



# ARTS COUNCIL

## REGULAR HYBRID MEETING

Wednesday, October 15, 2025 | 5:30pm

### BOARD MEMBERS:

Chair: Jonathan Harrington  
Vice Chair: Suzanne Skone  
Councilors: Irene Rajagopal, Hannah Youn,  
Pam Rock, Katie Kratzer, Britta Echtle

### LOCATION & CONTACT

MICEC – Slater Room Council Chambers  
and via Zoom  
8236 SE 24<sup>th</sup> Street | Mercer Island, WA 98040  
Phone: 206.275.7600 | [www.mercerisland.gov](http://www.mercerisland.gov)

*We strive to create an inclusive and accessible experience. Those requiring accommodation for meetings should notify the Staff Liaison's Office 3 days prior to the meeting at 206.795.8518 or by emailing [Katie.Herzog@mercerisland.gov](mailto:Katie.Herzog@mercerisland.gov).*

The virtual meeting will be broadcast live on Zoom and recorded and saved on the City's [YouTube Channel](#).

**Registering to Speak:** Individuals wishing to speak live during Appearances must register their request with the staff liaison at 206.795.8518 or [email](#) before 4 PM on the day of the Arts Council meeting. Each speaker will be allowed three (3) minutes to speak.

**Join by Telephone at 5:30 PM:** Call 253.215.8782 and enter Webinar ID 891 2336 1265 and Password 076260.

**Join by Internet at 5:30 PM:**

- 1) Click [this link](#).
- 2) If the Zoom app is not installed on your computer, you will be prompted to download it.
- 3) If prompted for Webinar ID, enter 891 2336 1265; Enter Password 076260.

**Join in person at 5:30 PM:** Mercer Island Community & Event Center 8236 SE 24<sup>th</sup> Street, Mercer Island

### CALL TO ORDER & ROLL CALL - 5:30 PM

### PUBLIC APPEARANCES

### STAFF LIAISON REPORT

#### 1. Staff Liaison Report and Planning Schedule

### REGULAR BUSINESS

#### 2. Approve the minutes of the July 16, 2025 Regular Hybrid Meeting

**Recommended Action:** Approve minutes.

#### 3. AC25-05: Deane's Children's Park Site Plan – Public Art Opportunities

**Recommended Action:** Discuss opportunities for public art integration as part of the Site Plan for Deane's Children's Park.

#### 4. AC25-06: Standing Strong Veterans Pergola – Improvements and Operational Guidelines

**Recommended Action:** Provide input to staff on potential updates to the Pergola and appropriate operational uses.

#### 5. AC 25-07: Public Art Donation Proposal – Hokusai 20 by Jeffrey Laudenslager

**Recommended Action:** Provide direction to staff for next steps to confirm the feasibility of the proposed donation.

#### 6. AC 25-08: 2025-2026 City Arts and Culture Workplan Update: Q4 2025

**Recommended Action:** Receive staff report.

## **OTHER BUSINESS**

### **7. Absences**

## **ADJOURNMENT**





# **Department Report**

## **[Placeholder]**

### **Coming soon**



# ARTS COUNCIL

## 2025 PLANNING SCHEDULE

Items are not listed in any particular order.  
Agenda items & meeting dates are subject to change.

REMINDER: NO MEETINGS IN AUGUST

OCTOBER 15, 5:30 PM		STAFF WORK TUE 10/07	AGENDA GO LIVE WED 10/08
Absences:			
TIME/TOPIC		STAFF	
	AC25-05: Deane’s Children’s Park Site Plan – Public Art Opportunities	Shelby Perrault	
	AC25-06: <i>Standing Strong</i> Veterans Pergola – Improvements and Operational Guidelines	Ryan Daly	
	AC25-07: Public Art Donation Proposal – Hokusai 20 by Jeffrey Laudenslager	Sarah Bluvass	
	AC25-08: 2025 - 2026 City Arts & Culture Workplan Update	Katie Herzog	



# ARTS COUNCIL MINUTES

## REGULAR HYBRID MEETING

Wednesday, July 16, 2025

Item 2.

### CALL TO ORDER

Staff Liaison Katie Herzog called the meeting to order at 5:31pm.

### ROLL CALL

Councilors Suzanne Skone, Jonathan Harrington, Irene Rajagopal, Katie Kratzer, Britta Echtle, and Pam Rock were present.

Council Liaison Mayor Salim Nice and Councilor Hannah Youn were absent.

Recreation Manager Ryan Daly, Recreation Supervisor Katie Herzog, and Recreation Specialist Raven Gillis were present.

### PUBLIC APPEARANCES

There were no public appearances

### STAFF LIAISON REPORT

#### 1. Staff Liaison Report & Planning Schedule Update

Katie Herzog, Recreation Supervisor, reported on the following:

- Updates
  - Summer Celebration Recap
  - Mural Restoration Update
  - Open Art Studio
- Upcoming Events
  - Mostly Music in the Park
  - Pride in the Park
  - Shakespeare in the Park
  - 51<sup>st</sup> Annual MIVAL Jr. Art Show at the MICEC
  - Call for Entries – MIVAL Community Photography Show at the MICEC
- Arts Council Planning Schedule

### REGULAR BUSINESS

#### 2. Approval of Minutes

Minutes from the March 19, 2025, Special Meeting

It was moved by Skone; seconded by Rajagopal to:

**Approve the minutes of the March 19, 2025, Special Meeting.**

Passed: 4 – 0 – 2

#### 3. AC25-03: Arts Council Officer Elections

Rajagopal nominated Harrington for Chair. There were no further nominations.

Vote:

Passed: 6 – 0

Councilor Harrington was elected Chair.

Rajagopal nominated Skone for Vice-Chair. There were no further nominations.

Vote:

Councilor Skone was elected Vice-Chair.

**4. AC25-04: 2024 Recreation Division Annual Report**

Recreation Manager Ryan Daly and Recreation Supervisor Katie Herzog presented. Councilors received the report and asked questions.

**OTHER BUSINESS**

**5. Absences**

No future absences were mentioned.

**ADJOURNMENT**

The Regular Hybrid Meeting adjourned at 6:29pm.



## ARTS COUNCIL STAFF REPORT

**AC 25-05**  
**October 15, 2025**  
**Regular Business**

### AGENDA ITEM INFORMATION

<b>TITLE:</b>	AC 25-05: Deane's Children's Park Site Plan – Public Art Opportunities	<input checked="" type="checkbox"/> Discussion Only
<b>RECOMMENDED ACTION:</b>	Discuss opportunities for public art integration as part of the Deane's Children's Park Site Plan.	<input type="checkbox"/> Action Needed:
		<input type="checkbox"/> Motion
		<input type="checkbox"/> Ordinance
		<input type="checkbox"/> Resolution
<b>STAFF:</b>	Kellye Hilde, Deputy Public Works Director	
<b>COUNCIL LIAISON:</b>	Shelby Perrault, Capital Parks Manager	
<b>EXHIBITS:</b>	n/a	
	<ol style="list-style-type: none"> <li>1. Project Location Map</li> <li>2. Phase I Community Engagement Summary</li> <li>3. Preliminary Design Concept – The Quest &amp; Woodsy Wonders</li> <li>4. Phase II Community Engagement Summary</li> </ol>	

### SUMMARY

#### PARK FORMATION

In 1962, the Mercer Island Preschool Association (MIPA) proposed a children's park at Island Crest Park, which was owned and operated by King County. After the plan was approved, MIPA solicited support from local organizations to purchase equipment and enlisted community volunteers to build the children's play area. The City acquired Island Crest Park in 1968 and renamed the play area Deane's Children's Park in 1985, in honor of Lola and Phil Deane, Mercer Island residents who were instrumental in the park's creation. MIPA has continued to partner with the City to improve Deane's, including a major park renovation completed in 2005.

#### 2022 PARKS LEVY

In November 2022, Mercer Island community members voted to renew the parks levy that was set to expire at the end of 2023. The renewed 16-year levy provides continued funding for parks operations and maintenance, in addition to funding Pioneer Park forest management and the replacement of 15 play structures. Deane's Children's Park was prioritized for early replacement due to the age and condition of equipment and the desire to provide universally accessible play opportunities.

#### DEANE'S CHILDREN'S PARK SITE CONDITIONS/EARLY ASSESSMENT

A preliminary assessment of existing conditions was conducted from 2023-2024. Key takeaways from these findings are divided into three categories:

### ***Play Equipment***

Play equipment at Deane’s Children’s Park was installed in 2005 and 2012. Except for the “dragon,” the existing play equipment is nearing the end of its useful life. The timber curbs framing the play areas do not meet accessibility standards and the existing play equipment is not truly accessible. Additionally, the park’s play equipment lacks diverse and inclusive play opportunities for all users.

### ***Park Amenities***

In addition to the play equipment, the park includes several amenities that require replacement. The original restroom that was decommissioned and converted into a storage shed is nearing the end of its useful life, as is the picnic shelter. The single-user restroom serving Deane’s Children’s Park and the Bike Skills area is located at the eastern edge of the property next to the parking lot, making it difficult to access. Site furnishings, including picnic tables and park benches, do not meet accessibility standards, and many are in disrepair.

### ***Site Circulation***

The park lacks clear wayfinding to the various play areas, which are spread out and do not offer clear sightlines, making overall site navigation confusing. The existing trails and pathways throughout the park require upgrades to meet accessibility standards and should be clearly defined to distinguish between accessible and non-accessible paths. Furthermore, the parking lot lacks parking spaces that comply with accessibility standards.

Along with the key takeaways from the preliminary assessment, it is important to note the relocation of the Bike Skills area to the northwest quadrant of the park, adjacent to the play area. The park amenities and overall site circulation will need to consider both user groups, ensuring restroom facilities and picnic shelters are centrally located, providing clearly defined paths for riders entering the Bike Skills area versus play areas, and developing amenities that meet accessibility standards. For these reasons, the scope of the playground replacement needs to be broadened to include the Bike Skills area, ensuring a cohesive plan for Deane’s Children’s Park.

## **SITE PLAN OVERVIEW AND SCOPE OF WORK**

In the fall of 2024, the City engaged Berger Partnership as the design consultant to facilitate the development of a new Site Plan for Deane’s Children’s Park. The plan will address cohesive integration of the Bike Skills area and the playground structures, with the goal of modernizing the park area to meet universal play standards. The plan will also address improvements to pedestrian and bike circulation, restroom and picnic shelter replacement, parking, and other potential park improvements. The final Site Plan will include a cost estimate, phasing plan, and funding strategy.

The planning, design, and construction of Deane’s Children’s Park will include multiple phases:

- **Phase I:** Develop a Site Plan in 2025 through a community engagement process that will address universal play standards including a new park layout and phasing plan for the replacement of equipment and amenities. The Site Plan will also include cost estimates and a funding strategy. The Parks and Recreation Commission will review the proposed alternatives and present a recommendation to the City Council for adoption.

- **Phase II:** The Site Plan will identify the first phase of capital improvement work, including anticipated replacement of one or more playground structures. The project will advance through detailed design, permitting, and phased construction that is anticipated to take place from 2026-2027.
- **Future Phases:** The anticipated scope of improvements for Deane’s Children’s Park likely exceed the initial budget allocation. Future capital improvements will be recommended for implementation in phases, to include continued opportunities for community fundraising and grants.

## COMMUNITY ENGAGEMENT SUMMARY - INITIAL INPUT GATHERING

From April to May 2025, the project team conducted a multi-faceted first phase of community engagement, gathering broad input to inform the Deane’s Children’s Park Site Plan. Outreach efforts included an online survey, an in-person open house, project booths at two community events (MIPA Circus and Leap for Green), and school-based engagement activities across four elementary schools. These efforts were designed to gather feedback from a broad cross-section of the community – including families, children, and longtime park users – on their experiences, priorities, and ideas for the future redevelopment of the park.

Key themes and takeaways included:

- Strong support for inclusive and accessible play features, including improved paths and restrooms
- Desire to preserve the natural, wooded character of the park
- Continued enthusiasm for the park’s dragon legacy, with interest in incorporating imaginative elements
- Preference for a unified theme, with top choices including *Treehouse Adventure* and *Fairytale Kingdom*
- High interest in active and diverse play features such as swings, climbers, spinners, and ziplines
- Support for phased improvements, starting with a new restroom facility, followed by a picnic shelter and access upgrades

A detailed summary of this engagement is provided in Exhibit 2.

## PRELIMINARY DESIGN CONCEPTS

Community feedback gathered during the first phase of engagement directly informed the development of two preliminary design concepts: *The Quest* and *Woodsy Wonders*. These concepts reflect the community’s priorities for inclusive, accessible play; a natural, forested setting; and imaginative elements rooted in the park’s identity. Both designs incorporate features such as improved circulation, a variety of play types for all ages and abilities, and a centrally located picnic shelter and restroom. These concepts are provided in Exhibit 3 and summarized below:

### ***The Quest***

The Quest builds on the dragon legacy and fairytale themes expressed by many children and families, featuring castle-like play structures, a sense of adventure and discovery, and playful storytelling elements.

### ***Woodsy Wonders***

Woodsy Wonders emphasizes the natural woodland character of the site, and incorporates treehouse-like play structures, quiet spaces for reflection, and nature-based play that supports creative exploration.

## COMMUNITY ENGAGEMENT SUMMARY - PRELIMINARY DESIGN CONCEPTS

The second phase of engagement focused on presenting the draft design concepts developed in response to initial community input. This phase invited community members to provide feedback on the overall look, feel, and character of the concepts – particularly the play equipment – and to respond to more specific questions related to different types and categories of play. From July to August 2025, the project team conducted a community-wide survey via the Let’s Talk Mercer Island project webpage, held a focused discussion with the Friends of Dragon Park, and hosted project booths at four City events: Summer Celebration, Mostly Music in the Park, National Night Out, and Pride in the Park.

Key themes and takeaways included:

- Broad support for *Woodsy Wonders* as the preferred concept, with appreciation for its alignment with the park’s natural setting
- Desire to meaningfully integrate Kenton’s Dragon into the updated design
- Continued support for unstructured, imaginative play that fosters creativity, exploration and open-ended play experiences
- Emphasis on inclusive features that support a range of ages and abilities, while preserving the park’s forested character
- Climbing and sliding were the most desired play elements in larger structures, with clear support for elevated, open spaces and a unique structure that reflects the park’s character

A detailed summary of this engagement is provided in Exhibit 4.

## DESIGN REFINEMENT

On September 4, 2025, the project team facilitated a site tour with the Parks and Recreation Commission (PRC) during its Regular Meeting to provide an on-the-ground perspective of the two draft design concepts under consideration. During the visit, staff presented an overview of each concept, highlighting how design elements would be experienced in context and how they reflect community feedback.

Following the site visit and discussion, the PRC expressed support for the *Woodsy Wonders* concept and recommended moving forward with refining this option into the preferred plan. The project team will return to the PRC on November 6, 2025, to present the refined design and proposed equipment features for review and consideration. Staff will also share input received from the Arts Council regarding public art recommendations.

## PUBLIC ART INTEGRATION – OPPORTUNITIES

As part of tonight’s presentation, staff will provide the Arts Council with an overview of the project and seek input on opportunities to integrate public art and/or placemaking elements using the 1% for Art in Public Places funding generated by this project. The Site Plan is expected to be implemented in multiple phases, and at this stage, staff are presenting a selection of potential public art opportunities for consideration during the first phase of development. Additional recommendations for public art in future phases will be documented in the Site Plan Report, which will be presented to City Council in early 2026. The first phase of this capital project is expected to generate approximately \$10,000 - \$15,000 in 1% for Art revenue.

During the initial community engagement phase, participants were asked to select a theme that could complement *Kenton’s Dragon*. Among the options presented, “Treehouse Adventure” emerged as a community favorite and was carried forward in the *Woodsy Wonders* concept. This theme celebrates natural materials,



woodland creatures, and a treehouse-inspired aesthetic, offering strong opportunities to integrate nature-based public art into the park environment.

Staff are seeking the Arts Council’s input on potential art forms and media that would align with the “Treehouse Adventure” theme and could be integrated into the first phase of development. Initial ideas include:

- Sculptural elements that define entrances or specific areas of the park, reflecting the theme
- Tile, paint, or other graphic media integrated into seat walls or building facades
- Functional design elements such as custom benches, an informational kiosk, wayfinding features, etc. that reinforce the treehouse/natural woodland aesthetic

The preferred type of artwork may influence the implementation method. Staff have identified three potential approaches to incorporating art into the design process:

- Design team-led integration: Creative elements are designed directly by the design team during 30% design.
- Artist collaboration: A selected artist joins the design team and works collaboratively as the design develops.
- Independent artist commission: A selected artist works semi-independently using the Site Plan and 30% design to guide the development of standalone art elements.

The type of art preferred may influence the process that is utilized. For example, functional elements (e.g., custom benches or wayfinding) would likely benefit from closer coordination with the design team, whereas more standalone pieces (e.g., sculpture) may offer more flexibility in timing and process.

### EXISTING PUBLIC ART INVENTORY – KENTON’S DRAGON

*Kenton’s Dragon* is an approximately 44-foot-long concrete structure situated in the southeast portion of Deane’s Children’s Park. It was re-built in 2013 after staff inspections revealed that the original, beloved dragon was deteriorating significantly and nearing the end of its useful life, with large cracks and extensive decay. Due to the dragon’s artistic value, staff contacted original artist Kenton Pies – who agreed to come out of retirement to create a new version. Because this project was not a planned replacement, the Mercer Island Arts Council approved funding from the 1% for Art in Public Places Fund to pay for the new dragon, a request later approved by City Council.

During community engagement, the project team received feedback that *Kenton’s Dragon* is beginning to show signs of age and may benefit from restoration in the future. However, staff recommend that any work related to *Kenton’s Dragon* be addressed separately from the current phase of improvements, as restoration is expected to be a larger and more resource-intensive effort - likely to exceed the 1% funding generated by this project. If the Arts Council would like staff to explore this further, staff can include it as a potential item for the 2027 work plan for future consideration.

### NEXT STEPS

Staff will compile Arts Council input on preferred public art opportunities for the first phase of development and will further evaluate these options during the 30% design effort, which begins in 2026. Staff will return to the Arts Council during that phase to present updated options for further review and feedback.

### RECOMMENDED ACTION

Discuss opportunities for public art integration as part of the Site Plan for Deane’s Children’s Park.





# DEANE'S CHILDREN'S PARK

Item 3.



Deane's Children's Park Boundary



Property Line



Map Date: 3/11/2025  
Island Crest Park  
CIPProjectMaps2024\_3.3.aprx

Disclaimer: No warranties of any sort including accuracy, fitness or merchantability accompany this map. Aerial Photo: May 2023





# DEANE'S CHILDREN'S PARK SITE PLAN

## ENGAGEMENT SUMMARY

### PHASE 1 – INITIAL INPUT

## PROJECT OVERVIEW

A renewed 2022 Parks Levy provides continued funding for parks operations and maintenance, including replacement for play structures. Deane's Children's Park was prioritized for early replacement due to the age of equipment and the desire to provide universally accessible play opportunities. The re-imagined Deane's Children's Park will focus on inclusive play, a play-for-all approach that is rooted in universal design guidelines and goals, as well as evidence-based play space design practices. Through a community engagement process, the City is developing a Site Plan for a new layout with welcoming play spaces where all visitors can play together, regardless of age or ability.

## ENGAGEMENT PROCESS

The first phase of engagement focused on introducing the project and gathering input from community members about their experiences at Deane's Children's Park, as well as their needs and priorities. Between April and May 2025, the project team conducted a community-wide survey via the Let's Talk Mercer Island project webpage, hosted an open house, visited the four elementary schools on the island to engage with children, and hosted project booths at both the City's annual Leap for Green event and the Mercer Island Preschool Association's annual Circus event. The following sections summarize the key themes and findings from these five engagement activities.

### Survey #1

The survey was available online on the Let's Talk Mercer Island Deane's Children's Park Site Plan webpage from April 21 to May 23, 2025, and received a total of 102 responses. The majority of responses were likely submitted by families, including children under age 12 and adults aged 35-45. Most respondents reported visiting the park either weekly or occasionally, with 54% arriving by car and 36% walking.

Survey participants expressed strong appreciation for the dragon structure and a clear desire to see it preserved in the updated park design. Swings, slides, and the natural forest setting were also highly valued for offering shade, variety, and opportunities for unstructured, open-ended play. While there was broad support for inclusive play features, many emphasized that these should not come at the cost of the park's existing forested character.

*"Dragon Park is a special place well known by families throughout the region. Please make it accessible but at the same time don't ruin the feeling of being in the woods and lose the sense of adventure."*

Current challenges identified at the park included the distance to the restroom and its condition, limited visibility across the playground; inadequate parking; inaccessible paths, surfaces, and play structures, as well as aging amenities.

### Feedback to Support Inclusive Design

Survey respondents provided thoughtful feedback to support inclusive design in three key areas:

#### Physical Accessibility:

- A family restroom with a universal changing table
- Seamless transitions between park areas and rollable surfaces
- Benches with adjacent space for mobility devices

*"Good accessible paths are a must. The park is currently very challenging due to poor path conditions..."*

### Sensory Processing Differences:

- Quiet spaces in the park
- Tactile play elements such as sand and water features
- Play experiences that includes linear motion, like swings and slides

*“[A]daptive swings, quiet areas, tactile panels, sensory-friendly trails...”*

### Cognitive and Intellectual Challenges:

- Clear signage and visibility across the playground
- Play experiences that build developmental skills in a sequence
- Picture communication panels

*“I think playgrounds should be designed in a way so that it is easy to keep an eye on kids (especially when you have more than one child to watch), and to reach them/run to them easily and safely when needed.”*

### *Theme and Aesthetic Preferences*

When asked about design themes to complement Kenton’s Dragon, respondents’ top choices were Treehouse Adventure and Fantasy Woodlands. While there was enthusiasm for building upon the current park’s dragon theme, many emphasized the importance of preserving the park’s natural aesthetic and not over-theming the space.

### *Desired Features and Phasing Priorities*

Preferred active play features included swings, climbing structures, and slides. Because the park will be constructed in phases, respondents were asked to identify their top priorities: first, a new restroom facility; followed by a picnic shelter and tables; and lastly, parking and access improvements.

## Open House

An in-person open house was held on Saturday, May 3, 2025, from 10:00 a.m. to 12:00 p.m. at Island Park Elementary School, located next to Deane’s Children’s Park. Approximately 20 community members attended, including parents with young children, and previous park users. The event offered an opportunity for attendees to learn about the project, vote on preferred themes and play features, speak with an inclusive design expert, and participate in hands-on activities with project team members to redesign the park.

Feedback from open house participants aligned closely with key themes identified in the community survey. Common priorities included:

- Support for an accessible, inclusive playground with improved visibility and paths that accommodate mobility devices and strollers
- A strong preference for maintaining the park’s natural, wooded character while building on the existing dragon theme to inspire imaginative play
- Interest in enhanced spaces for caregivers, including areas for stroller parking and seating
- Appreciation for swings and interactive features, such as activity

Participants also noted that while musical elements in the current park were enjoyable, they were often broken or missing parts. Additionally, several attendees expressed interest in donation opportunities to help support the park’s redevelopment.



*Figure 1. Families design a park with project team members.*

## In-School Engagement

In May 2025, City staff visited four elementary schools to directly engage with students and gather their feedback and ideas for the future of Deane's Children's Park. During these visits, students had the opportunity to vote on preferred park themes and play features – using the same options presented in the community survey and open house. As an optional take-home activity, students were invited to design their own parks (see Appendix A). Nearly 160 designs were submitted to the City, providing valuable insight into students' priorities and creative ideas for the park.

### Island Park Elementary:

- Three 35-minute sessions with three classes per session
- Approximately 225 students
- Grades 3 - 5

### Lakeridge Elementary:

- Eight 15-minute sessions with two classes per session
- Approximately 327 students
- Grades K - 5

### Northwood Elementary:

- Seven 20-minute sessions with two classes per session
- Approximately 300 students
- Grades K - 5

### West Mercer Elementary:

- Six 20-minute sessions with three classes per session
- Approximately 450 students
- Grades K – 1 and 3 – 5

## Student Feedback Highlights

Across all schools, the most popular theme choices were Fairytale Kingdom and Treehouse Adventure. Top play features included **swings, climbers, and spinners**. Key takeaways from the student-designed playground included:

- Frequent use of themes such as castles, climbing towers, adventure, and dragons
- Enthusiasm for play spaces among and within trees
- Interest in ziplines, swings, activity panels, and musical elements
- A desire for restrooms
- A strong preference for a diversity of play options that offer both active and imaginative experiences

## Community Event Booths

In spring 2025, City staff hosted informational booths at two popular community events: the City's Leap for Green sustainability fair (April 5, 2025) and the Mercer Island Preschool Association's annual Circus event (April 26, 2025). These booths were designed to introduce the Deane's Children's Park Site Plan project to families and community members, provide an overview of what the site planning process entails, and share details about upcoming engagement opportunities. Staff distributed materials about the online survey and open house, answered questions, and encouraged participation from a broad cross-section of the community. These events helped raise awareness about the project early in the engagement process and supported community turnout for subsequent activities.



Figure 2. Island Park students vote for their favorite playground themes.



## NEXT STEPS

Item 3.

The project team will develop two design concepts based on this first phase of engagement and universal design best practices. These concepts will incorporate key community priorities, including quiet rest areas, a cohesive natural theme that honors the park's dragon legacy, upgraded restroom and shelter facilities, and a variety of play equipment and features designed to meet the needs of all park users. A second community-wide survey scheduled for July 2025 will gather further input to help refine the concepts and guide the selection of a preferred site plan.



Figure 3. Student park designs

Appendix A – Student Park Design Submissions

# APPENDIX A

## STUDENT PARK DESIGN SUBMISSIONS

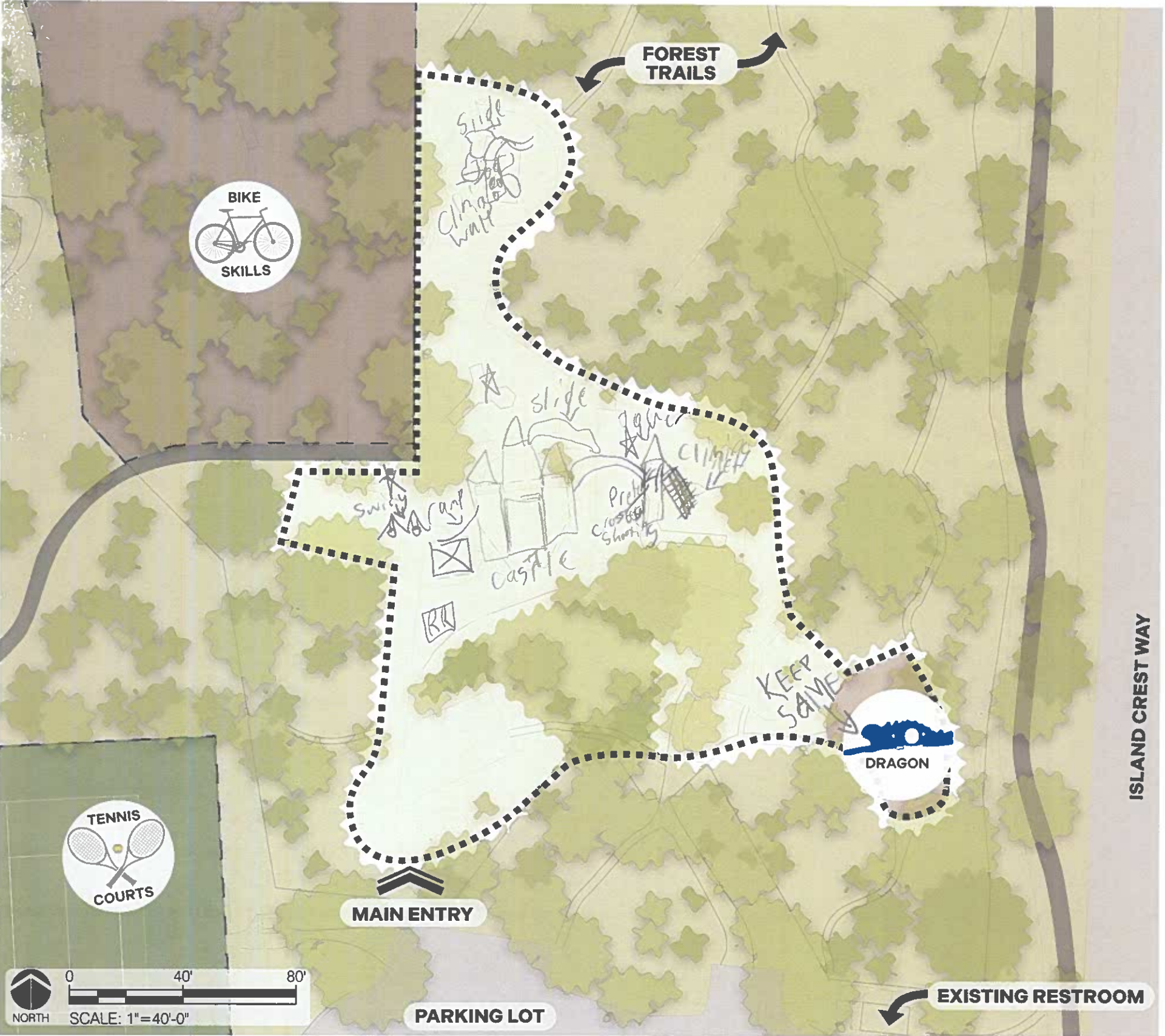


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: Student names have been omitted to protect individual privacy Age: 4+

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Made up

Does your playground have a unique feature you love? bridge between towers

Please write a short description that describes what I have created. A fun Park idea for 4+ kids

of all abilities



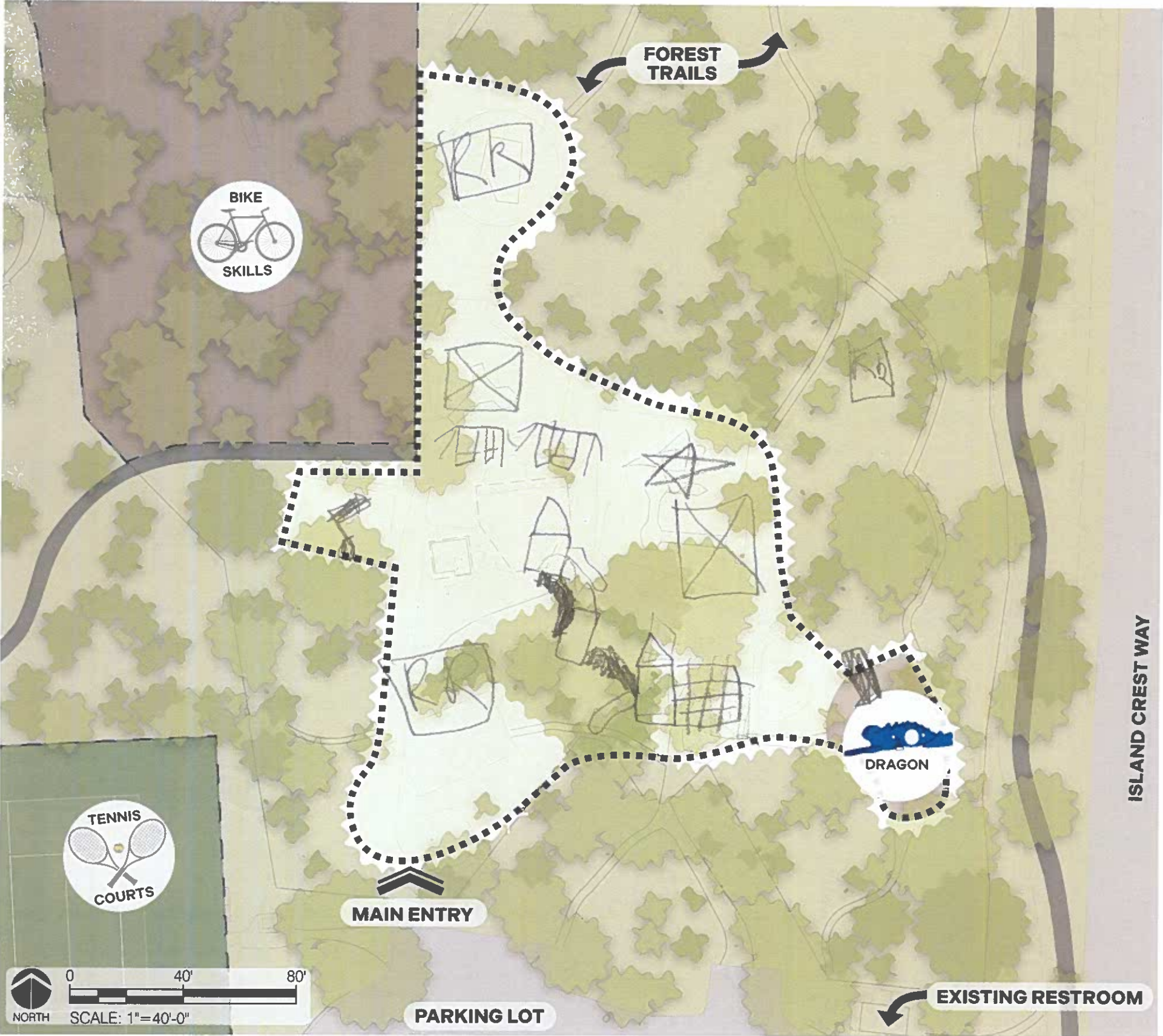
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual

Name: privacy Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? no

Does your playground have a unique feature you love? no

Please write a short description that describes what I have created. a playground



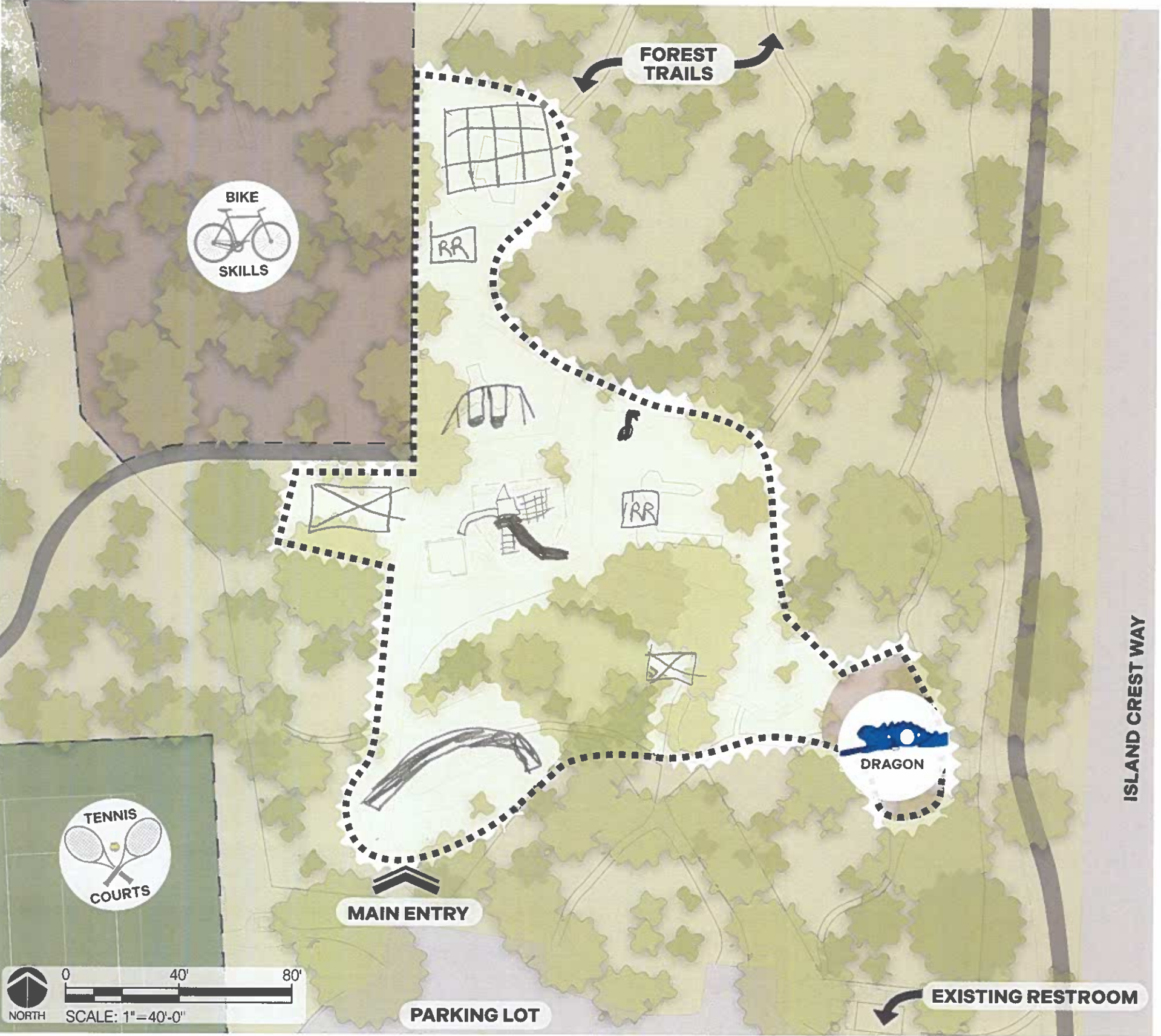
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy

Age: 10 1/2

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? What it is now

Does your playground have a unique feature you love? The Dragon I do not want you to

Please write a short description that describes what I have created. a bigger area to touch  
play (but don't touch or do even thing with the  
DRAGON!!!!!!

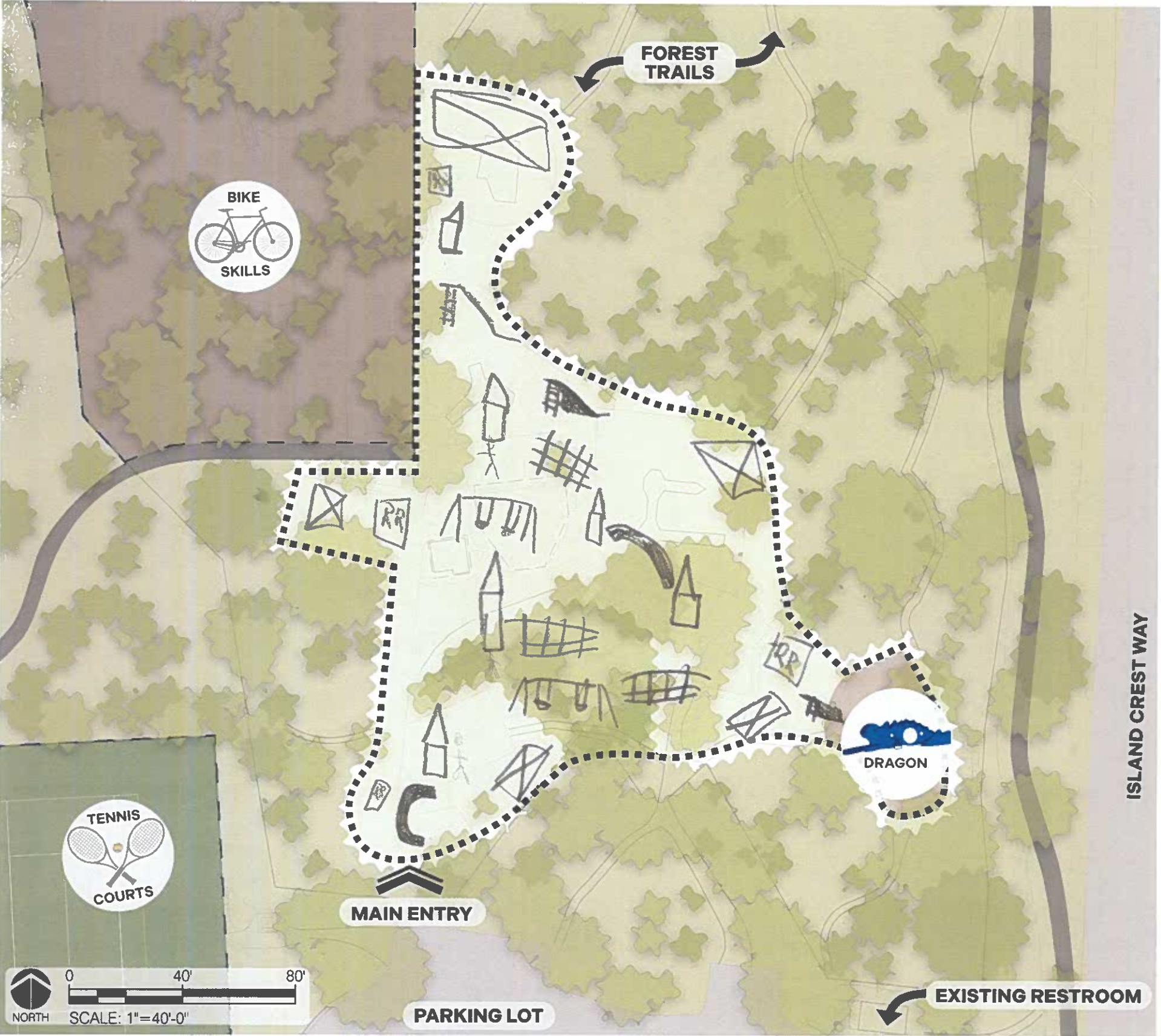


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *Yes. I want the playground to feel like a tree house park.*

Does your playground have a unique feature you love? *a unique feature would be to have a slide leading into the dragon*

Please write a short description that describes what I have created. *I have made a work of play with lots of climbing and towers. The entrance is a bridge leading into the play area there*

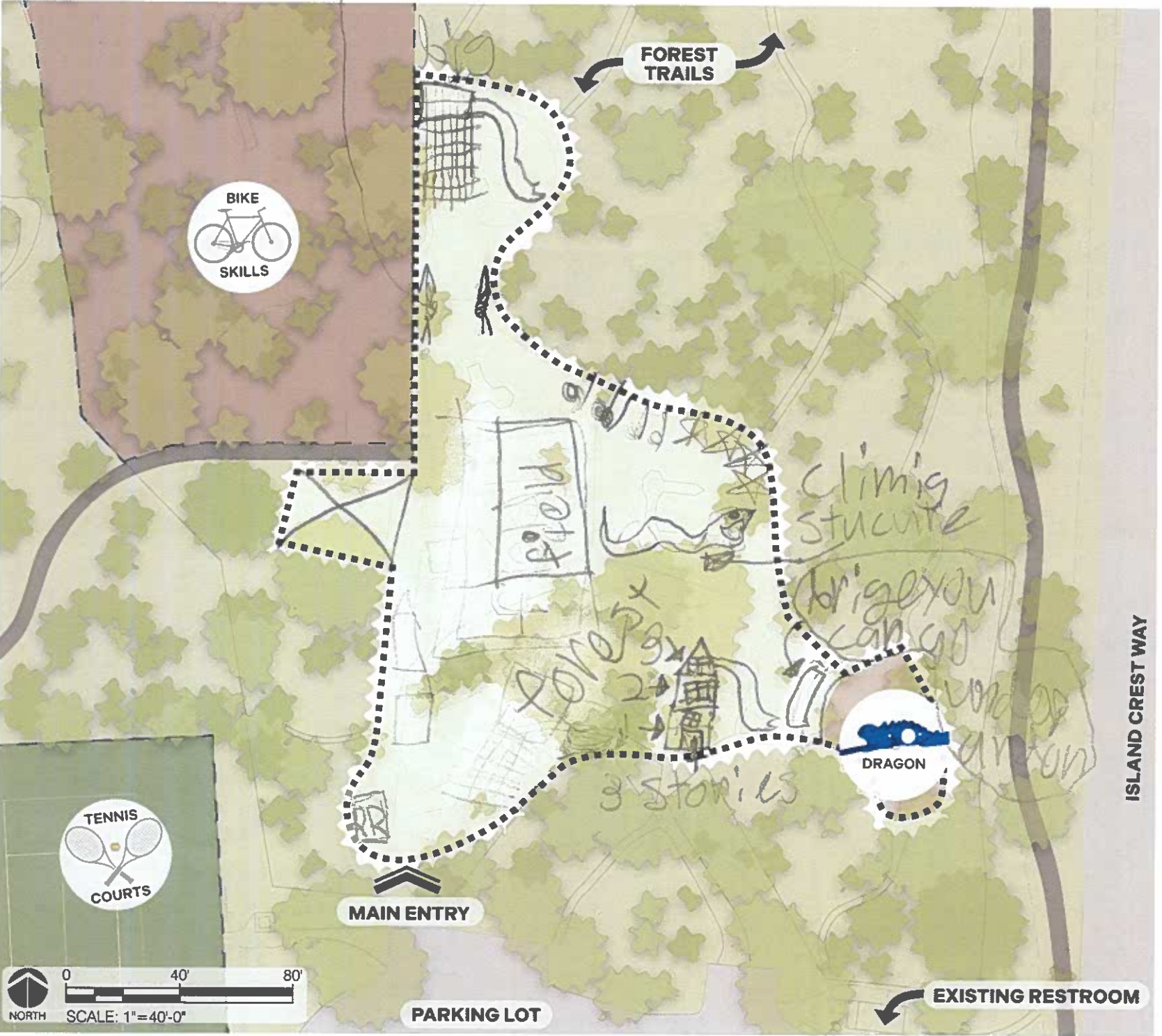


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *privacy* Student names have been omitted to protect individual privacy  
Age: *10*

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *Noooooo!!! well, maybe, a mix of everything*

Does your playground have a unique feature you love? *no*

Please write a short description that describes what I have created.

*AWESOME!!!*

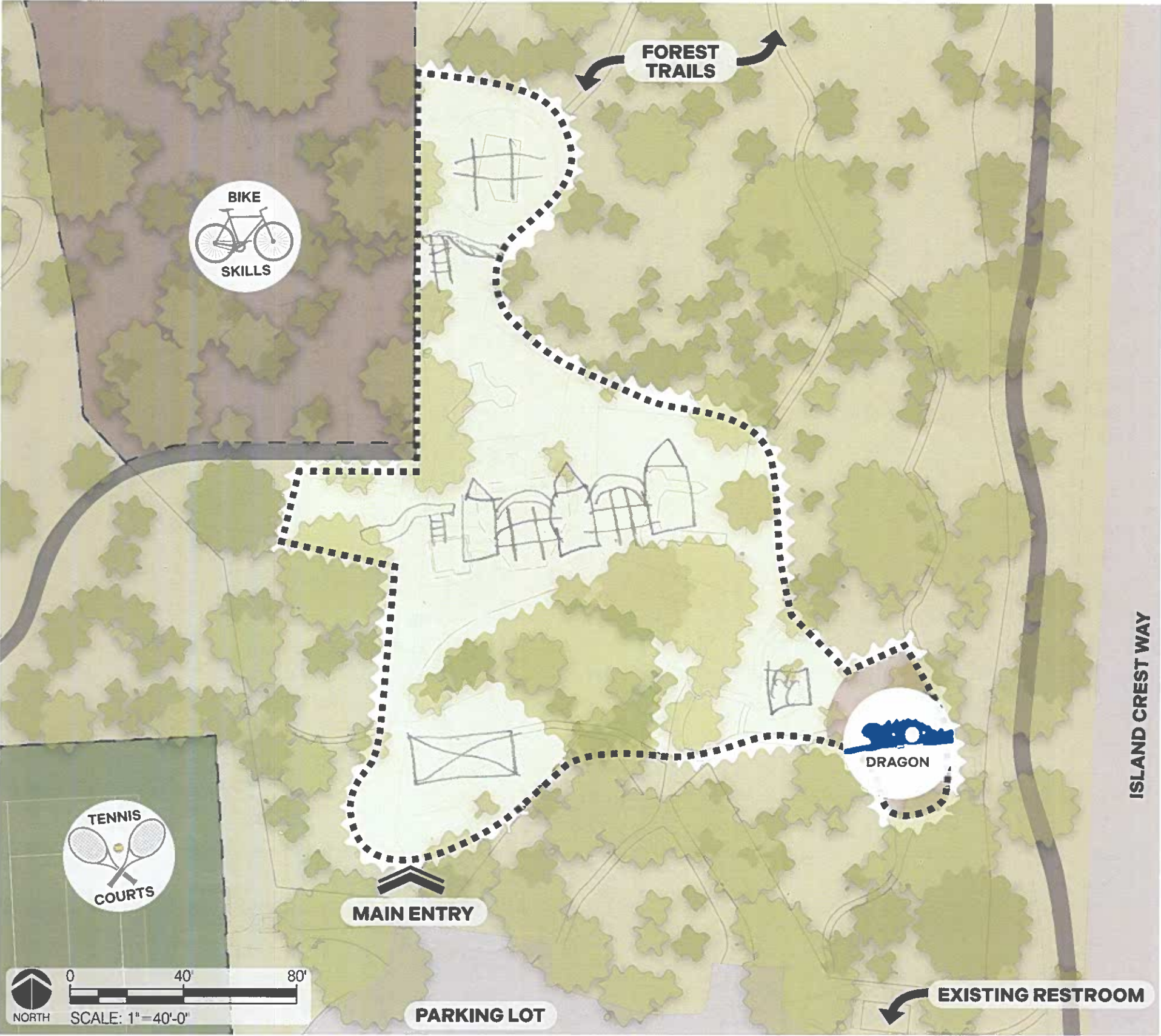


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy Age: 12/14

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? NO

Please write a short description that describes what I have created. NO

\_\_\_\_\_

\_\_\_\_\_

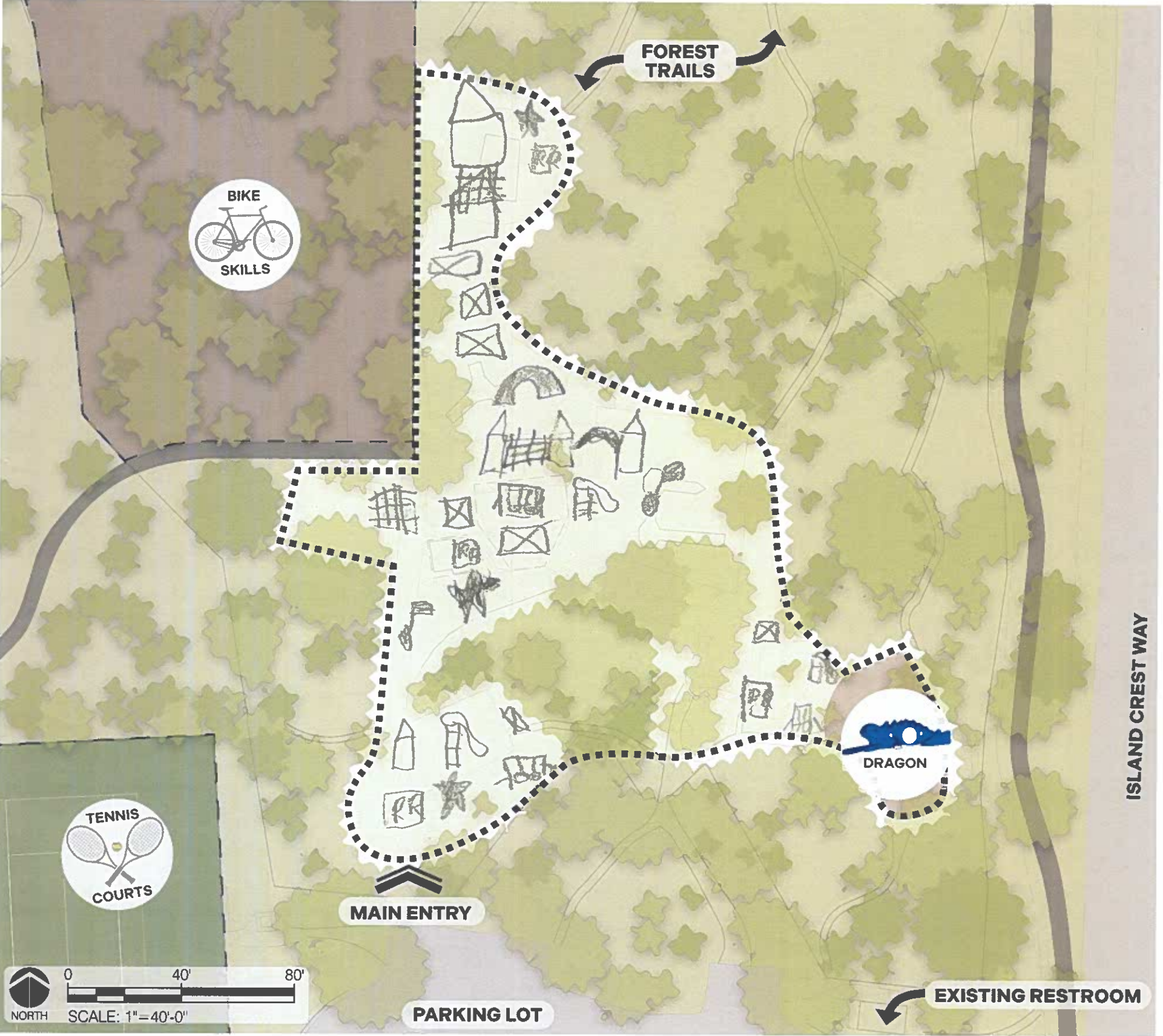


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: - privacy Age: 10

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? no

Does your playground have a unique feature you love? no

Please write a short description that describes what I have created. A cool play ground to have fun in.

