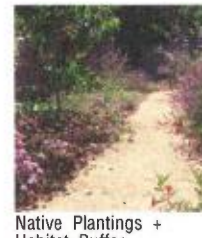


# TUNNEL TOP PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)

① AREA IS BLOCKED BY CHAIN LINK - FENCES.  
ADD TREES / BUSHES TO HIDE.

② BLOCKED AREA IS  
THOUGHTLESSLY LAID.  
SHOULD BE CRUSHED GRANITE.

③ CITY GARDENS  
OFTEN HAVE  
GIVEN THE  
NEARBY  
FREEWAY,  
AN ENCLOSURE  
MAKES SENSE →  
FENCE.



PARK PROGRAMS

San Francisco  
Planning

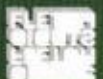




# TUNNEL TOP PARK

## Facilitators Notes from Small Group Charette on May 22nd, 2016

Topic	Notes/Questions
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	» Explore adding signals of 25th Street and Pennsylvania Intersection
	» Implement marked crosswalks and shorten pedestrian crossings
	» Concern about traffic noise from the freeway, vegetative buffer could help, potentially expanding vegetation across Pennsylvania by the Self Storage and in medians and islands around the onramp area
Adjacent Sidewalks	» Bulbout on the corner of Pennsylvania and 25th.
	» Potential to extend vegetation onto bulbout and include seating for bus stop/gathering
	» Create a continuous sidewalk on the Pennsylvania Street edge of the park
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Entry Plaza	» Put an entry plaza in the corner of the park for accessibility and to encourage people to come into the site, activate the corner with activity to show life in the park, welcome community
	» Trellis for entry treatments
	» Seating area for people get off from the bus
	» Need to separate from dogs (Using fence)
	» Use steep hill as buffer
Open flex recreation area / Hardscaped Open Space	» Flexible space will be provided to accommodate a variety of activities, soft infrastructure can aid in this as well. Flex recreation area can be used as a outdoor movie theatre area, room for a screen, community engaging events.
Edges / Borders / Fencing	» A fence or gate at the entry from Pennsylvania to the open flex area.
	» Seating between the meadow/habitat buffer and community garden
	» Provide short fences or boundaries around gardens / planted areas to discourage dogs from disturbing plantings
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	» Place near the kids play area
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Kid area to be located near swale	» Create a playful opportunity to educate
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	» Consider alternative to traditional fencing, could activate the community or be art related.
Art and Murals	» Consider using the tall tunnel wall for mural. However, fence for the dog run could block the view of the mural. Use aesthetically pleasing fence.
Storage and Waste Management	» In the short term, it would be located at the southwest corner; ensure there is access to the storage facility located behind the dog run
	» Future improvements should consider vehicle access to the storage.
	» Trash receptacle locations some discussion on potential locations for trash bins. One near the retaining wall and the other on the sidewalk (future bulbout) near the bus stop





# ESPRIT PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Entertainment Venue



Community Garden



Childrens Play Area



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



Areas to sit + observe

Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)

NO DOGS IN ESPRIT PARK.

NO PROGRAMMING. LEAVE ESPRIT ALONE —  
FOCUS \$ ELSEWHERE!

• IF WE ARE REPROGRAMMING, PUT PICNIC  
AREA AT OPPOSITE END FROM OFF LEASH.

• WE NEED TO LOOK HOUSTICALLY AT THE  
SURROUNDING AREA + NOT RE DUPLICATE AMENITIES.



PARK PROGRAMS

San Francisco  
Planning





## Facilitators Notes from Small Group Charette on May 22nd, 2016 (1/3)

Topic	+	-	Notes/Questions
People Existing	<ul style="list-style-type: none"> <li>» Children like to play on the fitness equipment</li> <li>» Enjoy the natural feel</li> </ul>	<ul style="list-style-type: none"> <li>» Children and families are too afraid to use the park due to the free range of dogs.</li> <li>» Families are generally uncomfortable at this park and will choose not to come here. The amount of dogs make children feel unsafe.</li> </ul>	<ul style="list-style-type: none"> <li>» Future growth surrounding the park means more dogs and more children will be around.</li> </ul>
Extension of park to 20th St	<ul style="list-style-type: none"> <li>» Activate the street</li> <li>» Pedestrian-only street</li> <li>» Connects to empty retail space</li> <li>» Opportunity for a design that complements Living Alley across the street</li> </ul>	<ul style="list-style-type: none"> <li>» Current street is not well used</li> <li>» Empty storefronts</li> <li>» Worries about closing down the entirety of 20th street to cars. Difficult circulation patterns in the neighborhood already.</li> </ul>	<ul style="list-style-type: none"> <li>» Street closure and extension onto 20th St was part of original park plan</li> <li>» Consider fire access. Perhaps use of bollards?</li> <li>» Likelihood to be able to close down 20th st?</li> </ul>
Park path	<ul style="list-style-type: none"> <li>» One pedestrian-friendly path to serve as circulation around the park and the block</li> <li>» Use of permeable paving</li> </ul>	<ul style="list-style-type: none"> <li>» Duplication of external sidewalks and internal park paths</li> </ul>	<ul style="list-style-type: none"> <li>» Is it possible to take away sidewalk?</li> </ul>
Pedestrian-scale lighting	<ul style="list-style-type: none"> <li>» Would like to see lower, pedestrian-scale lighting around the park for evening use</li> </ul>	<ul style="list-style-type: none"> <li>» Current street lighting is high up and meant for vehicle traffic.</li> </ul>	
Dogs-- Existing	<ul style="list-style-type: none"> <li>» Dog owners love being able to let their dogs off-leash.</li> </ul>	<ul style="list-style-type: none"> <li>» Dog urine kills trees</li> <li>» Dogs run free throughout the entire park.</li> <li>» Southwest corner smells bad</li> <li>» Some dog owners refuse to leash their dogs</li> </ul>	<ul style="list-style-type: none"> <li>» Park currently does not have a designated off-leash dog play area.</li> <li>» Park is advertised as so on Yelp and other dog-friendly websites.</li> </ul>
Dog Run	<ul style="list-style-type: none"> <li>» Use artificial K9 turf. Can be cleaned/irrigated.</li> <li>» Potentially put on 19th Street. Maybe close down half the street but still allow vehicular access.</li> <li>» Dog fitness equipment</li> </ul>	<ul style="list-style-type: none"> <li>» Dog run on 20th St may not be appropriate fronting potential retail shops/restaurants</li> </ul>	<ul style="list-style-type: none"> <li>» Avalon already has a dog run proposed, to be open in 2018 (though not legally agreed upon, it was promised as a community benefit. Currently the site is used for construction staging; will probably be the last element of the project to be constructed.)</li> </ul>

## Facilitators Notes from Small Group Charette on May 22nd, 2016 (2/3)

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Separation of Dogs and People	<ul style="list-style-type: none"> <li>» Use topography; large berm that isolates the dogs into its section on the northern end of the park</li> <li>» Mimic Duboce Park with a walking path that bifurcates the park into two sections; define the dog play area clearly with fencing</li> </ul>	<ul style="list-style-type: none"> <li>» Existing general agreement in the neighborhood is not working out. (Northern end for dogs, Southern end for people)</li> </ul>	<ul style="list-style-type: none"> <li>» From RPD Dog Policy:</li> <li>» What is RPDs requirements for dog fences?</li> <li>» Where fencing is required it will be 4 feet high.</li> <li>» To the extent possible, RPD will advocate for non-fence alternatives.</li> <li>» Boundaries of dog play areas will be identified with physical enclosures. All barriers will strive to be aesthetically pleasing using landscape features such as shrubs and vines.</li> <li>» Also see boundary requirements for smaller parks 0-10 acres in dog policy.</li> <li>» What is the necessary size for RPD to designate dog play area?</li> <li>» Minimum size of 10,000 sf but ideally at least 30,000 sf</li> </ul>
Plazas	<ul style="list-style-type: none"> <li>» Like the idea of entry plazas to formalize the entrance of the parks.</li> <li>» Would like the entrance to complement the Dogpatch Arts Plaza and Living Alley.</li> <li>» Seating for people to buy takeout nearby and sit/ eat at the park.</li> <li>» Northeast corner needs a path into the park. Perhaps mimic other plaza entrance on a smaller scale.</li> </ul>	<ul style="list-style-type: none"> <li>» The entry at the northeast corner of the park is unwelcoming. Must step over mulch pile to enter the park.</li> </ul>	
Play Areas	<ul style="list-style-type: none"> <li>» Rocks, boulders for children to climb natural play elements to complement the natural feel of the park</li> <li>» General informal play space for people to play (e.g. throw ball or Frisbee around)</li> <li>» Would like the whole place to be playable</li> </ul>	<ul style="list-style-type: none"> <li>» Do not want new childrens play structures, especially plastic and colorful play structures McDonalds type</li> <li>» CPA would be too small. A play structure would also take away from the lawn space for other active play uses.</li> <li>» Should not confine children to one area</li> </ul>	

