DEPARTMENT OF PARKS AND RECREATION Design and Construction Section



CITY OF SAINT PAUL Mayor Christopher B. Coleman

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Dickerman Park Conceptual Design

Design Advisory Committee Meeting #2 Notes
October 23, 2014

Project Manager: Ellen Stewart

Committee Members Present: Sam Carlsen, Shirley Erstad, David Jonhston, Brian Kirk, Karen Kormann, Nell McClung, Tony Messner, Karin Misiewicz, Betsy Mowry, Sara Joy Proppe, Jon Reynolds, Jun-Li Wang

Committee Members Absent: Jihan Burdah, Jenna Fletcher, Steve Johnnson, Abigail Stone Others Present: Ken Blasingame, LSE Architects; Ian Simonson, LSE Architects; Mike M., Marsden

<u>Purpose of the Design Advisory Committee:</u> The City has secured funding to establish a conceptual design for Dickerman Park. The Design Advisory Committee is a group of stakeholder representatives organized to help guide design for the park by providing input on the vision, desired amenities, layout and style. The conceptual design, which will be the result of this process of meetings and an open house, will be used to solicit sufficient funds to construct an attractive and useful linear park. With the Fairview Station platform connection just west of the park, and new development anticipated along the Green Line, the City wants to ensure that we are providing appropriate green space, for existing and new users.

<u>Purpose of this meeting</u> was to review conceptual layouts and images that would inform discussion and comments on preferences for the layout, style and amenities in the park. 4 conceptual designs were presented followed by 30 minutes of time to look more closely at each design, ask the project manager questions and provide thoughts via post-it notes and stickers. Following that, the committee reassembled to have a group discussion on the 4 concepts. There will be an opportunity to meet on site at Dickerman Park on Saturday, October 25 from noon to 1:30 to walk the park and get a feel of the spaces as they are drawn on the plans to further inform committee members about the scale and uses that can be accommodated within the park.





Program

Dickerman Park will be an iconic park with a strong identity that can be activated to serve the neighborhood and transit users.

- Oak trees
- Flexible plaza spaces for use by all ages throughout the year
- Ample seating
- Playful and engaging elements
- Creative references to historic and cultural context

Comments on Program:

- Like group programming concept
- Needs café or restaurant to make tables and chairs work
- Seating with coverage good idea depends on trees
- Game tables could meet activity and seating needs
- What are demographics of people within a mile? If more kids/young families, then maybe a playable water feature nice.
- Who would care for planting? Volunteers maybe?
- Maintenance of planted areas neighborhood involvement
- What about a skate track instead of a rink?
- Rink should be for year round use skate winter other play summer
- Do we have "affordable" practical ability to do small skate rink over grass flat area? Would be nice?
- Park should provide exploration
- Natural play area, sand, etc. More natural materials vs. equipment
- Ditto
- Include free library
- What would the bike station be? Where would it be?
- how does lighting fit into the plans?
- Like the integratrion of art that serves as a function
- Anchoring pieces would we be interested in something that has more purpose?

Concept 1

Series of plaza spaces and turfed, treed spaces relatively evenly spaced across the length of the park. Plaza spaces directly abut the sidewalk on University Avenue and meet a walkway at the front of the buildings. Arcing walkways of contrasting materials run through both turfed areas and plaza spaces providing more direct connections into the plazas and to the building entrances from University Avenue.





Comments on Concept 1:

- Will this feel like 1 space?
- Like the flow
- Too much hardscape. What is it for? Maybe if benches, fun stuff
- Nice flow, interesting shapes, needs to interface with buildings
- Like big grassy spaces
- Walkway over Wheeler Street
- Weird to change between turf and plaza space half way at building
- Too much concrete and functions not aligned with each building
- Need better interaction between paths to buildings and plaza areas
- Like meandering funky paths but could be more connected.
- Like the loops
- Not enough connection between walkways
- Precedent image too over-scaled and hard to imagine
- I don't think trees will grow here
- Gentle curves
- Lack of connection
- Location fo the plazas, building placement
- Northern walkway should be designed strongly with lighting and trees to provide definition
- Like the images shown with Concept 4 with Concept 1 layout
- Unappealing because of snow clearance issues
- Plazas allow for programming
- Able to use different surfaces to define spaces

Curved retaining wall/seating

- Cool seating
- Consider skateboards and damage to walls something to prohibit them
- Retaining seating wall at university backfilled and planted to provide separation from park

Kids on metal "stone" forms

- Like art that doubles as seating or play space *
- Like art and play needs to be safe

Curved berms

- Hard to maintain
- Very nice
- Berms could be much larger to separate school and Y from park

Curved wall with plantings and bow and arrow (San Francisco)





Plantings should have seasonal color

Curved Gabion Bench

• No comments

Girls and curved runnel

- Model of Mississippi
- It's not easy to see clear. Could be unsafe for walking
- Not a big fan of fountains or standing water but would be interested in something more streamline
- Stream example at Tamarac Nature Center it draws children and adults

<u>Concept 2</u> Axial paths between Aldine combined with focal points (Sculpture? Vertical elements) lead people through the site which includes one plaza per block with diagonal paths from University to the building entrances. Incorporation of artfully designed elements within the plazas reference the beacons at both ends of the park and could incorporate the story of the park or the neighborhood. The plaza spaces are separated from both the buildings and the main sidewalk of University Avenue by vegetation.