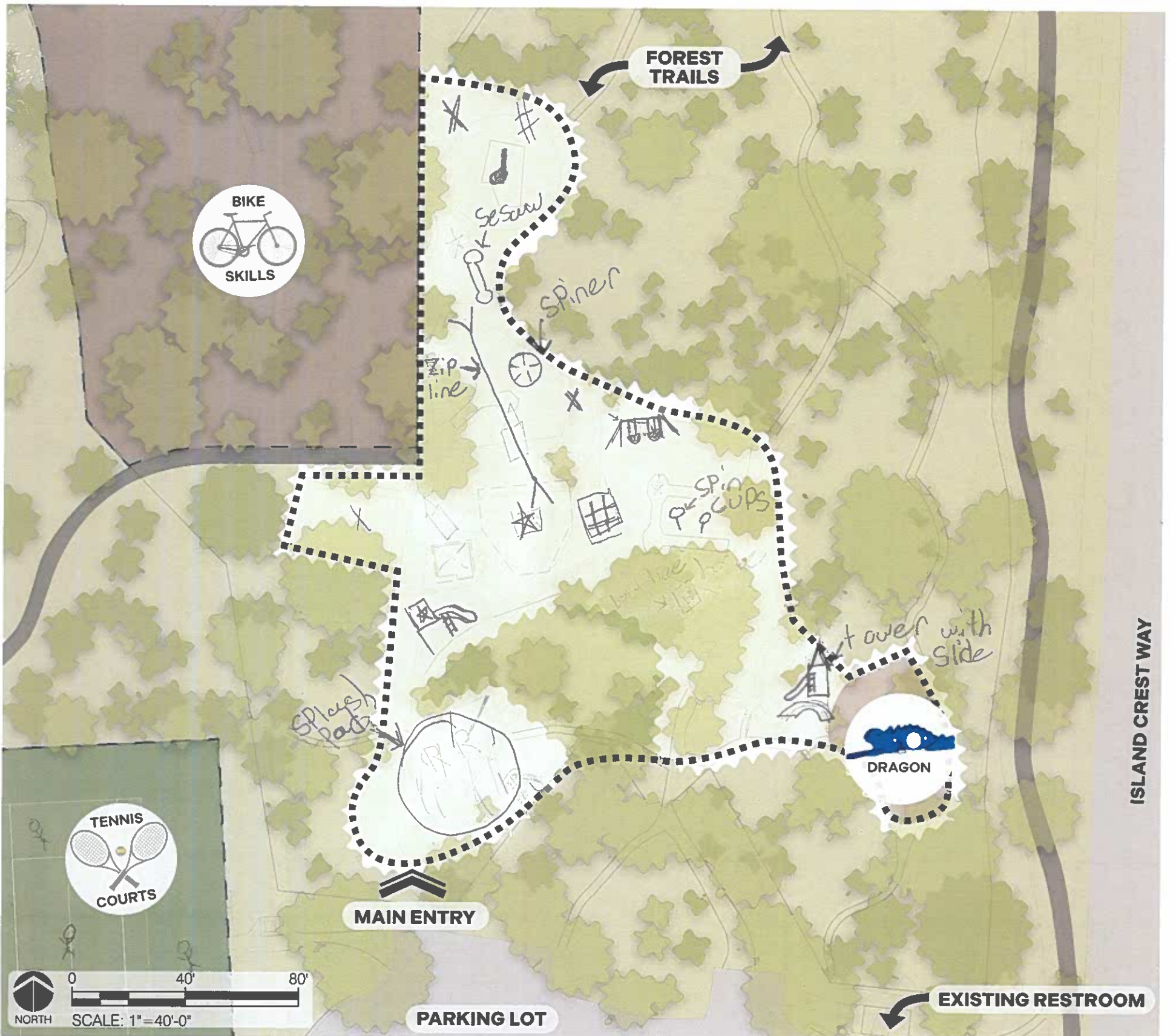
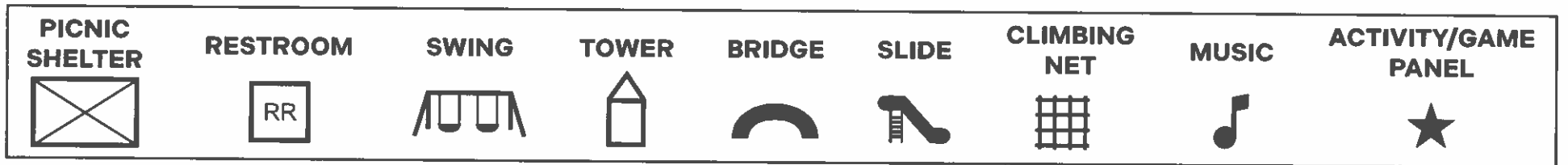


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: *privacy*

Age: *11*

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme? *a castle*

Does your playground have a unique feature you love? *the tower slide and zip line*

Please write a short description that describes what I have created. *I created a fun dream play ground*



more  
dragons

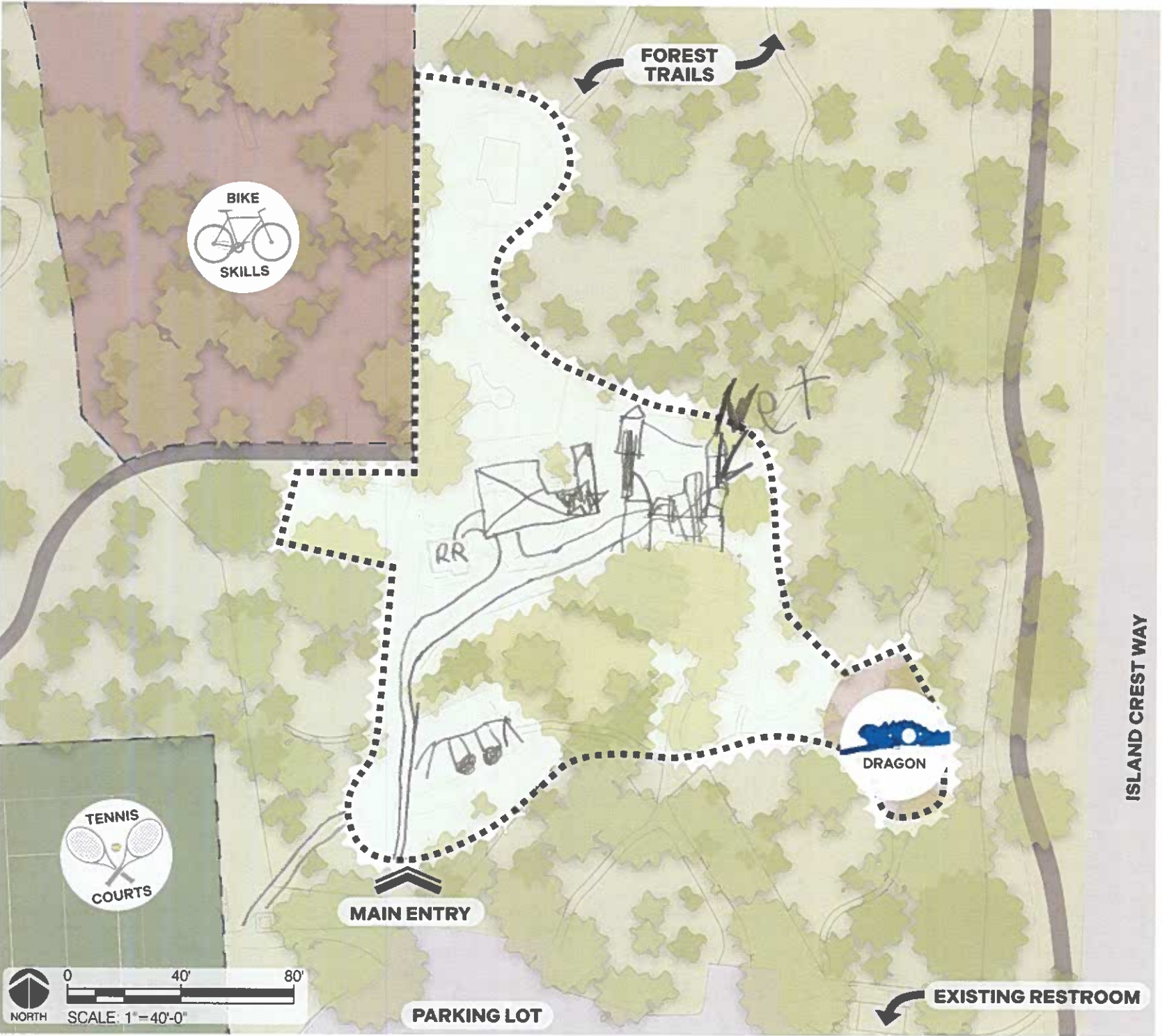
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 11

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? \_\_\_\_\_

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

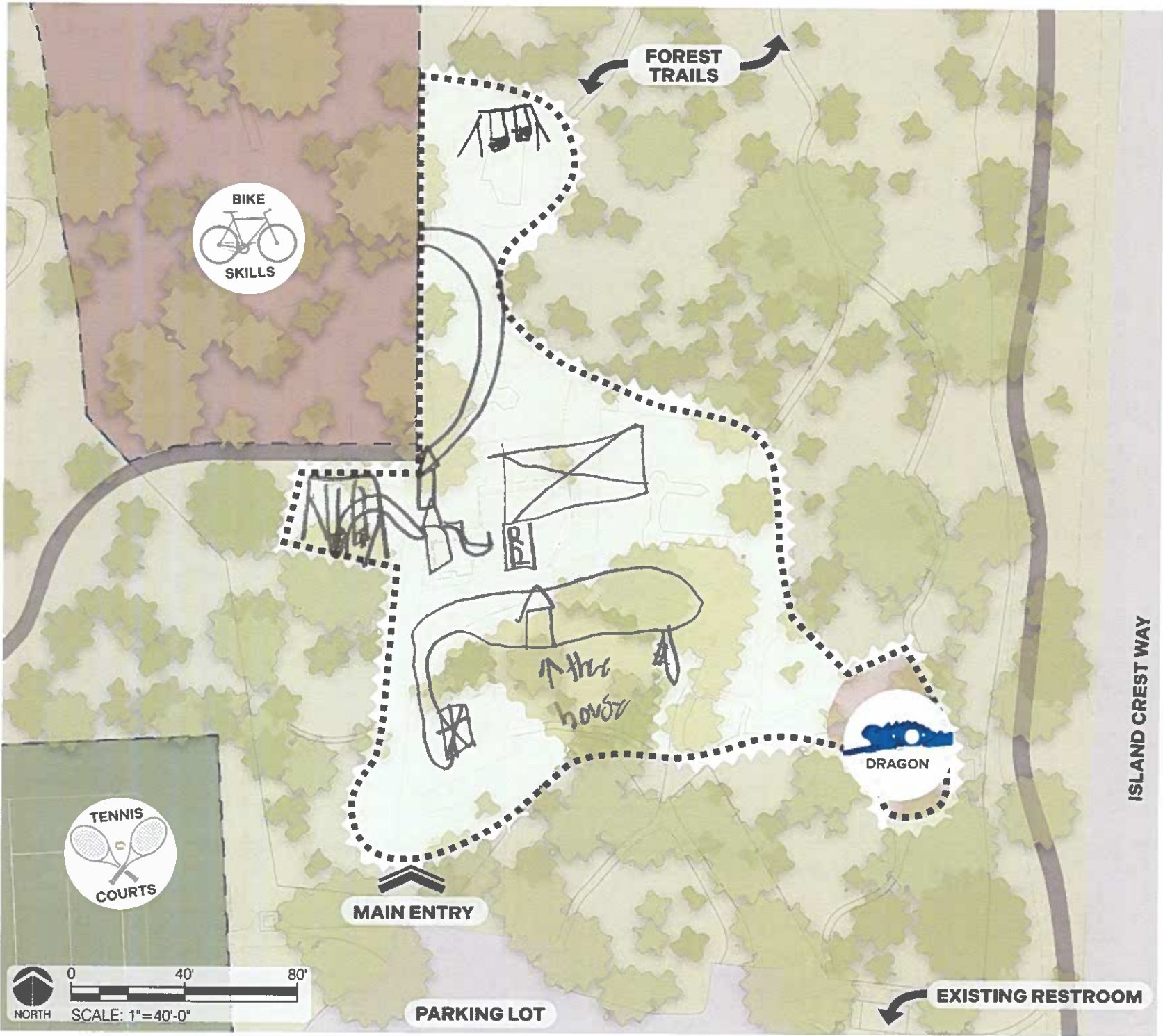


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy Age:                     

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? tree house adventure

Does your playground have a unique feature you love? alot of tree house

Please write a short description that describes what I have created. lots of towers  
climbing areas and slides

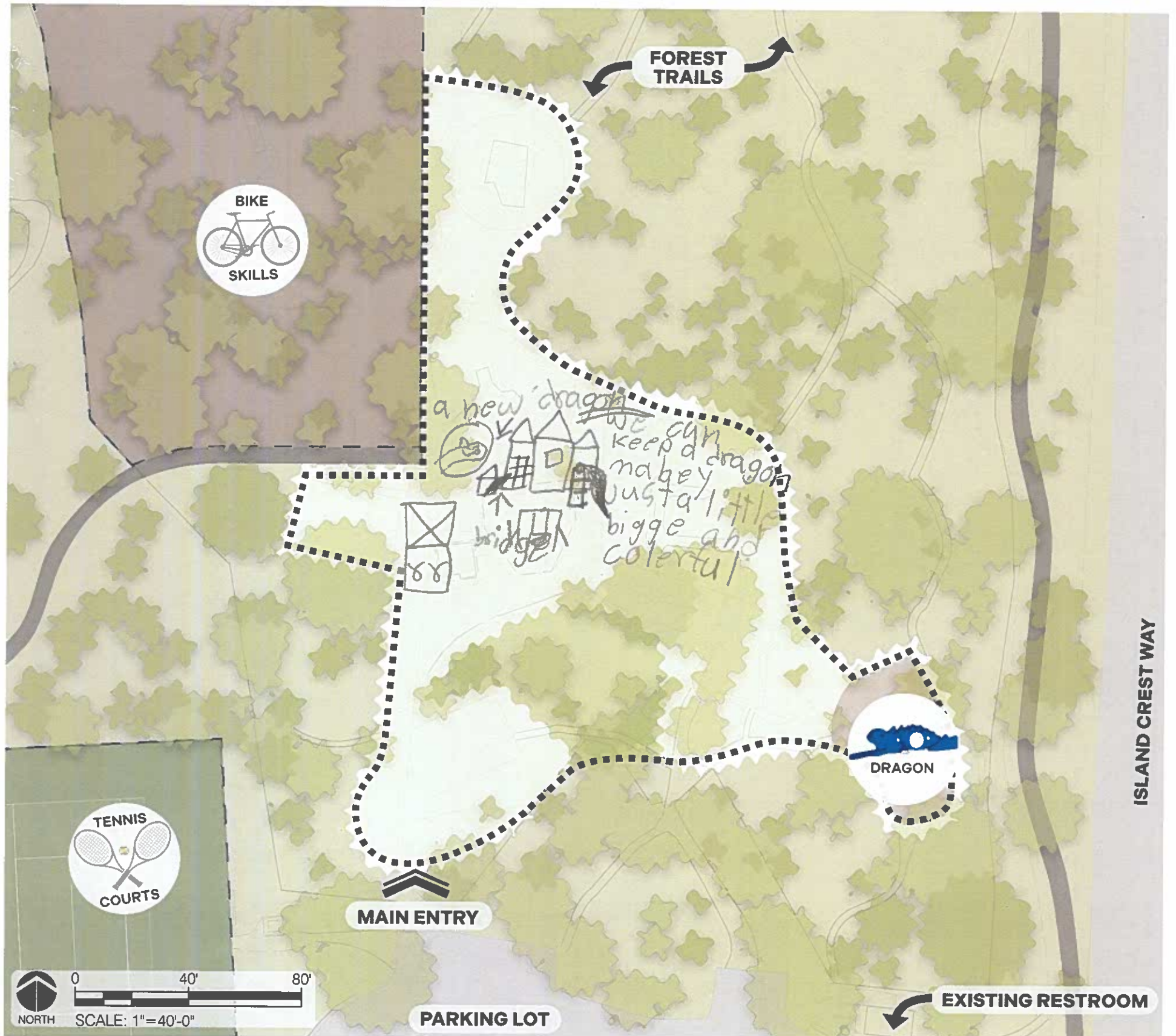
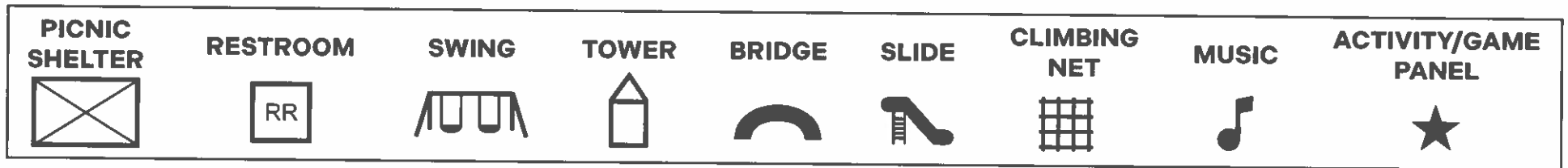


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy

Age: 10

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



Does your playground have a theme? I think the theme could be like  
medieval times

Does your playground have a unique feature you love? a big castle

Please write a short description that describes what I have created. a castle with multiple  
bulidings that are kinda big with a new 2 story dragon  
and bridges that connect buildings that have climbers

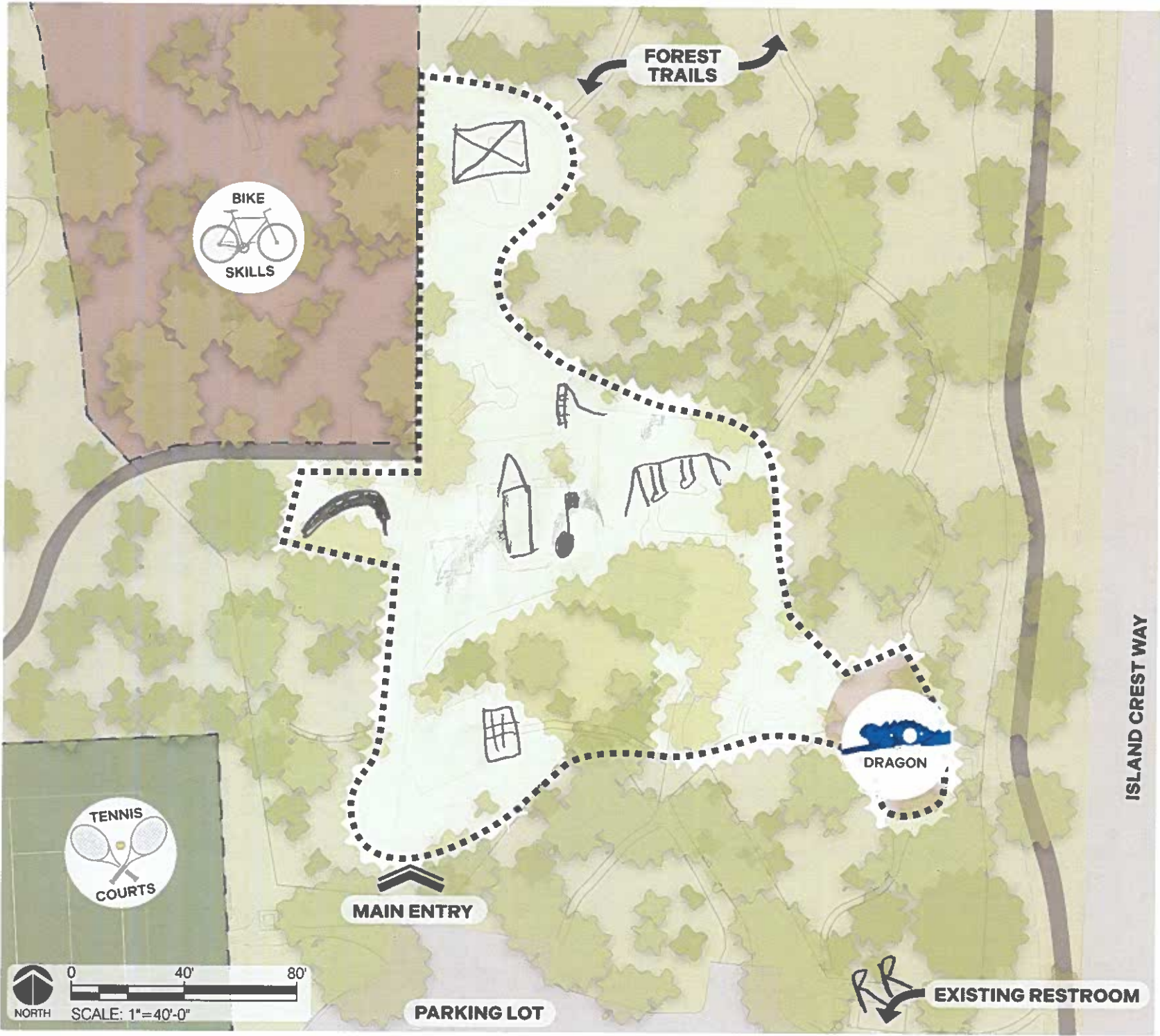


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name *privacy* Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? yes, fairytale

Does your playground have a unique feature you love? yes, the castle.

Please write a short description that describes what I have created. I created a nice

chill park.

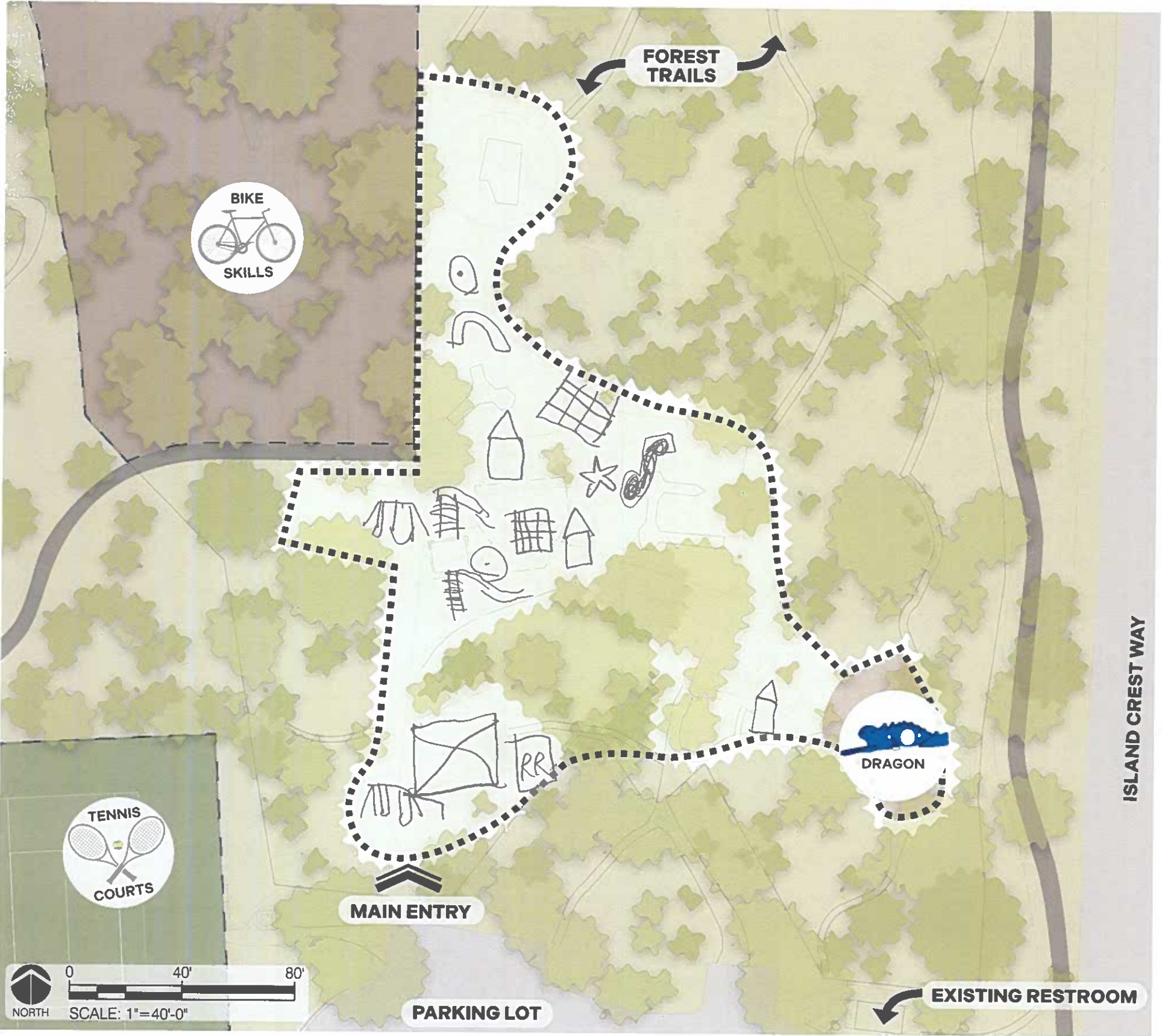


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy Age: 11

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? forest animals

Does your playground have a unique feature you love? climbing net

Please write a short description that describes what I have created. lots of climbing  
net and towers.

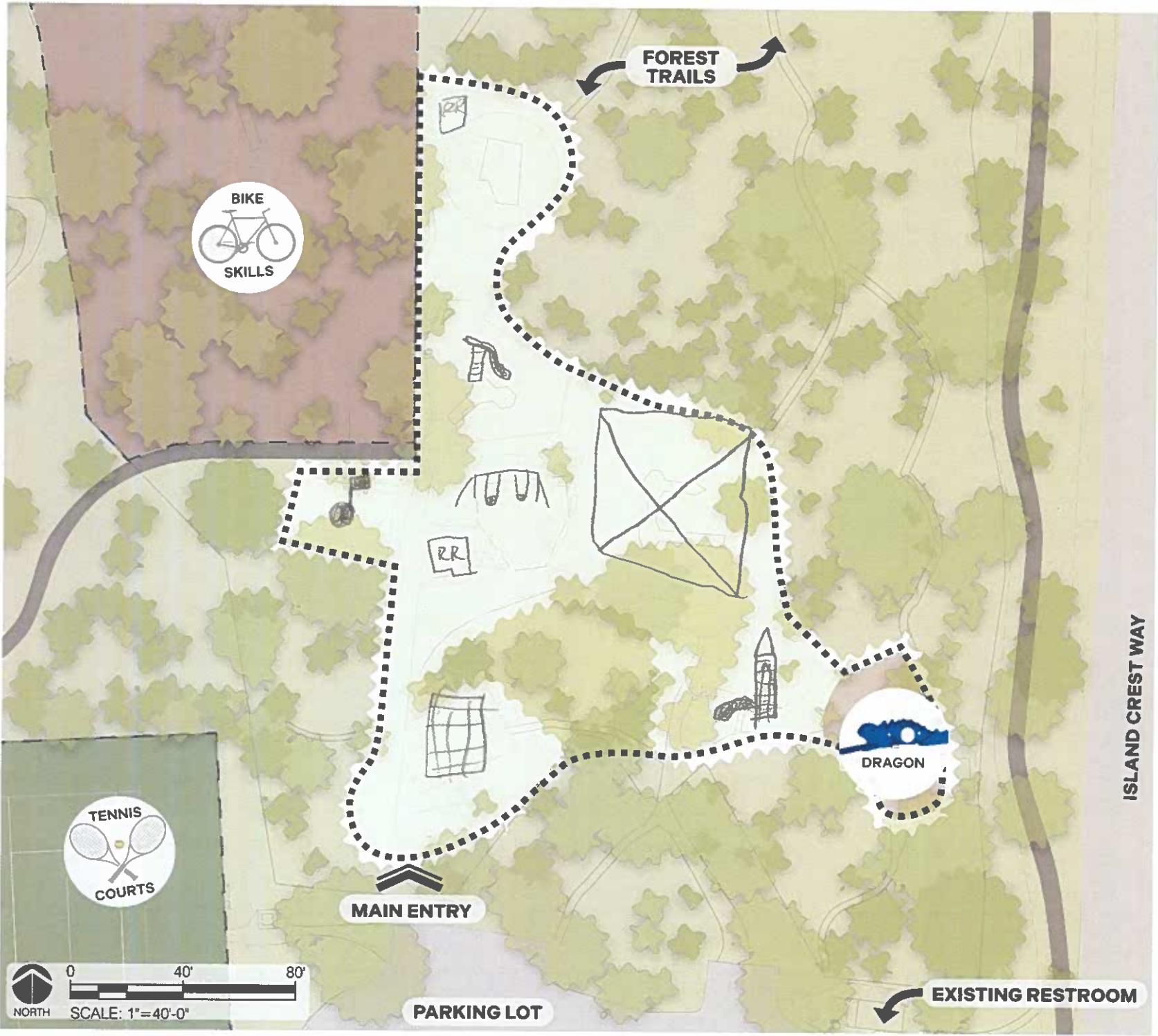


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy je: LO

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? The theme of my playground is a climbing theme.

Does your playground have a unique feature you love? yes, it has lots of things to climb on.

Please write a short description that describes what I have created. I have created a

tower with a climbing net on it and a  
bridge next to it. There is a climbing area close  
to the main entry. Close to the bike park there is a  
music toy. On the other side of the bike park there is  
a restroom. There is a slide.



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual

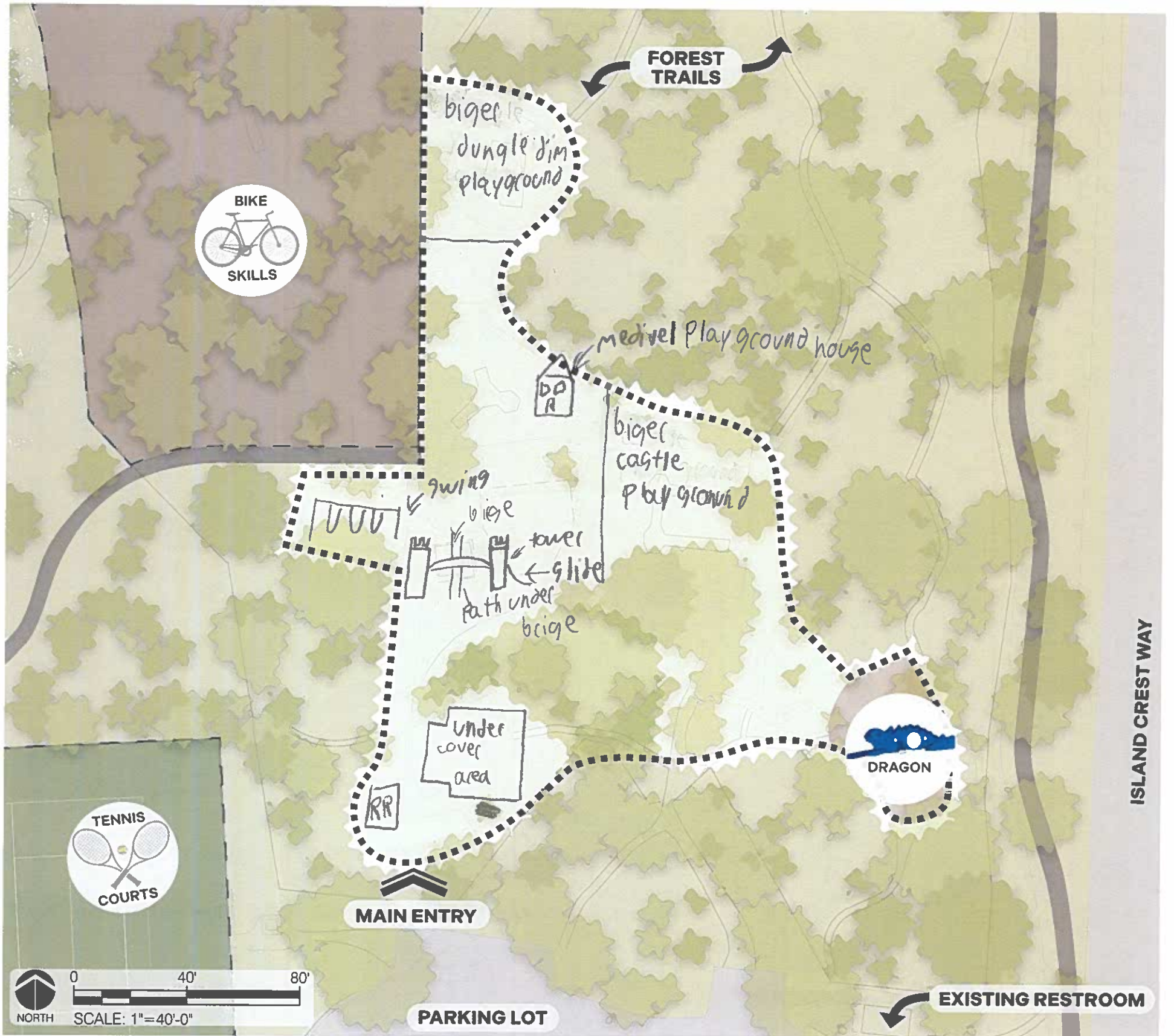
Name: *privacy*

Age: 10

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme? medieval castle

Does your playground have a unique feature you love? \_\_\_\_\_

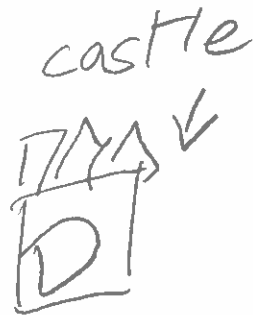
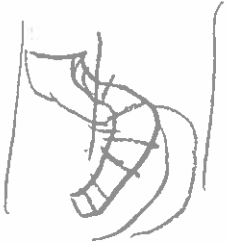
Please write a short description that describes what I have created. I have created a medieval

theme play ground with the castle playground and the jungle

Jim in the same area but bigger and much newer



castle has a spiral staircase  
and around has a slide

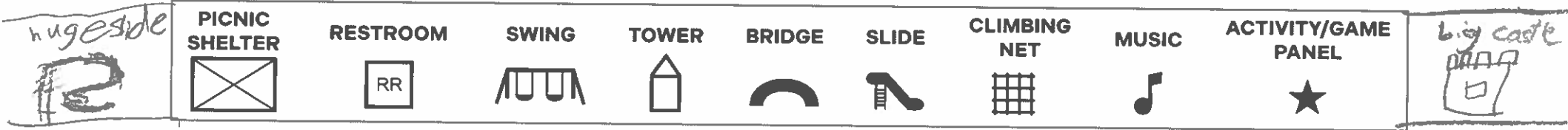


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

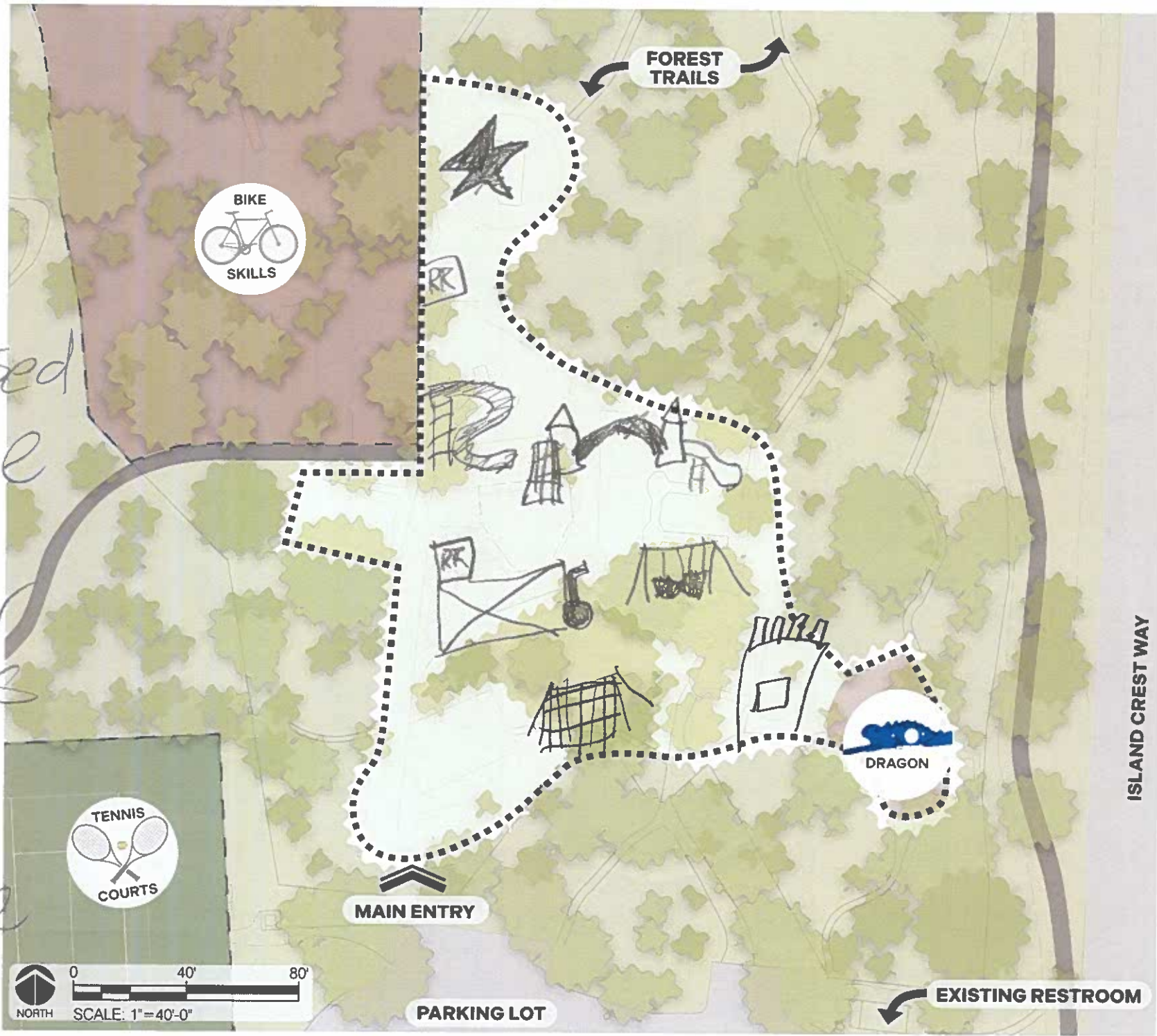
Student names have been omitted to protect individual  
Name: privacy

e: 10

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



huge  
slide  
is  
a  
half  
enclosed  
slide  
for  
older  
kids  
and  
the  
slide  
is  
kind  
of  
crazy



Does your playground have a theme? castle / fantasy

Does your playground have a unique feature you love? the castle guarding the dragon

Please write a short description that describes what I have created. a big area good for all ages with great theming.



DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy

11/11/2020

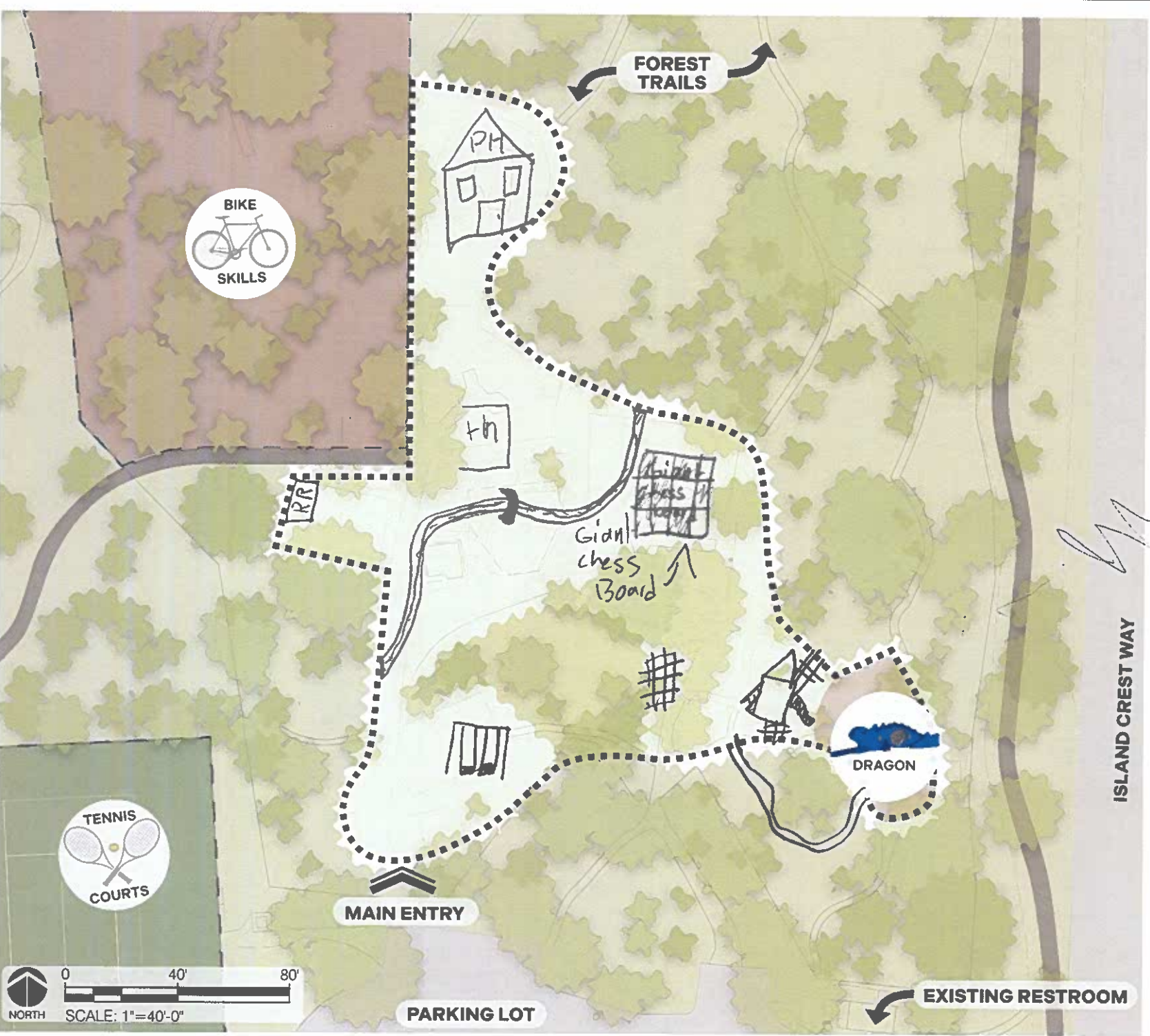
Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL

River

TH  
treehouse

PH  
play house large



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? yes, a rain forest jungle city

Does your playground have a unique feature you love? The treehouse, and the playhouse and river

Please write a short description that describes what I have created. I made a jungle playground with a man-made river and a tower with climbing walls blocking the dragon. a new path leads there too, for parents.

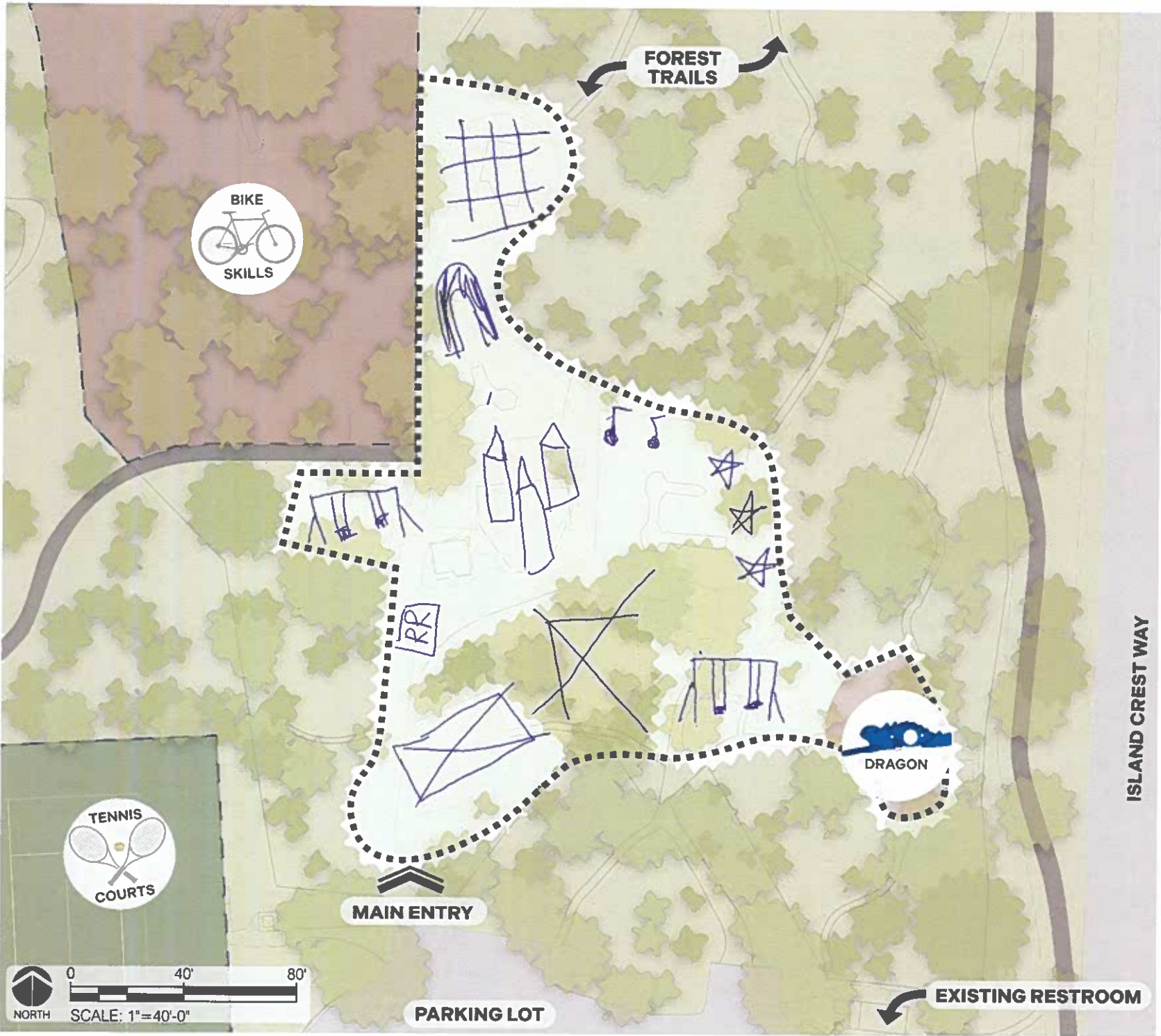


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy # 9 (almost ten)

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? no sorry

Does your playground have a unique feature you love? yes, there is all the stuff inside

Please write a short description that describes what I have created. a very fun playground  
that has every thing



map slide finished with name

mon 10/15/15

# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

map  
fence  
play area  
slide bar

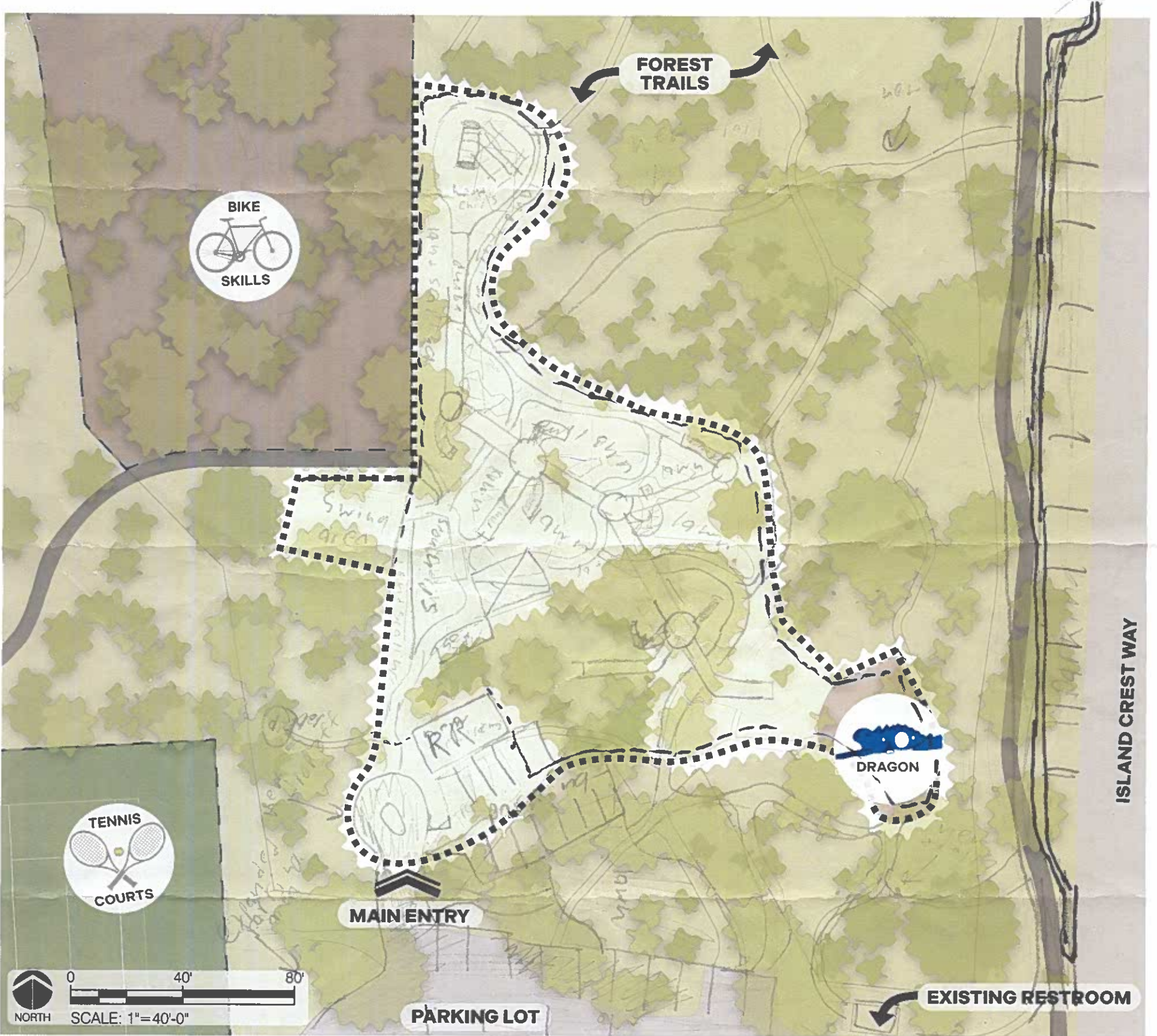
Student names have been omitted to protect individual

Name: privacy

Age: 11

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? The playground is a forest theme with a dragon

Does your playground have a unique feature you love? My playground includes a dragon, a castle, a cool theme and most importantly a dragon

Please write a short description that describes what I have created. The playground consists of a dragon, a castle, a cool theme and most importantly a dragon





# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

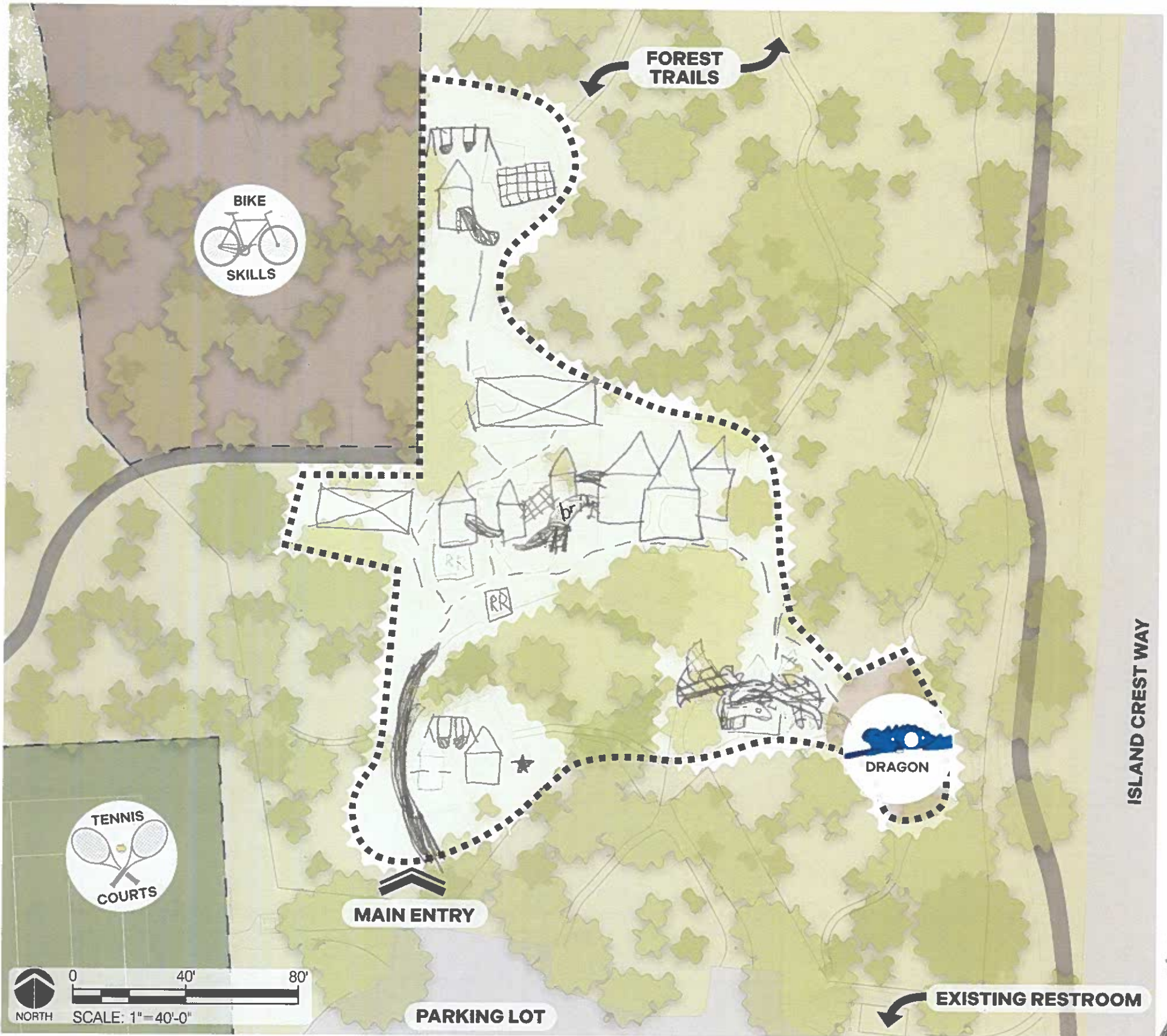
Name: \_\_\_\_\_

Age: 9

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

trail ps i need  
it # useful

Does your playground have a theme? Magic/dragon

Does your playground have a unique feature you love? tra dragon ps the teacher said i could + it

Please write a short description that describes what I have created. you come in & step on

a brige walk to you right a play structher  
& activity & swing R& walk some more than

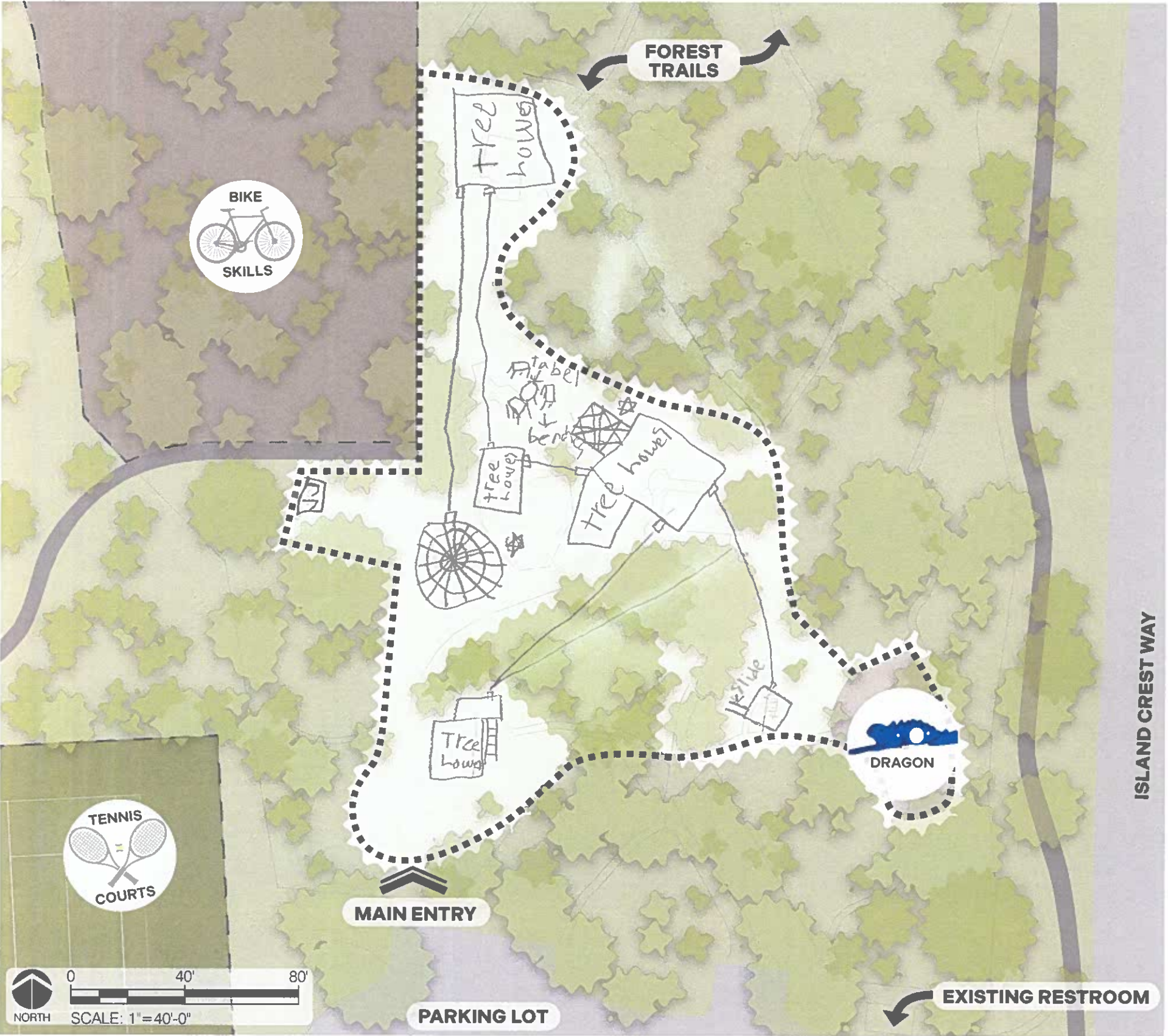


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 9 1/2

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? no

Does your playground have a unique feature you love? group area so that kids can sit in it

Please write a short description that describes what I have created. playground!!