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Topography	<ul style="list-style-type: none"> <li>» English garden feel use of topography to reveal natural areas as you walk in</li> <li>» More vertical elements on the Southeast corner. Currently has a lot of sun.</li> <li>» Like existing vertical elements on the Southwest corner</li> </ul>	<ul style="list-style-type: none"> <li>» Trees/plantings lost over time. The feeling of an English garden is lost.</li> </ul>	
Storage	<ul style="list-style-type: none"> <li>» Idea move storage to a parking space (would need encroachment permit from DPW and/or MTA)</li> </ul>		
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# WARM WATER COVE PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Entertainment Venue



Areas to sit + observe



Multi-use Trails



Art + Sculpture



Skatepark



Childrens Play Area



Areas to sit + observe



Community Garden



Recycling



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



Promontory

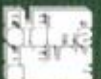
Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)

NO BLACK TOP.



PARK PROGRAMS

San Francisco  
Planning



# WARM WATER COVE PARK

## Facilitators Notes from Small Group Charette on May 22nd, 2016

Topic	Notes/Questions
Landscape and Vegetation (Softscape)	» Create a Natural landscape
	» Appreciation of nature, ecology, biodiversity
	» Explore native plantings and wetland feeling
	» Possible stormwater planting / landscape needed to receive and manage runoff from Port property to the south
Shoreline	» Create a softer transition from shoreline to water
	» Consider mudflat, intertidal wetland, bird areas
	» Reshape / reconfigure slope of riprap to allow for habitat enhancement, taking into account sea level rise and wave action
	» Possibly remove riprap where feasible due to minimal wave action near western-most inlet
	» Interest in Kayak Landing. Possible locations include just south of DHL building on northern shoreline where water depth is sufficient for float up; or near the future 25th street access point to the Park.
People and Programming	» Create a place for seniors and children
	» Okay to put community gardening facilities at another site / restrictions with regional State Lands regulations
	» Create passive recreation uses
	» Limited picnicking
	» Arrange facilities to discourage large gatherings
Stewardship and Maintenance	» Create feeling of personal safety
	» Remove debris and unsightly materials such as tires
Hardscape Areas	» Avoid big plazas
	» Create more intimate spaces
	» Create ADA-accessible promontory at far eastern end with seating, to maximize bayside views
	» Create ADA-accessible path(s) for access
	» Create promontory
Other Facilities	» Interest in a restroom, but only if maintained and cleaned regularly
	» Bathroom could be a small pavilion or water overlooks
	» Mixed reaction to BBQ and firepits. Possibly locate these at southern end.
Access	» Discuss park design in concert with 24th street improvements
	» Interest in expanding park landscape vocabulary onto 24th and 25th Streets
	» Interest in negotiating closure of private driveways on southern curblin at far east end of 24th Street





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Community Garden



Recycling



Picnicking Areas



Dog Run

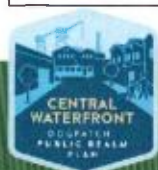


Native Plantings +  
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Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)



PARK PROGRAMS

San Francisco  
Planning



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Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Entertainment Venue



Community Garden



Children's Play Area



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



Areas to sit + observe

Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor: Kayleigh Henson)

More room for dogs - off leash area bigger!  
With 3 green areas in play - why give  
dogs 3 small areas in each development -  
Perhaps we could allow dogs a larger space in  
one of the 3 parks?



PARK PROGRAMS

San Francisco  
Planning





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Entertainment Venue



Areas to sit + observe



Multi-use Trails



Art + Sculpture



Skatepark



Childrens Play Area



Areas to sit + observe



Community Garden



Recycling



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



Promontory

Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)



PARK PROGRAMS

San Francisco  
Planning



# WARM WATER COVE PARK

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Landscape and Vegetation (Softscape)	<ul style="list-style-type: none"> <li>» Create a Natural landscape</li> <li>» Appreciation of nature, ecology, biodiversity</li> <li>» Explore native plantings and wetland feeling</li> <li>» Possible stormwater planting / landscape needed to receive and manage runoff from Port property to the south</li> </ul>
Shoreline	<ul style="list-style-type: none"> <li>» Create a softer transition from shoreline to water</li> <li>» Consider mudflat, intertidal wetland, bird areas</li> <li>» Reshape / reconfigure slope of riprap to allow for habitat enhancement, taking into account sea level rise and wave action</li> <li>» Possibly remove riprap where feasible due to minimal wave action near western-most inlet</li> <li>» Interest in Kayak Landing. Possible locations include just south of DHL building on northern shoreline where water depth is sufficient for float up; or near the future 25th street access point to the Park.</li> </ul>
People and Programming	<ul style="list-style-type: none"> <li>» Create a place for seniors and children</li> <li>» Okay to put community gardening facilities at another site / restrictions with regional State Lands regulations</li> <li>» Create passive recreation uses</li> <li>» Limited picnicking</li> <li>» Arrange facilities to discourage large gatherings</li> <li>» Create feeling of personal safety</li> </ul>
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Other Facilities	<ul style="list-style-type: none"> <li>» Interest in a restroom, but only if maintained and cleaned regularly</li> <li>» Bathroom could be a small pavilion or water overlooks</li> <li>» Mixed reaction to BBQ and firepits. Possibly locate these at southern end.</li> </ul>
Access	<ul style="list-style-type: none"> <li>» Discuss park design in concert with 24th street improvements</li> <li>» Interest in expanding park landscape vocabulary onto 24th and 25th Streets</li> <li>» Interest in negotiating closure of private driveways on southern curblane at far east end of 24th Street</li> </ul>





# TUNNEL TOP PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Areas to sit + observe



Art + Sculpture



Childrens Play Area



Community Garden



Recycling



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



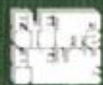
Promontory

Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)



