

WARM WATER COVE

next time please use consistent orientations (NS, SW) otherwise it's very confusing



Opportunities

1. Waterside access + views
2. Views of East Bay
3. Connection to 24th St.
4. Potential future connection to 25th St.
5. Potential design integrations with north shore of Warm Water Cove
6. Mudflats + coastal habitat expansion
7. Strong community stewards who host regular cleanup events

Additional opportunities? Write them here.

Constraints

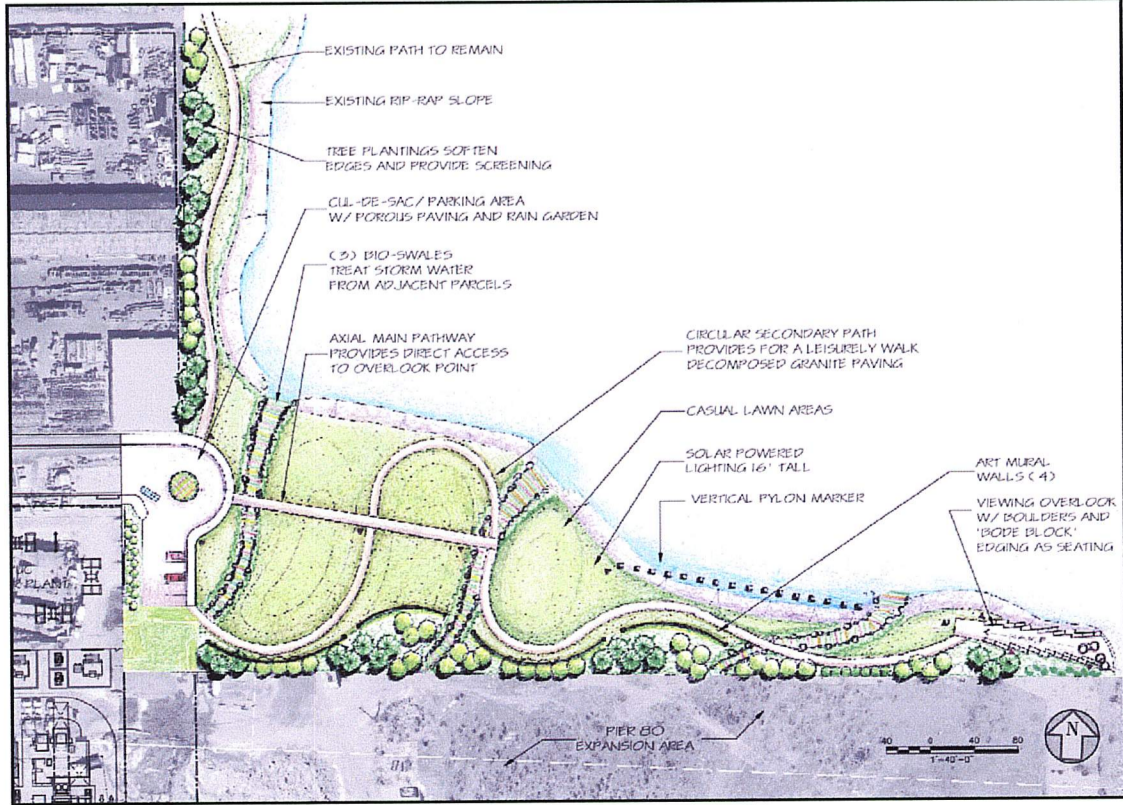
7. State lands use restrictions
8. BCDC use restrictions
9. Contaminated sediment
10. Environmental feasibility for structures

Additional constraints? Write them here.



NORTH SCALE: 0' 40'