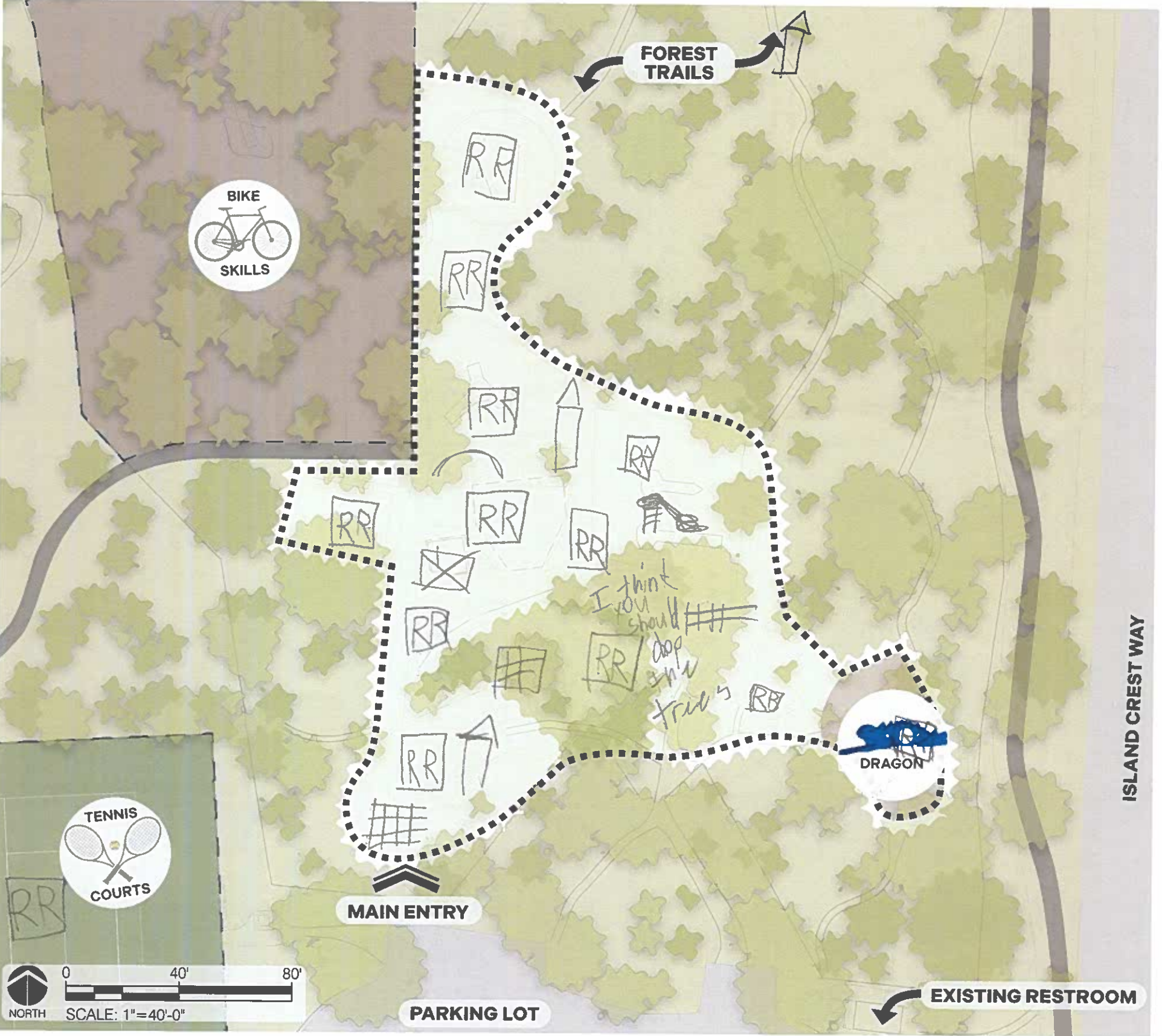
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: — privacy

Age: 40

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? No

Does your playground have a unique feature you love? restrooms

Please write a short description that describes what I have created. a park

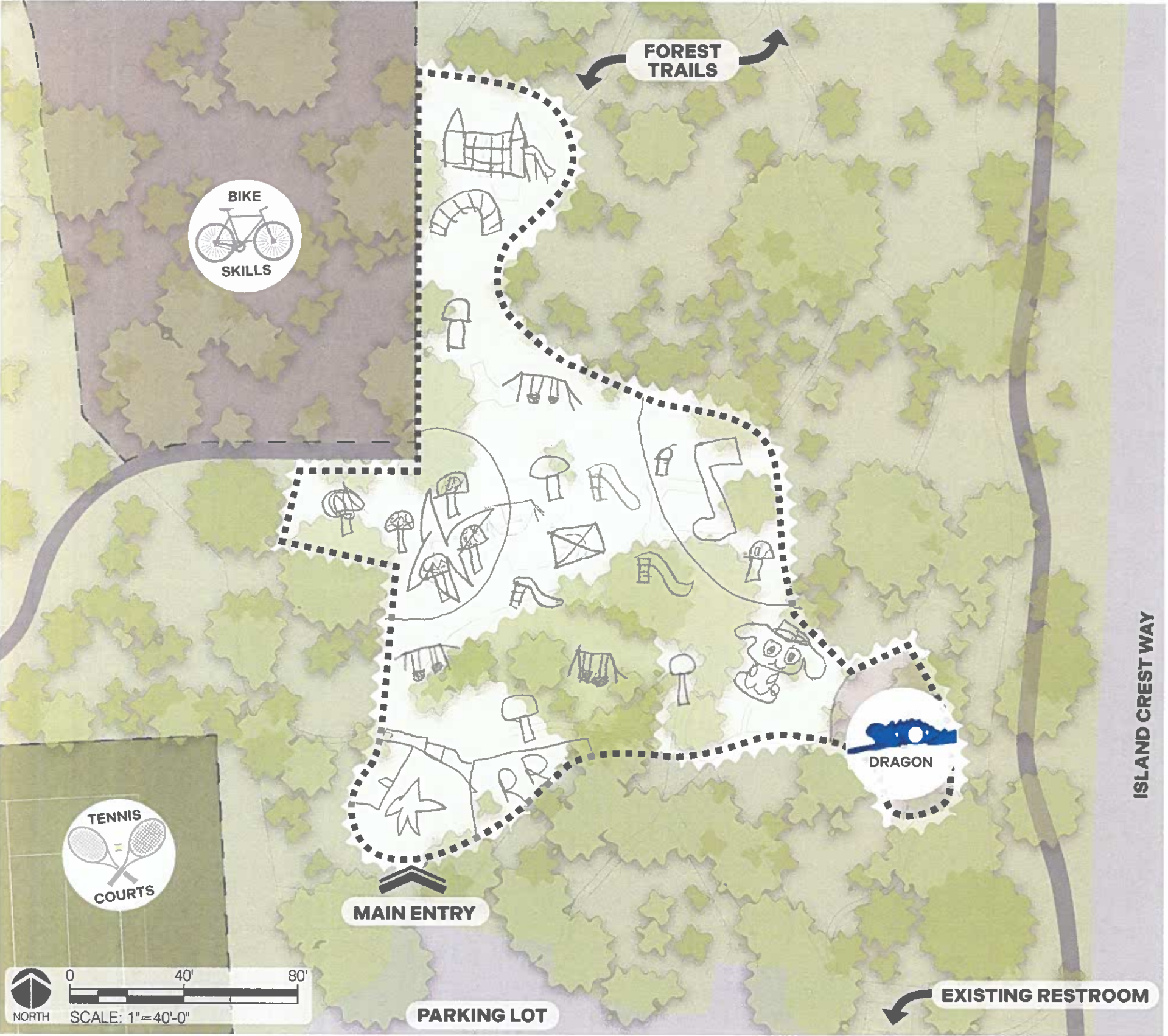


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: \_ privacy Age: 8

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? magic moshroom

Does your playground have a unique feature you love? Yes

Please write a short description that describes what I have created. moshroom Land



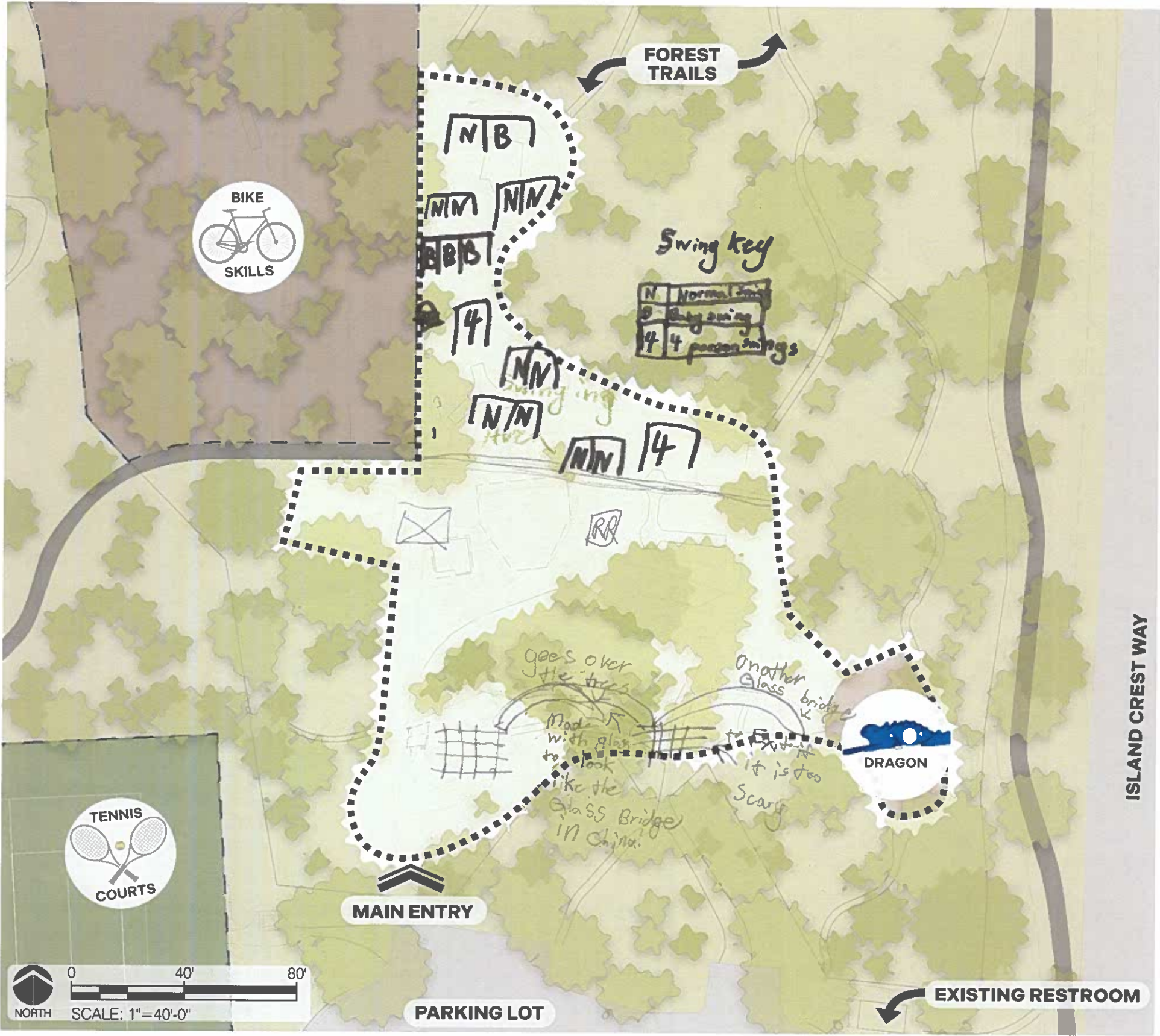
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: — privacy

Age: 9 yrs (almost 10)

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? treehouse / Swing

Does your playground have a unique feature you love? Swings / Glass Bridge

Please write a short description that describes what I have created. I have created a swinging area

for all ages and 2 glass bridges (combined) and 1 net to exit if bridge  
is too scary. Please add cracking effects and hoots to make glass bridge

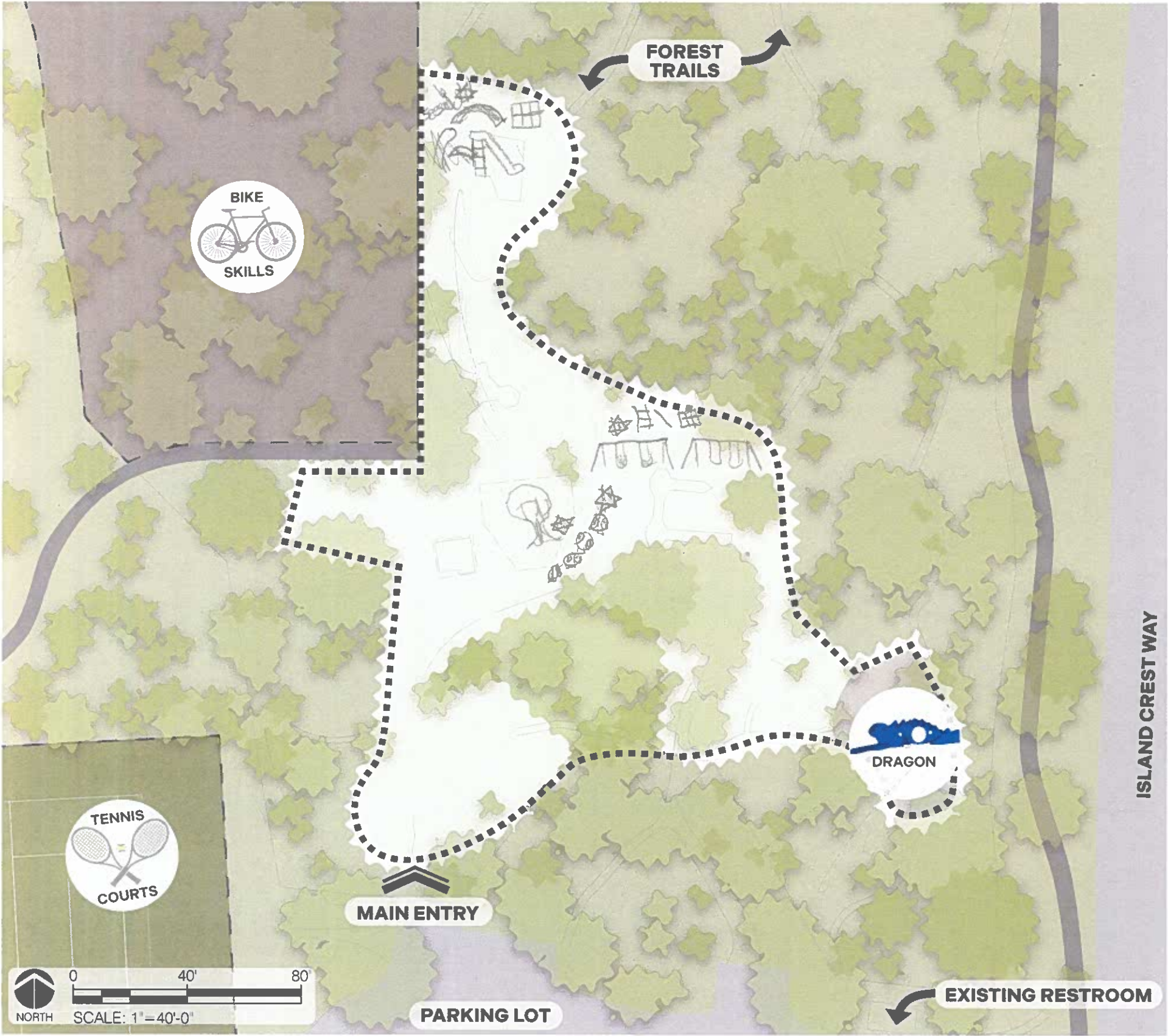


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Fantasy land

Does your playground have a unique feature you love? I love swings and put them in  
because

Please write a short description that describes what I have created. \_\_\_\_\_



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy

Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



Does your playground have a theme? fairytale

Does your playground have a unique feature you love? Yes climbing Net and swing.

Please write a short description that describes what I have created. \_\_\_\_\_

for all ages and a fairytale theme for boys  
and girls

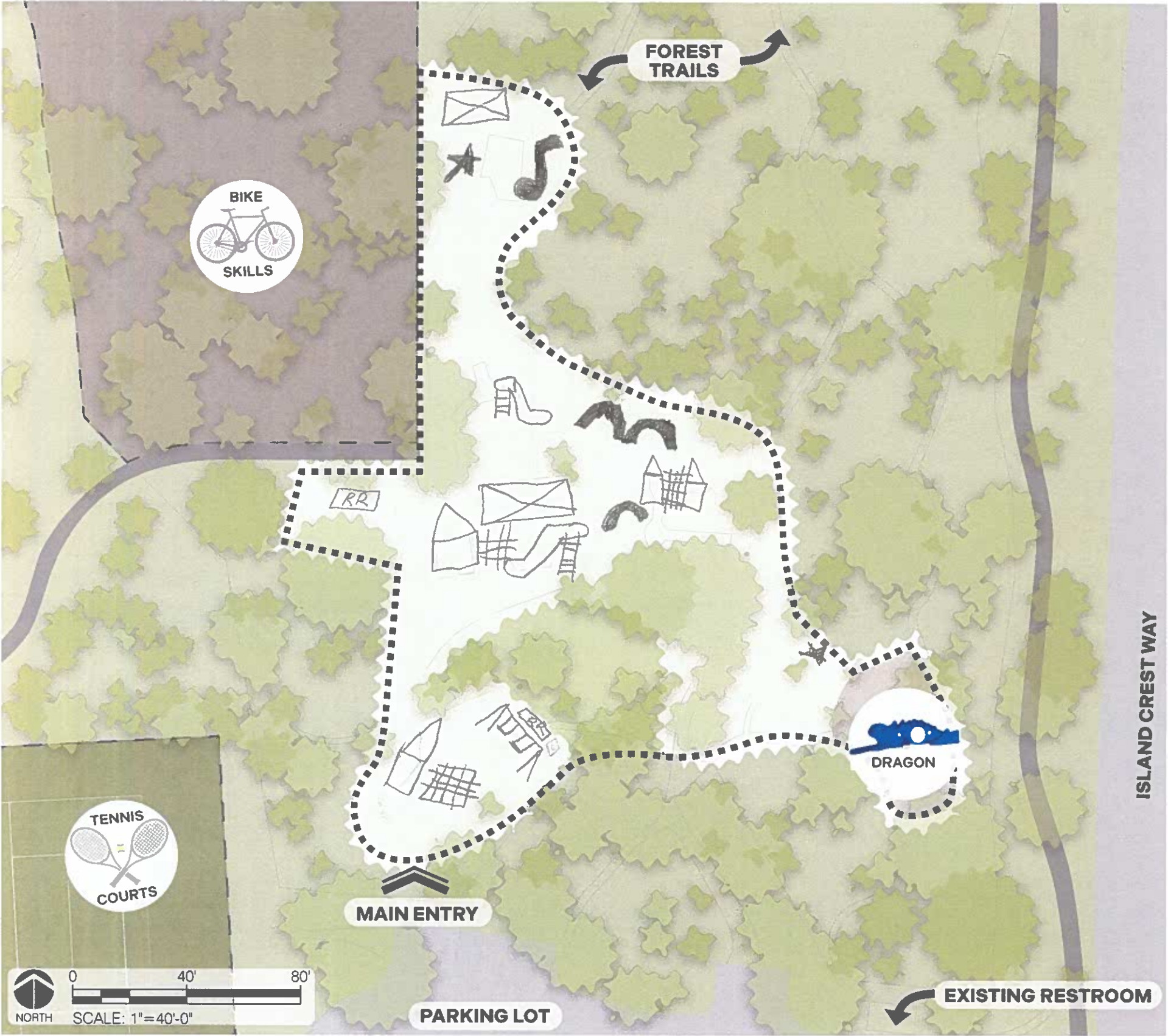


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: - privacy Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? no

Does your playground have a unique feature you love? no

Please write a short description that describes what I have created. increated a playground



Age: 8

**Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!**



**PLAYGROUND  
AREA**

**Please write a short description that describes what I have created.**



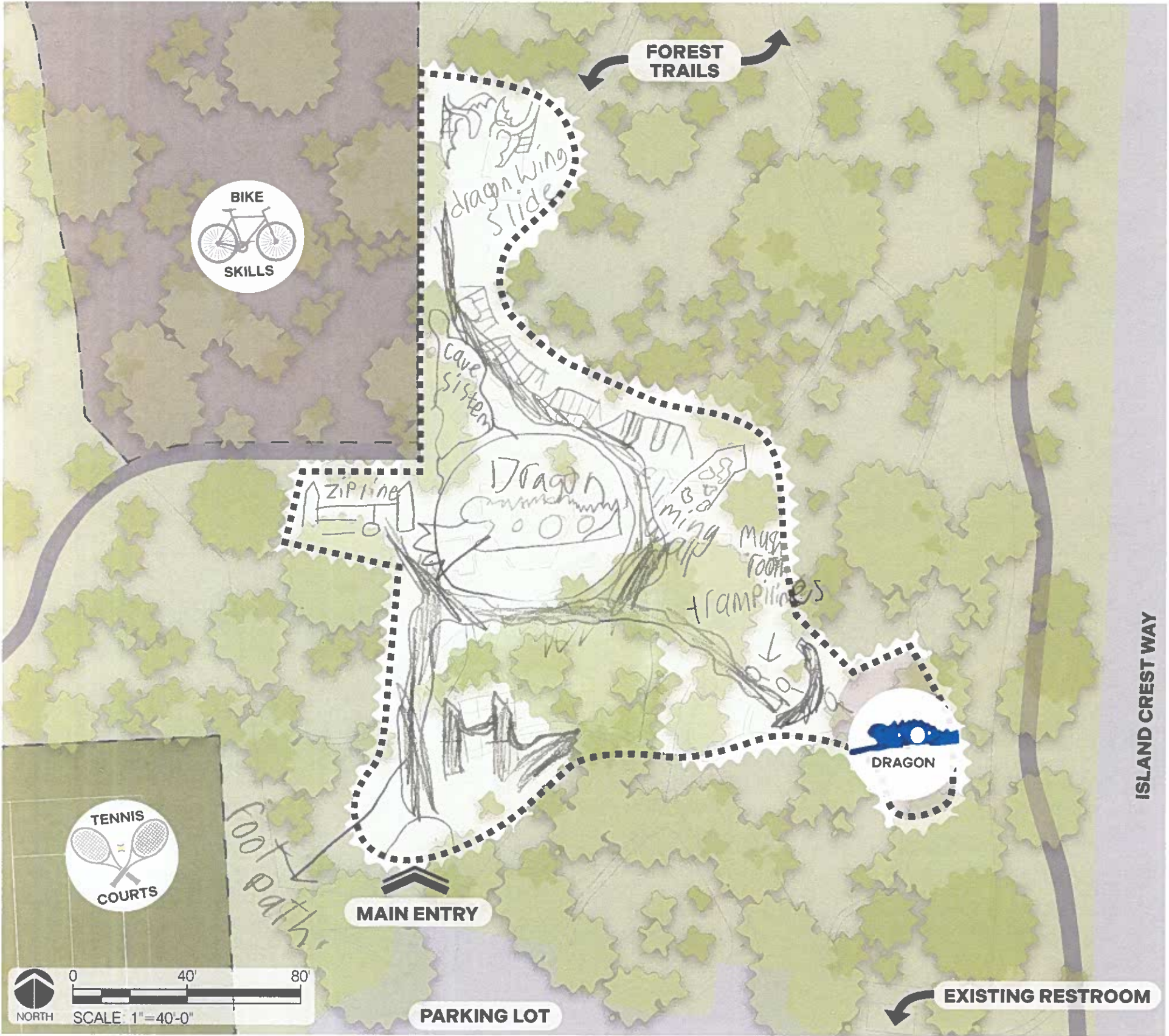
zipline  
animal  
caves  
wolf palace  
mushroom  
trampolines  
"flying"  
dragon  
slide

**DEANE'S CHILDREN'S PARK :**  
**HOW DO YOU WANT TO PLAY?**

Student names have been omitted to protect individual  
Name: privacy      Age: 9 1/2

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? animal kingdom

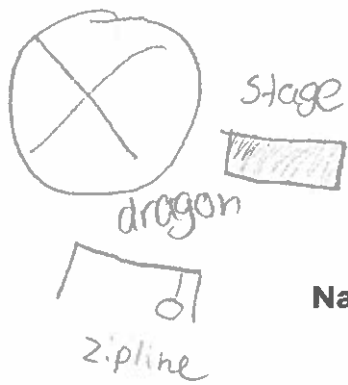
Does your playground have a unique feature you love? dragon caves.

Please write a short description that describes what I have created. top to bottom: dragon slides,

4 swing sets, dragon caves, zipline, climbing wall

mush rooms on springs to get to the dragon and wolf palace.



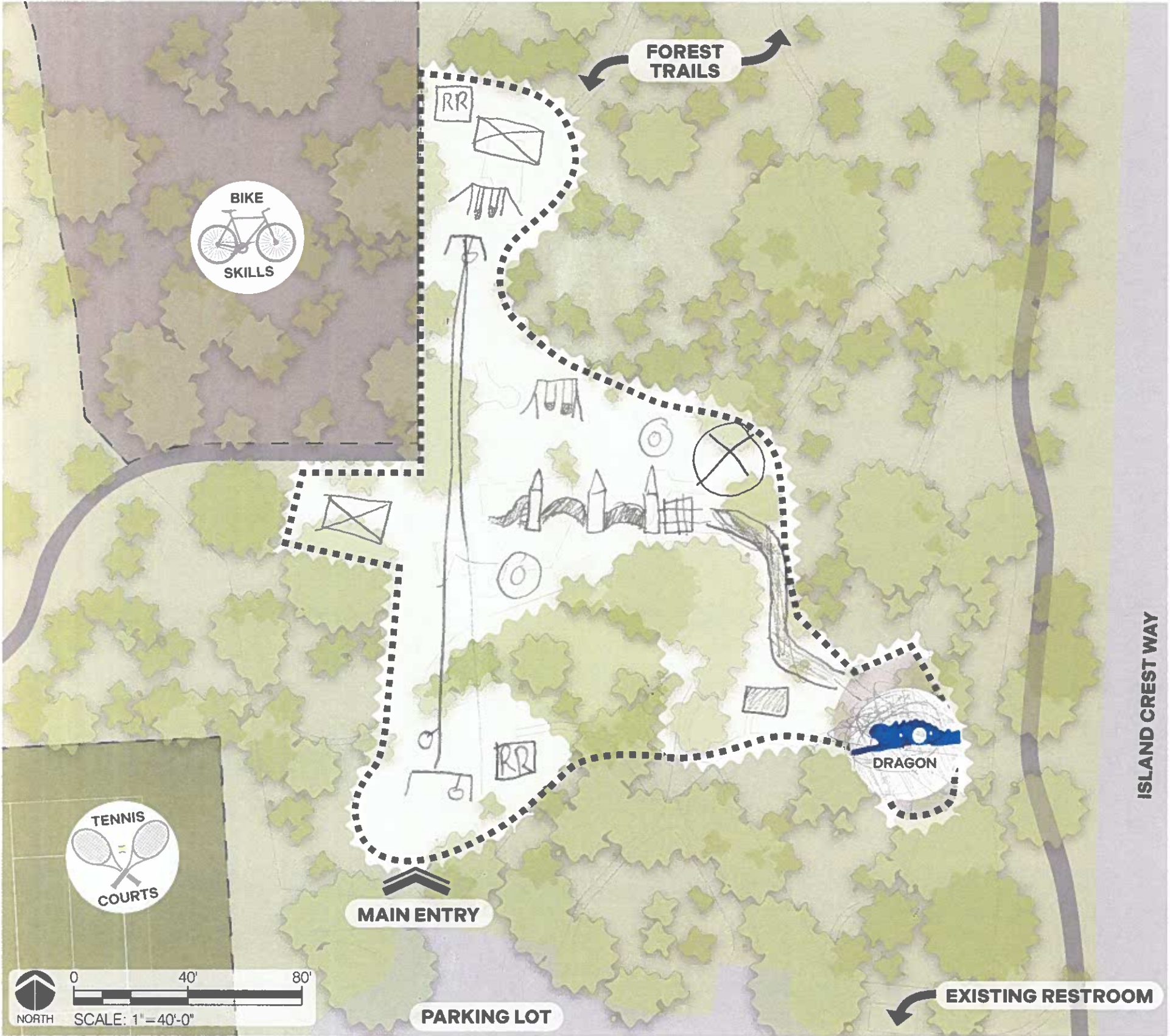


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy  
Name: \_\_\_\_\_ Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? woodland fantasy

Does your playground have a unique feature you love? zipline, tower, spinning thing










Please write a short description that describes what I have created. there is one big playground and there is a huge zipline and a few swings.

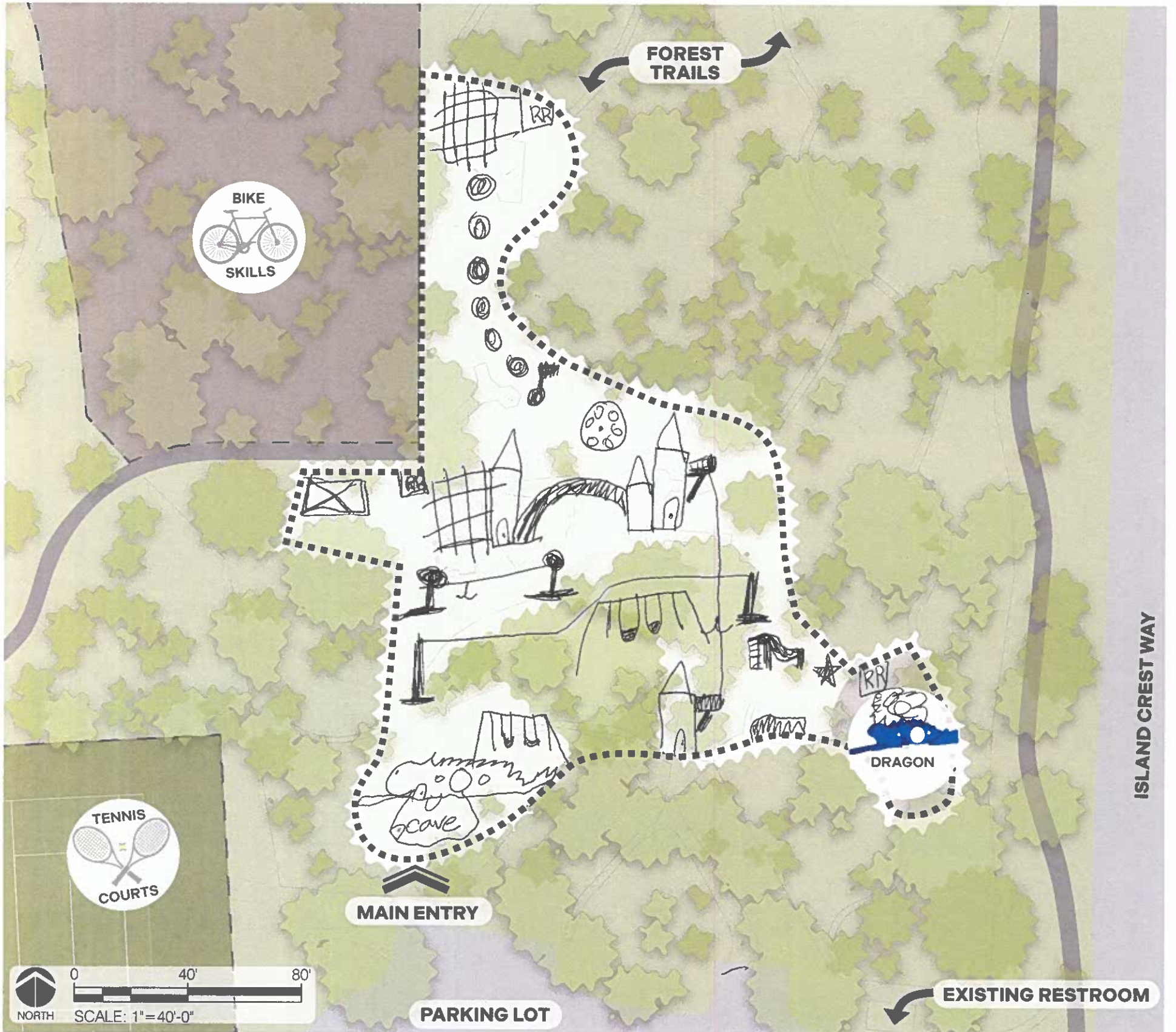


Discipline

Age: 9

**Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!**

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	<sup>big</sup> SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



**LEGEND:**

 **EXISTING TREES**

 **EXISTING PATHS**

 **PLAYGROUND AREA**

Does your playground have a theme? ~~fantasy~~ woodland fantasy

Does your playground have a unique feature you love? there is two dragons

Please write a short description that describes what I have created. I made the...  
Brand new Dragon Park!!!



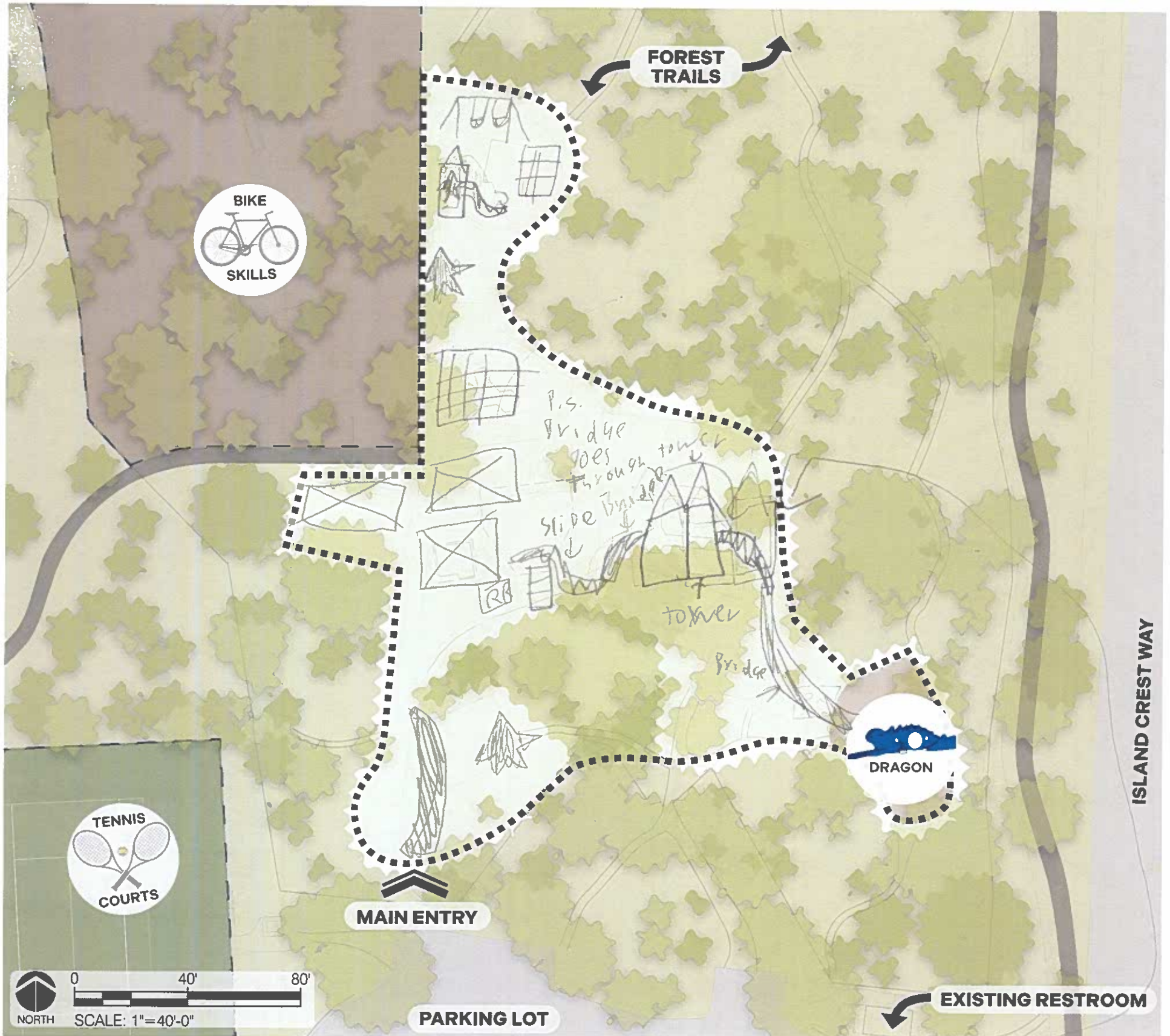
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: *9*

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *fairytale towers & dragons*

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. *up on top a little playground*

*& entrance has a bridge with a activity panel on the side*

*& a bunch of picnic shelter & a bridge that goes through a tower tower -*



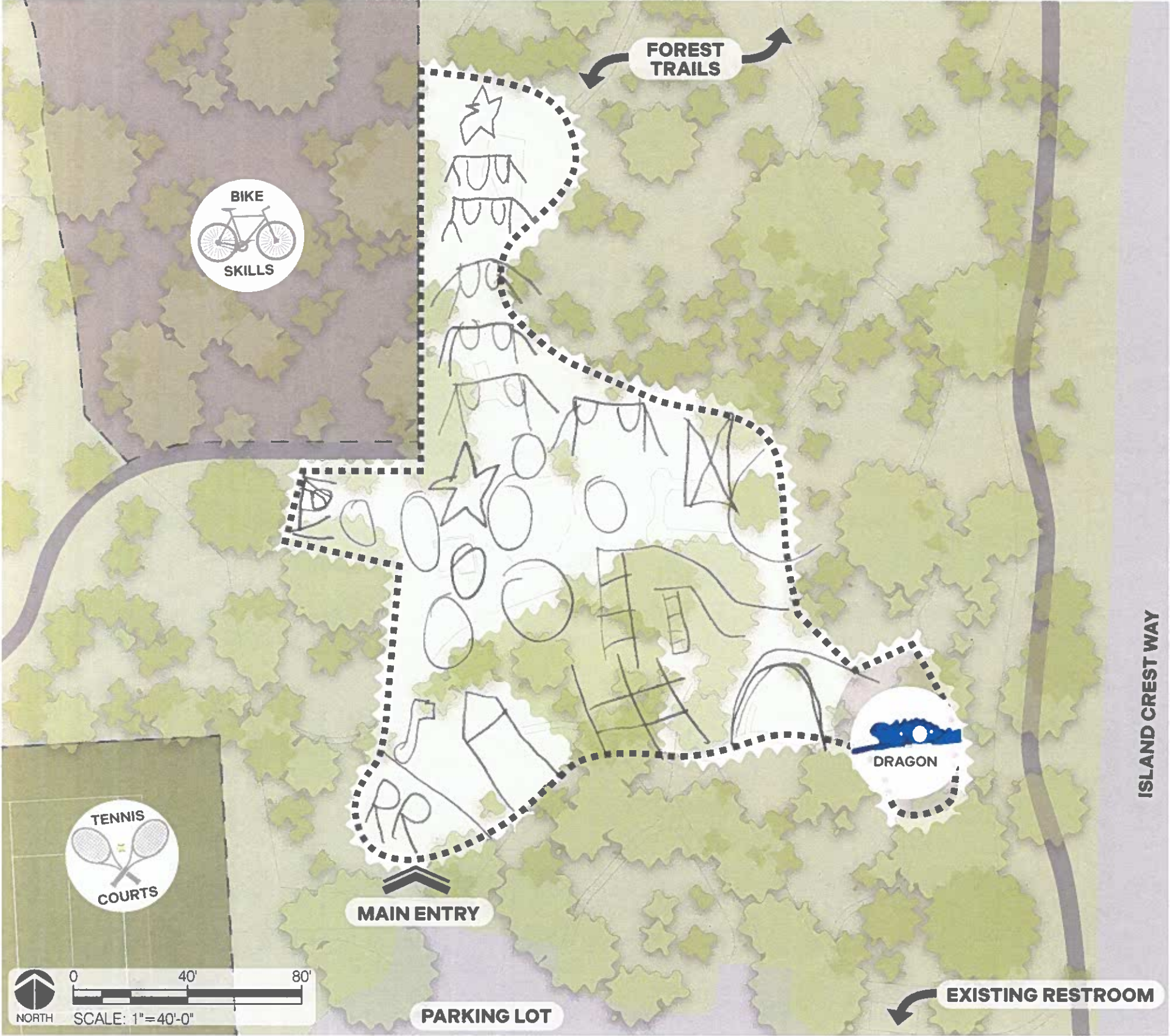
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy

Age: 008

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? NO

Please write a short description that describes what I have created. I have NO clue OF what i've created

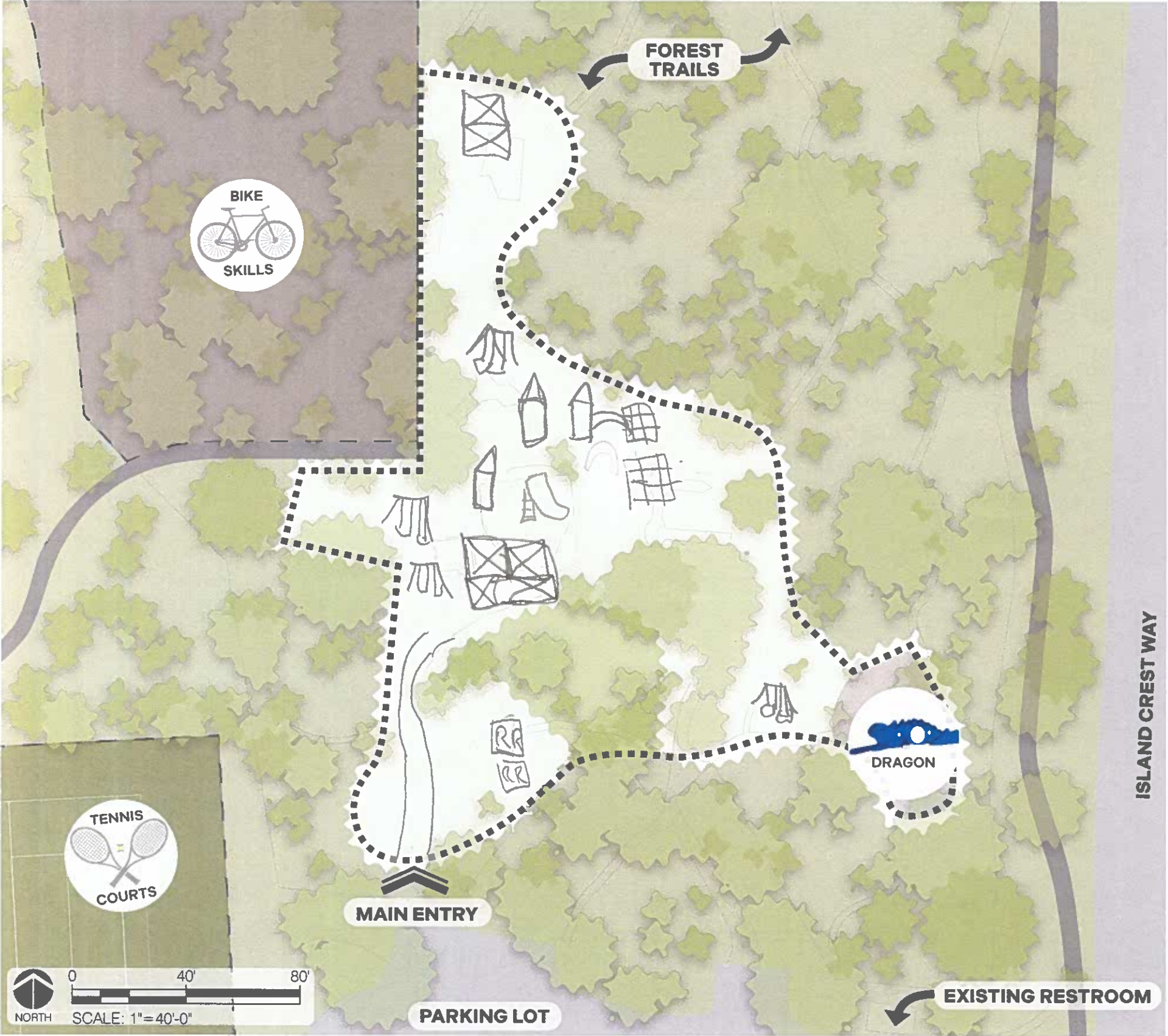


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Fairy Kingdom

Does your playground have a unique feature you love? a lot of fun things to do

Please write a short description that describes what I have created. I think some of the towers should be machroom and the climbing net should look like ivy and the swings look like



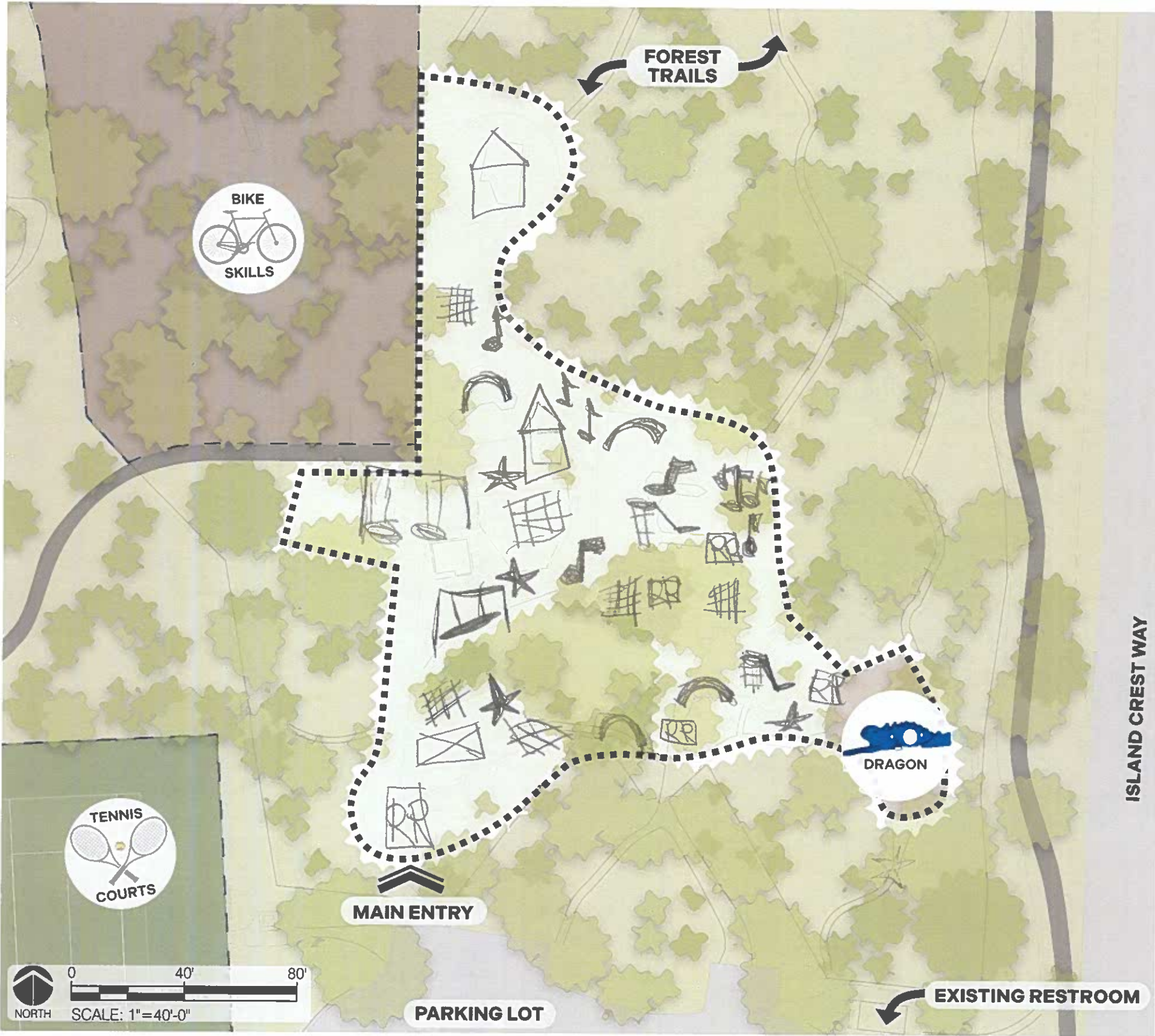
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect  
Name: individual privacy

Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Treehouse Themed

Does your playground have a unique feature you love? Musical Seesaw and swing

Please write a short description that describes what I have created.