PARK PROGRAMS

San Francisco  
Planning

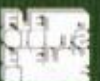


DW dwaph.06cl.org

# TUNNEL TOP PARK

## Facilitators Notes from Small Group Charette on May 22nd, 2016

Topic	Notes/Questions
Adjacent Streets	<ul style="list-style-type: none"> <li>» Calm traffic on surrounding streets with bulb-outs</li> <li>» Explore adding signals of 25th Street and Pennsylvania Intersection</li> <li>» Implement marked crosswalks and shorten pedestrian crossings</li> <li>» Concern about traffic noise from the freeway, vegetative buffer could help, potentially expanding vegetation across Pennsylvania by the Self Storage and in medians and islands around the onramp area</li> </ul>
Adjacent Sidewalks	<ul style="list-style-type: none"> <li>» Bulbout on the corner of Pennsylvania and 25th.</li> <li>» Potential to extend vegetation onto bulbout and include seating for bus stop/gathering</li> <li>» Create a continuous sidewalk on the Pennsylvania Street edge of the park</li> <li>» Expand sidewalks along 25th Street edge of park</li> </ul>
Entry Plaza	<ul style="list-style-type: none"> <li>» Put an entry plaza in the corner of the park for accessibility and to encourage people to come into the site, activate the corner with activity to show life in the park, welcome community</li> <li>» Trellis for entry treatments</li> <li>» Seating area for people get off from the bus</li> <li>» Need to separate from dogs (Using fence)</li> <li>» Use steep hill as buffer</li> </ul>
Open flex recreation area / Hardscaped Open Space	<ul style="list-style-type: none"> <li>» Flexible space will be provided to accommodate a variety of activities, soft infrastructure can aid in this as well. Flex recreation area can be used as a outdoor movie theatre area, room for a screen, community engaging events.</li> </ul>
Edges / Borders / Fencing	<ul style="list-style-type: none"> <li>» A fence or gate at the entry from Pennsylvania to the open flex area.</li> <li>» Seating between the meadow/habitat buffer and community garden</li> <li>» Provide short fences or boundaries around gardens / planted areas to discourage dogs from disturbing plantings</li> </ul>
Learning Garden for kids and adults	<ul style="list-style-type: none"> <li>» Could be moveable and does not take up too large of a footprint, separated from the community garden</li> <li>» Place near the kids play area</li> <li>» When theres an event in the flex recreation area, a mobile learning garden could be moved to somewhere else to open up the space</li> </ul>
Kid area to be located near swale	<ul style="list-style-type: none"> <li>» Create a playful opportunity to educate</li> <li>» Educational kids areas integrated into the bioswale</li> </ul>
Community Garden	<ul style="list-style-type: none"> <li>» Community garden can be used as a means to ensure a regular group of community members are active in the site</li> <li>» Concern with exhaust from cars and # of interested members for maintenance</li> <li>» Research any regulations or standards or restrictions associated with community gardens adjacent to dog play areas. The community may need to select either community gardens or dog play area depending on regulations.</li> </ul>
Dog Run Area	<ul style="list-style-type: none"> <li>» Reduce footprint, add tiered habitat buffer around</li> <li>» Locate the dog run next to the tall tunnel wall to reduce need for fencing</li> <li>» Consider alternative to traditional fencing, could activate the community or be art related.</li> </ul>
Art and Murals	<ul style="list-style-type: none"> <li>» Consider using the tall tunnel wall for mural. However, fence for the dog run could block the view of the mural. Use aesthetically pleasing fence.</li> </ul>
Storage and Waste Management	<ul style="list-style-type: none"> <li>» In the short term, it would be located at the southwest corner; ensure there is access to the storage facility located behind the dog run</li> <li>» Future improvements should consider vehicle access to the storage.</li> <li>» Trash receptacle locations some discussion on potential locations for trash bins. One near the retaining wall and the other on the sidewalk (future bulbout) near the bus stop</li> </ul>





# ESPRIT PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Entertainment Venue



Community Garden



Childrens Play Area



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



Areas to sit + observe

Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)

Want to keep the exercise spots + walking/jogging trails. Keep open areas for frisbee + ball throwing. Have running trail go all around the park. Picnic area probably should be away from dog area for variety of reasons. Park now often used by dog owners because running dogs chasing balls etc.. prevent park from being used for picnics + other activities. Extend dog park over plaza areas there will be other plazas.



PARK PROGRAMS

San Francisco  
Planning





## Facilitators Notes from Small Group Charette on May 22nd, 2016 (1/3)

Topic	+	-	Notes/Questions
People Existing	<ul style="list-style-type: none"> <li>» Children like to play on the fitness equipment</li> <li>» Enjoy the natural feel</li> </ul>	<ul style="list-style-type: none"> <li>» Children and families are too afraid to use the park due to the free range of dogs.</li> <li>» Families are generally uncomfortable at this park and will choose not to come here. The amount of dogs make children feel unsafe.</li> </ul>	<ul style="list-style-type: none"> <li>» Future growth surrounding the park means more dogs and more children will be around.</li> </ul>
Extension of park to 20th St	<ul style="list-style-type: none"> <li>» Activate the street</li> <li>» Pedestrian-only street</li> <li>» Connects to empty retail space</li> <li>» Opportunity for a design that complements Living Alley across the street</li> </ul>	<ul style="list-style-type: none"> <li>» Current street is not well used</li> <li>» Empty storefronts</li> <li>» Worries about closing down the entirety of 20th street to cars. Difficult circulation patterns in the neighborhood already.</li> </ul>	<ul style="list-style-type: none"> <li>» Street closure and extension onto 20th St was part of original park plan</li> <li>» Consider fire access. Perhaps use of bollards?</li> <li>» Likelihood to be able to close down 20th st?</li> </ul>
Park path	<ul style="list-style-type: none"> <li>» One pedestrian-friendly path to serve as circulation around the park and the block</li> <li>» Use of permeable paving</li> </ul>	<ul style="list-style-type: none"> <li>» Duplication of external sidewalks and internal park paths</li> </ul>	<ul style="list-style-type: none"> <li>» Is it possible to take away sidewalk?</li> </ul>
Pedestrian-scale lighting	<ul style="list-style-type: none"> <li>» Would like to see lower, pedestrian-scale lighting around the park for evening use</li> </ul>	<ul style="list-style-type: none"> <li>» Current street lighting is high up and meant for vehicle traffic.</li> </ul>	
Dogs-- Existing	<ul style="list-style-type: none"> <li>» Dog owners love being able to let their dogs off-leash.</li> </ul>	<ul style="list-style-type: none"> <li>» Dog urine kills trees</li> <li>» Dogs run free throughout the entire park.</li> <li>» Southwest corner smells bad</li> <li>» Some dog owners refuse to leash their dogs</li> </ul>	<ul style="list-style-type: none"> <li>» Park currently does not have a designated off-leash dog play area.</li> <li>» Park is advertised as so on Yelp and other dog-friendly websites.</li> </ul>
Dog Run	<ul style="list-style-type: none"> <li>» Use artificial K9 turf. Can be cleaned/irrigated.</li> <li>» Potentially put on 19th Street. Maybe close down half the street but still allow vehicular access.</li> <li>» Dog fitness equipment</li> </ul>	<ul style="list-style-type: none"> <li>» Dog run on 20th St may not be appropriate fronting potential retail shops/restaurants</li> </ul>	<ul style="list-style-type: none"> <li>» Avalon already has a dog run proposed, to be open in 2018 (though not legally agreed upon, it was promised as a community benefit. Currently the site is used for construction staging; will probably be the last element of the project to be constructed.)</li> </ul>



## Facilitators Notes from Small Group Charette on May 22nd, 2016 (2/3)

Topic	+	-	Notes/Questions
Separation of Dogs and People	<ul style="list-style-type: none"> <li>» Use topography; large berm that isolates the dogs into its section on the northern end of the park</li> <li>» Mimic Duboce Park with a walking path that bifurcates the park into two sections; define the dog play area clearly with fencing</li> </ul>	<ul style="list-style-type: none"> <li>» Existing general agreement in the neighborhood is not working out. (Northern end for dogs, Southern end for people)</li> </ul>	<ul style="list-style-type: none"> <li>» From RPD Dog Policy:</li> <li>» What is RPDs requirements for dog fences?</li> <li>» Where fencing is required it will be 4 feet high.</li> <li>» To the extent possible, RPD will advocate for non-fence alternatives.</li> <li>» Boundaries of dog play areas will be identified with physical enclosures. All barriers will strive to be aesthetically pleasing using landscape features such as shrubs and vines.</li> <li>» Also see boundary requirements for smaller parks 0-10 acres in dog policy.</li> <li>» What is the necessary size for RPD to designate dog play area?</li> <li>» Minimum size of 10,000 sf but ideally at least 30,000 sf</li> </ul>
Plazas	<ul style="list-style-type: none"> <li>» Like the idea of entry plazas to formalize the entrance of the parks.</li> <li>» Would like the entrance to complement the Dogpatch Arts Plaza and Living Alley.</li> <li>» Seating for people to buy takeout nearby and sit/ eat at the park.</li> <li>» Northeast corner needs a path into the park. Perhaps mimic other plaza entrance on a smaller scale.</li> </ul>	<ul style="list-style-type: none"> <li>» The entry at the northeast corner of the park is unwelcoming. Must step over mulch pile to enter the park.</li> </ul>	
Play Areas	<ul style="list-style-type: none"> <li>» Rocks, boulders for children to climb natural play elements to complement the natural feel of the park</li> <li>» General informal play space for people to play (e.g. throw ball or Frisbee around)</li> <li>» Would like the whole place to be playable</li> </ul>	<ul style="list-style-type: none"> <li>» Do not want new childrens play structures, especially plastic and colorful play structures McDonalds type</li> <li>» CPA would be too small. A play structure would also take away from the lawn space for other active play uses.</li> <li>» Should not confine children to one area</li> </ul>	

