

Surrey Downs Park Master Plan
April 1, 2008
Public Meeting #3
Appendix

Prepared for:

The City of Bellevue

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Appendix: Raw Notes from the April Public Meeting

Group 1

Great Lawn

- Make sure the skate spot is an appropriate size for the Park
 - Concerns it will be noisy
- Nice to see the play area close to Great Lawn and Sports Meadow
- Do not plant large trees along the northwest edge of the Park
 - Existing cedars are too close to the fence, messy, block sunlight to neighbors' yards, and attract unwanted visitors
 - Remove existing cedars
- Low plantings would be more appropriate for screening the northwest edge
- Include an area for recreational activities for seniors such as bocce ball

Sports Meadow

- Concerned that the southern most ball field's dugout is too close to neighbors' homes
 - Rotate ball fields so that a dugout is close to children's play area
 - Noise at ball fields is especially bothersome during the summer months so don't bring them closer to the neighbors
- Make sure there is good drainage on and off the fields to reduce mud
- Consult playing field specialist about orientations and distances
 - Are fly balls really a concern if there's a home plate close to the "Labyrinth" area?

Pathways and Loop Trails

- Make the hazelnut groves look more natural by making clusters you can move through
- Include distance posts and stretching stations

Play Area and Discovery Trail

- Can the Play Area be a bit closer to the fields so parents watching ball games can keep an eye on younger children?
- Need a water feature for hot summer days
- Good spot for a climbing element like a turtle or fallen trees

Promontory and Labyrinth

- Labyrinth is too close to backyards
 - Privacy and security concerns; neighbors need screening but need the area to remain open so as not to attract more unwanted behavior
- Feels like design afterthought or filler
- Keep open but perhaps we should fill in the low area
- Labyrinth is a positive element

- Both elements are too pagan for this site
- The depression in the ground could be the site of a water feature
- Use as a sitting area or spot for shade garden
- Please protect the madronas that are there
- Perhaps you can use cedars near great Lawn for climbing or bouldering materials in this area
 - Privacy and security concerns

Neighborhood Portals

- They should have signage or some visual cue that they are a Park entrance
- What's happening at the SE 6th Park entrance?
- Connection to the 112th portal
 - Very close to homes
 - Problem area right now due to loitering, poor lighting, drug sales
 - Steep steps; not ADA compliant
 - Important entrance for connection of north and south of the Surrey Downs community that should not be eliminated
 - Hedge is a barrier

Parameters for the Development Zone

- Overall they look good
- How did you determine that the future building should occupy only 60% of the area used historically by the existing building?

Group 2

Great Lawn

- Picnic tables/area is needed
- Covered picnic area needed
- Would rather have a concentrated picnic area, but scattered picnic tables/benches would be ok throughout the Park
- Concerned about noise impacts of skate area
- Do not want skateboards in Park
- Full court instead of half court basketball

Sports Meadow

- Ball fields (especially southernmost field) are too close to Park boundary (neighbors yards)
- Southernmost field is too far from parking, too close to neighbors (which would create noise and parking impacts for neighbors)
- Ball fields are more appropriate in their current location
- Ball fields could be shifted into the "white" area
- Too much is being designed into the sports meadow area
- Keep ball fields for younger children

Pathways and Loop Trails

- Concerned about walkers looking into neighbors homes and yards
- How will leash laws for dogs be enforced?

Play Area and Discovery Trail

- Picnic area/tables area close to playground needed
- Playground needs to be closer to ball fields

Promontory and Labyrinth

- Promontory should not look into neighboring residences, need a buffer at this site
- Labyrinth too close to Park boundary and neighbors yards
- Keep the labyrinth
- Design a water feature like the one at the botanical garden

Neighborhood Portals

- Like the idea of grafting current trees to maintain historic link to hazelnut grove
- Trails through grove into the Park would create a security problem (creates too much access)
- Concerned about noise impacts of water feature (i.e., screaming children)

Parameters for the Development Zone

- Using historic precedence as a determinant for building size parameters is not appropriate
- Using historic precedence as a determinant for building size parameters is completely appropriate
- Building should be no larger than 20,000 SF
- Development zone parameters should first and foremost consider impacts on neighbors
- Question about the most appropriate/safest access point for parking lot (SE 6th?) and how this development zone will coordinate with traffic plans for 112th
- Like building close to 112th
- Access point doesn't make sense as it would be too hard to make a left turn out of the Park onto 112th
- Frustrated that building decision was taken out of master planning process because it does tie in with the process and the decision should be made concurrently.
- When considering building size, remember that a large portion of the public did not want a building at all
- "White" area is in appropriate area if we cannot do the master planning process and building process together
- "White" area is appropriate to size of Park

Group 3

Great Lawn

- Participants in the second public meeting discussed the possibility of a natural amphitheater. Consider installing this feature in the Park's northwest or southwest corner.
- Plant a rose garden in the northwest corner of the Park.

