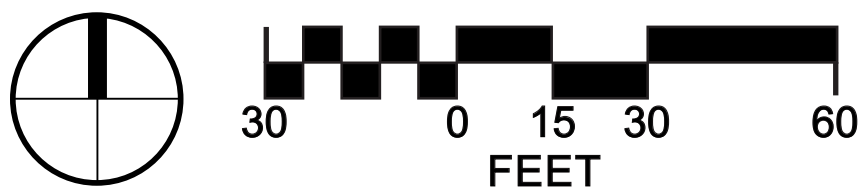
Design Concept #1: Contemporary Promenade



Design Concept #2: The Wilds



Design Concept #3: Threads (a.k.a. "Friendship Bracelet")



Community Response

193 SURVEY
RESPONSES!!

PARK DESIGN CONCEPT



DESIGN CONCEPT #2: THE WILDS

- Overall preferred concept plan
- Sunset Hill!
- Variety of circulation options
- Overall arrangement of features
- Large gathering near playground
- Stormwater / nature play opportunities

Park Character:

Take-Aways: Desire for **natural spaces** that ‘feel Pacific Northwest’. Engage **all-age** groups. Walking and biking **paths**. Sunset viewing. **Zip line**. **Gathering spaces near play areas**.

Park Amenities:

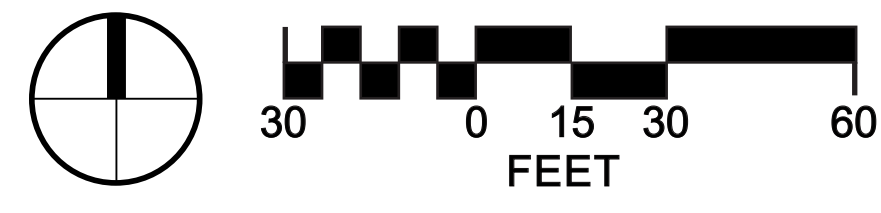
Take-Aways: **Community garden**, **flexible** spaces for multiple sports, **sunset hill**, walking/biking/skating/running **paths**, **zipline**, off-leash area, **covered gathering area**, **natural spaces**

Other Considerations:

Take-Aways: **Lighting** should be integrated (also, string lights for dreary days!). More **pollinator/ natural planted areas**. **Creative playground** and place to get **muddy**. **Art**. Roller blading pathway. Bike parking & bike share program. **Meditation**. **Urban foraging**.

Preferred Plan

Overall Park Plan



LEGEND

- | | |
|--|--|
| 1 Flexible Play Lawn | 12 Sunset Hill with Accessible Pathway |
| 2 Community Garden | 13 Hilltop Perch |
| 3 Neighborhood Icon | 14 Re-Natured Buffer |
| 4 Gathering Node | 15 Zipline |
| 5 Covered Gathering Space with Seating Platforms & Picnic Tables | 16 Play Zone <ul style="list-style-type: none">• 5-12+ Play• Slides• Swings• Climbing Feature |
| 6 Stormwater Feature | 17 2-5 Play |
| 7 Pollinator Garden | 18 Informal Stone Stair Connection |
| 8 Flexible Play Zone | 19 Potential Future Honey Bucket Location with Wood Screen Surround |
| 9 Basketball Hoops | |
| 10 Pickleball Court | |
| 11 Berm with Sculptural Seating | |