## Facilitators Notes from Small Group Charette on May 22nd, 2016 (3/3)

Topic	+	-	Notes/Questions
Adult Fitness Equipment	<ul style="list-style-type: none"> <li>» Currently used frequently by adults</li> <li>» Upgrade the equipment and improve the surfacing softer and not concrete</li> </ul>	<ul style="list-style-type: none"> <li>» Concrete pad lack of safety surfacing has caused injuries, especially kids who use it as play equipment.</li> </ul>	
Topography	<ul style="list-style-type: none"> <li>» English garden feel use of topography to reveal natural areas as you walk in</li> <li>» More vertical elements on the Southeast corner. Currently has a lot of sun.</li> <li>» Like existing vertical elements on the Southwest corner</li> </ul>	<ul style="list-style-type: none"> <li>» Trees/plantings lost over time. The feeling of an English garden is lost.</li> </ul>	
Storage	<ul style="list-style-type: none"> <li>» Idea move storage to a parking space (would need encroachment permit from DPW and/or MTA)</li> </ul>		
Landscape and Vegetation	<ul style="list-style-type: none"> <li>» Existing nature walkway and paths, large trees, magnolia on south end of park</li> </ul>	<ul style="list-style-type: none"> <li>» Dying trees</li> <li>» Loss of trees/vegetation over time</li> <li>» Dog urine affecting tree health</li> </ul>	<ul style="list-style-type: none"> <li>» Need to hire an arborist to confirm poor health of trees in redwood grove</li> </ul>
Picnic Area	<ul style="list-style-type: none"> <li>» Existing location and use is great</li> </ul>		
Community Garden		<ul style="list-style-type: none"> <li>» Not appropriate for this park too many dogs in the area</li> </ul>	



# WARM WATER COVE PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Entertainment Venue



Areas to sit + observe



Multi-use Trails



Art + Sculpture



Skatepark



Childrens Play Area



Areas to sit + observe



Community Garden



Recycling



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



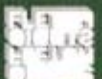
Promontory

Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)



PARK PROGRAMS

San Francisco  
Planning



# WARM WATER COVE PARK

## Facilitators Notes from Small Group Charette on May 22nd, 2016

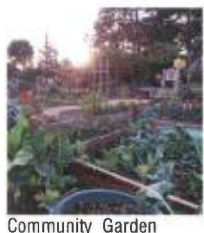
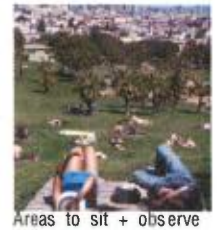
Topic	Notes/Questions
Landscape and Vegetation (Softscape)	» Create a Natural landscape
	» Appreciation of nature, ecology, biodiversity
	» Explore native plantings and wetland feeling
	» Possible stormwater planting / landscape needed to receive and manage runoff from Port property to the south
Shoreline	» Create a softer transition from shoreline to water
	» Consider mudflat, intertidal wetland, bird areas
	» Reshape / reconfigure slope of riprap to allow for habitat enhancement, taking into account sea level rise and wave action
	» Possibly remove riprap where feasible due to minimal wave action near western-most inlet
	» Interest in Kayak Landing. Possible locations include just south of DHL building on northern shoreline where water depth is sufficient for float up; or near the future 25th street access point to the Park.
People and Programming	» Create a place for seniors and children
	» Okay to put community gardening facilities at another site / restrictions with regional State Lands regulations
	» Create passive recreation uses
	» Limited picnicking
	» Arrange facilities to discourage large gatherings
Stewardship and Maintenance	» Create feeling of personal safety
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# TUNNEL TOP PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Community Garden



Recycling



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



Promontory

Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor: KEVIN SIMMONS)

ADD PLANTINGS IN MEDIAN ALONG PENNSYLVANIA AVE  
TO ADD BUFFER BETWEEN BUSY TRAFFIC & PARK  
OR STRUCTURAL BARRIERS? (ART + SCULPTURE)  
MAY ALSO REDUCE EFFECT OF WIND? (IT'S VERY WINDY  
AT 25<sup>TH</sup> & INDIANA)  
I LIKE THE IDEA OF SIGNALS AT 25<sup>TH</sup> & PENNSYLVANIA - A LOT  
OF CARS RUN THE STOP SIGN - HAZARDOUS TO PEDESTRIANS VISITING PARK



PARK PROGRAMS

San Francisco  
Planning

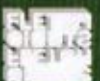




# TUNNEL TOP PARK

## Facilitators Notes from Small Group Charette on May 22nd, 2016

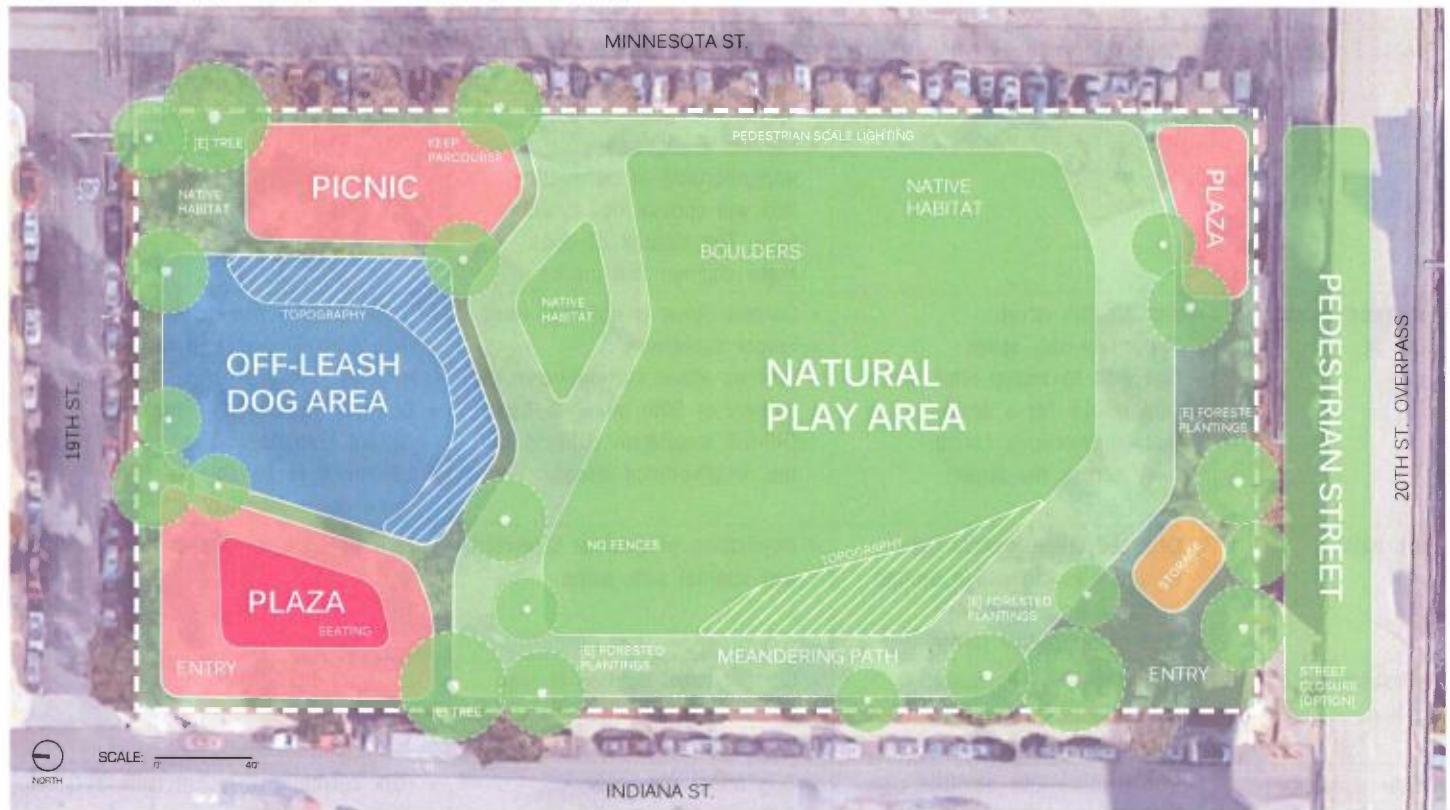
Topic	Notes/Questions
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	» Implement marked crosswalks and shorten pedestrian crossings
	» Concern about traffic noise from the freeway, vegetative buffer could help, potentially expanding vegetation across Pennsylvania by the Self Storage and in medians and islands around the onramp area
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Community Garden	» Community garden can be used as a means to ensure a regular group of community members are active in the site
	» Concern with exhaust from cars and # of interested members for maintenance
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	» Consider alternative to traditional fencing, could activate the community or be art related.
Art and Murals	» Consider using the tall tunnel wall for mural. However, fence for the dog run could block the view of the mural. Use aesthetically pleasing fence.
Storage and Waste Management	» In the short term, it would be located at the southwest corner; ensure there is access to the storage facility located behind the dog run
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	» Trash receptacle locations some discussion on potential locations for trash bins. One near the retaining wall and the other on the sidewalk (future bulbout) near the bus stop