Sports Meadow

- The northwest baseball field backstop is too close to adjoining residences (concern about errant foul balls).
- Provide drinking fountains by the ball fields.
- Currently, drainage in the sports meadow is poor, and will have to be improved.

Pathways and Loop Trails

- Provide soft surfacing materials for the running and walking trails.
- Provide distance markers along running trails. Provide isometric exercise stations.

Play Area and Discovery Trail

- Surrey Downs Park is not the right venue for a skateboarding. Skateboarding is too noisy for this Park.
- Providing natural features for kids to climb on is a good idea.
- The play area is too far from the ball fields for parents, while watching ball games, to be able to keep an eye on young children. Move the play ground closer to the ball fields. Similarly it's important for parents/guardians to be able to see young children on their way to and from the restrooms.
- The half court basketball configuration is good but provide a real, sturdy hoop.
- Provide shade for part of the playground, the surface of which otherwise will be too hot in summertime.

Promontory and Labyrinth

- These are innovative ideas.
- Provide good lighting in this area.
- Install big play structures, such as a big turtle sculpture, at the promontory.
- As an alternative to the promontory and labyrinth, dedicate the southwest corner of the Park to activities for adults: covered picnic area, card tables, and facilities for family gatherings.

Neighborhood Portals

- "I love the blending of the neighborhood with the Park."
- Do not make the green buffer around the Park so dense that it blocks the ability of neighbors to keep an eye on "their Park." This sense of oversight helps to maintain appropriate behavior in the Park. Maintain this "permeability."

Parameters for the Development Zone

- Put the building closer to 112th. Have the running/walking trails on the Park side of the building rather than on the street side. Air quality for runners and walkers will be better on the Park side of the building and there will be less concern about dodging traffic. Locate the building as close as possible to 112th while maintaining a narrow green buffer. Placing the building at street grade level directly adjacent to 112th allows putting the parking garage under ground and minimizes the height of the building on the Park (west) side.
- The Park is about green space; the building is secondary and is expendable.

Group 4

Great Lawn

- Include benches to sit on in shade and sun
- Add some picnic tables
- Area should have excellent drainage so it is not muddy
- Consider artificial turf
- Great area for Frisbee
- Why is there so much space in northwest corner? What is it for?
- Relocate Promontory to this area; better spot that looks toward City and not into windows of nearby homes
- Trees should be configured to help keep noise out of Park
- More intensive gardening should be included in the transition area between the development zone and the Great Lawn
- Some concern about skate spot and what that will mean to the Park; how big will it be?
- Do similar skate spots of this size actually get used? Will it work here?
- To the extent that it is possible, design the Park in a way that encourages pet owners to keep their dogs on leashes
- Want to make sure the Park is ADA accessible
- Need to have some leeway to adjust design as details are figured out
- Consider a formal element to the Great Lawn; perhaps an area for Bocce Ball

Sports Meadow

- Concerned about the ball field that faces west; no baseball fields should be oriented in this direction due to concerns about batting while looking into the sun
- Add bleachers to ball fields
- Include plenty of garbage cans
- The soccer field overlay is a good idea
- Parking near the ball fields is good

Pathways and Loop Trails

- Great idea to have the path set slightly off of 112th

- The terraced wall idea is a good one
- Add wayfinding signage to communicate distance of each loop
- Consider softer trails as an option in some places
- Have one path be exactly ¼ mile in length so runners can have a standard to measure the distance they run
- Consider fitness stations
- Like how the trail has different elevations
- The clean rows of the filberts is nice
- The lines of the filberts is too formal

Play Area and Discovery Trail

- Single basketball hoop/court is inadequate; need a full court with opposing hoops
- The rocks/natural play area are great
- Need to have play areas/equipment that allow for the enjoyment by a broad range of ages
- Need to have bike racks
- The visual presence/central location of the play area is great
- Include picnic tables near the play area
- Can the play area be a bit closer to the fields so parents watching ball games can keep an eye on younger children?

Promontory and Labyrinth

- Labyrinth is too close to backyards
 - Privacy and security concerns
 - Tough site to fit active things
- Will people even use the Labyrinth? Is it functional?
- Promontory location is not good; looks into neighbors' windows; maybe southeast corner is better
- Use shrubs and plants to define Labyrinth
- The inward/outward concept is a good one
- Adult focus is good
- Need to be inclusive of intergenerational activities

Neighborhood Portals

- Portals should not be so prominent that they draw people to Park near them
- They should help give identity to the neighborhood
- They all should share some common design element
 - Plants
 - Arbors
 - Art
- They should have signage or some visual cue that they are a Park entrance

Parameters for the Development Zone

- Overall they look good
- It's great that they address protecting the Park from being taken over by the development
- The idea of capping development at a certain size is a good long-term commitment to the Park
- The location of the potential development is good; best for the neighborhood
- The parking covered by green space is a good idea