Re-Wilding & Park Ecology

Existing Site



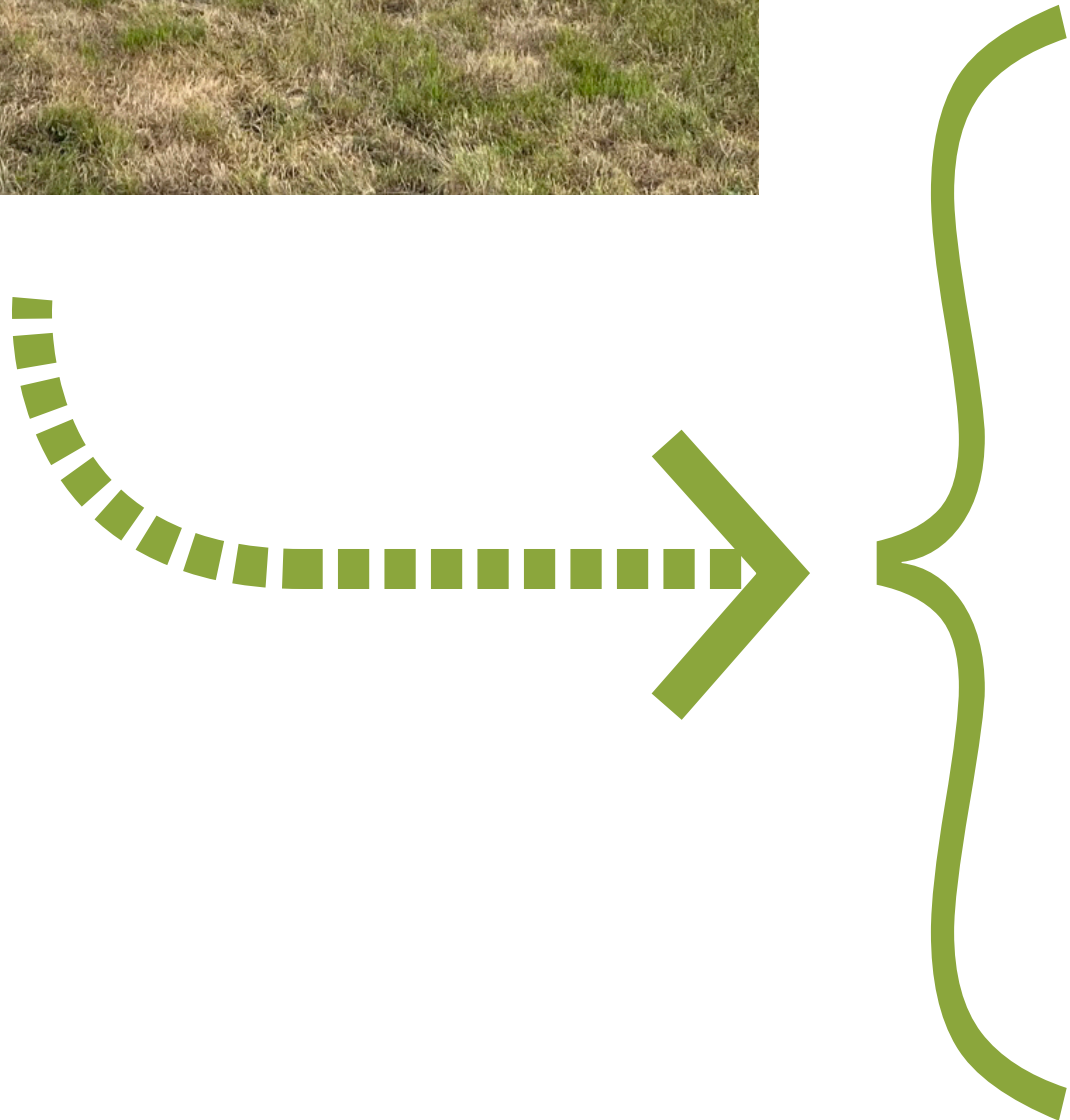
Proposed Plan



Enhanced stormwater management with functional and beautiful rain gardens



Re-forestation / re-naturing with new trees



Enhanced vegetation diversity and provide pollinator planting with seasonal flowering perennials



