

MEMO TO: Parks and Human Services Committee of the Whole

FROM: Jeff Aken, Senior Park Planner

DATE: February 4, 2020

- SUBJECT: Westside Park Concepts
- I.PURPOSE \Box For Info Only \boxtimes Potential Agenda Item \Box Scheduled for
Council Action

II. <u>RECOMMENDATION</u>

Brief PHS on the two draft Westside Park concepts and the public engagement process.

III. <u>DEPARTMENT CONTACTS</u>

Carrie Hite, Parks and Recreation Director	425-556-2326
Rob Crittenden, Public Works Construction Engineering	425-556-2838
Jeff Aken, Senior Park Planner	425-556-2328

IV. <u>DESCRIPTION/BACKGROUND</u>

Westside Park is a 47-year-old neighborhood park in the Overlake Neighborhood. It is in the northeast, residential section of the neighborhood.

The park was acquired by the City in 1968 and developed in the 1970s and extensively renovated in 1991. A council-approved master planning process was undertaken in 2009 to update the park and included input from residents in the neighborhood. The park is both a neighborhood destination for activities and an important connection in Redmond for pedestrians, cyclists and equestrians. The project is funded in the current Capital Improvement Program (CIP) for \$2.6M.

<u>Analysis</u>

The 2009 Westside Park Master Plan was the starting point for this project with a goal to refine the master plan, develop final design and begin construction in 2020. Community involvement and engagement is listed below:

- Let's Connect hosted a community questionnaire that was live from November 1-30 and had 283 responses.
- Open House #1 took place on November 18 at Ben Rush Elementary and had approximately 55 participants. The interactive format was to understand preferences and features they wanted to see in the park renovation based on the 2009 master plan.
- Parks and Trails Commission, January 9, 2020.
- Let's Connect survey from January 13-30 with 76 responses as of January 27, 2020.
- Open House #2, January 27 presented two concepts based on original master plan and community feedback for discussion with community. Approximately 35 people attended.

Upcoming outreach:

- Final Concept: February 24. This will include an opportunity for public comment.
- City Council Study Session on February 25, 2020.

Community Input:

Open House and Survey #1-Refine the Master Plan.

The first round of public engagement (open house and survey) affirmed many of the findings from the master plan were still relevant to the community. These included:

- Enhance Bridal Crest Trail connections
- Picnic Shelter
- Drinking fountain
- Improved lawn area for play
- Improved playground
- Winding/curving loop path(s)
- Native plantings

Open House and Survey #2-Review Design Concepts

- **Preferred Concept:** Woodsy Option with consolidated activity zone to separate the active noises from the serene areas of the park; also allows parents to monitor kids as the move about among the active play elements
- Bridal Crest Trail: alignment along north side of the Park preferred
- **Picnic Shelter**: ecofriendly aesthetic with capacity for three picnic tables.
- Lawn: One large open field allows for clear sight lines across the whole park, team sports, and several different activities/sports to occur at once
- **Sport Court:** A larger sport court that allows different sports to occur simultaneously is preferred
- **Playground:** Nature play remains the preferred playground type with high demand for swings for all ages, a zipline, natural materials, and perhaps a lookout tower, something to make this park different from the other parks in the system.

• **Pathway**: A long loop path was highly favored

Budget: The project has \$2.6 million budgeted for the design and construction of this project. Depending on costs associated with drainage improvements, some elements in the draft concept plans, such as picnic shelter, may not fit within the budget.

V. <u>TIME CONSTRAINTS</u>

The project has been on tight schedule in order to start construction in 2020.

VI. <u>LIST OF ATTACHMENTS</u>

Attachment A: Open House #2 Concept Boards