Comments Concept 2:

- Too much concrete
- Community history
- Like the idea of a gateway piece at each end
- Soften edge along the walkway by the buildings
- Dickerman family history
- Like the idea of something on both ends for cohesion
- Less monument and more art
- Community history
- Statue?
- North path could go away on this one
- Preference for more organic, windier than this one
- Less formal layout for elements in the plazas

Central Park Benches

- Bench/fence to protect lawn from street not concrete
- Bench on outside good to draw people in. can non metal materials still provide barrier?
- Benches provide good opp for art integration
- Back to the street doesn't feel safe
- Ditto





Musical interactive art ***

- Would like to see interactive artworks :)
- Fun

Bryant Park moveable tables and chairs

• Not a fan of seating like this. Too noisy and busy with car traffic

Sand basin with sphere in garden*

- Like the planting
- Like the planting too native plants for pollinators, milkweed, etc. for monarchs
- Like the interactive garden piece

Large lawn

• Could be smaller and artificial turf for group events

Concept #3:

Diagonal walkways connect the building entrances to University Avenue. Circulation through the park is laid out to provide visually strong connections and entrances to the park while connecting varied sizes of plaza spaces. The green space between softens the contemporary shapes. Plaza spaces can incorporate a variety of materials in seating walls and paving to emphasize the shape of the spaces and to lead views to particular spaces within the park. Focal points located at the west end and east end anchor the park visually and mark entry points.

Comments Concept 3:

- Too random
- Too contemporary for the age of the properties
- Blue star on east side is in an interesting spot create a spectacle there and pull people in
- Natural entry plazas
- Make the pathways purposeful
- Planting strip between walk and building
- Allows for the most exploration
- More direct and clear paths to the YMCA the most public building
- Most park users will come from one of these buildings (YMCA and 1745). Key anchor stakeholder users.
- Think about how those visitors ware engaged to enter the rest of the park
- Be nice to show how midway link Minneapolis to St. Paul. Place to include history on each end of the park.
- Marsden likes this one
- Diagonal play space can be made with minimum fencing





• Interesting way to invite people to "spectate" something off the sidewalk then venture further in.

Also good visibility from the street/rail/bus/bike

Artessa spike art *

No other

Water feature

- Really expensive element
- Water flying spray maybe not good with the use of this park
- Nearby Merriam Park better suited for water feature.

Angular retaining wall with grass and bollard lighting

Less interested

Patchwork paving and grass:

- More interested.
- Consider water needs
- Solar light pavers for this
- And/or heat to melt snow

Chess tables:

Game tables need to double for activities

Concept #4

Interconnected circles and ellipses create form a system of gathering areas and a walkway through the park. Spaces of various sizes are bordered by retaining walls and vegetation to create intimate spaces to sit along the main walk through the park. Integration of playful elements into the site emphasize the whimsical shapes of the spaces and can be enjoyed by a variety of users.

Comments Concept 4:

- Precedent image feels like too much concrete
 - o Maybe in the image, but not in the plan.
- Precedent image These edges are too hard. Not human friendly. No back support.
- Precedent Image Curves/coves nice idea, just not these materials/balance of hard and green
- Looks pretty but not sure about the spaces it creates
- Like idea of curves
- Keep skaters out
- Meandering cow pathways
- Make it more purposeful





- Nice to have little rooms
- Make sure bubbles are big enough for events
- Have bubbles respond to the trees
- Paint Pavement (Wheeler) use similar paving elements as park. Slow traffic.
- More purposeful engagement with wheeler
- Like this space on University (East end)
- Like the wavy meandering paths more than chunks of concrete.
- Combine 2 and 4!

Wave sculptural seating

- Bumpy nature is nice. Hard concrete is not
- Yes, organic shapes that are multi-purpose

Silver mounds**

- Good barrier
- Like instead of conventional play equipment? Art/play structures in front of YMCA makes sense
- Those could be huge glacial rocks like Nicollet mall but a climb/eatable scale
- Some kind of art to incorporate wind? Sound?

Spiral slide sculpture ***

- This will require special surfacing to be compliant. Fall height looks to be quite high.
- Play for YMCA families and kids

Chicago curved seating wall and planters

- The concrete walls could work for safety of kids/families
- Could work instead of fences (maybe without the benches)
- Benches great design with the plantings
- These look nice, meet multiple needs and offer good sight lines. A+
- Opportunity for garden club, YMCA or school to plant and main5tain
- Lighting ideas? Colored lighting? Movement? Motion activated? Other?
- Like his design but like it better with concept 3 layout

Please feel free to call or email me with anything I may have missed in these notes. I hope to see you tomorrow at Dickerman Park.

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