RESOLUTION No. 30984

A RESOLUTION adopting the Citywide Skatepark
Plan; requesting the Mayor to prioritize funding for high
priority skateparks in the 2008 Budget; and requesting
the Department of Parks and Recreation to develop a
strategy for implementing next steps in the Plan.

By: Della
Parks Education C
To:
Signed:
Published:

June 6,2006

June 6,2006

Upa = DD, JD, DC

Upa = P(EB)

Ulifor Full Caural ADOPTED 8-0 (Excused: CLARK)

Borbe/SM Skatepark Plan Resolution May 22, 2007 Version #7a

RESOLUTION 30984

A RESOLUTION adopting the Citywide Skatepark Plan; requesting the Mayor to prioritize funding for high priority skateparks in the 2008 Budget; and requesting the Department of Parks and Recreation to develop a strategy for implementing next steps in the Plan.

WHEREAS, nationwide more than 11 million people from all ages and backgrounds participate in and enjoy skateboarding for recreation and sport, making it one of the fastest growing sports in North America; and

WHEREAS, Washington State's Interagency Committee for Outdoor Recreation (IAC) has recently stated that skateboarding is ranked 5th for overall sports and estimates that there are 28,000 skateboarders in Seattle; and

WHEREAS, the City of Seattle through its Department of Parks and Recreation (DPR) encourages healthy recreational activities and sports and, to the extent possible, seeks to accommodate these activities and sports; and

WHEREAS, skateboarding requires ample terrain and facilities to appropriately accommodate this rapidly growing sport; and

WHEREAS, the growing popularity of skateboarding forces skateboarders to occupy transitional spaces or other properties in lieu of limited public places to skate; and

WHEREAS, studies have dispelled myths about skateboarding and skateparks, showed that skateparks do not contribute to crime, and found that integrating the skatepark within the community is important for siting them; and

WHEREAS, Council adopted Resolution 30843 in February 2006 requesting the Executive to develop a Citywide Skatepark Plan (Plan) for building a citywide network of safe and accessible skatable terrain and skateparks; and

WHEREAS, Plan development included comments from over 700 citizens, of which a majority supported the process and the Plan; and

WHEREAS, the Skatepark Advisory Task Force presented a draft proposed Plan to the Council's Parks, Education, Libraries, and Labor (PELL) Committee for review and comment in December 2006. At the meeting, PELL Committee members expressed support for a resolution that adopts the Plan and support for funding the highest priority sites; and

WHEREAS, in December 2006, the Skatepark Advisory Task Force presented the draft Plan to the Board of Park Commissioners, which then held a public hearing. Citizen testimony



Borbe/SM Skatepark Plan Resolution May 22, 2007 Version #7a

predominantly supported the process and the Plan, and emphasized the need for these types of facilities and a desire to begin implementation as soon as possible; and

WHEREAS, on January 11, 2007, the Board of Park Commissioners unanimously recommended to the Parks Superintendent approval of the Plan with amendments; and

WHEREAS, the Executive provided copies of a final proposed Citywide Skatepark Plan in February 2007 to the City Council and certain approved Board of Park Commissioners' amendments were not included in the Plan;

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF SEATTLE, THAT:

Section 1. The City of Seattle hereby adopts the Citywide Skatepark Plan as the City's master plan to guide future development of skateparks, in the form of Attachment 1 with the amendments identified in Section 2 of this resolution. Council requests the Executive to use the Plan as a guide to recommend future sites and development of new skateparks as funds are identified.

Section 2. Consistent with the recommendations adopted by the Board of Park Commissioners, the Citywide Skatepark Plan is amended to include the following:

- a) DPR should proceed to attempt to fill in gaps in the downtown core through:
 - Continuing to pursue collaborative options with Seattle City Light Substations for possible park and skatepark siting in the South Lake Union or Denny Triangle neighborhoods;
 - Considering options for skate facilities if the Aurora corridor becomes lidded; and
 - Continuing to pursue other opportunities as may arise.
- b) DPR should continue to explore near-term actions such as providing analysis and refinement of possible wading pool modifications for skateboarding when not in use as a wading pool; and proceed with planning level cost estimates for recommended priority projects for the following project sites:



Borbe/SM Skatepark Plan Resolution May 22, 2007 Version #7a

- Projects potentially funded through the Skatedot Pot (a 'pot' of \$160,000 that would allow DPR to implement skateable elements and wading pool modifications);
- The Dahl Playfield Skatespot;
- The Brighton Playfield Skatespot; and
- The Jefferson Park District Facility;
- c) DPR should proceed with recommended priority projects for longer-term actions, with refinement of planning level cost estimates for the following project sites:
 - Judkins Park/Charles M. Stokes Overlook Skatespot;
 - Roxhill Skatespot; and
 - Delridge Playfield Skatespot.

Section 3. By the end of August 2007, Council requests that DPR provide to the PELL Committee the items identified in subsection 2(b) of this resolution, in order to identify the highest priority skateboard park project(s) for funding. It is the Council's intent that the highest priority skatepark(s) identified through this process will receive funding in the 2008 Budget.

Section 4. In preparation for the 2008 Budget, Council specifically requests that the Mayor include funding for the highest priority project(s) identified in Section 3 of this resolution in the 2008 Budget, as well as funding the Skatedot Pot to undertake small improvements to increase skateable terrain in Seattle's parks.

Section 5. By September 2007, Council requests that DPR submit to the PELL Committee an implementation strategy for the recommendations identified in Chapter 7 of the Plan, including project scopes and timelines as appropriate. The timeline should specifically address items identified in Section 2 of this resolution as well as the broader goals identified in



Borbe/SM

Skatepark Plan Resolution

May 22, 2007 Version #7a the Plan. At a minimum, the implementation strategy shall prioritize and fund the projects identified in Section 2(b) of this resolution within the next four years. Adopted by the City Council the 11th day of 5me, 2007, and signed by me in open session in authentication of its adoption this 11th day of aine _, 2007. of the City Council Filed by me this and day of Julie, 2007. (Seal) Attachment 1 - City of Seattle Citywide Skatepark Plan



Form revised December 4, 2006

FISCAL NOTE FOR NON-CAPITAL PROJECTS

Department:	Contact Person/Phone:	DOF Analyst/Phone:
Legislative	Scott MacColl	684-5382

Legislation Title: A RESOLUTION adopting the Citywide Skatepark Plan; requesting the Mayor to prioritize funding for high priority skateparks in the 2008 Budget; and requesting the Department of Parks and Recreation to develop a strategy for implementing next steps in the Plan.

• Summary of the Legislation:

This legislation formally adopts the Citywide Skatepark Plan to guide future development of skateparks in the city and includes amendments recommended by the Board of Park Commissioners to prioritize potential projects. The resolution requests that the Department of Parks and Recreation (DPR) identify and fund the highest priority skatepark in the 2008 budget, and develop an implementation strategy for the recommendations identified in the plan by September 2007.

- Background: (Include brief description of the purpose and context of legislation and include record of previous legislation and funding history, if applicable):
 Council directed DPR to develop a citywide skatepark plan and allocated funding during the 2006 budget process. DPR staff worked with a consultant and an appointed task force during 2006 to develop a citywide skatepark plan. The plan was presented for review and was approved by the Board of Park Commissioners in December 2006, and presented to Council in February 2007.
- Please check one of the following:
- X This legislation does not have any financial implications. (Stop here and delete the remainder of this document prior to saving and printing.)



STATE OF WASHINGTON – KING COUNTY

--SS.

212845 CITY OF SEATTLE, CLERKS OFFICE No.

Affidavit of Publication

The undersigned, on oath states that he is an authorized representative of The Daily Journal of Commerce, a daily newspaper, which newspaper is a legal newspaper of general circulation and it is now and has been for more than six months prior to the date of publication hereinafter referred to, published in the English language continuously as a daily newspaper in Seattle, King County, Washington, and it is now and during all of said time was printed in an office maintained at the aforesaid place of publication of this newspaper. The Daily Journal of Commerce was on the 12th day of June, 1941, approved as a legal newspaper by the Superior Court of King County.

The notice in the exact form annexed, was published in regular issues of The Daily Journal of Commerce, which was regularly distributed to its subscribers during the below stated period. The annexed notice, a

CT:30984 TITLE ONLY

was published on

06/27/07

The amount of the fee charged for the foregoing publication is the sum of \$ 27.90, which amount

has been paid in full.

\/

Subscribed and sworn to before me on

06/27/07

Notary public for the State of Washington, residing in Seattle

Affidavit of Publication

State of Washington, King County

City of Seattle

TITLE-ONLY PUBLICATION

The full text of the following resolutions, passed by the City Council on June 11, 2007, and published here by title only, will be mailed upon request, or can be accessed electronically at http://derk.ci.seattle.wa.us.For further information, contact the Seattle City Clerk at 684-8344.

RESOLUTION NO. 30984

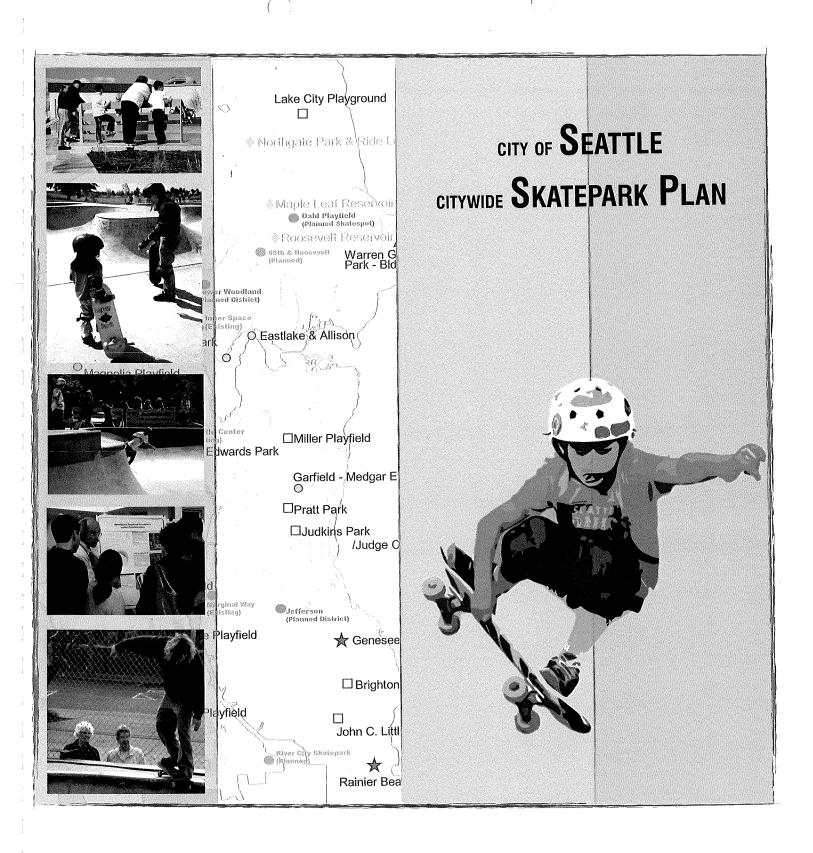
A RESOLUTION adopting the Citywide Skatepark Plan; requesting the Mayor to pri-oritize funding for high priority skateparks in the 2008 Budget;

and requesting the Department of Parks and Recreation to develop a strategy for implementing next steps in the Plan.

implementing next steps in the Alam.

Publication ordered by JUDITH PIPPIN,
City Clerk
Date of publication in the Seattle Daily
Journal of Commerce, June 27, 2007.

6/27(212845)



DRAFT REPORT DECEMBER 6TH, 2006







Acknowledgements

Seattle Parks and Recreation would like to thank the following for their participation and dedication to creating this report:

Citizens of Seattle

Mayor Greg Nickels

Councilmember David Della, Chair, Parks, Education, Libraries and Labor Committee

Ken Bounds, Superintendent, Seattle Parks and Recreation

Tatsuo Nakata, Chief of Staff to Council member David Della

Task Force members

George Blomberg, Chair

Joe Bell

John Carr

Susanne Friedman, Parks Planner and Project Manager

Jelani Jackson

Matt Johnston

Jeanne Krikawa

Christine Larsen

Joyce Moty

Scott Shin

Nin Troung

Catherine Anstett, Parks Public Information

CITYWIDE	SKATER	ARK	PI A	ΔΝ

Dedication

In recognition of Tatsuo Nakata's instrumental role in advocating for and shaping the citywide planning process leading to this report, the Skatepark Advisory Task Force would like to dedicate the work it has contributed to this report to his memory. Tatsuo was an unfailing champion for young people in the city of Seattle, as well as a thoughtful force in city government. We will miss his leadership, passion for helping people, and gentle humor.



EXECUTIVE SUMMARY

In February 2006, the Seattle City Council adopted a resolution recognizing skateboarding as a healthy and popular recreation and resolved to establish a network of skateparks of various sizes throughout the City. Seattle Parks and Recreation worked with an appointed Skatepark Advisory Task Force and a consultant to develop this Citywide Skatepark Plan.

As a means to recognize the needs of skateboarders while addressing the concerns of neighbors, Parks hosted two series of public meetings and an open house during June and October of 2006 to hear ideas and opinions from residents about skateboarding and skatebarks. This process engaged the community to assist the Task Force in assessing the need/demand for skatebarks and to identify the best potential areas to locate them. Wide support for the planning process was expressed at the public meetings, with more than 400 community members attending.

Task Force members visited existing and planned skatepark sites in Seattle and the surrounding area to see how skateparks are sited, designed and functioning. The consultant talked with other cities' Parks and Recreation and Police departments to understand the day-to-day impacts a skatepark may have on a community. The team also researched who skateboarders are and outlined some of the positive benefits skateboarding can have on a community.

Based on research and visits to skateparks, the Task Force developed a tiered system of sizes and types of skatepark that are most appropriate for the City of Seattle. Four different types of facilities/skateable terrain constitute Seattle's proposed system; Skatedots, Skatespots, Districts, and a Regional.

After conducting national research, the Task Force developed siting criteria and a framework of assumptions for choosing the most appropriate sites for skate facilities in Seattle's dense, urban environment. There are baseline criteria applicable to all sites and additional criteria for the District and Regional sites. The criteria reflect the different roles of each tier in the system.

During the month of June, citizens and public agencies nominated 130 sites for potential skateparks. A Task Force member and the consultant visited all 130 sites during July and August and then calculated a score for each site based on Task Force weighted criteria. The top 30 sites were discussed with the community and Parks. The Task Force is recommending 26 sites for inclusion in the citywide plan. There are:

- 8 Skatedots
- 9 Skatespots
- 4 Districts
- 1 Regional
- · 4 Potential Future Sites

CONTINUED ON NEXT PAGE

Executive Summary

Planning level costs for tiers in the system range from \$6.00 to \$45.00 per square foot. No funding is currently allocated for these facilities, so community-funding resources are identified. Additionally, the Task Force recommends that six sites receive priority funding by the City:

- Judkins Park/ Charles M. Stokes Overlook Skatespot
- Roxhill Park- Skatespot
- Dahl Skatespot
- Jefferson Master Plan Facility District
- Delridge Playfield Skatespot
- Brighton Playfield Skatespot

Throughout the course of the planning process, the Task Force also developed several ideas for Seattle to begin incorporating skateboarding on a broad level throughout the City. These recommendations are as follows:

- · Fill geographic gaps in the recommended system
 - Integrate skateparks in future park development
 - Integrate Skatedots into future waterfront planning
 - Allow use of wading pools for skateboarding during non-summer use
- · Set action items for Seattle Parks and Recreation and the Skatepark Advisory Committee
 - Consider industrial site options that do not meet the site criteria identified in this plan
 - Work with Community Center Staff to allow skateboarding on surrounding hardscapes
 - Build partnerships with the Seattle Police Department, private developers and city departments to incorporate skateable design features and paths through out the city
- Skatepark design recommendations:
 - Accommodate different skill levels
 - Hire reputable skatepark firms to designed and build new facilities
 - Cover some facilities

This Citywide Skatepark Plan identifies a network of safe, legal places throughout the city, for people of all ages, races and genders to enjoy. It also offers recommendations that can begin to change the way people think about and experience skate-boarding in the City of Seattle.

Letter received from a West Seattle citizen during the site nomination period.

```
Hello, My name is Chris Woll
I am writing you this letter
to ask for the Denny Middle
School Athletic Complex and the
Roxhill park Skipteparks to be
I really love the Sport
Skatebording and I don't get to
practice my dream of being a
Skateborder. I have to travel
Over 15 miles to get to the closes skatepark. With my parents busy scheduals they have no
time to take me to a skatepark.

If these parks are put in me and my friends could skateboard
idown to the parks and Skate
 all day,
Thankyou for reading my
letter and I hope for the
best of news involving the
two skategarks I recommended.
Thanks again.
                              - Chris Woll
```

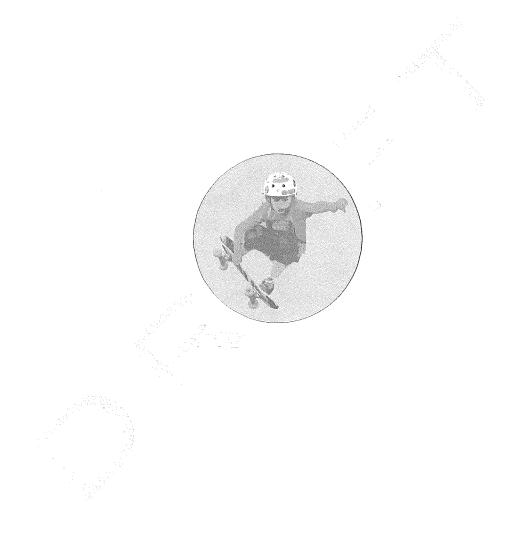


Table of Contents

EXECUTIVE SUMMARY

	PREFACE	
	Why A Plan Now?	
1.	THE PUBLIC PROCESS	
	Public Involvement	
	Outreach	
2.	SKATERS, SKATEBOARDING AND SKATEPARKS	
	The Need/Demand for Skateparks	
	Skateboarder Profile	
	Seattle Neighborhood Demographics	
	Skateparks Aren't Just About Skateboarding	
	Seattle Skateparks	
	Skateparks in the Region	
	Additional Information About Skateparks	12
3.	THE CITYWIDE SYSTEM	13
	Seattle's System	
	Types & Sizes	
4.	SITE CRITERIA & FRAMEWORK	17
	The Foundation for Site Selection	17
	Framework of Assumptions	17
	Site Criteria	18
5	SITE RECOMMENDATIONS	24
٠.	Site Nomination	
	The Evaluation Process	
	The Results	
	THE POSITION	
6.	COSTS & FUNDING STRATEGY	25
	Planning Level Costs Estimates for Skatepark Typologies	25
	Funding Resource	26
	Prioritized Projects for Funding Request	26
7	RECOMMENDATIONS	00

See Appendices list on the following page.

Table of Contents

٩PP	ENDICES	3
A.	Site Summaries	3
B.	Citywide Skatepark Plan Resolution	4
C.	Seattle Parks and Recreation Skatepark Policy	5
D.	"Integrated Skateable Terrain in Seattle" - by Matt Johnston	5
E.	Community Outreach Details	6
F.	Task Force Skate Facility Visits	6
G.	Seattle Neighborhood Demographic Maps	69
Н.	Skatepark Ratio Map	73
1.	Noise Information	7
J	Site Evaluation Sheets – sites are ordered alphabetically	7

Preface



Why a Plan Now?

More than 10.5 million people skateboard nationwide, making it one of the fastest growing sports in North America. Skateboarding appeals to a wide range of people of all ages and backgrounds and requires specific facilities to appropriately accommodate the sport.

Due to a lack of public places within Seattle to legally skate, many skateboarders practice their sport on public and private property, often competing with other activities. As a means to address this issue, Seattle Parks and Recreation (Parks) adopted a Skateboard Park Policy in 2003, recognizing skateboarding as a healthy, popular recreational activity and a legitimate use to integrate into the parks system.

Several skateparks were sited in the City after the adoption of this policy and one was constructed. However, siting skate facilities proved to be a somewhat controversial process. Therefore, at the urging of skateboard advocates, in February 2006, City Council unanimously approved legislation. (See side bar and Appendix for the full Resolution).

An appointed Skatepark Advisory Task Force (Task Force), comprised of representatives from all areas of the city who have diverse backgrounds, professional expertise and bring both skater and non-skater perspectives to the planning process, worked with Parks and a consultant team during the course of ten months on Seattle's Citywide Skatepark Plan. The Task Force desired a holistic planning process resulting, not only in a network of skate facilities, but also in a plan shaped by and reflective of the community as a whole.

The Resolution called for Seattle Parks and Recreation, a consultant, and a newly formed Skatepark Advisory Task Force to; "engage the community in a citywide planning process to develop a network of safe and accessible skateparks of various sizes" throughout the City of Seattle.

Preface

Seattle Skatepark Advisory Task Force Members

George Blomberg, Chair – Environmental Planner with the Port of Seattle, and Chair, Seattle Planning Commission

Joe Bell – Director of Street Use and Urban Forestry Division, Seattle Department of Transportation

John Carr – Ph.d candidate at the University of Washington, Chair, Skatepark Advisory Committee

Susanne Friedman - Project Manager, Seattle Parks and Recreation

Jelani Jackson – Active in the Seattle Young People's Project, Powerful Voices, and The Sound Board

Matt Johnston – Producer at PopCap Games, member of the Skatepark Advisory Committee

Jeanne Krikawa – Urban Planner and Architect, former Seattle Planning Commissioner and member of Seattle's Landmarks Board

Christine Larsen – Chair, Friends of Dahl Playfield, involved in Neighborhood Matching Fund projects

Joyce Moty – Involved with Parks projects; sits on the Pro Parks Levy Oversight Committee

Scott Shin - Computer Programmer, Chair, Parents for Skateparks

Nin Troung - Landscape Architect, Art Director of Manik Skateboards

The Seattle Citywide Skatepark Plan considers a broad range of perspectives and determines the need for skateparks, inventories existing and proposed facilities, identifies skatepark typologies (hierarchy of facilities), creates siting criteria unique to Seattle's dense urban environment, and specifies where and how many public skateparks can best serve Seattle over the next 20 years.

There are a lot of perceptions about skateparks and skateboarders. Some can be tied to the wear and tear the sport can take on the built environment. Some of it is based on stereotypes. Therefore, equally as important as the developing the citywide system, the Task Force sought to learn about and educate others about skate boarding as a sport and skaters as a park user group.

The Task Force learned that when sited appropriately with community involvement, skateparks can be successful public spaces that add to the vitality of cities and help to build healthy neighborhoods. The Citywide Skatepark Plan seeks to add skateboarding vibrancy to the City of Seattle.

Chapter 1: Public Process

The Public Process

Seattle Parks and Recreation works with all citizens to be good stewards of the environment, and to provide safe and welcoming opportunities to play, learn, contemplate and build community. In order to accomplish this mission Parks needs to hear the ideas, desires and concerns of citizens when considering new facilities. Therefore, the Citywide Skatepark Plan sought to engage all park users, skaters and non-skaters, in the planning process.



Parks developed a comprehensive public involvement process, including six citywide public meetings and an open house, a project web site, extensive community and media outreach, and a series of briefings with City leaders and various departments.

Public Meeting Goals

In June & October 2006, the Task Force and Parks hosted six public meetings. The primary goals of these events were to:

- · outline the planning process
- educate people about the sport of skate boarding, skateboarders as a park user group, and the impacts a skatepark might have on a neighborhood
- engage in a dialogue about the citywide planning process



June Meeting

- receive feedback on all ideas generated by the Task Force
- solicit site nominations
- discuss the sites under consideration after evaluation

The primary goals of the first series of public meetings were to review the site criteria and solicit site nominations. The primary goals of the second series of meetings were to discuss the site evaluations and get feedback on the sites under consideration.

Meeting Format

Both series of public meetings followed the same format. After a presentation by the consultant, there was a question and answer session. The consultant and Task Force members responded to questions and then staffed information stations. These stations were set-up to encourage small group and one-on-one discussions and to record citizens ideas and concerns for later Task Force discussions.

"I do not have children and I don't skate. However, I want to offer my support for all skateparks in Seattle. I live nearby (Ballard Commons) and I enjoy the culture and spectacle of the Ballard Bowl. I see people of all ages, genders and backgrounds skating harmoniously together. As a teacher I think this kind of gathering space is crucial for the future of communities. This is a positive use of taxes. Viva skateparks!"

- Citizen comment

Chapter 1: Public Process

Ballard Open House

The open house at the Ballard Commons Park in June included a number of skateboard organizations and a Tuck Knee Tournament skateboarding demonstration. Citizens were invited to attend the open house to experience an active park environment that includes a skatepark, a water feature, and open space. Attendees experienced how a park can successfully serve the needs of different users groups and heard the level of noise generated by a skate bowl.

OUTREACH

Community Centers, Libraries, Neighborhood Service Centers, interest groups, and interested individuals received fliers for all the public meetings. In addition, Parks mailed 50,000 fliers to citizens in close proximity to the "sites under consideration" for skate facilities and posted signs at all Parks, School District and Seattle Department of Transportation properties. Multi-lingual signs were also posted at key locations.

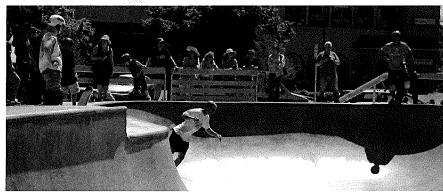
In addition to flier distribution, Parks and/ or a Task Force member briefed 13 District neighborhood Councils, updated the project website with current information on the process, kept the community informed through neighborhood newsletters and list serves, and spoke with a number of organizations. (See Appendix: Community Outreach Details).

Participation

More than 400 community members signed in at the seven functions. Additionally, approximately 300 citizens provided input regarding the planning process and the specific sites via e-mails, phone calls, letters and comment forms.



June Meeting



Open House at Ballard Commons Park



October Meeting

The Results

There was overwhelming public support for the process and the plan. Over 90% of the participation at the six public meetings was very supportive.

- There was an expressed need for skateparks, that kids need active things to do, and they need safe spaces to go to.
- · Skateparks were seen as a means to build community.
- There was some doubt expressed about the need for skateparks.
- There was a strong desire for skatepark facilities in West Seattle, as well as at Judkins Park (Judge Stokes Overlook) and elsewhere in South Seattle.
- The majority of concerns centered around design issues or the conception that skateboarding brings unsavory behavior to the area. (These comments were mainly from e-mail correspondence and not from the public meetings.)
- There was a concern that skatepark development would result in loss of open space.
- There were compliments to the Task Force and Parks for their vision and forward thinking in this comprehensive planning process.

"What a wonderful park in Ballard. What a GREAT place to be! The skaters are great. The sport will never go away, might as well give them a legal place to do it! The fountains are refreshing. The families seem so happy. I'm a mom of three in my 50's. What a smart way of using land. Makes people of Seattle feel lucky."

- Citizen comment





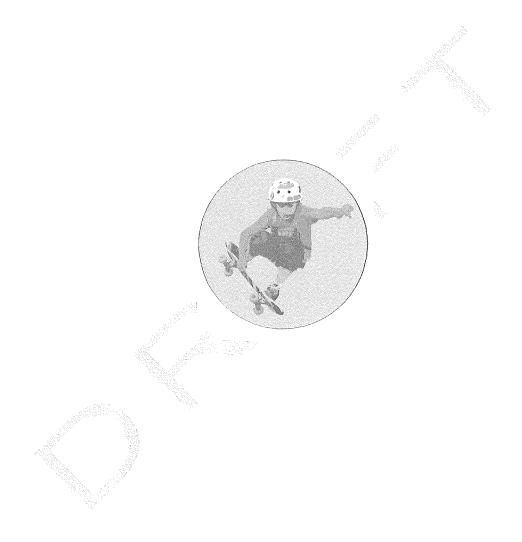












SEATTLE PARKS AND RECREATION

Chapter 2: Skaters, Skateboarding & Skateparks

The Need/Demand for Skateparks

ccording to American Sports Data (2005), there are 10.6 million skateboarders nationwide. Since there have been no official counts of skateboarders in Seattle, we have to rely on a combination of data sources to determine how many skateboarders are here. The U.S. population is 295,734,134 (2005 Census estimate), so we conclude that 3.58% of the population skateboards. Applying that percentage to Seattle's current population of 572,600 (2004 Census estimate), Seattle has about 20,500 skateboarders now, and by the year 2020 there will be upwards of 24,000 based on a projected population of 655,000. This calculation method is based on Portland, Oregon's calculation method and is a quick way to estimate demand.

More important than calculating the exact number of skateboarders living in Seattle, it is important to understand that like with all other Seattle Parks and Recreation facilities, such as tennis and basketball courts, soccer and baseball fields, Park's goal is to distribute its facilities equitably throughout the city. Seattle athletes have opportunities within their own neighborhoods to practice these sports: Parks seeks to offer the same opportunity to skateboarders.

SKATEBOARDER PROFILE

People of all ages and backgrounds participate in and enjoy skateboarding for recreation and sport. Skateboarders are young and old, male and female. They are engineers, computer programmers, moms, the kid next door, and your neighbor's grand-daughters and grandsons.

That said, the average age of skateboarders is 14 years old, which is young compared to other sports (see side bar). This is important to note for several reasons:

- A large number of the skateboarding population is not old enough to drive to a legal and safe place to practice, therefore it becomes even more important to provide opportunities within walking distance or a short bus ride.
- According to the Kaiser Family Foundation, kids devote 6½ hours a day to engaging in media (television, the internet, video games, etc.) as compared to 1½ hours a day spent in physical activity. Access to a skate facility may encourage kids to get outside and be active.
- Limited activities are available to this age group that are not organized and expensive. Skateboarding is a good alternative for those who do want to play on a team, cannot make the team, or cannot afford the costs associated with team sports.



Mother & Daughter



Young boy at Seattle Center

Average Age of Participant by Sport

Skateboarding.	14.0
Soccer	17.2
Football	17.9
In-line Skating	19.8
Baseball	20.0
Basketball	23.7
Softball	29.1
Tennis	30.5
Golf	39.0

Chapter 2: Skaters, Skateboarding & Skateparks

SEATTLE NEIGHBORHOOD DEMOGRAPHICS

Due the ever-shifting nature of neighborhoods, Parks does not base facility distribution on demographics. However, as a discovery exercise, Parks created a series of maps illustrating where the following age groups live in largest numbers: under 18, 18-34, & 35-44. (See Appendix: Neighborhood Demographics Maps). The southeast and southwest areas of the City have the highest percentages of the under 18 population. The central City and the central-south portion of the north area have the highest percentages of people aged 18-34. The west/northwest area has the largest number of 35-44 year olds.



Generations of Skaters

SKATEPARKS AREN'T JUST ABOUT SKATEBOARDING

Skateboarding promotes physical fitness, self-esteem and discipline. It also provides an opportunity for people to interact in an unstructured activity while learning new skills.

Skateparks provide legitimate, safe, legal places to practice. If they are designed as part of a larger park they will attract a variety of spectators. The mingling of user groups can encourage positive interactions between different users of public space. Visit an area skatepark and you will likely see and hear people of all ages, skaters and non-skaters alike, encouraging the skaters. This interaction can help to break down barriers and build community.

"At the Shoreline skatepark a young man said to my seven year old 'Hey little dude, maybe I should get your autograph now because you're going to be famous one day.' Talk about self-esteem boosting. The 'element' at this park was very positive and supportive to the kids. I hope fear of the unknown doesn't take away the opportunity for kids to get exercise and have fun in an appropriate environment." - Citizen comment



Old Ballard Bowl

SEATTLE SKATEPARKS

Seattle has some skateparks, existing and planned, public and private.

Existing Seattle Parks and Recreation Skateparks

Parks manages one public skatepark, which is located in Ballard Commons Park, 5701 22nd Avenue NW. The skatepark is a 4,200 square feet intermediate level, bowl style skatepark and is integrated into a larger park, which also includes green space and a plaza with a water feature.

Until December 2006 the City managed a second skatepark, SeaSkate located at the Seattle Center. The skatepark will be removed to make room for the Bill and Melinda Gates Foundation Campus, however the City is actively looking for a replacement location. The exact size of the facility has not been determined.

Planned Seattle Parks and Recreation Skateparks

There are also plans to construct a District skatepark (19,000 square feet) in Woodland Park just south of Green Lake. This skatepark will have street and bowl features designed for several skill levels. Construction will be under way in 2007.

A 3,200 square feet beginner skate facility is in the design phase at Dahl Playfield in northeast Seattle, and the community is currently raising funds for construction costs. On Beacon Hill, the Jefferson Park Master Plan has space set aside for a community skatepark, but no funds are identified for design or construction.

Ballard Commons

Other Skateparks

- Existing

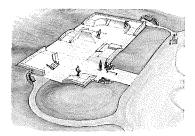
There are other skateparks in Seattle that are not officially affiliated with Parks. Marginal Way, a skatepark in the central south area of the city, was built and is maintained by skateboarders. Inner Space, an indoor private "Pay to Play" skatepark is located on Stone Way in the Fremont neighborhood.

- Planned

Sea Mar Community Health Center has partnered with Grindline Skateparks and the South Park Neighborhood Association to design a 10,000 square feet skatepark in South Seattle called River City Skatespot. The group is fund raising for construction. A skatespot is being discussed in the Roosevelt neighborhood underneath I-5 at 65th Ave. NE. No funding for this skatespot is identified. (See map on page 24 for locations)



Lower Woodland Park



Dahl Playfield

Chapter 2: Skaters, Skateboarding & Skateparks

Task Force Visits to Area Skateparks

Seattle

Ballard Bowl

Seattle Center

Lower Woodland

Marginal Way

Outside Seattle

Burien

Des Moines

Kent (Two facilities)

Mill Creek

Mukilteo

Renton

Shoreline

Woodinville

SKATEPARKS IN THE REGION

Task Force Field Trips

On two consecutive Saturdays in April, Task Force members toured 13 different skatepark facilities in surrounding jurisdictions to determine where and how other cities had sited and designed their skateparks. These visits provided an understanding of how siting decisions can affect the success or short-comings of skateparks. The most important conclusion drawn from these visits was that skateparks integrated into larger parks with high visibility and access had the broadest appeal (See Appendix: Task Force Skate Facility Visits). These site visits influenced the Task Force as they developed siting criteria for the citywide plan.

Concurrent to the Task Force visiting skateparks, a group of students from the University of Washington Seattle developed a map of skateparks in the region. Task Force members, who do not skateboard, were surprised to learn that Seattle ranked in the lowest tier for ratio of skateparks to population based on 2000 Census data. (See Appendix: Skatepark Ratio Map)



Field Trip - Mukilteo



Field Trip - Shoreline

Surrounding Area Parks & Police Department Perspectives

As part of the planning and educational process, the consultant spoke with eight local municipalities that operate skateparks in order to understand the day-to-day impacts a skatepark may have on a community. Additionally, in 2005, the consultant also spoke with 12 different town and cities in Washington and Oregon. You can see the results of that report at: (http://www.portlandonline.com/parks/index.cfm?a=96344&c=40148).

The Parks and Police staff of eight municipalities reported that when skateparks are highly visible, integrated into larger active parks, or next to active roads, minimal or no crime or drug usage is reported. Skateparks that are hidden away from public view and not integrated into a larger park can have more problems. Park and Police agencies stated that location and visibility are the most important aspects of siting a successful skatepark.

Parks & Police Departments Spoken To

Burien

Des Moines

Kent

Mill Creek

Renton

Shoreline

Woodinville

Gig Harbor

Puyallup

Comments from Surrounding Municipalities

"There is a perception that skateboarders are criminals because of the way they look, but Parks and Recreation has not received complaints about increases in crime or drug use at our [two] parks."

- Laurie Flem, Kent Parks and Recreation

"Areas that experience criminal activity could be helped by building a skate facility because bad people don't want to be near kids and their parents."

- Paul Peterson, Kent Police Department

"The skatepark is heavily used and I like to see public money invested in things that get used."

- Bob Crannell, Mill Creek Chief of Police

"There were a lot of the usual fears in the neighborhood about the skatepark, but those fears have not been realized and there are very few complaints about the skatepark. The skatepark in an unequivocal success."

Scott Thomas, Burien Parks and Recreation

"The community and the police department expected a lot of problems when the park opened, but haven't seen many. There is a basketball court right next to the park and I expected conflict between the two user groups, but it hasn't occurred."

- Cindy Parks, Renton Police Department

Chapter 2: Skaters, Skateboarding & Skateparks

Injuries/100 Participants

Hockey	2.7
Football	2.2
Baseball	1.8
Basketball	1.6
Bicycling	1.1
Skateboarding	0.7

- Skateboarders skating for less than a week account for 1/3 of all injuries
- Irregular riding surfaces account for over half the skateboarding injuries due to falls.
- In 2002, the Journal of Trauma concluded in their report that, "Skateboarding is a relatively safe sport."

Trash is generated at skateparks, just like at any other heavily used parks facility. If there is a routine maintenance/management plan, litter should not become a problem. Graffiti at skateparks does occur and the faster graffiti is removed, the less frequently it reoccurs. Therefore, it's important to have a graffiti removal plan in place when the facility opens. Only those skateparks sited very close to homes had reports of noise complaints, which are primarily due to due music and yelling, not noise generated by skateboards.

Unanimously, Parks and Police staff reported that their skateparks were good investments. Even the Gig Harbor skatepark, which due to lack of public visibility has experienced more problems than any other skatepark in the area, is supported by the Police Department. A spokesperson from the Police said that the skatepark does have its problems, but it is a positive activity to provide for kids: "You've got to give them something to do or they'll get into trouble." The skatepark was redesigned in October 2006 to increase visibility into the site.



Mill Creek

ADDITIONAL INFORMATION ABOUT SKATEPARKS

Liability

Liability for skateparks is just like any other public sports facility – all sports are played "at your own risk." As such, the City of Seattle is not liable for accidents. However, skateboarding isn't as dangerous as most people believe. (See sidebar)

Noise

Noise studies indicate that skateboards produce intermittent noise: noise that occurs occasionally from the 'popping' tails and 'grinding' of the aluminum trucks (a part on skateboards) on the steel coping surfaces (usually around the edges of skateparks). These sounds are not sustained over long periods of time. Studies have shown that sounds emitted from skateparks are diminished completely by other noises such as traffic passing by and planes flying over. Outside urban noises, such as loading docks, automatic dumpsters and power lawn mowers are often much higher that sound made by skateboards.

