Juri Commons
Design Review

Agenda

INTROS
PROJECT INFO
RECAP
DESIGN CONCEPT
DISCUSSION
Intros

Who you are

Why you’re here

Thank yous

Juri Commoners
San Francisco Parks Alliance
Meeting Agreements

Listen to different perspectives even if they don’t reflect your own

Be accountable for your words and actions

Be mindful of patterns of participation (give all a chance to be heard)

Be solution-oriented

Assume good intentions.
We are all here because we care.
Project Team

Reuben Schwartz, Rec & Park Project Manager

Michelle Pallavicini, Rec & Park Park Service Manager acting

Jasmine Kaw, Public Works Landscape Architect

Lindsay Stucki, Public Works Assistant
## Schedule

<table>
<thead>
<tr>
<th>Concept</th>
<th>Design</th>
<th>Contract</th>
<th>Construction</th>
<th>Close-out</th>
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</thead>
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## Budget

<table>
<thead>
<tr>
<th>Construction</th>
<th>$615,908</th>
</tr>
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<tbody>
<tr>
<td>COF</td>
<td>$324,488</td>
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<tr>
<td>Impact Fees</td>
<td>$291,420</td>
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<tr>
<td><strong>15% Constr. Contingency</strong></td>
<td><strong>$92,386</strong></td>
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**TOTAL Construction Budget**: $708,294

Conceptual cost estimate is slightly over budget, but within reach. This is not unusual for this stage, but requires continual attention.
Scope of Work

Community Opportunity Funds
- Pathway upgrade
- Irrigation repair
- Fences / gates at each end
- Misc. smaller items (utility box, benches, planting, etc…)

Impact Funds (leveraged by Let’sPlaySF!)
- Play area upgrades
- Lighting (less likely, given budget constraints)
Survey Results

HOW do you use the park?

- Daily
- Weekly
- Monthly
- Less

A few times a WEEK
A few times a MONTH
Less Often

n = 313
Survey Results

WHAT’S IMPORTANT

- Green / Natural spaces
- Play Area for Tots and Young Kids
- Walking Pathway / Shortcut
- Places to Sit
- Place for Dogs
- Lighting

Survey Results

WHAT'S IMPORTANT

- Really Important
- Nice to Have
- Not Important
- I really DON'T want this

Survey Results

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Design Direction

Concepts
- Transparency – Linear passageway
- Railroad Heritage
- Nature in the City

Objectives
- Accessibility (ADA): entire pathway with minimal or no railings
- Upgrade play areas as budget permits
Meeting #2 Summary

Explored 3 Concepts:

- “Exploration Stations”
- “Urban Play”
- “Walk in the Park”
Walk in the Park – preferred

Drawbacks / Desires:

- Play area location near San Jose Ave and close to neighbors
- Nature play and active play far apart
- No adult exercise

Features / Advantages:

- Play area consolidated
- Most verdant option
- (e) raised platform removed; continuous full-length sloping pathway
- Traditional play equipment + nature play
Design Elements

- Nature/Nature Play
- Playground Structures
- Gardening
- Seating
- Lighting
- Exercise
Design Intent:

Families with children, pedestrians, and other visitors entering Juri Commons are welcomed at each end of the park with the greenery of existing trees enhanced by lush new planting. From Guerrero Street, activities are focused primarily on play with a seamless journey from generous nature play space to active play equipment. The San Jose Avenue end offers park users places to stroll, sit and/or exercise. In between, a connecting pathway is reminiscent of Juri Commons’ railroad heritage.
Conceptual Design

Improvements:

- Nature play adjacent to play equipment
- Improved linear progression, smoother pathway layout
- Play spaces concentrated in center of park (safer and quieter)
- More and varied seating options
- No bench outside on San Jose
- Added adult exercise
- Option for new trees
Components

- Garden
- Bermed Lawn
- Parallel Bars
- Chin-up Bars
- Exercise
Looking towards San Jose
Looking towards Guerrero
Looking towards San Jose
Discussion
Next Steps

Approval of Conceptual Design

1  Rec & Park Comm. Capital Committee  
   ** Wed Sept 5, 2pm **

2  Rec & Park Commission (full)  
   ** Thu Sept 20, 10am **

Please show your support!

•  Write a letter
•  Send an email (to me)
•  Call your Supervisor
•  SPEAK at a HEARING

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