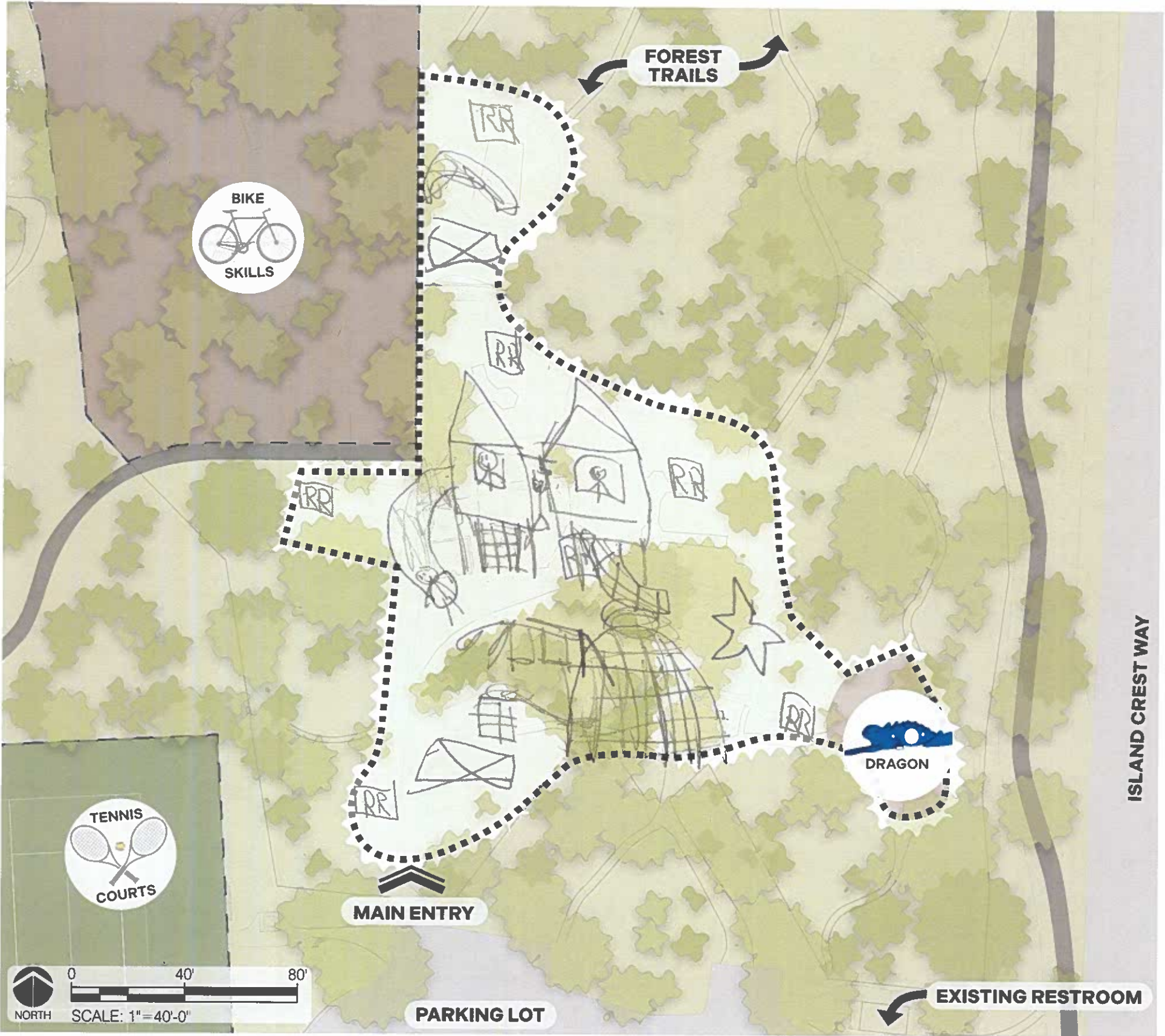
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy

Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? climight

Does your playground have a unique feature you love? zip lines from tower to tower

Please write a short description that describes what I have created. a climbing park.

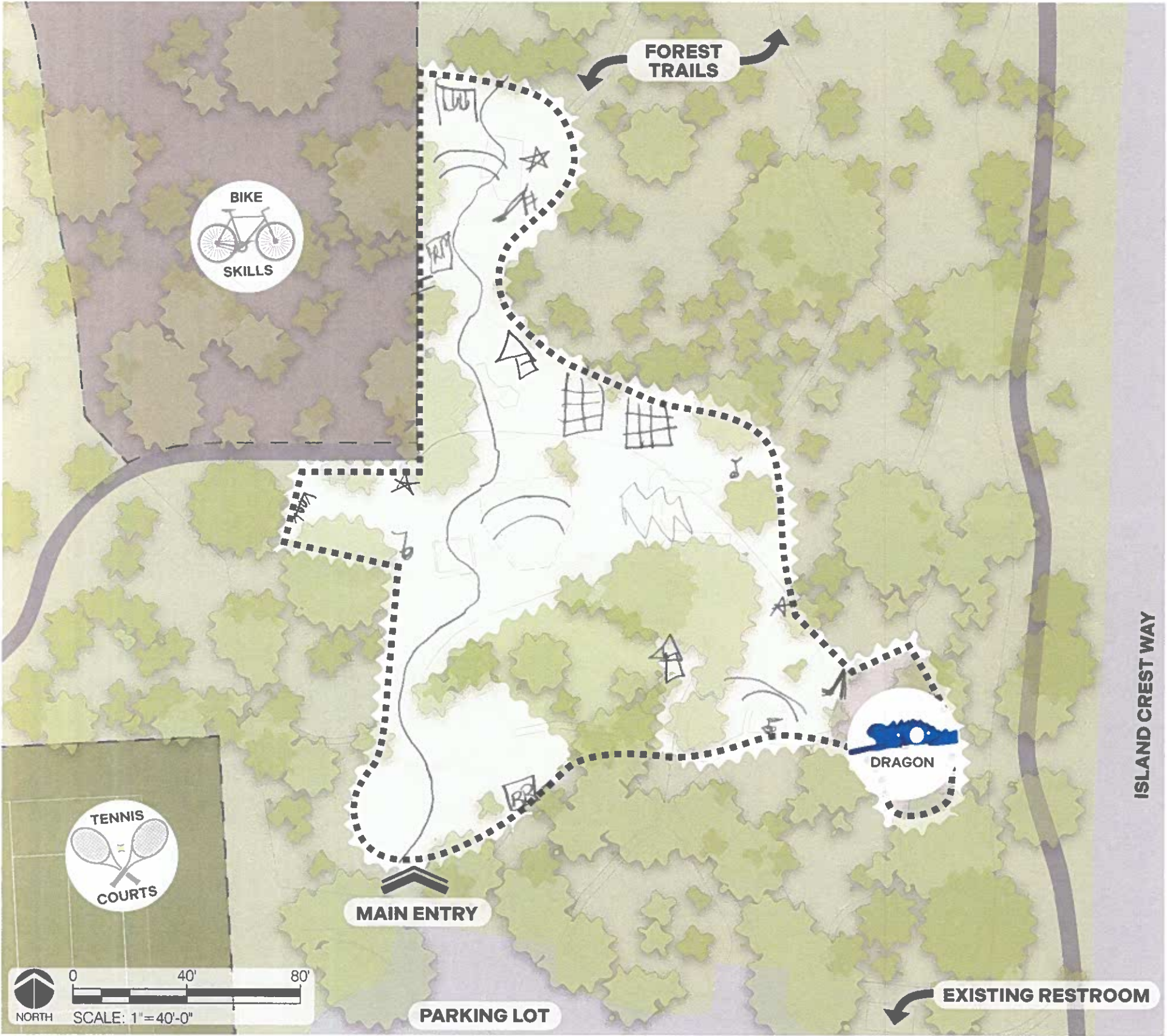


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:			
	EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? yes exeter/kingdom

Does your playground have a unique feature you love? swings and towers

Please write a short description that describes what I have created. A fun safe spot for  
kid of any ages can have time with  
other kids and let thier imagination fly!



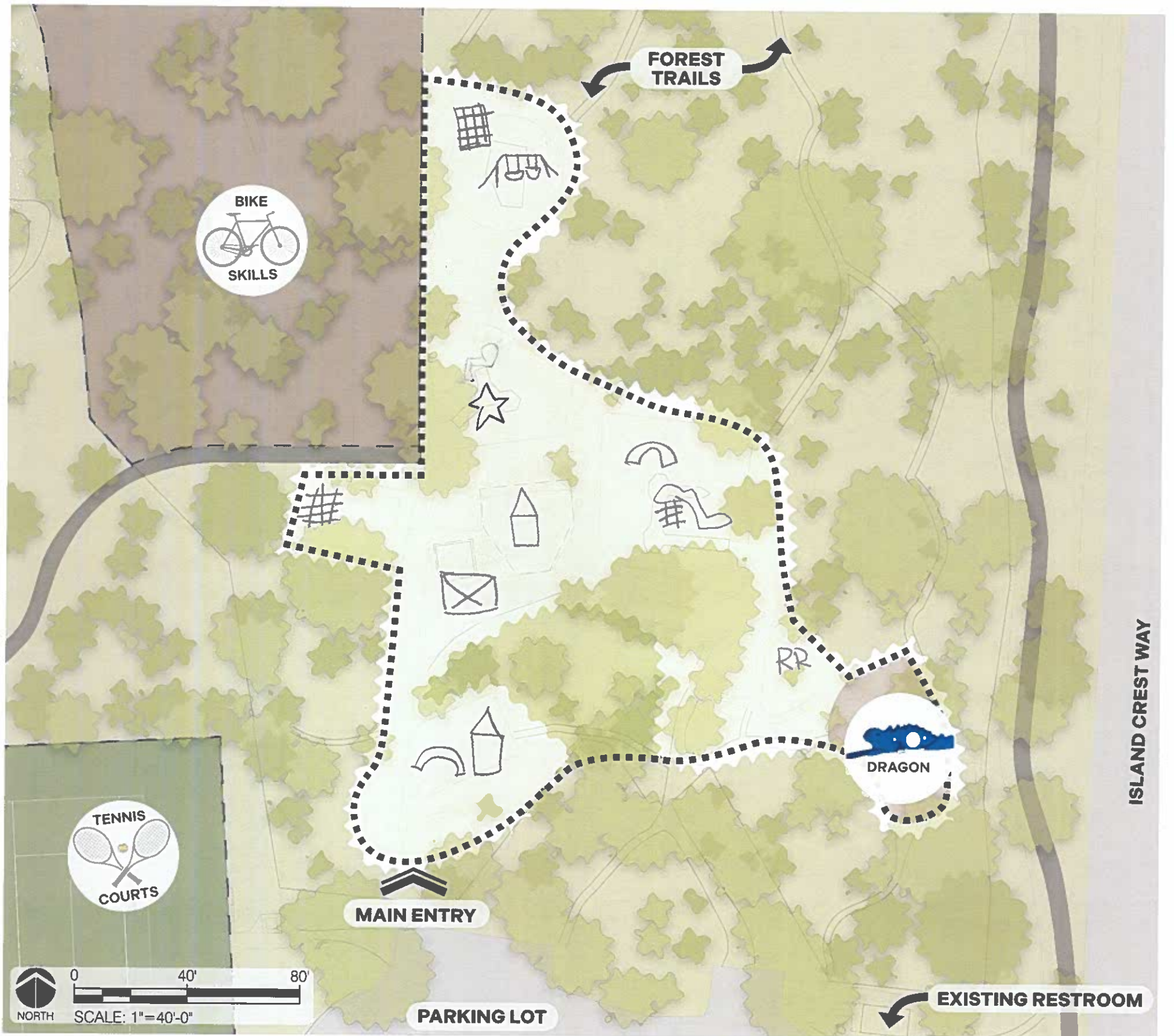
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: — privacy *Student names have been omitted to protect individual privacy*

Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme? Forest

Does your playground have a unique feature you love? Obstacles

Please write a short description that describes what I have created. I have created a forest obstacles

With a swing and a net!



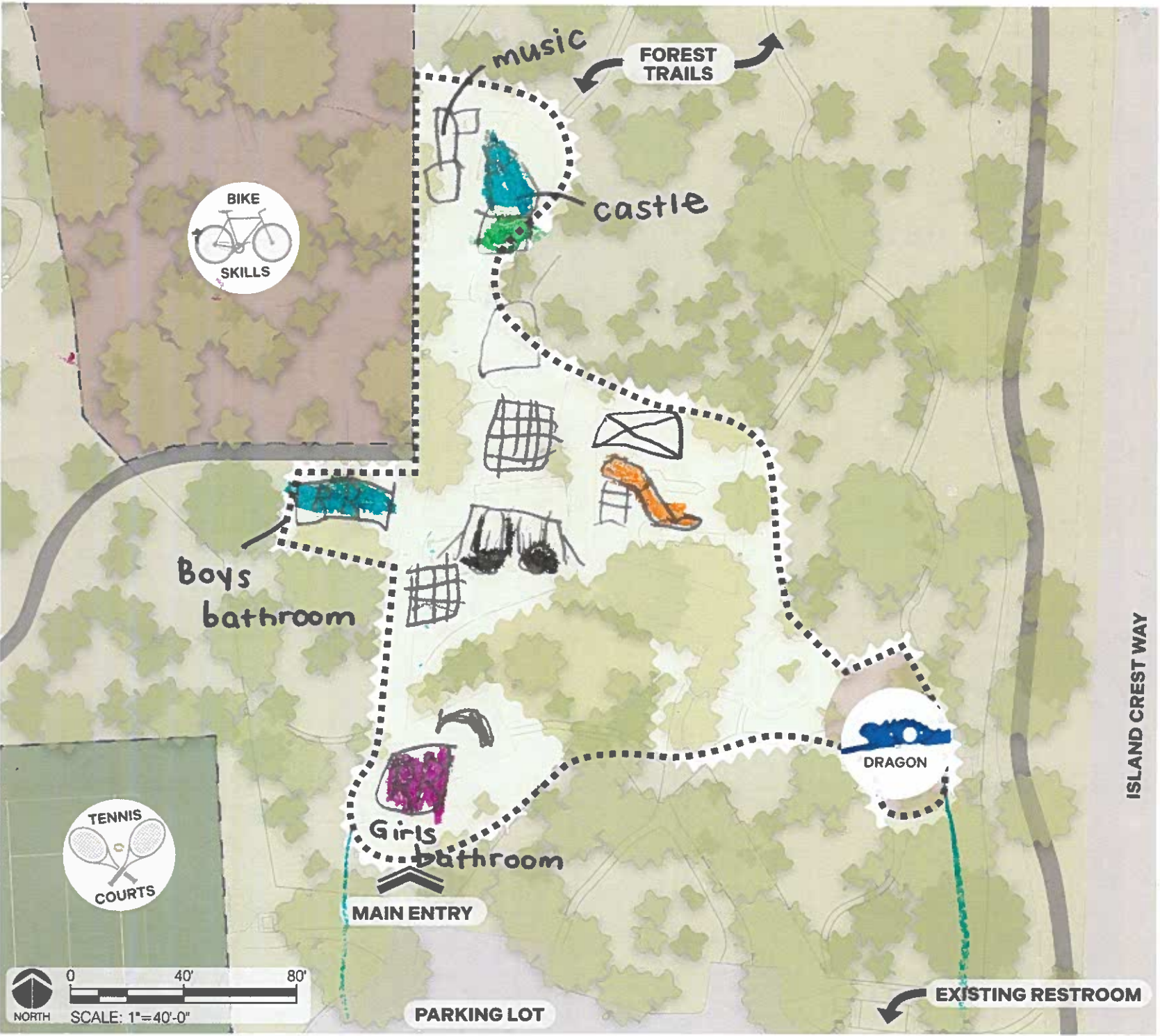
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy

je: 6 (K)

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? tree house

Does your playground have a unique feature you love? monkey bars

Please write a short description that describes what I have created. \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



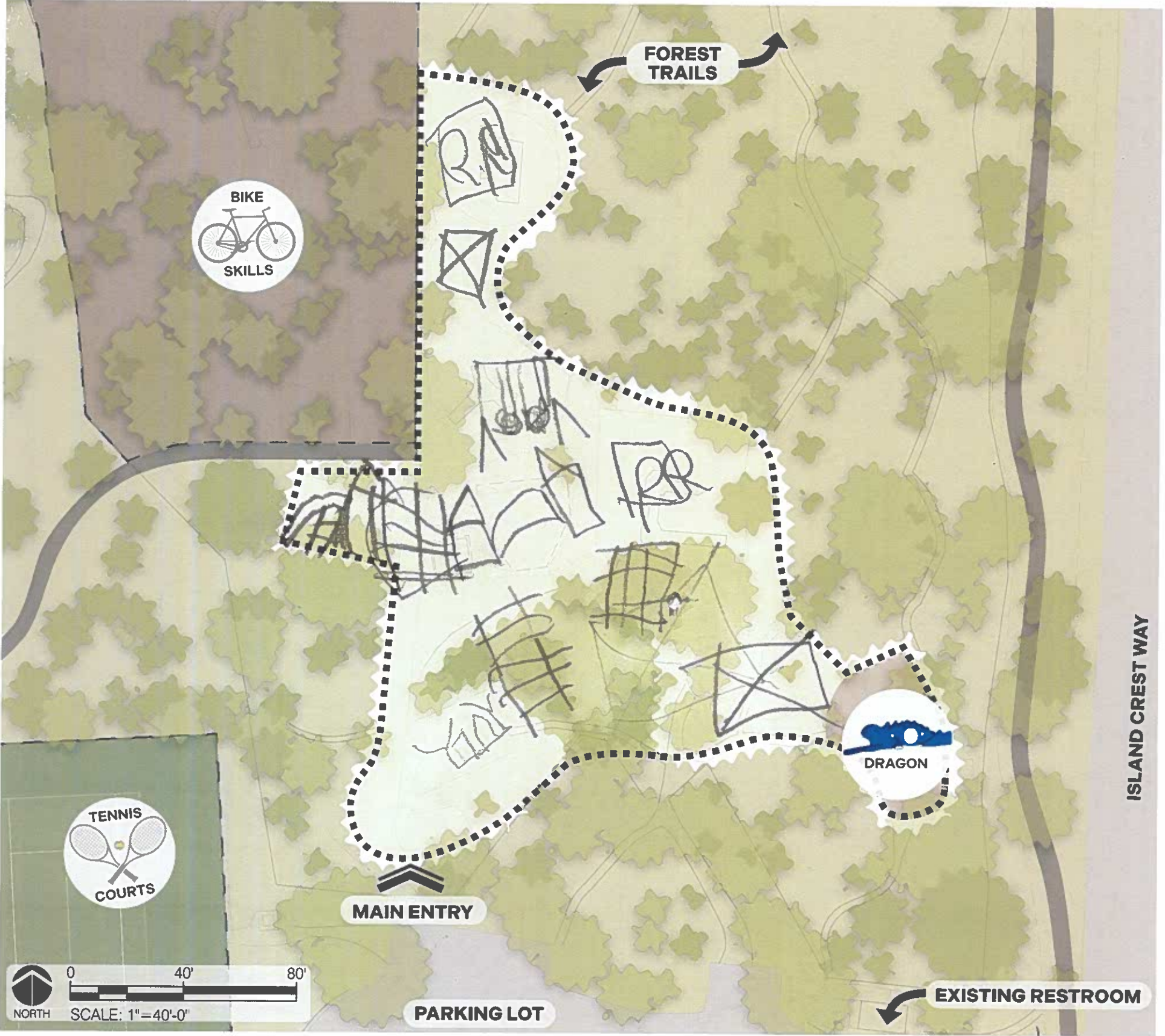
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: *privacy*

Age: *7*

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *CAS* / *cashe*

Does your playground have a unique feature you love? *Muke* / *bars* / *monkey bars*

Please write a short description that describes what I have created.



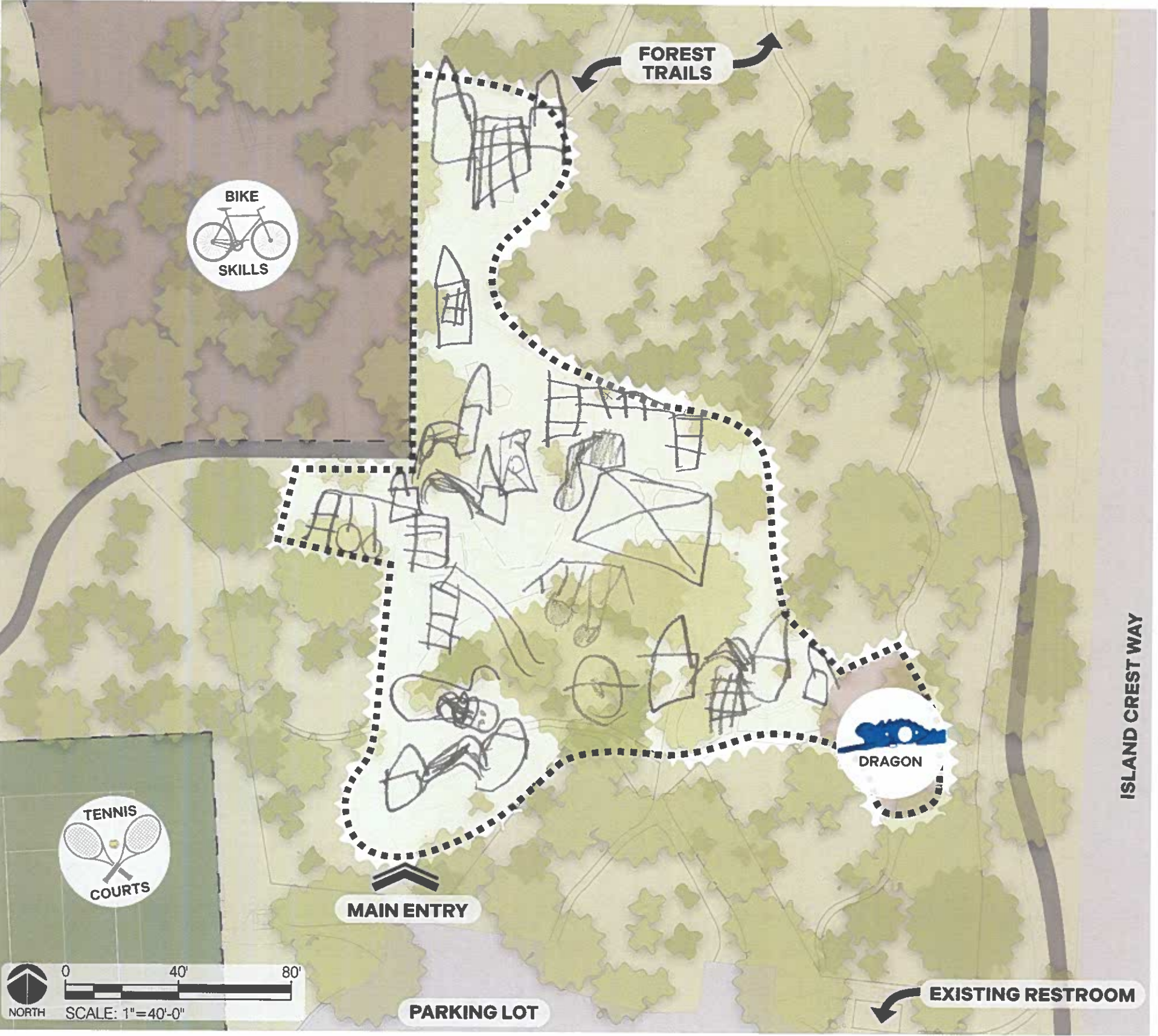
DEANE'S CHILDREN'S PARK :  
**HOW DO YOU WANT TO PLAY?**

Student names have been omitted to protect  
Name: — individual privacy

Age: 5

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? pokemon oh pokemon

Does your playground have a unique feature you love? monkey bars monkey bars

Please write a short description that describes what I have created. \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



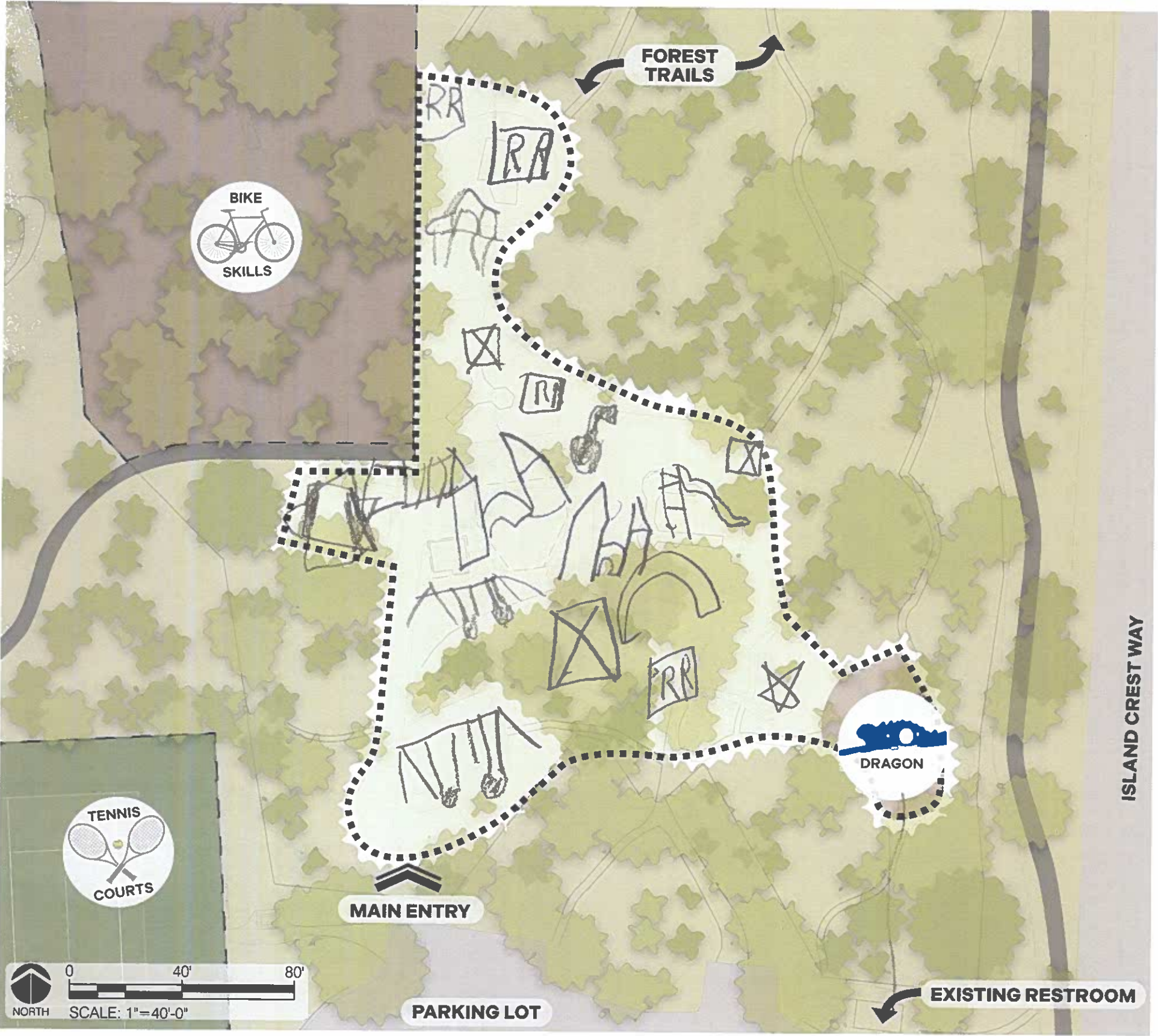
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy

Age: 56

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? 90s monso Pokemon go

Does your playground have a unique feature you love? 20 ft Soccer field

Please write a short description that describes what I have created.



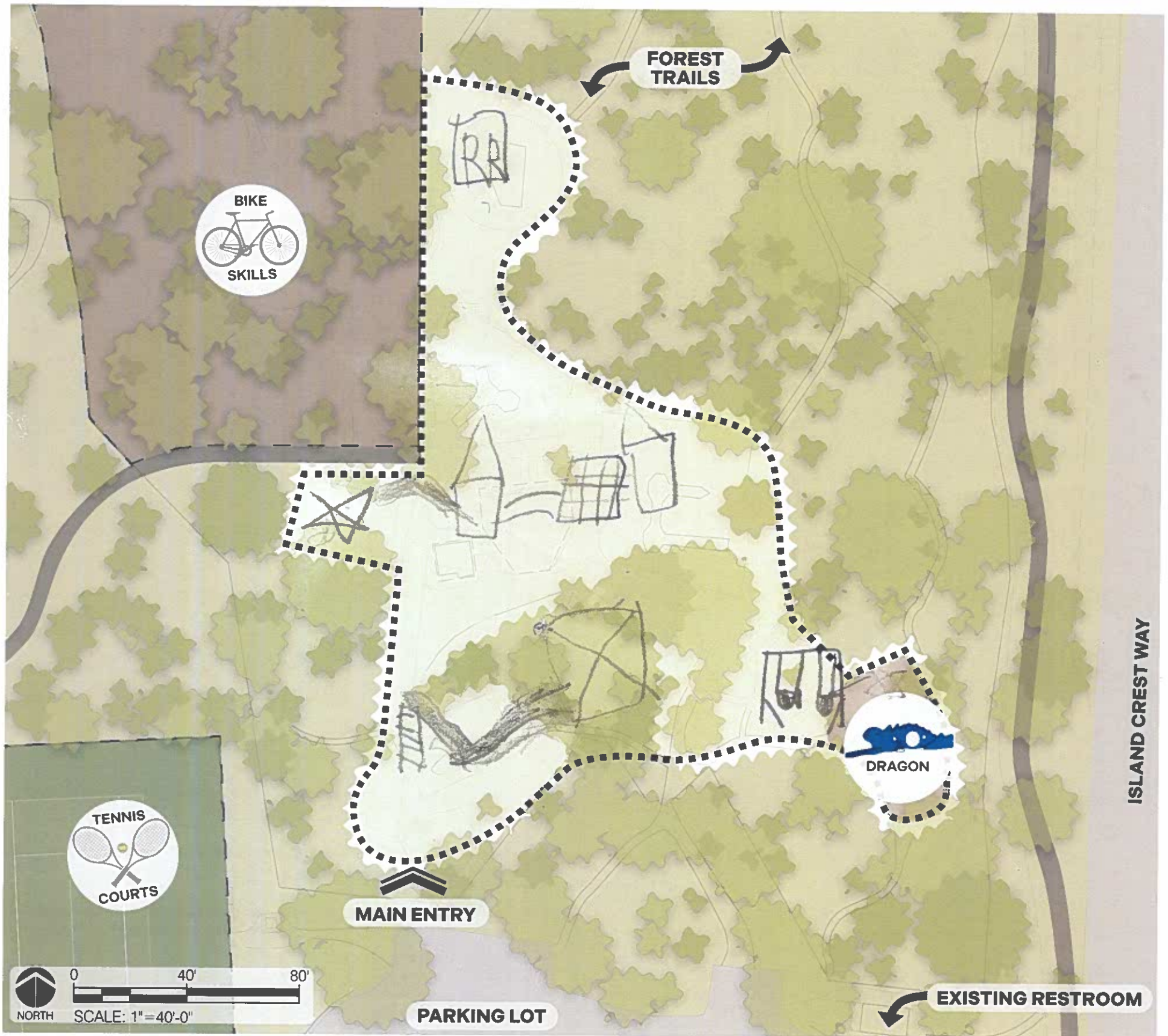
DEANE'S CHILDREN'S PARK :  
**HOW DO YOU WANT TO PLAY?**

Name: *Student names have been omitted to protect individual privacy*

Age: *56*

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



<b>LEGEND:</b>		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *DRAGON*

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_



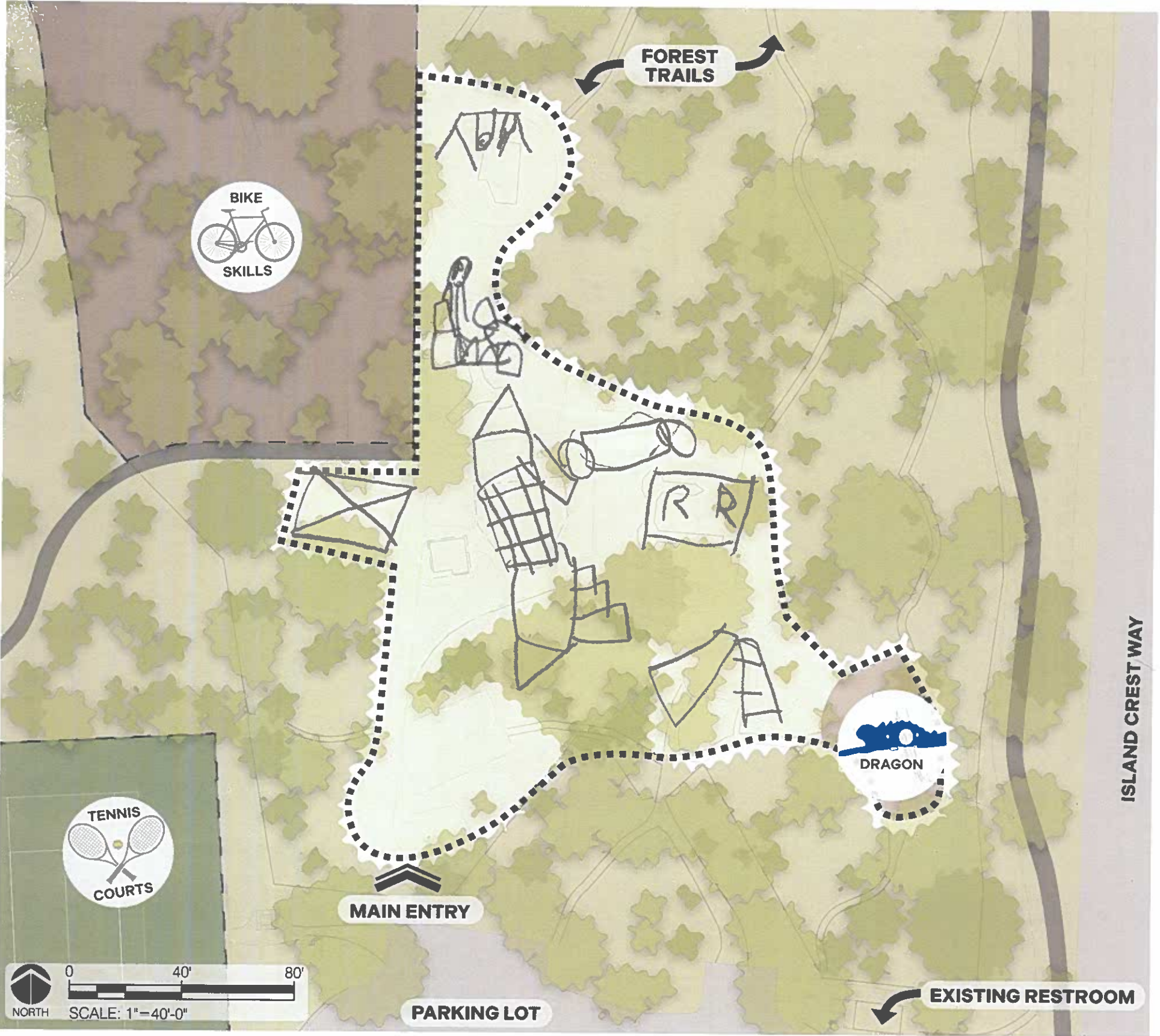
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect  
Name: - individual privacy

Age: 6

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:			
	EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? cats

Does your playground have a unique feature you love? heart, cat, cat

Please write a short description that describes what I have created.



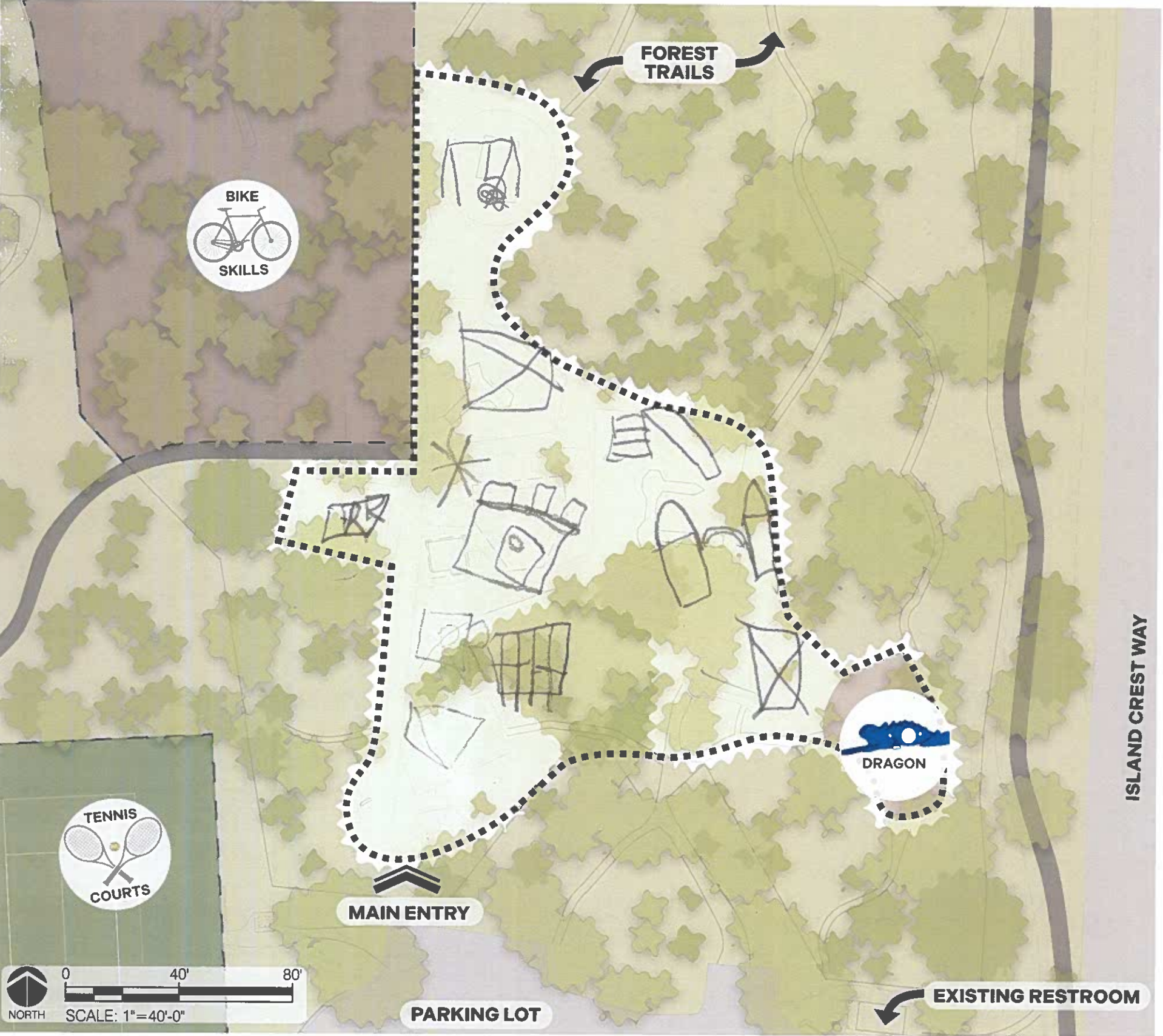
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: \_\_\_\_\_  
Student names have been omitted to protect individual privacy

Age: 5 and 6

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? castle

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



DEANE'S CHILDREN'S PARK :

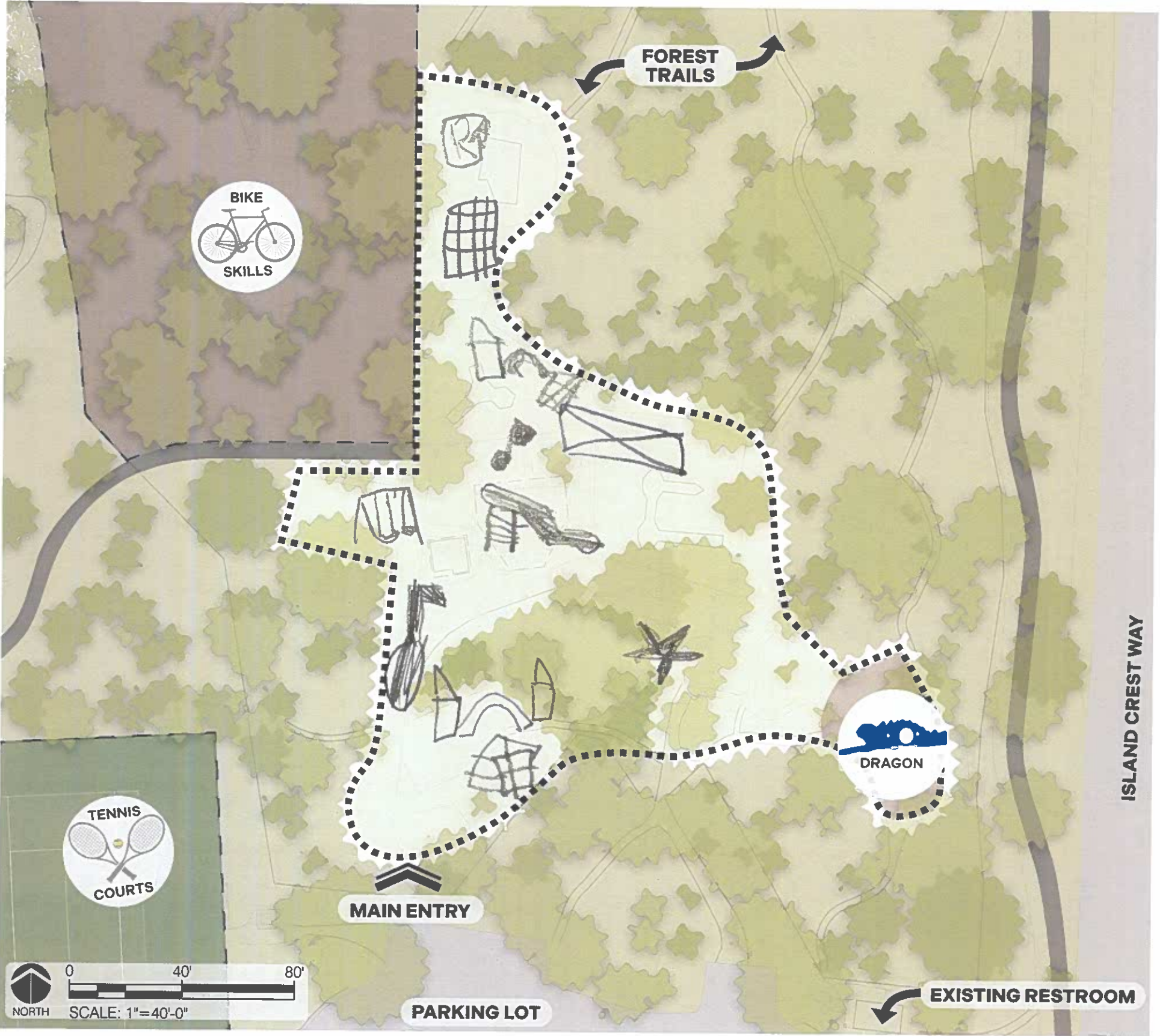
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: *5:6*

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *Castle*

Does your playground have a unique feature you love?

Please write a short description that describes what I have created.