(See Appendix: Noise Information)



Rentor

Chapter 3: The Citywide System

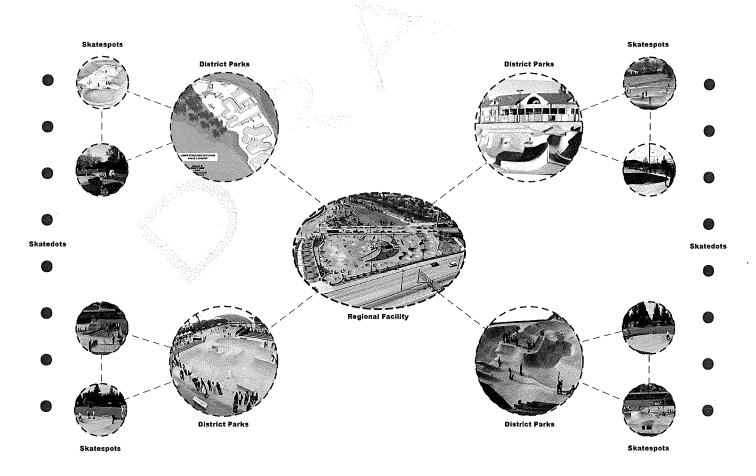
Seattle's System

n order to identify and recommend a range of types and sizes of skate-parks to build, Task Force members studied skateparks in the region, looked at Portland, Oregon's skate-park system and researched types of facilities built throughout the country. Then based on their research and experience the Task Force developed a tiered skate facility system appropriate for Seattle.

TYPES & SIZES

The recommend Seattle skatepark system consists of integrated skateable terrain, a.k.a., Skatedots, smaller neighborhood Skatespots, medium-sized District skateparks, and one large Regional facility. Please see the next two pages for descriptions of each tier.

This system may evolve over time in response to need and new opportunities.



Chapter 3: The Citywide System

Skatedots

Skatedots are a unique concept and throughout the planning process many citizens expressed strong support for the idea. The idea evolved based on a paper written in 2005 by Task Force member, Matt Johnston, titled "Integrated Skateable Terrain in Seattle." (See Appendix).

Skatedots, otherwise known as "integrated skateable terrain," can be seamlessly integrated into small neighborhood parks and throughout the city by identifying existing spaces that already are or could be used for skating.

These elements are small, up to 1,500 square feet, and could be designed to avoid conflicts between skaters and other park users. The illustration (upper left) shows a simple raised embankment upon which skateboarders, rollerskaters, rollerbladers, and razor scooter enthusiasts can hone their skills next to other types of playground equipment, with a low-maintenance integrated element.

Integrated skateable terrain can also include benches, rails, and ledges that typically already exist in hardscaped areas.

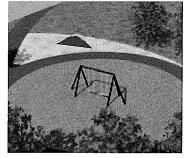


Skatespots can range in size from 1,500 up to 10,000 square feet. These are considered neighborhood facilities that can accommodate up to 13 users at a time and are similar in size to a basketball court or single tennis court. Skatespots are often designed to serve one skill level: either beginner, intermediate, or advanced, because there is not enough room to successfully accommodate more than one skill level.

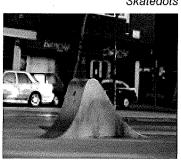


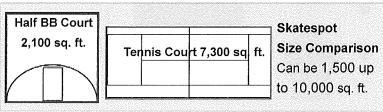
Skatespots





Skatedots





Comparison graphics are not to scale

Districts

District facilities can range in size from 10,000 up to 30,000 square feet and are about the same size as two to four tennis courts. These skateparks are meant to serve a larger area than just a neighborhood and, depending on the layout, can accommodate up to 30 users at a time. Due to their larger size, a wider range of skill levels can be accommodated.



Districts



Photo courtesy of Dan Hughes

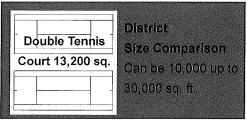
Regional

A regional facility is larger than 30,000 square feet and will attract users from around the region and possibly from around the world if it is well designed. This facility will be considered the crown jewel of Seattle's system and can accommodate up to 300 users at time. All skill levels can be accommodated and the facility can include a variety of vertical (bowls) and transitional (street) terrain. The facility should be large enough to host regional competitions and possibly produce revenue, not just through the venue itself, but also through goods and service purchased by visitors.

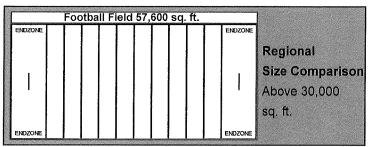


Regionals





Comparison graphics are not to scale



Comparison graphics are not to scale



Chapter 4: Site Criteria and Framework

The Foundation for Site Selection

Once the Task Force agreed on the system of sizes, site criteria were developed for each size of skate facility. These criteria ultimately became the foundation for analyzing each nominated site.

FRAMEWORK OF ASSUMPTIONS

The Framework of Assumptions evolved while developing the site criteria. There were several criteria that the Task Force felt should be applied to sites as a pre-cursor to applying type specific criteria. An initial draft of the Framework of Assumptions was discussed with the community during the first series of public meetings. Based on public comment, the Task Force revised the framework to respond to the concern of losing open space and to clarify some questions regarding private property and recent planning projects.

Frame Work of Assumptions

Emphasis will be given to the selection of sites that are 'gray-to-gray,' i.e. asphalt or other paving materials exist, and can be converted to skateparks.

Sites will NOT:

- Be sited in designated environmentally critical areas, natural areas, or greenbelts
- Interrupt planning projects underway or infringe upon recently completed project, i.e. Pro Parks Levy and Neighborhood Matching Fund Projects
- Be sited on private property
- Replace or remove existing active uses (e.g. Ball fields, play areas)

Sites WILL:

- · Have adequate area available for appropriate size facility
- Be distributed equitably throughout the city



Designated Greenbelt

Chapter 4: Site Criteria and Framework

SITE CRITERIA

The Task Force used public input, national siting criteria, Portland's criteria, and Seattle's original Skateboard Park Policy, to develop criteria most critical to selecting sites in Seattle's unique, dense urban

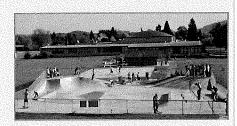
environment. The site criteria are built on a tiered system that reflects the different types and sizes of skateparks proposed for the Seattle system. Each tier includes the baseline criteria.

Baseline Criteria, Apply to All Types: SKATESPOTS, DISTRICT and REGIONAL

- Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscaping/surfaces is compatible with safe skate surfaces
- Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting
- Allow for clear, passive observation by parents, emergency services, police and the public
- Are in close proximity to public transit, and have good foot, bike and vehicular access
- · Are easily developable and have minimal construction impediments
- Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance
- Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities
- · Can be integrated into a larger park space that provides other park amenities
- · Consider sun and shade and protection from rain and wind
- · Include a space for size appropriate community viewing
- Consider the environment for the well being of skateboarders, including noise and air quality



Skatespots



Additional Criteria Apply to: DISTRICT and REGIONAL

District sites are larger than Skatespots and serve a different role within the tiered system and therefore require additional criteria:

- · Offer adequate separation from other facilities/program at site
- Are in close proximity to water fountain, trash cans, restroom
- Offer potential space for nearby action-oriented sports activities and events, such as BMX or climbing
- · Include the possibility of lighting, or integration with existing lighting
- · Have expansion potential
- · Have access to adequate parking



Additional Criteria Apply to: REGIONAL

The Regional facility, the largest in the tiered system, plays a different role than Skatespots and District facilities and has two criteria in addition to all the criteria listed above:

- · Have the capacity for concessions
- Promote action oriented sports activities and events







Chapter 5: Site Recommendations

Site Nominations

n June, a host of citizens and city departments, including Seattle Parks and Recreation, the Seattle Department of Transportation, the Port of Seattle, and the Seattle School District, nominated 130 sites throughout the city for the Task Force to analyze as potential locations for skate facilities.

THE EVALUATION PROCESS

During the course of two months, the 130 sites were evaluated in the following manner.

Framework Application

The evaluation team visited each site, applied the Framework of Assumptions, and removed inappropriate sites. For example, sites that did not have enough room for a skate facility were removed from consideration (e.g. Beacon Hill Playfield). Seventy sites were removed during this phase of analysis.

Full Site Analysis

Sites remaining after the Framework application received a full site analysis. First, the team determined the type/size of facility appropriate for the nominated location. Some sites were nominated to be a specific type of skatepark (Skatespot, District, Regional) and some were nominated for general consideration. If the site was nominated for

a specific type/size, the team determined whether that size was appropriate. For example, the area around the SDOT Interurban Trail Project at Bitter Lake Reservoir was nominated to be a Regional facility, but was analyzed as a Skatedot based on the area available.

After determining the appropriate type/size of facility, the team completed an evaluation sheet in the field, ranking each criterion on a scale of 1-10 (one being the lowest, ten being the highest). For example, a criterion for a District site is "Are in close proximity to water fountain, trash cans, rest room."

If the site had all these amenities the criterion received a score of 10.

Weighting the Criteria

Running parallel to the site visits, weighted scores were developed for each criterion through a Task Force ranking process.

Then a score was calculated for each site by applying the weighted criteria. (See Appendix: Alphabetized Individual Site Evaluation Sheets).

Discussed 30 Sites with the Community

The thirty sites scoring in the top 25% were presented to the community at the second series of public meetings. Based on community feedback and the goal to distribute skate facilities equitably, the Task Force eliminated the following sites; Cowen Park, Westcrest Reservoir, Fairmount Playfield and Denny Middle School Athletic Complex.



Evaluated Sites



Chapter 5: Site Recommendations

A Note About the Reservoir Sites & Northgate Park and Ride Lot

The Task Force is recommending that future planning efforts at three reservoir sites and the Northgate Park and Ride Lot consider including skatepark facilities along with other elements (such as ball fields, basketball courts, play areas, etc.).

The reservoir sites are owned by Seattle Public Utilities and are scheduled to be converted to enclosed reservoirs covered with concrete lids over the next fifteen years. Once the sites are covered by Seattle Public Utilities, Parks may have the opportunity to develop the sites as usable open space (example: Cal Anderson Park in Capitol Hill). Currently, no funding is available to develop these sites into parks. If funds become available to develop sites into parks, there will be a full public planning process to establish design and use of these spaces.

The Northgate Park and Ride Lot is in the process of being acquired from King County Metro Transit by Parks. During 2007-08, funds will be available for the planning and design of the future park at this site. A full planning process will commence with the neighborhood to determine the nature of the park. A skatepark may or may not be included in the final design based on community desire, but including a skatepark in the design dialogue is recommended by the Task Force.

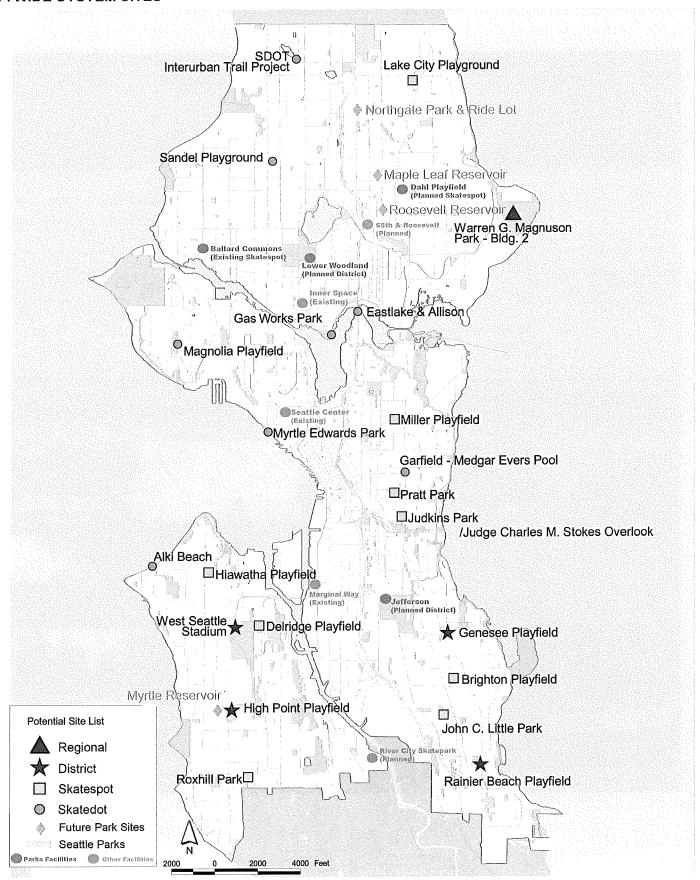
THE RESULTS

The Task Force recommends these (see opposite page) sites for development as funding becomes available.

These sites were discussed with Seattle Parks and Recreation. Parks staff generally concur with the Task Force recommendations, with the exception of the West Seattle Stadium site. Parks does not recommend the inclusion of the West Seattle Stadium site as it is to be reserved for future golf course driving range development.

NORTHWEST	NORTHEAST	TASK FORCE RECOMMENT CENTRAL WEST REGIONAL	NDED SITES CENTRAL EAST	SOUTHWEST	SOUTHEAST
	Warren G. Magnuson				
		DISTRICT		High Point Playfield	Genesee Playfiel
		SKATESPOT	ing Post / Indus Objets	West Seattle Stadium	
	Lake City Playground		ins Park/Judge Charles M. Stokes Overlook Pratt Park Miller Playfield	Hlawatha Playfield Delridge Playfield Roxhill Park	Brighton Playfield John C. Little Par
DOT Interurban Trail Project Sandel Playground			eld - Medgar Evers Pool Eastlake & Allison	Alki Beach	
Gas Works Park	Maple Leaf Reservoir Northgate Park & Ride Lot Roosevelt Reservoir	RECOMMENDED FOR CONS	SIDERATION	Myrtle Reservoir	
		See n	ext page for m	ap of all site lo	ocations.
11. 中国 12. 12. 12. 12. 12. 12. 12. 12. 12. 12.					
	hr.		Date Date 14	M	agnolia Playfield
			19		
	Warren G. M	lagnuson	High Po	int Playfield	Garfield
1		NAME OF THE PARTY			
			1 1-1-4-	₹. Sejwdei±	Jayground'
		and the second	John C, Little I	^o ark	423

CITYWIDE SYSTEM SITES



Chapter 6: Costs, Funding Resources & Priorities

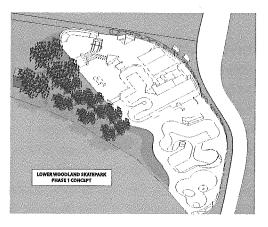
Once a Skatepark is Approved for Development - What Next?

Grindline, a company that designs and build skateparks, worked with Parks to develop planning level cost estimates for the different types of facilities outlined in the Citywide Plan. These costs provide a framework for citizens to start fund raising for approved facilities. The Task Force also developed a list of prioritized sites for funding.

PLANNING LEVEL COST ESTIMATES FOR SKATEPARK TYPOLOGIES

Planning level cost estimates are in 2006 dollars, unless otherwise noted. Square footage cost estimates were provided by Grindline and include mobilization, Temporary Erosion Sediment Control, compaction, excavation, formwork, concrete work and finishing. Estimates do not include land-scaping, irrigation, benches, etc. (See chart below).

Maintenance and operations costs based on existing and proposed facilities for a District level skatepark, at approximately 20,000 square feet, run in the range of \$24,000 annually. These costs estimates are taken from the Lower Woodland Skatepark Project Proposal.





Task Force members visit Lower Woodland site

	THE CITY	WIDE SYSTEM	
	Size Range	Cost Per Foot	Planning Level Cost Estimates
Skate Dot	Approximately 20 sq. ft., but up to 1,500 sq. ft.	\$6.00	Up to \$16,000
Skatespot	Up to 10,000 sq.ft	Approximately \$40.00 per sq.ft.	Up to \$640,000
District	Up to 30,000 sq.ft.	Approximately \$40.00 per sq.ft.	Up to \$2 million
Regional	30,000 sq.ft. or larger	Approximately \$45.00 per sq.ft.	\$2 million and up

Note: Per square foot construction costs are adjusted to include design, management, sales tax, and other costs to show total development costs.

Chapter 6: Costs, Funding Resources & Priorities

FUNDING RESOURCES

There are several ways in which communities can attain funding for the skate facilities recommended in the Citywide Plan. Neighborhood groups can apply to the Department of Neighborhoods Matching Fund Award Program, which has Small and Simple Awards (\$15,000), and Large Project Fund Awards (\$100,000) available to community groups for planning, design, and construction work. Groups can also apply to foundations such as the Tony Hawk Foundation to acquire funds.

The Seattle Parks and Recreation's Skate Park Advisory Committee (SPAC), is an advisory group who provides guidance to the Parks Department on skatepark issues. SPAC has developed a "recipe book" for community groups to use when seeking to raise funds for an approved skateboard facility. The "recipe book" walks through a step-by-step process designed to assist communities to make a skatepark a reality. In addition to fund raising information, the web site also contains information about skatepark advocacy & organization, planning and design. See http://www.par-ents4sk8parks.org/spac/Fundraising.html.

Skaters for Public Skateparks is also a resource for fund raising information. See http://www.skatersforpublicskateparks.org.



SPAC Representatives

"If residents want to get a jump start on building a skate-park for kids in their neighborhood, the Citywide Plan provides them with a pre-screened and approved site."
- Matt Johnston, SPAC Representative and Task Force
Member

PRIORITIZED PROJECTS FOR FUNDING REQUEST

The Task Force recommends that the following priority projects be considered for funding, for future planning, design and construction.

- Judkins Park/Judge Charles M.
 Stokes Overlook (Skatespot)

 Planning level cost estimates are up to \$640,000 depending on the final design and size of the facility.
- Roxhill Park (Skatespot)
 Planning level cost estimates are up to \$640,000 depending on the final design and size of the facility.
- Dahl Skatespot
 \$205,000 is needed to complete construction of the approved plans.
- 4. Jefferson Master Plan (District facility)

The current Pro Parks Levy Master Plan for Jefferson Park includes a place holder for a District sized skatepark. The Task Force recommends adding funds to Pro Parks Levy money to facilitate planning, design and construction work. Planning level cost estimates are approximately \$1 million, depending on the final design and size of the facility.

5. Delridge Playfield (Skatespot)

Planning level cost estimates are up to \$640,000 depending on the final design and size of the facility.

6. Brighton Playfield (Skatespot)

A Pro Parks Levy project is scheduled for 2007/2008 to develop a science park in conjunction with the middle school next to the site. Physics could be studied and illustrated (and fun!) by incorporating skateable terrain into the science park. Planning level cost estimates are up to \$640,000 depending on the final design and size of the facility.

Additionally, Parks requests the inclusion of:

7. A Skatespot Pot

This 'pot' of \$160,000 would allow Parks to implement skateable elements and wading pool modifications. Planning level cost estimates to implement-these modifications are approximately \$16,000 each.

"I have lots of friends around Delrigde (Playfield) that I skate with, but have to travel to either SeaSkate or Burien (to skate), which is a pain. It would be GREAT to build one here. I would skate almost every day. I love this idea and would really enjoy it if a skatepark is built here." - Citizen comment



Judkins Park/ Stokes Overlook



Roxhill Park



SEATTLE PARKS AND RECREATION

Chapter 7: Recommendations

Citywide Recommendations

The following recommendations represent the groundwork for future facilities and design, however they do not preclude additional future opportunities for skate facilities or skateable terrain development not specifically identified in the Citywide Skatepark Plan. These recommendations set the stage for creating an intentionally skateable Seattle.

The Skatepark Advisory Task Force offer the following recommendations to implement the Citywide Skatepark Plan:

A. ADOPT THE CITYWIDE TYPOLOGY SYSTEM

See Chapter Three for a description of the recommended Citywide System.

B. APPLY THE DEVELOPED FRAMEWORK OF ASSUMPTIONS

See Chapter Four for the full Framework of Assumptions.

C. ADOPT SKATEPARK SITING CRITERIA

See Chapter Four for site criteria for each type of facility recommended in the Citywide System.

D. ADOPT LIST OF RECOMMENDED SITES FOR DEVELOPMENT AS FUNDING BECOMES AVAILABLE.

See Chapter Five for the types and locations of the recommended sites. The appendix (Site Details) includes detailed information for each site including, on-site and adjacent uses, and a summary of public comment.

E. CONSIDER POTENTIAL SKATEPARKS ON FUTURE LIDDED RESERVOIR SITES AND NORTHGATE PARK & RIDE LOT

The reservoir sites identified in this plan and Northgate Park and Lot represent large parcels of land with the potential to accommodate the desires of a wide-range of park users. See Chapter Five for further details.

F. PROVIDE FUNDS FOR THE PLANNING AND DEVELOPMENT OF THE PRIORITIZED PROJECTS

See Chapter Six for a list of prioritized sites and planning level cost estimates.

G. FILL GAPS IN CITYWIDE SYSTEM

There are obvious gaps in the current geographic distribution of facilities in the plan. Therefore the Task Force recommends:



Northgate Park and Ride Lot



Myrtle Reservoir

"What a nice opportunity to create green space with adjoining recreational space for a skatepark. Why not daylight Thorton Creek and weave skatepark features through and over the creek at Northgate."
- Citizen comment

Chapter 7: Recommendations

G.1 Consider integrating skateparks in future park acquisition and development design dialogues.

- In keeping with the North Downtown
 Park Plan, continue to pursue collaborative options with Seattle City Light substation development for possible park and skateboard siting
- b. Consider options for skate facilities if the Aurora corridor is lidded
- c. Strive for a facility in the Georgetown area
- d. Consider skate facilities in Greenwood
 Park expansion
- e. Consider skate facilities at any new Park facilities in the Downtown or Capitol Hill area

G.2 Consider integrating Skatedots into the future waterfront planning efforts.

Additionally, Parks recommends the following:

G.3 Allow use of wading pools for skateboarding during non-summer use Incorporate skateable elements inside various wading pools, adding coping around the pool, or making some safety improvements to wading pools in areas that lack opportunities for skate facilities.

The following list of wading pools represent those areas that are currently used for skating by the local community and pools that help fill geographic gaps in facility distribution:

- East Queen Anne Playfield
- Sandel Playground
- Georgetown Playfield
- Beacon Hill Playfield
- South Park Playfield
- Gilman Playfield
- Volunteer Park
- Powell Barnett Park

H. ACTION ITEMS FOR SEATTLE PARKS AND RECREATION AND THE SKATEPARK ADVISORY COMMITTEE (SPAC)

H.1 Consider industrial site options

The site criteria developed in this plan seek to integrate skateboarding into park settings. However, there may be sites in industrial areas, under bridges, etc., that do not met the established site criteria, but have potential for a skate facility.



East Queen Anne Playfield wading pool with skateable "hump"

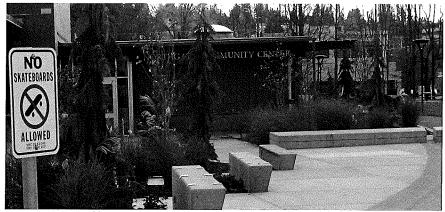
H.2 Work with Community Center Staff (maintenance and operations....crew chiefs,....) to allow skateboarding, when appropriate, on hardscapes surrounding facilities.

The Task Force recommends that Parks work with Community Center staff to identify areas that could be used for skating. Instead of putting in skate stoppers and posting "No skateboarding allowed," "Okay to skate here" signs could be posted, skate stoppers removed and skateable furniture (skateboard wear and tear resilient) installed.

H.3 Build Partnerships

- a. Work with the Seattle Police Department to make skateboarding legal throughout the city in designated places. For example, Portland, Oregon has signs posted throughout the downtown core denoting skateboarding routes.
- b. Foster relationships with private developers to educate them about skateboarding and the Skatedot idea. Developers may be open to the idea of incorporating skateable terrain, i.e. Skatedots, into new developments and associated open space if they understand more about the sport and the benefits of skateboarding. This is one way to build positive relationships with the private sector, which has

often times been in opposition to skateboarding. It may also be a way to incorporate more skateable terrain into the downtown core and citywide.



Northgate Community Center

"A thorough plan, accompanied by site recommendations, and implementation guidance is a splendid product. It may be that an additional recommendation, emphasizing potential future skate opportunities would be helpful. I am particularly interested in what I have learned from the Task Force concerning skatedots and integrating skating opportunities into streetscape/land-scape design, with the notion that the next step is to make skate design a known, predictable element of project decision-making."

- George Blomberg, Task Force Chair

Chapter 7: Recommendations

- c. The Task Force further recommends that city departments work to incorporate broad thinking and integrate skate design principles into normal project review processes.
- e. Additionally, the Task Force recommends that SPAC act as interface and work with the city and the community, on skatedot opportunities.

J. DESIGN RECOMMENDATIONS

J.I Accommodate different skill levels in park design, including street style and transitional elements

When space is available every opportunity should be made to accommodate different skill levels and include street style and transitional elements. This will help attract a broad range of users and make the facilities family-friendly. Furthermore, older skaters who have worked so hard to get

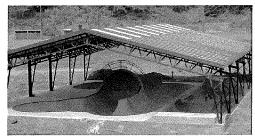
safe, legal places to skate are often good stewards of skateparks and can serve as a good role models for younger skaters.

J.2 Hire Reputable Skatepark Firms Reputable skatepark firms should be hired as part of the team for design and

construction of Seattle's skatepark system.

J.3 Cover Some Facilities

During the public process, the Task Force heard repeated requests for Parks to cover some of the facilities. This is an added expense and is not necessary for the all the facilities, however it should be considered, at least in part, in future park design for the District skateparks. Also, a Regional skatepark should be at least partially covered, to maximize the investment by attracting users year round.



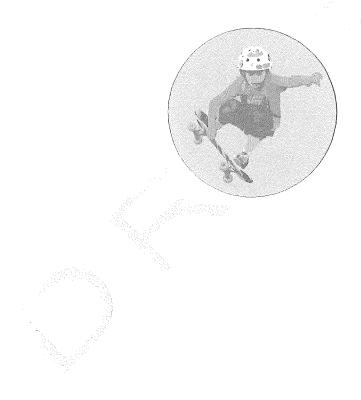
Covered Skatepark in Lincoln City, Oregon



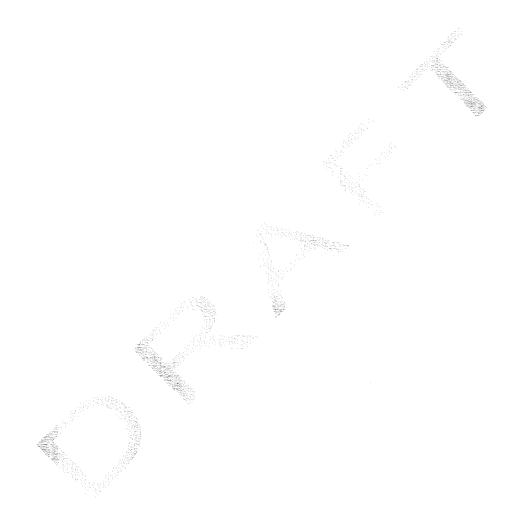
The Pacific Northwest, despite the rainy climate, is famous for its skate friendliness. Seattle can enhance this reputation by creating a city where skateboarding is embraced and encouraged. This plan is a first step towards that goal.

"I think this is a really awesome and optimistic plan."

- Citizen comment







36

NORTHWEST RECOMMENDED SITES

SDOT Interurban Trail Project - SKATEDOT

Gray-to-Gray

Trail Characteristics

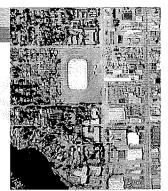
Bike and pedestrian path. Recently completed Pro Parks Levy project with green space and Interurban trail connection to Shoreline, room for skateable terrain

Adjacencies

Businesses, reservoir, housing, landscaping. This is a long trail with a multitude of uses running adjacent

Comments

There is support from the Bitter Lake community for Skatedots along the trail. Parks would need to coordinate work with SDOT.



Sandel Playground - SKATEDOT

Gray-to-Gray

On-Site Uses

Play area, wading pool, basketball court, picnic area • Area under consideration is walkway through park

Adjacencies

Single family in each direction.

Comments

The limited public comment is not supportive of site, due to concerns about potential path user conflicts. There may be more support for a skatespot than for a skatedot. Converting the wading pool to a skatespot for the nine months of the year when it is not in use as a wading pool is another option. This area of the city has very limited opportunities for locations to site a skate facility, and this location can fill a hole in the geographic gap.



Gas Works Park - SKATEDOT

Gray-to-Gray

On-Site Uses

Play barn, under cover picnic area, trail winds through site, kite flying is popular • Area under consideration includes existing ramps, stairs and handrails.

Adjacencies

Gasworks Park is separated by a large parking lot and buffer of trees on the north side. The Burke-Gilman Trail, a pedestrian/bike path, runs just north of the park. Lake Union is adjacent in the other directions.

Comments

The area recommended is already skated and no major structural changes are suggested. The idea here is to make the area safer for skating, not to build a new facility. There is general support for the site. Friends of Gas Works Park expressed opposition to a structure at the play area. They are supportive of skateboarding in general, however.



Appendix A - Site Summaries

NORTHEAST RECOMMENDED SITES

Lake City Playground - SKATEDOT

On-Site Uses

On-site uses: playarea, basketball court, picnic area, perimeter pathway • Allows for clear, passive observation • Safe & Secure for pedestrians and vehicle access • Visible area with moderate pedestrian traffic . Close proximity to single family housing

Adiacencies

Multi-family south and east, commercial area to east buffered by trees. Library, community center and school one block away across 125th.

Comments

Public comments generally oppose a skatespot at Lake City Playground; however, a small skatedot at this location can fill a hole in the geographic gap and provide an opportunity for skate boarding in the area. Other locations were suggested: next to QFC at N 127, and at the intersection of N 130 and N 1st.



Warren G. Magnuson Park - Blgd 2 - REGIONAL Gray-to-Gray

On-Site Uses

On-site uses: Bldg 2 currently used for indoor sports, but those activities are moving to the building just northwest. The Seattle Mountaineer organization is moving into the building just west of the site and building an outdoor climbing wall • Existing and growing sports complex • Room for concessions • Existing parking lot • Safe & secure for pedestrians and vehicular access • Good proximity to public transportation



See above. East & South is park. West across 4 lanes of traffic and parking lot is multi-family.

Comments

Public comments were limited, but primarily positive. A few stated concern that the regional facility should be located toward the center of town for easier accessibility. However, this is the only site available that is large enough to support a regional facility.

Maple Leaf Reservoir - To Be Determined

On-Site Uses

SITE ACREAGE: 23.37 acres (does not include the acreage for Maple Leaf PF, which is adjacent)

Site will be lidded in 2013 • No current plans for site • Site allows for clear, passive observation • Close proximity to public transit

Includes space for community viewing **Adjacencies**

Single-family housing north and east. Maple Leaf Playfield and play area south, neighborhood commercial west.

There is general opposition from neighbors directly adjacent to the reservoir. Community response centers mainly around design issues. Citizens are concerned about the parking, lighting, and noise that a skate facility might generate. The site remains on the list because concerns can be addressed in the siting and design processes that will take place with the community.



NORTHEAST RECOMMENDED SITES

Northgate Park & Ride Lot - To Be Determined Gray-to-Gray

On-Site Uses

SITE ACREAGE: 3.73 acres

Currently used as a Metro King County Park & Ride Lot • Future park site • Allows for clear passive observation • Safe & Secure for pedestrians and vehicular access • Good public transportation, including future lightrail • Highly visible • High pedestrian traffic

Adjacencies

Multi-family west, north and east. Big box development (Target, Best Buys, GI Joe, etc.) south. Northgate Mall is one block south of development). Community center several blocks south

Comments

This site is currently a lit parking lot and therefore is considered a "gray-to-gray" opportunity. The site remains on the list due to a number of factors.

Most public comments support the site; however, there is a group opposed to locating a skate facility of any size on the site. Those opposed want passive green space. Those in support feel that the desire for green space and the desire for a skate facility can be accommodated by park design. The site is large enough to meet the desire to have green space and a skate facility.

This site is highly visible, located next to a commercial shopping district, and has high pedestrian and vehicular traffic. It is easily accessible by public transportation, including planned light rail. It is also an important site in meeting the goal of geographic distribution. The northern sector of the city has limited parks in which a skate facility is appropriate. A facility at Northgate could help fill the gap.

The Northgate Neighborhood Plan includes the following recommendation: I.G. 12.1 C. Active Park – on the existing Metro Park-and-Ride lot at Fifth Avenue NE. The City's response was: The City is exploring purchase of King County's 5th Avenue NE Park & Ride Lot for development of a park and possibly community facilities.

Funding for site planning and design will start in 2007/2008. A skatepark could be considered in future planning and design for park development if so desired by the community during the parking planning process public.

Roosevelt Reservoir - TO BE DETERMINED

On-Site Uses

SITE ACREAGE: 18.74 acres (not including acreage for Froula Park, which is adjacent)

Site will be lidded in 2013 • No current plans for site • Site allows for clear, passive observation • Close proximity to public transit

Adjacencies

Single-family housing to east, west, & north. Froula Playground to the south

Comments

Public comments were limited and are split between positive and negative. The majority of concerns center around design and parking issues.



Appendix A - Site Summaries

CENTRAL EAST RECOMMENDED SITES

Eastlake & Allison - SKATEDOT

Gray-to-Gray

On-Site Uses

Paved Seattle Department of Transportation area under I-5 freeway

Adjacencies

I-5 Interstate directly overhead, heavily travelled arterials to north & south

Comments

There is overall general support for this site, with some concern expressed about ambient noise levels. This site would require coordination and approval for skate-able elements to be installed by Seattle Department of Transportation and Washington State Department of Transportation.



Garfield - Medgar Evers Pool - SKATEDOT

Gray-to-Gray

On-Site Uses

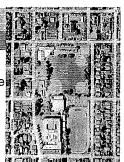
The top of the pool is the location under consideration and is already skated. There are engineering challenges to modifying the pool rooftop, which would be taken into account during the design phase. There is solid community support.

Adjacencies

High School south, community center and park north & east

Comments

There is overall general support for this site, with some concern expressed about ambient noise levels. This site would require coordination and approval for skate-able elements to be installed by Seattle Department of Transportation and Washington State Department of Transportation.



Judkins Park/ Judge Charles M. Stokes Overlook - SKATESPOT

On-Site Uses

Large park with basketball court, restroom, play area, picnic area, water feature • On pedestrian/bike path • Good proximity to public transit • Moderate pedestrian traffic

Adjacencies

Several ball fields north, multi-family east, single-family west, park continues south and east over I-90 lid to south

Comments

The community is excited about working together to determine the best location and to create a design reflective of the desires of the community. Some residents expressed limited concerns, mostly centered on loss of open space.



CENTRAL EAST RECOMMENDED SITES

Miller Playfield - SKATESPOT

On-Site Uses

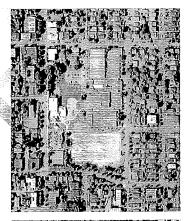
Play area, water feature, ball field, tennis courts, soccer field, community center • Good proximity to public transit • Safe and secure for pedestrians and vehicles • View into site obstructed from street level • Moderate pedestrian traffic

Adjacencies

Middle School to northeast, community center and ball fields south, housing to east across 4 lane arterial

Comments

This is a very active site and would help to serve this sector of the city. Limited public concern and support were expressed.



Pratt Park - SKATESPOT

On-Site Uses

Play area, water feature, basketball court, picnic area, restrooms • Good proximity to public transportation • Safe and secure for pedestrians and vehicles • Moderate pedestrian traffic

Adjacencies

Multi-family to east & west, Pratt Fine Arts Center south, neighborhood commercial north **Comments**

Parks received no written comments regarding this site. However, Parks did receive strong support from the neighborhood association, who invited a Parks representative to speak at a meeting regarding the prospect of locating a skate facility in the park.





CENTRAL WEST RECOMMENDED SITES

Magnolia Playfield - SKATEDOT

Gray-to-Gray

On-Site Uses

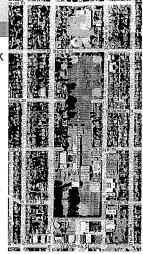
Community Center, outdoor pool, play area, ball fields, picnic area • Very active park • Allows for clear passive observation • High pedestrian traffic • "Dot" suggested for pathway

Adjacencies

Community Center northeast, K-8 School to north, commercial business to east, multi-family south.

Comments

There is strong support from the neighborhood and Magnolia Advisory Council. The council is already fund raising. Pathway will need to be reconfigured to prevent ADA conflicts.



Myrtle Edwards Park - SKATEDOT

Gray-to-Gray

Trail Characteristics

Bike and pedestrian path along waterfront • Dot" suggested for pathway Adiacencies

Path runs adjacent to Puget Sound on the west, through industrial areas north & east, and meets the Sculpture Park on the south

Comments

There is general support, although there is some concern about potential path user conflicts. Pedestrians use the shore side path and bicyclists use the bike path. Conflict could be avoided by creating a small skatespot separate from the pathway.



SOUTHWEST RECOMMENDED SITES

Alki Beach - SKATESPOT

Gray-to-Gray

Trail Characteristics

Existing pedestrian/bike pathway already skated

Adjacencies

Alki Beach, Alki Bathhouse, multifamily housing businesses

Comments

Alki is already heavily skated. There is general public support although there is some concern about potential path user conflicts. Skate elements should be placed in conjunction with the area currently skated around the renovated bathhouse.

Hiawatha Playfield - SKATESPOT On-Site Uses

Play area, tennis courts, wading pool, sports field, restrooms, community center • Very active park • Heavily programmed • Highly visible area • Olmsted designed park and a Landmarked site

Adjacencies

Single family housing located on north & west side, lighted ball fields to south & Comments

The site received general community support with limited concern. Friends of Seattle's Olmsted Parks conditionally support use of this site for a skate facility.