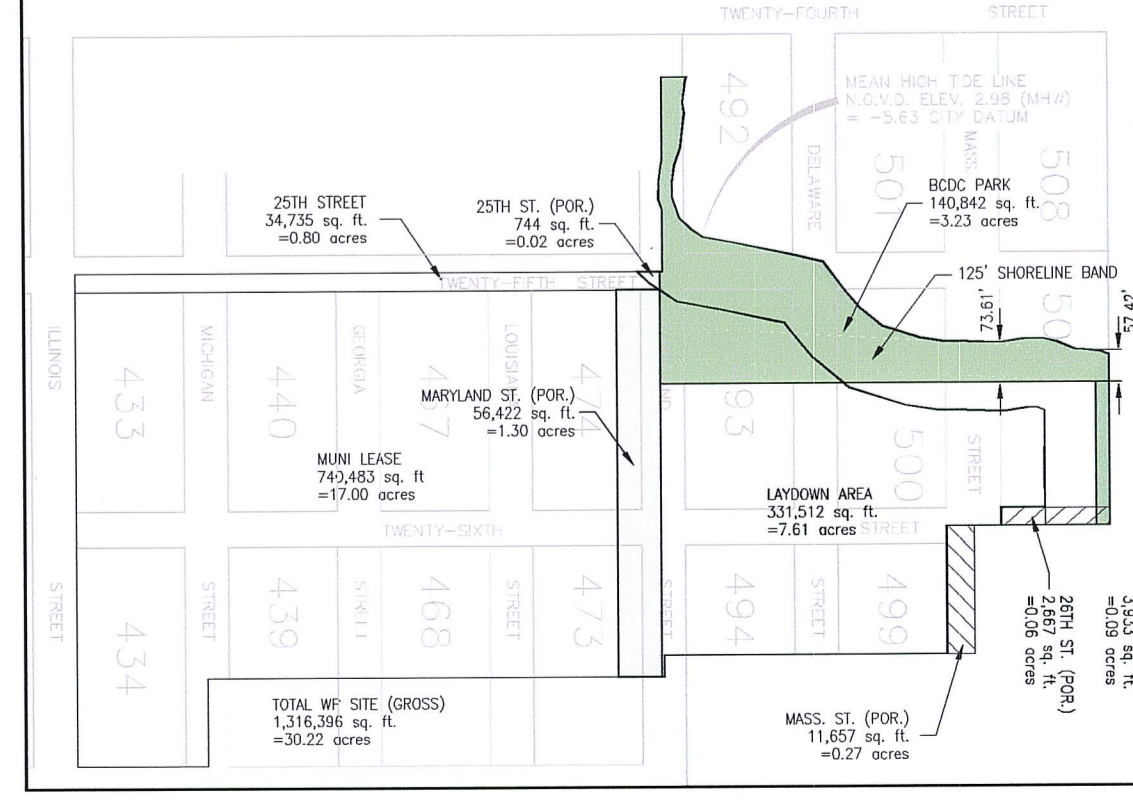
Previous Studies



Conceptual Design, DPW, 2008



Peaker Park Survey, 2007



Peaker Park Survey, 2007



EXISTING CONDITIONS



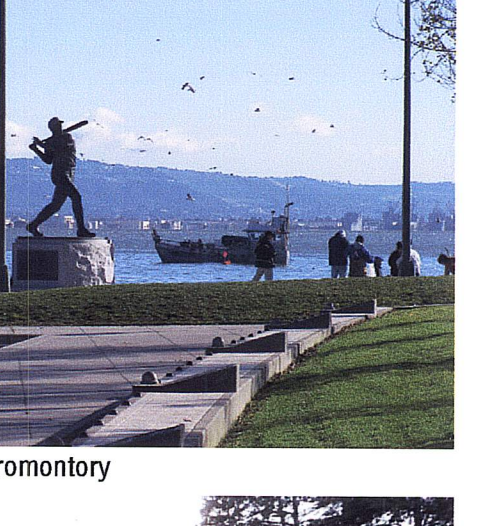
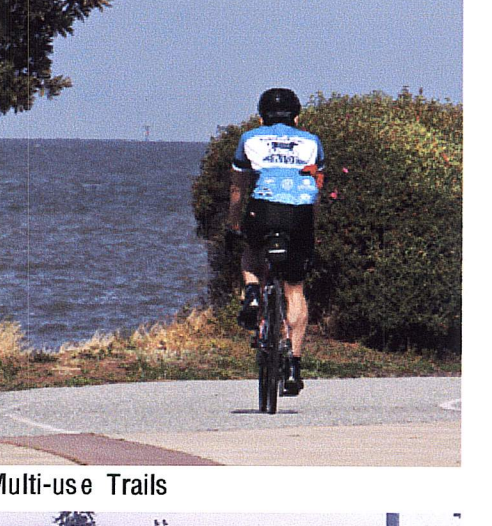
