



The Most Livable
City in America

CITY OF SAINT PAUL

Mayor Christopher B. Coleman

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Indian Mounds Regional Park Design Advisory Committee Meeting #1 Notes

February 27, 2013

Staff Present:

Ellen Stewart, Project Manager, Parks & Recreation Design
Karin Misiewicz, Parks & Recreation Operations
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

Staff Absent:

Amanda Lovelee, City Artist In Residence

Design Advisory Committee Members Present:

Martin Russo
Kara Younkin Viswanathan
Eva Pranis
Steve Trimble
Holly Windingstad

Linda LaBarre
Paula Roberto
Jenni Buran
Melanie Buetow
Jeff Jones

Design Advisory Committee Members Absent:

Tracy Ride, Design Advisory Committee

1. Introductions and Overview
2. Context
 - a. Photos of park features
 - b. Master Plan program elements
 - c. Survey results
 - d. Development of goals
 - i. Safe
 - ii. Fun
 - iii. Accessible
 - iv. Imaginative
 - v. Inclusive (ages, cultures i.e. what others' favorite play experiences would be)
 - vi. Varied
 - vii. Active
 - viii. Integrated



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National Gold Medal Award

- ix. Artful
 - x. Maintainable
 - xi. Designation
 - xii. Unique
 - xiii. Flexible
 - e. Existing conditions
 - f. Survey results
 - g. Examples of system, natural and sculptural play area styles/types
3. Moving forward
- a. Analysis and site studies
 - b. Discussion on layout studies
 - i. Shelters
 - 1. Make it convenient for people permitting it to access the facility with coolers and other supplies as well as for trash pickup - driveway
 - 2. Balance the proximity of the shelters to each other and to the play areas with the desire to keep parties separated when both shelters are being used.
 - 3. Facilitate surveillance while still providing some separation between shelter and play areas.
 - 4. Flexibility to close off part of the shelter for privacy during a party if the shelter is close to amenities being used by others i.e. splash pad, play areas, etc.
 - 5. Shelters too close to each other will cause issues with concentration of noise, trash, bees, flies, etc.
 - 6. Consider the impact on the open space – it is one of the only flat grassy areas in the park and is important to keep. If the large shelter is located close to that, it feels less open and shelter users will spill out onto that space.
 - 7. Consider use of limestone in the architecture to tie it to the site
 - ii. Play areas
 - 1. Both studies play space generally in the same location.
 - 2. Good to cluster play so parents can monitor multiple ages at the same time
 - 3. Avoid including a lot of paths between play elements to alleviate the conflicts between walkers, bikers and kids playing
 - 4. Provide attractive activities for older kids to keep the spaces for smaller kids safe for them and to give older kids something to do. Zip line, rope climbing, provision of posts, nets at open field
 - 5. Support for splash pads or water element. Could it be more stream or river-like?
 - 6. Make sure that the play area can accommodate the number of kids that will be there.
 - 7. Natural style preferred by many – makes sense, but include some color other than brown.
 - 8. Include limestone in the design

9. Consider topography adjacent to the play area – kids running and rolling down hills
 10. Provide shaded seating for people watching kids around play area
 11. Connect with the mounds – images, historic context while also respecting the cultural sensitivity.
 12. Possible themes also include transportation, native species
- iii. Misc. site recommendations
1. If trees are removed, replace with mix of trees and provide identification for them
 2. Like the idea of incorporating little details to reflect the uniqueness of the park.
 3. Minimize removal of existing picnic facilities that can't be replaced until more funding is accessed.
 4. Site amphitheater near Cerenity.
- iv. Next Steps
1. Design Advisory Committee Members forward names of parks, photos of play areas and website links for things they would like to see in the play area in the next week.
 2. City staff will use information gathered and input from this meeting to inform the design of concepts for review at our next meeting.
 3. Two people who are part of this process were unable to attend the meeting tonight. Tracy Ride is a member of the Design Advisory Committee, and Amanda Lovelee, City Artist in Residence will be helping with the process of brainstorming and idea generation. I will ensure that we can get as many of you, if not everyone to our next meeting. A meeting wizard request will go out this week for our next meeting which will take place in approximately one month.
 4. The agenda for meeting #2 will include review of conceptual designs developed as a result of discussions and comments from our February meeting. We will also likely review different ideas, materials and conceptual designs for the architectural elements for the design guidelines.

These notes reflect what I heard during the meeting last night. Please provide corrections or additions by the end of the day Tuesday, March 5, 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 next week.

Thank you.