Delridge Playfield - SKATESPOT

On-Site Uses

Play area, tennis courts, wading pool, picnic area, restrooms, community center • Ac tive park • Allows for clear passive observation • Safe & Secure for pedestrians and vehicular access

Adjacencies

Single family housing located on north & west side, lighted ball fields to south & north

Comments

This is a heavily used park with great site amenities and room to include a skatespot Public comments were mostly supportive, with some concern expressed.

Roxhill Park - SKATESPOT

On-Site Uses

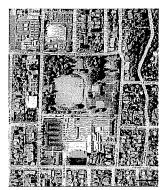
Play area, picnic area, restrooms, parking lot, practice soccer field • Allows for clear passive observation • Safe & Secure for pedestrians • High pedestrian traffic • Close proximity to public transit vehicular access

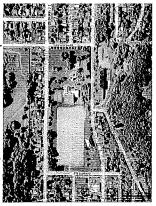
Adjacencies

Wetland restoration park project to east including Longfellow Legacy Creek Trail, single-family housing south and west, Target store and outdoor shopping mall north, Comments

This site received solid community support. There was no opposition.









Appendix A - Site Summaries

SOUTHWEST RECOMMENDED SITES

West Seattle Stadium - DISTRICT

On-Site Uses

On site uses: Football stadium and public golf course • Impacts to residents minimal • Offers adequate separation from other facilities at site • Potential for near-by action sports • Possibility of lighting (stadium lighted) • Not easily observable/visible from street • Public transit moderate

Adjacencies

Golf course east & south, buffered multi-family west, track & stadium north Comments

There is wide spread community support for this site.



High Point Playfield - DISTRICT

On-Site Uses

Lighted baseball and soccer field, play area, tennis courts, picnic area, restrooms, community center • Good proximity to public transit • Safe & Secure for

Adjacencies

Single family housing located on south & west side, community center north, Seattle Housing Authority multi-family (plans for redevelopment)

Comments

There is general support for this site with limited concern from adjacent residences. It is important to note that half the support comes from the skateboard community and half is from neighbors who do not want a skate facility located at Myrtle Reservoir, which is two blocks away. Those who oppose this site feel that High Point is an active park and should continue to be so, while Myrtle should be developed as a passive park.

Myrtle Reservoir - TO BE DETERMINED

On-Site Uses

SITE ACERAGE: 5.67 acres

Currently undergoing a lidding process • No current plans for site • Site allows for clear, passive observation • Close proximity to public transit

Adjacencies

Single-family housing located south, west, & north. East is heavy traveled 35th

Comments

There is strong opposition from neighbors directly adjacent to the reservoir. Most concerns center around design issues and perceptions of skate facilities as unsafe and attracting undesirable behavior. Citizens are concerned about the parking, lighting, and noise that a skate facility might generate. Most letters and e-mails suggested placing a facility at High Point Community Center instead.



SOUTHEAST RECOMMENDED SITES

Brighton Playfield - SKATESPOT

On-Site uses:

Lighted ball fields, play area, tennis courts, restrooms, • Allows for clear, passive observation • Safe & Secure for pedestrians and vehicle access • Visible area with moderate pedestrian traffic • Pro Parks Levy science project slated for 2007

Adjacencies

Single family to east, west and north. Middle School to south.

Comments

There was little public comment on this site and it remains on the list to serve the southeast sector of the City.

A Pro Parks Levy project is scheduled in 2007/2008 to develop a science park in conjunction with the middle school. Skateboard elements could embrace physics components.

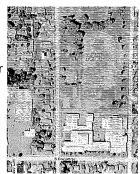
John C. Little Park - SKATESPOT On-Site uses:

Several basketball courts, play area • Active park • Allows for clear passive observation • Safe & Secure for pedestrians and vehicular access • Good public transportation, including light rail• Park located in new dense SHA housing development

Adjacencies

Single and multi-family housing to east & west, park facilities to north & south **Comments**

There was little public comment on this site and it remains on the list to serve the southeast sector of the City.





Genesce Playfield - DISTRICT

On-Site uses:

Lit soccer field, play area, dog off-leash area, restrooms • Safe & Secure for pedestrians and vehicular access • Large park, not heavily programmed, has expansion potential • Good visibility • Moderate pedestrian traffic

visibility • Moderate pedestrian traffic

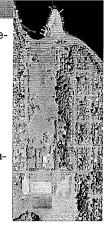
Adjacencies

Community Center to west, park area south, single-family housing north and east

Comments

Some members of the community feel that a location that meets the following criteria would be a better location for a skate facility than the area that was analyzed:

- Closer to lit soccer fields
- Across from park maintenance building
- West side of the Community Center where the tennis courts are
- There are also significant geotechnical issues associated with portions of this Parks site since it is a former sanitary landfill



Rainier Beach Playfield - DISTRICT

On-Site uses:

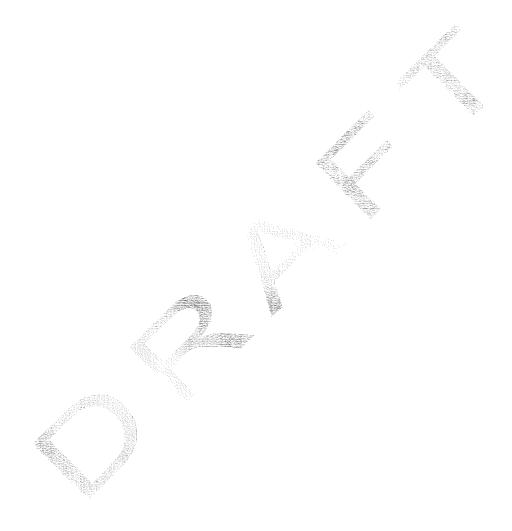
Community Center with pool, baseball fields, play area, lighted tennis courts, picnic area, restrooms, parking lot • Good proximity to public transit including light rail which is under construction • Safe & Secure for pedestrians and vehicular access • New School on site

Adjacencies

Rainier Avenue runs east, community center to west, single-family to north

There was little public comment on this site and it remains on the list to serve the southeast sector of the City.





46

Appendix B - Citywide Skatepark Plan Resolution

Resolution Number: 30843

A RESOLUTION relating to skateboarding in the City of Seattle; recognizing its importance as a healthy and popular recreational activity; establishing a skateboard advisory task force to develop a comprehensive citywide Skatepark Plan; and stating the City's resolve to establish a network of skateparks of various sizes.

Date introduced/referred: February 13, 2006 **Date adopted:** February 21, 2006 **Status:** Adopted **Vote:** 7-0 (Excused: Conlin, Licata) **Committee:** Parks, Education, Libraries and Labor **Sponsor:** DELLA

Index Terms: STATING-POLICY, RECREATIONAL-ACTIVITIES, PUBLIC-REGULATIONS, PARKS

Text	
RESOLUTION	

A RESOLUTION relating to skateboarding in the City of Seattle; recognizing its importance as a healthy and popular recreational activity; establishing a skateboard advisory task force to develop a comprehensive citywide Skatepark Plan; and stating the City's resolve to establish a network of skateparks of various sizes.

WHEREAS, the City of Seattle recognizes skateboarding as a healthy and popular recreational activity; and

WHEREAS, nationwide more than 11 million people from all ages and backgrounds participate in and enjoy skateboarding for recreation and sport, making it one of the fastest growing sports in North America which continues to gain popularity as a healthy activity; and

WHEREAS, studies have found that skateboarding is safer than soccer and baseball on an accident-per-participant basis; and

WHEREAS, skateboarding plays a key role in promoting physical fitness, self esteem, and a sense of belonging; and

Appendix B - Citywide Skatepark Plan Resolution

WHEREAS, studies have dispelled myths about skateboarding and skateparks, shown that skateparks do not contribute to serious crime, and found that integrating the park within the community is important for siting skateparks; and

WHEREAS, a lack of public places within the City of Seattle to skate has forced many skateboarders to occupy transitional spaces or public properties; and

WHEREAS, the City of Seattle through its Department of Parks and Recreation encourages healthy recreational activities and sports, and to the extent possible seeks to accommodate these activities and sports; and

WHEREAS, skateboarding requires ample terrain and facilities to appropriately accommodate this rapidly growing sport; and

WHEREAS, skateboarders, as the users of such terrain and facilities, should have sufficient opportunity to provide input and to participate in the siting and design of such terrain and facilities; and

WHEREAS, the City of Seattle seeks to gain the input and knowledge of skateboarders and other experts from the skateboarding community on integrating into the City's appropriate recreational infrastructures a network of skateparks of various sizes; and

WHEREAS, the City of Seattle through its Department of Parks and Recreation can serve its skateboarding community through appropriate planning; and

WHEREAS, the Department of Parks and Recreation's long term plans currently don't include skateparks, and only recently have begun planning for the development of individual skateboarding sites; and

WHEREAS, other local jurisdictions have benefited significantly from engaging stakeholders of the skateboarding community in a strategic planning process to map out a course for serving skateboarders; and

WHEREAS, decisions about where, how many, and what types of public skateparks would best serve the City of Seattle do require both consideration of a broad range of stakeholder perspectives, as well as decision making that is characterized to the greatest extent by objectivity and freedom from political pressures;

NOW, THEREFORE,

BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF SEATTLE, THE MAYOR CONCURRING THAT:

Section 1. The City of Seattle recognizes skateboarding as a underserved by the City's parks infrastructure. Therefore, the City shall develop a comprehensive skatepark system plan to address this growing demand.

Section 2. The City of Seattle hereby establishes a Skatepark Advisory Task Force (Task Force) to develop a recommended comprehensive Seattle skatepark system plan. The Task Force, with the assistance of a consultant and with staffing support from the Department of Parks and Recreation, is requested to carry out the duties defined below in the following sections. Upon completion of said duties, the Task Force shall dissolve unless otherwise authorized by future legislation. Meetings of the Task Force will be open to the public unless, had the Task Force been subject to Chapter 42.30 RCW, that law would not have required that the meeting or portion of the meeting be open to the public.

Section 3. The Task Force shall be comprised of the following: a citizen representative of the Department of Parks and Recreation's Skate Park Advisory Committee; two representatives of skateboarding and/or skatepark advocacy groups; a planning or landscape architecture professional; a representative of the Department of Parks and Recreation; a representative of the Department of Transportation; and five at-large members representing a variety of community perspectives. Employees of any government agency shall be non-voting, but otherwise fully participating members. The representatives of the Department of Parks and

Appendix B - Citywide Skatepark Plan Resolution

Recreation and of the Department of Transportation are to be selected by the Mayor or his or her designee. A Task Force chair and all other members of the Task Force shall be jointly selected by the Mayor and the Chair of the City Council's Committee on Parks, Neighborhoods and Education (PNE) or its successor.

Section 4. The Department of Parks and Recreation shall staff the Task Force and, subject to approval of the Chair of the PNE Committee, hire a consultant or consultants to work with the Skatepark Advisory Task Force. A member or a designee of the City Council's PNE Committee and two representatives from the Task Force shall participate in the development of the consultant Request for Proposals (RFP) process and in the consultant selection process.

Section 5. The consultant(s), working in conjunction with the Skatepark Advisory Task Force and the Department of Parks and Recreation, shall develop a proposed plan for building a citywide network of safe and accessible skatable terrain and skateparks. The consultant(s), Task Force and the Department of Parks and Recreation shall work together to exchange appropriate information pertinent to developing a proposed plan.

Section 6. Any recommended plan-forwarded for Council approval and adoption for a Seattle skatepark system shall include:

- a) the establishment of skatepark siting criteria (using existing data from studies such as Portland's The Urban Grind, Skateparks: Neighborhood Perceptions and Planning Realities);
- b) identification and recommendations on a range of types and sizes of skateparks to be built;
- c) an assessment of the current supply of Seattle skate facilities, including an evaluation of the functionality of existing facilities and how these facilities meet skaters' (of all skill levels) interests, and where improvements may be desired;
- d) an evaluation of the overall demand for skateparks in Seattle and in specific neighborhoods of Seattle;

- e) identification of neighborhoods and other parts of the city that lack skate facilities or terrain;
- f) identification of parks, other potential city property, Port of Seattle property, and/ or Seattle School District property that may be functional for the development of skateparks;
- g) estimated projected costs for the development of a Seattle skatepark system, including cost estimates for development of individual terrain or facilities;
- h) identification and evaluation of potential funding sources; and
- i) a proposed development timeline including significant phases, milestones and a prioritization of projects suitable for funding and development.

The planning process shall include and be based upon outreach to appropriate community and district Councils, schools, youth recreation organizations, chambers of commerce and other neighborhood-level support organizations.

Section 7. The Skatepark Advisory Task Force and consultant(s) shall jointly provide and present a draft proposed plan to the Council's PNE Committee for review and comment on the draft plan. After the Task Force reviews comments from the Council's PNE Committee, the Task Force and the consultant shall jointly provide to the Board of Parks Commissioners a proposed plan no later than December 15, 2006. The Executive shall present a final proposed plan by January 31, 2007 to the City Council for possible adoption.

Section 8. Adoption of this resolution and support for the establishment of a plan for a Seattle skatepark system shall not delay or halt existing efforts to plan, design and construct skateparks in Seattle. In proposing funding for the 2007-2008 Biennial Budget, the Superintendent may make recommendations to the Executive for the implementation of phases of a proposed skatepark plan. These recommendations may be implemented as part of the Department of Parks and Recreation's future Capital Improvement Planand related budget, which will be proposed by the Mayor and considered by City Council.

Appendix B - Citywide Skatepark Plan Resolution

Adopted by the City Counci	the day of	, 2006,
and signed by me in open session	n in authenticatior	n of its adoption
this, 20	006.	
Presidentof t	he City Council	
THE MAYOR CONCURRING:		
Gregory J. Nickels, Mayor		
Filed by me this day of	, 2006.	
City Clerk		-
(Seal)		
TMWN/SM		
skatepark_reso_v10.doc		
February 1, 2006		
version #10		

Department Policy & Procedure



Subject:	subject: Skateboard Park Policy		Number 060-P 7.18	
			Effective August 14, 2003	
			Supersedes N/A	
Approved:	a Bons	Department: Parks & Recreation	Page 1 of 3	

1.0 PREFACE

Seattle Parks and Recreation recognizes skateboarding as a healthy and popular recreational activity and a legitimate use to be accommodated in the parks system. The Department seeks to develop skateboard parks at selected sites in the city to serve a variety of skill levels.

2.0 PURPOSE

To create a policy, general criteria and guidelines for the development and operation of skateboard parks in Seattle parks.

3.0 ORGANIZATIONS AFFECTED

- 3.1 Seattle Parks and Recreation
- 3.2 Seattle park users including members of the skateboarding community

4.0 REFERENCES

- 4.1 Seattle Park and Recreation Plan 2000
- 4.2 Public Involvement Policy for Proposals to Acquire Property, Initiate Funded Capital Projects, or Make Changes to a Park or Facility 060-P1.9.2

5.0 POLICY

- 5.1 It is the policy of Seattle Parks and Recreation:
 - 5.1.1 To seek public input on the development and operation of skateboard parks in a manner consistent with Reference 4.2.
 - 5.1.2 To develop publicly-owned skateboard parks in the City of Seattle consistent with Reference 4.1. Generally, skateboard parks should include components that serve a variety of skill levels. Skateboard parks that serve specific skill levels can be considered in the context of the site.

Appendix C - Parks Skatepark Policy

6.0 SITING CRITERIA

- 6.1 Skateboard park sites should consider adjacent uses and potential noise impacts. Sites should be selected where impacts to surrounding neighbors can be minimized and mitigation measures can be maximized.
- 6.2 Different considerations may apply for sites that serve specific skill levels. The following does not preclude consideration of site specific features that may be appropriate depending on the skill level including fencing, lighting, community-generated art, etc.
 - 6.2.1 Skateboard park sites should:
 - be developed as part of a larger park space that provides other park amenities,
 - be located to provide maximum visibility in and through the skateboard park area.
 - be located near public transportation (i.e. bus routes).
 - have a code of conduct.
 - 6.2.2 Ideal skateboard park locations would include:
 - spectator accommodations (i.e. seating and/or viewing area).
 - community generated art.
 - a drinking fountain.
 - a bike rack.
 - restroom facilities within the park.
- 6.3 The department will seek to distribute facilities throughout the City, with the goal of providing at least one skateboard park in each quadrant of the City, and generally will not seek to develop skateboard parks as stand alone facilities.

7.0 SKATEBOARD PARK DESIGN AND CONSTRUCTION

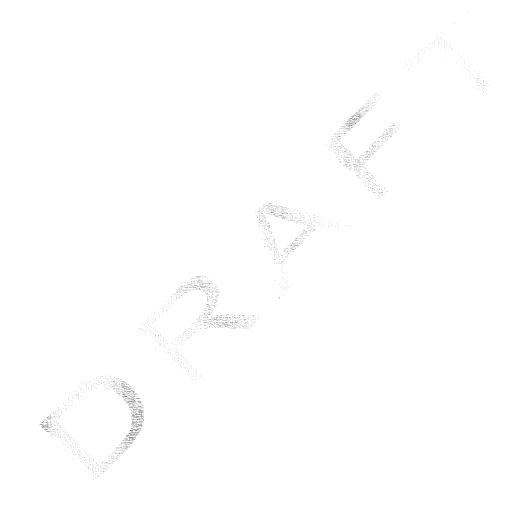
- 7.1 Skateboard-park design will be created through a public involvement process consistent with the Department's existing Public Involvement Policy.
- 7.2 Skateboard-park design will be consistent with any applicable Department design standards.
- 7.3 The Department will use consultants/designers who have experience in the design of skateboard parks.
- 7.4 Skateboard parks may be designed and then constructed in phases.
- 7.5 Design and materials selection will consider available products which mitigate ongoing maintenance costs, aid in noise reduction and increase safety.
- 7.6 Design elements within the park should be spaced so participants can maneuver and recover without interfering with other users or another element. Also elements requiring different

54

- skill levels should be situated so that users of different levels do not interfere with one another.
- 7.7 The Department will provide signage as to the specific rules of conduct for each skateboard park. Signage may include hours of use, recommendations for helmets and padding, prohibition of other uses such as in-line skates or bikes, presence of supervision, etc.

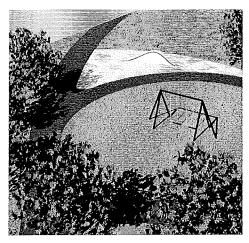
8.0 SKATEBOARD PARK MAINTENANCE AND OPERATIONS

- 8.1 The Department will consider contracting with a qualified organization to operate and maintain skateboard parks.
- 8.2 A fee may be charged at some facilities for special events.
- 8.3 No amplified music will be played at the facilities unless permitted for a special event.
- 8.4 Use of skateboard parks will not be directly supervised by Park and Recreation staff.
- 8.5 Use of skateboard parks by in-line skaters will be permitted when the Department determines such uses can be safely accommodated. The Department may limit non-skateboarding use of the skateboard parks.



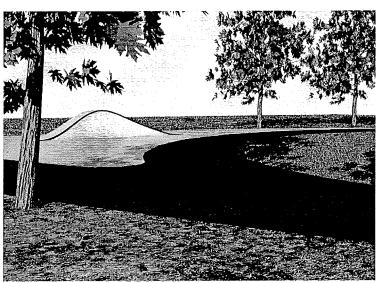
Integrated Skateable Terrain in Seattle

The Vision



As much-needed major skatepark construction continues in our large regional parks, this initiative seeks to seamlessly integrate more skateable terrain into smaller neighborhood parks, creating a complementary network of "skatespots" and "skatedots" for the public to enjoy. The design shown in these pictures is a simple cement pad with a raised embankment upon which skateboarders, roller skaters, rollerbladers and razor scooter enthusiasts could practice their craft and improve their skills next to other types of playground equipment, creating a supportive, low-maintenance public space for skating.

Considering skating in existing and new parks and proposed park upgrades will add appropriate, site-specific, skateable terrain to our city. Skate advocates could help design the layout of walkways, assist with bench placement, identify prime locations for skating, and suggest ways to avoid conflicts between skaters and other park users.



The Rationale

Supports the transient nature of the skating activity. Imagine kids stopping at 5 different spots along a "circuit" or "skate trail" of spots, visiting with friends, grabbing some food, picking up people along the way, and getting out into the world, which is more true to the nature of skating than all climbing into a designated hole in the ground for a few hours, launching off grocery store loading docks next to smelly dumpsters, or driving to a distant roller rink. Expanding the "park" into the city-at-large is an overdue idea and more conducive to growth and sustainability. Features can be upgraded and added with comparably low amounts of effort and expense.

Appendix C - "Skateable City" by Matt Johnston - Drafted August 2005

Acknowledges that skating is everywhere. Skateboarding is not a crime and should be encouraged in appropriate public spaces through landscaping features that can be used by skaters. In contrast, the landscape of areas where skating is inappropriate should be designed to deter it. Because the law has not required park planners to consider the impacts of their landscaping or development practices on skating, or of future skaters on proposed parks or buildings, the sport of skateboarding itself grew and flourished in a concrete environment where stairs, banks, ledges, loading docks, etc. on both public and private property were the de facto skatedots of choice. This initiative gives park designers an opportunity to direct the skating activity that's already happening into loosely defined areas that are clearly superior for skating. 78% of skateboarders consider themselves "street skaters" and yet there are very few places for them to legally skate.

Integrates skating with other disciplines. If neighborhood-level skate advocates are able to work with other community leaders who advise the Parks Department about new park features, they have an opportunity to educate all parties on the positive aspects of incorporating and integrating skating into the urban landscape. This would help the public understand skating, might actually help get more skateparks built, and would help the skate community connect with the people responsible for sculpting our cityscape. The skating community would have an opportunity to learn from these other disciplines as well, opening up new avenues and ideas.

Focuses effort. Including skating features with general construction guidelines gets more skateable terrain in less time, with less effort. We're finding that the process is grueling and seems to be equal whether or not you're trying to lobby for a 20K sq. ft. park or a single banked ledge with a granite cap in the corner of an existing park. Skateboard supporters should not have to canvas the community with petitions in order to have a place to enjoy their sport. Integrated skate features would look just like other park features, and in some cases would be even more aesthetically pleasing. Park users and citizens would not perceive the skate features as "issue worthy" as they would be unassuming and well integrated into the surrounding environment.

Broadens the skatepark design/build industry. This initiative would encourage commercial development of skate-friendly structures like benches, parking blocks, barriers, bus stops, mailboxes, etc. Skate representatives would be needed for sitting on design committees, in meetings, and on site, which would bring more diversity to the process. Again, this is all tied into the idea of removing some of the insulation around skatepark design and construction. Integrating skateable terrain into existing and new parks could be a great "ramp up" for a Parks Dept. staff who is tasked with understanding and creating facilities for skaters. It could also be a great way to integrate skating as an acceptable park activity, making it as commonplace as kids playing on a swing set or two people playing chess.

Some Next Steps

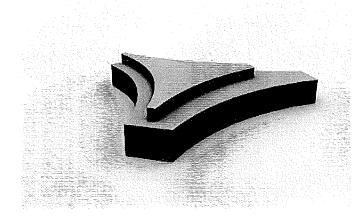
Identify some sites. Verify initial administrative details with Parks management, then add descriptions and support for proposed sites

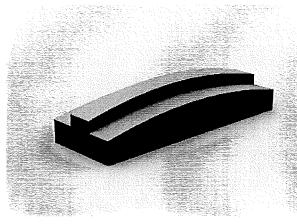
Study the sites, design them.

- Look at unofficial spots that already attract skaters and the possibility of "legitimizing" them with sanctioned upgrades
- Investigate public art programs that could help provide inspiration for funding and placement
- Explore the Parks Dept's ability to work with DPD and other city agencies responsible for core infrastructure and general construction projects
- Determine what type of spots are needed and how multiple spots can be complementary, ie: the "skate trail"
- UW may teach a skatespot design class during Spring or Summer quarter 2005, wherein students will design skatespots on the sites identified by Parks.
- Prior to this, members of the SPAC might also seek design help for specific sites from professional resources in the community at-large. The goal is to have a clear initial picture of the proposed skatespot that can be used as a focal point for public outreach, detailed design, and fundraising.

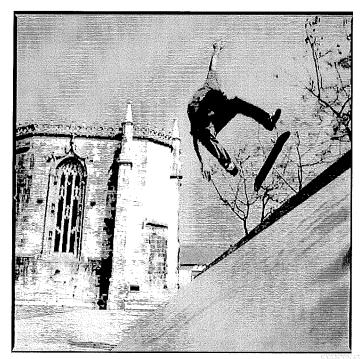
Examples

Below and on the following page are some additional examples of real and imagined skatespots, skatedots, skateplazas and skateable art features.

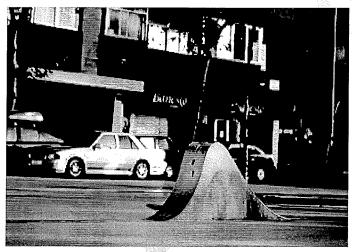


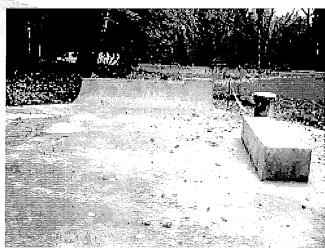


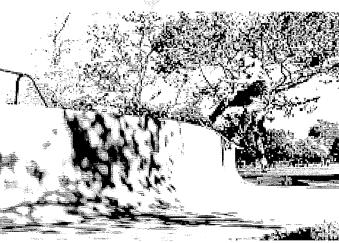
Appendix - "Skateable City" by Matt Johnston - Drafted August 2005

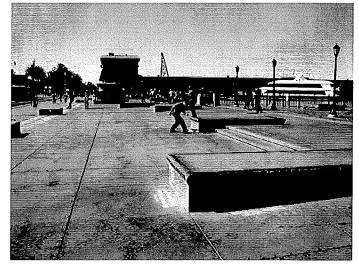


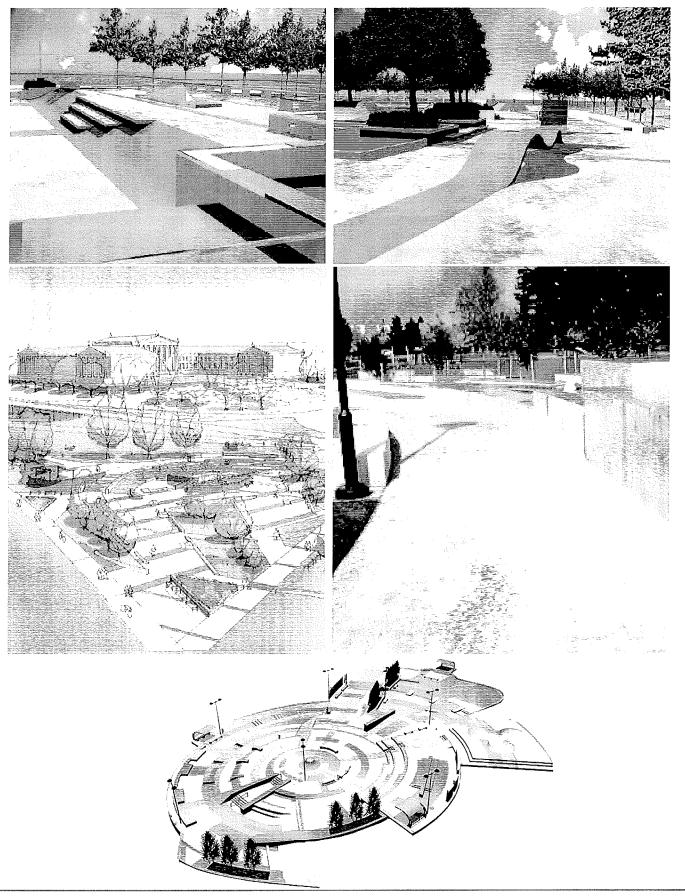


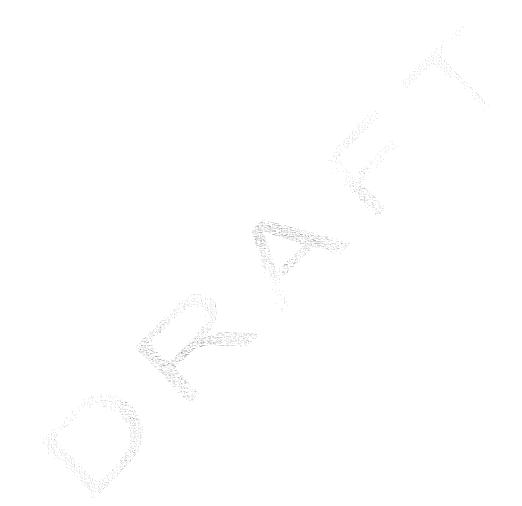












Appendix E - Community Outreach Details

Summary of Public Outreach – Citywide Skatepark Planning Process Update to the Board of Park Commissioners August 1, 2006

Below is a summary of public outreach for the Seattle citywide skatepark plan during the period March 2006 through July 2006.

Skatepark Advisory Task Force

The Mayor and City Council appointed members to the Skatepark Advisory Task Force, which holds regular meetings. The agendas and meeting summaries are posted on the webpage, and the meetings are open to the public.

Citywide Public Meetings



In June 2006, the Skatepark Advisory Task Force and Seattle Parks and Recreation hosted three public meetings and one open house, with more than 100 community folks participating in the public meetings alone, to comment on and review draft skatepark siting criteria, skateboard facility typologies, and to nominate possible locations to be included in the Citywide Plan.

Rainier Community Center, June 14

Meetings were held on:

- Wednesday, June 14, Rainier Community Center
- Thursday, June 15, Southwest Community Center
- Saturday, June 17, Green Lake Public Library
- Saturday June 24, Ballard Commons Park

Mailings and Flyers

Parks distributed packets of flyers to every single Seattle Library branch, Parks Community Centers, and Department of Neighborhoods service centers.

In addition, flyers were mailed to:

- Department of Neighborhoods list of residential groups, business groups and district councils
- Those who had expressed an interest in skateboarding issues and interest groups, including citizens involved in Dahl Playfield, Ballard Commons Park, Elliott Bay/Seattle Center, and Lower Woodland sites,
- Parks Associated Recreation Council representatives

Task force members distributed flyers to local skateboard shops.

Parks Superintendent Ken Bounds included an article in the "View from Denny Park," which is distributed to an e-mail list and posted on the Parks webpage.

Page 1 of 3

Appendix E - Community Outreach Details



Councilmember David Della included items about the public process in his e-mail newsletters.

Councilmember Della at the June 24 Open House at Ballard Commons Park

Web

Parks staff created a webpage about the Citywide Skatepark Planning Process and have provide ongoing information, including draft criteria, a Power Point presentation, and meeting updates.

Meeting information was posted on the City of Seattle and Parks event calendars on the web.

Media

Extensive press coverage resulted from two press releases, and phone calls and e-mails from Parks staff and task force members.



KCPQ-TV at Green Lake meeting, June 17

Media coverage included:

- Seattle Times article and calendar item
- Seattle PI article, also carried on MSNBC website
- Daily Journal of Commerce article
- KOMO 1000 radio, KOMO-TV, KING-TV and webpage, KCPQ television, KUOW radio
- Seattle Channel televised a news brief and posted an article on their website
- Front page articles with photographs in the following neighborhood newspapers:
 Queen Anne News, Magnolia News, Ballard News Tribune, North Seattle Herald-Outlook. West Seattle Herald
- Front page article in the Beacon Hill News and South District Journal
- UW News Lab reporter attended June 24 open house
- Calendar item in the Skanner, and article with photos in the Journal Extra

Neighborhoods

The Department of Neighborhoods included an item in their monthly calendar and an article with photographs in their newsletter. As noted above, many neighborhood newspapers ran articles and calendar items.

Through this outreach, and as a result of direct contact from Parks staff and task force members, numerous local groups posted the meeting information on their list-serves and webpages including:

Capitol Hill Community Council
Capitol Hill Neighbors-community news

Page 2 of 3

Morgan Junction Community Association
Groundswell NW newsletter and e-mail
All Seattle PTAs
Fremont Neighborhood Council
Lake Union District newsletter
North District newsletter
Bradner Gardens
Green Lake Community Council
Wallingford e-news
West Seattle blog
Seattle Parks volunteer coordinators to their volunteer groups.

E-Mails and Websites

Skateboard interest groups posted information in e-mails, webpages or other outreach including:

Parents for Skateparks River City Skatepark, Skate Like a Girl Boarders 4 Parks

Signs

Laminated signs with meeting information were posted at existing skateboard facilities, including Marginal Way, Ballard Commons Park and Seattle Center.

Briefings

Parks staff and/or task force members have briefed the following groups:

Friends of Seattle Olmsted Parks

Seattle Parks and Open Space Advocates

Seattle City Council PELL Committee (shown on Seattle Channel)

Seattle School District

Board of Park Commissioners

Skateboard Park Advisory Committee

Parks Operation and Recreation Managers

Parks Planning and Development staff, Planning Unit, Pro Parks Unit, Acquisition Unit and Engineering Unit.

- Task Force members are currently attending and offering briefings at meetings of each District Council.
- Department of Neighborhoods District Coordinators will be briefed in early September.
- Briefings to the Seattle Community Council Federation and Laurelhurst Community Club are pending, dependent on their interest.

Appendix E - Community Outreach Details

Summary of Public Outreach – Citywide Skatepark Planning Process Second Set of Public Meetings October, 2006

Following the June public meetings and open house, the Task force drafted site selection criteria for potential new skateboarding facilities. The Task Force then applied the criteria to the sites suggested by the public at the first round of meetings, and proposed a list of locations that met the criteria.



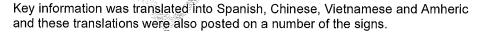
The draft list of proposed locations was publicized, with over 250 citizens attending three public meetings in October 2006 at Delridge Community Center, Garfield Community Center and Northgate Community Center to provide comments and feedback.

In addition, approximately 300 citizens have provided input through e-mails, phone calls, letters and via comment forms distributed at the public meetings.

Participant filling out a comment form at the Northgate public meeting.

Outreach for the October meetings was particularly directed to the communities surrounding the 30 proposed sites. Prior to the October public meetings, Task Force members attended and briefed the 13 Neighborhood District Councils throughout the city on the status of the project and heard community comments. Upon request, Task Force members also attend a variety of additional neighborhood meetings.

Signs: Signs were placed at all of the proposed locations on Parks-owned properties. The signs varied from 2'x3' to 4'x4' and many sites were posted with two signs. The signs also included letter boxes with flyers about the proposed locations and the October public meeting information. In addition, smaller laminated signs were posted at existing skateboard facilities, including Marginal Way and Seattle Center.





Mailings: More than 50,000 flyers were sent to carrier mail routes surrounding each of the proposed locations. Flyers were also sent to a database of citizens, including those who had been involved in earlier skatepark discussions or projects.

Media: As in the spring, the media provided extensive coverage, including: Seattle Post Intelligencer, the Seattle Times, the Daily Journal of Commerce and the West Seattle Herald: several carried articles and a map of proposed locations.

Radio and television coverage included KIRO, KING, KUOW, KONG.

Newsletters and List-Serves: As in the spring, the public meeting notices were carried in the Department of Neighborhoods calendar, Ken Bounds' View from Denny Park, and in many community list-serves, including Groundswell NW, GAIN, and Capitol Hill.

Webpage: The map of the proposed sites and the meeting locations and other information was kept up to date on the Citywide Skatepark Plan webpage.

Task Force Skate Facility Visits

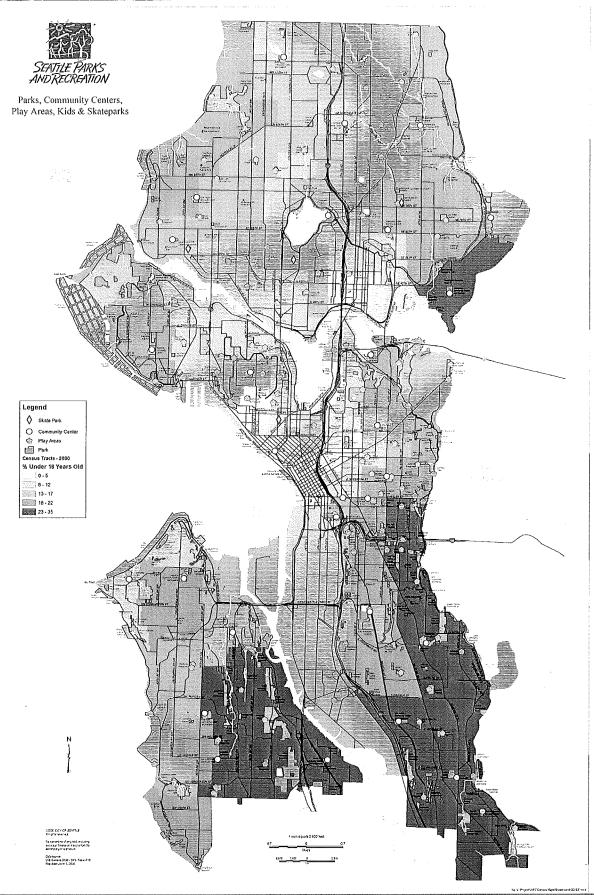
Cons **Pros** 39 816 Highly visible, centralized park setting. Too small a footprint to serve more than a single function - one Really like the siting - Right across the street from business, the user at a time - transition based park. library and neighborhood service center. No room for street skating. Soooo much more attractive as an integrated piece of a grassy Insufficient beginner elements. spot for the entire neighborhood. The previous bowl was rather imposing with its high fences and lack of passive observation Smell of QFC's dumpsters is unfortunate. ower Woodland Super integration with other active uses, fair accessibility and Good siting. Wish it was going to be bigger! The worst-case scenario for a publicly created and The best case scenario for an adult based, do-it-yourself effort administered facility intended to foster use by a broad reclaiming otherwise abandoned industrial space. demographic of users. Inaccessible, out of sight, noisy, no amenities of any type. A prime example of the exact types of sites that skaters are forced to develop when there is no enlightened municipal planning process in place for siting. The initiative is obviously there, but really terrible site conditions, with the exception that it's covered. If I had kids, I'd be scared to death to have them in that environment. Very well integrated neighborhood park fronting on residential property, parkland, and a neighborhood center. Lots of great foot traffic and complimentary active uses. A vital gathering place for kids Really great siting. One of my favorites of the tours. Right next to the community center, basketball courts, picnic area, park access and pathway go right up to, and through the skatepark. Plenty of space and flow for multiple users. Single family homes across the street! Incidentally happens to be one of the most poorly designed and One of the most beautiful and positive locations for a skatepark. constructed skateparks in captivity. Integrated into an active use park, across from a police station, surrounded by green and enjoying a majestic view of the Puget Poor construction. Testimony to the need for a qualified skate builder. Sound. Good siting Really nice location - tucked near lots of active use and a library, central and accessible. A little close to the freeway and a railway line, but not so close as to be objectionable. Absolutely fabulous!!! My favorite site. Loved watching the parents sitting on benches watching their kids do these amazing tricks Seemed to provide elements for every skill level.

