AGENDA

1. WHY WE ARE HERE!
2. PROCESS, SCHEDULE & BUDGET
3. PROJECT INTRODUCTION & STARTING THE DESIGN PROCESS
4. GROUP SUMMARY, FINAL COMMENTS / NEXT STEPS
INTRODUCTIONS

Director of Partnerships > Lisa Bransten
Lisa.Bransten@sfgov.org

Project Manager > Charlene Angsuco
Charlene.Angsuco@sfgov.org
(415) 575 - 5652

Parks Service Manager > Robert Watkins
(415) 831-6827

Executive Director > Drew Becher
drew@sfparksalliance.org

Consultant > Steve Cancian
canciansteve@gmail.com

Design Director > Brennan Cox
brennan@sgwosite.com
LET'S PLAY SF!

Let's Play SF! is a public-private partnership between the Recreation and Parks Department and the San Francisco Parks Alliance that seeks to combine public and private funds to build new playgrounds that create community and nurture growing bodies and minds.

- Lets Play SF! will transform 13 playgrounds city wide
- The playgrounds were selected by a Citizen Taskforce
- Lets Play SF! will give **20,000** San Francisco children direct access to beautiful new play areas
COMMUNITY FACILITATION PROGRAMMING AND CONCEPTUAL DESIGN

WE ARE HERE!

SCHEMATIC DESIGN

DESIGN DEVELOPMENT

CONSTRUCTION DEVELOPMENT

BID/AWARD PHASE

CONSTRUCTION ADMINISTRATION

WINTER 2019

PROJECT SCHEDULE
COMMUNITY MEETING SCHEDULE

<table>
<thead>
<tr>
<th>MAY</th>
<th>JUNE</th>
<th>JULY</th>
<th>AUGUST</th>
<th>SEPTEMBER</th>
<th>OCTOBER</th>
<th>NOVEMBER</th>
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<tbody>
<tr>
<td>1ST COMMUNITY MEETING</td>
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<td>2ND COMMUNITY MEETING:</td>
<td>3RD COMMUNITY MEETING:</td>
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<td>Met w/ SF Christian School</td>
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<td>ONLINE SURVEY</td>
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<td>PRESENTATION TO COMMISSION</td>
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FOCUS GROUPS
TOTAL BUDGET - $3.0 Million

Estimated Design to Budget $1.9 Million

Estimated Soft Cost Budget $990K
THE POWER OF TRANSFORMATION
THE PROCESS

MEETING #1
- GET TO KNOW YOU!
- WHAT KIND OF PARK SHOULD WE DESIGN?
- UNDERSTAND THE SITE
- IMAGINE & DREAM

MEETING #2
- LOOK AT PLAYGROUND OPTIONS
- VISUALIZE THE PARK
- TEST ASSUMPTIONS
- PROPOSE ALTERNATIVES

MEETING #3
- MAKE SMALL CHANGES
- BE DETAILED ORIENTATED
- SELECT COLORS AND ELEMENTS
- CONFIRM PARK DESIGN
FOCUS GROUP
RECAP WITH KIDS FROM SF CHRISTIAN SCHOOL
WHAT MAKES THIS PLACE SPECIAL?
WHAT ARE THE HISTORICAL TOUCHPOINTS?
WHAT DO YOU WANT TO DO IN YOUR PARK?
WHAT IS MISSING IN THE PARK?
BREAKOUT GROUP EXERCISE

SITE CONDITIONS ANALYSIS & ACTIVITIES GENERATION
WHAT’S GOOD ABOUT THE PLAYGROUND!

WHAT’S NOT SO GOOD ABOUT THE PLAYGROUND
SITE CONDITIONS

ALICE CHALMERS PLAYGROUND

EXISTING CONDITIONS

1. REC CENTER
2. RAMP AND STAIR
3. CONCRETE SEATING AND PLANTERS
4. WOOD BENCH
5. SAND BOX
6. SWING
7. MERRY-GO-ROUND
8. SLIDE
9. CLIMBING STUMPS
10. MONKEY BARS
11. FIREMAN’S POLE
12. BASEBALL/TENNIS COURTS
13. BASEBALL FIELD

CONSIDERATIONS

- SUN
- SHADE
- WIND
- TEMPERATURE
- HYDROLOGY
- TOPOGRAPHY
- VEGETATION
- SITE LINES
- CIRCULATION
**ALICE CHALMERS PLAYGROUND**

**Community Meeting #1**

**EXISTING CONDITIONS**

1. Clubhouse
2. Entry not accessible
3. Concrete seating and plant
4. Wood bench
5. Sand box
6. Swing
7. Monkey bars
8. Remnants of pole
9. Basketball/Tennis courts
10. Baseball field

**CONSIDERATIONS**

- Sun
- Shade
- Wind
- Temperature
- Hydrology
- Topography
- Vegetation
- Site lines
- Circulation

**MARKINGS**

- Full court basketball?
- Tennis?
- No access to Crescio St.
- Not great
- Blank wall! Mural?
- Steep entry
- Good parent perch
- Sand makes play equipment not accessible
- Yuck!
- No views
- No views into park
- Fence is ugly
- Ramp steep
- Water fountain
- Big view to skyline
- Not a great location
- Nanny hangout
CONCEPT PLAN

ALICE CHALMERS PLAYGROUND
CONCEPTS AND ACTIVITIES

3/16" = 1'-0" SCALE:

- BUMPS
- LANDFORM
- HOP AND BALANCE
- HANG
- SWING
- SEE-SAW
- BALANCE
- SLIDE
- SPIN
- NET
- TUNNEL
- ADA RAMP A
  - UP
  - DOWN
- ADA RAMP A
  - UP
  - DOWN
- CLIMBING WALL
- SIT
- SHADE
SUMMARY

- SUMMARY FROM EACH GROUP
- WHAT DID WE LEARN?
- NEXT STEPS FOR DESIGN PROCESS
- COMMUNITY MEETING #2 GOALS
THANK YOU!

Please submit additional comments to:

Charlene Angsuco, Project Manager
Recreation & Parks Department
30 Van Ness Ave, 3rd Floor
San Francisco, CA 94102
Phone: 415-575-5652
Email: Charlene.Angsuco@sfgov.org
Web: www.sfrecpark.org