Restore understory with native northwest planting

Sunset Hill & Perch

- 1

Grassy hillside for sledding, rolling, and 'hangin'
- 2

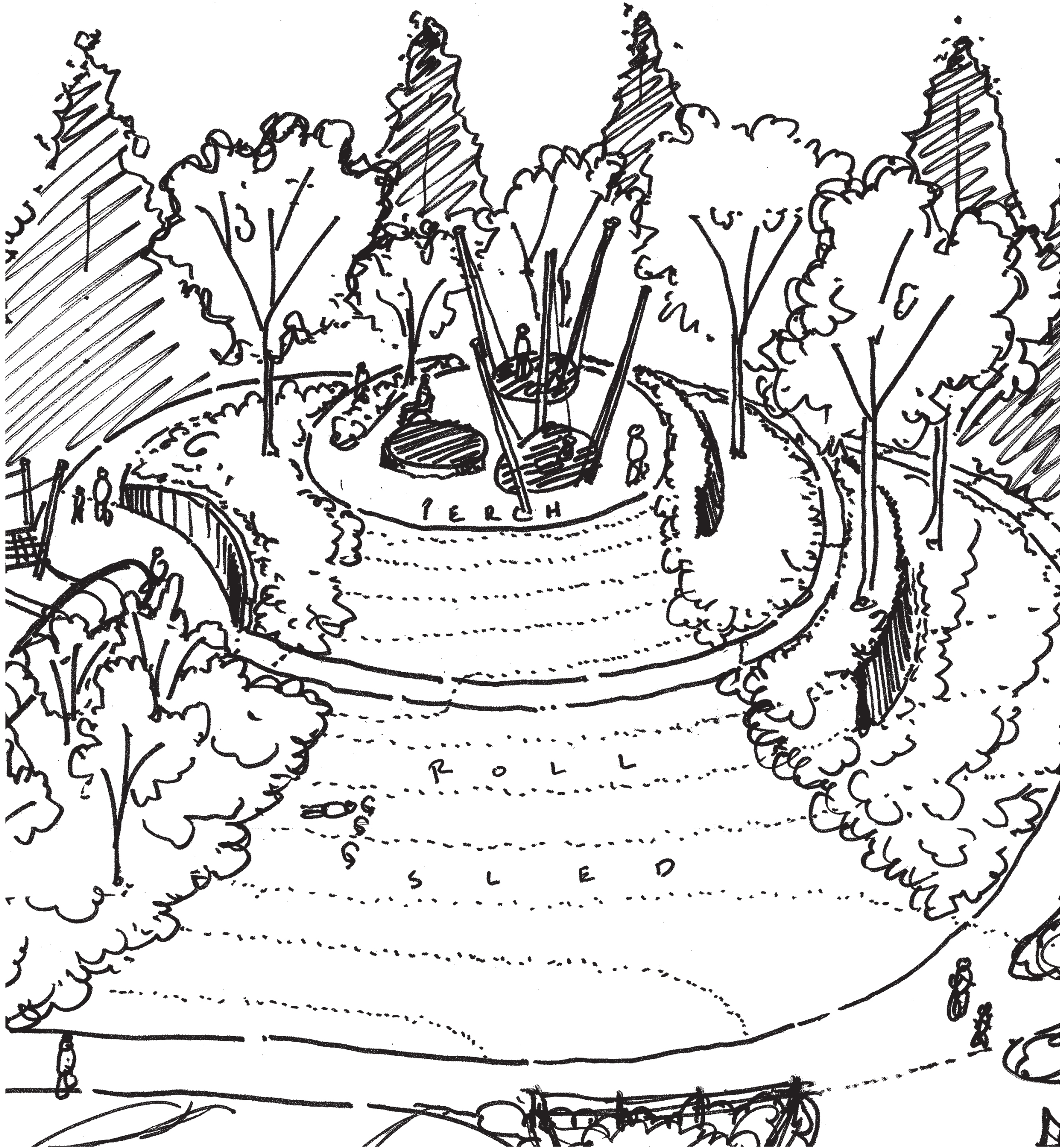
Hillside play zone
- 3

Accessible path to hill top
- 4