Appendix F - Task Force Skate Facility Visits

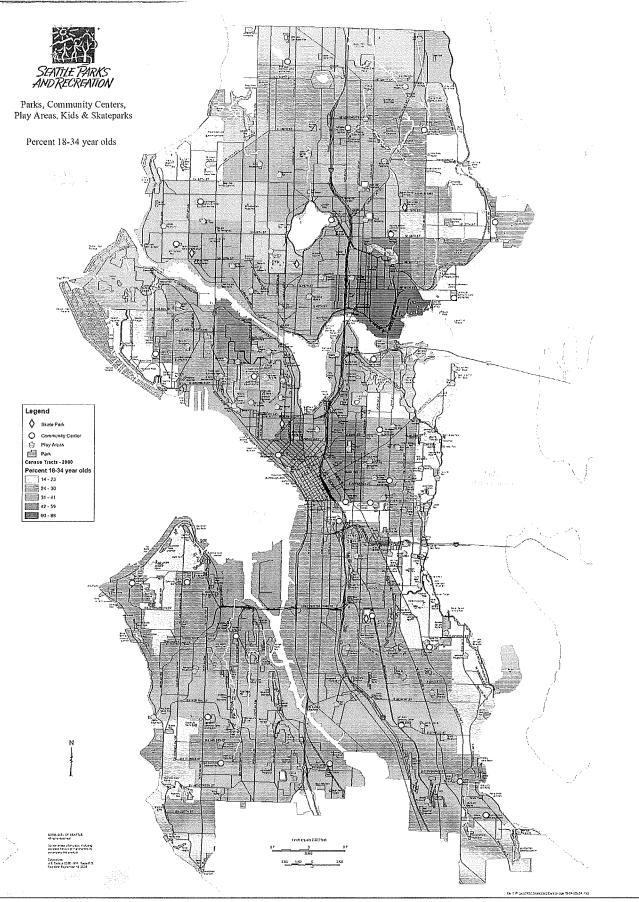
Task Force Skate Facility Visits

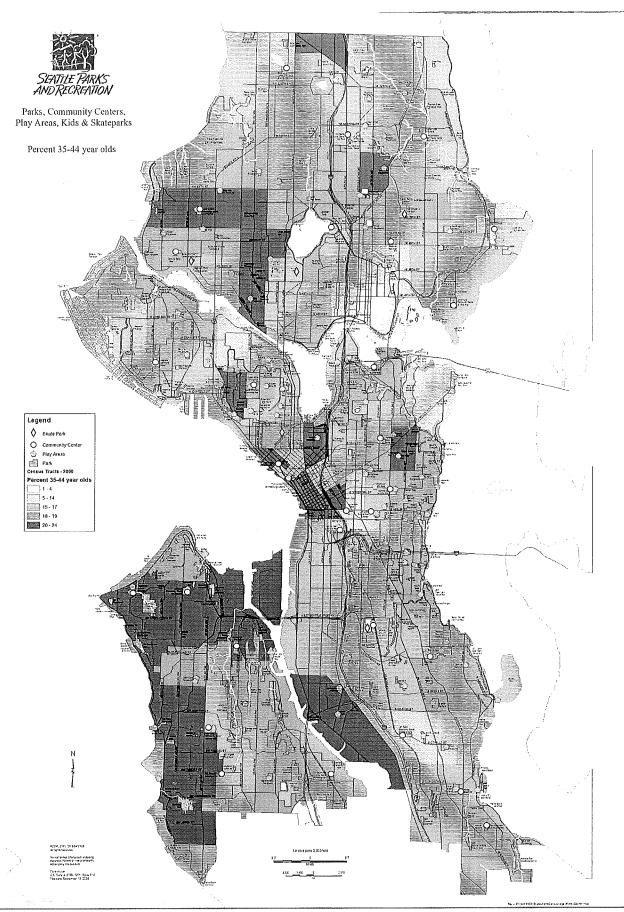
Pros	Cons
· The metal artwork is great	What could be a positive, green, and pleasant location is undercut by a lack of accessibility and visibility. Separated from an active use park by a busy 4 lane arterial without any safe pedestrian access. Otherwise a nice space for a modest skatespot. Siting is terrible from an access and visibility perspective.
Lots of expansion space and good frontage on a running path and greenbelt. Original artwork is very cool	Adjacency to prison and overall industrial and out-of-the way feel makes site less than humane. Lots of efforts to incorporate community art are offset by a very poorly designed park. Being right next to the prison was disconcerting. Terrible layout - not enough flow space between elements and an overall lack of any challenging elements (except for the in-line skaters present)
Super example of a neighborhood based skatepārk that is well integrated with both active uses and passive observation area. Close to, but well separated to adjacent homes by effective use of grading. Nice siting, good kids spot.	I did hear some comments from skaters who said it wasn't designed that well, maybe too much flat space, not enough thought to transition.
Great access to amenities. Nice siting, right across the street from single family residential, next to an amazing baseball field, stands, picnic tables and concession stand w/ bathrooms.	Could be a super integration with surrounding active and passive uses, but for an aggressive separation between the skatepark and other users with chain link fence. Insufficient parking. Too small a footprint for the features planned, impairing usefulness of site. Didn't need the chain-link fencing. Only about half of the park was being used, due to inappropriate layout and flow problems.
Great integration with climbing wall, amenities, graffiti wall, etc. Close to a school in a pleasant wooded environment. The most active site we visited. Mix of boarders, bmx and in-line skating Liked having the play area, graffiti wall and concession stand/bathrooms right there. Definitely could be expanded.	 A little too close to the freeway to be optimal. High usage despite design problems. Space seemed very tight and we witnessed several crashes between different users, but folks didn't seem to mind.
Amazing layout, awesome kids skating! Overall siting problems (tucked between two parking lots and the backs of two concrete buildings) offset by private management by adjoining YMCA, permanent supervision, world-class skatepark, and aggressive programming designed to maximize accessibility to a broad demographic. I liked the fact that the Mulkiteo site had hours for specific age groups - I think this would be important for the management of the larger skate parks.	Siting should have been in the front of the YMCA instead of shoved to the back.

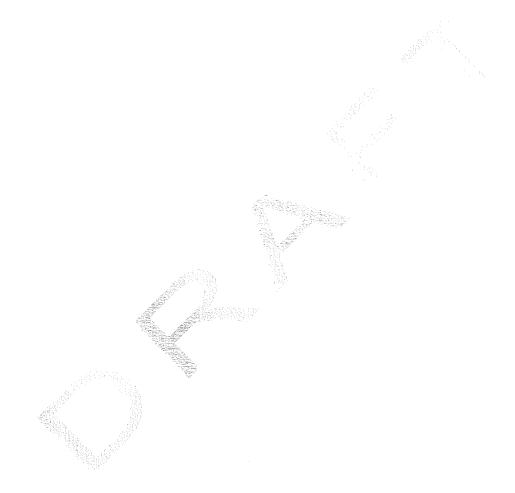
Appendix G - Seattle Neighborhood Demographic Maps



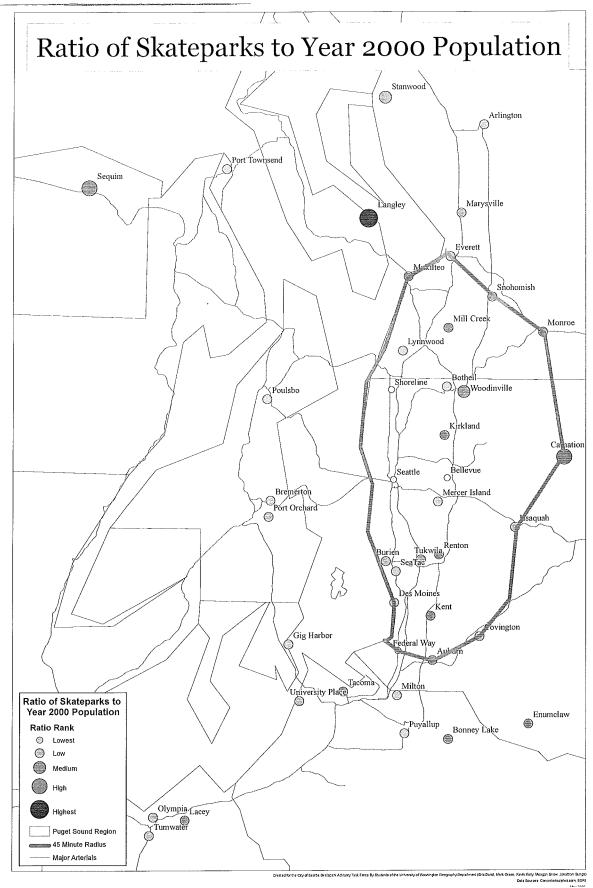
Appendix G - Seattle Neighborhood Demographic Maps

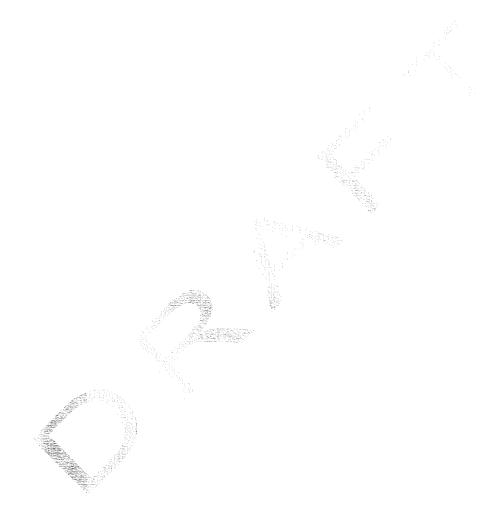






Appendix H - Skatepark Ratio Map





Appendix I - Noise Information

Noise Information

- Information taken from the League for the Hard of Hearing, February 2001

ormanon tar	ten from the Beague for the fland of fleating, I cordary been
0 db	the faintest noise audible to the human ear
10 db	normal breathing
20 db	whispering at 5 feet
30 db	soft whisper
40 db	quiet residential area
50 db	rainfall
60db	normal conversation
70 db	highway traffic

Average Noise levels for Basketball and Skateboarding

- Noise Study - Skate Park & Basketball Court, West Linn Parks Department, OR.

44 – 47 db Ambient noise levels
 49 – 58 db Basketball Court game noise
 55 - 63db Skateboard Park noise

Long-term noise impacts are as follows: Portland Oregon prepared a chart of predicted noise levels for skate parks in Figure 1 below.¹

	Figure 1		
Location	Tail and Nose	Skateboard Truck	Approximate
	related sounds	related sounds	Distance from edge
		Cin.	of Park to location
Reference measurements	65-71 dBA	54-63 dBA	50 Feet from
			skateboard
Outside predicted sound levels at the closest	45-51 dBA	34-43 dBA	550 Feet
home from the location referred to as SITE A			
Inside predicted sound levels at the closest	35-41 dBA	24-33 dBA	550 Feet
home from the location referred to as SITE A	assum.		
Outside predicted sound levels at the closest	56-62 dBA	45-54 dBA	160 Feet
home from the location referred to as SITE B.			
Inside predicted sound levels at the closest	46-52 dBA	35-44 dBA	160 Feet
home from the location referred to as SITE B.			

Noise levels recorded by Seattle Parks and Recreation for comparison at an existing skatepark facility are listed below.

Figure 2
Comparative Noise Level Readings

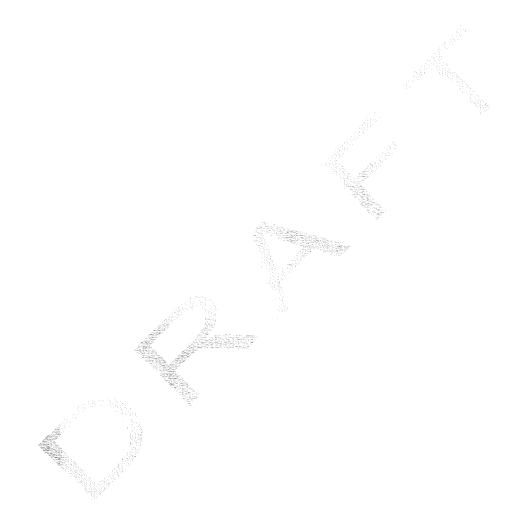
Seattle Center Skater	Dark [2 pm Feb 22, 2006]
[skatepark 10' from skaters, at the furth Broad Street and at the main stop/sta	
activity	dB meter reading
boarders rolling by	62-63
landing on their boards	66-68
very hard board landing	70
no skating	55-58

Seattle Center Skatepa	ırk [2 pm Feb 22, 2006]
[Sidewalk between Broad St and skate the street]	park, with meter aimed at
activity	dB meter reading
car traffic	65-70
buses	75
speeding taxi	67
no traffic	55-58

Change in noise of 10 dBA is typically perceived as a doubling of noise, whereas a change of less than 3 dBA is not normally perceptible to human hearing. Skateboard noise levels from metal frames and wooden tail and nose sounds are predicted to generate noise up to 62 dBA in front of residences approximately 160 feet away, over very short intervals. This is similar to the sound and noise level of a batted baseball.²

¹Memo from Paul Van Orden, Noise Control Officer, Planning and Development Review, City of Portland, February 2, 2006

² Ibid



Appendix J Site Evaluation Sheets- ARMINI BOAT RAMP SW

	Armini Boat Ramp SW				Ra	Ranking:							
Are compasible with existing uses (ex. the compasible with existing to policy and a disjoint indications) or side and a disjoint indications (1-level) or side and a disposition or side and disposition or side and a disposition or side and a disposition or side and a disposition or side and disposition or si	Context Criteria:		2	ო		9	<u> </u>	6		Score	Weight Factor	Weighted Score	Comments:
Note that the gard with the gard water of the							$ \cdot $						
has a notice space of the positive table of	1. Are compatible with existing use	es (ex.											
A	Near an active area of the park	rather											
Age of the environment (1 February 10 September 10 Septem	than contemplative space), con	sider											
With soft and perfect Compatible Compati	landconing/curfaces and adjacent	offiblo Offiblo											
Compatible Application A	with safe skate surfaces (1=1 ex	ast											
All Angle of the Leaders of a safe and search of a safe and searce and cores. and construction of the State and searce and control of the State and searce and country to bublic treat. 1,000 3.9 3.9 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0	Compatible, 10=Most Compatib	(e)					Add the			8.00	4.4	35.6	
Search environment providing for search environment for the well-best and season of cut the maintenance, (=\text{l-Wortz}, =\text{l-Wortz}, =\text		and					MUSS PUB	.01		-			
Particular and pedestrian across, and another traffic. Particular across, and another pedestrian across, and across across and across acros	secure environment; providing f	for				100		ź					
ase of routine maintenance, class, and asset of routine and believes, and asset of routine and pedestal access, and asset of routine maintenance, classed and believes, and asset of routine maintenance, classed and believes, and asset of routine and pedestal and asset of routine and pedestal and and around a services, transfers to residential and and around a services, transfers to residential and around a services, transfers to residential and around a services, police and around a services, around a	separation from vehicular traffic						\ <u>.</u>	7					
100 3.9	vehicular and pedestrian access	s, and						-6754 -6754					
1 10 10 10 10 10 10 10	ease of routine maintenance. (1	=Worst,			7	Na.			e V				
Are in coles promitive, bublic transit, and have good foot, bile and vehicular communities as consistent with city code. Lie 2, whole it class the product of the product o	10=Best)					á				10.00	3.9	39.0	
and the are offer of to, bits ear of vehicular and vehicular and the area of (1=V/orst 10=Best) and vehicular (1=V/orst 10=Best) and vehicular order. It is so consistent with city code. I.e. notes and fighting, (1=V/orst 10=Best) and phing (1=V/orst 10=Best) and phing (1=V/orst 10=Best) and phing (1=V/orst 10=Best) and a light while pedestrian traffic, in an order are to high pedestrian traffic in an order are provides order park and an engage. It also the park are appropriate or the park are appropriate order as a space for tax appropriate order are and shade and protection from rain and wind. (1=V/orst, 10=Best) 1 1000 set of the park and shade and protection from rain and wind. (1=V/orst, 10=Best) 1 1000 set of the park and shade and protection from rain and wind. (1=V/orst, 10=Best) 1 1000 set of the park and shade and protection from rain and wind. (1=V/orst, 10=Best) 1 1000 set of the park and shade and protection from rain and wind. (1=V/orst, 10=Best) 1 1000 set of the park and shade and protection from rain and wind. (1=V/orst, 10=Best) 1 1000 set of the park and shade and protection from rain and wind. (1=V/orst, 10=Best) 1 1000 set of the park and shade and protection from rain and wind. (1=V/orst, 10=Best) 1 1000 set of the park and shade and protection from train and wind. (1=V/orst, 10=Best) 1 1000 set of the park and shade and protection from the park and the park and shade and protection from the park and the	3. Are in close proximity to public	transit,			_	1000 A			j _e r-				
Total Score/Possible Consideration Consi	and have good foot, bike and ve	ehicular				57	100						
Consider the more state of t	access. (1=Worst, 10=Best)			_					-	10.00	3.8	38.0	
cooker, is, noise and igniting, (1=High) 1 6.00 3.4 27.2 cooker, is, noise and igniting, (1=High) 1 1.00 3.4 3.2 parents, emergency services, police and the public (1=Morst, 10=Best) 1 1.00 3.4 34.0 parents, emergency services, police and with context of high pedestrian traffic, in an observation by the public (1=Morst, 10=Best) 1 1.00 3.4 3.4 Consider the environment for the year. In the public facilities. (1=Morst, 10=Best) 1 1.00 3.4 22.8 Consider the environment for the year. In the public facilities. (1=Morst, 10=Best) 1 1.00 2.9 2.9.0 Consider the environment for the year. In the	4. Limit off-site impacts to resident	tial					_	_		200	2.5		
code, i.e. noise and lighting, (1=High) 1 8.00 3.4 27.2 Mingact, 10=Lou Mingact	communities as consistent with	city									, j		
Applicate Comments: Application Appl	code i e noise and lighting (1=	High									300		
Allow for clear, passive observation by agrents, emissive observation by a parents, emission or the well-best location, 10–Best loca	Impact 10=low Impact)	D						_	100	00 8	7	27.2	
parents, emergency services, police and the public, (1=Worst, 10=Best) the public, (1=Worst, 10=Best) moderate to high visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in dose proximity to there public facilities. (1=Worst, Location, 10=Best) Consider the environment for the well-being of skateboarders, including noise and ard quality. (1=Worst, 10=Best) Consider the environment for the well-being of skateboarders, including noise and ard quality. (1=Worst, 10=Best) Consider the environment for the well-being of skateboarders, including noise and ard ard quality. (1=Worst, 10=Best) Are easily developable and have minimal or onstruction impediments. (1=Most Difficult) Considers space for size appropriate community evening (1=Norst, 10=Best) Considers sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments: scaled down to skatespot – originally rated as a district skatepark	5 Allow for clear nassive observa	ation by			ł	ļ	+		468		974	-	of the interpretation
the public. (1=Viorst, 10=Best) Are located in a highly visible area with modes to the proble facilities. Consider the high of the remaining and the part of the well-best Location. (10=Best Location) Consider the environment for the well-best Location. (10=Best Location) Consider the environment for the well-best Location. (10=Best Location) Consider the environment for the well-best Location. (10=Best Location) Consider the environment for the well-best Location. (10=Best Location) Consider the environment for the well-best Location. (10=Best Location) Consider the environment for the well-best Location. (10=Best Location) Consider the environment for the well-best Location. (10=Best Location) Can be integrated into a larger park space that provides other park amenities. (10=Central the largerated) Can be integrated into a larger park amenities. (10=Central the largerated) Considers the provider of the larger park amenities. (10=Central the largerated) Considers the location integrated into a larger park amenities. (10=Central the largerated) Considers the location integrated into a larger park amenities. (10=Central the largerated) Considers the location integrated into a larger park and protection integrated and protection integrated larger park and wind. (10=Central the largerated) Considers the location integrated into a skatespot – originally rated as a district skatepark Additional Comments: Called down to skatespot – originally rated as a district skatepark Called the larger and protection integrated in the larger park and protection integrated integrated in the larger park and protection integrated integra		olice and								7.33	Pic		
Are located in highly visible area with moderate by high pedestrian traffic, in an axisting or new multi-upose park. or in oldes proximity to other public facilities. (1=V/orst Location, 10=Best Location) Consider the environment for the wellbest Location. Consider the environment for the public facilities. (1=V/orst, 10=Best) Consider the environment for the wellbest Location. Are easily developable and have minimal construction impediments. (1=Vontor Location impediments. (1=Von	the public (1=\Moret 10=Best)	5					_		_	10.00	7.6	0 70	
Are located in a highly visible area with morderate to high pedestrain traffic, in an anoderate to high pedestrain traffic, in an anoderate to high pedestrian traffic. (1=Worst, to=Best, Location) Consider the environment for the well- and air quality, (1=Worst, to=Best) Can be integrated into a larger park space that provides other park appropriate Consider the environment for the well- Difficult, 10=Least Difficult) Include a space for Size appropriate Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments: Scaled down to skatespot – originally rated as a district skatepark Additional Comments:				\dagger	$\frac{1}{1}$	1	+	1	1	20.00		0.15	
Additional Comments: Scaled down to skatesport – originally rated as a district Scanner for the wind (1=Worst, 10=Best) 1		rea with								<u> </u>	445		
Consider the environment for the well-being of skateboarders, including noise and air quality, (1=Worst, Location, 10=Best)	moderate to high pedestrian tra	iffic, in an								Sp. 102-9			
Consider the environment for the well-best Location 1 7.00 3.4 23.8	existing or new multi-purpose p	ark, or in								-5121	L. Company		
(1=Worst Location, 10=Best Location) 1 7.00 3.4 23.8 Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) 1 10.00 2.9 29.0 Can be integrated into a larger park space that provides other park space to integrated. 1 1.0.00 2.9 14.4 Are easily developable and have minimal construction impediments. (1=Most Difficult) 1 1.0.00 1.8 18.0 1.3.3 Are easily developable and protection include a space for size appropriate community viewing (1=No Space.) 1 1.0.00 1.8 18.0 1.7 13.3 Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) 1 1.00 1.2 1.2 1.0tal Score/Possible Points % Additional Comments: scaled down to skatespot – originally rated as a district skatepark 1.0.00 1.2 1.2 1.0tal Score/Possible Points %	close proximity to other public fa	acilities.									0.22%		
Consider the environment for the well—being of skateboarders, including noise and air quality. (1=Worst, 10=Best) 1 10.00 2.9 29.0 Can be integrated into a larger park space that provides other park amenities. (1=Cannot be integrated) 1 5.00 2.9 14.4 Are easily developable and have minimal construction impediments. (1=Most Difficult 10=Least Difficult) 1 10.00 1.8 18.0 Difficult 10=Least Difficult 20=Least Difficu	(1=Worst Location, 10=Best Lo	cation)					7			4		0000	
Consider the environment for the well-behigh orise 1 10.00 2.9 29.0 Can be integrated in a larger park space that provides outer park amenities. (1=Cannot be integrated) 1 10.00 2.9 14.4 Can be integrated into a larger park space that provides outer park amenities. (1=Cannot be integrated) 1 10.00 2.9 14.4 Che sasilest to integrate) 1 10.00 1.8 18.0 The casily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) 1 10.00 1.8 18.0 Include a space for size appropriate community viewing (1=No Space, community viewing (1=Norst, 10=Best) 1 10.00 1.7 13.3 Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) 1 10.00 1.7 1.2 1.2 Additional Comments: scaled down to skatespot – originally rated as a district skatepark 1.2 Total Score/Possible Points %				t	ł	l	-	1	+	20.7	1.0	6.02	
being of skateboarders, including noise and a display (1=Voirst, 10=Best) and air quality. (1=Voirst, 10=Best) and a display are air quality lewing (1=No Space, or size appropriate or size appro	'- Consider the environment for th	he well-											
and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be integrated, and the minimal construction impediments. (1=Most Difficult) Obfincult, 10=Least Difficult) Consider sun and shade and protection community viewing (1=Norst, 10=Best) Additional Comments: Scaled down to skatespot – originally rated as a district skatepark Can be integrated into a 129.0 1,000 2.9 14.4 1,000 1.8 18.0 1,000 1.8 18.0 1,000 1.7 13.3 1,001 1.2 1.2 Total Score/Possible Points % Integrated into skatespot – originally rated as a district skatepark	being of skateboarders, includir	ng noise											
Can be integrated into a larger park Stance that provides other park amenities. (1=Cannot be integrated, and minimal construction impediments. (1=Most Difficult) 1 10.00 2.9 14.4 Are easily developable and have minimal construction impediments. (1=Most Difficult) 1 10.00 1.8 18.0 Difficult, 10=Least Difficult) 1 10.00 1.8 18.0 Difficult, 10=Least Difficult) 1 10.00 1.8 18.0 Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) 1 1.00 1.7 13.3 Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) 1 1.00 1.2 1.2 Additional Comments: scaled down to skatespot – originally rated as a district skatepark 1.2 Total Score/Possible Points %	and air quality. (1=Worst, 10=E	Sest)								10.00	2.9	29.0	
space that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrated, 10=East Difficult (10=Least Difficult) 1 10.00 1.8 18.0	8. Can be integrated into a larger	park	-			_						25	
amenities. (1=Cannot be integrated, 10=Easiest to Integrated, 10=Easiest to Integrate) 10=East Difficult, 10=Least Difficult, 10=Least Difficult, 10=Least Difficult, 10=Least Difficult, 10=Least Difficult, 10=Least Difficult, 10=East Di	space that provides other park												
10=Easiest to Integrate) 1 5.00 2.9 14.4	amenities. (1=Cannot be Interg	grated,											
Are easily developable and have minimal construction impediments. (1=Most construction impediments. (1=Most construction impediments. (1=Most construction impediments. (1=Most construction impediments). (1=Most consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) 1	10=Easiest to Intergrate)					_				5.00	2.9	14.4	
construction impediments. (1=Most 1 10.00 1.8 18.0		/e minimal											
Difficult, 10=Least Difficult) 1 10.00 1.8 18.0	construction impediments. (1=1	Most											
Include a space for size appropriate Consider Sun and shade and protection from rain and wind. (1=Mostl, 10=Best) Additional Comments: 1	Difficult, 10=Least Difficult)									10.00	1.8	18.0	
Community viewing (1=No Space, 10=Morst, 10=Best) 1 8.00 1.7 13.3 Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) 1 1.00 1.2 1.2 1.2 Additional Comments: scaled down to skatespot – originally rated as a district skatepark a district skatepark Total Score/Possible Points % IIII	0. Include a space for size approp	oriate											
10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments: 10	community viewing (1=No Spac	e,	,,										
Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) 1 1.2 1.2 1.2 1.2 from rain and wind. (1=Worst, 10=Best) 1 1.2 1.2 from rain and wind. (1=Worst, 10=Best) 1 1.2 from rain a			_		\dashv	1	1		1	8.00	1.7	13.3	
1 1 1.00 1.2 1.2 1.2 1.2 scaled down to skatespot – originally rated as a district skatepark	1. Consider sun and shade and pr	rotection											
10tal score	from rain and wind. (1=Worst,	10=Best)	+							5		,	
scaled down to skatespot – originally rated as a district skatepark				1	\exists	1	1		_	T	2.1	7.1	-
scaled down to skatespot			-							7	oral score	C.C.12	
	Additional Comments:	<u> </u>	aled dov	wn to s	katespo		nally rat	ed as a	district	skatepark			

7/31/200

Armini Boat Ramp SW

Appendix J - BALLARD BRIDGE NW

	Comments:	The state of the s											
	Weighted Score		4.	7.8	7.6	34.0	13.6	3.4	.5. 8.6 8.6 8.6 8.6 8.6 8.6 8.6 8.6 8.6 8.	2.9	14.4	6. 6.	12.0
	Weight Factor		4.	6 6 7	3.8	3.4	3.4	4.£	2.9	2.9	1.8	1.7	1.2
	Score		1.00	2.00	2:00	10.00	4.00	1.00	2.00	1.00	8.00	2.00	10.00
	9 10	_	.56			1							
	8										-		
	7										L.,		
Ranking:	9												
Ran	5	_											
	4	-					,,						
	2 3	+		=	-				-			-	
	-	\dashv	-							-			
dge NW			Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent almotscaping/surfaces are compatible with safe skate surfaces. (1=Least Compatible, 10=Most Compatible)	Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=VVorst, 10=Best)	Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)	ds to residential nnsistent with city d lighting. (1=High ipact)	Allow for clear, passive observation by parents, emergency services, police and the public, (1=Worst, 10=Best)	Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities.	Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Worst, 10=Best)	Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate)	Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult)	r size appropriate 1 (1=No Space, ce)	11. Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)
Under Ballard Bridge NW	Context Criteria:		Are compatible with existing uses (e) Near an active area of the park rathe than contemplative space), consider adjacent uses, and adjacent landscaping/surfaces are compatible with safe skate surfaces. (1=Least Compatible, 10=Most Compatible)	Allow for the creation of a safe and secure environment; providing for separation from vehicular taffic, vehicular and pedestrian access, a ease of routine maintenance. (1=V) 10=Best)	Are in close proximity to put and have good foot, bike an access. (1=Worst, 10=Best)	 Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact) 	Allow for clear, passive observ parents, emergency services, p the public, (1=Worst, 10=Best)	Are located in a hig moderate to high prexisting or new mul close proximity to o (1=Worst Location,	Consider the environment for the we being of skateboarders, including no and air quality. (1=Worst, 10=Best)	Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Intergrate 10=Easiest to Intergrate)	Are easily developable and have mi construction impediments. (1=Most Difficult, 10=Least Difficult)	10. Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space)	Sonsider sun and some rom rain and wind.

UPDATED 7/24/06

Under Ballard Bridge NW

Appendix J - BAR S SW

Comment Citation:
1
1
1 4,00 4,4 17.8 17.8 17.8 17.8 17.8 17.8 17.0 17.8 17.0 17.8 17.0
1
1
1 1 1 1 1 1 1 1 1 1
1
1 1 8.00 3.9 31.2 1.
1 8.00 3.9 31.2
1 8.00 3.9 31.2 1.5
1 8,00 3.9 31.2 1 1 1 1 1 1 1 1 1
1
1
tr. far. 1 8.00 3.9 31.2 lar. 1
t, that it is a second of the
Introduct 1 1 1 1 1 1 1 1 1
and tith tith tith tith tith tith tith tit
and 1 1 4.00 3.4 13.6 13.6 11.0 11.2 6.0 1.2 6
and 1 1 4.00 3.4 13.6 yy and 1 1
and 1 4,00 3.4 13.6 ith nan nan nan nan nan nan nan nan nan na
and 1 1 4.00 3.4 13.6 tith n an nan nan nan nan nan nan nan nan n
1 1 1.00 3.4 13.6
and the trian that th
and tith name of the content of the
tith nam
tith n an normal see. 3.00 3.4 17.00 8.9 23.2 8.00 1.8 7.2 8.00 1.7 5.00 1.2 6.0 1.8
ith nan nan nan nan nan nan nan nan nan na
1 5.00 3.4 17.0
1.
1 5.00 3.4 17.0 1.0
1 5.00 3.4 17.0
1 5.00 3.4 17.0 1 1.0
inal in
1. 1 8.00 2.9 23.2 23.2 23.2 23.2 20.2 20.2 20.2 20.2 20.2 20.2 20.2 20.2 20.2 20.2 20.2 20.2 20.2 20.2 20.2 20.2
1. imail 1 7.00 2.9 20.2 imail 1 7.00 2.9 20.2 imail 1 7.00 1.8 7.2 item 1 7.0 item 1 5.0 1.7 5.0 item 1 5.0 1.2 6.0 item 1 6est)
1
1
1
tion test)
innal 1 4.00 1.8 7.2 7.2 ion 1.8 7.2 ion 1.7 5.0 1.7 5.0 1.2 est) 1 5.00 1.2 6.0 1.2 6
tion est)
tion est)
tion est) 1 5.00 1.7 5.0 for text Score: 328 Possible Points total score 173.8 % 1 Total Score/Possible Points % 1 1 10 10 10 10 10 10 10 10 10 10 10 10
tion est) 1.7 5.0 1.2 6.0 1.2
1 5.00 1.7 5.0 1.2 6.0 Overall Context Score: 228 Possible Points total score Total Score: Possible Points %
1 5.00 1.2 6.0 Coverall Context Score. 228 Possible Points 10tal Score. 173.8 18 18 18 18 18 18 18
Overall Context Score: 328 Possible Points 5.00 1.2 6.0
Overall Context Score; 328 Possible Points total score total Score/Possible Points % IIII
Overall Context Score: 328 Possible Points total score and 173.8 Total Score/Possible Points %
Overall Collexy Score: 3.28 Possible Politis Total Score February Total Score Possible Politis 70 Total Score Total Sc

UPDATED 7/24/06

Bar S SW

Appendix J - BRIGHTON PLAYFIELD SE

Brighton Playfield SE	L			Ran	ıking:								
Context Criteria:	-	24	8		ø	-	6 8	10	Score	Weight	Weighted	Commante	F
11. 11.11.11.11.11.11.11.11.11.11.11.11.		H	$oxed{H}$	H		$ \cdot $	Н	\vdash					Т
Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscaping/surfaces are compatible with safe kake surfaces. (= Least Compatible 10=Most Com				199				.550	60		Č		T
A Allen 6-44	İ	+	+	Open .		+	1	.co	00.7	4.4	31.1		
 Allow for the creation of a safe and secure environment, providing for separation from vehicular traffic, vehicular and pedestrian access, and lease of routine maintenance. (1=Worst 					4	 .(\$)							
10=Best)						<u> </u>		_	10.00	3.9	39.0		
3. Are in close proximity to public transit, and have good foot, bike and vehicular										8			T
docess. (1-vvolst, 10-best)		+	1	1		+	+	- 1 mil	00.6	3.8	34.2		
4. Limit on-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact)						_			7.00	3.4	23.8		
 Allow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10=Best) 								-	10.00	3.74 3.4	34.0		T
9	İ	l	ŀ	-		l		1				2.00	Т
o. Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (I=Worst Location, 10=Best Location)		;					-		8.00	4.6	27.2		
7. Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best)								-	10.00	6	0.60		Γ
8. Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Intergrated,													1
10=Easiest to Intergrate)		1						_	10.00	2.9	28.9	,3	
 Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) 							-		8.00	1.8	14.4		1
 Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) 								~	10.00	1.7	16.7		1
11. Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)						-			7.00	1.2	4.8		T
	0	Overall Context Scor	Conte	xt Scor	e: 328	Possib	e: 328 Possible Points	S)		total score	286.7	Total Score/Possible Points % 87.40%	Т
Additional Comments:													
												The state of the s	٦