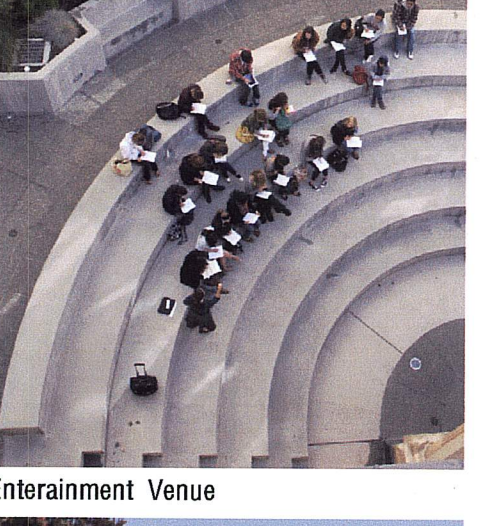
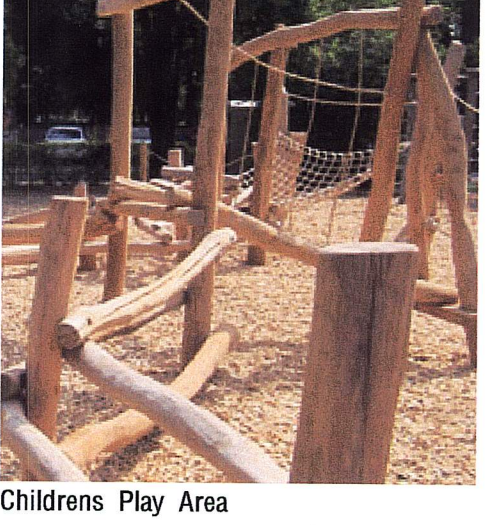
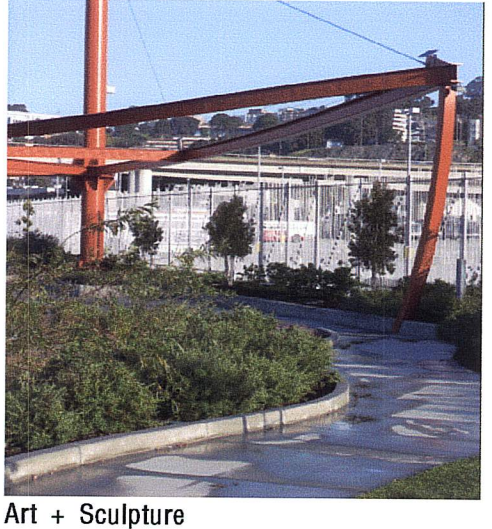
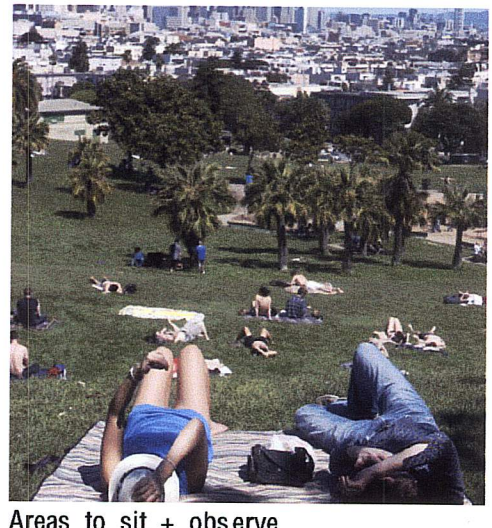
WORKSHOP #2
DATE: MAY 22 2016
LOCATION: MINNESOTA STREET PROJECT

WHICH SCENARIO DO YOU LIKE BEST? WHY?

habitat plantings!