Hill-top perch gathering space w/ seating
- 5

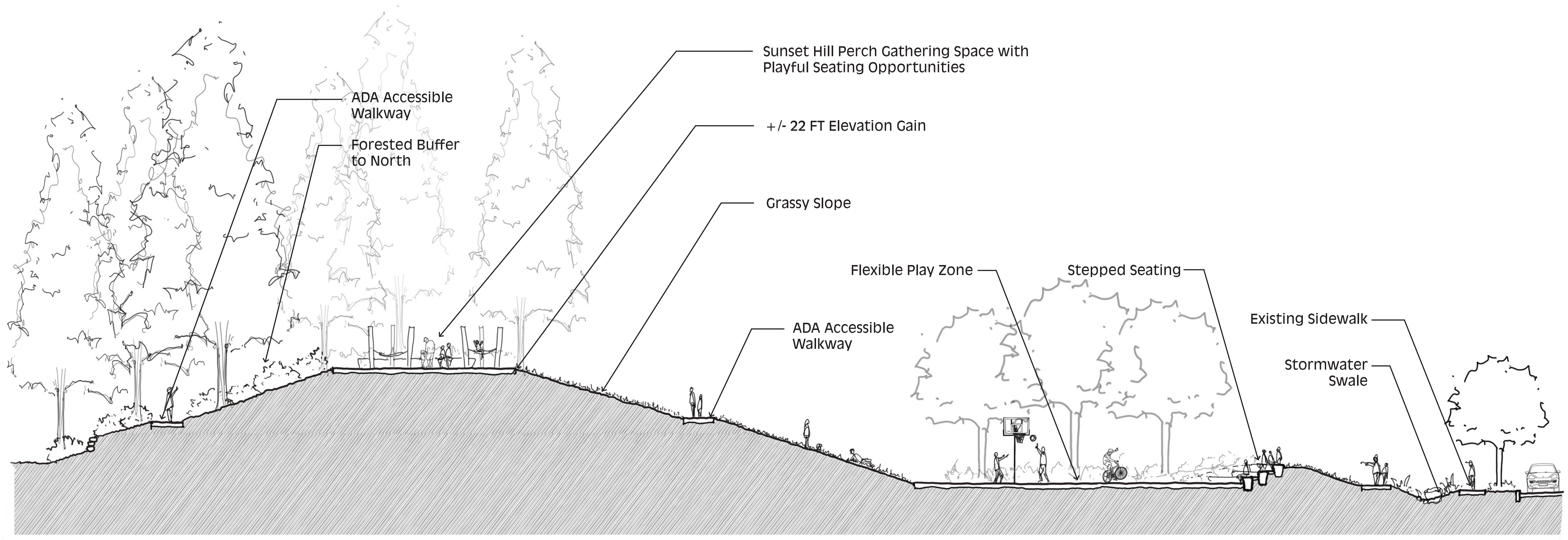
Informal stair connector
- 6

Forest buffer



Sunset Hill & Perch

Concept Section



Playground & Gathering

- 1

Covered Gathering Space
with Seating Platforms &
Picnic Tables