Skatespots Skatepark Siting Criteria Ranking

Brighton Playfield SE

Appendix J - CARKEEK NW

Carkeek NW

Appendix J - COWEN PARK NE

Context Criteria: Are compatible with existing uses (ex. Are compatible with existing uses (ex. Are an additional Compatible with existing uses (ex. Are compatible with existing uses (ex. Are an additional creation of a safe and among and an additional creation of a safe and among and an additional creation of a safe and among and an additional creation of a safe and among access, and a safe and an access, and a safe and an access, and a safe and an access, and a safe and a safe of routine maintenance. (1=Morst, 10=Best) Are in close proximity to public transit, and have good foot, lies and vehicular and have good foot, lies and vehicular and have good foot, lies and vehicular access. (1=Low impact) Limit off-site impacts to residemial accommunities as consistent with city code. I.e. noise and lighting. (1=High limpact, 10=Low impact) Are located in a highly visible area with more access. (1=Morst, 10=Best) Are located in a highly visible area with more accesses. (1=Morst, 10=Best) Are located in a highly visible area with more accesses. (1=Morst, 10=Best) Are located in a highly visible area with more accesses. (1=Morst, 10=Best) Are located in a highly visible area with more accesses. (1=Morst, 10=Best) Are located in a highly visible area with accesses. (1=Morst, 10=Best) Consider the environment for the well-best of skaleboarders including noise and and arquality. (1=Morst, 10=Best) Can be integrated into a larger park aspace for size appropriate community with (1=Morst, 10=Best) Consider the and whind (1=Norst, 10=Best) Consider the and whind (1=Norst, 10=Best) Consider sun and shade and protection from rain and wind (1=Norst, 10=Best) Consider sun and shade and protection from rain and wind (1=Norst, 10=Best) Consider sun and shade and protection from rain and wind (1=Norst, 10=Best) Consider sun and shade and protection from rain and wind (1=Norst, 10=Best)	1 2 3 4 5 6 7 8 9 10 Score Weight	_			-				The state of the s
Are compatible with existing uses (e.x. than that contractible with existing uses (e.x. than contractible with existing uses (e.x. than contractible speed), consider that contractible addiagent uses are on patient addiagent uses are of adjacent. Take and adjacent uses are a disperant with safe assets using existing for a special part of a site and a secure environment providing for a special part of a site and a vehicular transit, transity to public transity. Allow for the creation of a site and a vehicular contraction that the public transity. The indicate a present with contract to redefine and vehicular contraction that the public transity. The indicate a present with contract to redefine and vehicular contraction to contract that the public features, to contract that the public features. Allow for dear positive to the presentation that the public features are with moderate to high presentation and and public vehicle features. Allow for dear positive to the provider of the public features. Allow for dear, passive observation that it is a single part to the public features. Allow for dear, include a special for a larger part special features. The contraction that provides other public features. Allow for dear positive and that we minimal and and quality. (1=Vlorst, 10=Eest) control.) Consider the environments (1=Vlorst, 10=Eest) control.) Are easily developable and that we minimal and wird. (1=Vlorst, 10=Eest) control.) Are easily developable and part or minimal and wird. (1=Vlorst, 10=Eest) control.) Are easily developable and provides other properties. 1 10.00 1.7 16.7 16.7 16.7 16.7 16.7 16.7 16.7	1 7.00 4.4 31.1 1 9.00 3.9 35.1 1 9.00 3.4 23.8 3.4 23.8 1 10.00 2.9 29.0 1 10.00 1.8 18.0 1 10.00 1.2 7.2 Most appropriate spot at southwest corner (Broc	Context Criteria:	3 4 5	8		Score	Weight Factor	Weighted Score	Comments:
Near out-genome with causaling least value are of the gark rather and active great of the gark rather and active great of the gark rather and active great of the gark rather and active great of the gark rather and active great of the gark rather and active great of the gark rather and gard active great of the gard connecting great gre	The compagnity of the part father in the area of the part father in the compagnity of the compagnity o	1 And an anathrian istance of the second sec							
than contemplative space) processing the space of the spa	than contemplative space), consider than contemplative space), considered than contemplative space), considered than contemplative space), considered than contemplative space), considered than contemplative space), considered than contemplate with the contrastition of a state and compatible. (I contrastition of a state and vehicular traffic, the public (I control to the public vehicular traffic, the public (I control traffic). The public (I control traffic) as consistent with old control traffic traffic). The public (I control traffic) as consistent with old traffic traffic traffic). The public (I control traffic) and the public (I control traffic). The public (I control traffic) and the public (I control traffic). The public (I control traffic) and the public (I control traffic). The public (I control traffic) and the public (I control traffic). The public (I control traffic) and the public (I control traffic). The publ	Near an active area of the park rather							Existing - Olmstead blvd, play field. Adjacent - Neighborhood com
adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses are compatible with safe skate surfaces (1=Least Compatible, 1-Most Compatible) Allow for the creation of a safe and secure environment; providing for separation from webicular traffic, webicular and pedestrian access, and ease of routine maintenance. (1=Morst, 10=Best) Are in close proximity to public transit, and have good foot, bike and webicular access, (1=Morst, 10=Best) Limit off-site impacts to residential communities as consistent with city codes, i.e. noise and lighting, (1=High Impact, 10=Low, Impact) Allow for clear, passive observation by parents, emergency services, police and moderate to high pedestrian traffic, in an existing or rew multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Morst, 10=Best) Consider the environments, (1=Most amenities. (1=Cannot be Integrated) Can be integrated into a large-prak sapace that provides other park amenities. (1=Cannot be Integrated) Allow for clear space for size appropriate community viewing (1=No Space, 10=Morst Ideal Space) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)	adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses sate surfaces (1=Least compatible, 10-Most Compatible) Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic, we hicular and pedestrian access, and ease of routine maintenance. (1=Worst, 10=Best) Are in close proximity to public transit, and have good foot, bike and vehicular ach secure and pedestrian with city code, i.e. noise and lighting, (1=High interpret of the code is a consistent with city code, i.e. noise and lighting (1=High interpret of the code is a noise and lighting (1=High interpret of the code). Allow for clear, passive observation by parents, semegency services, police and her located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to their public (1=Worst, 10=Best) Consider the environment for the well-being of skateboarders, including noise and all quality. (1=Worst, 10=Best) Consider the environment for the well-being of skateboarders, including noise and all quality. (1=Most, 10=Easiest to Integrated into a larger park space that provides other park space that provides other park amenities. (1=Cannot be Integrated) Are easily developable and have minimal construction impediments. (1=Nost 10=Easiest to Integrated) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments: Overall Comments:	than contemplative space) consider							south across Kavenna. Single family to the west, Park to the north
landscaping/surfaces are compatible with safe skate surfaces are compatible with safe skate surfaces (1=Least with safe skate surfaces (1=Least Allow for the creation of a safe and secure environment; providing for separation from vehicular radific, separation from vehicular radific, separation from vehicular radific, separation from vehicular radific, loge est, l	landscaping/surfaces are compatible with safe skale surfaces are compatible with safe skale surfaces (1=least with safe skale surfaces (1=least Allow for the creation of a safe and secure environment; providing for separation from webicular traffic, webicular and pedestrian access, and ease of routine maintenance. (1=l/worst, 10=Best) Are in dose proximity to public transit, and have good foot, bike and vebicular access. (1=lworst, 10=Best) Are in dose proximity to public transit, and have good foot, bike and vebicular access. (1=lworst, 10=Best) Are in dose proximity to public facilities. Code i.e. noise and lighthy, (1=ligh moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=lworst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=lworst, 10=Best) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=lworst, 10=Best) Consider the provides other park space that provides other park space that provides other park space that provides other park amenities. (1=lwost, 10=Best) Consider sun and shade and protection from rain and wind. (1=lworst, 10=Best) Additional Comments: Overall Context Score: 328 Possible Polin Additional Comments:	adjacent uses, and adjacent							
with safe skate surfaces. (1=Least Compatible) Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic. separation from vehicular traffic. separation from vehicular traffic. separation from vehicular traffic. separation from vehicular traffic. separation from vehicular access, and ease of routine maintenance. (1=Worst, 10=Best) Are in close proximity to public transit, and have good foot, bike and vehicular access, (1=Worst, 10=Best) Limit off-site impacts to residential communities as consistent with city coden. Leangency services, police and limpact, 10=Leav, impact, 10=Best) Allow for clear, passive observation by parents, semegency services, police and the public. (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst, 10=Best) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment state and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult, 10=Least Difficult, 10=Least Difficult a space for size appropriate community viewing (1=No Space, 10=Most 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	with safe skate surfaces. (!=Least	landscaping/surfaces are compatible							
Compatible, 10=Most Compatible) Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=Morst, 10=Best) Are in close proximity to public transit, and have good foot, bite and vehicular and pedestrian through access, (1=Morst, 10=Best) Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting, (1=High limpact, 10=Low limpact) Allow for clear, passive observation by parents, amergency services, police and the public (1=Morst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Morst Location, 10=Best) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Morst, 10=Best) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Morst, 10=Best) Consider the environments. (1=Most Difficult, 10=Least Difficult, 10=Least Difficult, 10=Least Difficult as apace for size appropriate community viewing (1=No Space, 10=Morst Location impediments. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	Compatible, 10=Most Compatible) Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic, separation from vehicular traffic, ease of routine maintenance. (1=Morst, 10=Best) Are in close proximity to public transit, and have good foot, bike and vehicular and pedestrian access, and the pedestrian traffic in the access, (1=Morst, 10=Best) Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting, (1=High Impact, 10=Best) Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting, (1=High Impact, 10=Best) Are located in a highty wisble area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Camort be integrated; and air quality. (1=Camort be integrated; and air quality. (1=Morst 10=Best) Can be integrated into a larger park space that provides other park space that provides other park amenities. (1=Camort be integrated; and air quality. (1=Norst 10=Best) Consider the easily developable and have minimal construction impediments. (1=Most Include a space for size appropriate community viewing (1=No Space, 10=Most Include a space for size appropriate community viewing (1=No Space, 10=Most Include a space for size appropriate community viewing (1=No Space, 10=Most Include a space for size appropriate community viewing (1=No Space, 10=Most Include a space for size appropriate community viewing (1=No Space, 10=Most Include a space for size appropriate community viewing (1=No Space, 10=Most Include a space for size appropriate community viewing (1=No Space, 10=Most Include a space for size appropriate community viewing (1=No Space, 10=Most Include a space for size appropriate community viewing (1=No Space, 10=Most Include a space for size appropriate community viewing (1=No Space, 10=Most Include a sp	with safe skate surfaces. (1=Least							
Allow for the creation of a safe and selecent the creation of a safe and secure or withornement, providing for separation from velicular traffic, we hicular and pedestrian access, and ease of routine maintenance. (1=Worst, 10=Best) 10=Best) Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=High impacts to residential communities as consistent with only code, i.e. noise and lighting. (1=High impact, 10=Low impact) Are inclear, passive observation by parents, enregency services, police and Allow for clear, passive observation by parents, enregency services, police and the public. (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to rother bublic facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=East) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Consider sun and shade and protection Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	Allow for the creation of a safe and secure environment; providing for separation from velicular traffic, we hicular and pedestrian access, and ease of routine maintenance. (1=V/orst, 10=Best) Are in close proximity to public transit, and have good foot, bike and vehicular and release) Are in close and lighting. (1=High impact). (1=Ligh impact). (1=Ligh impact) services, police and impact). (1=Best) Allow for clear, passive observation by parents, emergency services, police and the public. (1=V/orst, 10=Best). Code, i.e. notes and lighting. (1=High impact). (1=Best). (1=Best). Consider the environment for the well-being or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location). Consider the environment for the well-being diskate other park and air quality. (1=Vorst, 10=Best). Can be integrated into a larger park space attraprovides other park and air quality. (1=Vorst, 10=Best). Can be integrated into a larger park space attraprovides other park annentities. (1=Cannot be integrated.). 10=Easists to integrated into a larger park space attraprovides other park include a space of the park include a space of the park include a space for itse appropriate community viewing (1=Norst, 10=Best). Consider sun and shade and protection from rain and wind. (1=Norst, 10=Best). Consider sun and shade and protection from rain and wind. (1=Vorst, 10=Best).			1		7.00	4.4	31.1	
secure environment, providing for secure environment, providing for vehicular and pedestrian access, and ease of routine maintenance. (1=Worst, 10=Best) Are in dose proximity to public transit, and have good foot, blies and vehicular access. (1=Worst, 10=Best) Communities as consistent with city code. i.e. noise and lighting. (1=High Impact) Allow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an oderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst, 10=Best) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be integrated.) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate construction impediments. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	secure environment; providing for separation from vehicular traffic, vehicular and pedestrain access, and ease of routine maintenance. (1=Worst, 10=Best) Are in dose proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best) Limit off-site impacts to residential communities as consistent with city communities as consistent with city communities as consistent with city down in the public. (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment for the well-being of skateboarders including noise and air quality. (1=Worst, 10=Best) Consider the environment for the well-being of skateboarders including noise and air quality. (1=Worst, 10=Best) Consider space for size appropriate connurunity viewing (1=No Space, 10=Most) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)		N. 1		10				The state of the s
separation from vehicular traffic, separation from wehicular traffic, separation from wehicular traffic, separation from wehicular and bedestrian access, and ease of routine maintenance. (1=Morst, 10=Best) Linit off-site impacts to residential and have good foot, bike and vehicular access. (1=Morst, 10=Best) Limit off-site impacts to residential coornmunities as consistent with city code. i.e. noise and lighting. (1=High limpact, 10=Low Impact, 10=Best) Allow for clear, passive observation by parents, emergency services, police and the public. (1=Morst, 10=Best) Allow for clear, passive observation by parents, emergency services, police and the public facilities. (1=Morst, 10=Best) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated.) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated.) After easily developable and have minimal construction impediments. (1=Most 10=Easiest to Integrate) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and wind. (1=Morst, 10=Best) Additional Comments:	vehicular and pedestrian access, and ease of routine maintenance. (1=Worst, 10=Best) 10=Best) 10=Best) 11=Best) 11=Best) 11=Best) 12=Best) 13=Coses. (1=Worst, 10=Best) 14=Coses. (1=Worst, 10=Best) 15=Consider the environment for the well-being of Seteboarders, including noise proximity to other public facilities. 15=Consider the environment for the well-being of Seteboarders, including noise and aliquidity. (1=Worst, 10=Best) 15=Consider the environment for the well-being of Seteboarders, including noise and aliquidity. (1=Worst, 10=Best Location) 16=Worst Location, 10=Best Location) 16=Ses proximity to other public facilities. 16=Worst Location, 10=Best Location) 16=Ses proximity to other public facilities. 16=Worst Location, 10=Best Locatio	secure environment; providing for							
Vehicular and pedestrian access, and ease of routine maintenance. (1=Worst, 10=Best) Are in close proximity to public transit, access. (1=Worst, 10=Best) Are in close proximity to public transit, access. (1=Worst, 10=Best) Lumit off-site impacts to residential communities as consistent with city communities as consistent with city communities as consistent with city communities are on sistent with city communities are on sistent with city communities are nighting. (1=High Impact, 10=Loat Impact so the read with moderate to high pedestrian traffic, in an existing or new multi-upurose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best) Consider the environment for the wellbest) Consider the environment for the wellbest of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment for the wellbest of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment of lenerate Difficult) Include a space for size appropriate construction impediments. (1=Most Difficult, 10=Least Difficult) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and wind. (1=Worst, 10=Best) Additional Comments:	Vehicular and pedestrian access, and ease of routine maintenance. (1=Worst, 10=Best) Are in close proximity to public transit, access. (1=Worst, 10=Best) Are in close proximity to public transit, access. (1=Worst, 10=Best) Allow for clear, passive observation by parents, emergency services, police and financed; to leave Impacts to lease and lighting. (1=High Impact, 10=Best) Allow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10=Best) Allow for clear, passive observation by parents, emergency services, police and the public facilities. Allow for clear, passive base park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment for the wellbeing of skateboarders, including noise and strated and have minimal construction inpediments. (1=Cannot base park amenities. (1=Most Difficult) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	separation from vehicular traffic,							
10–Best) 10–Best) 11–Best) 11–Best) 11–Best) 11–Best) 11–Best) 12–Best) 12–Best) 13–Best) 14–Best) 14–Best) 15–Best) 16–Morst, 10–Best) 17–Best) 18–Best) 18–Best) 18–Best) 18–Best Communities as consistent with city code, i.e. noise and lighting. (1=High limpact, 10=Low limpact) 18–Best Code, i.e. noise and lighting. (1=High limpact, 10=Best) 18–Best Code, i.e. noise and lighting. (1=High limpact, 10=Best) 18–Best Code, i.e. noise and lighting. (1=Best) 18–Best Code, i.e. noise and lighting. (1=Best) 19–Best Code, i.e. noise and integrated into a larger park same tight pedestriant traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. 18–Beng of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment for the well—beng of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment for the well—beng of skateboarders including noise and air quality. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and wind. (1=Worst, 10=Best) Consider sun and wind. (1=Worst, 10=Best) Consider sun and wind. (1=Worst, 10=Best) Additional Comments:	10–Best) 10–Best) 11–Best) 11–Best) 11–Best) 11–Best) 12–Best) 12–Best) 13–Best) 14–Best) 15–Best) 15–Best) 16–Best) 16–Best) 16–Best) 16–Best) 16–Best) 16–Best) 16–Best) 16–Best) 16–Best) 17–Best in dose proximity to public transit, and have good foot, bike and vehicular access. (1–Botost, 10–Best) 17–Best in pacts to residential traffic, in an existing or new multi-purpose park, or in dose proximity to other public facilities. 17–Bonis developable and public facilities. 18–Best Location, 10–Best) 19 10–Best Location, 10–Best) 11–Bonis developable and roughly integrated into a larger park amenities. (1–Eomor to hergared and have minimal construction impediments. (1–Bost Location) 10–Best Location and shade and protection 10–Best Difficult) 10–Best Difficult (1–Best Difficult) 10–Bost Ideal Space) 10–Bost Ideal Space) 10–Best Difficult (1–Best Difficult) 10–Bonis developable and have minimal construction impediments. (1–Bost Difficult) 10–Bonis developable and protection from rain and wind. (1–Worst, 10–Best) 10–Bonis developable and protection from rain and wind. (1–Worst, 10–Best) 10–Bonis developable and protection from rain and wind. (1–Worst, 10–Best) 10–Bonis developable and protection from rain and wind. (1–Worst, 10–Best)	vehicular and pedestrian access, and							
Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=vNorst, 10=Best) Communities as consistent with city code, i.e. noise and lighting, (1=High Impact, 10=Low Impact) Allow for clear, passive observation by parents, emergency services, police and the public, (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated.) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least D	Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=V/korst, 10=Best) Turn for-skie impacts to residential communities as consistent with city code. i.e. noise and lighting. (1=High Impact, 10=Low Impact) Allow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing on rew multi-purpose park, or in ecose proximity to other public colities. (1=Worst Location, 10=Best) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenties. (1=Cannto be Integrated.) Can be integrated and have minimal oconstruction impediments. (1=Most Difficut) Are easily developable and have minimal include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	ease of routine maintenance. (1=Worst,			٠. ·	-			
Are no dose proximity to public transit, and have good foot, bike and vehicular access. (1=Vhorst, 10=Best) Limit off-site impacts to residential coode, i.e. noise and lighting. (1=High limpact, 10=Low Impact) Allow for clear, passive observation by parentis, emargancy services, police and parentis, emargancy services, police and parentis, emargancy services, police and the public. (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrated) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) include a space for size appropriate construction impediments. (1=Most, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	Are in dose proximity to public transit, and have good foot, bike and vehicular access. (1=V/borst, 10=Best) Limit off-site impacts to residential coode, i.e. noise and lighting. (1=High limpact, 10=Low Impact) Allow for clear, passive observation by parents, emragency services, police and limpact, 10=Lost) Allow for clear, passive observation by parents, emragency services, police and humact, 10=Lost) Allow for clear, passive observation by parents, emragency services, police and humact, 10=Lost) Allow for clear, passive observation by parents, emragency services park, or in close proximity to other public facilities. (1=Voorst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Voorst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated. (10=Easiest to Integrated) Are easily developable and have eminimal construction impediments. (1=Most Difficult, 10=Least Difficult) include a space for size appropriate construction impediments. (1=Most Difficult, 10=Least Difficult) include a space for size appropriate community viewing (1=Nost, 10=Best) Consider sun and shade and protection from rain and wind. (1=Nost, 10=Best) Additional Comments:	10=Best)				9.00	3.9	35.1	
Lumit off-site impacts to residential access. (1=VMorst, 10=Best) Lumit off-site impacts to residential communities as consistent with city communities as consistent with city communities as consistent with city communities as consistent with city communities as consistent with city communities as consistent with city fundact. (10=Low Impact) Allow for dear, passive observation by parents, emergency services, police and the public. (1=Morst, 10=Best) Are located in a highly visible area with moderate to high pedestrain traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Morst Location, 10=Best Location) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Morst, 10=Best) Consider the environment (1=No Space, 10=Easiest to Integrated) construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=Norst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Additional Comments:	Lumit off-site impacts to residential access. (!a-Worst, 10-Best) Lumit off-site impacts to residential communities as consistent with city communities as consistent with city communities as consistent with city communities as consistent with city communities as consistent with city communities as consistent with city communities as consistent with city allow for clear, passive observation by parents, emergency services, police and flow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10-Best) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10-Best) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10-Best) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10-Best) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10-Best) Consider the appropriate community viewing (1=No Space, 10-Morst, 10-Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10-Best) Additional Comments:								
access. (1=Vlonst, 10=Best) Communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact) Allow for clear, passive observation by parents, emergency services, police and the public. (1=Vlorst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Vlorst Location, 10=Best Location) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Vlorst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be Integrated, 10=Easisst to Integrate be Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and wind. (1=Vlorst, 10=Best) Additional Comments:	access. (1=V/korst, 10=Best) communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact) Allow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be Integrated, 10=Easiest to Integrated Include a space for size appropriate construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most lotal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	and have good foot, bike and vehicular							
Limit off-site impacts to residential condential condential condential condential somurunities as sonsistent with city condential condential condential to associated with city code, i.e. noise and lighting. (1=High limpact, 10=Low lumpact) coles with code, i.e. noise and lighting. (1=High limpact, 10=Low lumpact) services, police and Allow for clear, passive observation by parents, emergency services, police and the public, (1=Worst, 10=Best) and expectant traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment for the wellbeing of skateboarders, including a space that provides other park amenities. (1=Cannot be Integrated, 10=East Difficult) include a space for size appropriate construction impediments. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	Limit off-site impacts to residential conden, i.e. noise and lighting. (1=High Impact, 10=Low Impact) Allow for clear, passive observation by parents, emergency services, police and parents, emergency services, police and the public, (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrate) Afer easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate construction impediments. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	access. (1=Worst, 10=Best)			-	9.00	60 60 70	34.2	
communities as consistent with city communities as consistent with city Impact, 10=Low Impact Impact, 10=Low Impact Impact, 10=Low Impact Impact, 10=Low Impact Impact, 10=Boxt Impact, 10=Impact, 10=Boxt Impact, 10=Impact, 10=Impact 10=Impact Impact, 10=Impact, 10=Impact, 10=Impact Impact, 10=Impact, 10=Impact, 10=Impact Impact, 10=Impact, 10=I	communities as consistent with city communities as consistent with city Impact. (10=Low Impact) Impact. (10=Low Impact) Allow for dear, passive observation by parents, emergency services, police and the public. (1=Morst, 10=Best) Are located in a highly visible area with moderate to high pedestran traffic, in an existing or new mult-purpose park, or in close proximity to other public facilities. (1=Morst Location, 10=Best Location) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park same nites. (1=Cannot be Integrated, 10=Easisst to Integrated 10=Easis Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:						2000		
code, i.e. noise and lighting. (1=High Impact, 10=Low, Impact) Impact, 10=Low, Impact) Parents, emergency services, police and the public. (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be Integrated, 10=Easisst In Integrated into a larger park amenities. (1=Cannot be Integrated, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be Integrated, 10=Best) Construction impediments. (1=Most Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	code, i.e. noise and lighting. (1=High Impact, 10=Low Impact) Impact, 10=Low Impact) Are located in a highly visible area with moderate to high pedestrian traffic, in an oderate to high pedestrian traffic, in an oderate to high pedestrian traffic, in an oderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated.) Can be integrated into a larger park amenities. (1=Cannot be Integrated.) Can be integrated into a larger park amenities. (1=Cannot be Integrated.) Construction impediments. (1=Most Difficult) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult, 10=L	communities as consistent with city				Am Carlo	75°2		
Impact, 10=Low Impact) Allow for clear, passive observation by parents, emergency services, police and the period of a police and properly services, police and the period of a policy services, police and the located in a highly visible area with moderate to high pedestrian traffic in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrate) Afer easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	Impact, 10=Low Impact) Allow for clear, passive observation by parents, emergency services, police and the public, (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot park amenities. (1=Cannot be Integrated, 10=Easiest to Integrated) Afe easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate construction impediments. (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	code, i.e. noise and lighting, (1=High			\ -				
Allow for clear, passive observation by parents, emergency services, police and the public, (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park space that provides other park amenities. (1=Cannot be integrated. 10=Easiest to Integrate) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)	Allow for clear, passive observation by parents, emergency services, police and the public, (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-uprose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Worst, 10=Best) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Worst, 10=Best) Are easily developable and have minimal own contruction impediments. (1=Most Difficult) Are easily developable and have minimal construction impediments. (1=Most Difficult) Are easily developable and protection Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	Impact 10=Low Impact)		_		20	2	22.0	
parents, emergency services, police and the public, (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, 10=Easist Integrated into a larger park amenities. (1=Cannot be Integrated, 10=Best) Can be integrated into a larger park amenities. (1=Worst, 10=Best) Construction impediments. (1=Most Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	parents, emergency services, police and the public, (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be integrated.) Can be integrated into a larger park amenities. (1=Cannot be integrated.) Can be integrated into a larger park amenities. (1=Cannot be integrated.) Can be integrated into a larger park amenities. (1=Cannot be integrated.) Can be integrated into a larger park amenities. (1=Cannot be integrated.) Can be integrated into a larger park amenities. (1=Cannot be mitgrated.) Can be integrated into a larger park amenities. (1=Cannot be mitgrated.) Construction impediments. (1=Most Difficult). (10=Least Difficult). (10=Least Difficult). (10=Least Difficult). (1=Most local Space) Construction into aim and shade and protection from rain and wind. (1=Worst, 10=Best).				1	00.7	± o	63.0	
the peutic, citelygety services, potice and the peutic. (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-band air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Canno be integrated.) Are easily developable and have minimal construction impediments. (1=Most Difficult) lot=Least Difficult) lot=Least Difficult) lot-Least Difficult) lot-Least Difficult) lot-Least Difficulty ocommunity viewing (1=No Space, 10=Most 10=Most 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	the active, entregrately ser vices, portice and the active, entregrately ser vices, portice and the active, entregrately ser vices, portice and the active and the active and the active and the active active and the active acti					12075	FE.		Visible outside of park on two sides.
The public, (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrated and have minimal construction impediments. (1=Most Difficult) Include a space for size appropriate construction impediments. (1=No Space, 10=Most Jo=Most Jo=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)	trie public, (1=Worst, 10=Best) The public, (1=Worst, 10=Best) The coarded in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-uprose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park samenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, 10=Easiest to Integrated) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	parents, emergency services, police and				52.5			
Are located in a highly visible area with moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be Integrated.) Can be integrated into a larger park amenities. (1=Cannot be Integrated.) Can be integrated into a larger park amenities. (1=Morst, 10=Best) Are easily developable and have minimal construction impediments. (1=Most Difficult) Formulation in moderate and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	Are located in a highly visible area with moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, amenities. (1=Loanot be Integrated) Are easily developable and have minimal construction impediments. (1=Most Difficult) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Are easily developable and protection Are aspace for size appropriate community viewing (1=No Space, 10=Most lotal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:					10.00	3.4	34.0	
moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the wellbeing of skateboarders, including noise and ir quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated.) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated.) Are easily developable and have minimal construction impedients. (1=Most Difficult) Include a space for size appropriate community viewing (1=No Space.) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the wellband of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated.) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated.) Can be integrated into a larger park amenities. (1=Cannot be Integrated.) Can be integrated into a larger park amenities. (1=Cannot be Integrated.) Construction impediments. (1=Most Difficult) Include a space for size appropriate community viewing (1=No Space.) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:					Aug	Fer		
existing or new multi-purpose part, or in close proximity to other public facilities. (1=Morst Location, 10=Bast Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Morst, 10=Best) and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrated) Afer easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	existing or new multi-purpose part, or in close proximity to other public facilities. (1=Morst Location, 10=Bast Location) Consider the environment for the well-being of skateboarders, including noise and ali quality. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be integrated, 10=Easiest to Integrated) Afer easily developable and have minimal construction impediments. (1=Most Difficult) Include a space for size appropriate Community viewing (1=No Space, 10=Most 10=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Additional Comments:	moderate to high pedestrian traffic in an							
close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park same titles. (1=Cannot be larger park amenities. (1=Cannot be largerated, 10=Easisst Innegrated, 10=Easisst Innegrated, 10=Cannot be largerated, 10=Cannot be lar	close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be Integrated, 10=Easisst to Integrated. Are easily developable and have minimal Difficult, 10=Least Difficult by Include a space for size appropriate community viewing (1=No Space, 10=Most loteal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	avisting or new multi-purpose and or in						1	
Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Morst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be Integrated into alarger park space that provides other park amenities. (1=Cannot be Integrated.) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated.) Can be integrated into a larger park space that provides and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space.) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Additional Comments:	Consider the environment for the well-being of skateboarders, including noise and air quality (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated) Can be integrated into a larger park space that provides and have minimal oconstruction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Additional Comments:	close proving to other multiple feelings							
Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10=Best) and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrate) Afer easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot park amenities. (1=Cannot be Integrated, 10=Easiest to Integrate) Afe easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate Community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	(4-) Month 1 and 10 dates public labelles.							
Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Vorst, 10=Best) Can be integrated into a larger park samenities. (1=Cannot be Integrated, 10=Easiest to Integrate) Are easily developable and have minimal community viewing (1=No Space, 10=Most Ideal Space) Community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Vorst, 10=Best) Additional Comments:	Consider the environment for the well- being of skateboarders, including noise and air quality. (1=\Worst, 10=Best) Can be integrated into a larger park Sapace that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrate) Are easily developable and have minimal oscintrodin impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most lotal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	(1-vorst_cocation, 10=best_cocation)		-		8.00	3.4	27.2	
being of skateboarders, including to see and air quality. (1=Worst, 10=Best) Can be integrated into a larger park same the provides other park amenities. (1=Cannot be not park amenities. (1=Cannot be not park amenities. (1=Cannot be not park amenities. (1=Most park amenities. (1=Most Difficult). (1=Most Difficult). (1=Most Difficult). (1=Most Difficult). (1=No Space. Community viewing (1=No Space. 10=Most ldeal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	being of skateboarders, including the work and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be integrated, amenities. (1=Cannot be integrated.) Tole Easiest to Integrated. Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Are easily developable and have minimal construction impediments. (1=Most Include a space for size appropriate community viewing (1=No Space, 10=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:								
and air quality (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrated Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	and air quality. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, 10=Easiest to Integrate) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Additional Comments:	hoing of oliophophogram including asing			_				
Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated.) 10=Easiest to Integrated. 10=Easiest to Integrated. 10=Easiest to Integrate and have minimal construction impediments. (1=Most Difficult) 10=Least Difficult)	Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated in the park amenities. (1=Cannot be Integrated.) 10=Easiest to Integrate) 11=Easiest to Integrate in Integrated. 11=Easiest to Integrated. 11=Easiest to Integrated. 11=Easiest to Integrated. 12=Easiest to Integrated. 13=Easiest to Integrated. 14=Easiest to Integrated. 15=Easiest to Integrated. 16=Easiest to Integrated. 17=Easiest to Integrated. 18=Easiest to Integrated. 19=Easiest to Integrated. 10=Easiest to Integrated. 10=Easiest to Integrated. 10=Easiest to Integrated. 10=Easiest to Integrated. 11=Easiest to Integrated. 11=Easiest to Integrated. 12=Easiest to Integrated. 13=Easiest to Integrated. 14=Easiest to Integrated. 15=Easiest to Integrated. 16=Easiest to Integrated. 16=Easiest to Integrated. 17=Easiest to Integrated. 18=Easiest to Integrated. 18=Easiest to Integrated. 19=Easiest to Integrated. 10=Easiest to Integrated.	and air anality (1=)Moret 10=Boot)							
Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrate) Afe easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Overall Context Score; 328 Possible Point Additional Comments:	Can be integrated into a larger park Can be integrated into a larger park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate) Are easily developable and have minimal Construction into pediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	and all quality. (I-violet, 10-Dest)			-	10.00	2.9	29.0	
space that provides other park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Diriculde a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	space that provides other park amenities. (LeCannot be Intergrated, 10=Easiest to Intergrated, Are easity developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Difficult, 10=Least Diffic	Can be integrated into a larger park							AND THE PROPERTY OF THE PROPER
amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate) 10=Easiest to Intergrate) 10=Easiest to Intergrate) 10-Easiest to Intergrate) 10-East Difficult, 10=Least Difficult) 11-Most Ideal Space for size appropriate 12-Most Ideal Space) 13-Most Ideal Space and protection 14-Most Ideal Space for Space form and shade and protection 11-Most Ideal Space form and shade and protection 11-Most Ideal Space form and shade and protection 12-Most Ideal Space form and shade and protection 13-Most Ideal Space form and shade and protection 14-East Ideal Space form and shade and protection 15-East Ideal Space form and shade and protection 16-East Ideal Space form and shade and protection 17-East Ideal Space form and shade and protection 18-East Ideal Space form and shade and protection 19-East Ideal Space form and shade and protection form and sh	amenities. (1=Cannot be Intergrated, Are easily developable and have minimal oonstruction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, I)=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	space that provides other park							
Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate Community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	10=Easiest to Integrate) 10=Easiest to Integrate) Construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Additional Comments:	amenities. (1=Cannot be Intergrated,							4年の1
Are easily developable and have minimal Outsouth of the mast Difficulty Difficult (10=Least Difficulty) Include a space for size appropriate Community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	Are easily developable and have minimal Outsouth: (1=Most Difficult, (1=Most Difficult, (1=Most Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most lotal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	10=Easiest to Intergrate)			~	10.00	2.9	28.9	
construction impediments. (1=Most Difficult, 10=Least Difficult) Difficult, 10=Least Difficult) Community viewing (1=No Space, 10=Most least Space) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Additional Comments:	construction impediments. (1=Most Difficult, 10=Least Difficult) Difficult, 10=Least Difficult) Community viewing (1=No Space, 10=Most loteal Space) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Additional Comments:	9. Are easily developable and have minimal							THE PROPERTY OF THE PROPERTY O
Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	construction impediments. (1=Most							
Include a space for size appropriate Community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments: Overall Context Score; 328 Possible Point	Difficult, 10=Least Difficult)			~	10.00	1.8	18.0	
community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Overall Context Score: 328 Possible Point Additional Comments:	community viewing (1=No Space, 10=Most lotal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Overall Context Score: 328 Possible Point Additional Comments:	 Include a space for size appropriate 							The state of the s
10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:	10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Overall Context Score: 328 Possible Point Additional Comments:	community viewing (1=No Space,		-					
Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Overall Context Score: 328 Possible Point Additional Comments:	Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Overall Context Score: 328 Possible Point Additional Comments:	10=Most Ideal Space)			-	10.00	1.7	16.7	
Overall Context Score: 328 Possible Point	Overall Context Score: 328 Possible Point	Total and a page and a							The state of the s
Overall Context Score: 328 Possible Point	Overall Context Score: 328 Possible Point	from rain and wind (1=1/1/orst 10=Best)							
Overall Context Score: 328 Possible Point	Overall Context Score: 328 Possible Point	יים יים יים יים יים יים יים יים יים יים				00.9	1.2	7.2	
			Overall Context Score: 328	Possible Poir	ts	t	total score	285.2	Total Score/Possible Points % 86.94%
		Additional Comments:			Most ap	propriate s	pot at southy	vest comer (Broo	oklyn & Ravenna). Park is an original Olmstead

Skatespots Skatepark Siting Criteria Ranking

Cowen Park NE

Appendix J - DELRIDGE PLAYFIELD SW

A contract Citization: 1 2 3 4 5 5 7 8 9 10 8 8 9 10 8 8 9 10 8 8 9 10 8 9 9 9 9 9 9 9 9 9				-	-	L		-	ŀ	ŀ	-	-			
1 10.00 4.4 44.4 1 10.00 3.9 39.0 3.4 27.2 3.6 3.4 34.0 3.7 27.2 3.7 27.2 3.8 3.4 34.0 3.9 39.0 3.9 39.0 3.1 10.00 3.4 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1 10.00 3.0 34.0 3.1	Context Criteria:	-	2	က	4	5	9	7	-			ore	Weight Factor	Weighted Score	Comments:
1 10.00 4.4 44.4 1 10.00 3.9 39.0 1 10.00 3.4 27.2 1 10.00 3.4 27.2 1 10.00 3.4 34.0 20.0 20.0 3.8 34.2 20.0 20.0 3.8 34.2 20.0 20.0 3.8 34.2 20.0 20.0 3.4 30.0 20.0 3.8 34.2 20.0 20.0 3.4 34.0 20.0 3.4 34.0 20.0 3.4 34.0 20.0 3.4 34.0 20.0 3.4 34.0 20.0 3.8 34.0 20.0 3.4 34.0 20.0 3.8 34.0 20.0 3.0 3.			_	_				_							
1 10.00	Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider														Existing - Community center, play area, tennis courts, picnic area, \ Community Center and single family housing.
1 10.00	adjacent uses, and adjacent landscaping/surfaces are compatible														
1 10.00 3.9 39.0 34.2 34.2 34.2 34.0 34.	with safe skate surfaces. (1=Least Compatible, 10=Most Compatible)							- 19					4	444	
1 10.00 3.9 39.0 34.2 34.2 34.0 34.4 27.2 34.0 34.4 27.2 34.0 34.4 34.0 34.0 34.0 34.0 34.0 34.0 34.0 34.0 34.0 34.0 34.	Allow for the creation of a safe and		_							H	_				
1 10.00 3.9 39.0 34.2 34.2 34.2 34.2 34.2 34.2 34.2 34.2 34.0 34.4 34.0 34.0 34.4 34.0 34.	secure environment; providing for senaration from vahioular traffic						NS.	b.	_# <u>#</u>						
1	vehicular and pedestrian access, and					77			*						
1 10.00 3.8 34.2 34.0 3.4 27.2 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 36.6 3.4 3.4 36.6 3.4 3.4 36.6 3.4 3.4 3.6 3.4 3.4 3.6 3.6 3.4 3.4 3.6	ease of routine maintenance. (1=Wors	٠.				Ų.	٠ <u>.</u>			154 150m					
1 10.00 3.4 27.2 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 30.0 30.0 3.4 30.0 30.0 3.4 30.0 30.0 30.0 30.0 30.0 30.0 30.0 30.0	10=Best)	\dashv	4	1	\downarrow	37		\dashv	+	5 <u>2</u>	7	00.0	3.9	39.0	
1 9.00 3.4 27.2	Are in close proximity to public transit,						. pr		9						
1 10.00 3.4 27.2 27.	and have good loot, bike and vernicular access. (1=Worst 10=Best)									Sin.			α	6 PE	
1	Limit off-site impacts to residential	$\frac{1}{1}$	+	L	1	L		l		+	<u>}</u>	3	2	7.15	
1 10.00 3.4 34.0 34.	communities as consistent with city										ŝ				
1 10.00 3.4 34.0 34.0 3	code, i.e. noise and lighting. (1=High														
1 10,00 3,4 34,0 34,	Impact, 10=Low Impact)								_		8	.00	3.4	27.2	
1 10.00 3.4 34.0 3.4 34.0 3.4 34.0 3.4 30.6 3.4 30.6 3.4 30.6 3.4 30.6 3.4 30.6 3.4 30.6 3	Allow for clear, passive observation by	F	_	L	L	L		T	+	100	1 25		2000	!!	THE PROPERTY OF THE PROPERTY O
1 10,00 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 34.0 3.4 36.6 3.4 36.6 3.4 36.6 3.4	parents, emergency services, police ar	- P							_	ji.	·		275		
1 9.00 3.4 30.6 3.4 30.6 3.4 30.6 3.4 30.6 3.4 30.6 3.4 30.6 3.4 30.8 3.6	the public. (1=Worst, 10=Best)	!								-		00.0	3.4	34.0	
1 9.00 3.4 33.6	Are located in a highly visible area with		L	<u> </u>				\vdash	_	_			-		The state of the s
1 9.00 3.4 10.00 3.4 10.00 3.4 10.00 3.4 10.00 3.4 10.00 3.4 10.00 3.9 28.9 10.00 1.8 16.2 10.00 1.7 16.7	moderate to high nedestrian traffic in a	_ 5													
1 9.00 3.4 3.06 3.4 3.06 3.4 3.06 3.4 3.06 3.4 3.06 3.4 3.06 3.6	existing or new multi-purpose park or i	ā .F										1.11			
1 9.00 3.4 30.6 3.4 30.6 3.4 30.6 3.4 30.6 3.4 30.6 3.4 30.6 3.4 30.6 3.8 3.6	close proximity to other public facilities														
1 10.00 2.9 28.9 1 10.00 2.9 28.9 1 10.00 2.9 28.9 28.9	(1=Worst Location, 10=Best Location)														
1 10,00 2.9 29.0		+	\downarrow	4	4	_[\dagger	+	-	ກ	35	3.4	1	MARKA MINISTRAL MARKAN
1 10.00 2.9 29.0	Consider the environment for the well-													4	
1 10,00 2.9 29.0	being of skateboarders, including noise	n.			_	_									
1 10,00 2.9 28.9 16.2 1 10,00 1.8 16.2 16.2 1 10,00 1.7 16.7	and air quality. (1=Worst, 10=Best)											00	2.9	29.0	
1 10.00 2.9 28.9 16.2 16	Can be integrated into a larger park		L	L	L				 	_					The state of the s
1 10.00 2.9 28.9 16.2 16	space that provides other park							_							
1 10.00 2.9 28.9	amenities. (1=Cannot be Intergrated,														
1 9.00 1.8 16.2 1.0 1.7 16.7 1.0 1.2 1.0 1.2 1.0 1.2 1.0 1.2 1.0 1.2 1.0 1.2 1.0 1.2 1.0 1.2 1.0 1.2 1.0 1.2 1.0 1	10=Easiest to Intergrate)	1	-	_	_				-	\dashv	+	00.0	2.9	28.9	
1 9.00 1.8 16.2	Are easily developable and have minin	lai													
1 10.00	construction impediments. (1=Most									_	_	- 6	,	9	
1 10,00 1.7 16.7 Lots of trees for shade 1 10,00 1.2 8.4 200 1.2 8	Unicult, 10-Least Dilicuity	+	+	\downarrow	1			\dagger	+	+	ח	3	8.	7.01	
1 10.00	community viewing (1=No Space														· ·
Lots of trees for shade 1.00 1.2 8.4	10=Most Ideal Space)											00.0	1.7	16.7	
7.00 1.2 8.4	Section of the second section of the second	<u> </u>	L		L			T	+	\vdash					Lots of trees for shade
Overall Context Score: 328 Possible Points 7.00 1.2 8.4 Total Score/Possible Points % Need to verify unprogrammed space available.	from rain and wind. (1=Worst, 10=Bes	_ -									-				
Overall Context Scorer 328 Possible Points total score 308.6 Total Score/Possible Points % Need to verify unprogrammed space available.		+	-	<u> </u>		_].		=	-	+	7	T	1.2	8.4	ļ
		+	Š		ontext	Scor	e: 328	Possi	ole Poi	nts		유	tal score	308.6	_
	Additional Comments:	Š	ed to	verify	nubro	gramr.	ned sp	ace a	/ailabl	σi					