# ESPRIT PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
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Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)



PARK PROGRAMS

San Francisco Planning

## Facilitators Notes from Small Group Charette on May 22nd, 2016 (1/3)

Topic	+	-	Notes/Questions
People Existing	<ul style="list-style-type: none"> <li>» Children like to play on the fitness equipment</li> <li>» Enjoy the natural feel</li> </ul>	<ul style="list-style-type: none"> <li>» Children and families are too afraid to use the park due to the free range of dogs.</li> <li>» Families are generally uncomfortable at this park and will choose not to come here. The amount of dogs make children feel unsafe.</li> </ul>	<ul style="list-style-type: none"> <li>» Future growth surrounding the park means more dogs and more children will be around.</li> </ul>
Extension of park to 20th St	<ul style="list-style-type: none"> <li>» Activate the street</li> <li>» Pedestrian-only street</li> <li>» Connects to empty retail space</li> <li>» Opportunity for a design that complements Living Alley across the street</li> </ul>	<ul style="list-style-type: none"> <li>» Current street is not well used</li> <li>» Empty storefronts</li> <li>» Worries about closing down the entirety of 20th street to cars. Difficult circulation patterns in the neighborhood already.</li> </ul>	<ul style="list-style-type: none"> <li>» Street closure and extension onto 20th St was part of original park plan</li> <li>» Consider fire access. Perhaps use of bollards?</li> <li>» Likelihood to be able to close down 20th st?</li> </ul>
Park path	<ul style="list-style-type: none"> <li>» One pedestrian-friendly path to serve as circulation around the park and the block</li> <li>» Use of permeable paving</li> </ul>	<ul style="list-style-type: none"> <li>» Duplication of external sidewalks and internal park paths</li> </ul>	<ul style="list-style-type: none"> <li>» Is it possible to take away sidewalk?</li> </ul>
Pedestrian-scale lighting	<ul style="list-style-type: none"> <li>» Would like to see lower, pedestrian-scale lighting around the park for evening use</li> </ul>	<ul style="list-style-type: none"> <li>» Current street lighting is high up and meant for vehicle traffic.</li> </ul>	
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## Facilitators Notes from Small Group Charette on May 22nd, 2016 (2/3)

Topic	+	-	Notes/Questions
Separation of Dogs and People	<ul style="list-style-type: none"> <li>» Use topography; large berm that isolates the dogs into its section on the northern end of the park</li> <li>» Mimic Duboce Park with a walking path that bifurcates the park into two sections; define the dog play area clearly with fencing</li> </ul>	<ul style="list-style-type: none"> <li>» Existing general agreement in the neighborhood is not working out. (Northern end for dogs, Southern end for people)</li> </ul>	<ul style="list-style-type: none"> <li>» From RPD Dog Policy:</li> <li>» What is RPDs requirements for dog fences?</li> <li>» Where fencing is required it will be 4 feet high.</li> <li>» To the extent possible, RPD will advocate for non-fence alternatives.</li> <li>» Boundaries of dog play areas will be identified with physical enclosures. All barriers will strive to be aesthetically pleasing using landscape features such as shrubs and vines.</li> <li>» Also see boundary requirements for smaller parks 0-10 acres in dog policy.</li> <li>» What is the necessary size for RPD to designate dog play area?</li> <li>» Minimum size of 10,000 sf but ideally at least 30,000 sf</li> </ul>
Plazas	<ul style="list-style-type: none"> <li>» Like the idea of entry plazas to formalize the entrance of the parks.</li> <li>» Would like the entrance to complement the Dogpatch Arts Plaza and Living Alley.</li> <li>» Seating for people to buy takeout nearby and sit/ eat at the park.</li> <li>» Northeast corner needs a path into the park. Perhaps mimic other plaza entrance on a smaller scale.</li> </ul>	<ul style="list-style-type: none"> <li>» The entry at the northeast corner of the park is unwelcoming. Must step over mulch pile to enter the park.</li> </ul>	
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## Facilitators Notes from Small Group Charette on May 22nd, 2016 (3/3)

Topic	+	-	Notes/Questions
Adult Fitness Equipment	<ul style="list-style-type: none"> <li>» Currently used frequently by adults</li> <li>» Upgrade the equipment and improve the surfacing softer and not concrete</li> </ul>	<ul style="list-style-type: none"> <li>» Concrete pad lack of safety surfacing has caused injuries, especially kids who use it as play equipment.</li> </ul>	
Topography	<ul style="list-style-type: none"> <li>» English garden feel use of topography to reveal natural areas as you walk in</li> <li>» More vertical elements on the Southeast corner. Currently has a lot of sun.</li> <li>» Like existing vertical elements on the Southwest corner</li> </ul>	<ul style="list-style-type: none"> <li>» Trees/plantings lost over time. The feeling of an English garden is lost.</li> </ul>	
Storage	<ul style="list-style-type: none"> <li>» Idea move storage to a parking space (would need encroachment permit from DPW and/or MTA)</li> </ul>		
Landscape and Vegetation	<ul style="list-style-type: none"> <li>» Existing nature walkway and paths, large trees, magnolia on south end of park</li> </ul>	<ul style="list-style-type: none"> <li>» Dying trees</li> <li>» Loss of trees/vegetation over time</li> <li>» Dog urine affecting tree health</li> </ul>	<ul style="list-style-type: none"> <li>» Need to hire an arborist to confirm poor health of trees in redwood grove</li> </ul>
Picnic Area	<ul style="list-style-type: none"> <li>» Existing location and use is great</li> </ul>		
Community Garden		<ul style="list-style-type: none"> <li>» Not appropriate for this park too many dogs in the area</li> </ul>	



# WARM WATER COVE PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Entertainment Venue



Areas to sit + observe



Multi-use Trails



Art + Sculpture



Skatepark



Childrens Play Area



Areas to sit + observe



Community Garden



Recycling



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



Promontory

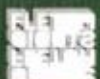
Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)