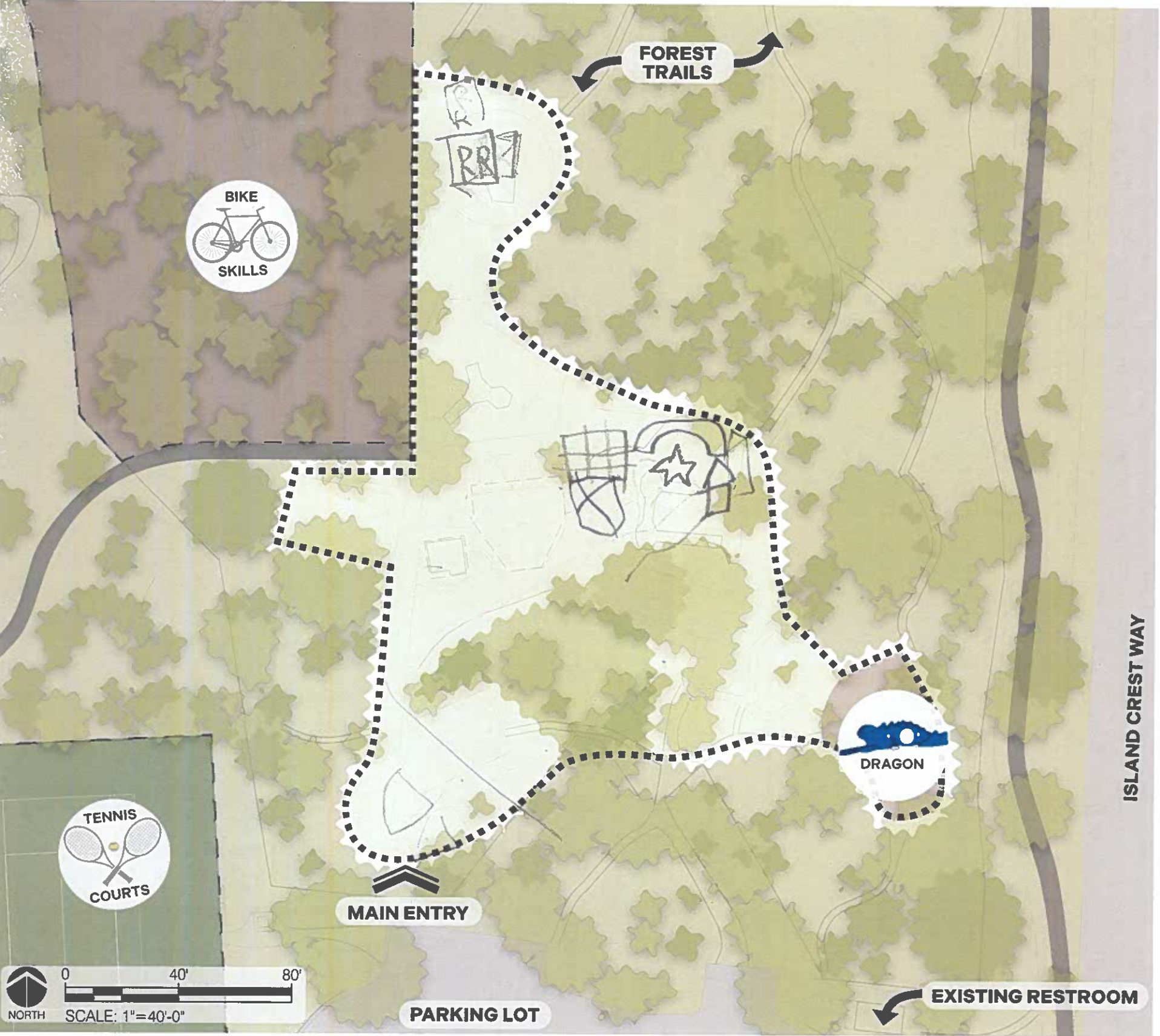


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect  
Name: – individual privacy Age: 6

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Fairy tale fairytale

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_



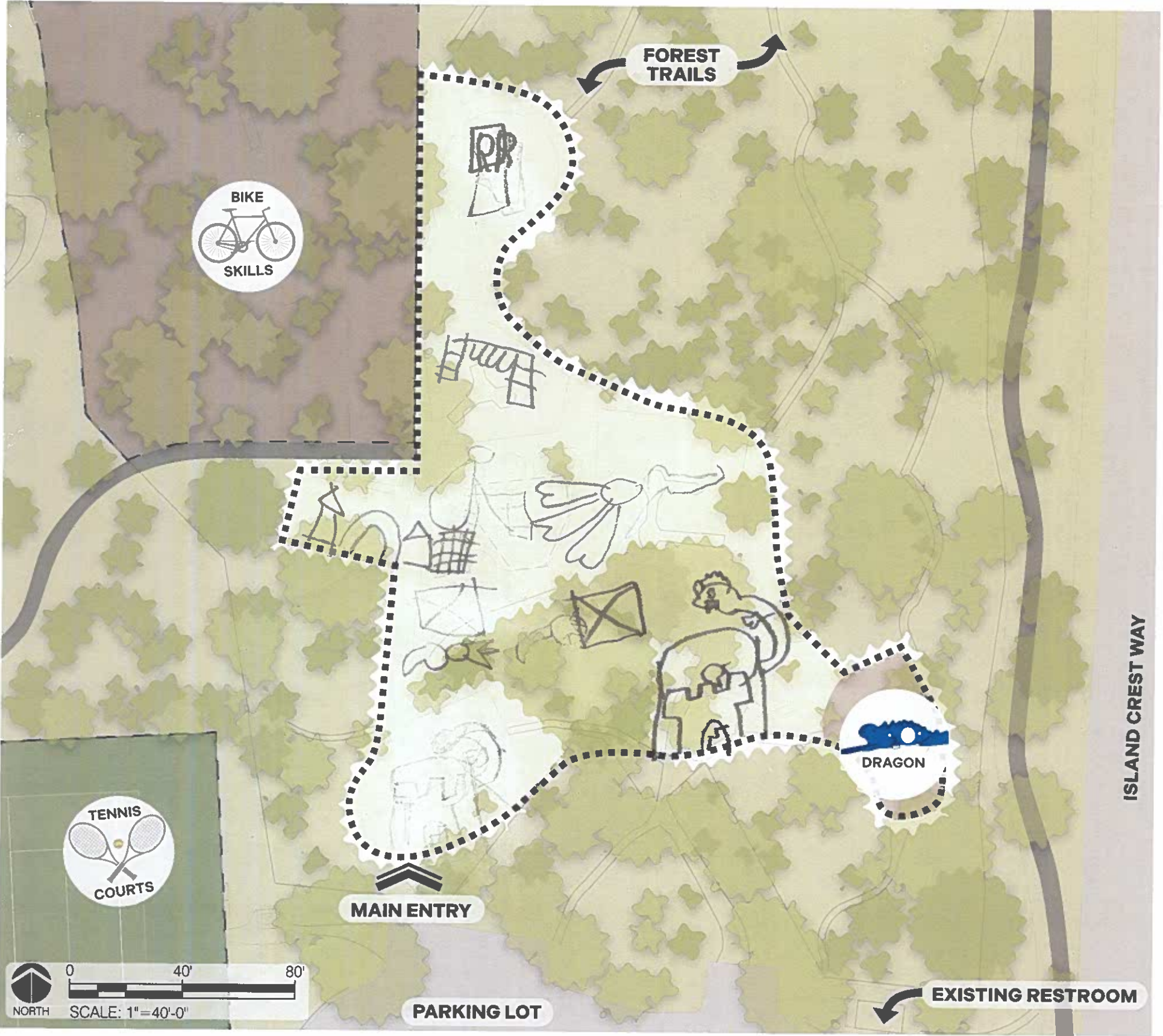
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: — *Student names have been omitted to protect individual privacy*

Age: 6

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? FAIRYTALES

Does your playground have a unique feature you love? SLIDE

Please write a short description that describes what I have created. PLAY GROUND



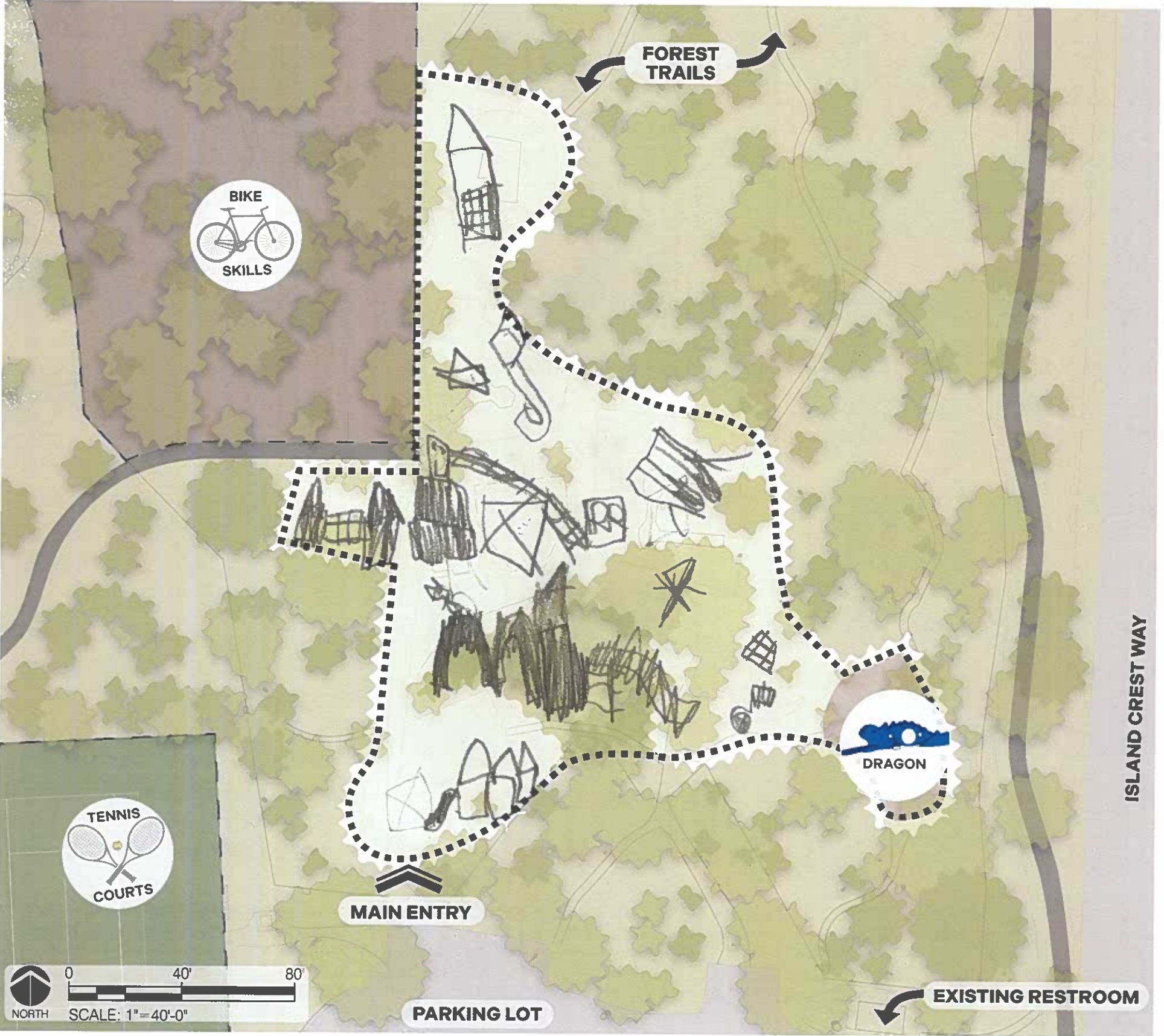
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *privacy* Student names have been omitted to protect individual privacy

Age: 6

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? it has a creep in  
It has a creepers (minecraft)

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_



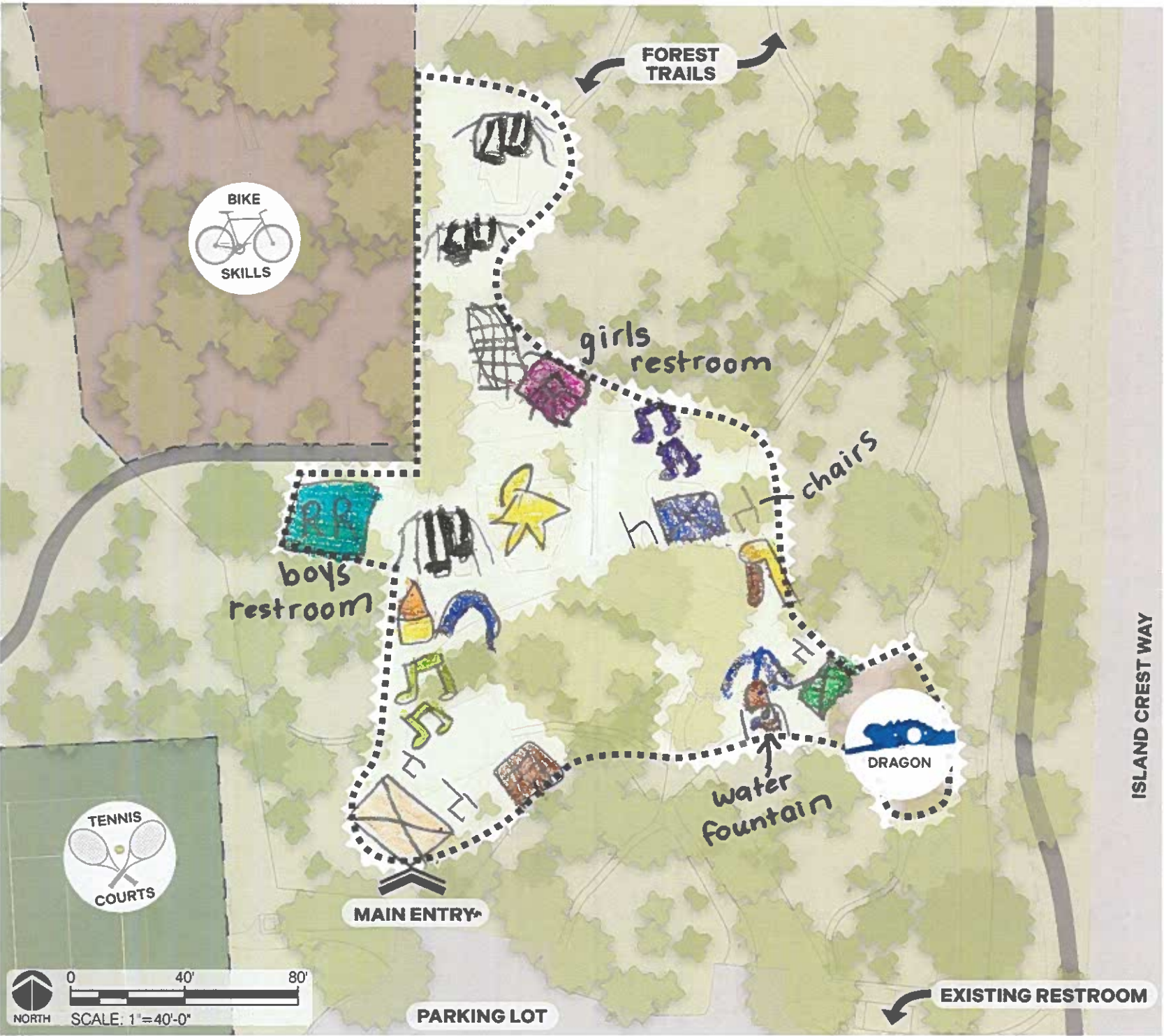
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name *privacy*

Age: 6 (Kindergarten)

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Tree house

Does your playground have a unique feature you love? monkey bars

Please write a short description that describes what I have created. \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



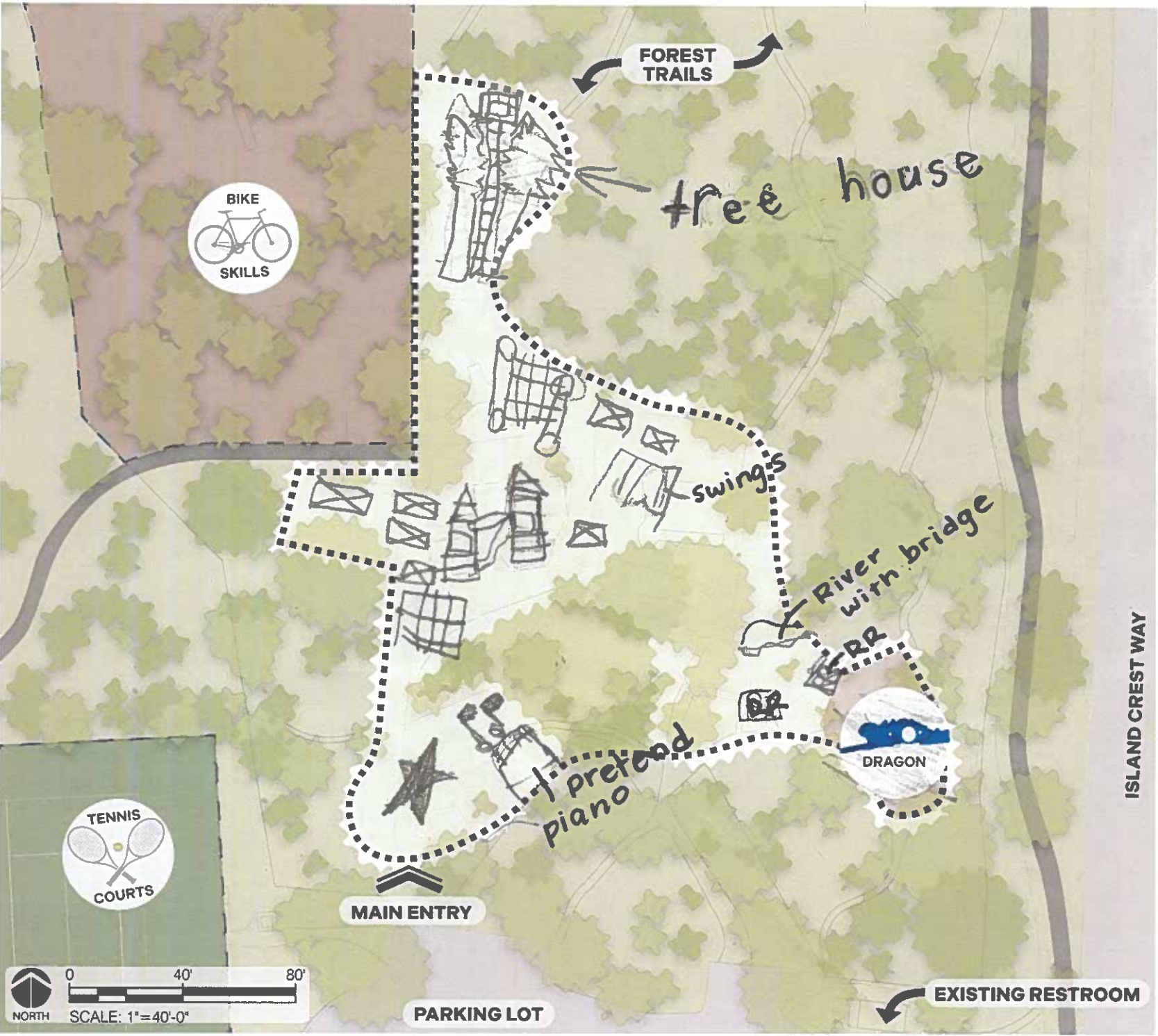
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: - privacy

66 (K)

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? tree house

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



Climbing area

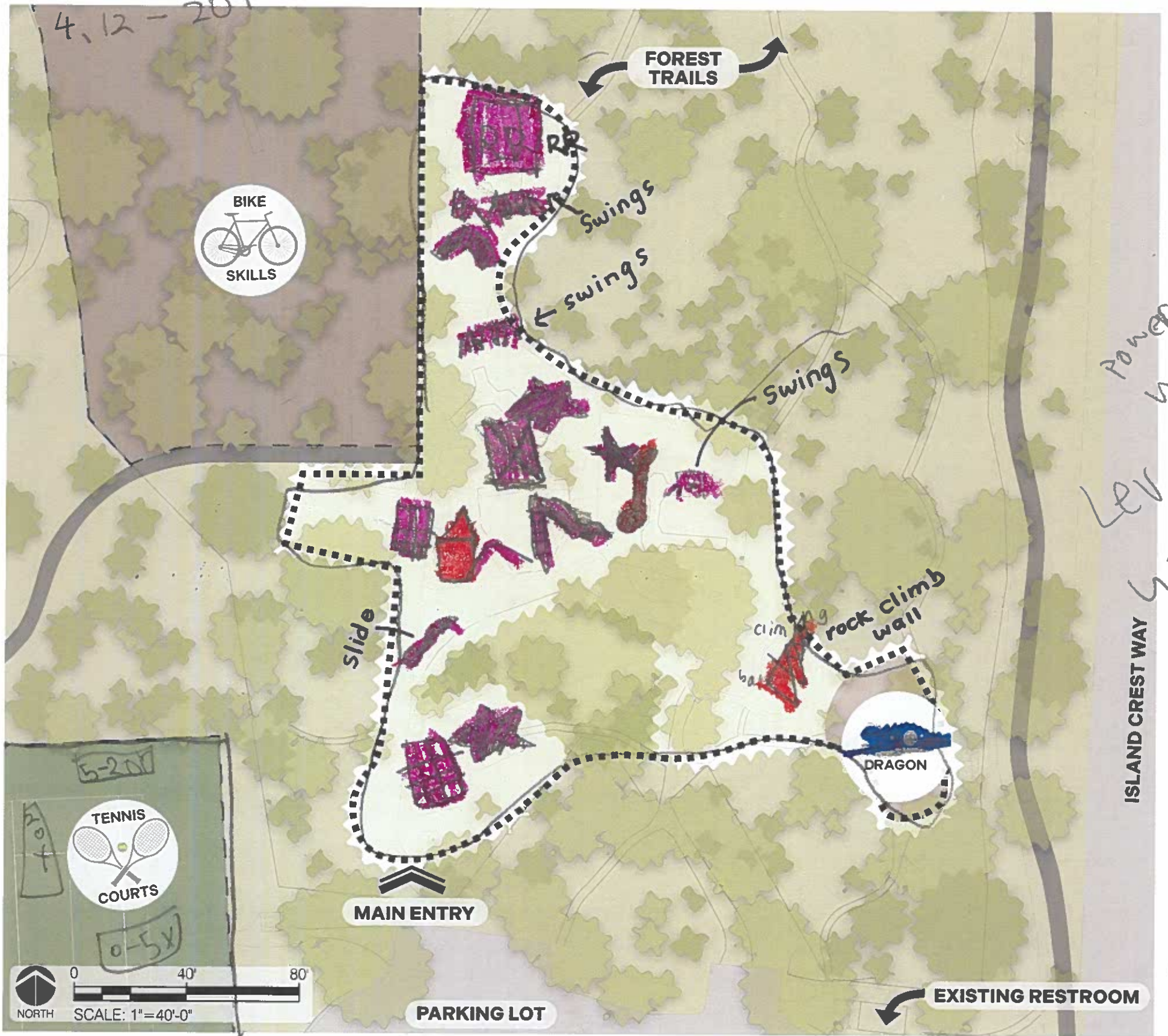
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect  
Name: - individual privacy

Age: 6-(K)

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

- Does your playground have a theme? Tree house
- Does your playground have a unique feature you love? Swings, Music
- Please write a short description that describes what I have created. \_\_\_\_\_

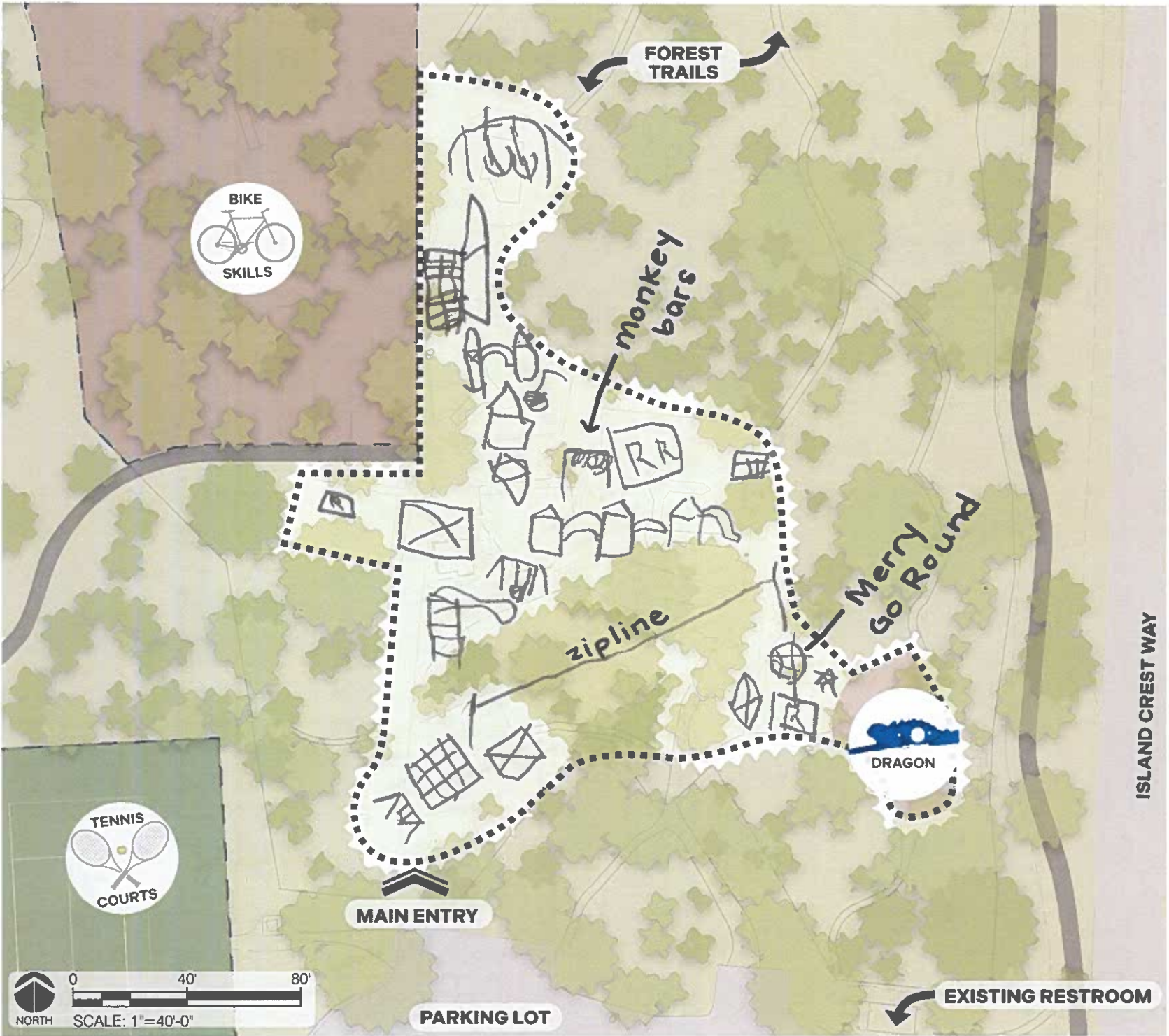


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: *privacy* ge: *6-5 (K)*

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *wood land - tree house*

Does your playground have a unique feature you love? *zipline - climbing net*

Please write a short description that describes what I have created.  
*We did swings + we had climbing structure + it will be fun*

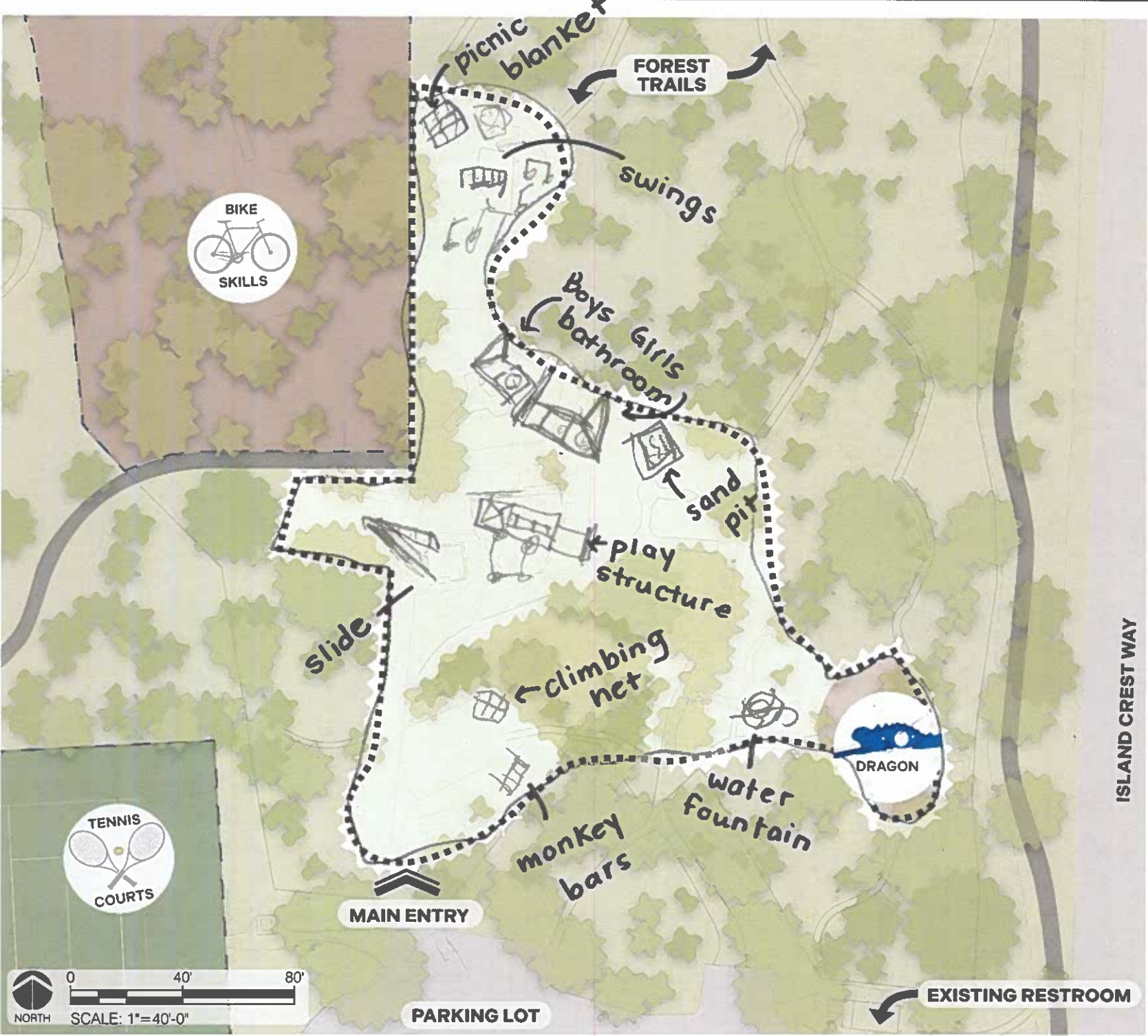


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *privacy* Student names have been omitted to protect individual privacy  
je: *6 (k)*

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *tree house*

Does your playground have a unique feature you love? *sand pit*

Please write a short description that describes what I have created. *We did swings*

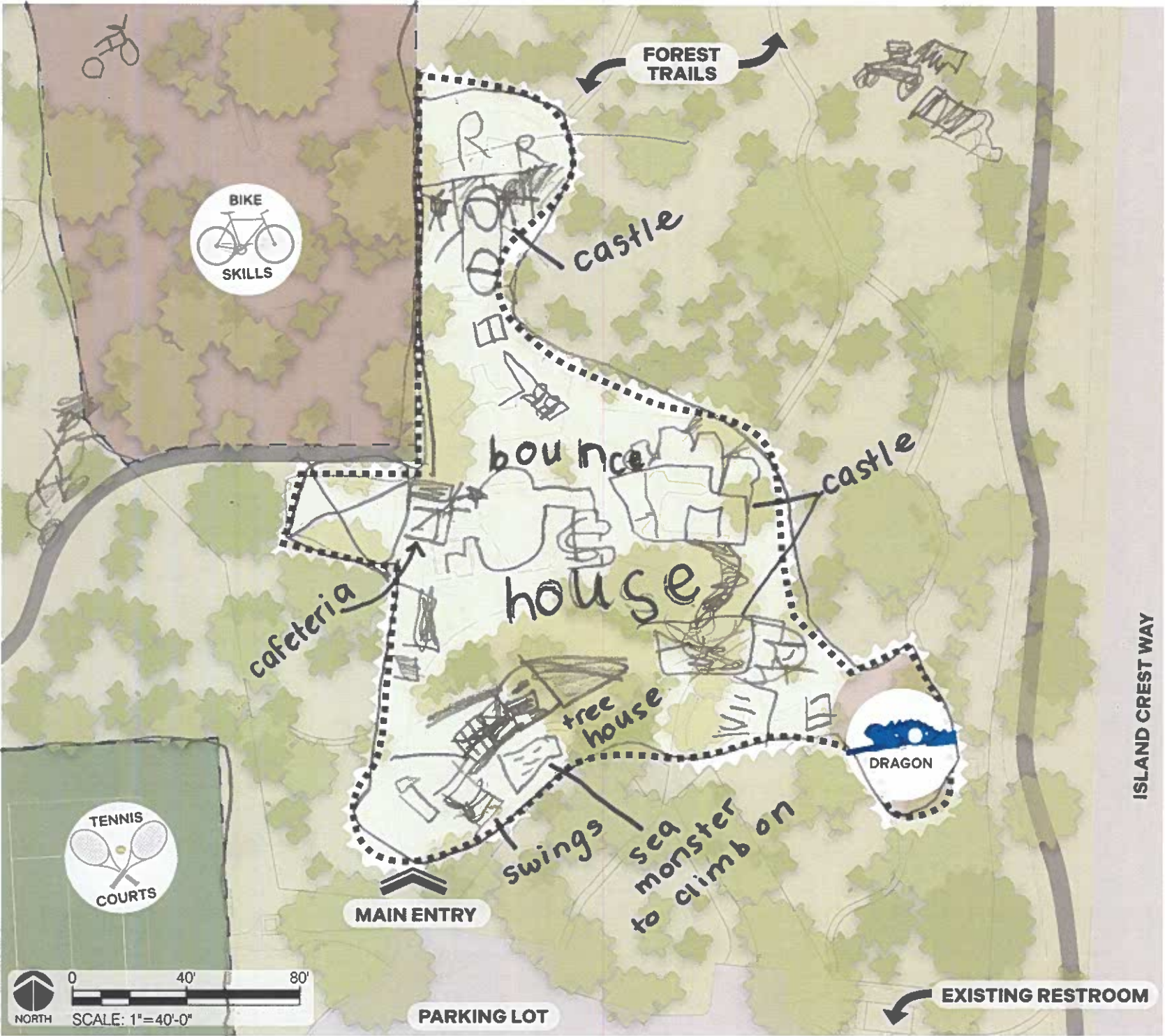


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy Age: 6+6

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? castles

Does your playground have a unique feature you love? trap

Please write a short description that describes what I have created.



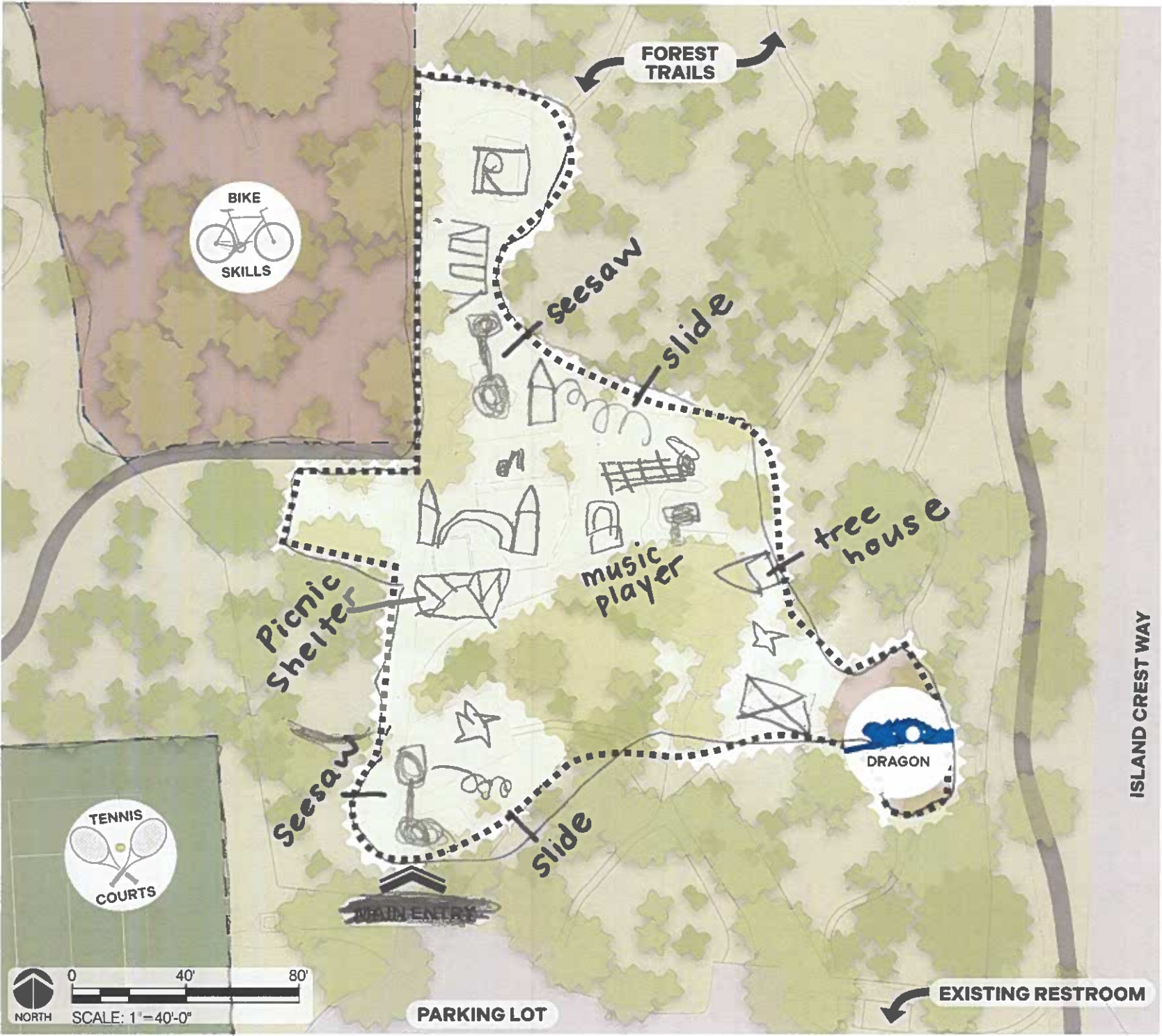
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name *privacy*

Age: 6 (K)

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? tree hawks

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



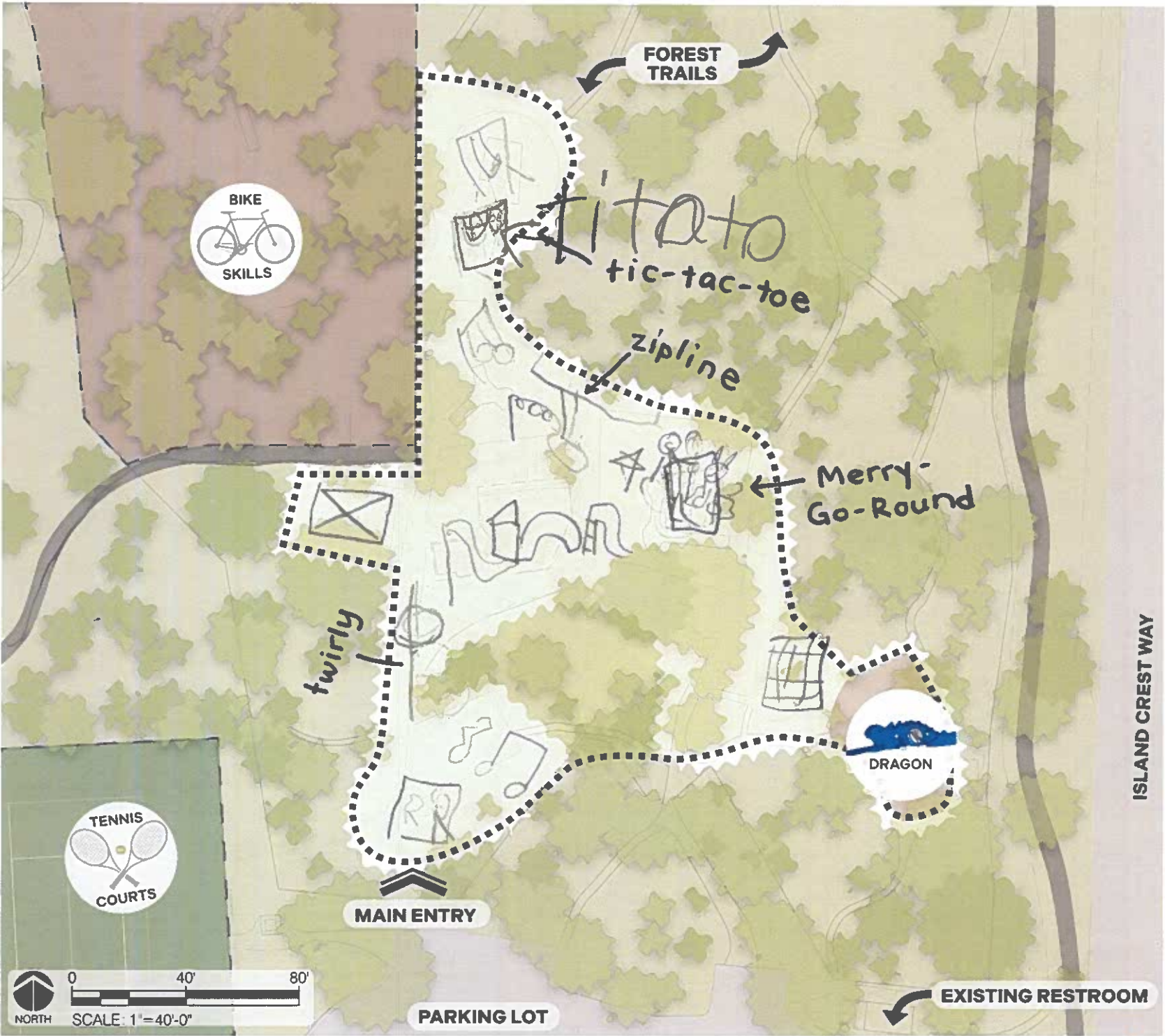
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: *privacy*

Age: *6* (K)

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:					
	EXISTING TREES		EXISTING PATHS		PLAYGROUND AREA

Does your playground have a theme? *Tree house*

Does your playground have a unique feature you love? *zipline*

Please write a short description that describes what I have created.

\_\_\_\_\_

\_\_\_\_\_

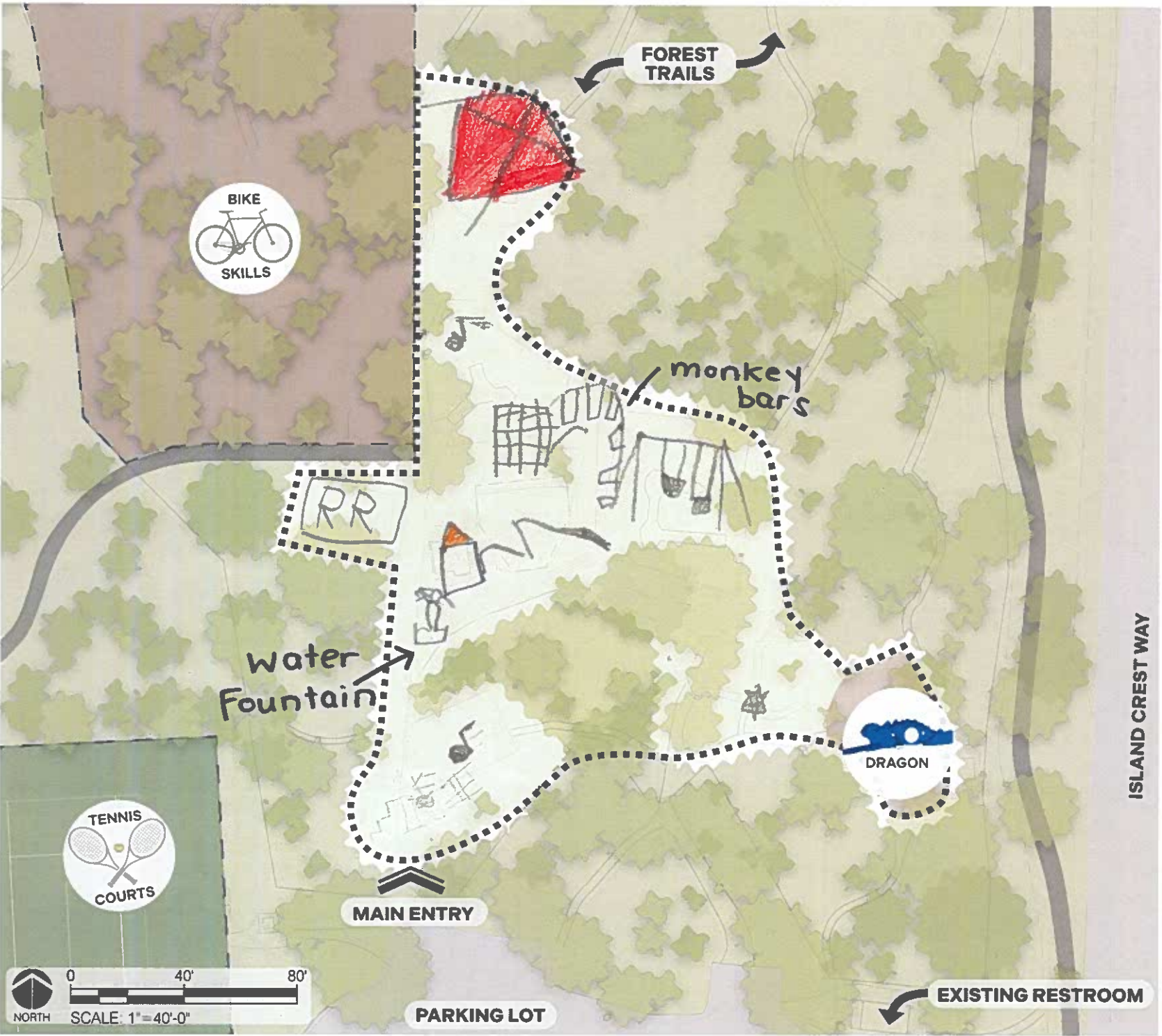


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name *Student names have been omitted to protect individual privacy* 6

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Climbing park.

Does your playground have a unique feature you love? town clock to a slide

Please write a short description that describes what I have created. We have monkey bars.

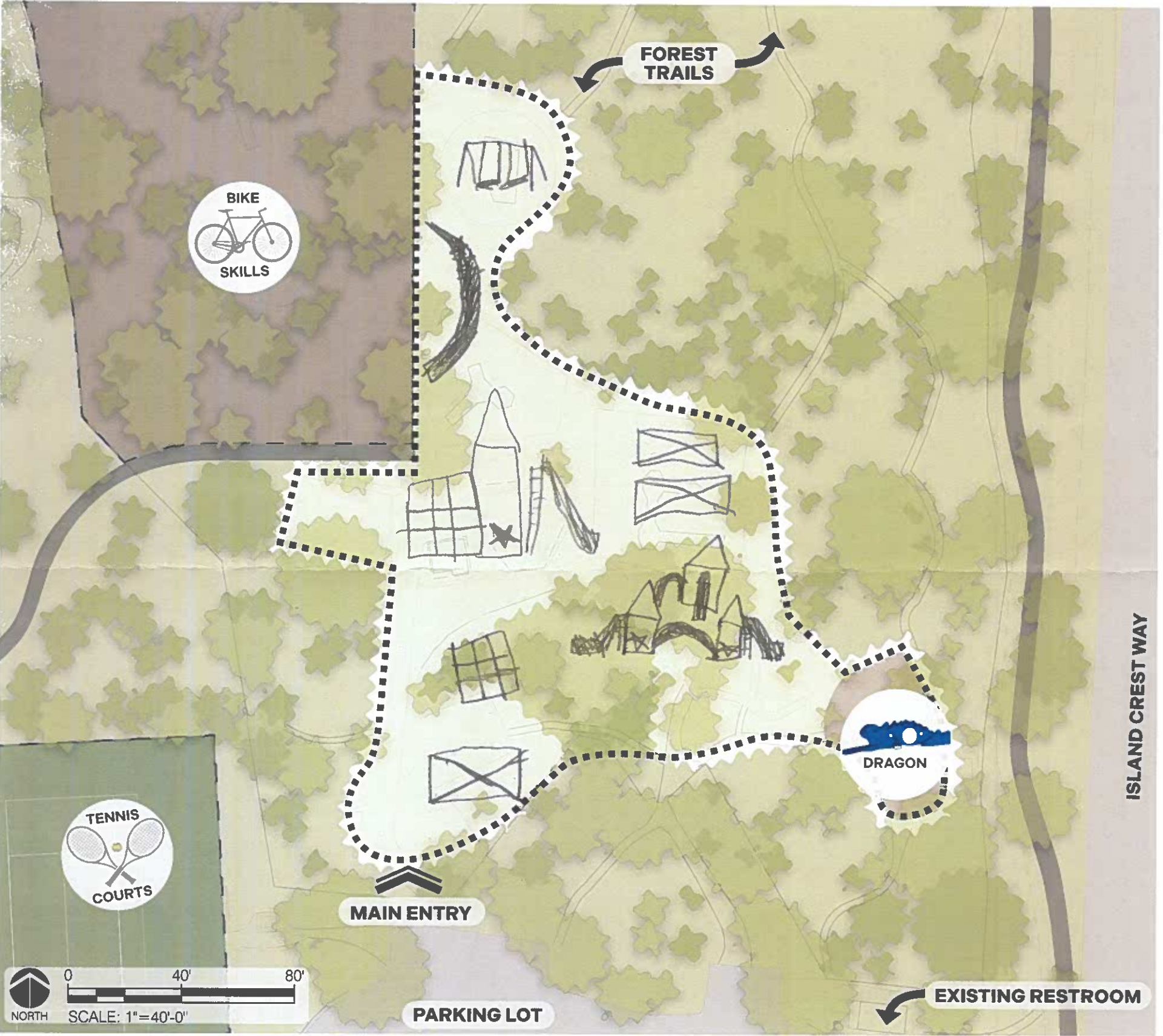


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 11

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? A medieval castle theme.

Does your playground have a unique feature you love? The Spider web

Please write a short description that describes what I have created. When you enter there is 1 shelter and a spiderweb. There are 4 castles, 3 bridges, 3 games, swings, 4 slides.

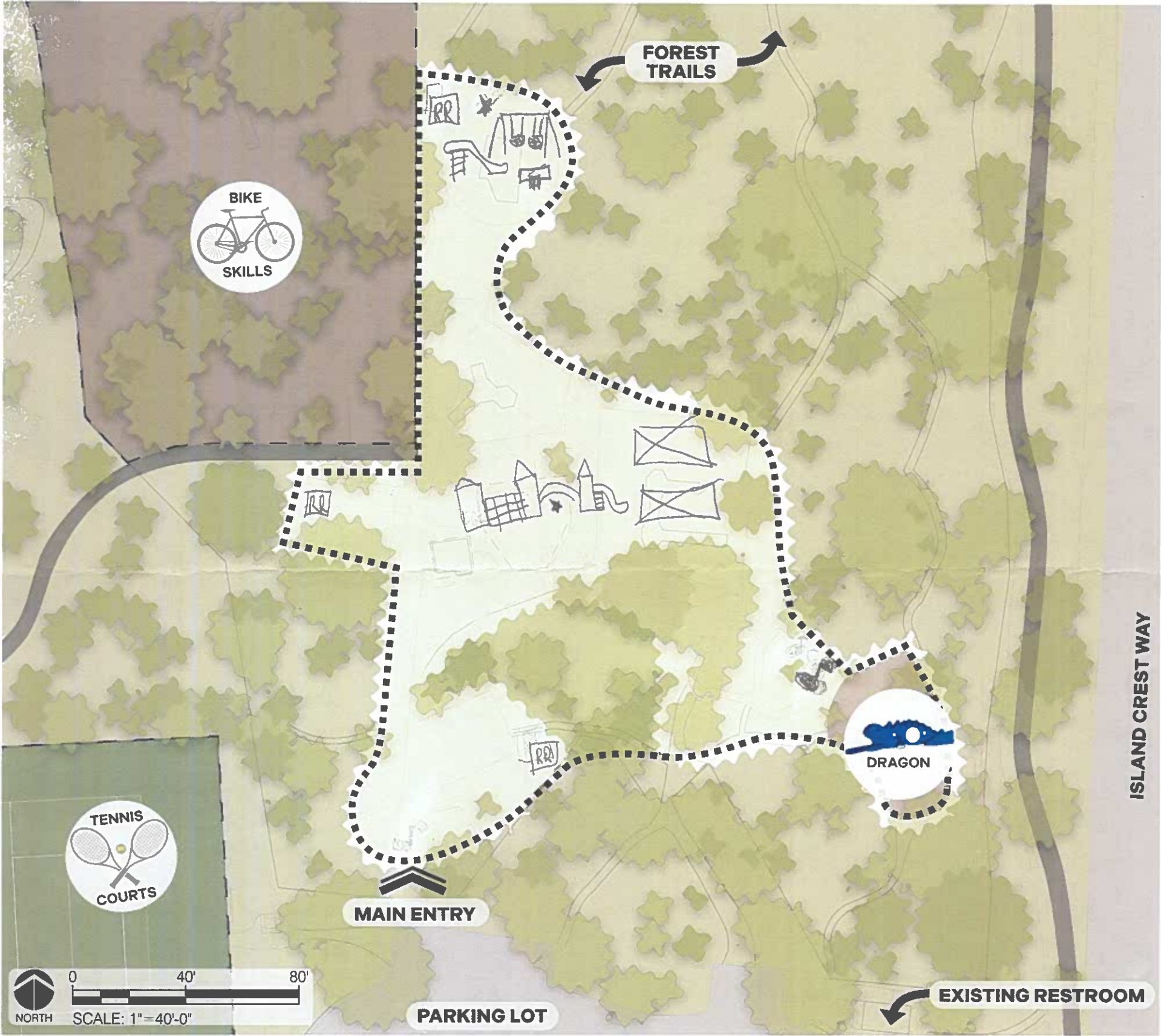


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 10

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

Does your playground have a theme? Fantasy Kingdom

Does your playground have a unique feature you love? A very tall slide.

Please write a short description that describes what I have created. What I have created is tiny,

but very cool playground. There is a lot of different equipment  
for different children with different abilities can play!



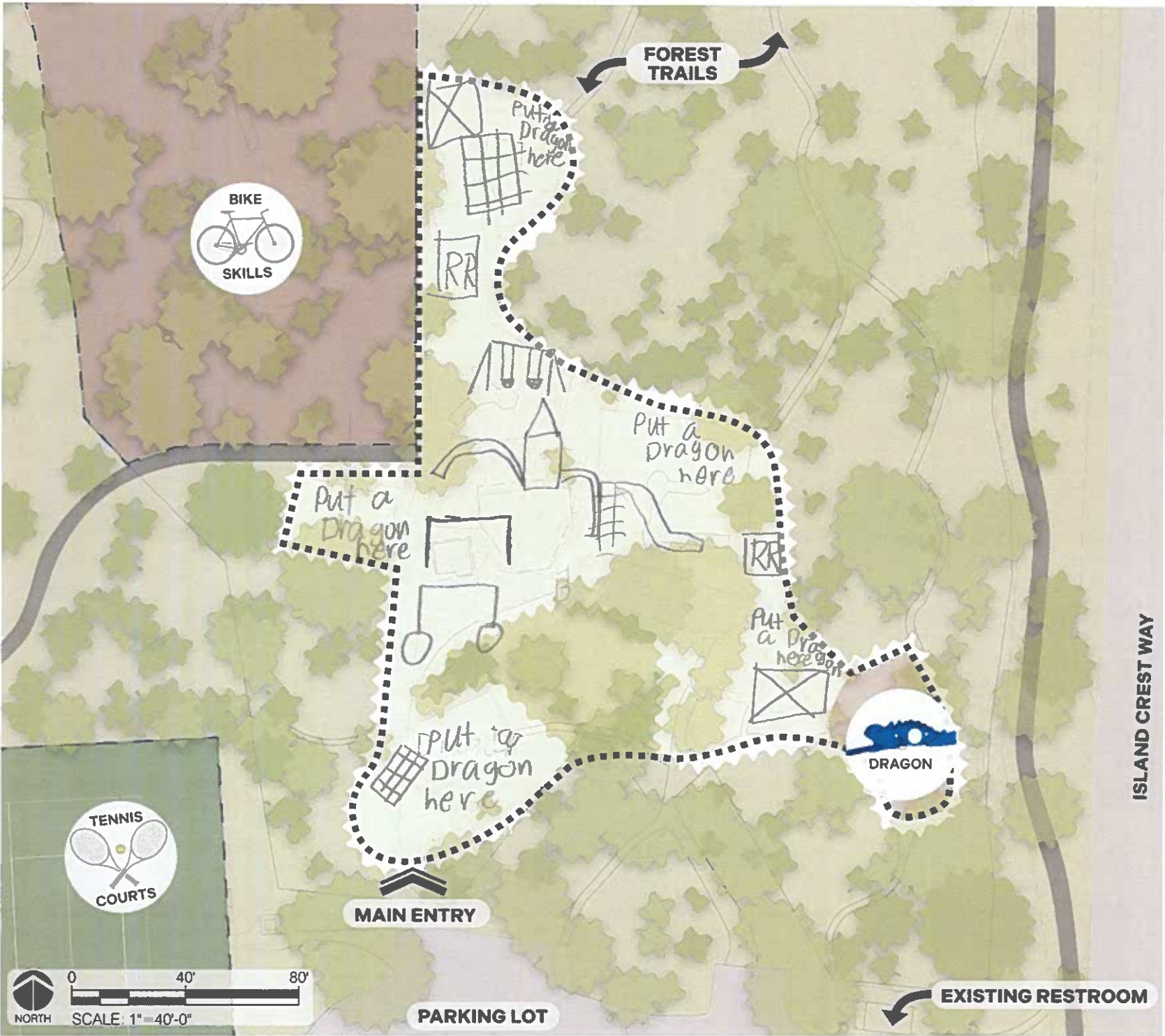
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* 5/12/25

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL

Bar  
Rings



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? wings of fire

Does your playground have a unique feature you love? Bars and Rings.

