



CITY OF SAINT PAUL
Mayor Christopher B. Coleman

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Indian Mounds Regional Park Design Advisory Committee Meeting #3 Notes

August 22, 2013

Staff Present:

Ellen Stewart, Project Manager, Parks & Recreation Design
Diane Voyda, Parks & Recreation Operations
Brian Tourtelotte, Manager, Parks & Recreation Design
Ellen Biales, Council Member Lantry's Office
Karin DuPaul, Dayton's Bluff Community Council
Amanda Lovelee, City Artist in Residence

Committee Members Present:

Tracy Sides
Kara Younkin Viswanathan
Steve Trimble
Holly Windingstad
Paula Roberto
Jeff Jones
Anne Kolar

Committee Members Absent:

Jenni Buran
Linda LaBarre
Melanie Buetow
Eva Pranis
Martin Russo

1. Welcome and Introductions and Review
2. Since last meeting have worked on the concepts incorporating input from Design Advisory Committee meetings to date. Met with architect, Michael Huber, about the materials, forms and guidelines; and with the city's Artist in Residence, Amanda Lovelee, and play equipment fabricators on the play equipment design
 - a. More difficult than expected to develop a design that matches desires and the budget
 - b. Costs are a balancing act
 - c. Time has moved along and bids recently have come in high. Best to plan for winter bids and spring construction start.
3. Review of past meetings
4. Site plan proposed.
 - a. Play area
 - i. Roughly in the same location but slightly larger and will work in topography.
 - ii. location for future water feature identified adjacent to the lower portion of the play area
 - iii. Approximately 5 trees to be removed from the play area for construction. All ash.
 - b. Structure locations
 - i. Larger shelter to move toward the open field space and will be closer to that level so dropped down from the current shelter location. Sitting lower will help to preserve views from small shelter and play area
 - ii. Smaller shelter in line with the restroom facility and adjacent to the play area.
 - iii. Amphitheater to be nestled into the hill and trees close to Cerenity Care Center and proximate to the restrooms.
5. Architecture: schematic of layouts and architecture program for future architectural design
 - a. Existing pavilion has strong vocabulary. Looks historic. Prominent location. Sound and structural.
 - b. Historic vocabulary or new vocabulary for architectural?

- i. Possible to reface the restroom facility to make it more similar to the pavilion. Examples shown of that and matching shelters with open feel but use of same materials and roof line as pavilion.
 - c. More modern architectural designs shown for the structures – tie them together but possible to take cues for architecture from other kinds of elements in the park.
 - i. Wing form roof derived from flyway
 - ii. Steeper pitch roof taking design cue from surrounding houses
 - iii. Placement and height of the columns
 - d. Experiential qualities – what kind of feeling do you want? Light & open? Protecting & sheltering? Areas for activity or relaxation?
 - e. Material choices would impact the feel of the structures – could use more traditional materials like brick, wood and stone or more modern materials including steel, glass and concrete.
 - f. Matrix for discussion – get feel for each person’s preferences.
 - g. Discussion:
 - i. Old pavilion not a favorite of most people – no need to copy that style
 - ii. Pavilion is prairie style – horizontal lines and this was historically a prairie
 - iii. Should be new and distinctive
 - iv. Prefer cohesive look – materials and design
 - v. More eloquent to add artisan detailing and craftsmanship
 - vi. Shelters should provide good shelter from weather but should get ample natural light.
6. Play Area
- a. Budget for equipment and installation around 140-150K
 - b. Separate areas for 2-5 and 5-12 separated by swings
 - c. Play equipment to look like fort/ trees
 - d. Various surfacing materials including sand and poured in place rubber, fi-bar mulch
 - e. 3’ grade change from upper to lower area
 - f. Boulders to climb where grade changes
 - g. Small kids area could be augmented – no roof or tree canopies
 - i. Monkey bars?
 - ii. Upper body activity lacking
 - iii. Natural rock climbing
 - iv. Small lookout tower area
 - v. Separate places for different temperament
 - vi. Look at Homer Alaska play area for an example
 - vii. Underneath
 - Include things to do in more secluded areas – musical instruments
 - viii. Sand is great
 - Consider more activities and equipment that is sand related
 - Provide a trunk for sharing sand toys
 - Sand table is problematic
 - Pitchers, balance scales, funnels
 - ix. Include more separation between the older and younger kid areas
 - x. Provide more of a destination feature for the small kids.
 - h. Adolescent area
 - i. Consider the number of events that are accessible
 - ii. What do you do in the lower area?
 - i. Include shapes, prints, fish, frogs in the rubber for additional play value and interest
7. Next Steps:
- a. Take input from this meeting and incorporate it into the draft architectural guidelines – circulate the draft to the Design Advisory Committee for comment before finalizing.
 - b. Use feedback on play area design and components to finalize the design of the play structure and surrounding container. Circulate the final design to the Design Advisory Committee.

These notes reflect what I heard during the meeting. Please provide corrections or additions by the end of the day Thursday, August 29, 2013 to me at Ellen.Stewart@ci.stpaul.mn.us for the final record of the meeting. The meeting information including the presentation and notes will be posted on the website this week.

Thank you.