HOW ARE HOMELESS ENCAMPMENTS GOING TO BE DETERRED?  
I LIKE IDEA OF RESTROOM & BBQ'S BUT THEY MAY BE  
INVITING TO TRANSIENT ENCAMPMENTS  
IE: ~~LOSS OF~~ MULTIPLE TRANSIENT ENCAMPMENTS & TENTS  
AT PARK AT ISLAIS CREEK



PARK PROGRAMS

San Francisco  
Planning





# WARM WATER COVE PARK

## Facilitators Notes from Small Group Charette on May 22nd, 2016

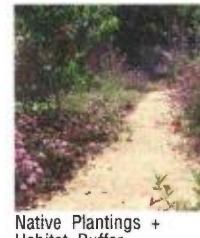
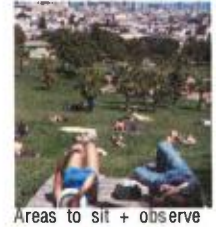
Topic	Notes/Questions
Landscape and Vegetation (Softscape)	» Create a Natural landscape
	» Appreciation of nature, ecology, biodiversity
	» Explore native plantings and wetland feeling
	» Possible stormwater planting / landscape needed to receive and manage runoff from Port property to the south
Shoreline	» Create a softer transition from shoreline to water
	» Consider mudflat, intertidal wetland, bird areas
	» Reshape / reconfigure slope of riprap to allow for habitat enhancement, taking into account sea level rise and wave action
	» Possibly remove riprap where feasible due to minimal wave action near western-most inlet
	» Interest in Kayak Landing. Possible locations include just south of DHL building on northern shoreline where water depth is sufficient for float up; or near the future 25th street access point to the Park.
People and Programming	» Create a place for seniors and children
	» Okay to put community gardening facilities at another site / restrictions with regional State Lands regulations
	» Create passive recreation uses
	» Limited picnicking
	» Arrange facilities to discourage large gatherings
	» Create feeling of personal safety
Stewardship and Maintenance	» Remove debris and unsightly materials such as tires
Hardscape Areas	» Avoid big plazas
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	» Create ADA-accessible path(s) for access
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Other Facilities	» Interest in a restroom, but only if maintained and cleaned regularly
	» Bathroom could be a small pavilion or water overlooks
	» Mixed reaction to BBQ and firepits. Possibly locate these at southern end.
Access	» Discuss park design in concert with 24th street improvements
	» Interest in expanding park landscape vocabulary onto 24th and 25th Streets
	» Interest in negotiating closure of private driveways on southern curblin at far east end of 24th Street





# TUNNEL TOP PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)



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Planning

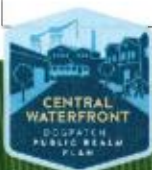




# TUNNEL TOP PARK

## Facilitators Notes from Small Group Charette on May 22nd, 2016

Topic	Notes/Questions
Adjacent Streets	» Calm traffic on surrounding streets with bulb-outs
	» Explore adding signals of 25th Street and Pennsylvania Intersection
	» Implement marked crosswalks and shorten pedestrian crossings
	» Concern about traffic noise from the freeway, vegetative buffer could help, potentially expanding vegetation across Pennsylvania by the Self Storage and in medians and islands around the onramp area
Adjacent Sidewalks	» Bulbout on the corner of Pennsylvania and 25th.
	» Potential to extend vegetation onto bulbout and include seating for bus stop/gathering
	» Create a continuous sidewalk on the Pennsylvania Street edge of the park
	» Expand sidewalks along 25th Street edge of park
Entry Plaza	» Put an entry plaza in the corner of the park for accessibility and to encourage people to come into the site, activate the corner with activity to show life in the park, welcome community
	» Trellis for entry treatments
	» Seating area for people get off from the bus
	» Need to separate from dogs (Using fence)
Open flex recreation area / Hardscaped Open Space	» Use steep hill as buffer
	» Flexible space will be provided to accommodate a variety of activities, soft infrastructure can aid in this as well. Flex recreation area can be used as a outdoor movie theatre area, room for a screen, community engaging events.
	» A fence or gate at the entry from Pennsylvania to the open flex area.
	» Seating between the meadow/habitat buffer and community garden
Edges / Borders / Fencing	» Provide short fences or boundaries around gardens / planted areas to discourage dogs from disturbing plantings
	» Could be moveable and does not take up too large of a footprint, separated from the community garden
	» Place near the kids play area
	» When theres an event in the flex recreation area, a mobile learning garden could be moved to somewhere else to open up the space
Kid area to be located near swale	» Create a playful opportunity to educate
	» Educational kids areas integrated into the bioswale
Community Garden	» Community garden can be used as a means to ensure a regular group of community members are active in the site
	» Concern with exhaust from cars and # of interested members for maintenance
	» Research any regulations or standards or restrictions associated with community gardens adjacent to dog play areas. The community may need to select either community gardens or dog play area depending on regulations.
Dog Run Area	» Reduce footprint, add tiered habitat buffer around
	» Locate the dog run next to the tall tunnel wall to reduce need for fencing
	» Consider alternative to traditional fencing, could activate the community or be art related.
Art and Murals	» Consider using the tall tunnel wall for mural. However, fence for the dog run could block the view of the mural. Use aesthetically pleasing fence.
Storage and Waste Management	» In the short term, it would be located at the southwest corner; ensure there is access to the storage facility located behind the dog run
	» Future improvements should consider vehicle access to the storage.
	» Trash receptacle locations some discussion on potential locations for trash bins. One near the retaining wall and the other on the sidewalk (future bulbout) near the bus stop





# ESPRIT PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Entertainment Venue



Community Garden



Childrens Play Area



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



Areas to sit + observe

Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)



PARK PROGRAMS

San Francisco  
**Planning**

## Facilitators Notes from Small Group Charette on May 22nd, 2016 (1/3)

Topic	+	-	Notes/Questions
People Existing	<ul style="list-style-type: none"> <li>» Children like to play on the fitness equipment</li> <li>» Enjoy the natural feel</li> </ul>	<ul style="list-style-type: none"> <li>» Children and families are too afraid to use the park due to the free range of dogs.</li> <li>» Families are generally uncomfortable at this park and will choose not to come here. The amount of dogs make children feel unsafe.</li> </ul>	<ul style="list-style-type: none"> <li>» Future growth surrounding the park means more dogs and more children will be around.</li> </ul>
Extension of park to 20th St	<ul style="list-style-type: none"> <li>» Activate the street</li> <li>» Pedestrian-only street</li> <li>» Connects to empty retail space</li> <li>» Opportunity for a design that complements Living Alley across the street</li> </ul>	<ul style="list-style-type: none"> <li>» Current street is not well used</li> <li>» Empty storefronts</li> <li>» Worries about closing down the entirety of 20th street to cars. Difficult circulation patterns in the neighborhood already.</li> </ul>	<ul style="list-style-type: none"> <li>» Street closure and extension onto 20th St was part of original park plan</li> <li>» Consider fire access. Perhaps use of bollards?</li> <li>» Likelihood to be able to close down 20th st?</li> </ul>
Park path	<ul style="list-style-type: none"> <li>» One pedestrian-friendly path to serve as circulation around the park and the block</li> <li>» Use of permeable paving</li> </ul>	<ul style="list-style-type: none"> <li>» Duplication of external sidewalks and internal park paths</li> </ul>	<ul style="list-style-type: none"> <li>» Is it possible to take away sidewalk?</li> </ul>
Pedestrian-scale lighting	<ul style="list-style-type: none"> <li>» Would like to see lower, pedestrian-scale lighting around the park for evening use</li> </ul>	<ul style="list-style-type: none"> <li>» Current street lighting is high up and meant for vehicle traffic.</li> </ul>	
Dogs-- Existing	<ul style="list-style-type: none"> <li>» Dog owners love being able to let their dogs off-leash.</li> </ul>	<ul style="list-style-type: none"> <li>» Dog urine kills trees</li> <li>» Dogs run free throughout the entire park.</li> <li>» Southwest corner smells bad</li> <li>» Some dog owners refuse to leash their dogs</li> </ul>	<ul style="list-style-type: none"> <li>» Park currently does not have a designated off-leash dog play area.</li> <li>» Park is advertised as so on Yelp and other dog-friendly websites.</li> </ul>
Dog Run	<ul style="list-style-type: none"> <li>» Use artificial K9 turf. Can be cleaned/irrigated.</li> <li>» Potentially put on 19th Street. Maybe close down half the street but still allow vehicular access.</li> <li>» Dog fitness equipment</li> </ul>	<ul style="list-style-type: none"> <li>» Dog run on 20th St may not be appropriate fronting potential retail shops/restaurants</li> </ul>	<ul style="list-style-type: none"> <li>» Avalon already has a dog run proposed, to be open in 2018 (though not legally agreed upon, it was promised as a community benefit. Currently the site is used for construction staging; will probably be the last element of the project to be constructed.)</li> </ul>