Please write a short description that describes what I have created. It is a playground that has some dragons placed there, and there is some gymnastics stuff there too!

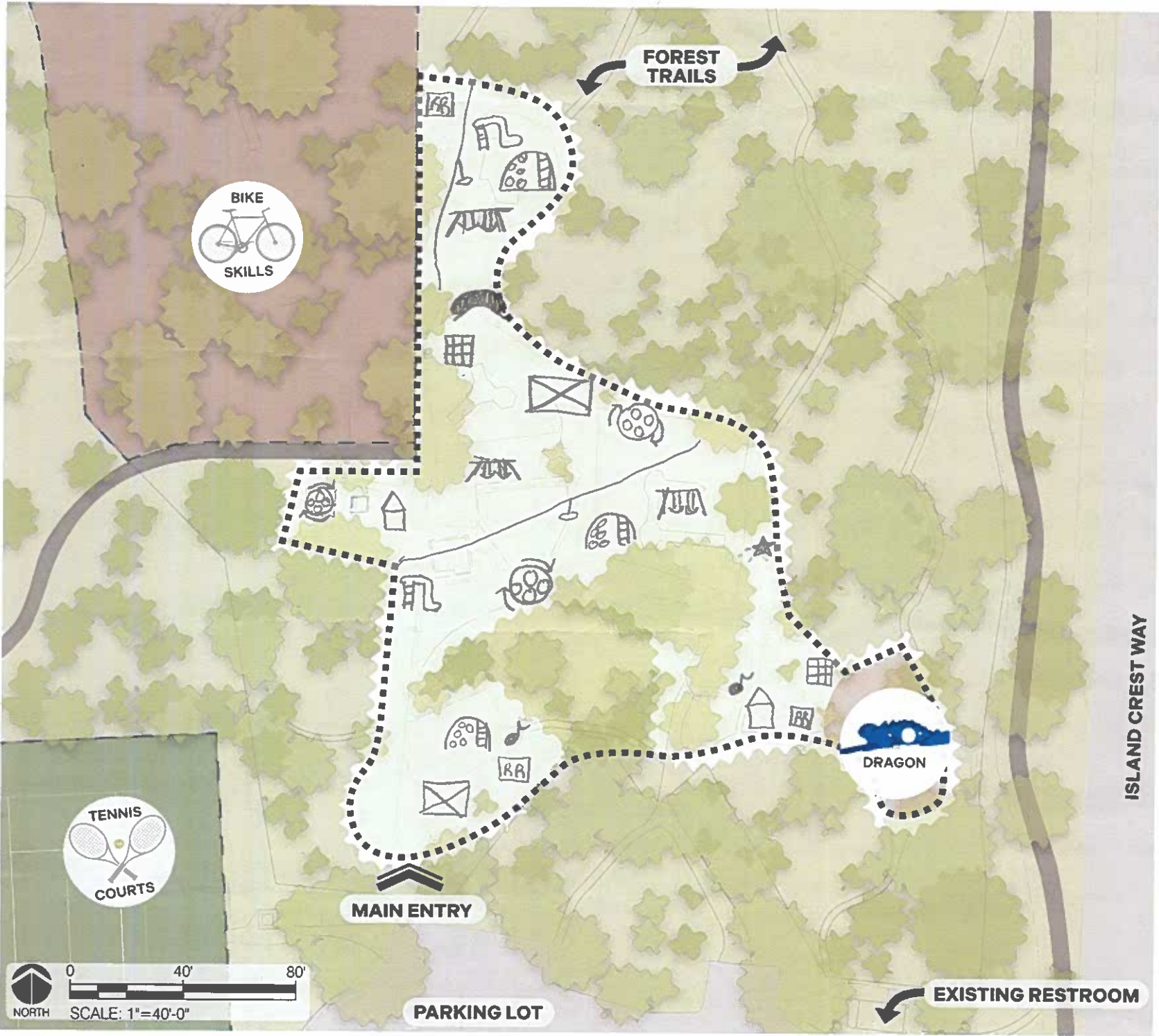


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy      Age: 10

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

zipline    climber  
 spinner

Does your playground have a theme? Yes, fun.

Does your playground have a unique feature you love? Zipline

Please write a short description that describes what I have created. I collaborated with my friends to create

the ultimate playground.

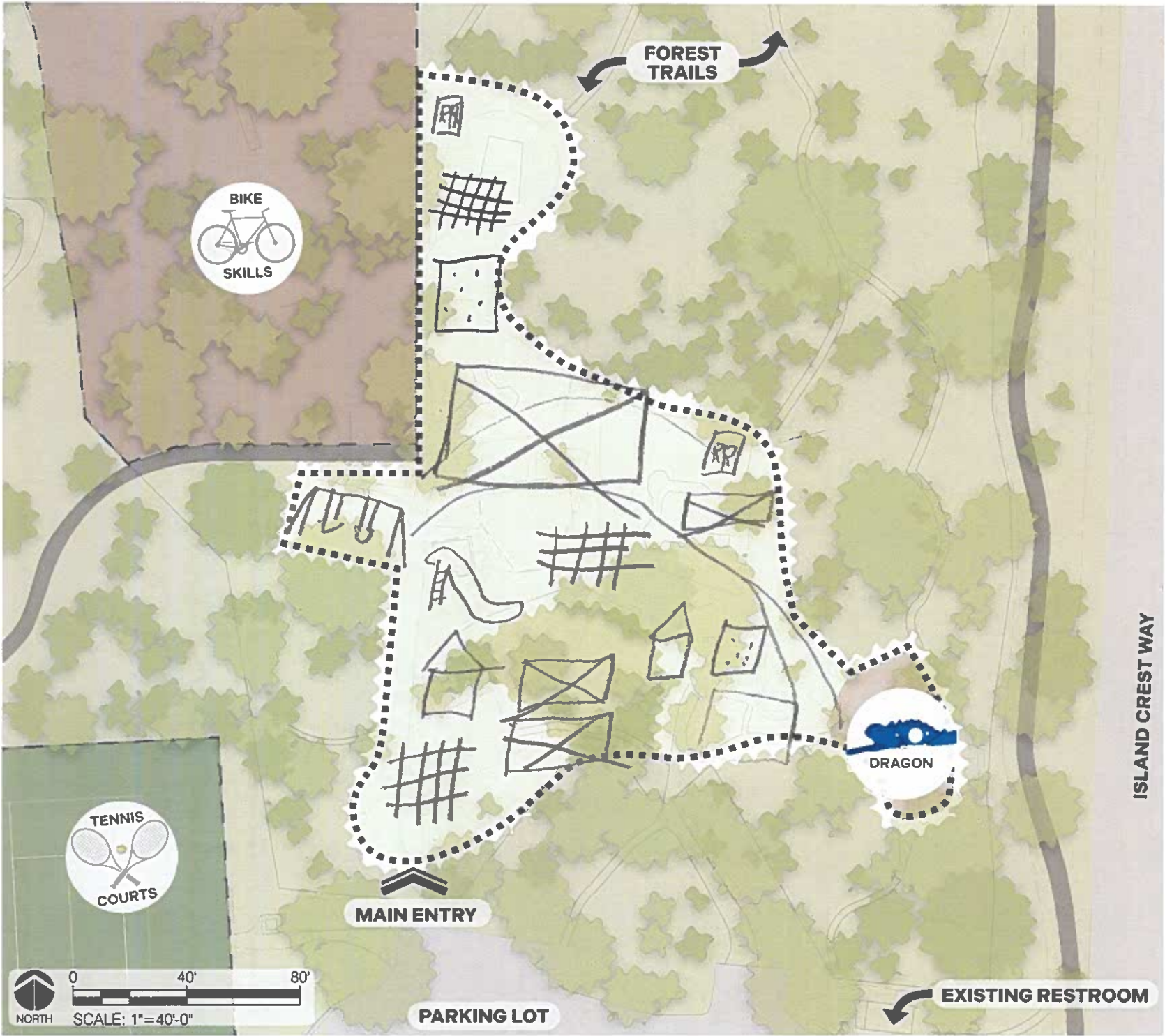


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy Age: 89

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? No

Does your playground have a unique feature you love? 20 foot tall ACTUAL climbing wall

Please write a short description that describes what I have created. Whole bunch of picnic areas near bathrooms.



DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Age: 8.999999999999999  
(my birthday is May 17)

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

Wall

PICNIC SHELTER

RESTROOM

SWING

TOWER

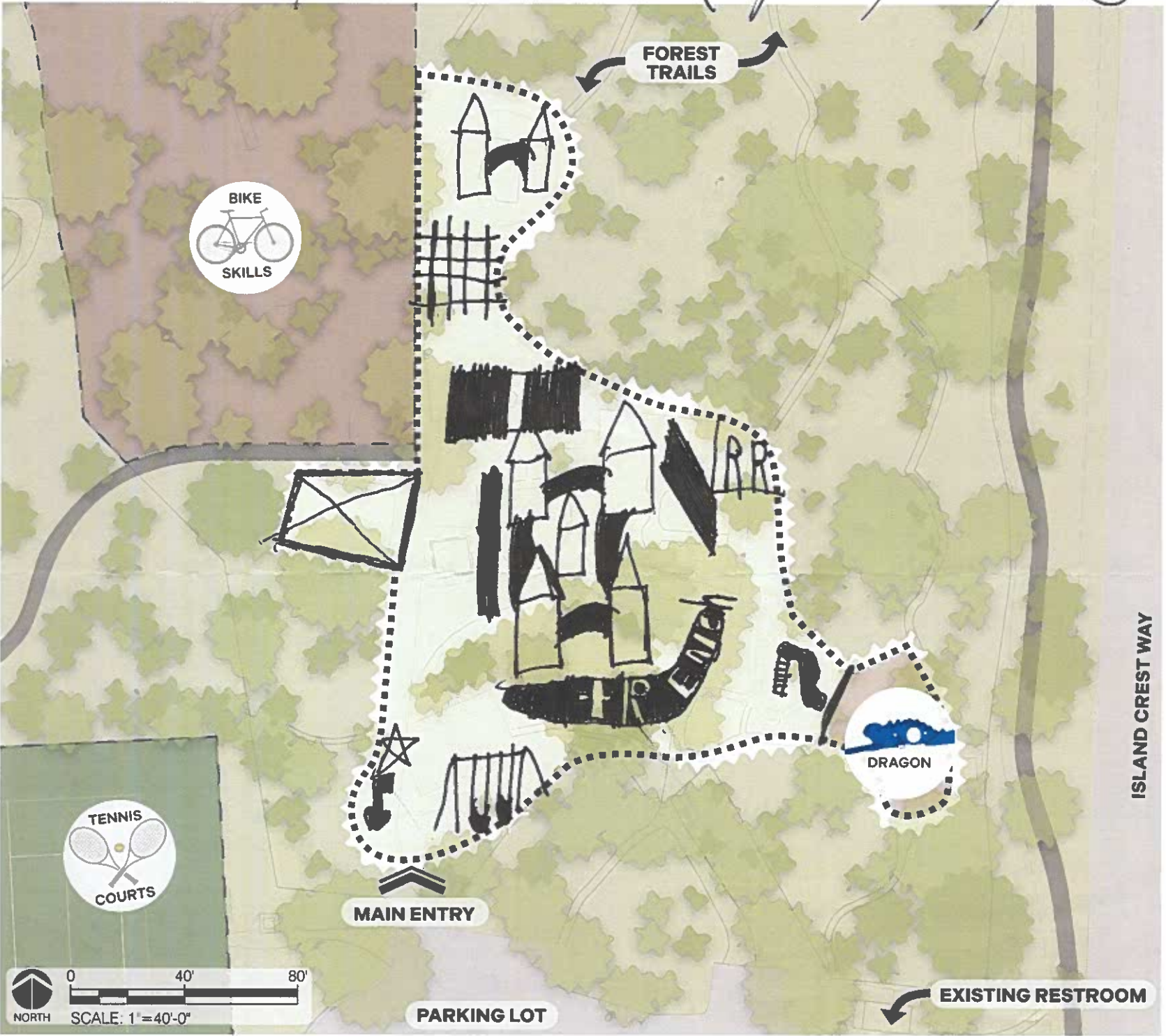
BRIDGE

SLIDE

CLIMBING NET

MUSIC

ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES

EXISTING PATHS

PLAYGROUND AREA

Does your playground have a theme? wooden?/war zone?

Does your playground have a unique feature you love? ~~the castle~~ a bit of open area

Please write a short description that describes what I have created. a central castle w/ cover around it in the main ~~area~~ and a bunch of other things around the edge. Ideal to come w/ friends or enemies (or both).

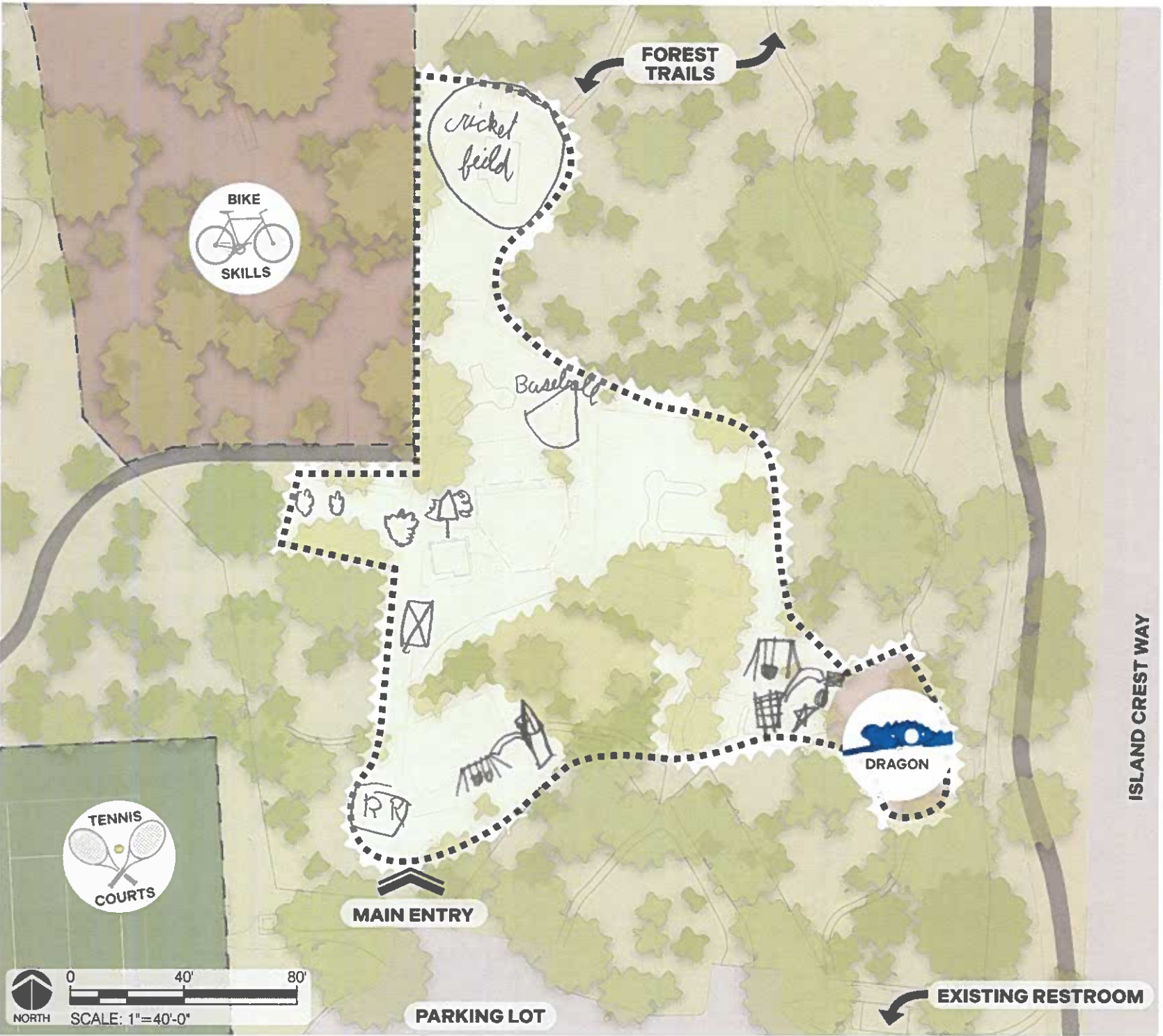


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy Age: 8

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? \_\_\_\_\_

Does your playground have a unique feature you love? cricket (game) field

Please write a short description that describes what I have created. \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Age: 9!

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL

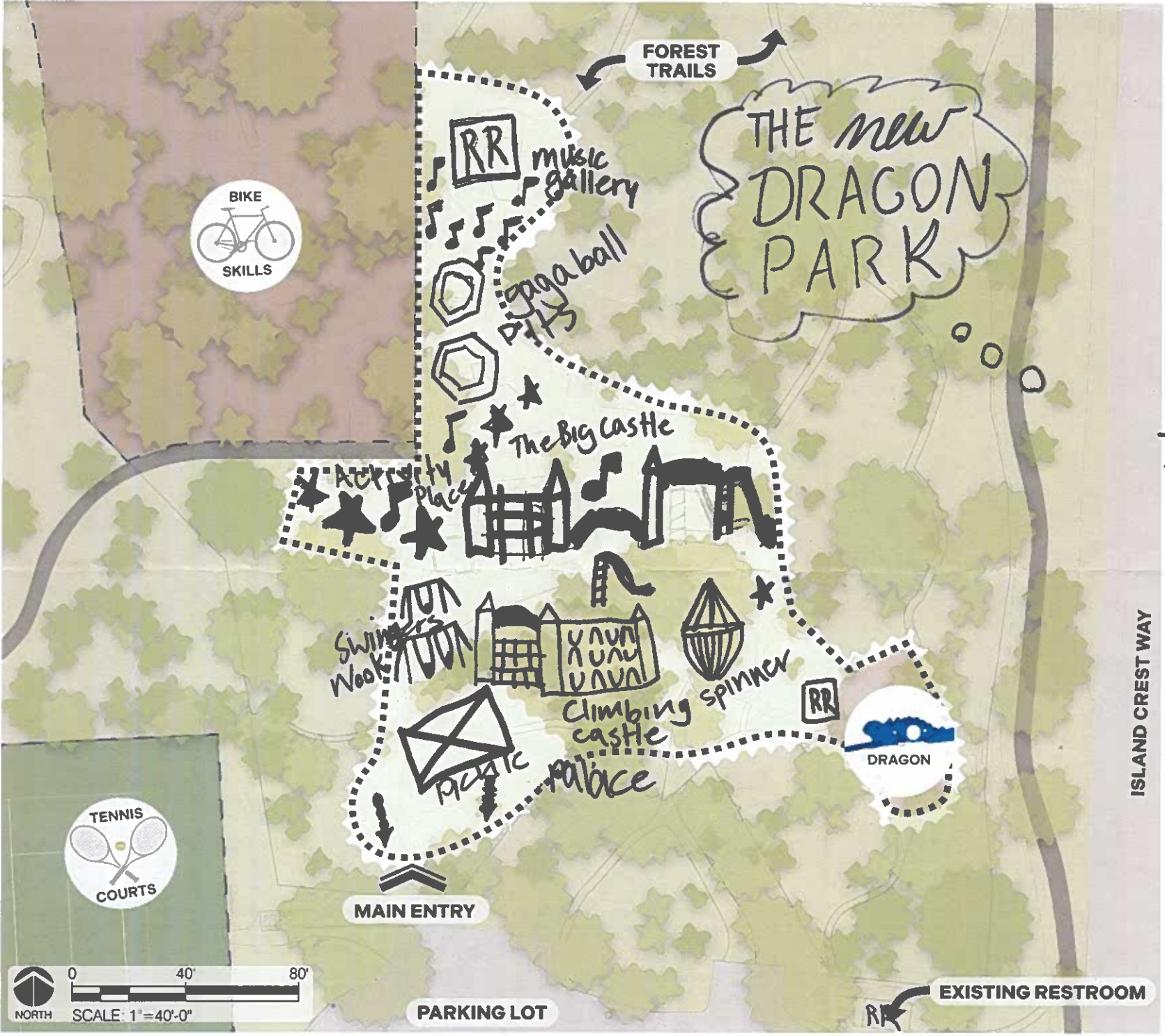
GAGA BALL PITS

CLIMBING WALL

SPINNER

Ice cream store

Imaginative play



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? winter wonderland/christmas time

Does your playground have a unique feature you love? imaginative play, spinners, climbing wall, gaga ball pits

Please write a short description that describes what I have created. There' is many playgrounds (above) like The Big Castle, Climbing castle, Swing Nook, Gaga ball pits, Music Gallery, spinner, picnic palace, and Activity + Imaginative Play area.

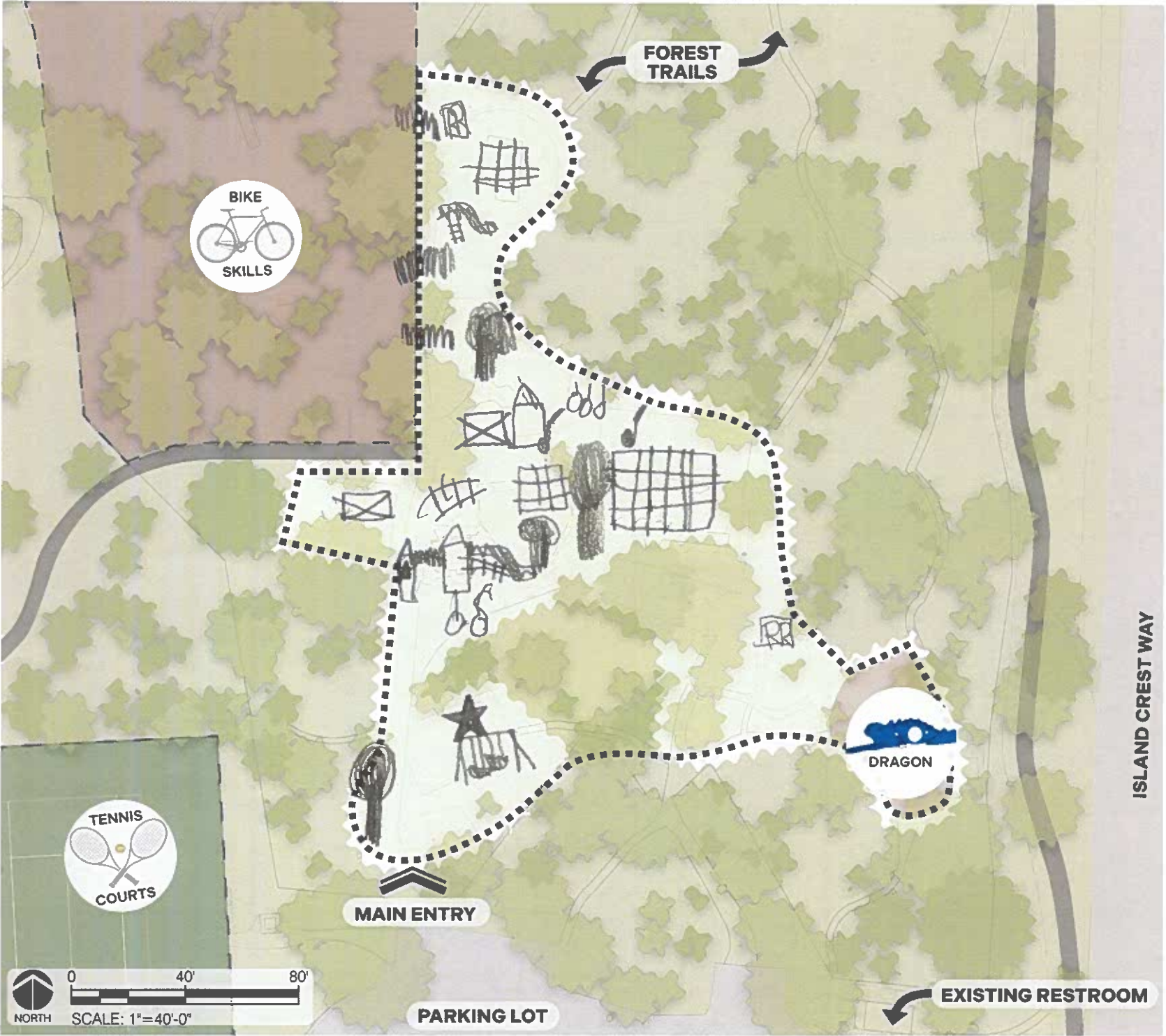


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? fantasy

Does your playground have a unique feature you love? Handing mushroom thingie

Please write a short description that describes what I have created. mushroom shaped, a bar abit under the cap, and it spins.



DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

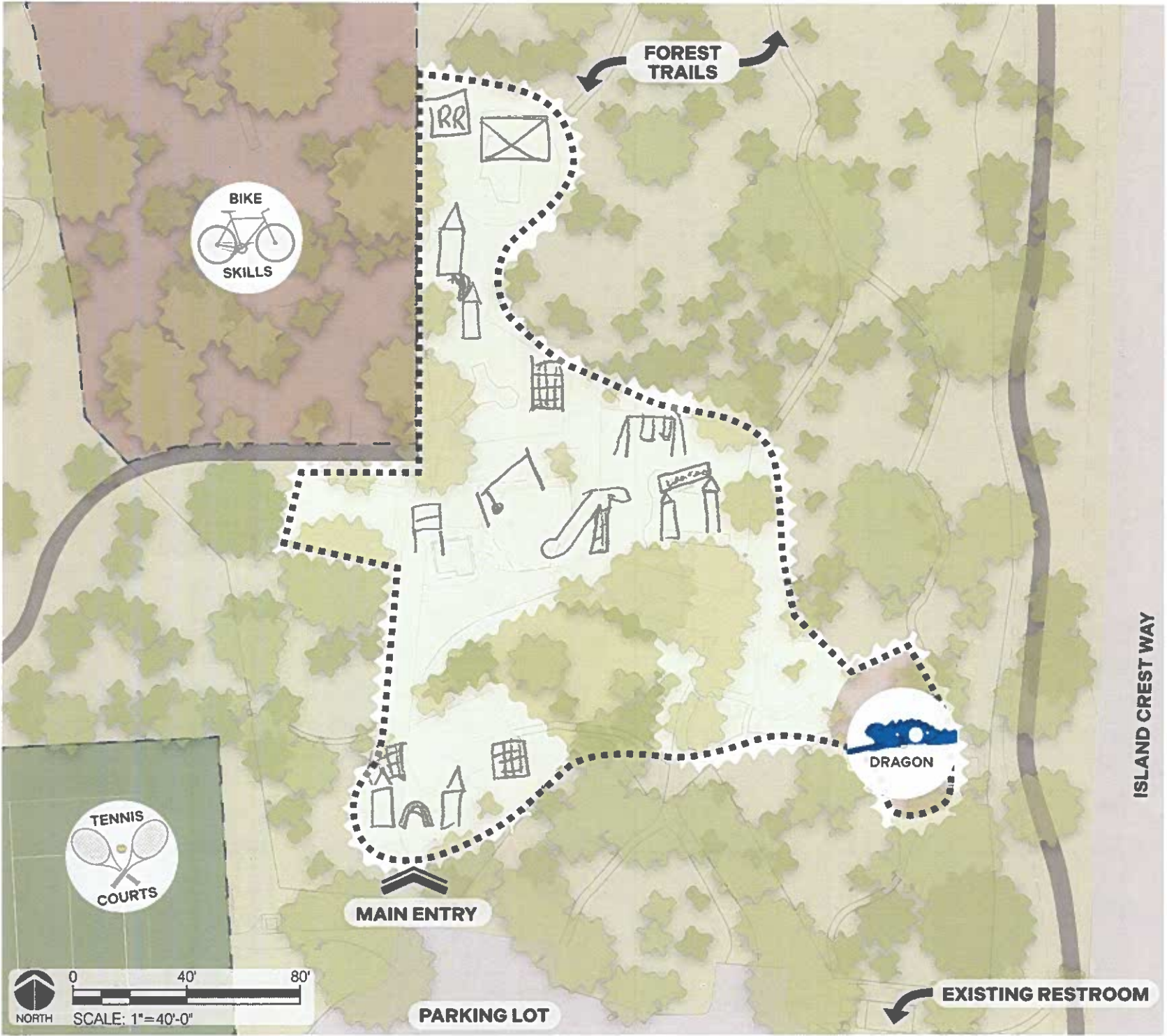
Student names have been omitted to protect individual privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

Warning Sign  
Warning  
Zip line

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL

Play stage



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Medival Kingdom

Does your playground have a unique feature you love? a Zipline

Please write a short description that describes what I have created. a medival king dom with  
guard stands at the entrance and a shop in the middle  
but a dragon torments the end Will you be able to save it?



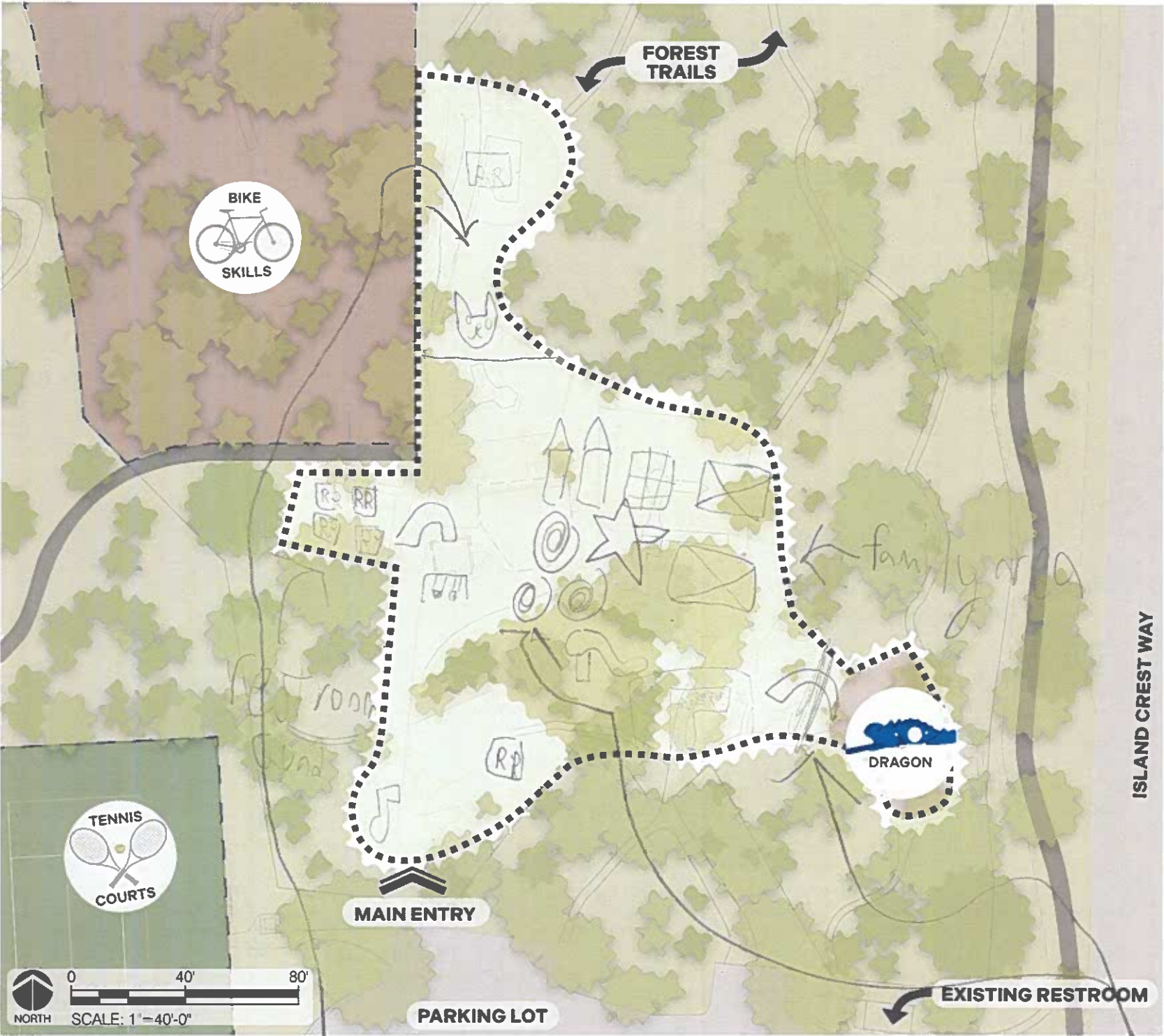
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Age: 9.999999999999999

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? ancient roman

Does your playground have a unique feature you love? dog park and water

Please write a short description that describes what I have created. a ancient roman Kingdom with a Bathroom area, a dog park a Picnic Plateau, and a spinner Section

water  
bridge  
and  
spinner



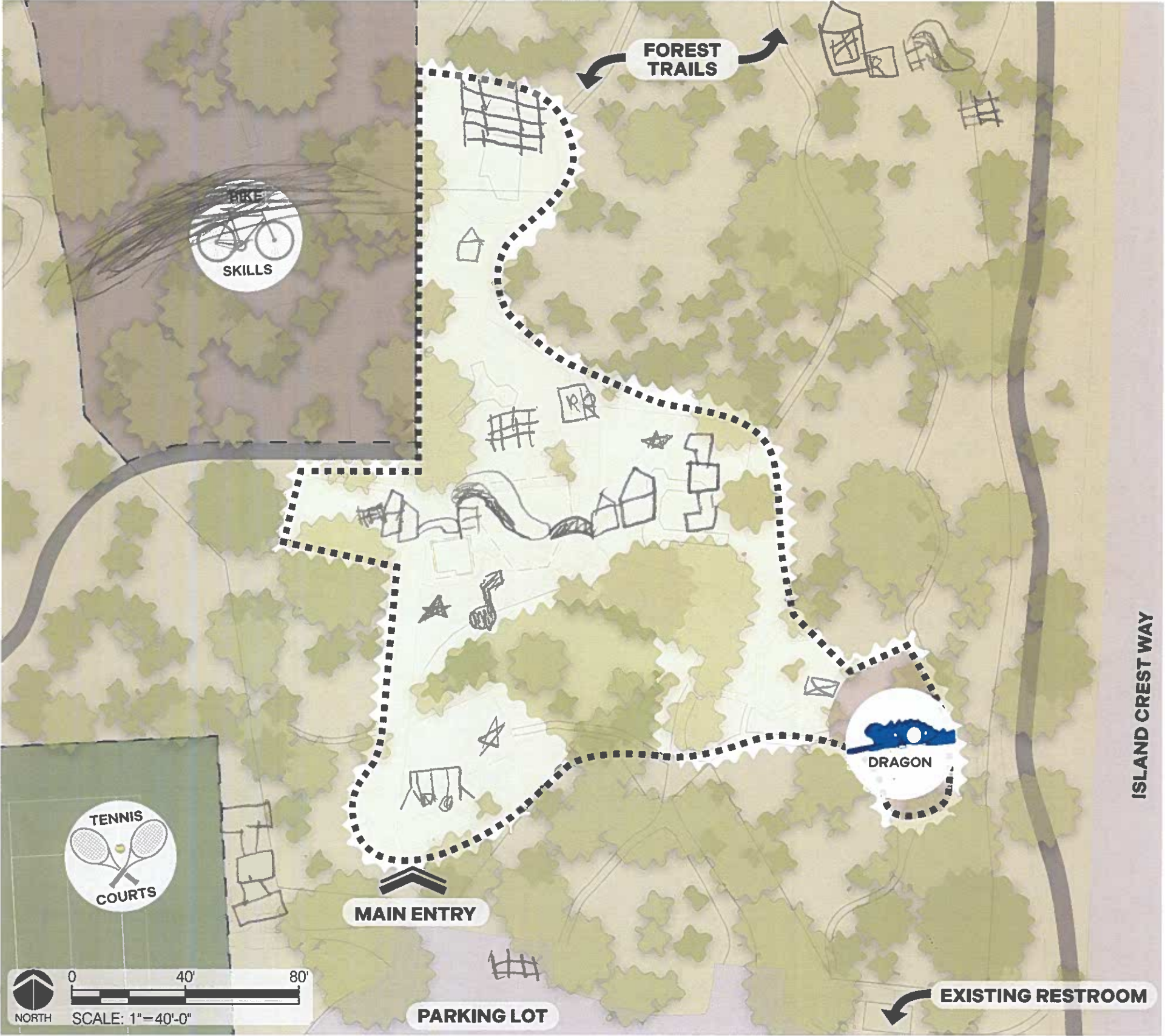
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: *7 and a half*

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *magical*

Does your playground have a unique feature you love?

Please write a short description that describes what I have created.

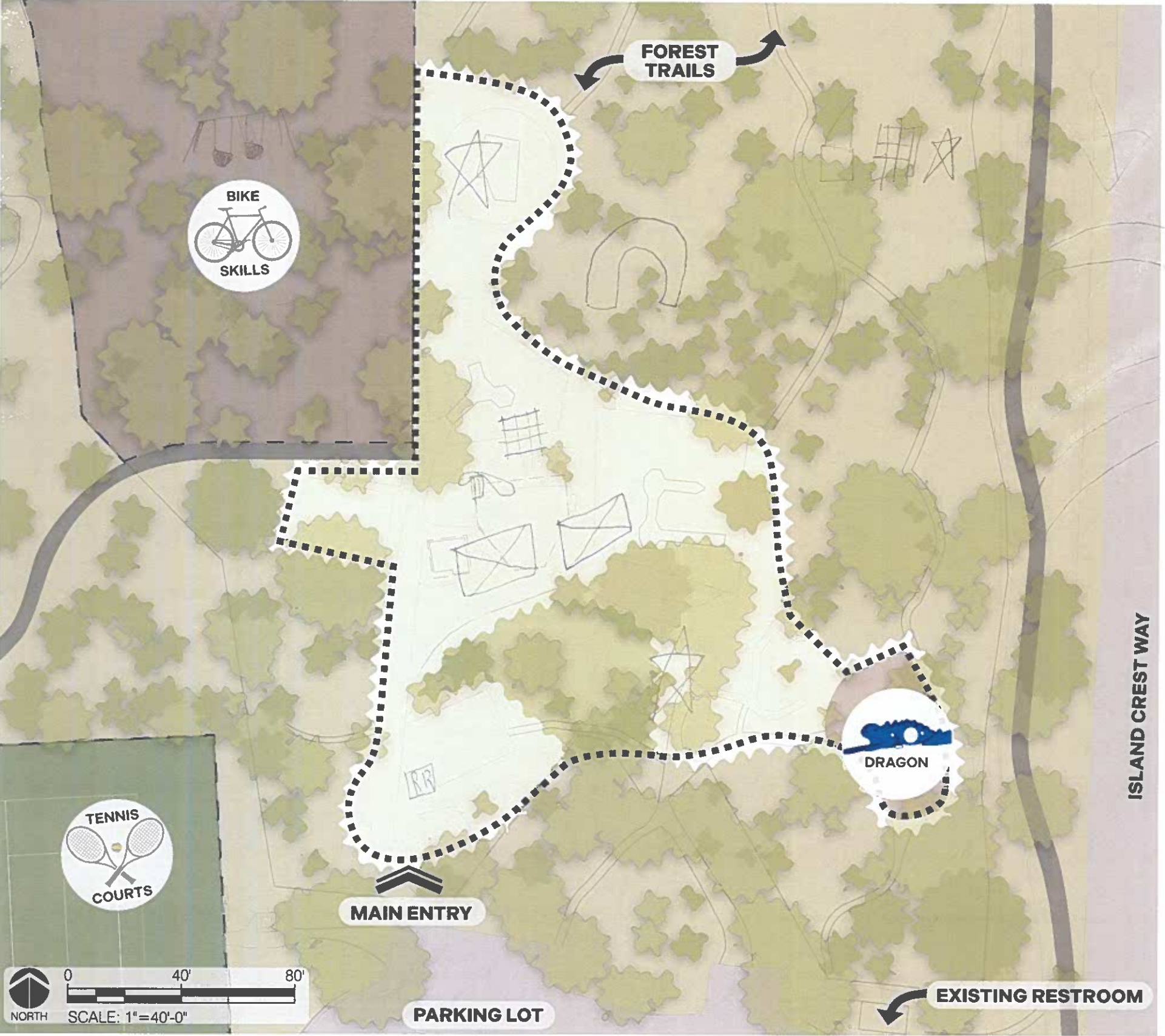


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name:                      *Student names have been omitted to protect individual privacy* Age: 6

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:			
	EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? \_\_\_\_\_

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

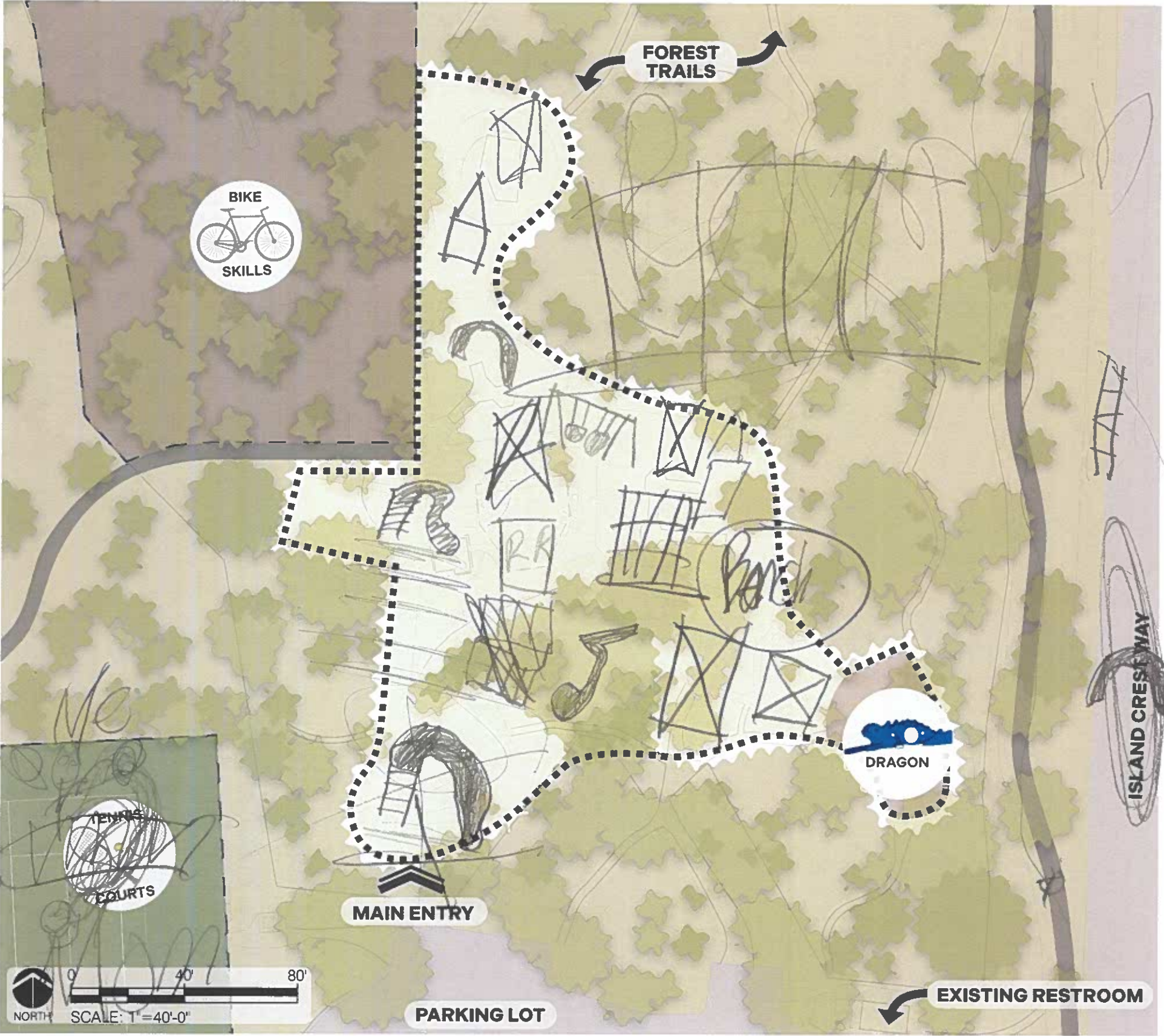
*Bina Hoff*

Name: \_\_\_\_\_ Student names have been omitted to protect individual privacy

Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:			
	EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Castle

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_

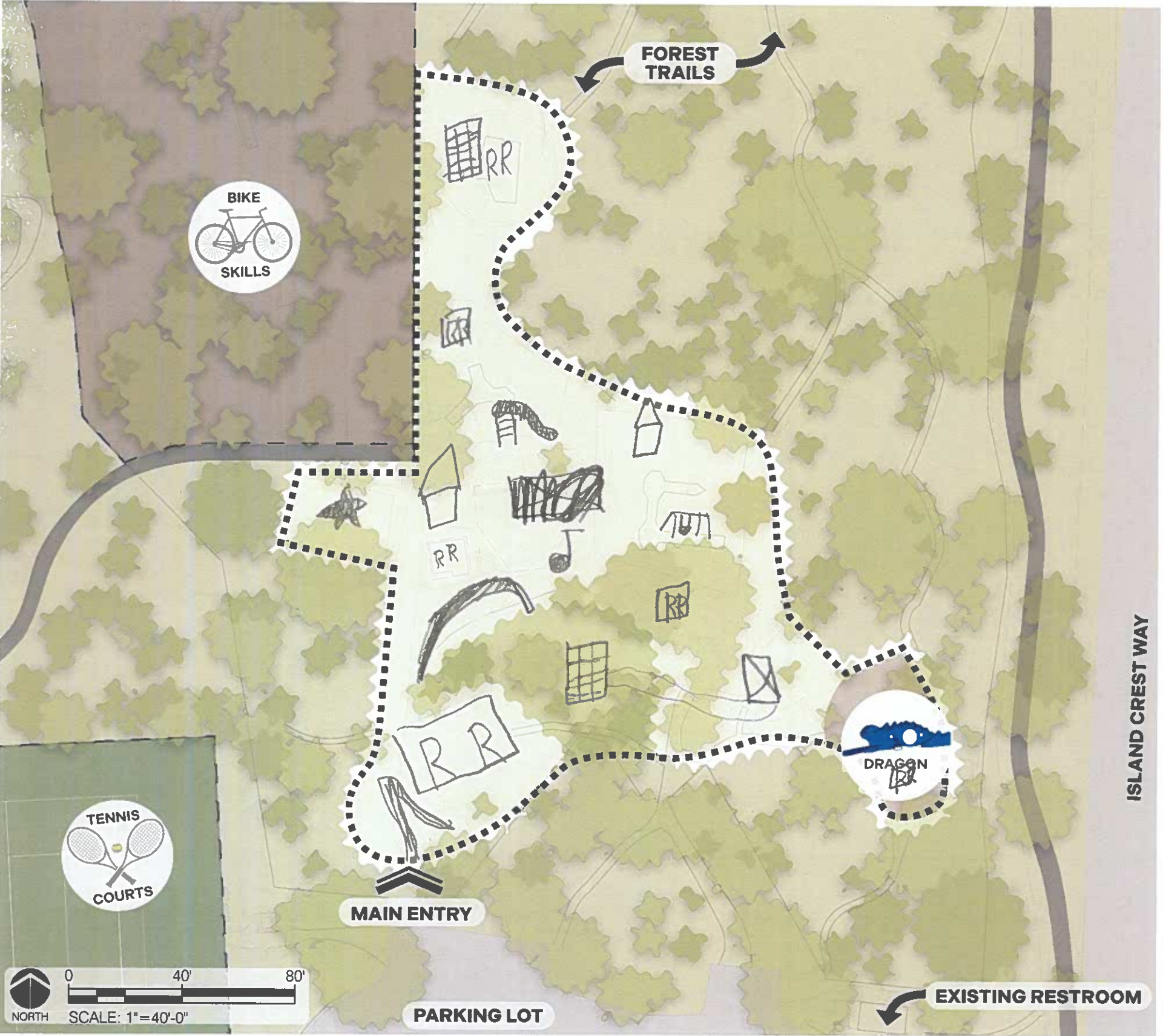


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: Student names have been omitted to protect individual privacy Age: 7

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? yes

Does your playground have a unique feature you love? yes

Please write a short description that describes what I have created. Restrooms playground

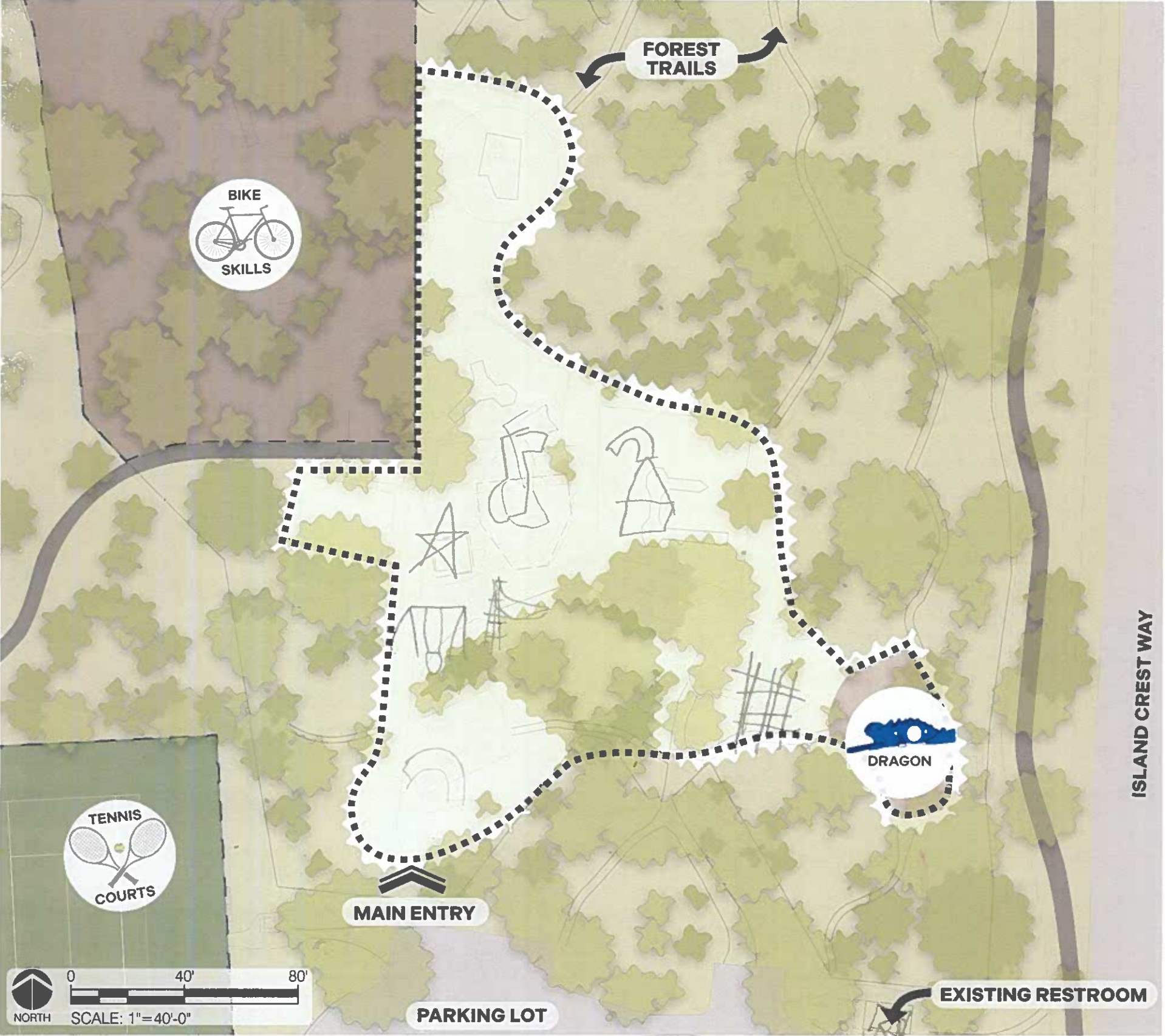


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name:                      *Student names have been omitted to protect individual privacy* Age: 6 1/2