- 2

Zipline
- 3

2-5 Play Zone
- 4

5-12 Play Zone
- 5

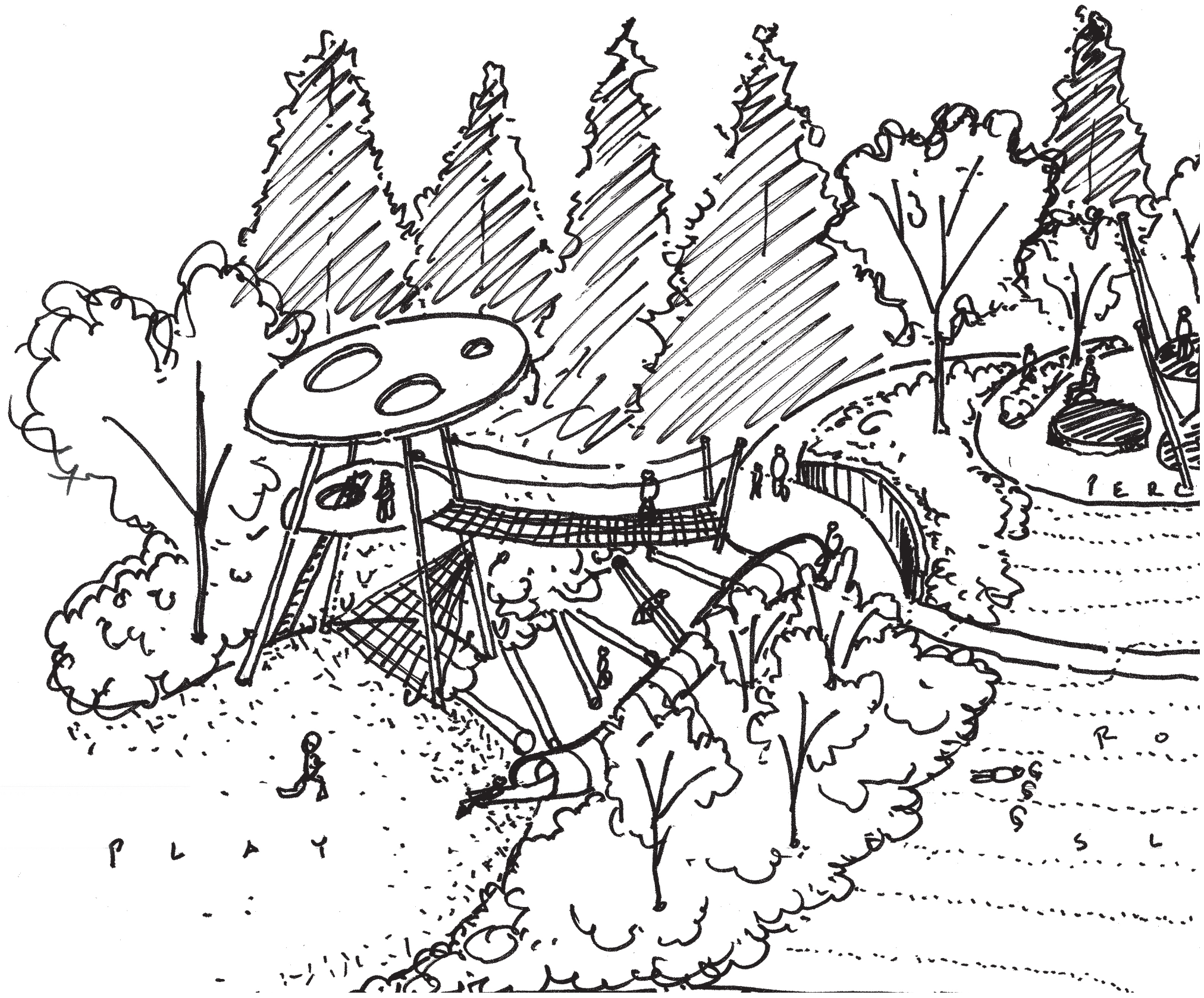
Hill Slides and Climbing
Scramble
- 6

Swings
- 7

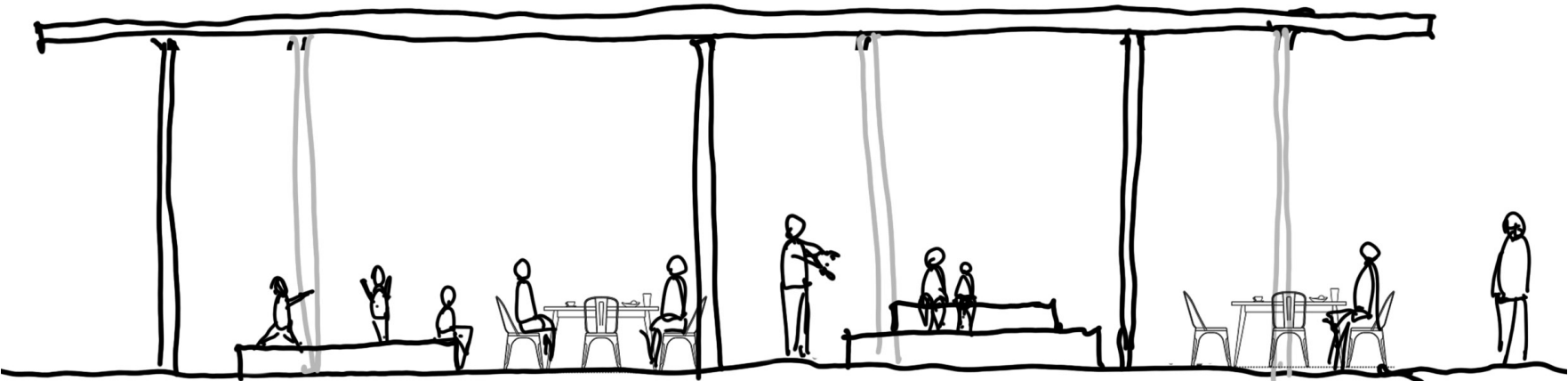
Stair Connection to Hill Path and
Upper Slide Landing
- 8