## Facilitators Notes from Small Group Charette on May 22nd, 2016 (2/3)

Topic	+	-	Notes/Questions
Separation of Dogs and People	<ul style="list-style-type: none"> <li>» Use topography; large berm that isolates the dogs into its section on the northern end of the park</li> <li>» Mimic Duboce Park with a walking path that bifurcates the park into two sections; define the dog play area clearly with fencing</li> </ul>	<ul style="list-style-type: none"> <li>» Existing general agreement in the neighborhood is not working out. (Northern end for dogs, Southern end for people)</li> </ul>	<ul style="list-style-type: none"> <li>» From RPD Dog Policy:</li> <li>» What is RPDs requirements for dog fences?</li> <li>» Where fencing is required it will be 4 feet high.</li> <li>» To the extent possible, RPD will advocate for non-fence alternatives.</li> <li>» Boundaries of dog play areas will be identified with physical enclosures. All barriers will strive to be aesthetically pleasing using landscape features such as shrubs and vines.</li> <li>» Also see boundary requirements for smaller parks 0-10 acres in dog policy.</li> <li>» What is the necessary size for RPD to designate dog play area?</li> <li>» Minimum size of 10,000 sf but ideally at least 30,000 sf</li> </ul>
Plazas	<ul style="list-style-type: none"> <li>» Like the idea of entry plazas to formalize the entrance of the parks.</li> <li>» Would like the entrance to complement the Dogpatch Arts Plaza and Living Alley.</li> <li>» Seating for people to buy takeout nearby and sit/ eat at the park.</li> <li>» Northeast corner needs a path into the park. Perhaps mimic other plaza entrance on a smaller scale.</li> </ul>	<ul style="list-style-type: none"> <li>» The entry at the northeast corner of the park is unwelcoming. Must step over mulch pile to enter the park.</li> </ul>	
Play Areas	<ul style="list-style-type: none"> <li>» Rocks, boulders for children to climb natural play elements to complement the natural feel of the park</li> <li>» General informal play space for people to play (e.g. throw ball or Frisbee around)</li> <li>» Would like the whole place to be playable</li> </ul>	<ul style="list-style-type: none"> <li>» Do not want new childrens play structures, especially plastic and colorful play structures McDonalds type</li> <li>» CPA would be too small. A play structure would also take away from the lawn space for other active play uses.</li> <li>» Should not confine children to one area</li> </ul>	

## Facilitators Notes from Small Group Charette on May 22nd, 2016 (3/3)

Topic	+	-	Notes/Questions
Adult Fitness Equipment	<ul style="list-style-type: none"> <li>» Currently used frequently by adults</li> <li>» Upgrade the equipment and improve the surfacing softer and not concrete</li> </ul>	<ul style="list-style-type: none"> <li>» Concrete pad lack of safety surfacing has caused injuries, especially kids who use it as play equipment.</li> </ul>	
Topography	<ul style="list-style-type: none"> <li>» English garden feel use of topography to reveal natural areas as you walk in</li> <li>» More vertical elements on the Southeast corner. Currently has a lot of sun.</li> <li>» Like existing vertical elements on the Southwest corner</li> </ul>	<ul style="list-style-type: none"> <li>» Trees/plantings lost over time. The feeling of an English garden is lost.</li> </ul>	
Storage	<ul style="list-style-type: none"> <li>» Idea move storage to a parking space (would need encroachment permit from DPW and/or MTA)</li> </ul>		
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Picnic Area	<ul style="list-style-type: none"> <li>» Existing location and use is great</li> </ul>		
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# WARM WATER COVE PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Entertainment Venue



Areas to sit + observe



Multi-use Trails



Art + Sculpture



Skatepark



Childrens Play Area



Areas to sit + observe



Community Garden



Recycling



Picnicking Areas



Dog Run



Native Plantings + Habitat Buffer



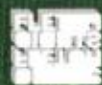
Promontory

Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)



PARK PROGRAMS

San Francisco  
Planning



# WARM WATER COVE PARK

## Facilitators Notes from Small Group Charette on May 22nd, 2016

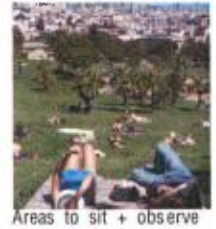
Topic	Notes/Questions
Landscape and Vegetation (Softscape)	» Create a Natural landscape
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	» Interest in negotiating closure of private driveways on southern curbline at far east end of 24th Street





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Areas to sit + observe



Art + Sculpture



Childrens Play Area



Community Garden



Recycling



Picnicking Areas



Dog Run

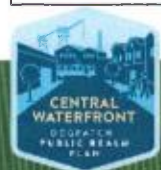


Native Plantings + Habitat Buffer



Promontory

Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)



PARK PROGRAMS

San Francisco Planning



# TUNNEL TOP PARK

## Facilitators Notes from Small Group Charette on May 22nd, 2016

Topic	Notes/Questions
Adjacent Streets	<ul style="list-style-type: none"> <li>» Calm traffic on surrounding streets with bulb-outs</li> <li>» Explore adding signals of 25th Street and Pennsylvania Intersection</li> <li>» Implement marked crosswalks and shorten pedestrian crossings</li> <li>» Concern about traffic noise from the freeway, vegetative buffer could help, potentially expanding vegetation across Pennsylvania by the Self Storage and in medians and islands around the onramp area</li> </ul>
Adjacent Sidewalks	<ul style="list-style-type: none"> <li>» Bulbout on the corner of Pennsylvania and 25th.</li> <li>» Potential to extend vegetation onto bulbout and include seating for bus stop/gathering</li> <li>» Create a continuous sidewalk on the Pennsylvania Street edge of the park</li> <li>» Expand sidewalks along 25th Street edge of park</li> </ul>
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Edges / Borders / Fencing	<ul style="list-style-type: none"> <li>» A fence or gate at the entry from Pennsylvania to the open flex area.</li> <li>» Seating between the meadow/habitat buffer and community garden</li> <li>» Provide short fences or boundaries around gardens / planted areas to discourage dogs from disturbing plantings</li> </ul>
Learning Garden for kids and adults	<ul style="list-style-type: none"> <li>» Could be moveable and does not take up too large of a footprint, separated from the community garden</li> <li>» Place near the kids play area</li> <li>» When theres an event in the flex recreation area, a mobile learning garden could be moved to somewhere else to open up the space</li> </ul>
Kid area to be located near swale	<ul style="list-style-type: none"> <li>» Create a playful opportunity to educate</li> <li>» Educational kids areas integrated into the bioswale</li> </ul>
Community Garden	<ul style="list-style-type: none"> <li>» Community garden can be used as a means to ensure a regular group of community members are active in the site</li> <li>» Concern with exhaust from cars and # of interested members for maintenance</li> <li>» Research any regulations or standards or restrictions associated with community gardens adjacent to dog play areas. The community may need to select either community gardens or dog play area depending on regulations.</li> </ul>
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Art and Murals	<ul style="list-style-type: none"> <li>» Consider using the tall tunnel wall for mural. However, fence for the dog run could block the view of the mural. Use aesthetically pleasing fence.</li> </ul>
Storage and Waste Management	<ul style="list-style-type: none"> <li>» In the short term, it would be located at the southwest corner; ensure there is access to the storage facility located behind the dog run</li> <li>» Future improvements should consider vehicle access to the storage.</li> <li>» Trash receptacle locations some discussion on potential locations for trash bins. One near the retaining wall and the other on the sidewalk (future bulbout) near the bus stop</li> </ul>





# ESPRIT PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
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Entertainment Venue



Community Garden



Childrens Play Area



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



Areas to sit + observe

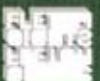
Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor: Sam Lord)

Dog people will want more dog area. Maybe move the picnic area to other side of park. Why add all the stuff (e.g. plaza, path, boulders, picnic) instead of simply leaving it grass and open space? Just split in half for off-leash dogs and half for no dogs. Everyone would be happy.