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? forix fall

Does your playground have a unique feature you love? things close

Please write a short description that describes what I have created. I created

a ferris fall park  
nick name fall timbers park

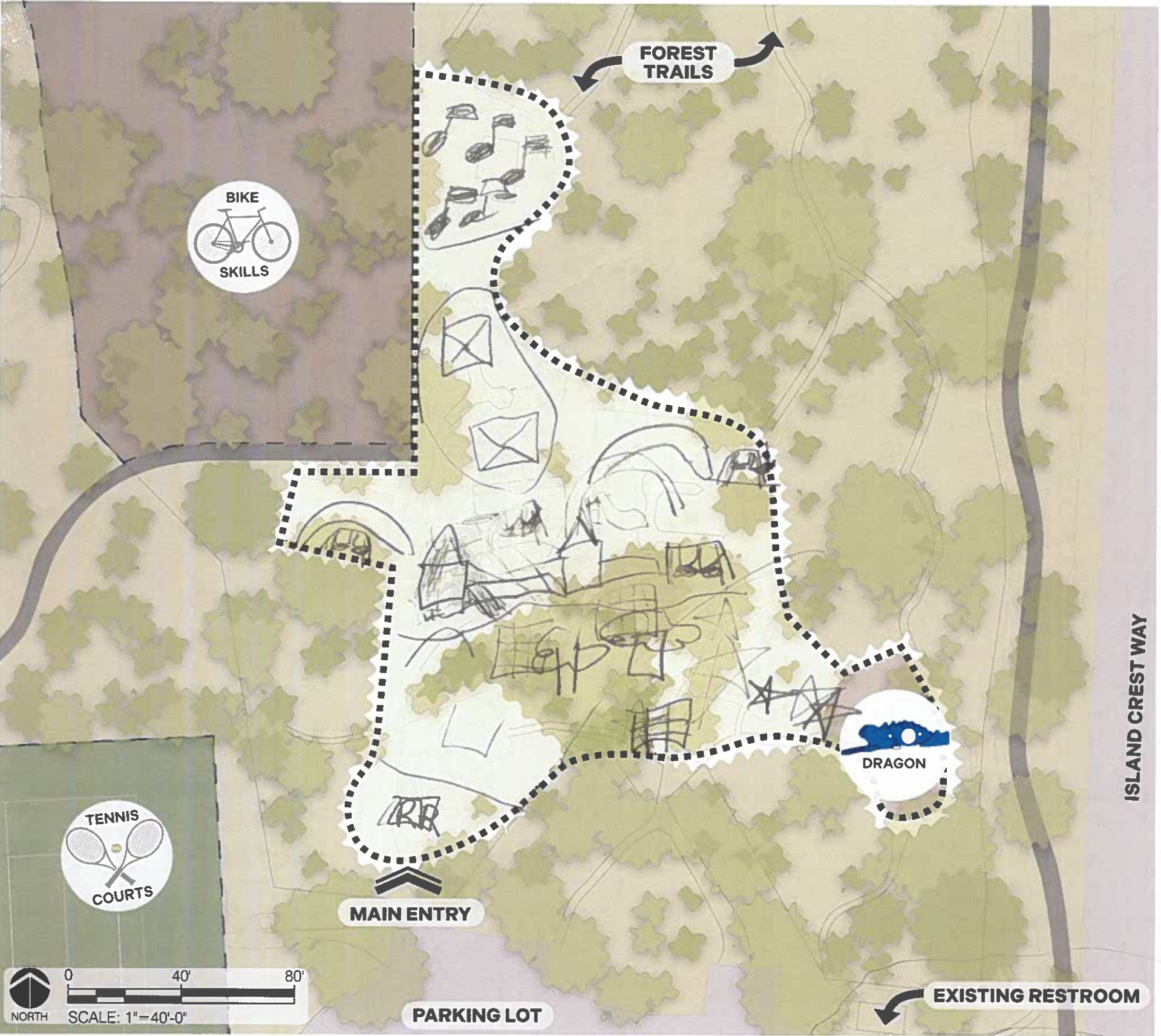


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: \_\_\_\_\_ Student names have been omitted to protect individual privacy  
Age: 7

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? \_\_\_\_\_

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_










\_\_\_\_\_

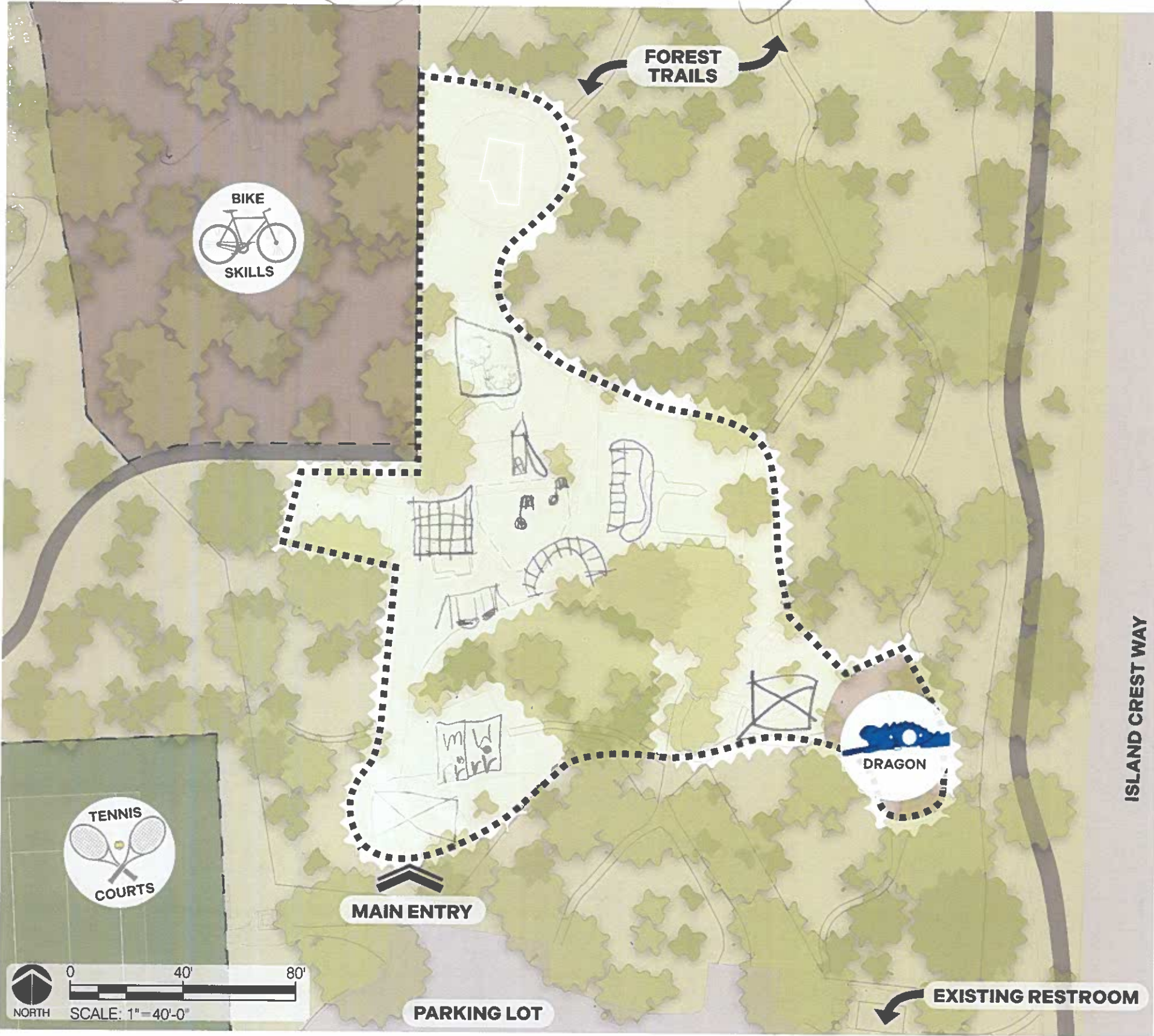


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 6/7

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER 	RESTROOM 	SWING 	TOWER 	BRIDGE 	SLIDE 	CLIMBING NET 	MUSIC 	ACTIVITY/GAME PANEL 
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LEGEND:

	EXISTING TREES		EXISTING PATHS		PLAYGROUND AREA
---	----------------	---	----------------	---	-----------------

Does your playground have a theme? fairy kingdom with a spiny mushroom

Does your playground have a unique feature you love? picnic shelter

Please write a short description that describes what I have created. I have creatated  
a park that has everything I  
love

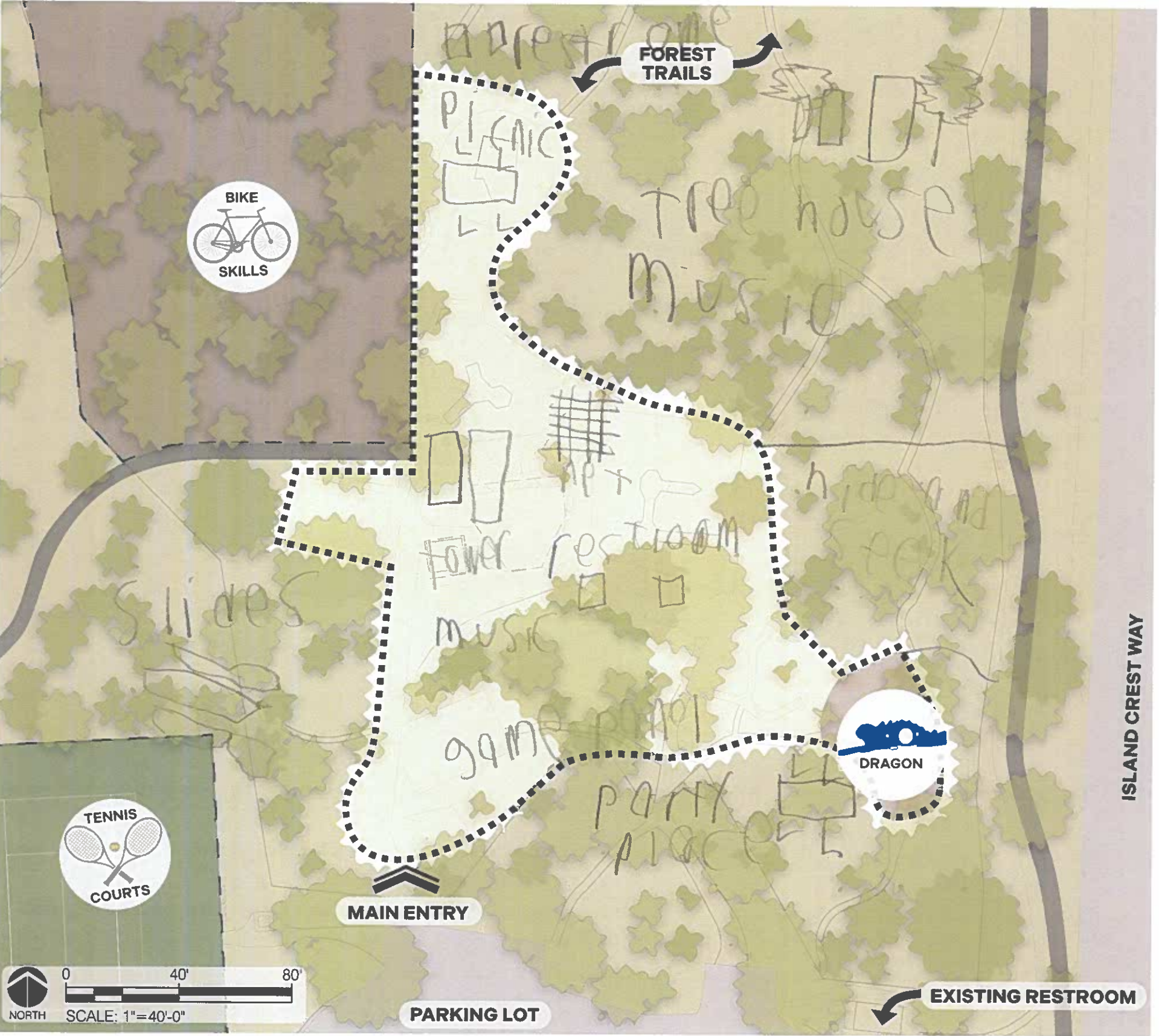


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy Age: 8

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? no

Does your playground have a unique feature you love? no

Please write a short description that describes what I have created. I created lots of things this is my park.

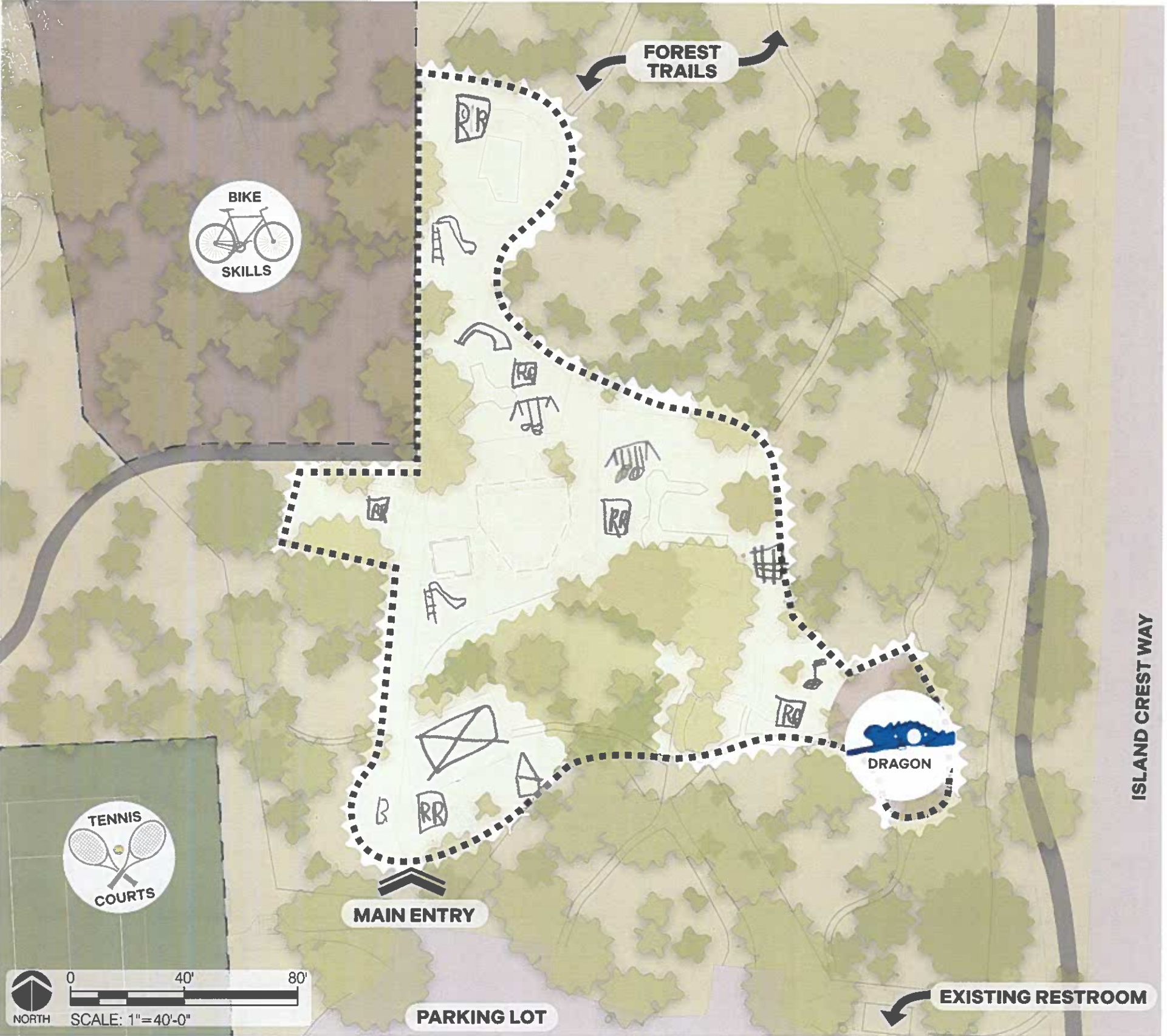


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 6

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? castle

Does your playground have a unique feature you love? no

Please write a short description that describes what I have created. I have created

a fun glaground

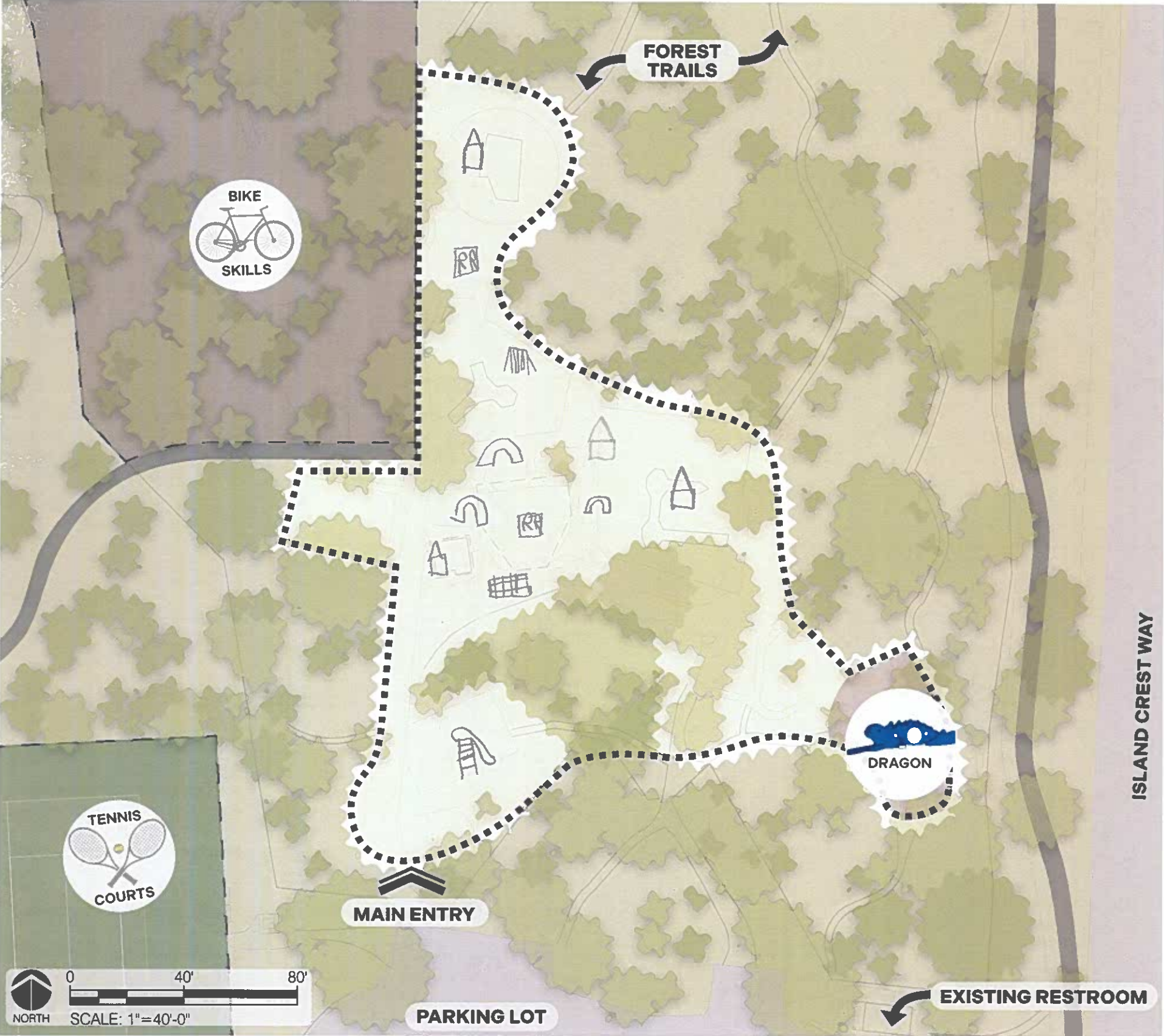


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 7

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? NO

Please write a short description that describes what I have created. it has good stuff

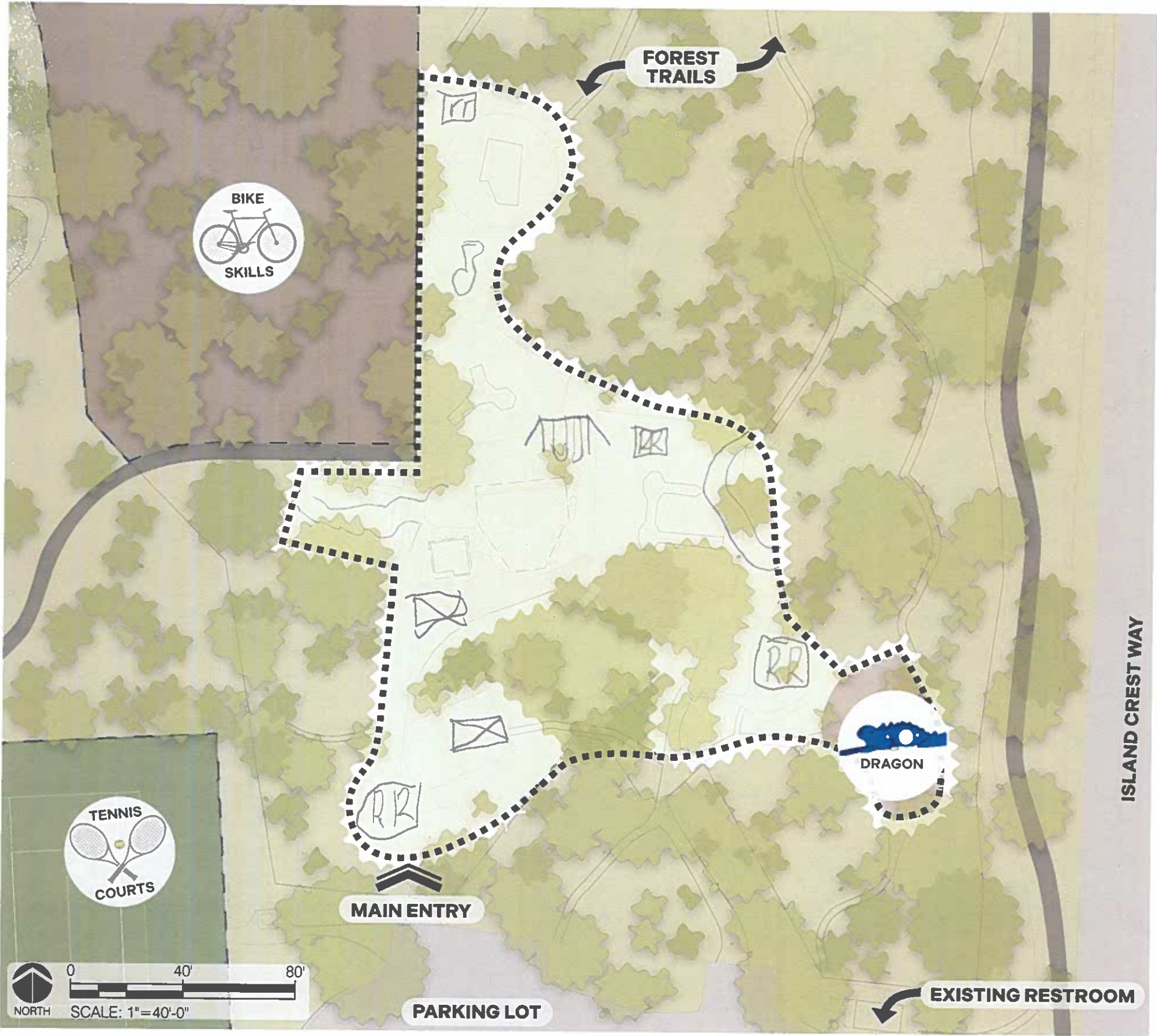


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 6

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? wood land

Does your playground have a unique feature you love? The dragon










Please write a short description that describes what I have created. I created a great wood land playstruter

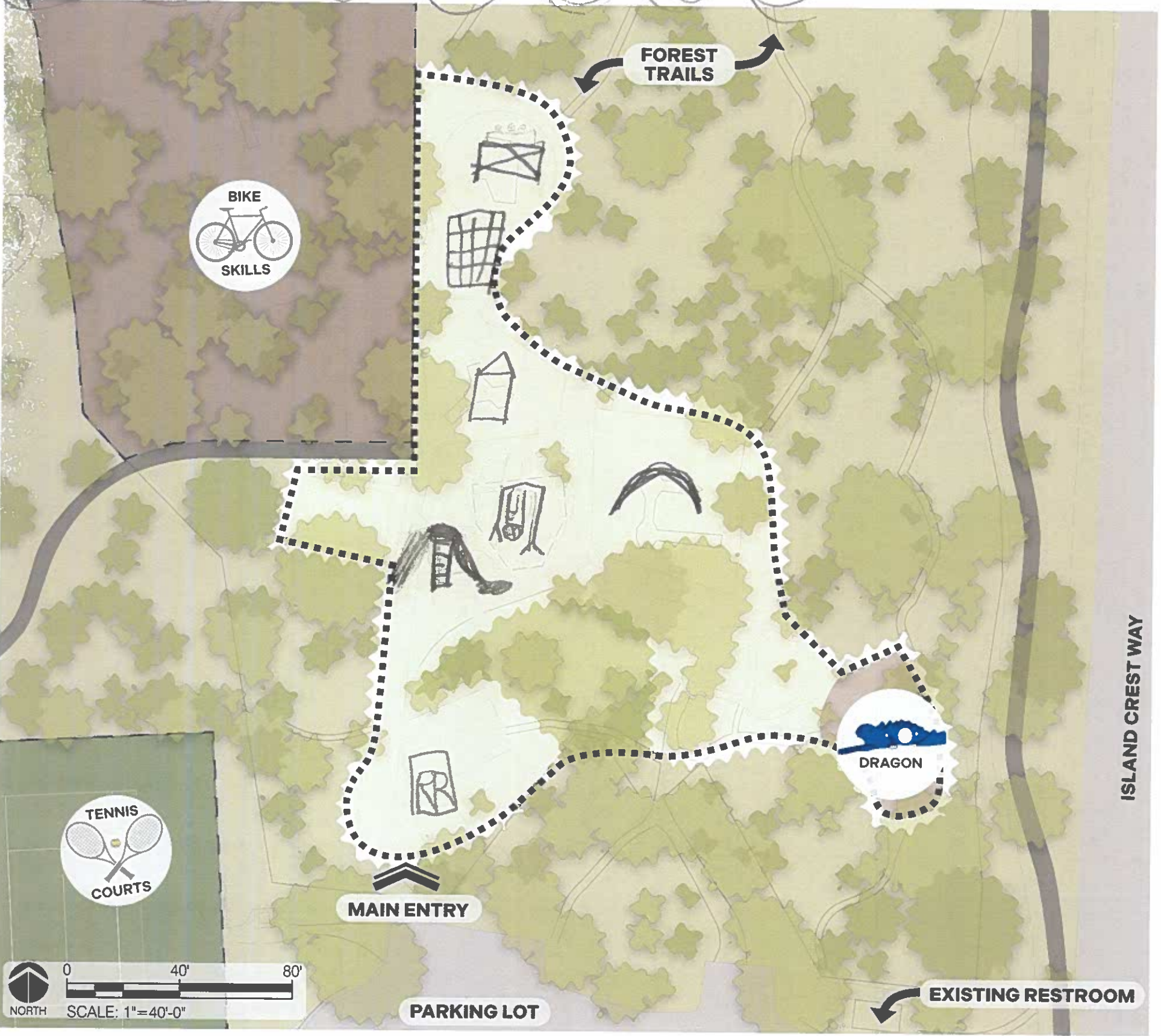


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: Student names have been omitted to protect individual privacy Age: 7

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER 	RESTROOM 	SWING 	TOWER 	BRIDGE 	SLIDE 	CLIMBING NET 	MUSIC 	ACTIVITY/GAME PANEL 
---	---	--	--	--	--	---	--	--



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme? Fairy tale

Does your playground have a unique feature you love? tower










Please write a short description that describes what I have created. I have created a park with things I like.

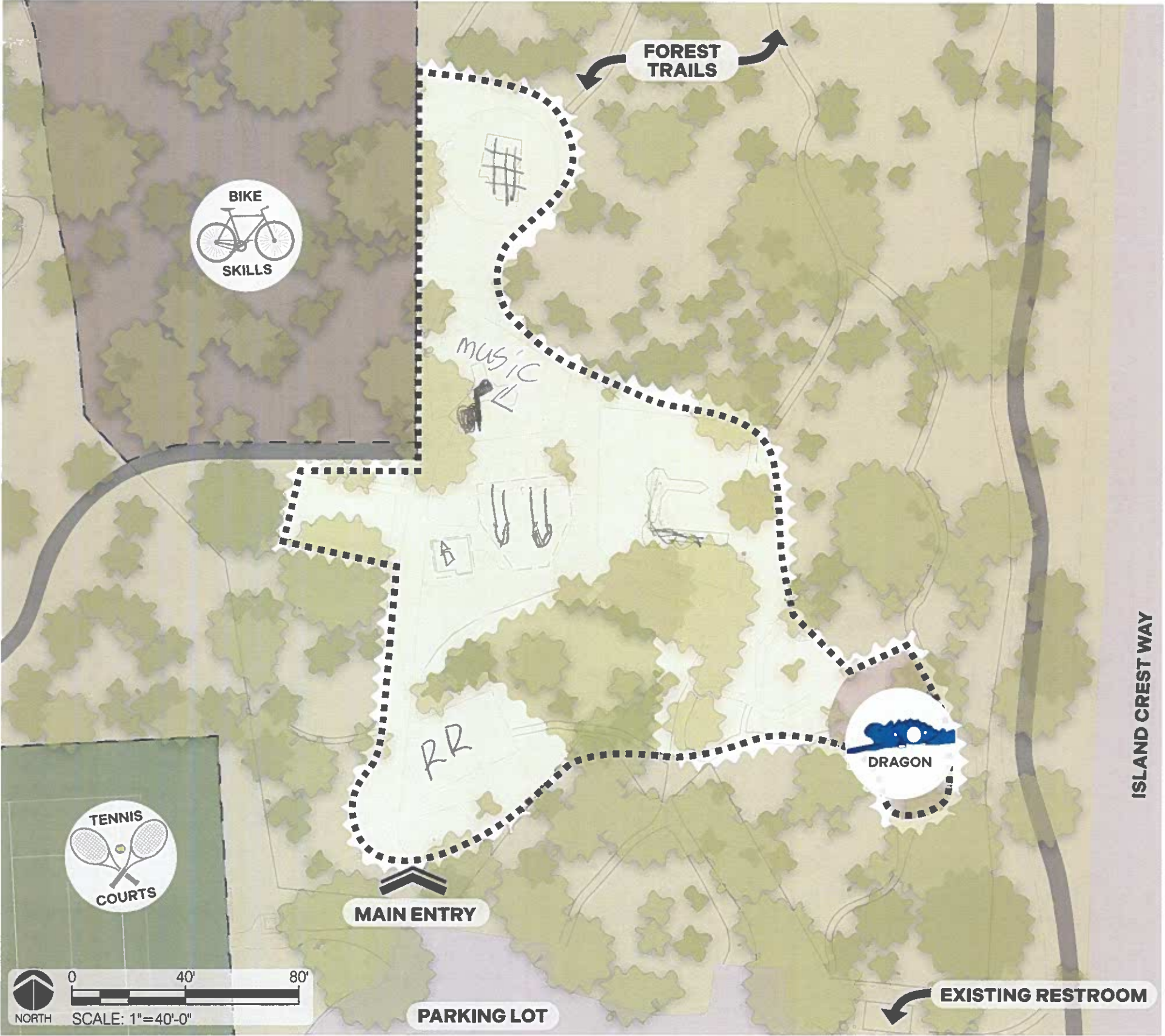


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name:                      Student names have been omitted to protect individual privacy      Age: 7

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER 	RESTROOM 	SWING 	TOWER 	BRIDGE 	SLIDE 	CLIMBING NET 	MUSIC 	ACTIVITY/GAME PANEL 
--	---	--	--	--	--	--	--	---



**LEGEND:**

		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? wild life

Does your playground have a unique feature you love? I really want tennis courts

Please write a short description that describes what I have created. Restrooms near trees

Swing next to tower a little far  
away from music

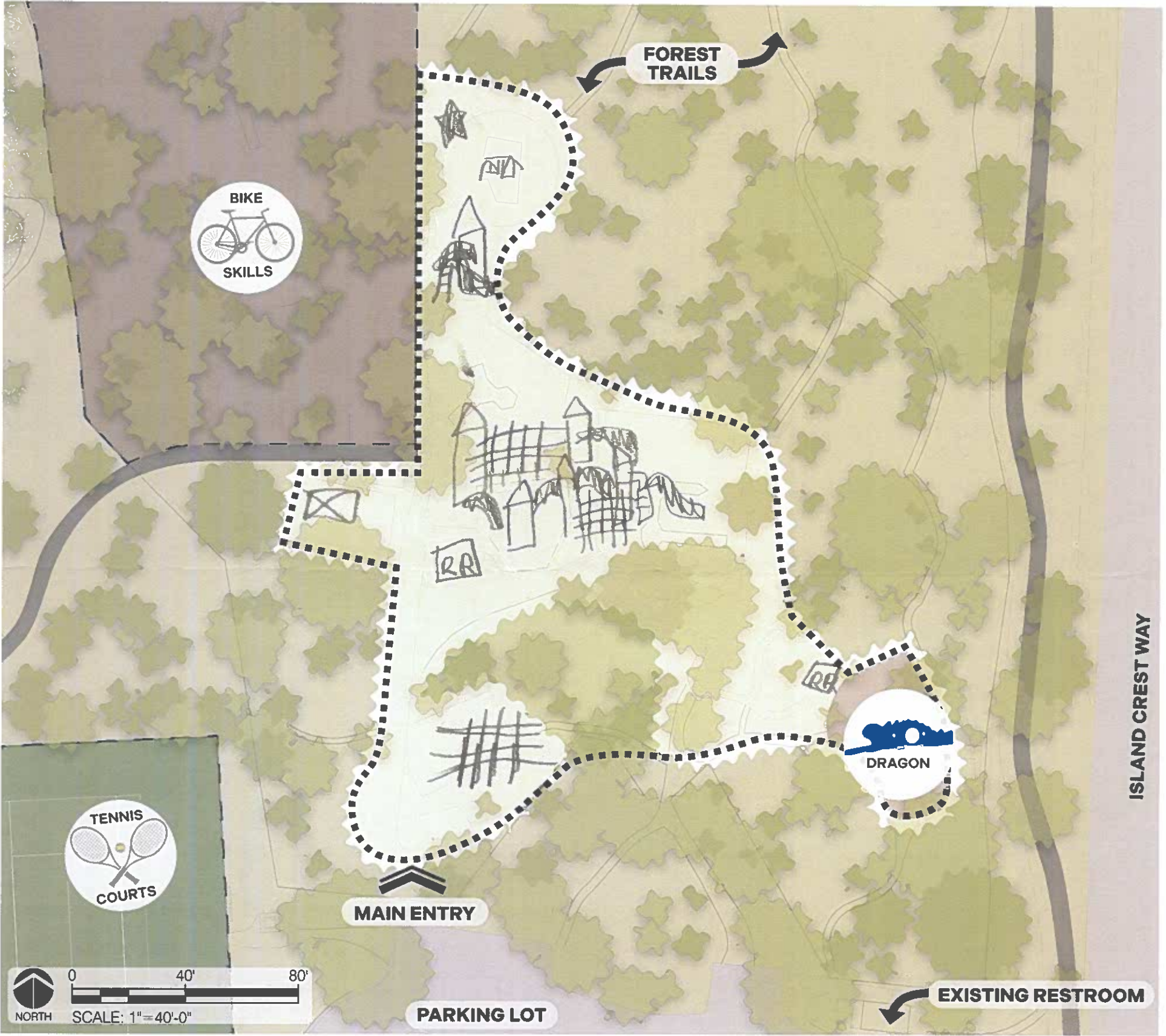


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 7<sup>3</sup>

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? fairy tale castle

Does your playground have a unique feature you love? the bathrooms are clean

Please write a short description that describes what I have created. I have created

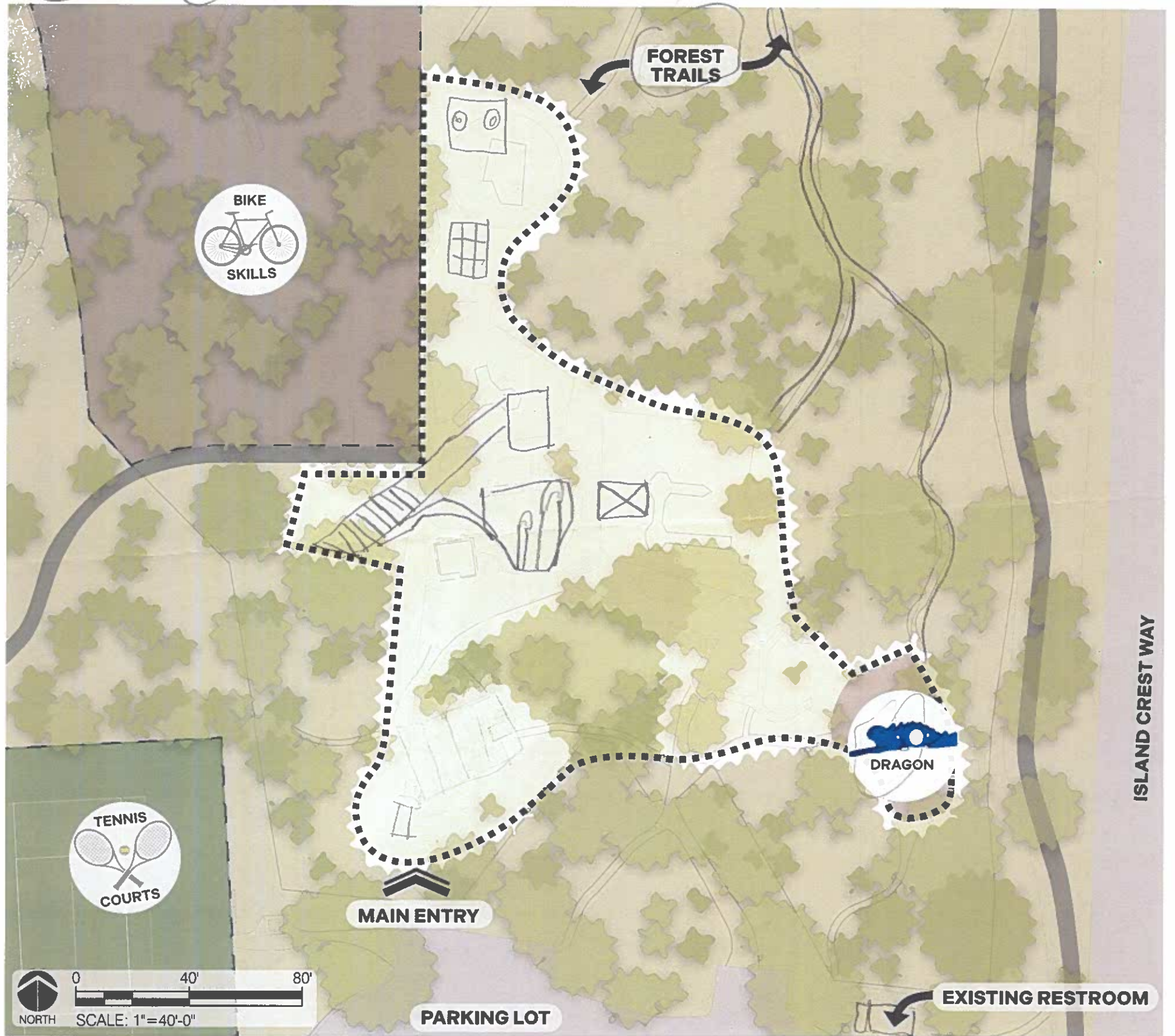
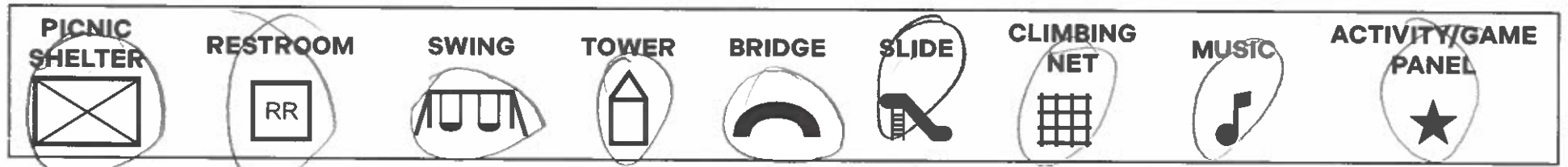
a castle play ground with climbing  
nets and bridges.



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy Age: 7

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



Does your playground have a theme? wild

Does your playground have a unique feature you love? swings

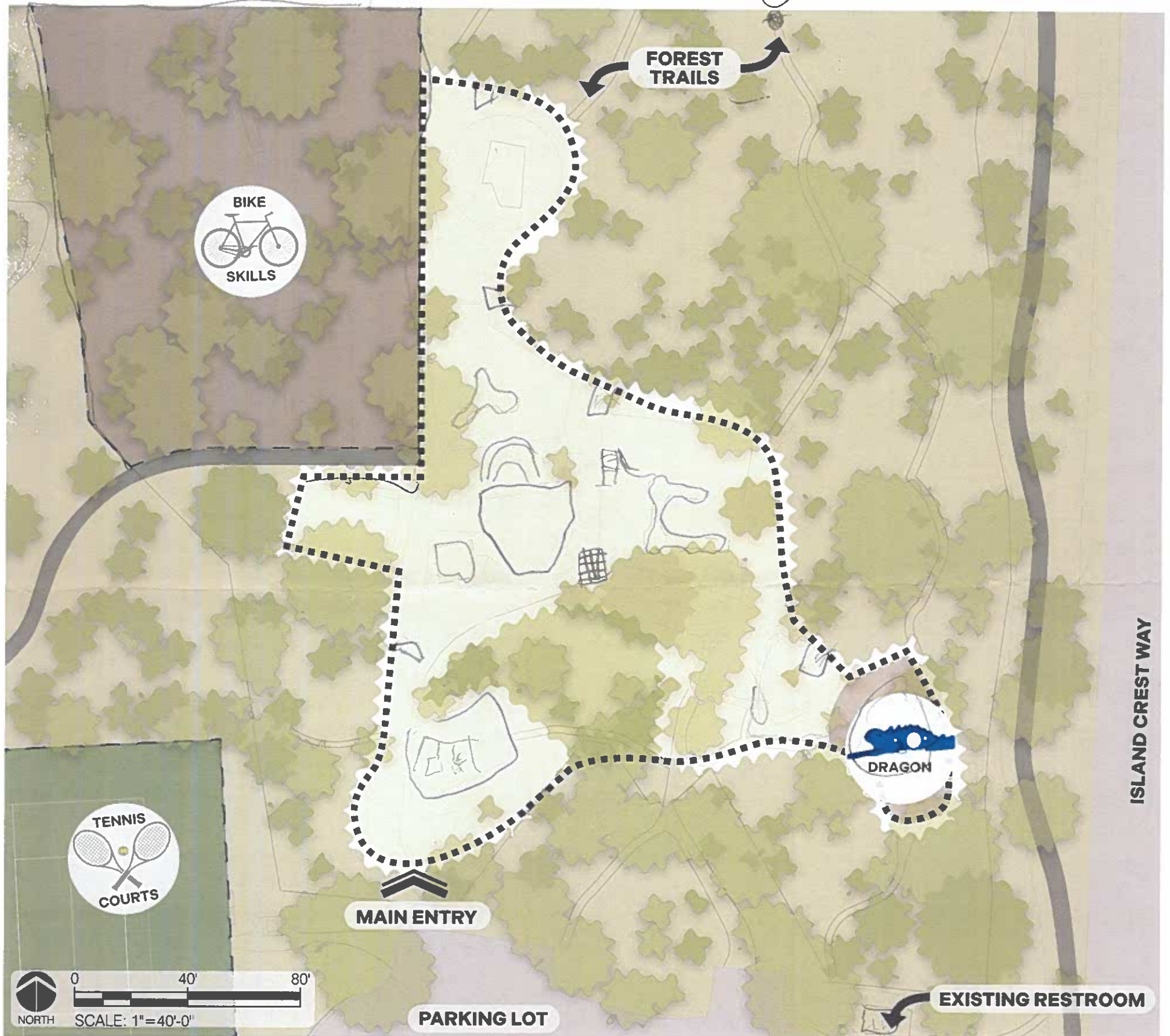
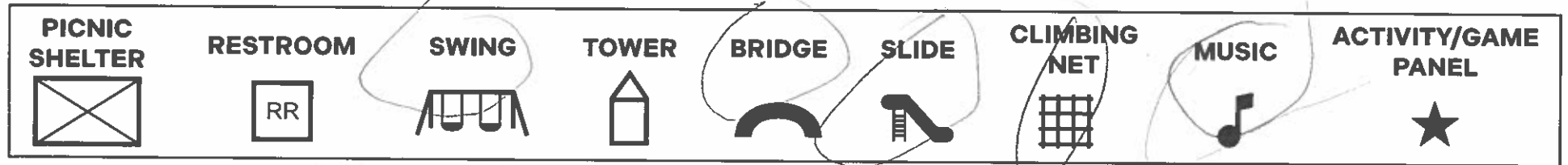
Please write a short description that describes what I have created. every thing.



## DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

**Name:** \_\_\_\_\_ *Student names have been omitted to protect individual privacy* **Age:** \_\_\_\_\_

**Using this site plan, draw us the playground YOU want to play at!**  
**Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!**



Does your playground have a theme? Wild Life

Does your playground have a unique feature you love? climbing gym

**Please write a short description that describes what I have created.** \_\_\_\_\_












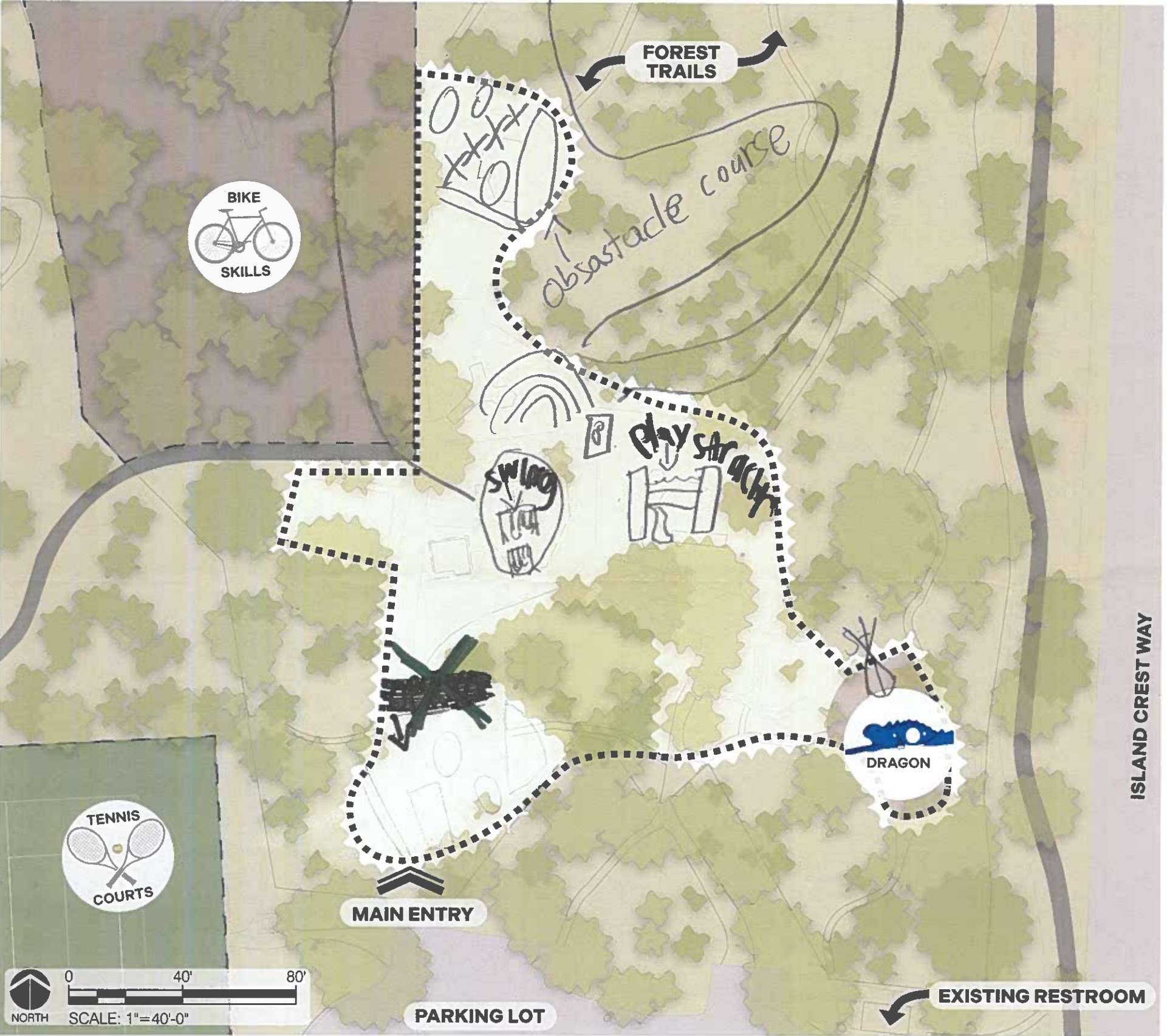
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy

Name: \_\_\_\_\_ Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER 	RESTROOM 	SWING 	TOWER 	BRIDGE 	SLIDE 	CLIMBING NET 	MUSIC 	ACTIVITY/GAME PANEL 
---	---	--	--	--	--	---	--	--



LEGEND:

		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? obsastacle course

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_

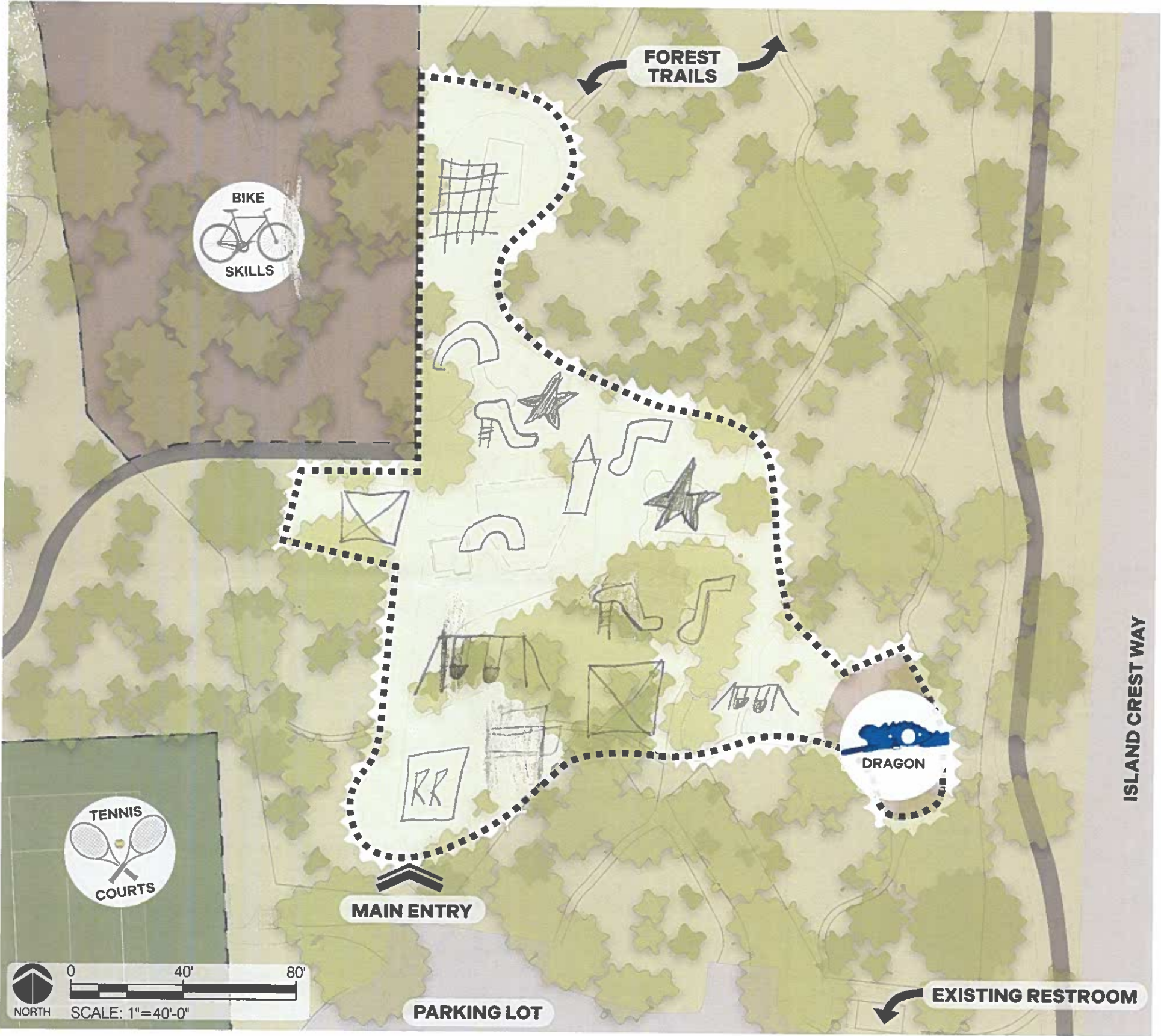


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*      Age: 6

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? \_\_\_\_\_

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

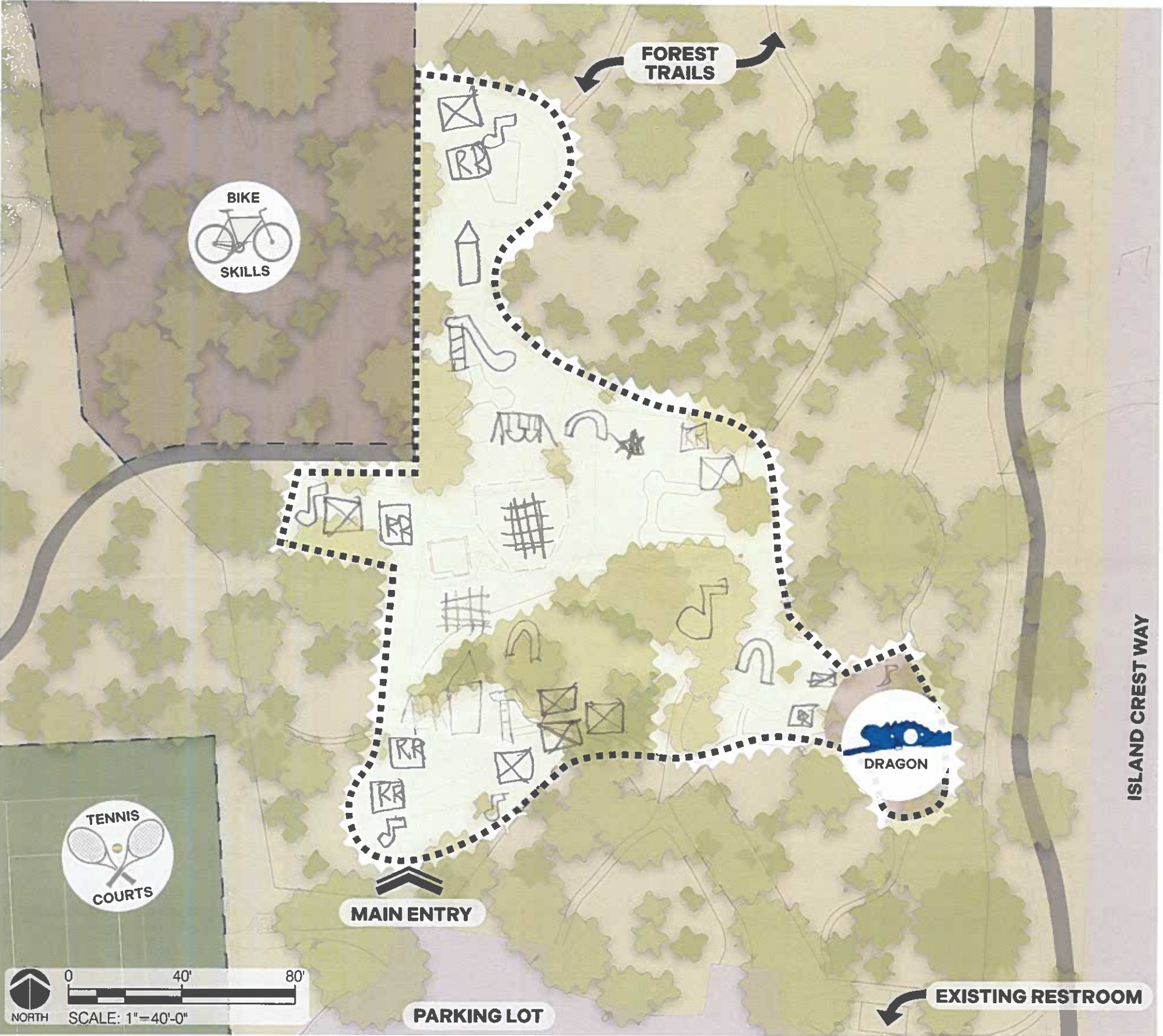


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: Student names have been omitted to protect individual privacy Age: 7

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? NO

Please write a short description that describes what I have created.