Delridge Playfield SW

Appendix J - EC HUGHES SW

UPDATED 7/24/06

Appendix J - ERCOLINI SW

Comments:		Existing - new park being developed. Adjacent - single family hous							Site only size appropriate for beginner element compatible with chil				Total Score/Possible Points % 72.36%	
Weighted		26.7	5 tc	26.6	20.4	34.0	2014	20.3	26.0	18.0	11.7	6.0	237.3	
Weight		4.	o r	3.8	3.4	3.4	3.000000000000000000000000000000000000	2.9	2.9	1.8	1.7	1.2	total score	Table Park
Score		90.00	7 00	7.00	6:00	10.00	0.00	7.00	9.00	10.00	7.00	5.00		
	Н					Constitution of the second			~				Points	
7			\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	- Ammili	Ţ		-	7-			-		28 Possible	
<u> </u>	Н													
-	Н												Context	
	-												Overall	
-			- T			Þ	- H! .	d)		nal				
Context Criteria:		Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscaping/surfaces are compatible with safe skate surfaces. (1=Least Compatible, 10=Most Compatible)	2. Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=Vorst 10=Bset)	Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)	 Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact) 			7. Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best)	8. Can be integrated into a larger park space that provides other park amenities. (1=Cannot be intergrated, 10=Easiest to Intergrate)	 Are easily developable and have minim construction impediments. (1=Most Difficult, 10=Least Difficult) 	 Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) 	11. Consider sun and shade and protection from rain and wind. (1=Worst, 10=Bes		Additional Comments:
	Context Criteria: 1 2 3 4 5 6 7 8 9 10 Score Factor Score	Context Criteria: 1 2 3 4 5 6 7 8 9 10 Score Factor	Context Criteria: 1 2 3 4 5 6 7 8 9 10 Score Factor Score 1. Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscaping/surfaces are compatible with surfaces, (1=Least Compatible) 1 Meight Weighted Weighted Weighted Score Factor Score Score Factor Score Score Factor Factor F	Context Criteria: 1. Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent uses (according to the space of the park rather than contemplative space), consider adjacent uses (according to the space are compatible with safe skate surfaces. (1=Least Compatible) 2. Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic, vehicular and pedestrian access, and essence of unite maintenance. (1=Worst, 10=Morst)	Context Criteria: 1. Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent uses, and adjacent uses sare to more tible. 10=Most Compatible. With safe skate surfaces. (1=Least) 2. Allow for the creation of a safe and seare environment; providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=Worst, 10=Best) 3. Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best) 3. Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best) 3. Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best) 3. Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)	1 2 3 4 5 6 7 8 9 10 Score Factor Score Score Score 1.1. 1	1 2 3 4 5 6 7 8 9 10 Score Factor Score 1	1 2 3 4 5 6 7 8 9 10 Score Factor Score Sc	1. Are compatible with existing uses (ex. 1 2 3 4 5 6 7 8 9 10 Score Factor Score additional to the park rather than contemplative space), consider and adjacent uses are and adjacent trains and adjacent uses are undersor, it least compatible for the park rather than contemplative space), consider and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and assert and access, and assert ment, providing for separation from vehicular traffic. 2. Allow for the creation of a safe and separation from vehicular traffic. 3. Are in dose proximity to pulic trainsit, and have good foot, like and vehicular occass. (1=Vorst, 10=Best) 4. Limit off-site impacts to residential communities as consistent with city planets, emergency services, police and the public (1=High) impact, 10=Cast) 6. Are located in a highly visible area with more attempting to their public facilities. 7. Consider the environment for the veallbest) 7. Consider the environment for the veallbest) 8. Are located in a highly visible area with more available or new multi-purpose park, or the veallbest and adjusting (1=Vorst, 10=Best) 8. Are located in a highly visible area with more available or new multi-purpose park, or the veallbest and adjusting (1=Vorst, 10=Best) 9. Are located in a highly visible area with more available or new multi-purpose park, or the veallbest location (10=Best) 1. Consider the environment for the veallbest) 1. Consider the environment for the veallbest and adjusting (1=Vorst, 10=Best)	Context Criteria: 1 2 3 4 5 6 7 8 9 10 Score Factor Weightt Weighted Score Factor Score Factor Score Indicated a compatible with existing uses (ex. Near an active area of the park stable than communities are compatible. (1-desertation of seasons for the certain of a safe and adjacent uses, including noise and adjacent uses, including noise and adjacent uses, including noise and adjacent uses, including noise and adjacent uses, including noise and adjacent uses, including noise and adjacent uses, including noise and adjacent uses, including noise and adjacent uses, including noise and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjacent user and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjacent uses and adjace	Context Criteria:	Context Criteria:	Context Criterie:	1 2 3 4 5 6 7 8 9 10 Score Factor Score
UPDATED 7/24/06

Appendix J - FAIRMOUNT PLAYFIELD SW

Context Criteria: Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent andscaping/surfaces are compatible with safe skate surfaces. (I—Least Compatible, 10=Most Compatible), and safe safe and secure environment; providing for secure environment; providing for	8		1				Weight	Weighted	
Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscaping/surfaces are compatible with safe skate surfaces. (I=Least Compatible, 10=Most Compatible) Allow for the creation of a safe and secure environment; providing for	_	2	_	8	19	Score	Factor	Score	Comments:
Are compatible with existing uses (ex. Near an active area of the park rather Near an active area of the park rather adjacent uses, and adjacent alandscaping/surfaces are compatible with safe skate surfaces. (!=Least Compatible, !O=Most Compatible) Allow for the creation of a safe and secure environment; providing for secure environment; provid									THE REAL PROPERTY AND ADDRESS OF THE PARTY AND
than contemplative space), consider adjacent uses, and adjacent landscaping/surfaces are compatible with safe skate surfaces. (1=Least Compatible, 10=Most Compatible). Allow for the creation of a safe and secure environment; providing for secur									Existing - soccer field, bbcourt, play area, open fields. Adjacent - sc
adjacent uses, and adjacent landscaping/authraces are compatible landscaping/authraces are compatible state surfaces. (1=Least Compatible, 10=Most Compatible) Allow for the creation of a safe and secure environment; providing for secure environ			75						uees to east, main raining to not in and south (across busy afterlat).
landscaping/surfaces are compatible with safe skate surfaces. (1=Least Compatible. (10=Most Compatible) Allow for the creation of a safe and secure environment, providing for									
are seare surfaces; (=Least atible, 10=Most Compatible) for the creation of a safe and e environment, providing for				100					
for the creation of a safe and a servironment; providing for		10	ilia male:		•	00	``	9 90	
e environment; providing for		1000	_		$\frac{1}{1}$	8	F	2.55	
tion from votioning traffic									
auoti itotti veriiculai italiic,		F							
vehicular and pedestrian access, and		397	2						
ease of routine maintenance. (1=Worst,									
IO-Dest)		1		-A-1-2	-	10.00	3.9	39.0	A CONTRACTOR OF THE PROPERTY O
and have good foot hike and subjection					- 1		30		
ave good loot, bike alid veriicular				_		6	(
access. (1=vvorst, 10=Best)			+	-		8.00	3.8	30.4	
Limit off-site impacts to residential						45	- (d) - (d)		
communities as consistent with city				, T			S.P.		
code, i.e. noise and lighting. (1=High						A PE			
mpact, 10=Low Impact)				-	$\frac{1}{2}$	8.00	3.4	27.2	
5. Allow for clear, passive observation by									Observable on three sides now, but when school closes only visible
parents, emergency services, police and						. 4.3			
the public. (1=Worst, 10=Best)			1		-	10.00	3.4	34.0	
Are located in a highly visible area with						2		100	
moderate to high pedestrian traffic, in an									<u> </u>
existing or new multi-purpose park, or in									
close proximity to other public facilities.									
(1=Worst Location, 10=Best Location)				-		9.00	3.4	30.6	
Consider the environment for the well-					-				THE PARTY OF THE P
being of skateboarders, including noise									
and air quality. (1=Worst, 10=Best)						00 6	6	76.1	
Can be integrated into a larger park				-	-				A COLOR TO THE PROPERTY OF THE
space that provides other park									
amenities. (1=Cannot be Intergrated,									
10=Easiest to Intergrate)					-	10.00	2.9	28.9	
Are easily developable and have minimal									
construction impediments. (1=Most									
Difficult, 10=Least Difficult)					-	10.00	1.8	18.0	
10. Include a space for size appropriate									
community viewing (1=No Space,					٠,		1	1	
ost ideal opace)		1	+	1	+	10.00	1	16./	Administration of the Control of the
Consider sun and shade and protection							•		Vancasia de la constanta de la
from rain and wind. (1=VVorst, 10=Best)		1				5.00	1.2	6.0	
Ove	Overall Context Score: 32 Possible Points	t Score: 3	32 Possible	e Points		ţ	total score	292.4	Total Score/Possible Points % 89/15%

Appendix J - FROULA PLAYFIELD NE

1 2 3 4 5 6 7 8 9 10 Score Weight Weighted Score	
ver are acretic early of the positive uniques (exc.) ver are acretic early of the positive passes (exc.) ver are acretic early of the passes (exc.) ver are acretic early of the passes (exc.) and section of the passes (exc.) common of a safe and early of the acretic providing for early of the passes (exc.) common early of the and vehicular traffic, early of the and vehicular traffic, early of the and vehicular traffic, early of the and vehicular traffic, early of the and vehicular traffic, and the spoof foot, the and vehicular traffic, and the spoof foot, the and vehicular traffic, and the passes (exc.) of the and vehicular traffic, and the spoof foot, the and vehicular traffic, and the spoof foot, the and vehicular traffic, and the passes of traffic and passes (exc.) of the and vehicular traffic, and the passes of traffic acres (exc.) of the and vehicular traffic, and the passes of traffic acres (exc.) of the and vehicular traffic, and the passes of traffic acres (exc.) of the and vehicular traffic, and the passes of the passes (exc.) of the and vehicular traffic acres (exc.) of the and vehicular traffic, and the passes of the passes (exc.) of the and vehicular traffic, and the passes of the passes (exc.) of the and vehicular traffic. The acres (exc.) of the and vehicular traffic acres appropriate the environment for the well-traffic are appropriated and and an are acres (exc.) of the acres appropriate and an early developable and have entined on onstruction impediments. (1 exc.) of the acres appropriate and an exception of the passes of	nts:
Compatible 10=Most Compatible 1 1 1 1 1 1 1 1 1	Existing - Play area, tennis court, narrow open field. Adjacent - sing (30'feet) and east (across arterial), Green Lake Reservoir.
Which for the creation of a safe and secure any convenient, providing for the creation for a state and secure any convenient, providing for the creation of the convenient of the creation of	
We adose proximity to public transit, and have good foot, bike and vehicular access. (-Vichorst: 10-eps) Afe in dose proximity to public transit, and have good foot, bike and vehicular access. (-Vichorst: 10-eps) Oromunities as consistent with city occles, in children and air quality. (1-elign migracy services, police and the public (1-elign pedestrian traffic, in an avaising on even multi-purpose park, or in close proximity to other public facilities. Can be integrated into a larger park amenifies. (1-elbest) Can be integrated into a larger park amenifies. (1-clannot be integrated and have minimal construction impediments. (1-elbest) Can be integrated into a larger park amenifies. (1-clannot be integrated and have minimal construction impediments. (1-elbest Difficut) Consider the environment for the well-being of skateboarders, including noise and air quality. (1-elbest park amenifies. (1-clannot be integrated) Can be integrated into a larger park amenifies. (1-clannot be integrated) Can be integrated into a larger park amenifies. (1-clannot be integrated) Can be integrated into a larger park integrated. (1-classest to integrated) Can be integrated into a larger park integrated. (1-classest Difficut) Can be integrated and have minimal construction impediments. (1-elbest Difficut) Consider sun and shade and protection Consider sun and shade and protection	Small area surrounded by large tree so a lot of leaf litter would mak
and have good foot, bike and vehicular and have good foot, bike and vehicular and have good foot, bike and vehicular and have good foot, bike and vehicular and have good foot, bike and vehicular and have good foot, bike and vehicular and shade and protection and shade and protection. The species of lawforst, 10=Best) Third for the public (1=Light) Third for the public (1=Light) Third for the public (1=Light) Third for the public for the vehicle for the public for the vehicle species that the form of the public for the vehicle for the vehicle for the public for the vehicle for th	and a fifth and and the same of the
unit off-site impacts to residential communities as consistent with city communities as consistent with city communities as consistent with city and and residual pedestriant raffic, in an activity for claer, passive observation by the public (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an activity or new multi-purpose park, or in cost sider to high pedestrian traffic, in an activity or new multi-purpose park, or in cost sider to high pedestrian traffic, in an activity or new multi-purpose park, or in cost sider to high pedestrian traffic, in an activity or oney multi-purpose park, or in cost sider to high pedestrian traffic, in an activity or oney multi-purpose park, or in cost sider to high pedestrian traffic, in an activity or oney multi-purpose park and air quality. (1=Norst, 10=Best) Consider the environment for the well- being of skateboarders, including noise and air quality. (1=Norst, 10=Best) Are easily developable and have minimal Are easily developable and protection Are for a for a for a for a for a for a for a for a for a for a for a for a for a for a for a for a for a for a for a	inced on except to norm.
order i.e. moise and lighting. (1=High might) with day code, i.e. moise and lighting. (1=High might) and lighting. (1=High might) area with making series, solice and parents, americancy services, police and parents, and strade and protection and services, police and protection and services, police and parents, and services, police and parents, and services, police as services, police and parents, americances, including noise and air quality. (1=Most Location, 10=Best Locati	
Allow for clear, passive observation by parents, emergency services, police and the public (1=Vkorst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Vkorst Location, 10=Best Location) (1=Vkorst Location, 10=Best Location) (1=Vkorst Location, 10=Best Location) (1=Vkorst Location, 10=Best) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Nkorst, 10=Best) Can be integrated into a larger park park amenities (1=Camot be integrated, amenities (1=Camot be integrated) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Construction impediments. (1=Nkost Community viewing (1=Nko Space, 10=Most Ideal Space) Construction and shade and protection Consider sun and shade and protection	
parents, emergency services, police and the public (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an moderate to high pedestrian traffic, in an moderate to high pedestrian traffic. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Morst, 10=Best) Can be integrated into a larger park amenities. (1=Morst, 10=Best) Are easily developable and have minimal construction impediments. (1=Morst lacal Space) 1 10.00 2.9 28.9 Are easily developable and have minimal construction impediments. (1=Morst lacal Space) 1 10.00 2.9 28.9 Are easily developable and protection 1 10.00 2.9 28.9 Are easily developable and protection 1 10.00 2.9 28.9 Are easily developable and have minimal and shade and protection 1 10.00 2.9 28.9 Are easily developable and have minimal and shade and protection 1 10.00 2.9 28.9 Are easily developable and have minimal and shade and protection 1 10.00 2.9 28.9 Are easily developable and have minimal and shade and protection 1 10.00 2.9 28.9 Are easily developable and have minimal and shade and protection 1 10.00 2.9 28.9 Are easily developable and have minimal and shade and protection 1 10.00 2.9 28.9	
Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in dose proximity to other public facilities. Cla-Worst Location, 10=Best Location) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Vorst, 10=Best) Can be integrated into a larger park space that provides other park annenties. (1=Cannot be integrated, 10=Easiest to Integrated) Are easily developable and have minimal on onstruction impediments, (1=Most Difficult) Are easily developable and have minimal on onstruction impediments, (1=Most Difficult) Are easily developable and protection Consider sun and shade and protection Consider sun and shade and protection Sun 17 5.0	
Consider the environment for the well- Debit of skateboarders, including noise and air quality. (1=Norst, 10=Best)	
Consider the environment for the well-being of skateboarders, including noise and air quality. (1=N/orst, 10=Best) Can be integrated into a larger park space that provides other park amenities (1-Cannot be Integrated, 10=Eastest to Integrated) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Connumuity viewing (1=No Space, 10=Most Difficult) Consider sun and shade and protection 17 5.0	
Can be integrated into a larger park Space that provides other park amenical cannot be integrated, 10=Eastest to integrate) Are easily developable and have minimal Are easily developable and have minimal Are easily developable and have minimal Are easily developable and have minimal Are easily developable and have minimal Are easily developable and have minimal Are easily developable and have minimal Are easily developable and have minimal Are easily developable and provident and space for size appropriate Community viewing (1=No Space, 10=Most Ideal Space) 10	
Space that provides once park amenities. (1-famot be integrated, 10-famot be integrated, 10-famot be integrated, 10-famot be integrated) 10-famot be integrated. 10-famot be integrated and have minimal 10-famot be easily developable and have minimal 10-famot be easily developable and have minimal 10-famot impediments. (1-Most Difficult, 10-Least Difficult) 10-famot impediments. (1-Most Difficult) 10-famot impediments. (1-Most Difficult) 10-famot impediments. (1-Most Indeal Space) 10-famot impediments. (1-Most Indeal Space) 11-famot impediments.	
Are easily developable and have minimal construction impediments. (1=Most construction impediments. (1=Most construction impediments. (1=Most community viewing (1=No Space, 10=Most Ideal Space) 1 3.00 1.7 5.0 Consider sun and shade and protection 1.7 5.0	
construction impediments. (1=Most 1 6.00 1.8 10.8 flicklidt, 10=Least Difficulty of expension include as parce for size appropriate community viewing (1=No Space, 10=Most Ideal Space) 1 5.0 Consider sun and shade and protection 1.7 5.0	
Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) 10=Most Ideal Space) 3.00 1.7 5.0 Consider sun and shade and protection	
Consider sun and shade and protection	Only a little passive viewing from play area possible due to size cor
rrom rain and wind. (1=Vorst, 10=Best) 1 7,00 1.2 8.4	
Overall Context Score: 328 Possible Points total score	Score/Possible Points % 48.09%

UPDATED 7/31/06

Appendix J - GENESEE PLAYFIELD SE

District Skatepark Siting Criteria Rating

Genesee Playfield (SE)

Appendix J - GOLDEN GARDENS NW

Golden Gardens NW	L			P.	Ranking.							
	_				Ĺ	-	⊢			Weight	Weighted	
Context Criteria.	1	7	ა 4	0	٥	+	η 20	2	Score	Factor	Score	Comments:
1. Are compatible with existing uses (ex.			-	\vdash								Active beach park with picnic areas and a play area. Pick-up sports
Near an active area of the park rather		_										take place here. There aren't any ballfields. Mostly a beach park sc
than contemplative space), consider												tough to skate.
landscaping/surfaces are compatible												
with safe skate surfaces. (1=Least												
Compatible, 10=Most Compatible)			-			Ŧ.			7.00	4.4	31.1	
2. Allow for the creation of a safe and					- 77		J.					Route maintenance difficult due to sand.
secure environment; providing for					Ŧ.							
separation from Venicular traffic,							F	.27				
verificated and pedesural access, and lease of routine maintenance (1≡\\\orst				100			<i>5</i> ***	- C-				
10=Best)					- 15 Pr 4				5.00	3.9	19.5	
3. Are in close proximity to public transit,		floor	\vdash	L	0.00	-						.2 miles from public transit, Burke Gilman Trail essentially ends at (
and have good foot, bike and vehicular					57	Á		is.				great because very little residential surrounding park.
access. (1=Worst, 10=Best)			\dashv						5.00	3.8	19.0	
4. Limit off-site impacts to residential										100		Park is very isolated with no surruounding residential
communities as consistent with city									1986			
code, i.e. noise and lighting. (1≖righ Impact 10=f ow impact)								*	0	Č	6	
A Allow for clear passive observation by		\dagger	+	+		\dagger	+		00.01	†	0.4.0	N = 4 = 11 = 4 = - 1 = -
parents, emergency services, police and	_							Ģ		(2)		INCLAISING TO ATTYONG, DUTHIOSE USING PARK.
the public. (1=Worst, 10=Best)					-				5.00	3.4	17.0	
6. Are located in a highly visible area with												Passive observation only by park users. Not observable unless usi
moderate to high pedestrian traffic, in an	-											
existing or new multi-purpose park, or in									. =			
close proximity to other public facilities.												
(1-vvoist Location, 10-best Location)			\dashv	\dashv	-	\dashv	\dashv		5.00	3.4	17.0	
7. Consider the environment for the well-												
being of skateboarders, including noise										3		
and air quality. (1=Worst, 10=Best)								τ-	10.00	2.9	29.0	
8. Can be integrated into a larger park			\vdash	\vdash		-						
space that provides other park		_										
amenities. (1=Cannot be Intergrated,								,	0	ć		
0 Arg speilt developed beng misimal		1	+	+	1	\dagger	+	7	10.00	6.2	6.82	WHAT PROPERTY AND A STATE OF THE PROPERTY AND A STATE OF T
construction impediments. (1=Most	Ř.											The second secon
Difficult, 10=Least Difficult)						_			7.00	1.8	12.6	
10. Include a space for size appropriate			-									
community viewing (1=No Space,		_										
10=Most Ideal Space)	1			_		\dashv	\dashv	7	10.00	1.7	16.7	2.70 (c)
11. Consider sun and shade and protection												
from rain and wind. (1=Worst, 10=Best)	_					-			7.00	1.2	8.4	
		Overall	Conte	ext Sco.	Overall Context Score: 328 Possible Points	Possib	le Poin	ts		total score	1 233.2	Total Score/Possible Points % 排析例99%開門院。
Additional Comments:	Analy	yzed tw.	no pote	intial ar	eas - in	nmedia	itely ea	st of bat	hhouse (r.	not the kite fly	ing area) and ne	Analyzed two potential areas - immediately east of bathhouse (not the kite flying area) and near the childrens play area.
											***************************************	THE PROPERTY OF THE PROPERTY O

Appendix J - HIAWATHA PLAYFIELD SW

UPDATED 7/24/06

Appendix - HIGH POINT PLAYFIELD SW

District Skatepark Siting Criteria Ratin

SW
٠ <u>≒</u> ا
Reservo
lighpoin
Ĭ
5
C 1

		\vdash	\vdash	\vdash		\vdash	⊢	1		Weight	Weighted	
Context Criteria:	-	7	۵ 4	3	g	2	6	5	Score	Factor	Score	Comments:
Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider actives and adjacent uses and adjacent.			1	ļ		 						Existing - Community Center, play area, play field. Adjacent - Currently site has empl SHA housing on two sides, which we believe will be redeveloped as part of the Hight Hope VI community. Iwo other sides have lined with single family housing. Elements
adjacent uses, and adjacent landscaping/surfaces are compatible with safe skate surfaces. (1=Least Compatible, 10=Most Compatible)									8.00	4.3	33.	school hearby on same block.
2 Allow for clear, passive observation by parents, emergency services, police and the public (1=Vlorst, 10=Best)							-		00.8	. 4 C	32	
Are located in a highly visible area with						-	2°3		8	ř	70	Community Center on site
moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in						***		b	V	w 19		
(1=Worst Location, 10=Best Location)									9.00	4.0	36	
6 Consider the environment for the well- being of skateboarders including noise			<u> </u>			1			***	N. S.		
and air quality. (1=Worst, 10=Best)							F		1000	4.0	4	
2 Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)						i		9	10 00	6.6	39	
7 Limit off-site impacts to residential		 	\vdash	_		\vdash	_				100	Sports fields have lighting
: =									8.00	ო	8	
			\vdash	-		+	-				100	
space that provides other park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate)									10.00	80	8	
8 Allow for the creation of a safe and secure environment; providing for											Japa P	
separation from vehicular traffic, vehicular and pedestrian access, and		•				-						
ease of routine maintenance. (1=Worst, 10=Best)								-	10.00	3.8	88	
9 Offer adequate separation from other facilities/program at site. (1=No Separation, 10=Best Separation)									10.00	2.7	27	
10 Are in close proximity to water fountain,		-										
trashcans, restroom. (1=No Facilities, 10=Optimal Proximity to Facilities)						-	-	1	10.00	2.4	24	
9. Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)						-			7.00	2.3	16.1	
 Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) 							·		8.00	2.2	17.6	
 Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) 						-			7.00	2.0	4	300
 Include the possibility of lighting, or integration with existing lighting. (1=No Lighting, 10=Optimal Lighting) 								-	10.00	2.0	50	Sports fields have lighting
 Offer potential space for nearby action- oriented sports activities and events, such as BMX or climbing; (1=No Space, 10=Ontimal Potential Space) 									00	9	0	Baseball and soccer fields, but probably not room for BMIX or climbing.
16. Have expansion potential. (1=No Expansion Potential, 10=Best Expansion Potential)				-					5.00	5 5	9.6	
17. Have access to adequate parking. (1=No Parking, 10=Best Access)							-		3.00	1.9		Parking at Community Center, but not Park designated. Parking would occur on-stre
	ľ		١		100	Quemil Contact Score: \$40.3 Bornible Beints	1	-		total good	7 7 7 7	Bornikla Der Hatel Cooks 07 in 1100 1000 1

UPDATED 7/24/06

Appendix J - JACK BLOCK SW

	Jack Block SW				۵	Ranking:	:5							
	Context Criteria	_	-	-		- u	7	-	С	ç	Soon	Weight	P	
		-	1	╁	╀	+-	+	+			alone	ractor	Score	Comments:
1,					-			44			4.00	4.	17.8	Located on Elliot Bay in an industrial area.
`*	2. Allow for the creation of a safe and secure environment, providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=Worst, 10=Best)							\$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\			8.00	6. 6.	31.2	Stand alone park seperated from any other activity. Low poter
				-							3.00	3.8	4.11	
٧ -	4. Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact)									-	10.00	7.8	34.0	
~'	 Allow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10=Best) 	-									1.00	3.4	3.4	
~	6. Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location)		-								2.00	3.4	8.9	Cannot be seen at all from out of park
'~	7. Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best)							,	-		8.00	2.9	23.2	Great views!
~	8. Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate)										8.00	2.9	23.1	
<i>۳</i>	Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult)							-			8.00	8.	4.4	
9.	 Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) 			-							3.00	1.7	5.0	
7	11. Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)					-					5.00	1.2	6.0	
	Additional Comments:		Overall Context Score: 328	l Cont	text Sc	core: 3	328 Pc	Possible Points	Points			total score	14 14 14 14 14 14 14 14 14 14 14 14 14 1	Total Score/Possible Points % 53.75%
	_													

UPDATED 7/24/006

Appendix J - JOHN C. LITTLE PARK SE

	Weighted Score Comments:	T	Existing - 2 Basketball Courts, play area, pionic area. Adjacent - Multi-family and family attached. New SHA mixed income housing community	40.0	38.0	Residential surrounding park, but entire development is very dense. 27.2	34.0	9.08 d	上。 26.1	28.9	18.0	16.7	0.9
	Weight We Factor S			4. 0			3.4	3.4	2.9	ر. 9	8.	1.7	1.2
-	Score	_		000		008	10.00	00.6	0.6	10.00	10.00	10.00	5.00
	7 8 9 10					4	ligh.	_	-				-
Ranking	.├—												—
	2 3 4												
John C. Little (SE)	Context Criteria:		1. Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscrapingsurfaces are compatible with safe skate surfaces. (1=Least	Comparation: Tue-Most Comparation (2). Allow for the creation of a safe and secture environment; providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=Worst,	3. Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=VMorst, 10=Best)	4. Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact)	5. Allow for clear, passive observation by parents, emergency services, police and the public. (1=VVorst, 10=Best)	6. Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location)	Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best)	8. Can be integrated into a larger park space that provides other park amenities. (1=Cannot be integrated, 10=Easiest to integrated.	9. Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult)	10. Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space)	11. Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)

UPDATED 7/24/06

John C. Little (SE)

Appendix J - JUDKINS PARK / JUDGE CHARLES M STOKES OVERLOOK SE

1 2 3 4 5 6 7 8 9 10 Score Factor Score Comments:	The control of the co	1 2 3 4 5 6 7 8 9 10 Score Factor Score Score Factor Factor Score Factor Factor Score Factor	No compatible with existing uses (ex. lear an active area of the park rather han contemplative space), consider had contemplative space), consider andscaping/surfaces are compatible	_		-	-		136		THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED IN COLUMN TWO IS NAMED IN COLUMN TWO IS NAMED IN COLUMN TWO IS NAMED IN COLUMN TWO IS NAMED IN COLUMN TWO IS NAMED IN COLUMN TWO IS NAMED IN COL
arst. lar. lar. lar. lar. lar. lar. lar. lar	and and an and an and an and an and an and an and an and an an and an and an and an and an and an and an and an and an and an an and an an and an an and an an and an an and an an and an an an an an an an an an an an an an	and and an and an an an an an an an an an an an an an	Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent and adjacent and adjacent and southless are compatible	е		\dashv	\dashv		Weight	Weighted	Comments:
and different and an analysis of the second and second	e of the context Score; 328 Possible Points 1, 10, 100 1, 2, 10 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2,	and the context Score; 328 Possible Points: 1	Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscapind/surfaces are compatible		+						Eximiting I may work with the sound when the second
and difference of the control of the	and different context Score; 328 Possible Points: 1 9.00 1.2 4.4 40.0 4.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 4.4 40.0 4.	and the context Score; 328 Possible Points: 1018 1918 1918 1918 1918 1918 1918 1918	than contemplative space), consider adjacent uses, and adjacent andscaping/surfaces are compatible								Lassung - Lage park w/ bocourt, play area, water reatures. Adjace multifamily to east, park to south and single family to west
and and and and and and and and and and	or st. ft. lar lar lar lar lar lar lar lar lar lar	of distribution of the content Score; 328 Possible Points (10.00) 1.2 Post of the content Score; 32	adjacent uses, and adjacent landscaping/surfaces are compatible			e,					
and diff. 1	and dith line is a second state of the second	arst. it. iar inth ibra inth ices ices inth ices inth ices ices ices inth ices i	idiniscaping/surfaces are compatible								
Aureli Contest Score 38 Division 1 1 0,000 1.2 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0	Aret, llar and a second and a second aret, llar and a second and a second aret aret aret are a second aret aret are a second aret aret are a second aret are a second aret aret are a second aret aret are a second aret are a second aret aret aret aret aret aret aret aret	Intert. Int	with safe skate surfaces (1=1 east		19						
arst. It. It. In	ad and and and and and and and and and a	A strict it. 1 9,000 3.9 35.1 1 1 1 1 1 1 1 1 1	Compatible, 10=Most Compatible)				À	00 6	4	400	
A vrst. Int.	A vest, lar lar lar lar lar lar lar lar lar lar	A vrst, lar lar lar lar lar lar lar lar lar lar	Allow for the creation of a safe and							2.2	THE PROPERTY OF THE PROPERTY O
It.	It. liar	It. lar had a society of the state of the st	secure environment; providing for		100						
It	tr. ft. ft. ft. ft. ft. ft. ft. ft. ft. ft	hret. 1	separation from vehicular traffic,		.(1) gr		 193				
It	It. 1 1 1 1 1 1 1 1 1	It	vehicular and pedestrian access, and		159						
tt, llar	It	It	ease of routine maintenance. (1=Worst,		.'		À.				
if the control of the	if, lar	Int 1 8.00 3.8 30.4 27.2	(0=Best)			THE THE	1	9.00	3.9	35.1	
lar (in) 1	lar (the context Score: 328 Possible Points) 1	Interpretation	Are in close proximity to public transit,					100 mm			The second secon
by and fifth nam or in the state of the stat	by and fifth nan or in the state of the stat	by and fifth nan or in a succession of the success	and have good foot, bike and vehicular								
by and the first seed of the f	by and fith nan or in an and fith nan or in an and and and and an and an an an an an an an an an an an an an	by and tith n an or in access. (1=Worst, 10=Best)			_	3	8,00	80,00	30.4		
and fith name of the control of the	by and fifth n an n an n and n an an an and a an	by and fifth n an name of the state of the s	Limit off-site impacts to residential		L						Veny close to freeway so considereathy high poise levels
and fith name of the control of the	and and an an an an an an an an an an an an an	1 8.00 3.4 27.2	communities as consistent with city				i.				and and the country and contained the light house levels
by and the name of the state of	hy and hith n an name of the context Score; 328 Possible Points No. 128.00	hy and hith nan nan nan nan nan nan nan nan nan na	code, i.e. noise and lighting (1=High								
by and fith nited Sories 328 Decibils Driving and former street an	by and the first seed of the f	by and the first	Impact, 10=Low Impact)					ے د	ď	070	
and fifth n an n an n and n an n an n an n an n	1 8.00 3.4 27.2	1 8.00 3.4 27.2	Allow for clear, passive observation by					S	5	7:17	
1 8.00 3.4 27.2	1 8.00 3.4 27.2	1 8.00 3.4 27.2	narents emergency services police and					- 02-			
ith nan or in na	ite names. 1 8.00 3.4 27.2 ill-sise ise in a single Points in the name of the points in the	Ith name	the public, (1=Worst, 10=Rest)					ं ८० 	Ö	07.0	
in an in an in an in a ses. 1.	1	1	(200 C) 100 C) 100 C)		1		+	0.00	4.0	7.12	Personal Property Company of the Com
in an or in a sea. 11. 12. 13. 14. 15. 16. 17. 19.00 19.00 19.00 10. 10.00 10. 10.	1 8.00 3.4 27.2	1 8.00 3.4 27.2	Are located in a highly visible area with								
1 8.00 3.4 27.2	1 8.00 3.4 27.2	1 8.00 3.4 27.2	moderate to high pedestrian traffic, in an						C. Sharker		
ise ise in the second of the s	1 8.00 3.4 27.2	1 8.00 3.4 27.2	existing or new multi-purpose park, or in								
1 8.00 3.4 27.2	1 8.00 3.4 27.2	1 8.00 3.4 27.2	lose proximity to other public facilities.								
1 10,00 2.9 28.9	1 10,00 2.9 28.9 Verify where the lid begins. 1 10,00 1.2 28.9 Verify where the lid begins. 1 10,00 1.2 16.2 Verify where the lid begins. 1 10,00 1.7 16.	1	(1=Worst Location, 10=Best Location)			*		a	Č	01.0	
1	1 10,00 2.9 28.0 28.0 28.1 28.1 28.1 28.2 28.	1						3	1	2.12	THE STATE OF THE S
ise 1.1 10.00 2.9 29.0 1.1 10.00 2.9 29.0 1.1 10.00 2.9 29.0 1.1 10.00 2.9 28.9 28.9 28.9 28.9 28.9 28.9 28.9	ise 1.1 10.00 2.9 29.0 1.2 29.0 1.2 1.2 1.2 1.2 1.2 1.2 1.2 1.2 1.2 1.2	ise 1 10.00 2.9 29.0 1.0.00 1.2 1.0.00 1.	Consider the environment for the well-								
1. 10.00 2.9 28.0 limal 1 10.00 2.9 28.9 Verify where the lid begins. 1 10.00 1.7 16.7 lion est) 1 10.00 1.7 16.7 lion 1 1.2 6.0 lion 1 1.2 6	1 10,00 2.9 29.0	1. 10.00 2.9 28.9 Verify where the lid begins. 10.00 1.8 16.2 Verify where the lid begins. 10.00 1.7 16.7 16.7 Coverall Context Score: 328 Possible Points total score with 128.9 Total Score/Possible Points %	being of skateboarders, including noise							Sta	
1 10.00 2.9 28.9 Verify where the lid begins. 9.00 1.8 16.2 Verify where the lid begins. 1 10.00 1.7 16.7 16.7 16.7 16.7 16.7 16.7 16.7	Can be integrated into a larger park park amenities. (1=Cannot be integrated, 10=Easiest to integrated, 10=Easiest to integrated, 10=Easiest to integrated, 10=Easiest to integrated, 10=Easiest to integrated, 10=Easiest to integrated, 10=Easiest to integrated, 10=Easiest to integrated, 10=Easiest to integrated, 10=Easiest to integrated, 11=Easiest to integrated, 12=Easiest to integrated, 13=Easiest to integrated, 14=Easiest to integrated, 15=Easiest to integrated, 16=Easiest to integrated, 17=Easiest to integrated, 18=Easiest to inte	Can be integrated into a larger park Can be integrated into a larger park Space that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrate) 1 10.00 2.9 28.9 Are easily developable and have minimal construction impediments. (1=Most Difficult). (10=Least Difficult)	and air quality. (1=Worst, 10=Best)					10.00	2.9	29.0	
space that provides other park 1 10.00 2.9 28.9 To Easiest Loi Integrated, 10=Easiest Loi Integrated, 10=Easiest Loi Integrated, 10=Easiest Loi Integrated, 10=Easiest Loi Integrated and have minimal construction impediments. (1=Most Difficult) 1 1 10.00 1.8 16.2 Include a space for size appropriate construction in mediments viewing (1=No Space, 10=EMOST Ideal Space) 1 1 10.00 1.7 16.7 Consider sun and shade and protection from rain and wind. (1=Worst, 10=Eest) 1 1 10.00 1.2 6.0 Moverall Context Sone 378 Doseible Doints in and wind. (1=Worst, 10=Eest) 1 1 10.00 1.2 6.0	space that provides other park space that provides other park membriles. (1=Cannot be Intergrated, 10=Easiest to Intergrated, 10=Easiest to Intergrated, 10=Easiest to Intergrated, 10=Easiest to Intergrated, 10=Easiest Difficult 10=Least Diff	space that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrated, 10=Easiest to Integrated, 10=Easiest to Integrated, 10=Easiest to Integrated, 10=Easiest to Integrated, 10=Easiest Difficult (10=Least Difficult) 10=Least Difficult (10=Least Difficult) 11=Least Difficult) 11=Least Difficult) 11=Least Difficult (10=Least Difficult) 11=Least Difficult) 11=Least Difficult) 11=Least Difficult (10=Least Difficult) 11=Least	Can be integrated into a larger park								The second secon
1	1	1	space that provides other park								
1 10,00 2.9 28.9 Verify where the lid begins. 1 10,00 1.8 16.2 Verify where the lid begins. 1 10,00 1.7 16.7 16.7	1 10,00 2.9 28.9 Verify where the lid begins. 1 10,00 1.8 16.2 Verify where the lid begins. 1 10,00 1.8 16.2 Verify where the lid begins. 1 10,00 1.7 16.	1	amenities. (1=Cannot be Intergrated,						•		
innal Verify where the lid begins. 1 9.00 1.8 16.2 Verify where the lid begins. 1 10.00 1.7 16.7 16.7 16.7 16.7 16.7 16.7 16.7	1 9.00 1.8 16.2 Verify where the lid begins. 1 9.00 1.8 16.2 Verify where the lid begins. 1 10.00 1.7 16.7 16.7	1 9.00 1.8 16.2 Verify where the lid begins. 1 9.00 1.8 16.2 Verify where the lid begins. 1 10.00 1.7 16.7	10=Easiest to Intergrate)				_		2.9	28.9	
1 9.00 1.8 16.2 16.2 16.7 16	1 9.00 1.8 16.2 16	1 9.00 1.8 16.2 16	Are easily developable and have minimal								Verify where the lid begins
ion est) 1 0.00 1.8 16.2 (ion 1.7 16.7 (ion	1 9.00 1.8 16.2 16	1 9.00 1.8 16.2 16	construction impediments. (1=Most								
ion set) 1.7 16.7 16.7 16.7 16.7 16.7 16.7 16.7	ion 1 10.00 1.7 16.7 est) 1 5.00 1.2 6.0 Overall Context Score: 328 Possible Points 6.00 1.2 6.0	State Stat	Difficult, 10=Least Difficult)				-	9.00	1.8	16.2	
1 10.00 1.7 16.7 16.7 16.7 16.7 16.7 16.7 16.7	1 10.00 1.7 16.7 16.7 16.7 16.7 16.7 16.7 16.7 16.7 16.7 16.7 16.7 16.7 16.7 16.8 1	1 10,00 1.7 16.7 16	include a space for size appropriate								The state of the s
1 10.00	1 10.00 1.7 16.7 1	1 10.00 1.7 16.7 16	community viewing (1=No Space,								
1 5.00 1.2 6.0 6.0	1 5.00 1.2 6.0 Total Score/Possible Points total score Well 283.9 Total Score/Possible Points %	Overall Context Score: 328 Possible Points total score 解析 283.9 Total Score/Possible Points %	I0=Most Ideal Space)				_		1.7	16.7	
1 5.00 1.2 6.0 1.2	Coverall Context Score: 328 Possible Points 5.00 1.2 6.0 6.0	Overall Context Score: 328 Possible Points 5.00 1.2 6.0 Total Score/Possible Points total score ### 283.9	Consider sup and shade and protection								
1 5.00 1.2 6.0 6.0	Overall Context Score: 328 Possible Points total score 1	1 1 5.00 1.2 6.0 Overall Context Score: 328 Possible Points total score	rom rain and wind (1=Worst 10=Best)								
total coord Total Coordinate By	Overall Context Score: 328 Possible Points (total score William 283.9 Total Score/Possible Points %	Overall Context Score: 328 Possible Points (total score William 283.9 Total Score/Possible Points %			-			5.00	1.2	6.0	
פינים כמיני לביו מפוני לביו מו מפוני לביו מו מפוני לביו מו	Additional Comments:	Additional Comments:		verall Context S	Score: 328	8 Possible	Points		total score	283.9	
		_	_								