PARK PROGRAMS

San Francisco  
Planning



## Facilitators Notes from Small Group Charette on May 22nd, 2016 (1/3)

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# WARM WATER COVE PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Entertainment Venue



Areas to sit + observe



Multi-use Trails



Art + Sculpture



Skatepark



Childrens Play Area



Areas to sit + observe



Community Garden



Recycling



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



Promontory

Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)



PARK PROGRAMS

San Francisco  
Planning



# WARM WATER COVE PARK

## Facilitators Notes from Small Group Charette on May 22nd, 2016

Topic	Notes/Questions
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	» Appreciation of nature, ecology, biodiversity
	» Explore native plantings and wetland feeling
	» Possible stormwater planting / landscape needed to receive and manage runoff from Port property to the south
Shoreline	» Create a softer transition from shoreline to water
	» Consider mudflat, intertidal wetland, bird areas
	» Reshape / reconfigure slope of riprap to allow for habitat enhancement, taking into account sea level rise and wave action
	» Possibly remove riprap where feasible due to minimal wave action near western-most inlet
	» Interest in Kayak Landing. Possible locations include just south of DHL building on northern shoreline where water depth is sufficient for float up; or near the future 25th street access point to the Park.
People and Programming	» Create a place for seniors and children
	» Okay to put community gardening facilities at another site / restrictions with regional State Lands regulations
	» Create passive recreation uses
	» Limited picnicking
	» Arrange facilities to discourage large gatherings
Stewardship and Maintenance	» Create feeling of personal safety
	» Remove debris and unsightly materials such as tires
Hardscape Areas	» Avoid big plazas
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	» Bathroom could be a small pavilion or water overlooks
	» Mixed reaction to BBQ and firepits. Possibly locate these at southern end.
Access	» Discuss park design in concert with 24th street improvements
	» Interest in expanding park landscape vocabulary onto 24th and 25th Streets
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# TUNNEL TOP PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Areas to sit + observe



Art + Sculpture



Childrens Play Area



Community Garden



Recycling



Picnicking Areas



Dog Run



Native Plantings + Habitat Buffer



Promontory

Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor: \_\_\_\_\_)

I'm still concerned about limited depth of soil  
having community gardening so close  
to all the particulate matter  
of freeway + train

This is more orientation is OK

SFMTA Hawk Wilson Parking Plan 7, 29, 30  
Old BHPD 3rd + 20th  
City Planning - South Waterfront Public Realm Plan



PARK PROGRAMS

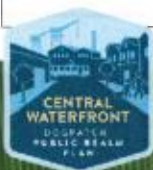




# TUNNEL TOP PARK

## Facilitators Notes from Small Group Charette on May 22nd, 2016

Topic	Notes/Questions
Adjacent Streets	» Calm traffic on surrounding streets with bulb-outs
	» Explore adding signals of 25th Street and Pennsylvania Intersection
	» Implement marked crosswalks and shorten pedestrian crossings
	» Concern about traffic noise from the freeway, vegetative buffer could help, potentially expanding vegetation across Pennsylvania by the Self Storage and in medians and islands around the onramp area
Adjacent Sidewalks	» Bulbout on the corner of Pennsylvania and 25th.
	» Potential to extend vegetation onto bulbout and include seating for bus stop/gathering
	» Create a continuous sidewalk on the Pennsylvania Street edge of the park
	» Expand sidewalks along 25th Street edge of park
Entry Plaza	» Put an entry plaza in the corner of the park for accessibility and to encourage people to come into the site, activate the corner with activity to show life in the park, welcome community
	» Trellis for entry treatments
	» Seating area for people get off from the bus
	» Need to separate from dogs (Using fence)
	» Use steep hill as buffer
Open flex recreation area / Hardscaped Open Space	» Flexible space will be provided to accommodate a variety of activities, soft infrastructure can aid in this as well. Flex recreation area can be used as a outdoor movie theatre area, room for a screen, community engaging events.
Edges / Borders / Fencing	» A fence or gate at the entry from Pennsylvania to the open flex area.
	» Seating between the meadow/habitat buffer and community garden
	» Provide short fences or boundaries around gardens / planted areas to discourage dogs from disturbing plantings
Learning Garden for kids and adults	» Could be moveable and does not take up too large of a footprint, separated from the community garden
	» Place near the kids play area
	» When theres an event in the flex recreation area, a mobile learning garden could be moved to somewhere else to open up the space
Kid area to be located near swale	» Create a playful opportunity to educate
	» Educational kids areas integrated into the bioswale
Community Garden	» Community garden can be used as a means to ensure a regular group of community members are active in the site
	» Concern with exhaust from cars and # of interested members for maintenance
	» Research any regulations or standards or restrictions associated with community gardens adjacent to dog play areas. The community may need to select either community gardens or dog play area depending on regulations.
Dog Run Area	» Reduce footprint, add tiered habitat buffer around
	» Locate the dog run next to the tall tunnel wall to reduce need for fencing
	» Consider alternative to traditional fencing, could activate the community or be art related.
Art and Murals	» Consider using the tall tunnel wall for mural. However, fence for the dog run could block the view of the mural. Use aesthetically pleasing fence.
Storage and Waste Management	» In the short term, it would be located at the southwest corner; ensure there is access to the storage facility located behind the dog run
	» Future improvements should consider vehicle access to the storage.
	» Trash receptacle locations some discussion on potential locations for trash bins. One near the retaining wall and the other on the sidewalk (future bulbout) near the bus stop





# ESPRIT PARK

Conceptual Program Diagram developed at Public Workshop: May 22nd, 2016  
(See the back page for public workshop summary)



Entertainment Venue



Community Garden



Children's Play Area



Picnicking Areas



Dog Run



Native Plantings +  
Habitat Buffer



Areas to sit + observe

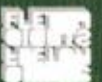
Comments from 6/14/2016 Dogpatch Neighborhood Association Meeting (Commentor:\_\_\_\_\_)

- Sequoias reaching end of life need succession plan
  - retain Par Cour + running track
  - I agree that the off-leash area + play area need to be of more similar size to have support from both parents of children & of dogs. The picnic area could be combined with the play area for their half
- This orientation is ~~the~~ the most confusing hence the upside down comments



PARK PROGRAMS

San Francisco  
Planning





## Facilitators Notes from Small Group Charette on May 22nd, 2016 (1/3)

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(See the back page for public workshop summary)



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Areas to sit + observe



Multi-use Trails



Art + Sculpture



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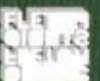
*Do the paths go beside planting spaces i.e. want the walking path to go the whole way  
Love the wetland plans + native habitats i.e. wilderness and minimal "programming"*

*This is the only diagram that's oriented in a way that I don't find confusing.*



PARK PROGRAMS

San Francisco  
Planning





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