Nature Play Zone & Stormwater
Feature
- 9

Neighborhood Entry Gateway



Sketch Section at
Covered Gathering



Flexible Play & Teen Hang

- 1

Paved Flexible Play Zone with Painted Graphics
- 2

Informal Basketball Hoops
- 3

Pickleball court and additional flexible play space
- 4

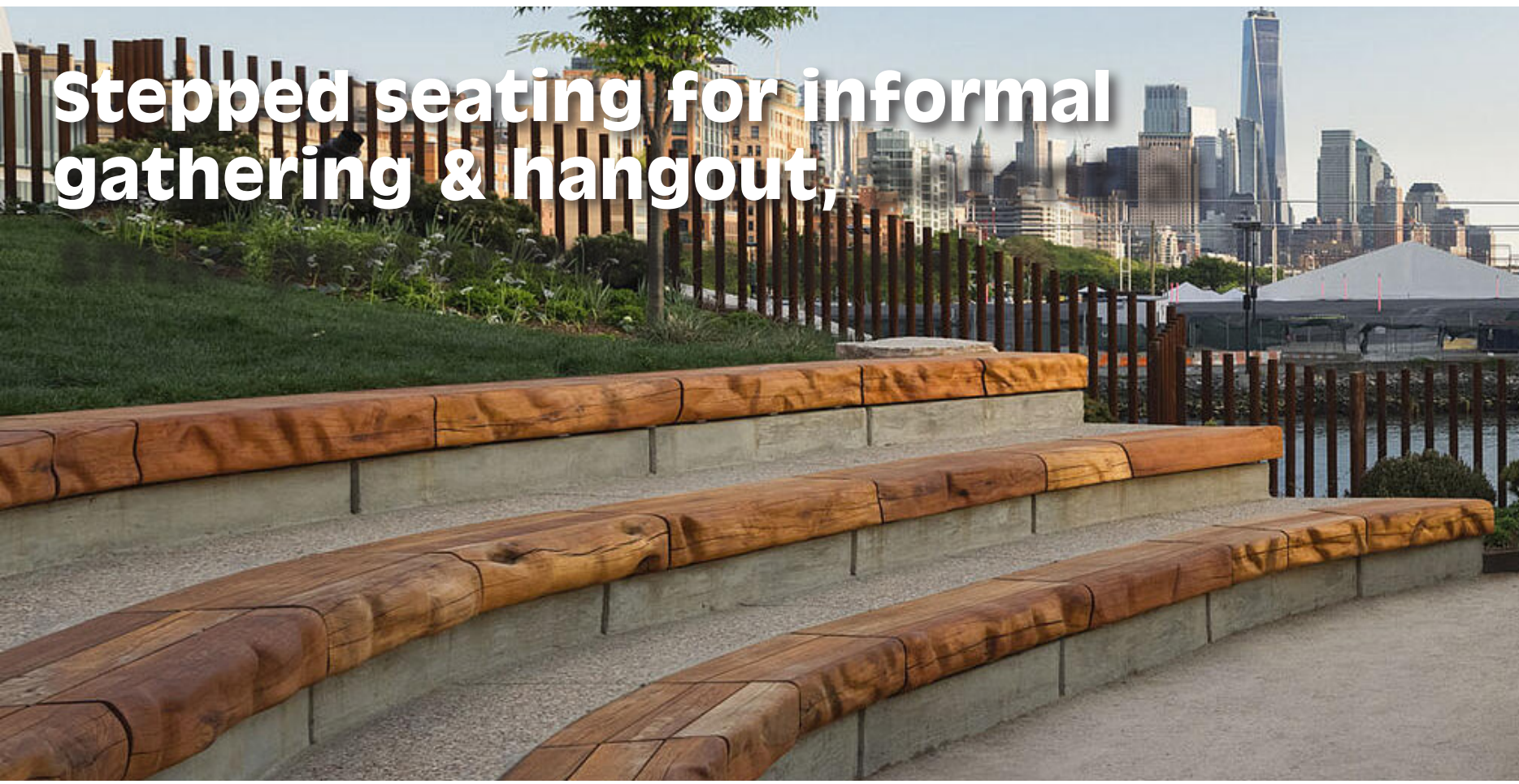
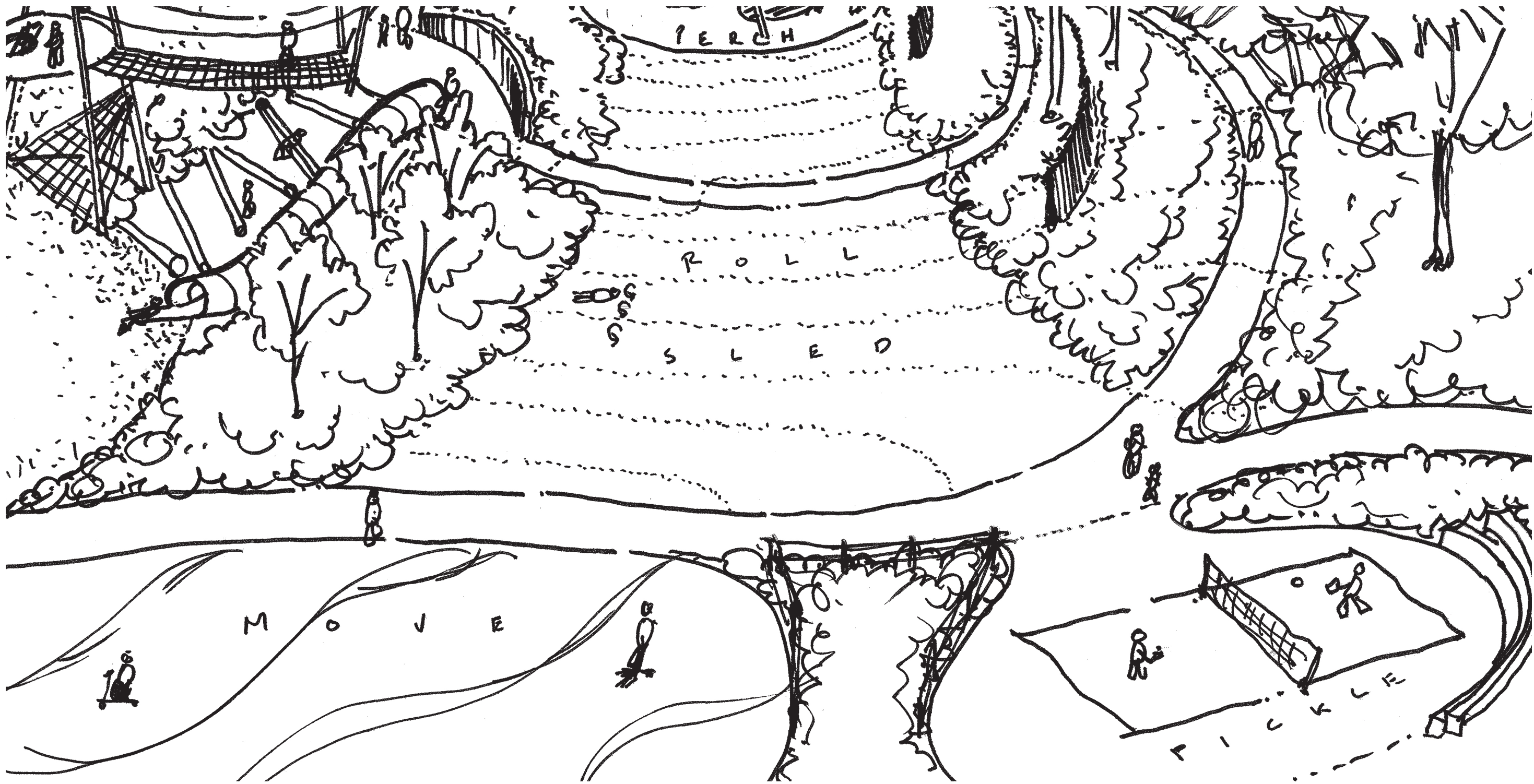
Hillside grass hangout space
- 5