UPDATED 7/24/06

Appendix J - LAKE CITY PLAYGROUND NE

UPDATED 7/24/06

Appendix J - LINCOLN PARK SW

Lincoln Park SW				ľ	Ranking:	:6:							
Context Criteria:	Ψ-	2	9	4		6 7	8	თ	10	Score	Weight Factor	Weighted Score	Comments:
Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscapind/surfaces are compatible.													Existing - Bbcourt, playfields, picnic, wading pool. Adjacent to si
					1411 B			- 6 - 18 - 18		8.00	4.	35.6	
 Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=Worst, 10=Beath 				egicings V						; ; ;	C		
3. Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)						-	A CIRC		-	10.00	n 69	38.0	
								~ -		9.00	3.4	30.6	Single family buffered by parking lot, 2 lane road and
 Allow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10=Best) 										2.00	3.4	80,	
 Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate) 			-							3.00	3.4	10.2	Only appropriate location next to wading pool in midst of
7. Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best)								-	0	9.00	2.9	26.1	. ज्युंक्ट्रीयून ज्युंक्ट्रीयून
Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location)			-							3.00	9.		
Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult)		Ļ								2.00	8.	3.6	
 Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) 				-						4.00	1.7	6.7	
11. Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)						-				6.00	1.2	7.2	
		Overall Context Score: 328 Possible Points	Con	text S	core:	328 Pc	ssible	Point	أرا		total score	196.8	Total Score/Possible Points %
Additional Comments:	Analy	/zed ar	rea ne	ext to I	BB cor	ri. Lir	coln P	ark is	Landr	narked & b	Analyzed area next to BB court .Lincoln Park is Landmarked & bottom tiered Olmstead.	Olmstead.	
		l											

UPDATED 7/24/06

Appendix J - LOYAL HEIGHTS NE

Loyal Heights NE				ů.	Ranking	ığ:							
Context Criteria:	-	2	ო	4	2	9	8	<u>б</u>	10	Score	Weight Factor	Weighted Score	Comments:
1. Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscaping/surfaces are compatible with safe skate surfaces. (1=Least							4						Adjacent uses include a Communiyt Center, play area, & Bbcourt. : northeast corner on two sides. Also, area is underneath many, mar compatible with safe skate surfaces.
Compatible, 1/L=Miost Compatible) 2. Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic, vehicular and pedestrian access, and lease of routine maintenance. (1=Vvorst, 10=Rest)				F						00.4	4. ¢	17.88 15.8	
3. Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)			1	1	1 197	487	7	146		7.00	8.8	26.6	
4. Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact)			-						10000	3,00	% 7.6	10.2	25 ft. from housing
5. Allow for clear, passive observation by parents, emergency services, police and the public. (1=VVorst, 10=Best)									100	6.00	3.4	20.4	Area tucked away on side of Community Center out of view of othe observation not feasible except from people inside Community Cer
6. Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location)								7		8.00	3.4	27.2	
7. Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=\Norst, 10=Best)									7	10.00	2.9	29.0	
8. Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=Easlest to Integrate)			1							3.00	2.9	2'8	
 Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) 		1								2.00	1.8	3.6	
 Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) 		7								2.00	1.7	3.3	
11. Consider sun and shade and protection from rain and wind. (1=\Worst, 10=Best)							-			7.00	1.2	8.4	
Additional Comments:	Analy	Overall Context Score: 328 Possible Points yzed area in northeast corners as proposed	III Con trea in	ntext S	core:	328 F	ossibl	e Poin	id by c	ommunity n	total score nember (no of	Overall Context Score: 328 Possible Points total score 101	Total Score/Possible Points % 1,52,07% 1,52,07% 1 1 1 1 1 1 1 1 1

Appendix J - MAGNOLIA PLAYFIELD CW

Are compatible with existing uses (ex. Near an active are of the park rather than communicative are of the park rather than communicative are of the park rather than communication are compatible with existing uses (ex. Near an active are of the park rather matching than communication are compatible with safe skate suffaces, (1=Least) and have greatent than communication from vehicular traffic, vehicular and pedeatina access, and essent environment, providing for the realization of a safe and vehicular and pedeatina vehicular and have greated in close proximity to public transit, vehicular and relative and vehicular and relative provider to residential access, (1=Least) accordance, in close proximity to public transit, vehicular and relative proximity to public transit, vehicular and vehicular vehicula	Existing park uses include a Community Center, oudoor pool, plays school. Adjacent uses - The park is 15.3 acres and the southern pc under consideration. To the east is a groceny store. North is the CC travelled XXXX and south are the ball fields. The two areas unders consideration - once has one multi-family bubetween two commercial devilopments.
st,	
st, 10.000 4.4	
st. In 10,000 4.4 In 10,000 3.9 In 10,000 3.4 In 10,000 3.4 In 10,000 3.4 In 10,000 2.9	
st. In the state of the state	
st, mind	
In and and and and and and and and and an	
1 9,000 3.4 1 10,000 3.4 1 10,000 2.9	
1 9.00 3.4 1 10.00 3.4 1 10.00 2.9	
1 10.00 3.4 10.00 2.9	
1 10.00 3.4 10.00 2.9	
1 10.00 2.9	
1 10.00 2.9	
Are easily developable and have minimal construction impediments. (1=Most 7,00 1.8 12.6	One of the areas under consideration will require negotiating with ti area is used for a summer concert series, but if it were developed at could several multi numbers.
propriate Space, 1.7	
de and protection =Worst, 10=Best) 1.2	
total score	Total Score/Possible Points % 3904:103% Total Score/Possible Points Total Score/Possible P

UPDATED 7/24/06

Skatespots Skatepark Siting Criteria Ranking

Magnolia Playfield CW

Appendix J - MILLER PLAYFIELD CE

Millor Dionecola OE				6				ŀ	Γ				
Millel Flayingly CE	\mid	-	\vdash	2	Kallking.		-	-	+		Moioht	Moinhtod	
Context Criteria:	-	7	ω 4	5	9	7	8	9 10	0 Score	-	weignt Factor	vveignted Score	Comments:
	7	\dashv	\dashv		_								
1. Are compatible with existing uses (ex.													Existing - Community Center, school, tennis courst, ballfields, water featrue, play:
Near an active area of the park rather													annex. Adjacent - Community Center, school, parking lots, a few single homes an
than contemplative space), consider													arterial down a slope buffered by trees.
adjacent uses, and adjacent													
landscaping/surfaces are compatible							_						
with safe skate surfaces. (1=Least						*							
	1	+	+	4	\downarrow	1	-	\dashv	8.00	ام	4.4	35.6	
2. Allow for the creation of a safe and					- 59								Area analyzed is tucked away on back side of CC, but 9 months out of the year sc
secure environment; providing for						14 1001,							in session therefore they will be eyses on the park at that time.
separation from vehicular traffic,								48			•		
vehicular and pedestrian access, and				4) Ma					•••••			
ease of routine maintenance. (1=Worst,							_	200					
10=Best)				e de la companya de l	15		_	¥	9.00	0	3.9	35.1	
3. Are in close proximity to public transit.			H	H	California,					_			de la la la la la la la la la la la la la
			_		F	4	100						
access (1=\\\orealignerightarrowset)								•	0	000	α c	37.3	
(1: 1: 1: 10-Dest)	t	+	+	+	+	Bion	SATURE DE	╬	3.5		3	24.5	
4. Limit off-site impacts to residential							_		94				
communities as consistent with city													
code, i.e. noise and lighting. (1=High										-			
Impact 10=1 ow Impact)							-	100	ω α		্ধ	27.2	
E Allow for clear passive observation by	t	+	+	+	1	\prod	1	3,050		1000		21.12	A section of the sect
									ik.				
parents, emergency services, police and													
the public. (1=Worst, 10=Best)			-	-	_	-			7.00		3.4	23.8	
6. Are located in a birthy visible area with											_		lot super high pedestrian traffic except when school is in session - will be a little hi
Are located in a inglily visible area with													
moderate to high pedesthan traffic, in an													
existing or new multi-purpose park, or in												ye.	
close proximity to other public facilities.										y ·		TO STATE OF THE ST	
(1=Worst Location, 10=Best Location)						,			4	9	2 A.septiville	22.8	
· ·	†	+	+	+	+	1		\dagger	; 	1	in blesseemen.	51.0 JII	
Consider the environment for the well-											LANGE OF THE PARTY		
to in a section of other parts of the section in th													
bed of county (4-1)/and 40-Day													
and all quality. (1-voist, 10-best)	_							۲	9.00	9	2.9	26.1	
8. Can be integrated into a larger park		\vdash	\vdash	L	L	Ĺ						75. 200 750	
space that provides other park												2000	
amenities (1=Cannot be Interpreted						.,		_					
10=Fasiest to Intercrate)									10 00	2	5.6	586	
9 Are easily developable and have minimal	T		\vdash	L	L		İ						
Difficult 10=Least Difficult)								_	00.6		~	16.2	
10 Include a space for size appropriate	\dagger	+	+	+	\downarrow	1	\dagger	+	-	+	2	1	To the state of th
community viewing (1=No Space													
10=Most Ideal Space)									10.00		17	16.7	THE COLUMN TWO IS NOT THE COLUMN TWO IS NOT
11	T	\dagger	+	+	+				5	3			
Consider sun and shade and protection from rain and wind //=/\infty								-					
nom tall and wind: (1-volet, 10-best)	T	\dashv	\dashv	\dashv				-	2.00	П	1.2	6.0	ŀ
		Overall Context Score	Conte	sxt Scc		8 Pos	328 Possible Points	oints		tot	total score	273.5	Total Score/Possible Points %
Additional Comments:													
													The state of the s

Appendix J - MYRTLE RESERVOIR SW

Myrtle Reservoir SW				Rating				Γ				
Context Criteria:	1 2	М	4	22	6 7	8	o.	9	Score	Weight Factor	Weighted Score	Comments:
Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent					1							Single family on 3 sides, 35th busy street, Highpoint Park and Community Center to blocks west
landscaping/surfaces are compatible with safe skate surfaces. (1=Least Compatible, 10=Most Compatible)						- 1			8.00	4.3	35	
Allow for clear, passive observation by parents, emergency services, police and the public, (1=Worst, 10=Best)							è.	←	10.00	4.0	40	
Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in dose proximity to other public facilities. (1=Worst Location, 10=Best Location)							F	TOTAL PA	8.00	0 4	33	
Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best)								-	10.00	4.0	40	
Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)							-		9.00	9.6	35.1	
Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact)						_			8.00	ත ෆ්	31.2	Currenly overlook reserviour (some time full, some times empty) surrounded by chain lifence
Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate)								-	10.00	<u>မ</u>	38	
Allow for the creation of a safe and secure environment, providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=Norst, 10=Best)									10.00	ω π	e e	
Offer adequate separation from other facilities/program at site. (1=No Separation, 10=Best Separation)								-	10.00	2.7	27	
Are in close proximity to water fountain, trashcans, restroom. (1=No Facilities, 10=Optimal Proximity to Facilities)								-	10.00	4.5	24	
Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)				-					5.00	2.3	11.5	
Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult)								-	10.00	2.2	23	
Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space)					,			-	10.00	2.0	20	
Include the possibility of lighting, or integration with existing lighting. (1=No Lighting, 10=Optimal Lighting)					-				9.00	2.0	12	
Offer potential space for nearby action- oriented sports activities and events, such as BMX or climbing. (1=No Space, 10=Optimal Potential Space)								7	10.00	6.7	9	
Have expansion potential. (1=No Expansion Potential, 10=Best Expansion Potential)								7-	10.00	9.7	19	
Have access to adequate parking. (1=No Parking, 10=Best Access)								-		1.9	19	
Additional Comments:	Overall Context Score: 510.3 Possible Points Reservior being lidded (2007) .	all Con or bein	text Sc g lidde	ore: 5 id (200	10.3 Pc	ssible	Points			total score	462.5	Possible Pts/Total Score % 平 90.63%部別
IDDATED TOMOR												

limes empty) surrounded by chain link

District Skatepark Siting Criteria Rating

Myrtle Reservoir SW

Northgate Park & Ride Lot NE	
District Skatepark Siting Criteria Rating	

	_	,		1			_	Weight	Weighted	
Context Criteria:	1 2 3	4	2	+	တ ထ	9	Score	Factor	Score	Comments:
1. Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent adjacent uses, and exident landscaping/surfaces are compatible with safe skate surfaces. (1=Least									!	
Compatible, 10=Nost Compatible) 2 Allow for clear, passive observation by parents, emergency services, police and the public, (1=Norst, 10=Best)					-		10.00	ψ. 4 0.	85 4	
2 Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-cuprose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location)						-	10,000	0.4	04	New multi-purpose park will be developed. There is also a new community center, library and p-patch approx. 5 blocks south, Norhtgate Mall is two blocks south.
6 Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Worst, 10=Best)					- V		9.00	4.0		
2 Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)						+	10.00	3.9	39	Ligth rail being developed
7 Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact)							9.00	3.9	36.1	
5 Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate)						-	10.00	3.8	88	
8 Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=Worst,										
10=Best) 9 Offer adequate separation from other facilities/program at site. (1=No Senaration 10=Best Separation)			-				9.00	3.8	34.2	
10 Are in close proximity to water fountain, trashcans, restroom. (1=No Facilities, 10=Optimal Proximity to Facilities)						-	10.00	2.4	24	Potential to incorporate
9. Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)			+				5.00	2.3	11.5	
5. Are easily developable and have minima construction impediments. (1=Most Difficult, 10=Least Difficult)						-	10.00	2.2	ß	
10. Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space)							10.00	2.0	20	
15. Include the possibility of lighting, or integration with existing lighting. (1=No Lighting, 10=Optimal Lighting)				-		-	10.00	2.0	20	Site airead lit.
Offer potential space for nearby action- oriented sports activities and events, such as BMX or climbing. (1=No Space, 10=Optimal Potential Space)			-				5.00	6. 6.	9.5	
16. Have expansion potential. (1=No Expansion Potential, 10=Best Expansion Potential)			-				5.00	£.	9.5	Assumed build out to full capacity
17. Have access to adequate parking. (1=No Parking, 10=Best Access)			-					1.9		
Additional Comments.	Overall Context Score: 510.3 Possible Points	ontext &	Score: 5	10.3 Pos	Sible Poli	Its	1	total score	450:0	total score Infinity Spiciones Possible Pts/1 otal Score % 88,18%

Appendix J - PRATT PARK CE

Context Criteria: 1. Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscaping/surfaces are compatible with safe skate surfaces (1=Least Compatible, 10=Most Compatible) 2. Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic,	6 01	Weight Score Factor	Weighted Score	
				Comments:
			П	The second secon
				Existing - play area, water feature, bb court, pinic area. Adjacent - 1 Pratt to the south, neighborhood commericial to the north
		8.00	35.6	
		9.00	35.1	
3. Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)		10.00	38.0	
		7.00	23.8	
5. Allow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10=Best)		7.00	23.8	
6. Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location)	7		2	
7. Can be integrated into a larger park space that provides other park amenities. (1=Cannot be intergrated, 10=Easiest to Intergrate)	-		29.0	
8. Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best)	-	9.00 2.9	26.1	
9. Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult)	-	8.00 1.8	14.4	Depends on specific location. Several options on site.
10. Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space)	-	10.00	16.7	
11. Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)		6.00		
Overall Context Score: 328 Possible Points total score 問題版2768	le Points	total score	B	Total Score/Possible Points % 84.40%

UPDATED 7/24/06

Appendix J - RAINIER BEACH PLAYFIELD SE

Rainier Beach Pla	
Siting Criteria Rating	

SE
힏
ž
풉
ach
Be
ier
Rair
_
D

Context Criteria: 1. Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscaping/surfaces are compatible with safe state surfaces (1=) aset	2		_	-	-	-			,	
	_	8	r.	9	80	6 9	Score	Factor	Score	Comments:
וייום שני מושנה מתושמהם: (ו-בכתם:										Exisiting - Community Center with pool, baseball fields, play area, picnic. Adjacent - Single family to north, south is busy arterial, New School on site pre-k through 3 (will bup to 8th grade, adding a grade every year)
Compatible, 10=Most Compatible) 2 Allow for clear, passive observation by					-	- 5	8.00	4.3	35	Bern on south side seperating parking lot
the public, (1=Worst, 10=Best)						7	9.00	4.0	36	
Are located in a highly visible area with moderate to high pedestinan italific, in an existing or new untili-upropes park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location)				TELEPINA			9.00	4.0	36	
Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best)						-	0.9	4.0	8	
2 Are in close proximity to public transit, and have good foot, bike and vehicular access, (1=Worst, 10=Best)							10.00	3.9	68	Light rall going in 2 blocks away.
7 Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact)					-		8.00	9.9	3112	
5 Can be integrated into a larger park space that provides other park amenities. (1=Cannot be integrated, 10=Essiest to Integrate)							10.00	89.69	38	
Allow for the creation of a safe and sectorable environment, providing for separation from vehicular traffic, vehicular and pedestrian access, and lease of routine maintenance. (1=V/korst, 10=Peer)								or or	8	
9 Offer adequate separation from other facilities/program at site. (1=No Separation, 10=Best Separation)								2.7	27	
10 Are in close proximity to water fountain, trashcans, restroom. (1=No Facilities, 10=Optimal Proximity to Facilities)							10.00	2.4	24	
9. Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)					v-		7.00	2.3	16.1	아 아 아 아 아 아 아 아 아 아 아 아 아 아 아 아 아 아 아
5. Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult)							1 10.00	22	22	
 Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) 							1 10.00	2.0	20	
15. Include the possibility of lighting, or integration with existing lighting. (1=No Lighting, 10=Optimal Lighting)					-		8.00	2.0	6	Lighing fixtures exist, but unsure whether they are used.
14. Offer potential space for nearby action- oriented sports activities and events, such as BMX or climbing. (1=No Space, 10=Optimal Potential Space)					~		8.00	6.	15.2	
16. Have expansion potential. (1=No Expansion Potential, 10=Best Expansion Potential)							10.00		6	
17. Have access to adequate parking.							10.00		9	

Appendix J - ROOSEVELT RESERVOIR NE

Context Criteria:	1 2 3	3	2	6	10 Score	Weight re Factor	ant Weighted	Comments:
Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscaping/surfaces are compatible with safe state surfaces, (1=Least Compatible).					00.8	4 w	K.	Existing - reservior. Adjacent - Single family on 3 sides with 2 2 lanes and one 4 lane of traffic, adjacent to Froula Park
2 Allow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10=Best)					1 10.00			
				-	8.00			
6 Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best)					10.00			
2 Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)				-	8.00			
7 Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact)					8.00			
5 Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate)					10.00			
8 Allow for the creation of a safe and secure environment, providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routhe maintenance. (1=Worst, 10=Best)					2.00			
9 Offer adequate separation from other facilities/program at site. (1=No Separation, 10=Best Separation)					10.00			
10 Are in close proximity to water fountain, trashcans, restroom. (1=No Facilities, 10=Optimal Proximity to Facilities)					10.00			
9. Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)		-			5.00			
					10.00		52	
			-		10.00	00	50	
 Include the possibility of lighting, or integration with existing lighting. (1=No Lighting, 10=Optimal Lighting) 			-		9.00			
~ ~ ** **					10.00			
 Have expansion potential. (1=No Expansion Potential, 10=Best Expansion Potential) 					10.00			
17. Have access to adequate parking. (1=No Parking, 10=Best Access)					1 10.00			
Additional Commontain	Overall Context Score: 510.3 Possible Points	d Score: 5	10.3 Poss	sible Points		total score		Possible Pts/Total Score %

Appendix J - ROXHILL PARK SW

1 2 3 4 5 6 7 8 9 10 Score Factor Score Factor Score Factor Score Factor Score Factor Score Factor Score Factor Score Factor Score Factor Score Factor Facto	Site Name				ıki —					Weight	Weighted	
1 9.00 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.4 40.0 4.5 40.0 4.4 40.0 4.5		1 2	က	4	9	^	တ ထ	9	Score	Factor	Score	Comments:
1 10.00 3.9 39.0 1 10.00 3.8 38.0 1 10.00 3.4 27.2 27.2	Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent andscaping/surfaces are compatible with safe skate surfaces. (1=Least Compatible, 10=Most Compatible)				*				0.00	4.4	40.0	On a bike/ped trail that will eventually connect almost to the West Seattle Bridge
d 1 10.00 3.8 38.0 1.2 6.0 Overall Context Score: 328 Possible Points 10.00 1.2 total score 1304/4////	Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=Worst, 10=Best)							4	10.00	<u>ත</u>	O 0 0	
a	Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)							-	10.00	3,8	38.0	
a 1 10.00 3.4 34.0 1.0	Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact)						1		8,00	9 <u>.</u> 4	27.2	
al 10.00 3.4 30.6. 1 9.00 3.4 30.6. 1 10.00 2.9 29.0 1 10.00 1.8 18.0 1 10.00 1.2 6.0 Overall Context Score: 328 Possible Points total score 1304;47.	Allow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10=Best)						2"	-	10.00	3.4	34.0	
1)- ise 1, 1, 1, 1, 1, 1, 1, 1, 1, 1	Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location)								00.6	4.	30.6	High pedestrian traffic across the street at the strip mall
1, 10.00 2.9 26.0 2.9 26.0 1imal 1 10.00 1.8 18.0 18.0 19.00	Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Worst, 10=Best)							+	10.00	2.9	29:0	
1 10.00 1.8 18.0 18.0 18.0 18.0 18.0 18.	Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate)						`		00'6	2.9	26.0	
1 10.00 1.7 16.7 16.7 16.7 Overall Context Score: 328 Possible Points total score 18.304/47/2019	le and have minimal lents. (1=Most fficult)							7-	10.00	1.8	18.0	
Overall Context Score: 328 Possible Points total score 304/47///Pipe	ze appropriate I=No Space,							-	10.00	1.7	16.7	
Overall Context Score: 328 Possible Points total score 15 304!47	ade and protection 1=Worst, 10=Best)								5.00	1.2	6.0	
		Ove	all Cor	text Sc	ore: 328	3 Possit	le Point	S S S S S S S S S S S S S S S S S S S		total score	- 1	92.83%

Skatespots Skatepark Siting Criteria Ranking - Roxhill

$\label{eq:conditional} \textbf{Appendix} \ \textbf{J} \ \textbf{-} \ \textbf{SANDEL} \ \textbf{PLAYGROUND} \ \textbf{NW}$

L														
<u> </u>	Context Criteria:	-	2	3	4	25		_ «	σ	Ę	Score	Weight	Weighted	Commante
Н				H	+	+-	-	,	<u>, </u>	-	2020		2000	Columents.
- 4522222	Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent leadscaping/surfaces are compatible with safe skate surfaces, (1=Least Compatible)							.127 	3		7.00	4.4	31.1	Existing - play area, open field. Adjacent - single family on all side
2. 2. 2. 2. 2. 2. 2. 3. 2. 3. 2. 3. 2. 3. 2. 3. 2. 3. 2. 3. 2. 3. 2. 3. 3. 3. 3. 3. 3. 3. 3. 3. 3. 3. 3. 3.	2. Allow for the creation of a safe and secure environment; providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=Worst, 10=Best)				497						10.00	9. 9.	39.0	
	Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)							-			7.00	3.8	26.6	
	Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact)						•				7.00	3.4	23.8	
ત્ <u>વ દ્વ ‡</u>	Allow for clear, passive observation by parents, emergency services, police and the public, (1=Worst, 10=Best)									-	10.00	3.4	34.0	
φ φ	Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities.						,	-			7.00	3.4	23.8	
<u>ه څ د</u>	Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best)									-	10.00	2.9	29.0	
8 2 4 4 5	8. Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate)									-	10.00	5.9	28.0	
9. A.	Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult)										8.00	1.8	14.4	
6 로 8 5	Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space)	_								-	10.00	1.7	16.7	
<u>+</u> Ω ₹	Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)						·				7.00	1.2	4.8	
L	The state of the s		Overall Context Score: 3	II Con	text St	Overall Context Score: 328 Possible Points	28 Po	ssible F	oints		_	total score	28 Possible Points total score 275.7 Total Sc	Total Score/Possible Points % 84:04%