Programs

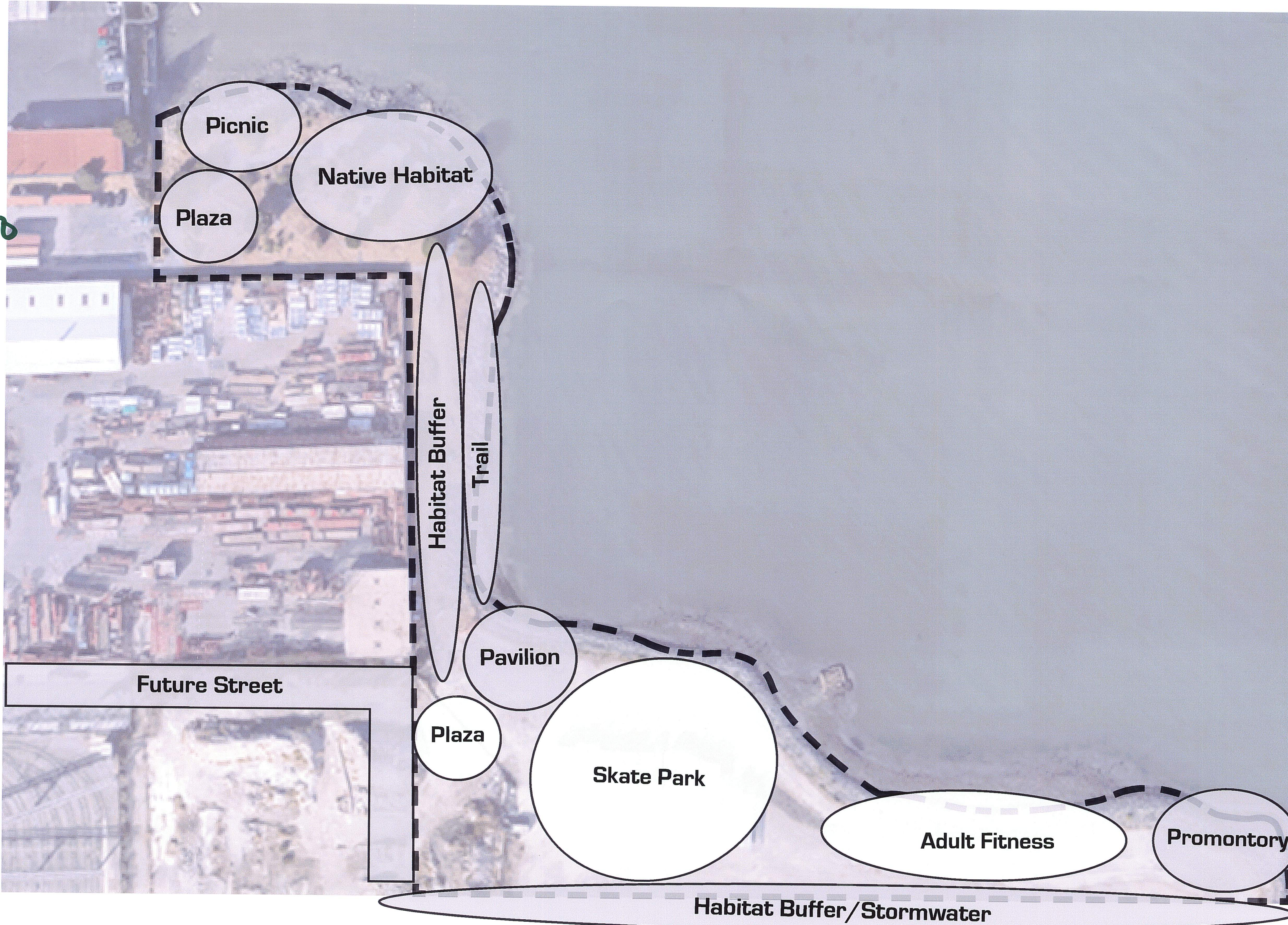
Potential programs for Tunnel Top Park include:



HABITAT PLANTINGS

Soft-living Shore Line

Scenario 1



EXPAND TO 210 ST?

