

## **Keewaydin Park Play Area Improvements (Phase 1)**

### **Open House Notes**

9/23/2021, 6:00-8:00pm  
Zoom Online Video Call

MPRB Staff Present: Colleen O'Dell (Project Manager), Adam Arvidson, Ann Heath  
HKGI Staff Present: Bryan Harjes (Consultant Lead), Bruce Chamberlain, Hannah Schmitz  
4 members of the public participated

#### **Welcome and Introductions**

Colleen O'Dell welcomed participants and introduced project team members. She then provided a basic orientation to Zoom features and reviewed some online forum guidelines and ground rules for the online meeting interactions. She then reviewed the agenda.

#### **Project Overview**

Colleen provided background on the adopted South Service Area Master Plan and the Keewaydin Park Plan included in it. She then reviewed the project scope, funding, and schedule as well as a list of community engagement that has been completed to date for the play project.

#### **Engagement and Results**

Hanna Schmitz provided a summary of play-focused outcomes from the online engagement survey. A total of 132 surveys were submitted. There was strong play preference for slides, swings, green space, monkey bars, a zip line, nets, climbable trees/logs/stones, movable logs/blocks, a rock wall, a tree house, bouldering, an obstacle course, and a sand feature. Respondents also expressed interest in a splash pad, shade, and seating.

Hanna also presented the top preference results of in-person engagement events. These included a traditional boulder climber, working with grade changes and rock steps, a wood climber fort, multi-deck netting, traditional play equipment, a net climber, a tree house/role play, and natural wood play structure with tall heights. She also shared several interesting comments, many from children.

#### **Concept Designs**

Bryan Harjes reviewed existing conditions at Keewaydin Park and several aspects of site analysis. He then presented three different concept designs for the future play area to be located in the SE corner of the park. For each concept he shared a plan, example images, and a graphic showing the general area footprint covered by each of the three play types: nature, adventure, and traditional play. Lastly he shared a graphic of cost allocations comparing the three concepts, which showed the balance of budget to be focused on site work versus elements.

Concept 1: Canyonlands focuses on climbing and nature play with multiple play circuits and climbing options and an emphasis on natural design features, plants, and materials. It includes climbable stacked boulder hills and walls, a passageway / zip-line / tower / bouldering play-circuit, play structures with natural material design character, 2-5 and 5-12 core play equipment separated by shared play features, shaded core flex space for nature play and classroom use, shaded seating areas with movable seating

options, separate sand play on upper terrace, nature-play and imagination spaces with many nooks and play pods, free-standing bouldering monolith at center of play container, and native landscape beds at key corners, edges, and portals.

Concept 2: Castle on the Hill focuses on a central iconic tower placed at the top of a spiraling playground which leads users through rooms of play features and climbing walls along the way to excite and challenge all ages and abilities. It includes a large climbable play tower focal point with long slides to lower play levels, grade changes which create climbing walls on inside slopes of play area, side slopes of play areas which vary from taller climbing walls with hand holds to low boulder scrambles and a log stump climber, a simple picnic table in wood mulch nodes, a natural area with an agility course and 2 hammocks, a building roof rain garden, natural grass planting areas, multiple sunken play areas divided into pods with trees and tables dispersed between ornamental fences.

Concept 3: BoulderVenture is an adventure inspired playground that focuses on climbing for all ages, while also providing shaded areas for both seating and play. It includes a fence around the perimeter of the park for safety from the roadway, existing trees which remain and provide shade, updated park signage, a long, curved seat wall around play areas, separated play by ages, shade sails over picnic tables, boulders placed into the slope down to the field for a casual hangout area, stormwater redirected to a dedicated area framed by walkways, planting around the exterior areas of the playground, and bouldering walls for different skill levels.

Colleen reviewed the next steps for the project. The Open House presentation and notes will be posted to the project webpage and a new survey will open for 3 weeks through October 17<sup>th</sup>. Community members can review the webpage for more information and to sign up for email updates. She provided her contact information for future questions.

#### Public Discussion

Bryan opened the floor for discussion.

1. Michael, who is age 4 likes concept 2 best – castle on the hill and rope bridge are cool!

- Why are some paths asphalt and some, concrete?
- Add a mote around the castle
- Seems creative
- How high would castle be? – probably 15-20 feet

Joe likes concept 1 canyonlands best – unique experience

- concerned about aesthetic height for close neighbors of castle
- Concept 3 (bouldering) isn't very appealing/exciting
- Not happy about losing wading pool – really wants water play
- How long will play area last? Nature play elements need to be swapped out every few years
- What is the play equipment life cycle? 25 years
- If kids don't like bouldering, what are their options for play in this park???

Amy likes castle on the hill best

- Likes elevation changes
- Seems accessible

Jami

- Can zipline be incorporated into other concepts?



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- Agrees with Joe's concerns about the tower
  - Is this similar to Bossen?
  - Describe the amphitheater – stage and stone/log seating
2. Bouldering, which was recently included in Olympic sport competitions, would be a varied experience because handholds could be continually moved around. Rather than aiming to climb high or fast, bouldering focuses on solving problems or “climbing puzzles” where climbers figure out the best way to complete a route.
  3. What is the writing surface in the art area? Could chalk or water dry and disappear?

**Adjourn**

8:00pm.