UPDATED 7/24/06

Skatespots Skatepark Siting Criteria Ranking

Sandel NW

Appendix J - VIEWLANDS ELEMENTARY NW

Contract Columbia: A	Accompatible with excising uses (e.x. 1 2 3 4 5 6 7 8 9 10 Score Factor Weight Weighted	Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscaping/surfaces are compatible with safe skate surfaces, (1=Least Compatible, 10=Most Compatible) Allow for the creation of a safe and secure environment, providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=Morst, 10=Best) Are in close proximity to public transit,	© C	8.00 10.00 7.00.7			Comments:
Are compatible with existing uses (e.x. than or adjacent uses are and the part rather than contemplative space), consider adjacent uses are and the part rather than contemplative space), consider adjacent uses and adjacent uses and adjacent uses are compatible) Normatibles, troublest Compatible) Allow for the creation of a safe and or selected than contemplative troublest compatible for the creation of a safe and or selected than or selected	Are compatible with existing uses (e.x. that or compatible with existing uses (e.x. than controlled with existing uses (e.x. than controlled with existing uses (e.x. than controlled) with existing uses (e.x. than controlled) with existing uses (e.x. than controlled) with existing uses (i.e. asst and adjoard traffic. Compatible, 10-Microt Consider and a safe and a sacra environment; providing for separation from vehicular traffic. Compatible, 10-Microt Consider (i.e. work) Are in close proximity to build transit, than and have good off, kies and vehicular and the good off, kies and vehicular and and have good off, kies and vehicular and the control off. The control off in the public framity. Impliced, 10-Location of the control off in the public framity of the public framity. Are in close proximity to other public framities. Impliced, 10-Location off in the public framities. Are included in a highly visible area with moderate to high probestive framing. Are located in a highly visible area with moderate to high probestive framing. Are located in a highly visible area with moderate to high probestive framing. Are located in a highly visible and have minimal or a space that growing charges and protection. Consider the environment for the well: In 10.00 2.9 28.9 Are safely developable and have minimal moderate to high and protection of the public and protection of the public framing ones and protection of the public and have minimal moderate to high application of the public and protection of the public and wind. (1-Microt 10-Best) Consider the annimal moderate to high application of the public and protection of the public and publi			10.00			
Near an active seasor of the pack rather and active seasors (active seasor) consider an active seasors (active seasor) consider an active seasors (active seasor) consider and active seasors (active seasors) consider and active seasors (active seasors) consider and active seasors (active seasors) consider and active seasors (active seasors) consider and active seasors (active seasors) consider and active seasors (active seasors) consider and active seasors (active seasors) consider active seasors (active seasors) consider active seasors (active seasors) consider active seasors (active seasors) consider active seasors (active seasors) consider active seasors (active seasors) considerate to high pedestrian traffic, in an access (active seasors) considerate to high pedestrian traffic, in an active public (a-lavorst, 10-Best Location) (active public (a-lavorst, 10-Best Location) (a-lavorst, 10-Best Location) (a-lavorst, 10-Best Location) (a-lavorst, 10-Best Location) (a-lavorst, 10-Best Location) (a-lavorst, 10-Best Location) (a-lavorst, 10-Best Location) (a-lavorst, 10-Best Location) (a-lavorst, 10-Best Location) (a-lavorst, 10-Best) (a-lavorst) (a-lavorst, 10-Best) (a-lavorst) (a-lavorst, 10-Best) (a-lavorst) (a-lavorst	After comparable with existing uses (e.x.) Near an advisor area of the park rather than control to the control to the park rather than control to the park rather than control to the park rather than control to the park rather than control to the park rather than comparable to the park rather than comparable to the park rather than comparable to the park rather than the park rather rather than the park rather rather than the park rather ra			10.00			
than contemplative space) consider and additional tradition of the park facilities that a contemplative space) consider and additional tradition consider and additional tradition of safe and additional tradition of the part of the	than contemplative space) The standard and adjacent to the pack father than a natural search of the pack father than a natural search and a space) Comrader to the adjacent to sea and adjacent to the work to the pack father than the space of the pack father than the space of the pack father than the space of the sp			10.00			big hard-top playground, temp. buildings, playfields and playarea west of the buil
adjacent uses, and adjacent with contexplantations are compatible with safe skids surfaces, ("el-least contexplantations of the case) and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses, and adjacent uses are compatible. The case of the	adjacent uses, and adjacent with constraints are stated, contability of the constraints of the public (1=Morest, 10=Best) Figurate, considerate in constraints are existent of the public (1=Morest, 10=Best) Consider the environment providing for separation from whit objaces are compatible with containing the public (1=Morest, 10=Best) Communities as consistent with objacents, and the public (1=Morest, 10=Best) Consider the environment for the well-best location) Consider the environment for the well-best location in the public (1=Morest, 10=Best) Consider the environment for the well-best location) Consider the environment for the well-best location in the state of the public facilities. Consider the environment for the well-best location) Consider the environment for the well-best location in the state of the public facilities. Consider the environment for the well-best location in the state of the public facilities. Consider the environment for the well-best location in the state of the public facilities. Consider the public facilities. Consider the environment for the well-best location in the state of the public facilities. Consider the public facilities. Consider the public facilities. Consider the environment for the well-best location in the state of the public facilities. Consider the public facilities. Consider the public facilities. Consider the state of the public facilities. Consider the public facilities. Consider the public facilities. Consider the public facilities. Consider the and protection Consider sun and shade and protection Consider sun and shade and protection Consider sun and shade and protection Connected the public facilities. Consider sun and wind. (1=Morest, 10=Best) Additional Comments: Additional Comments:			10.00			
adjacent with saces are compatible with state designment to the saction of a safe and compatible. 19-Most Compatible and compatible in the creation of a safe and secure environment; providing for separation from vehicular races, and secure environment; providing for separation from vehicular races, and secure environment; providing for separation from vehicular races and providing for separation from vehicular races and providing for separation from vehicular races (==Voxet, 10=10=10) and the vehicular and places for residential and have good for Library to abulbic (1=Voxet, 10=10=10=10) and the vehicular and have good for Library services police and furnity of the public (1=Voxet, 10=10=10=10) and the vehicular services police and lighting, (1=Voxet, 10=10=10=10) and (1=Voxet, 10=10=10=10) and (1=Voxet, 10=10=10=10=10=10=10=10=10=10=10=10=10=1	Accepted the season and agreement Accepted the season and an accepted the season and accepted the season accepted to a sea ad accepted to a sea ad accepted to a sea ad accepted to a sea ad accepted to a sea ad accepted to a sea ad accepted to a sea ad a sea and			10.00			
Independent Independent	with saile softes surfaces. (I = conpatible) (Compatible) (March of the protection of a safe and a season of the control of the surfaces. (I = levolar): provider of the safe and a season of the sail of the control of the sail of			10.00			
With State settles set 1/2 least)	Minimage Compatible Compa			10.00			
Allow for case or of experiment by parents, emergency services without parents, energency services with code proving or services without parents, energency services, including noise and any first or the any first or the any control or the services and the any good foot, live and vehicular and pedestrian access, and ease and useful transit, and have good foot, live and vehicular and pedestrian access. First or the services of	Control Cont			7.00		1	
secure environment; providing for secure and conventional and pedestrian access, and consider the maintenance, (1=Morst, 1—Best) asse of routine maintenance, (1=Morst, 1—Best) asse of routine maintenance, (1=Morst, 1—Best) Are in dose proximity to public transit, and have provided the routine maintenance, (1=Morst, 1—Best) Limit off-site impacts to residential access, (1=Morst, 1—Best) Limit off-site impacts to residential construct with city order, to residential access, (1=Morst, 1—Best) Limit off-site impacts to residential construct with city order, provident that the public, (1=Morst, 1—Best) Are located in a highly visible area with moderate to high pedestrian traffic, and moderate to high pedestrian traffic, and and protection in the public, (1=Morst, 1—Best) Consider the environment for the well—Best Location) Consider the environment for the well—Best Location (1=Best Location) Consider the environment for the well—Best Location (1=Best Location) Can be integrated into a larger park amenities, (1=Camort be integrated into a larger park assing controlled impediated as proper for integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated into a larger park amenities, (1=Camort be integrated integrated integrated integrated integrated integrated i	separation from welloudur taffic, separation and secure environment, providing for the well-beast, and whole well and peaker than access, and well-beast, and well-beast, to-beast, to-bea			7.00	4.4	35.6	deleter to the second s
1000 3.9 39.0	1000 3.9 39.0			7.00			
10.00 3.9 3.00	sease of fourtie maintenance. (1=Morst, 10=Best) Are in close proximity to public transit, and the declaration and vehicular and pedestrian access, and and vehicular and pedestrian and vehicular and pedestrian and vehicular and pedestrian with city code, i.e. noise and vighting; (1=Best) Limit of first impacts of the code in maps of the code in page to the communities as consistent with city code, i.e. noise and vighting; (1=Best) Limit of first impacts of the code in the code i			7.00			
ease of routine maintenance, (1=Morst, 10=Best) Are in close proximity to public transit, and have good foot, bits and vertical and perfect in close proximity to bublic transit, and have good foot, bits and vertical and all routing as consistent with city communities as consistent with city communities as consistent with city communities as consistent with city communities and lighting, (1=High communities and lighting, (1=High communities) parents, semegency services, police and lighting to the routing pedestrian arraffic, in an existing or new multi-purpose park, or in a close proximity to other public facilities. (1=Morst Location, 10=Best) Consider the environment for the well-being of seateboarders, including noise and air quality. (1=Morst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be integrated into a larger park amenities. (1=Cannot be integrated) Can be integrated into a larger park amenities. (1=Cannot be integrated) Can be integrated into a larger park amenities. (1=Cannot be integrated) Can be integrated into a larger park amenities. (1=Morst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be integrated) Can be integrated into a larger park amenities. (1=Morst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be integrated) Can be integrated into a larger park amenities. (1=Morst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be integrated) Can be integrated into a larger park amenities. (1=Morst, 10=Best) Can be integrated into a larger park amenities. (1=Morst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be integrated) Can be integrated into a larger park amenities. (1=Morst, 10=Best) Can be integrated into a larger park amenities. (1=Morst, 10=Best) Can be integrated into a larger park amenities. (1=Morst, 10=Best) Can be integrated into a larger park amenities. (1=Morst, 10=Best) Can be integrated into a larger park amenities. (1=Morst, 10=Best) Can be integrated into a	we for fouther maintenance. (1=Worst, 10=Best) The good fouther maintenance. (1=Worst, 10=Best) The indose proximity to public transit, and have good fouth bits and vehicular and have good fouth bits and vehicular and have good foot, bits and vehicular and have good foot, bits and vehicular and have good foot, bits and vehicular and have good foot, bits and vehicular and have good foot, bits and vehicular and have good foot, bits and vehicular and have good foot, bits and vehicular and have good foot, bits and vehicular and have good foot, bits and vehicular and have good foot, bits and vehicular and have good foot, g			7.00			
10.000 3.9 39.0	10.00 3.9 39.0			10.00			
The face proximity to public transit, and have good foot, bike and vehicular and have good foot, bike and vehicular and have good foot, bike and vehicular and have good foot, bike and vehicular and have good foot, bike and vehicular and have good foot, bike and vehicular accommunities as consistent with city code, i.e. noise and lighting, (1=High impact, 10=Low) impact) 1	Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Votost, (1=Vorst, 10=Best)) Are located in a highly visible area with morderate to high podestian traffic, in an existing or new multi-purpose park, or including noise provides to the propriate and vinds, (1=Vorst, 10=Best) Consider the ministrate including noise and air quality. (1=Vorst, 10=Best) Consider to integrated into a larger park same integrated, including noise and air quality. (1=Vorst, 10=Best) Consider to integrated into a larger park same integrated integrated into a larger park same integrated integrated integrated. Consider the minimal park integrated inte			7.00	-		
Are in fose proximity to build reansit, and have a considered with other communities as consistent with other communities as consistent with other communities as consistent with other communities as consistent with other communities as consistent with other communities as consistent with other communities as consistent with other communities as consistent with other consideration by parents, remergency services, police and financial classifiers of the public (1=Morst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to their public (1=Morst, 10=Best) Considerate the environment for the well-being of skateboarders, including noise and air quality, (1=Morst, 10=Best) Considerate the environment for the well-being of skateboarders, including noise and air quality, (1=Morst, 10=Best) Considerate the environment for the well-being of skateboarders, including noise and air quality, (1=Morst, 10=Best) Considerate the environment for the well-being of skateboarders, including noise and air quality, (1=Morst, 10=Best) Considerate the environment for the well-being of the park o	Are in fose proximity to bullic transit, and have good foot, lake and vehicular access. (1=Vovst, 10=Best) Limit of fastle impeads to residential communities as consistent with oth code. I.e. noise and lighting. (1=High Impead; 11=Least) Impead; 11=Least to residential communities as consistent with oth code. I.e. noise and lighting. (1=High Impead; 11=Least) Impead; 11=Least to residential area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in dose proximity to their public (1=Vorst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park or in dose proximity to their public facilities. Consider the environment for the well-being of skateboarders, including noise and art quality. (1=Vorst, 10=Best) Consider the environment for the well-being of skateboarders, including noise and art quality. (1=Vorst, 10=Best) Consider the environment for the well-being of skateboarders, including noise and art quality. (1=Vorst, 10=Best) Consider the environment for the well-being of skateboarders, including noise and art quality. (1=Vorst, 10=Best) Consider the environment for the well-being of the park amenities. (1=Cannot be Integrated, the acception of the park amenities. (1=Cannot be Integrated) Consider sup and shade and protection from aim and wind. (1=Vorst, 10=Best) Overall Contient Score; 328 Possible Points Additional Comments:			7.00	3.0	39.0	
and have good foot, bits and vehicular and have good foot, bits and vehicular and have good foot, bits a good foot bits and vehicular and have good foot, bits a good foot, bits and vehicular as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact) Allow for dear, passive observation by parents, emergency services, police and himpact, 10=Low Impact) Are located in a highly visible area with moderate to high pedestrian traffic, in an advisting or new multi-purpose park, or in dose proximity to other public facilities. (1=Norst, 10=Best Location) Are located in a highly visible area with moderate to high pedestrian traffic, in an advisting or new multi-purpose park, or in dose proximity to other public facilities. (1=Norst, 10=Best Location) Consider the environment for the well-being of skateboarders; including noise and air quality. (1=Norst, 10=Best) Can be integrated into a larger park space that provides other park anemities. (1=Camota be integrated into a larger park space that provides other park anemities. (1=Camota be integrated into a larger park anemities. (1=Location) Are easily developable and have minimal construction in prediments. (1=Norst, 10=Best) Include a space for size appropriate construction in prediments. (1=Norst, 10=Best) Include a space for size appropriate construction in prediments. (1=Norst, 10=Best) Includes a space for size appropriate community viewing (1=Norst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Norst, 10=Best) Are easily developable and protection from rain and wind. (1=Norst, 10=Best) Are easily developable and protection from rain and wind. (1=Norst, 10=Best) Are easily developable and protection from rain and wind. (1=Norst, 10=Best)	and have good foot, like and vehicular and have good foot, like and vehicular and have a good foot, like she mad vehicular and have good foot, like and vehicular and have good foot, like and vehicular and vehicul			7.00			on 28 bus route, good bike and ped access
Third first beath Third communities as consistent with city code, i.e. noise and lighting. (1=High impact, 10=Best) Third first beath communities as consistent with city code, i.e. noise and lighting. (1=High impact, 10=Best) Third first beath parents, emergency services, police and first provides of the public. (1=Worst, 10=Best) Third first beath the public. (1=Worst, 10=Best) Third first beath the public facilities. (1=Worst, 10=Best) Third first beath to a larger park on the public facilities. (1=Worst, 10=Best Location) Third first beath to a larger park space that provides of the repark and air quality. (1=Worst, 10=Best) Third first beath to a larger park space that provides of the repark and air quality. (1=Worst, 10=Best) Third first beath to a larger park space that provides of the repark and air quality. (1=Worst, 10=Best) Third first beath to a larger park space for size appropriate on construction in pedianters. (1=Most Difficult) Third first beath to a space for size appropriate on community (1=Worst, 10=Best) Third first beath to a larger provider with a larger provider with a larger provider a space for size appropriate on community (1=Worst, 10=Best) Third first beath to a larger provider with a larg	Communities as consistent with city Consider Impacts to residential Communities as consistent with city Consider Impacts to residential Communities as consistent with city Code, i.e. noise and lighting, (1=High moderate to find pedestrian traffic, in a parents, remergency services, police and the public, (1=Morst, (10=Best) Consider the highly visible area with moderate to high pedestrian traffic, in an existing or new multiple-upose park, or in close proximity to other public facilities. (1=Morst Location, 10=Best	and have good foot, bike and vehicular		7.00	****		
Limit off-site impacts to residential condumnities as a consistent with city condumnities as a consistent with city code, i.e. noise and lighting, (1=High mact, 10=Low Impact) asson so exertain with city parents, emergency services, police and the public, (1=High visible area with machine (1=Volorst, 10=Best) and air quality, (1=Dest) and air quality, (1=Dest) and air quality, (1=Pest) carbon to the regarded in a highly visible area with machine (1=Volorst, 10=Best) and air quality, (1=Volorst, 10=Best) and air quality, (1=Volorst, 10=Best) and air quality, (1=Volorst, 10=Best) and air quality, (1=Cannot be integrated into a larger park space that provides other park space that provides other park and argumenties, (1=Cannot be integrated and have minimal and easily developable and have minimal or machine (1=Sesiest to integrated) and a space for size appropriate consider sun and shade and protection from rain and wind, (1=Volorst, 10=Best) Overall Context Score; 328 Possible Points, 10tal score 265.5 in the context of the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Points, 10tal score 265.5 in the context Score; 328 Possible Poin	Limit off-site impacts to residential Code. Limit off-site impacts to residential Code. Limit off-site impacts to residential Code. Limit off-site impacts to residential Code. Limit off-site impacts to construction by parents, emergency services, police and the public (1=Worst, 10=Best) Location Code. Location	access. (1=Worst, 10=Best)			00	26.6	
oommurities as consistent with city ooder, ite, noise and lighting, (1=High Impact, 10=Low Impact) Allow for clear, passive observation by parents, emergency services, police and the public, (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst, 10=Best) Consider the environment for the well- being of skarbebarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be integrated) Can be integrated into a larger park amenities. (1=Cannot be integrated) Can be integrated and nave minima on struction impediments. (1=Morst, 10=Best) Consider the accident the appropriate on and air quality. (1=Cannot be integrated) Can be integrated and nave minima on struction integrated and nave minima on struction integrated and nave minima on onstruction integrated and nave minima on onstruction integrated and nave minima on onstruction integrated and protection Toconsider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Overall Context Score; 328 Possible Points. Into total score 2655.	ommunities as consistent with city communities as consistent with city communities as consistent with city code, i.e., noise and lighting, (1=High Impact, 10=Low Impact) Allow for clear, passive observation by parents, emergency services, police and the public, (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well- being of skateboarders, including noise and air quality, (1=Worst, 10=Best) Can be integrated into a larger park amenities, (1=Cannot be Integrated, 10=Eastest to integrate Consider the manufacture a space for size appropriate construction impediments, (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate conmunity viewing (1=No Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments: 1 10.00 2.9 28.9 1 10.00 1.8 18.0 1 10.00 1.7 16.7 Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments:				25	200	
Code 1 e. noise and lighting (1=High Impact) 1	2006 1.e. noise and lighting (1=High						
Maintain the public of the p	Allow for clear, passive observation by personant, and an another clear, passive observation by the public, (1=Morst, 10=Best)	code ie noise and lighting /1-High					
All the public (1=Vorst, 10=Best)	May for clear, passive observation by parents, emergency services, police and the public. (1=V/orst, 10=Best) 1	code, i.e. noise and ngriting. (1-mign		4			
Allow for dear, passive observation by parents, emergency services, police and the public. (1=Morst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Morst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Morst to integrated and have minimal construction impediments. (1=Morst to integrated) Are easily developable and have minimal construction impediments. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Are easily developable and have minimal construction integrated and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Are easily developable and have minimal construction integrated and protection from rain and wind. (1=Worst, 10=Best) Are easily developable and protection from rain and wind. (1=Worst, 10=Best)	Allow for dear, passive observation by parents, emergency services, police and the public. (1=V/vorst, 10=Best) Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multipurpose park, or in dose proximity to other public facilities. (1=V/vorst, 10=Best) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=V/vorst, 10=Best) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=V/vorst, 10=Best) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=V/vorst, 10=Best) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=V/vorst, 10=Best) Consider the environment for the wellbeing of skateboarders, including noise and environment for the wellbeing of skateboarders, including noise and environment from the proximal part of skateboarders, including noise and environment from the proximal part of skateboarders, including noise and protection include a space for size appropriate connection include a space for size appropriate community viewing (1=N/vorst, 10=Best) Consider sun and shade and protection from rain and wind. (1=V/vorst, 10=Best) Overall Context Score; 328 Possible Points total score 265.5 in part of the proximal part of the part of th	Impact, 10=Low Impact)	1 AMERICA	8.00	3.4	27.2	
### parentis, emergency services, police and parentis, emergency services, police and the public, (1=Worst, 10=Best) Are located in a highly visible area with moderate to high pedestrian with moderate to high pedestrian with moderate to high pedestrian with moderate to high pedestrian with moderate to high pedestrian with moderate to high pedestrian with moderate to high pedestrian with moderate to high pedestrian with moderate to high pedestrian with moderate to high pedestrian with moderate to high pedestrian with moderate park and air quality. (1=Worst, 10=Best) Can be integrated into a larger park amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated) Are easily developable and have minimal construction impediments. (1=Worst the saily developable and protection mitted a space for size appropriate construction introduce a space for size appropriate committed as pace.) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Overall Context Score; 328 Possible Points 10.00 1.7 16	Parentis emproyes exprices, police and the public (1=Worst, 10=Best)			45	Tee	<u> 11</u>	ack side is remote
Are located in a highly visible area with moderate to high pedestrian traffic, in an oderate to high pedestrian traffic, or in oderate to high pedestrian traffic, or in oderate to high pedestrian traffic, or in oderate to high pedestrian traffic activities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amentines. (1=Cannot be integrated) Can be integrated into a larger park space that provides other park amentines. (1=Cannot be integrated) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Difficult, 10=Least Difficult) Construction impediments. (1=Nost Difficult) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Overall Context Score: 328 Possible Points 1 10.00 2:9 28.9 28.9 40.00 2:9 28.9 40.00 2:9 28.9 40.00 2:9 28.9 40.00 2:00 2:00 2:00 2:00 2:00 2:00 2:00	Are located in a highly visible area with moderate to high pedestrian traffic, in an orderate to high pedestrian to the well-being of skateboarders, including noise and air quality. (1=Morst, 10=Best) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Morst, 10=Best) Are easily developable and have minimal construction impediments. (1=Morst, 10=Best) Are easily developable and have minimal construction impediments. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Are ordered in a high provider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Are ordered in and wind. (1=Morst, 10=Best) Are ordered in and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Are ordered in and wind. (1=Morst, 10=Best) Are ordered in an and shade and protection from rain and wind. (1=Morst, 10=Best) Are ordered in a high provider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Are ordered in a high provider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Are ordered in a high provider sun and shade and protection from the sun and shade and protection from the sun and shade and protection from the sun and shade and protection from the sun and shade and protection from the sun and shade and protection from the sun and shade and protection from the sun and shad	parents, emergency services, police and					
Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park space that provides park space that	Are located in a highly visible area with moderate to high pedestrian traffic, in an orderate park system for the well—being of skateboarders, including noise and air quality. (1=Norst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Camnot be integrated, 10=Easiest to integrated) Are easily developable and have minimal construction impediments. (1=Nost Difficult) Difficult, 10=East Difficult) Are easily developable and have minimal construction as pace for size appropriate ormmunity viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Norst, 10=Best) Overall Context Score: 328 Possible Points Additional Comments:	the public. (1=Worst, 10=Best)	T	5.00	3.4	17.0	
rounderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Morst Location, 10=Best Location) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=Easted to Integrated) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Consider sun and shade and protection Consider sun and shade and protection Trongles as page for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection Trongles as page for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection Trongles as page for size appropriate community viewing (1=Norst, 10=Best) Consider sun and shade and viewing (1=Norst, 10=Best) Consider sun and wind. (1=Norst, 10=Best) Are assilved to size Possible Points (1=Norst, 10=Best) Consider sun and wind. (1=Norst, 10=Best) Are assilved to size Possible Points (1=Norst, 10=Best)	rounderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Morst Location, 10=Best Location) Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=Easiest to Integrated) Are easily developable and have minimal construction impediments. (1=Most Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments: Additional Comments:						disple from the sides and from the building but not from the main madway due
Consider the environment for the well- Same are all regions to the public facilities.	functional Comments: Indexeduate to light percentain and static, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location) Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=East Difficult) Are easily developable and have minimal construction impediments. (1=Most Difficult) Are easily developable and have minimal construction impediments. (1=Most Difficult) Are easily developable and have minimal construction impediments. (1=Nost Difficult) Are easily developable and have minimal construction impediments. (1=Nost Difficult) Are easily developable and have minimal construction impediments. (1=Nost Difficult) Are easily developable and have minimal construction impediments. (1=Nost Difficult) Are easily developable and have minimal construction impediments. (1=Most Indexeduate a space for size appropriate community viewing (1=Nost; 10=Best) Consider sun and shade and protection from the form rain and wind. (1=Vorst, 10=Best) Overall Context Score: 328 Possible Points Itotal score 2265.5	Are located in a mignify visible alea with					building blocking the veiw. Only remote forest access from the west side.
existing or new multi-purpose park, or in close proximity to other public facilities. Consider the environment for the well— being of skateboracters, including noise and air quality. (1=Most Location, 10=Best Location, 10=Best Location) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated) Construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for isze appropriate on space for isze appropriate Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best)	Accordance Control of the contro	moderate to high pedestrian traffic, in an		10	*******		
Consider the environment for the well-bell to district and wind. (1=Worst Location, 10=Best Location)	Consider the environment for the well-beast Location 1	existing or new multi-purpose park, or in		**************************************			
Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Morst, 10=Best) 1 10.00 2.9 29.0	Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Morst, 10=Best) 1 10,000 2.9 29,00	close proximity to other public facilities.				761	
Consider the environment for the well-best of skateboarders, including noise and air quality. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated) Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult, 10	Consider the environment for the well—being of skateboarders, including noise and air quality. (1=\Worst, 10=Best) 1 10.00 2.9 29.0 Can be integrated into a larger park space that provides other park amenines. (1=Cannot be integrated, 10=Easist to Integrated, 10=Easist to Integrated and have minimal construction impediments. (1=\Worst, 10=Easist Difficult) 1 10.00 2.9 28.9 28.9 Are easily developable and have minimal construction impediments. (1=\Worst integrated) 1 10.00 1.8 18.0 18.0 Difficult, 10=Least Difficult) 1 10.00 1.8 18.0 18.0 Consider sun and shade and protection from time and wind. (1=\Worst, 10=Best) 1 10.00 1.7 16.7 Consider sun and shade and protection from time and wind. (1=\Worst, 10=Best) 1 6.00 1.2 7.2 Additional Comments: 1 1 6.00 1.2 7.2	(1=Worst Location, 10=Best Location)					
Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Most, 10=Best) 1 10.00 2.9 29.0 Can be integrated into a larger park space that provides other park amenities. (1=Cannot be integrated). 1 10.00 2.9 28.9 Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult,	Consider the environment for the wellbeing of skateboarders, including noise and air quality. (1=Morst, 10=Best) 1 10.00 2.9 29.0 Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated). Are easily developable and have minimal construction impediated into a space that provides other park amenities. (1=Cannot be Integrated). Are easily developable and have minimal construction impediation. (1=Most Difficult, 10=Least Difficul	7		0.00	†	4.02	TOTAL STATE OF THE
being of skateboarders, including noise and air quality. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Chorst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Chorst larger) 10=Easiest to Integrate) Are easily developable and have minimal construction impediments. (1=Most Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Overall Context Score; 328 Possible Points total score 266.5 Possible Pts/Total Score %	being of skateboarders, including noise and air quality. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, 10=Easiset to Integrate) Are easily developable and have minimal construction impediments. (1=Most Difficult) Are easily developable and have minimal construction impediments. (1=Most Difficult) Are easily developable and have minimal construction impediments. (1=Most Difficult) Are easily developable and have minimal construction impediments. (1=Most Difficult) Are easily developable and have minimal construction impediments. (1=Most Difficult) Are easily developable and have minimal construction impediments. (1=Most Difficult) Are easily developable and have minimal construction impediments. 1 10.00 1.8 18.0 Include a space for size appropriate community viewing (1=No Space, 10=Most) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Overall Context Score: 328 Possible Points total score 265.5 Possible Pts/Total Score % III 8009	Consider the environment for the well-		***			
and air quality. (1=VMorst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated, 10=Eastist to Integrate) Are easily developable and have minimal onstruction impediate. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) Overall Context Score; 328 Possible Points total score 266.5 Possible Pts/Total Score %	and air quality. (1=Morst, 10=Best) Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Integrated, and have minimal construction impediments. (1=Morst Integrate) Are easily developable and have minimal connexts. (1=Morst Integrate) Are easily developable and have minimal connexts. (1=Morst Integrate) Are easily developable and have minimal construction impediments. (1=Morst Integrate) Are easily developable and have minimal connexts. (1=Morst Integrate) Are easily developable and have minimal construction impediments. (1=Morst Integrate) Are easily developable and have minimal construction integrated into a space for size appropriate community viewing (1=No Space, 10=Morst Integrate) Are easily developable and have minimal construction integrated into a space for size appropriate community viewing (1=No Space, 10=Morst Integrate) Are easily developable and have minimal minimal construction intogenity into a space for size appropriate construction into a space for size appropriate construction into an and shade and protection Consider sun and shade and protection To not a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for size appropriate construction into a space for siz	being of skateboarders, including noise					
Can be integrated into a larger park 1 10.00 2.9 29.0 space that provides other park amenities. (1=Cannot be Integrated, amenities. (1=Cannot be Integrated) 1 10.00 2.9 28.9 10=Easiest to Integrate) Are easily developable and have minimal onstruction impedition the casily developable and have minimal onstruction impedition. (1=Most Difficult, 10=Least Difficult, 10=Least Difficult) 1 10.00 1.8 18.0 Include a space for size appropriate community viewing (1=No Space, 10=Most) deal Space) 1 10.00 1.7 16.7 Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) 1 6.00 1.2 7.2 Consider sun and wind. (1=Morst, 10=Best) 1 6.00 1.2 7.2	Can be integrated into a larger park Can be integrated into a larger park 1 10.00 2.9 29.0 space that provides other park amenities. (1=Cannot be Integrated, and the park amenities. (1=Cannot be Integrated) 1 10.00 2.9 28.9 Are easily developable and have minimal construction integrated. Difficult, 10=Least Difficult, 10	and air quality. (1=Worst, 10=Best)		9			
Can be integrated into a larger park Space that provides other park 10.00 2.9 28.9	Can be integrated into a larger park Space that provides other park 1 10.00 2.9 28.9 28.9 28.9 28.9 28.9 40.00			10.00	2.9	29.0	
space that provides other park amentifies. (1=Cannot be Integrated, Tol=Easiest to Integrated, Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Difficult a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) 1 10.00 1.8 18.0 18.0 Consider sun and shade and protection from rain and wind. (1=Vorst, 10=Best) 1 10.00 1.7 16.7 16.7 16.7 Consider sun and shade and protection from rain and wind. (1=Vorst, 10=Best) 1 10.00 1.2 7.2 7.2 Possible Pis/Total Score % [III] B0191	space that provides other park amenities. (1=Cannot be Integrated, ID=Easiest to Integrate) 1 10.00 2.9 28.9 Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) 1 10.00 1.8 18.0 Difficult, 10=Least Difficult, 10=Leas	8. Can be integrated into a larger park		* **		-02	
amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrated, 10=Easiest to Intergrated) Are easily developable and have minimal construction in the developable and have minimal construction in the developable and have minimal construction in the developable and have minimal construction in the developable and have minimal context (1=Most Difficult, 10=Last Difficult,	amenities. (1=Cannot be Intergrated, 10—Easiest to Intergrated) 1 10.00 2.9 28.9 28.9 10—Easiest to Intergrate) 10.00 2.9 28.9 10—Easiest to Intergrate) 10.00 1.8 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 19.0	space that provides other park					
10.00 2.9 28.9 29.0	10.00 2.9 28.9 29.0	amenities. (1=Cannot be Intergrated,		•			
Are easily developable and have minimal construction impediments. (1=Most Difficult) Difficult 0=Least Difficult) 1 10.00 1.7 16.7 Consider sun and shade and protection from rain and wind. (1=Vvorst, 10=Best) Difficult 0=Least Difficult	Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult) Include a space for size appropriate community viewing (1=No Space, 10=Most) Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments: Additional Comments: Are easily developable and have minimal construction and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consider sun and shade and protection from the consideration from the cons	10=Easiest to Interdrate)		10 00	6.6	28.9	
construction impediments. (1=Most 1 = Most 1 = Most 18.0 18.0 Difficult, 10=Least Difficult) Include a space for size appropriate 1 = Most least	Construction impediments. (1=Most Difficult) 1 10.00 1.8 18.0 1	9. Are easily developable and have minimal					Problem to the control of the contro
Difficult, 10=Least Difficulty Difficult	Difficult, 10=Least Difficult) 1 10.00 1.8 18.0 Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space) 1 10.00 1.7 16.7 Consider sun and shade and protection from rain and wind. (1=V/orst, 10=Best) 1 6.00 1.2 7.2 Additional Comments: Overall Context Score: 328 Possible Points total score 265.5 Possible Pts/Total Score % III 8009	construction impediments //=Most		***			
10.00 1.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 18.0 19.0	Definition of the comments: Corporation Context Score: 328 Possible Points Context Score Context Sco	Diff. 40-1 co. 1-0-1					
Include a space for size appropriate Community viewing (1=No Space, 10=Most Ideal Space, 10=Most Ideal Space) 1 10.00 1.7 16.7 1	Induce a space for size appropriate Community viewing (1=No Space, Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Overall Context Score: 328 Possible Points total score 265.5 Possible Pts/Total Score % [1]:80.93	Dillicuit, 10-Least Dillicuit)		_	2.	18.0	
community viewing (1=No Space, 1 10.00 1.7 16.7 10=Most Ideal Space, 1 10.00 1.7 16.7 Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) 1 6.00 1.2 7.2 Overall Context Score; 328 Possible Points total score	Confinunity viewing (1=No Space, 10=Most Ideal Space) 1 10.00 1.7 16.7 Consider sun and shade and protection from rain and wind. (1=V/orst, 10=Best) 1 0.00 1.2 7.2 Additional Comments: Overall Context Score: 328 Possible Points total score 265.5 Possible Pts/Total Score % III 8009	iu. Include a space for size appropriate					
10=Most Ideal Space) 1 10.00 1.7 16.7 Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) 1 6.00 1.2 7.2 Overall Context Score; 328 Possible Points Intotal score 266.5	10=Most Ideal Space) 1 10.00 1.7 16.7 Consider sun and shade and protection from rain and wind. (1=Morst, 10=Best) 1 6.00 1.2 7.2 Additional Comments: Overall Context Score: 328 Possible Points Itotal score 265.5 Possible Pts/Total Score % [III] [80] [9]	community viewing (1=No Space,					
Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) 1 1 6.00 1.2 7.2 Coverall Context Score: 328 Possible Points total score 265.5.3.8 Possible Pts/Total Score %	Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best) Additional Comments: Consider sun and shade and protection Coverall Context Score; 328 Possible Points total score 265.5 Possible Pts/Total Score %			10.00	1.7	16.7	
Overall Context Score; 328 Possible Points 6.00 1.2 7.2 Possible Pts/Total Score %	Overall Context Score: 328 Possible Points total score 1.2 7.2 Fossible Pis/Total Score 6.00 1.2 7.2						
1 6.00 1.2 7.2	Overall Context Score: 328 Possible Points total score 265.5 48 Possible Pis/Total Score %	from rain and wind (1=)//orst 10=Best)					
Overall Context Score: 328 Possible Points total score 265.5.3.8 Possible Pis/Total Score 6.265.5.3.8 Possible Pis/Total Score 6.265.5.3.8 Possible Pis/Total Score 7.265.5.3.8 Possible Pis/Total Score 7.265.5.3.8 Possible Pis/Total Score 7.265.5.3.8 Possible Pis/Total Score 7.265.5.3.8 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5.3 Possible Points 7.265.5 Possible Points 7.265.5 Possible Points 7.265.5 Possible Points 7.265.5 Possible Points 7.265.5 Possible Points 7.265.5 Possible Points 7.265.5 Possible Points 7.265.5 Possible Points 7.265.5 Possible Points 7.265.5 Possible Points 7.265.5 Possible Possible Possible Possible Points 7.265.5 Possible Possi	Overall Context Score: 328 Possible Points total score total score total score total score will be some total score will be some total score will be some total score will be some total score will be some total score will be some total score total		7-		1.2	7.2	
			ontext Score: 328 Possible Points	tot	al score	265.5	Possible Pts/Total Score % 1 80:95%
Additional Comments							Annual A

UPDATED 7/24/06

Viewlands Elementary NW

Appendix J - WARREN G MAGNUSON PARK BUILDING 2 NE

	Weighted Score Comments:	Multi-family across Lake City Way (4 lanes) and above multi-family is single family.	37 Cimbina wali will be britt wast of existing builtifing		900	Likely that existing building will be demolished as a separate process.	Existing - Hanger #2, existing indoor sports activities moving to an adjacent building. Adjacent - Area being developed as an Athlectic Complex - Mountineers Office w/ climbing wall to the east, indoor sporting complex to the north, UW storage building to the south, and NOAA to east.	Would need to drive into site, not visible from the street, but located within what will be an active sports complex. 22.4	32	32	Community Center a few blocks away - would need to develop a comfort station.	New sports fields will be lift. 27.9	Large parking lot exists.	27	29	26	24	23	o		509.4 Possible Pts/Total Score %
-	Weight W Factor	ق. ق	3.7		ି ପ୍ର		e e	3.2 2.2 2.2 2.2 2.2 2.2 2.2 2.2 2.2 3.2 3	3.2	3.2	ڊ. 1	3.1	3.1	ო	2.9	2.6	2.4	2.3	80	9.7	total score
	Score	9.00	10.00	8:00	Yali	10.00	10.00	7.00	10.00	10.00	2:00	9.00	10.00	00.6	10.00	10.00	10.00	1 10.00	5.00		¥
	7 8 9 10	-		-		-		***		**				~							Possible Points
Rating:	3 6																		-		Overall Context Score: 570 Possible Points
	1 2										+										Overall
Warren G. Magnuson	Context Criteria:	Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact)	 Offer potential space for nearby action- oriented sports activities and events, such as BMX or climbing. (I=No Space, 10=Cptimal Potential Space) 	 Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best) 	4. Allow for the creation of a safe and secure environment, providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (1=Worst, 10=Best)	5. Can be integrated into a larger park space that provides other park amenities. (1=Cannot be intergrated, 10=Eastiest to Intergrate)	Are compatible with existing uses (ex. Near an advice area of the park rather than contemplative space), consider adjacent uses, and adjacent allandscapingsturfaces are compatible with safe skate surfaces. (I=Least Compatible) (Octopatible)	Allow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10=Best)	Consider the environment for the well- being of skateboarders, Including noise and air quality. (1=VVorst, 10=Best)	Promote action oriented sports activities and events. (1=Worst, 10=Best)	Are in close proximity to water fountain, trashcans, restroom. (1=No Facilities, 10=Optimal Proximity to Facilities)	Include the possibility of lighting, or integration with existing lighting. (1=No Lighting, 10=Optimal Lighting)	Have access to adequate parking. (1=No Parking, 10=Best Access)	Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location)	Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space)	Have the capacity for concessions. (1=No Capacity, 10=Best Capacity)	Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult)	Offer adequate separation from other facilities/program at site. (1=No Separation, 10=Best Separation)	Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)	Have expansion potential. (1=No Expansion Potential, 10=Best Expansion Potential)	Additional Comments:

Regional Skatepark Siting Criteria Rating Warren G. Magnuson

$\label{eq:Appendix J-WESTCREST RESERVOIR SW} \textbf{Appendix J-WESTCREST RESERVOIR SW}$

Westcrest Reservoir SW	
tcrest	
Wes	
anng	
rena r	
5	
20 21	
Kalepaik oit	
3	
3	1

Westcrest Reservoir SW Context Criteria:	2 3	4	Rating:	g: 6 7	80	6	Score	Weight	Weighted	Communities
	Н	H	+	,	,	╁┤	alone	Lactor	Score	Comments:
Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent landscapingsturfaces are compatible with safe skate surfaces, (!=[east Gompatible.]]					-	: }	00'2	4. 6.	SS SS	Area analyzed is near north of playfield. South of reservoir, southwest of off-leash d
Allow for clear, passive observation by parents, emergency services, police and the public. (1=Worst, 10=Best)				7,55	100 100 100 100 100 100 100 100 100 100		200	0,4	80	The site is fairly isolated
Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose part, or in dose proximity to other public facilities. (1=Worst Location, 10=Best Location)			1				5.00	0.4	٠ ١	
Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best)							10.00	4	07	
Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)		-					3.00	88	11.7	Pubic transit is on the main arterial several blocks away. Easiest to access by car.
-site impa hities as co s. noise ar 10=Low Ir							10.00	ත ෆ්	39	
Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate)						<u></u>	10,00	ب 8	38	
Allow for the creation of a safe and secure environment, providing for separation from vehicular traffic, vehicular and pedestrian access, and sease of routine maintenance. (1=Worst, 10=Best)						·	60	α	αr	
Offer adequate separation from other facilities/program at site. (1=No Separation, 10=Best Separation)				 		-	10.00	2.7	38	
Are in close proximity to water fountain, trashcans, restroom. (1=No Facilities, 10=Optimal Proximity to Facilities)							10.00	2.4	24	
Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)			-				5.00	2.3	£ c.	
Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult)						-	0.6	2.2	98	
Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space)						-	10.00	2.0	02	
Include the possibility of lighting, or integration with existing lighting. (1=No Lighting, 10=Optimal Lighting)						-	10.00	2.0	20	
Offer potential space for nearby action- oriented sports activities and events, such as BMX or climbing. (1=No Space, 10=Optimal Potential Space)							10.00	0	0	
Have expansion potential. (1=No Expansion Potential, 10=Best Expansion Potential)						-	10.00	6,1	97	
Have access to adequate parking. (1=No Parking, 10=Best Access)							10.00	1.9		
Overall Context Score: 510.3 Possible Points total score 404.3 Possible Pts/Total Score % 79.23%	Overall Context Score: 510.3 Possible Pol	intext S	onra 5	40.00	0 0					

Appendix J - WEST SEATTLE STADIUM SW

West Seattle Stadium	
od Skatepari	

2	
ふ	
S≲	
_	
Jinm	
=	
_	
•==	
ਹ	
m	
23	
ಷ	
Stadin	
രാ	
_	
+:	
±	
TO	
a	
.**	
Seattle	
+-	
w	
n,	
	j
West	
_	

	1	,	4	2	ω	2	6	2	Score	Factor	Score	Comments:
Are compatible with existing uses (ex. Near an active area of the park rather than contemplative space), consider adjacent uses, and adjacent uses, and adjacent uses, and advantable landscaping/surfaces are compatible with safe skate surfaces. (1=Least												
Compatible, 10=Most Compatible) Allow for clear, passive observation by parents, emergency services, police and the public, (1=Worst, 10=Best)	-				+			- 520	10.00	6.4	24	
Are located in a highly visible area with moderate to high pedestrian traffic, in an existing or new multi-purpose park, or in close proximity to other public facilities. (1=Worst Location, 10=Best Location)						-			00.7	40	28	
Consider the environment for the well-being of skateboarders, including noise and air quality. (1=Worst, 10=Best)					-	A	.465°	Ą	10.00	4	04,	
2 Are in close proximity to public transit, and have good foot, bike and vehicular access. (1=Worst, 10=Best)						<u> </u>			10.00	3.9	39	
Limit off-site impacts to residential communities as consistent with city code, i.e. noise and lighting. (1=High Impact, 10=Low Impact)							-		00.6	3.9	8 851	
5 Can be integrated into a larger park space that provides other park amenities. (1=Cannot be Intergrated, 10=Easiest to Intergrate)							-		9.00	8. 80		
Nelwow for the creation of a safe and secure environment, providing for separation from vehicular traffic, vehicular and pedestrian access, and ease of routine maintenance. (I=Worst, IQ=Best)								_	10.00	ю гі	8,	
Offer adequate separation from other facilities/program at site. (1=No Separation, 10=Best Separation)								~	10.00	2.7	27	
10 Are in close proximity to water fountain, trashcans, restroom. (1=No Facilities, 10=Optimal Proximity to Facilities)				1					5.00	2.4	12	
Consider sun and shade and protection from rain and wind. (1=Worst, 10=Best)				_					5.00	2.3	11.5	
Are easily developable and have minimal construction impediments. (1=Most Difficult, 10=Least Difficult)									6.00	2.2	13.2	
10. Include a space for size appropriate community viewing (1=No Space, 10=Most Ideal Space)								-	10.00	2.0	50	
Include the possibility of lighting, or integration with existing lighting. (1=No Lighting, 10=Optimal Lighting)									9.00	2.0	138	
14. Offer potential space for nearby action- oriented sports activities and events, such as BMX or climbing. (1=No Space, 10=Optimal Potential Space)									1.00	9:1	6.	
Have expansion potential. (1=No Expansion Potential, 10=Best Expansion Potential)	, ,	4							2.00	1.9	3.8	
Have access to adequate parking. (1=No Parking, 10=Best Access)	-	_							10.00	1.9	19	

UPDATED 7/24/06



Seattle Parks and Recreation
Planning and Development Division
800 Maynard Ave. S., 3rd Floor
Seattle, WA 98134
www.seattle.gov/parks