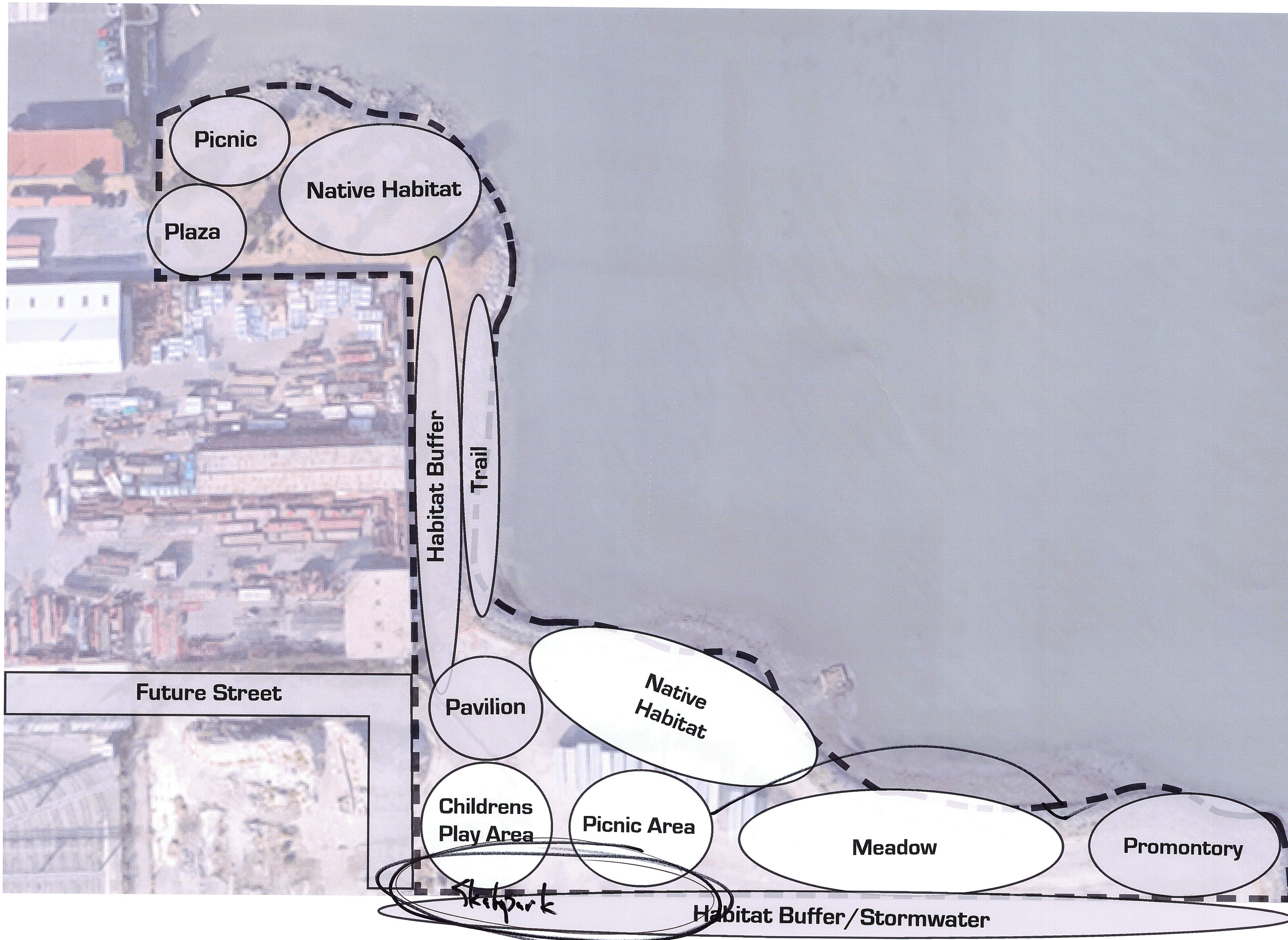
Comments

What do you think? Place your initials next to comments you agree with. [good or bad]

I like all the meadow, native habitat, trails etc. ^{OK}
~~not~~ skatepark should be off to an edge ^{OK} nice + energy don't put ^{OK}
 several separated picnic areas

[Handwritten initials]

Scenario 2



Comments

What do you think? Place your initials next to comments you agree with. [good or bad]

I like this layout but I'd swap out the play area (too windy) for a skate park. ^{if}

I like that place isn't a skatepark dividing the park

Activities

- * Bird watching
- * Biking
- * Walking
- * Viewing
- * Sitting / Picnic
- * Flexible
- * Minimal Program
- * Water/nature oriented
- * If active uses, focus on southern portion of site
- * Open/wild ^{southern side}
- * Mission Creek / Aaron's Head as example
- * Soft edges

Scenario 3