Grass berm for hangout space and sound buffering
- 6

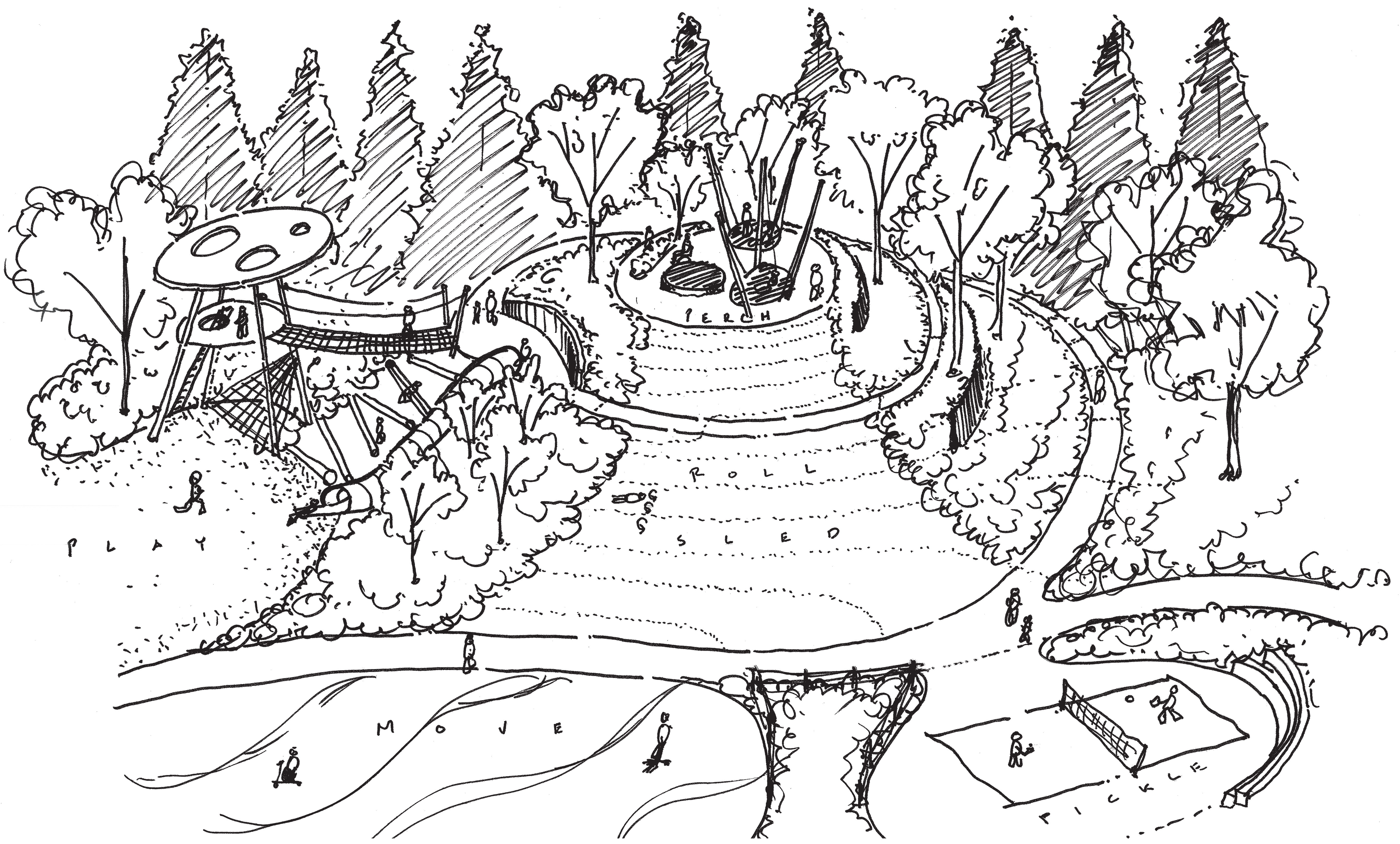
Stepped Seating / Informal Amphitheater
- 7

Neighborhood Entry Gateway
- 8

Stormwater Swale w/ Pollinator Plantings



Sunset Hill & Play Zones



Flexible Lawn and Community Garden

- 1

Large Flexible Lawn
- 2

Small Gathering Nodes w/
Picnic Tables & Seat Walls
- 3

Community Garden
- 4

Neighborhood Entry
Gateway
- 5

Low Berm Edge / Street Buffer
- 6

Central Play and Gathering Space
- 7

Primary Promenade Walkway
- 8

Planted Buffer
- 9

Stormwater Swale w/ Pollinator
Planting



Discussion

Questions?

Comments on the draft preferred concept?