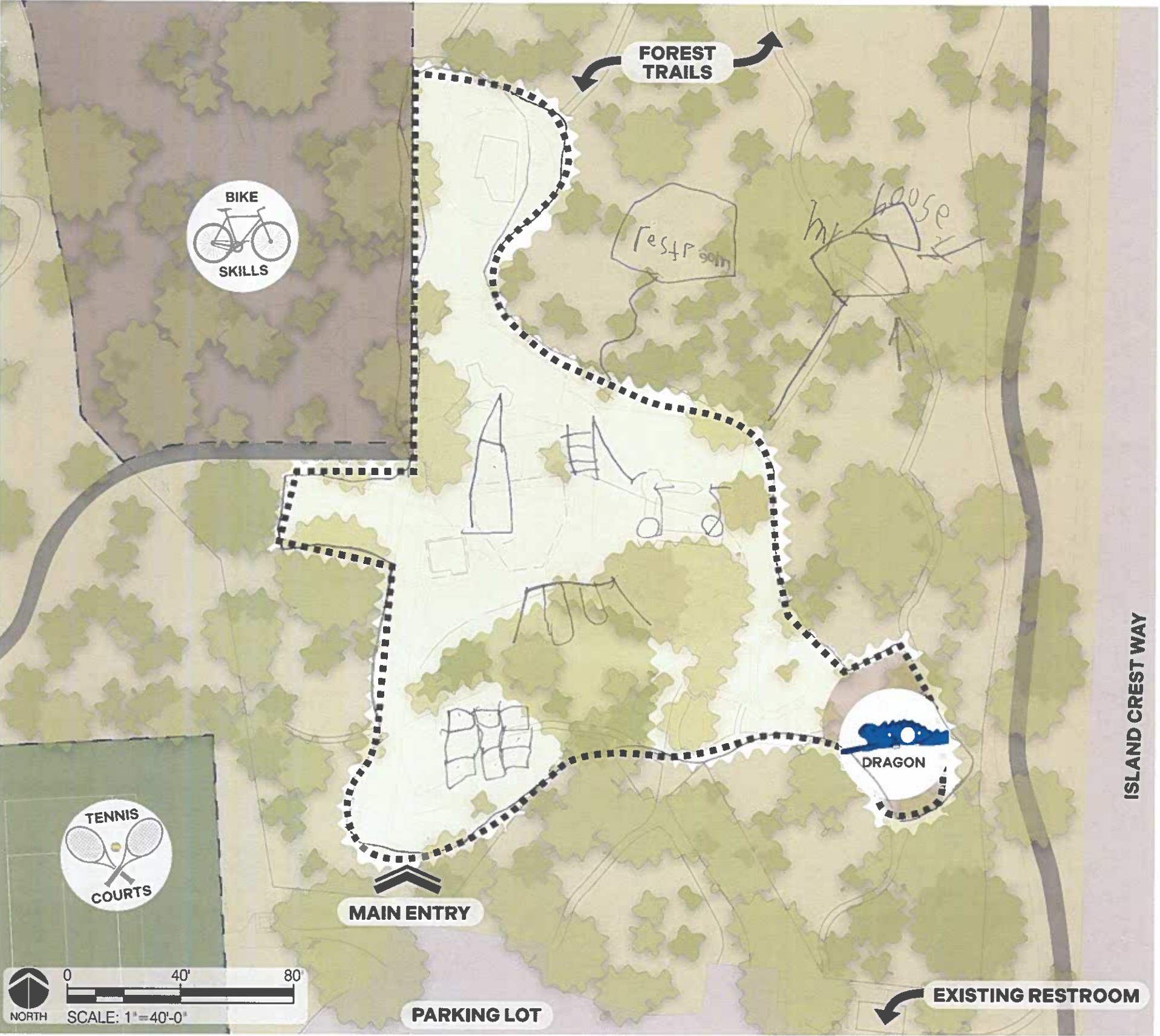


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? no

Does your playground have a unique feature you love? no



Please write a short description that describes what I have created. I crated a swing

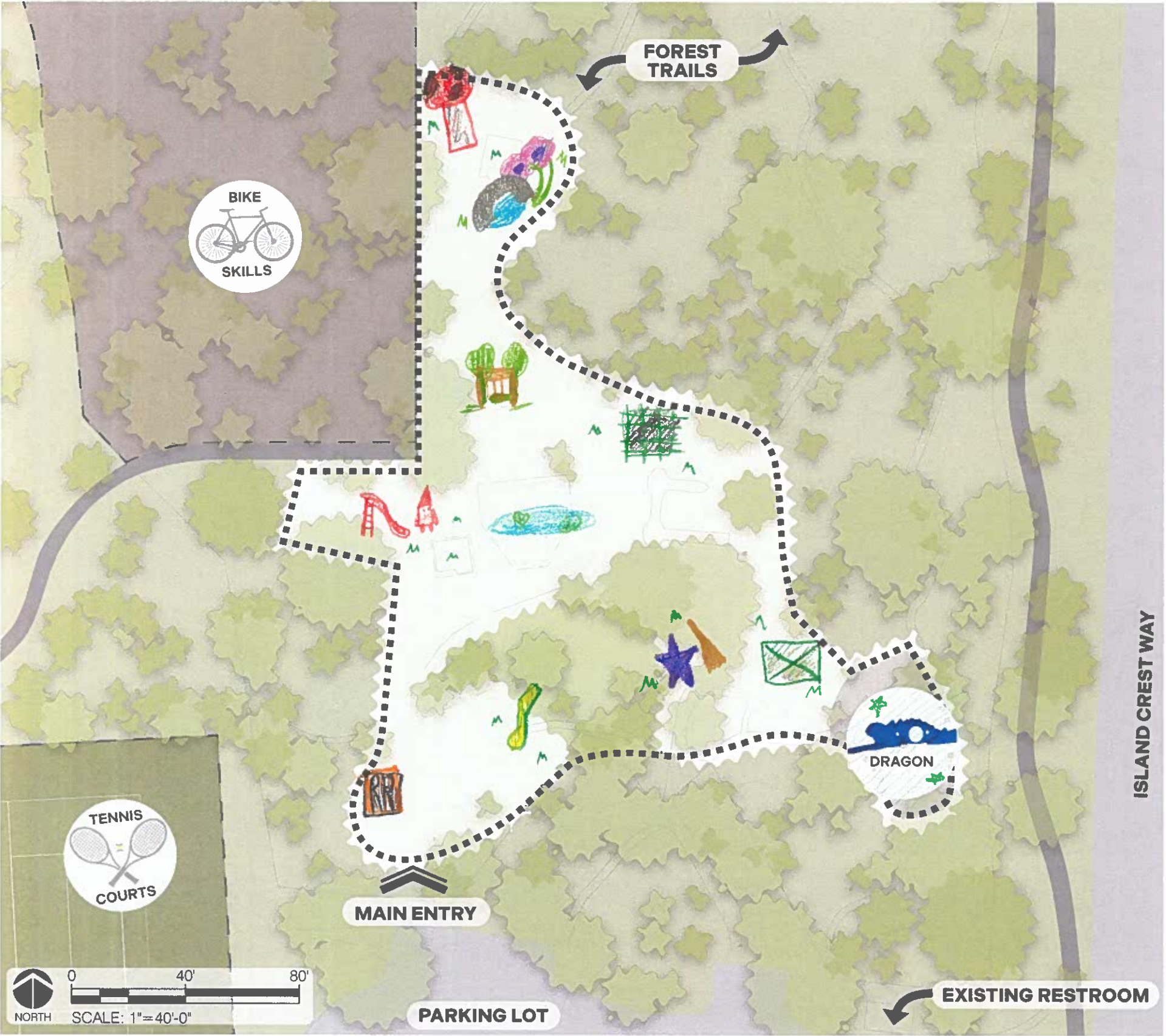


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 9 Years old

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:

		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Fairy Tale Forest!

Does your playground have a unique feature you love? it has a mushroom and Forest!

Please write a short description that describes what I have created. A Big Mushroom Kids

could climb on a Magical Forest which is a climbing net  
and a GumDrop play house!

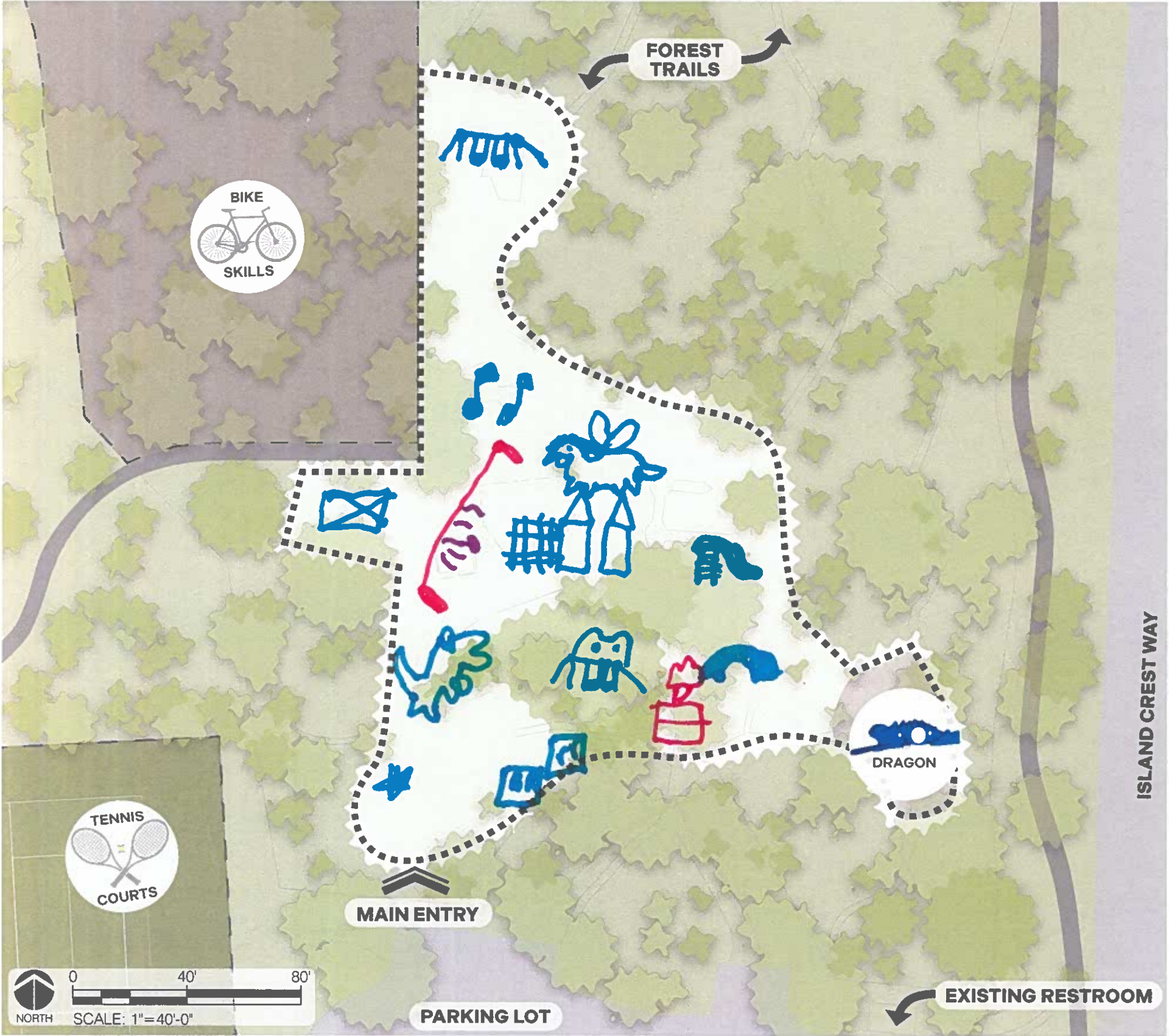


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? unicorn & fantasy

Does your playground have a unique feature you love? mythical animals

Please write a short description that describes what I have created. Swings, castle with

unicorn on top and net climbing net, Dinosaur

stoutow, slide, Restroom, picnic, bridge, zipline, real ice cream



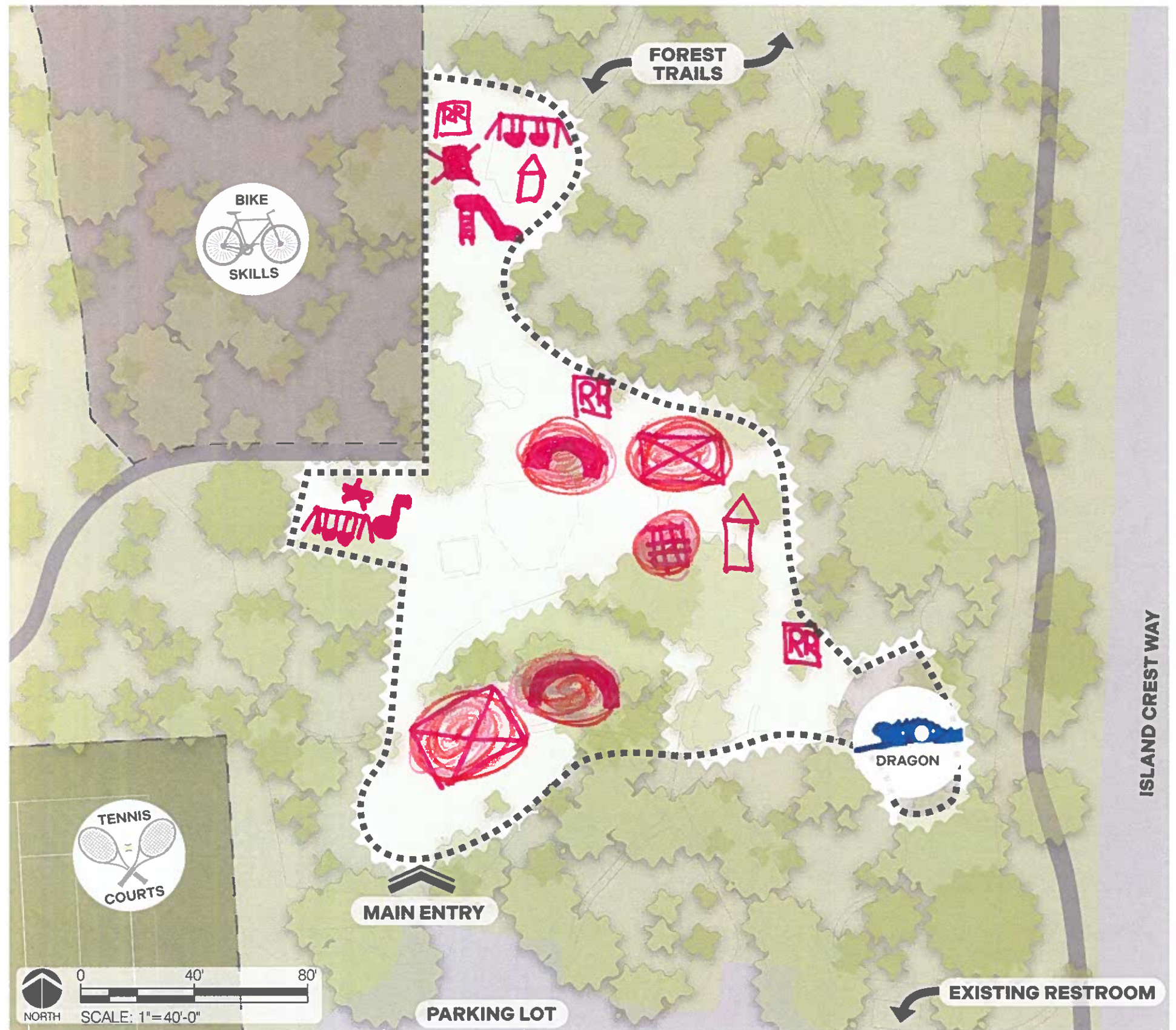
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: — *privacy* Student names have been omitted to protect individual

Age: 9 years Date: 5/12/25

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



Does your playground have a theme?

Fantasy World

Does your playground have a unique feature you love?

It has more forest to save

Please write a short description that describes what I have created.

I created a

playground with forests and picnic tables and bridges to become a wonder adventure world.

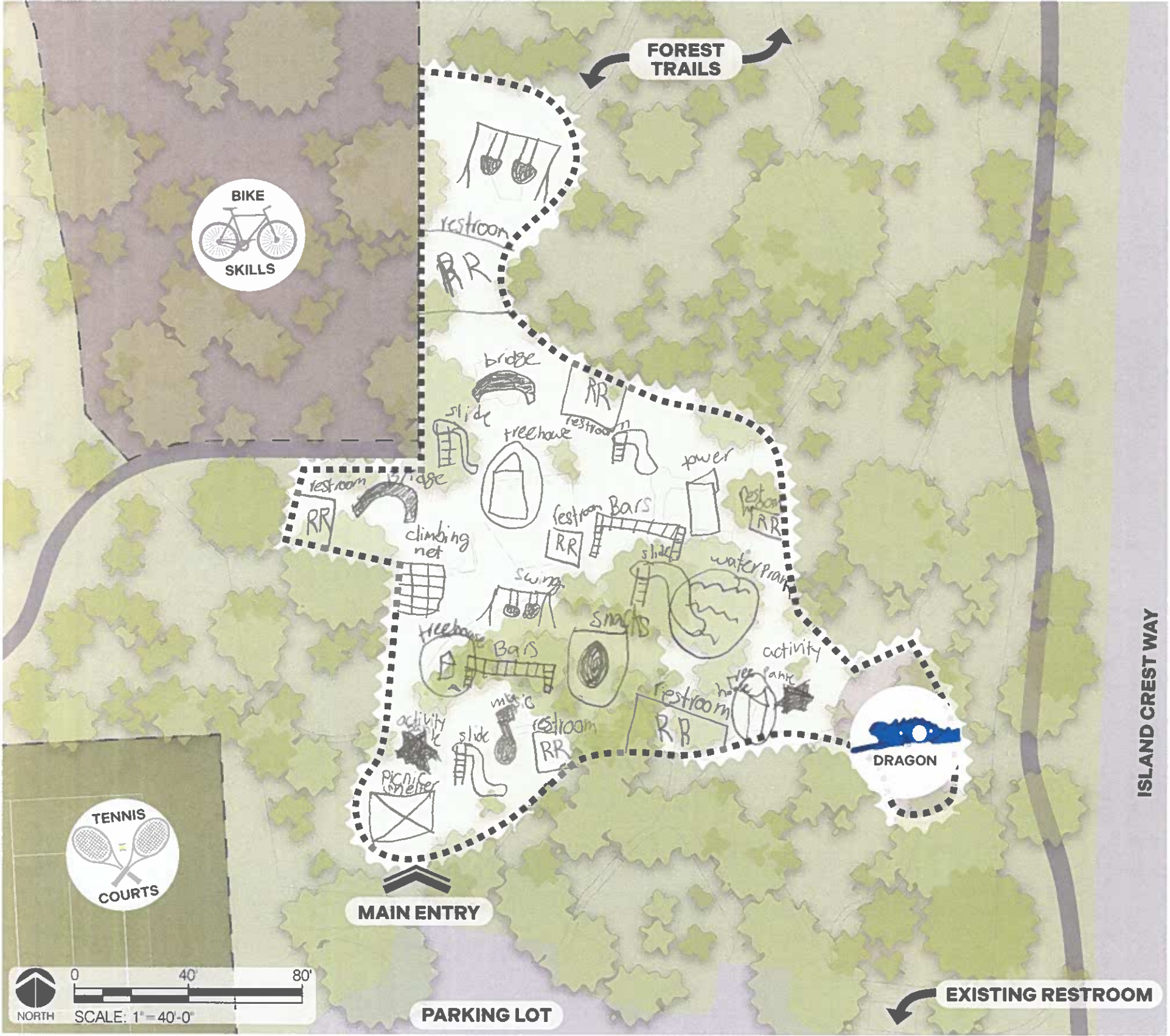


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Item 3.

Bars  
Name: A free house Student names have been omitted to protect individual privacy Age: 9 snaks water park  
Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? No.

Does your playground have a unique feature you love? Multyvariety.

Please write a short description that describes what I have created. A multivariety part with plenty of diferent parts of fun with my idears and a lot of creativity and litterary so much to do.



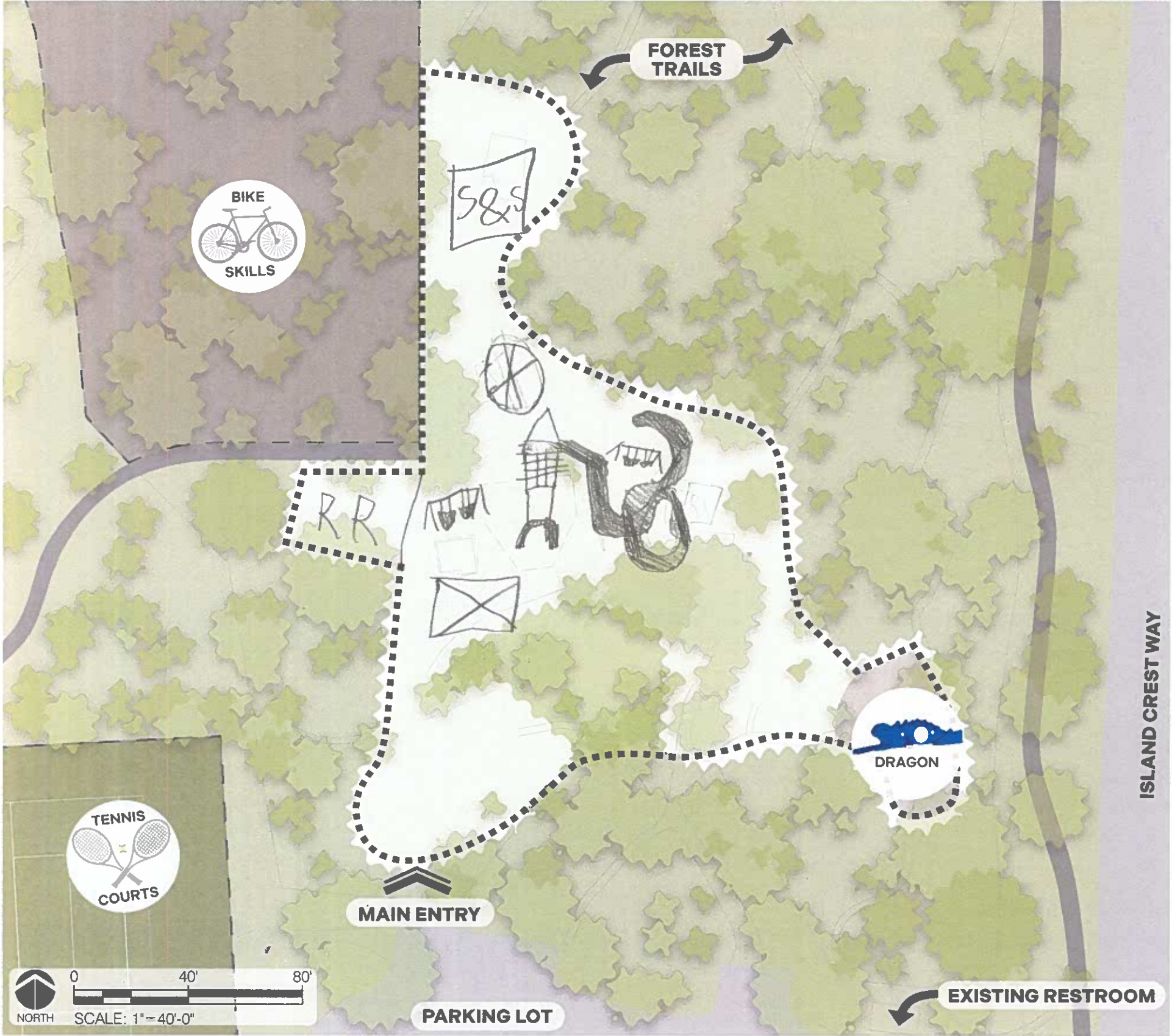
sweets and snacks  
S&S

DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: \_\_\_\_\_ Student names have been omitted to protect individual privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? tree Houses

Does your playground have a unique feature you love? swings and climbing walk

Please write a short description that describes what I have created. A playground that

people can have fun at. with stuff like

a awesome tower 2 sets of swings, a spinner



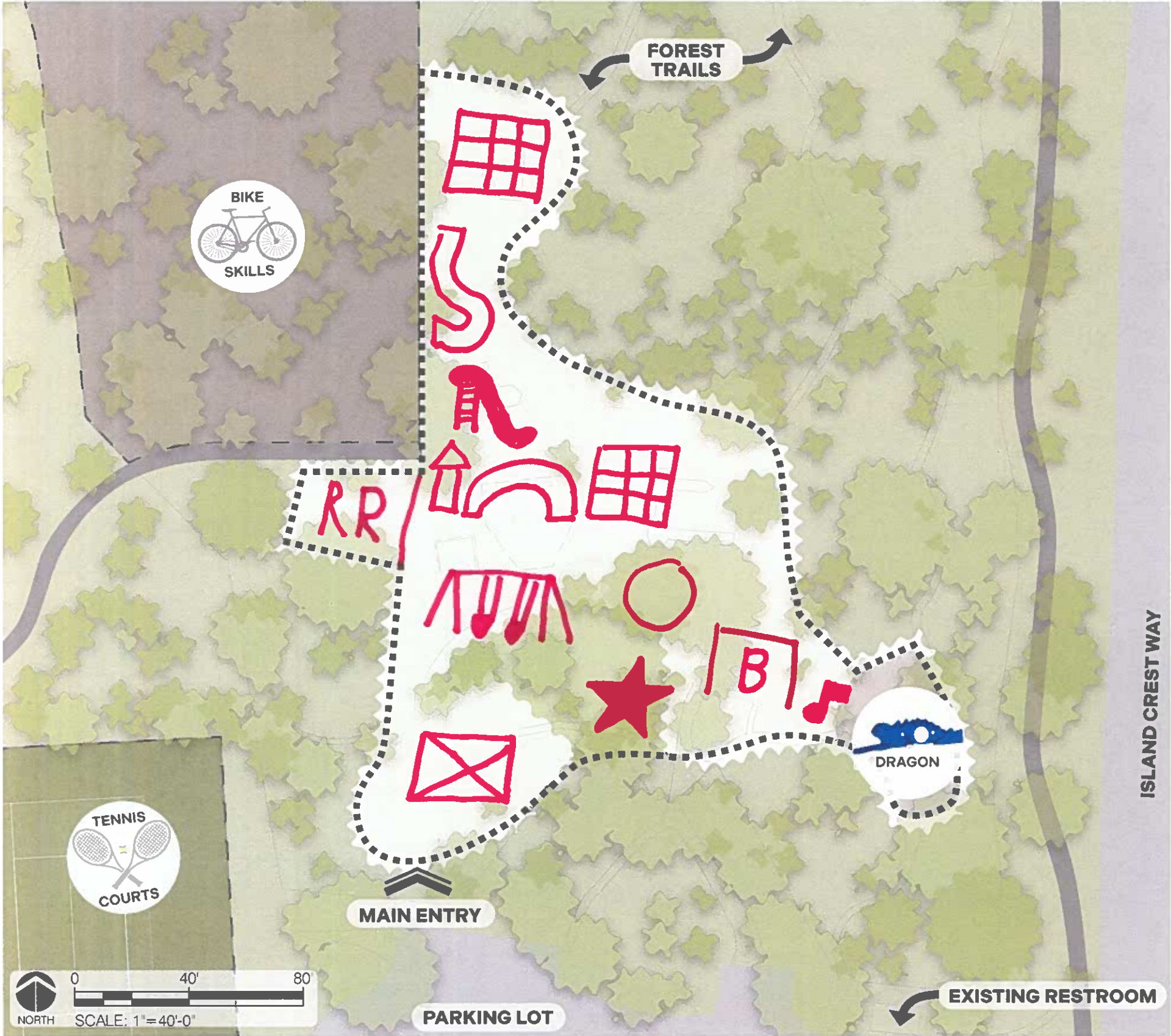
bars  
Giant slide  
B  
Spinner  
O

DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: Student names have been omitted to protect individual privacy Age: 8

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Tree House Adventures

Does your playground have a unique feature you love? Giant slides

Please write a short description that describes what I have created. Picnic Shelter, Restroom, swing, Tower, Bridge, ~~Slide~~ Slide, Climbers Nets, Music, Game Pannel, spinner, Basse, and a Giant slide.



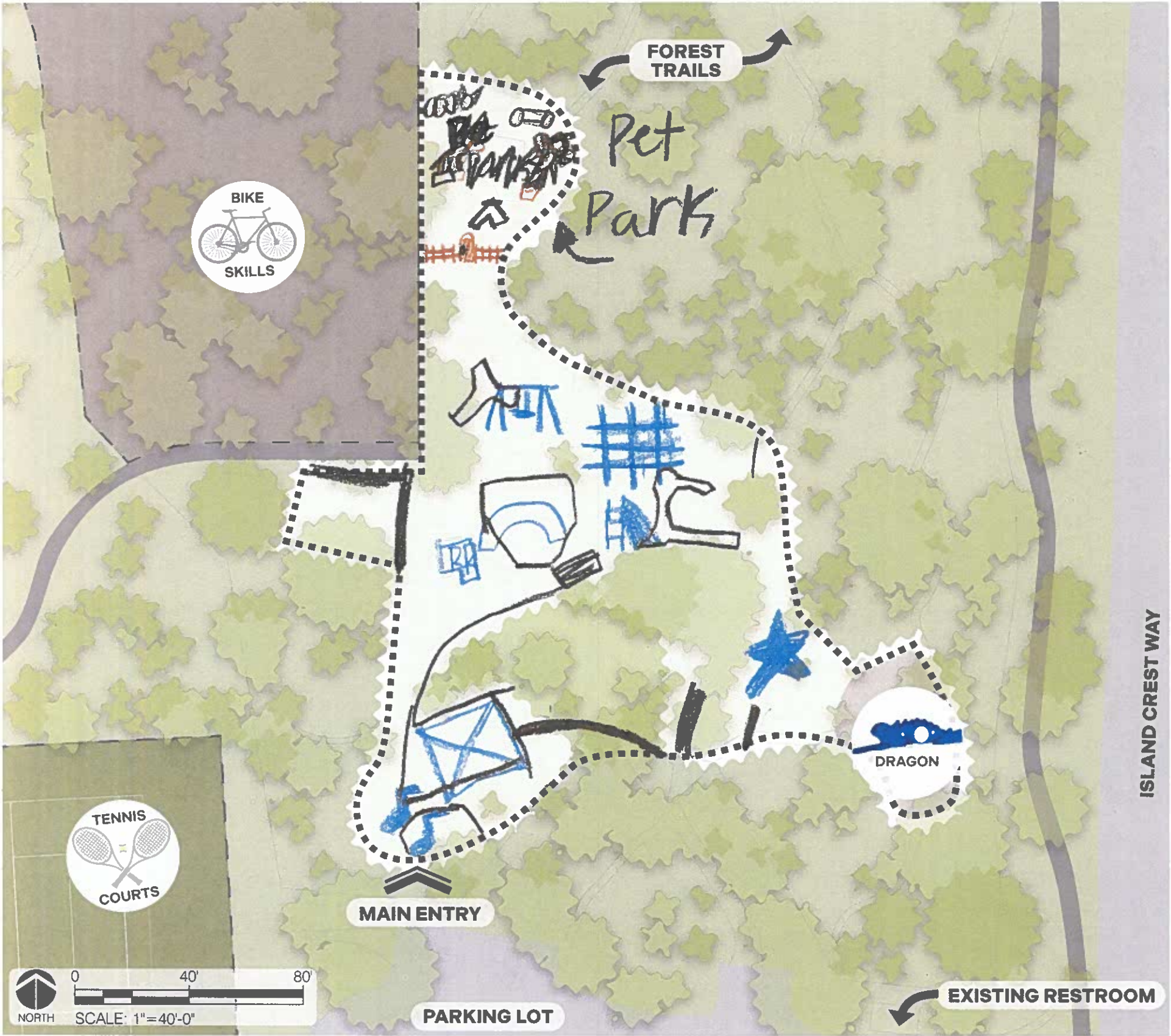
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Item 3.

Name: \_\_\_\_\_ Student names have been omitted to protect individual privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA




Does your playground have a theme? forest animals

Does your playground have a unique feature you love? pet park

Please write a short description that describes what I have created. forest animal  
pet parks.



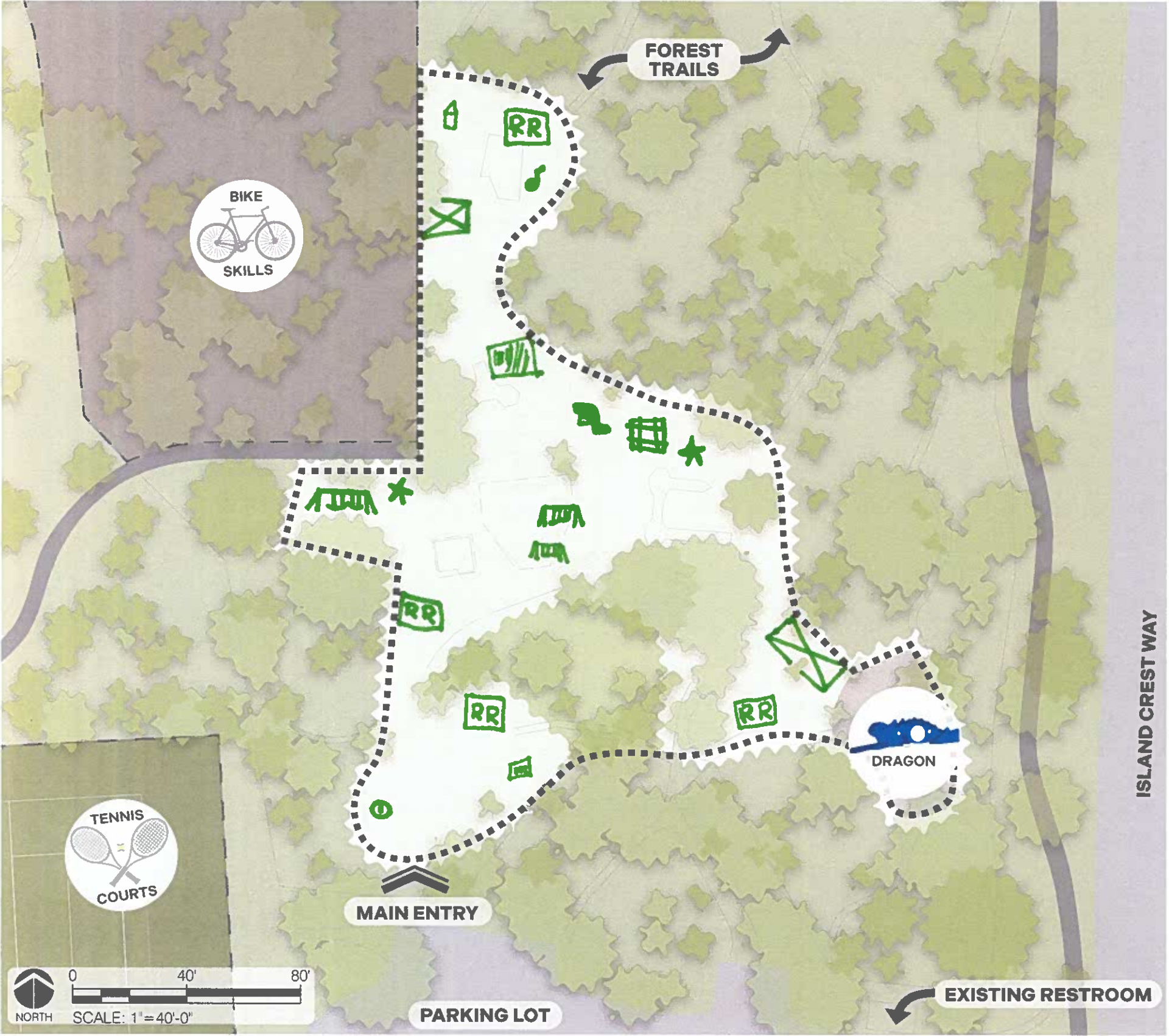
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

 = feild  
 = dragon  
 = map. Statue

Name: Student names have been omitted to protect individual privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



LEGEND:		
		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Fantasy

Does your playground have a unique feature you love? No

Please write a short description that describes what I have created. I made more Restrooms because when I go, I don't have a restroom to go to.



Bench Basketball Court

spinner

spinner

Item 3.



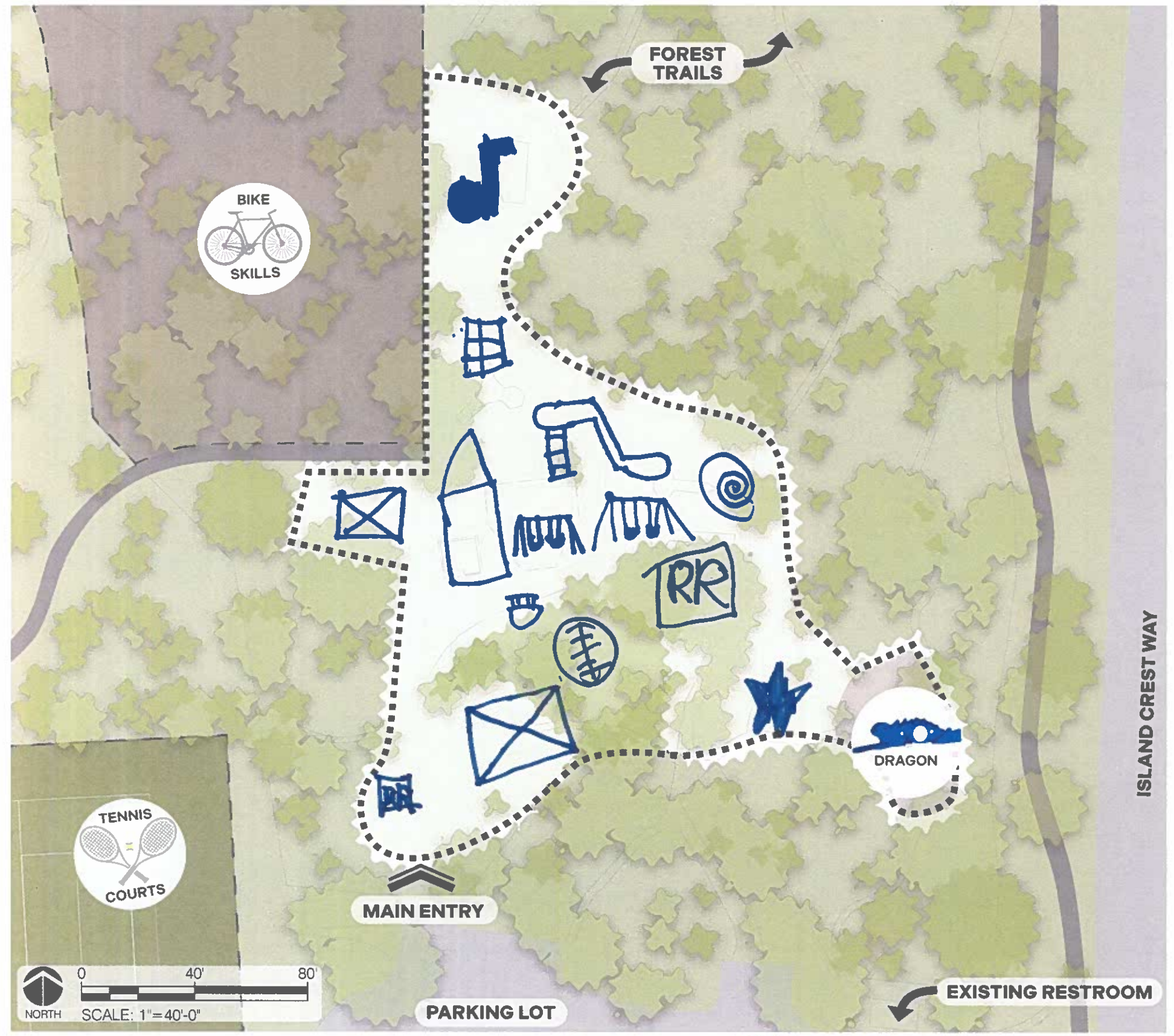
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy

Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:			
	EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? ACTIVITIES fun.

Does your playground have a unique feature you love? Yes, the basketball court

Please write a short description that describes what I have created. Fun Time that will

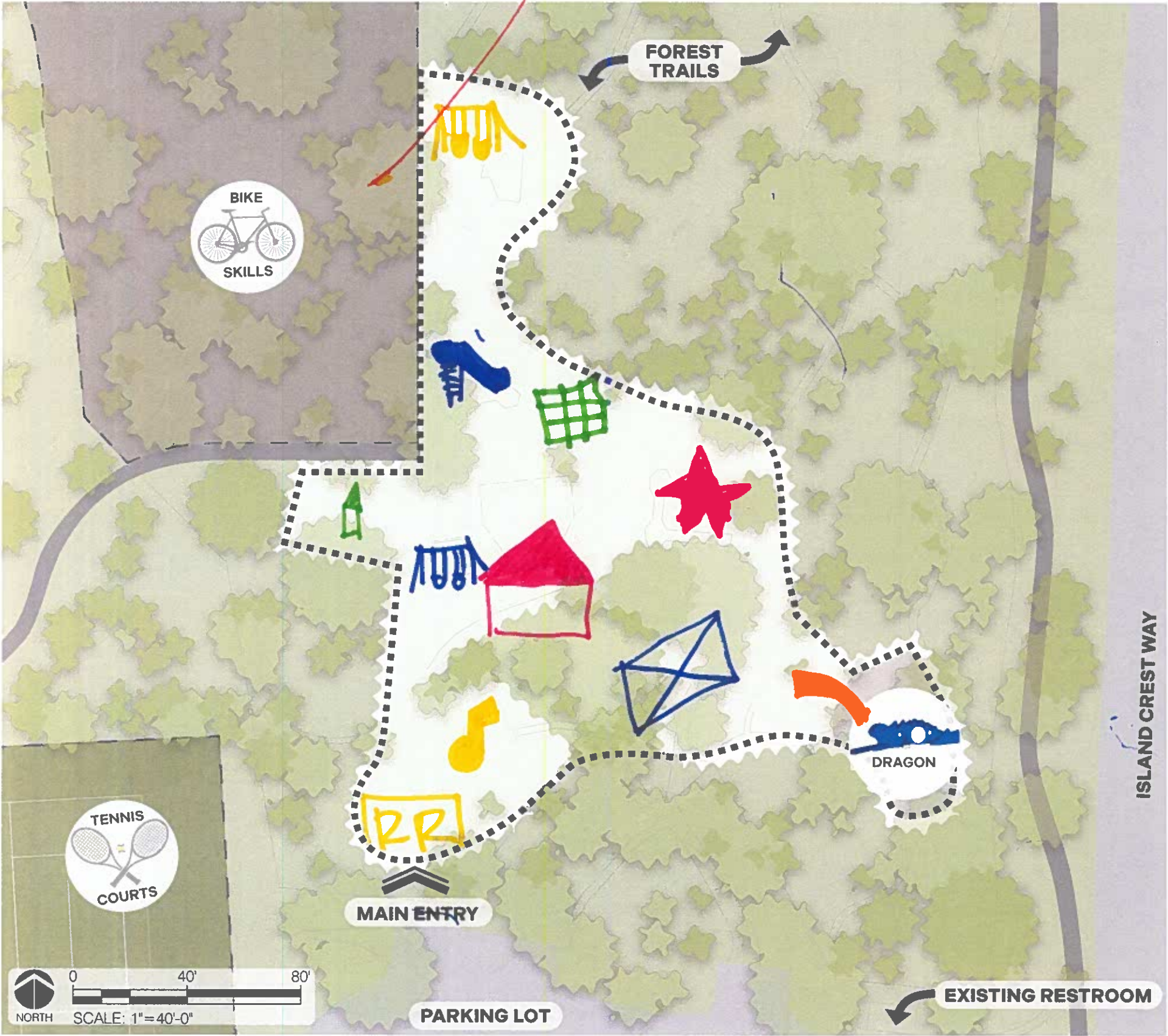


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 8

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? No

Does your playground have a unique feature you love? yes, the climbing net

Please write a short description that describes what I have created. my description

follows a pattern. The pattern is that I combined different things

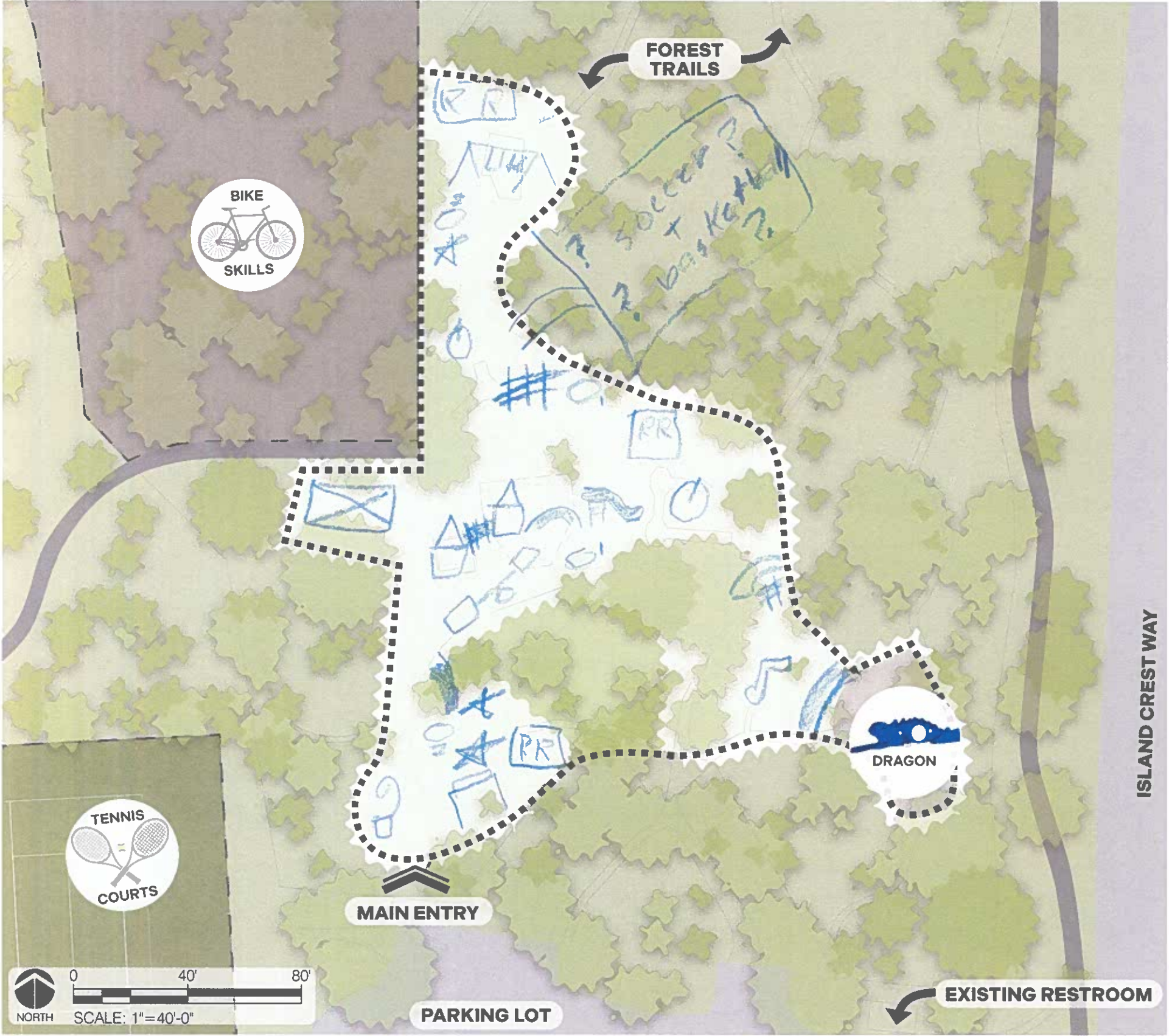


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: \_\_\_\_\_ Student names have been omitted to protect individual privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? No

Does your playground have a unique feature you love? No

Please write a short description that describes what I have created. it's very fun



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Item 3.

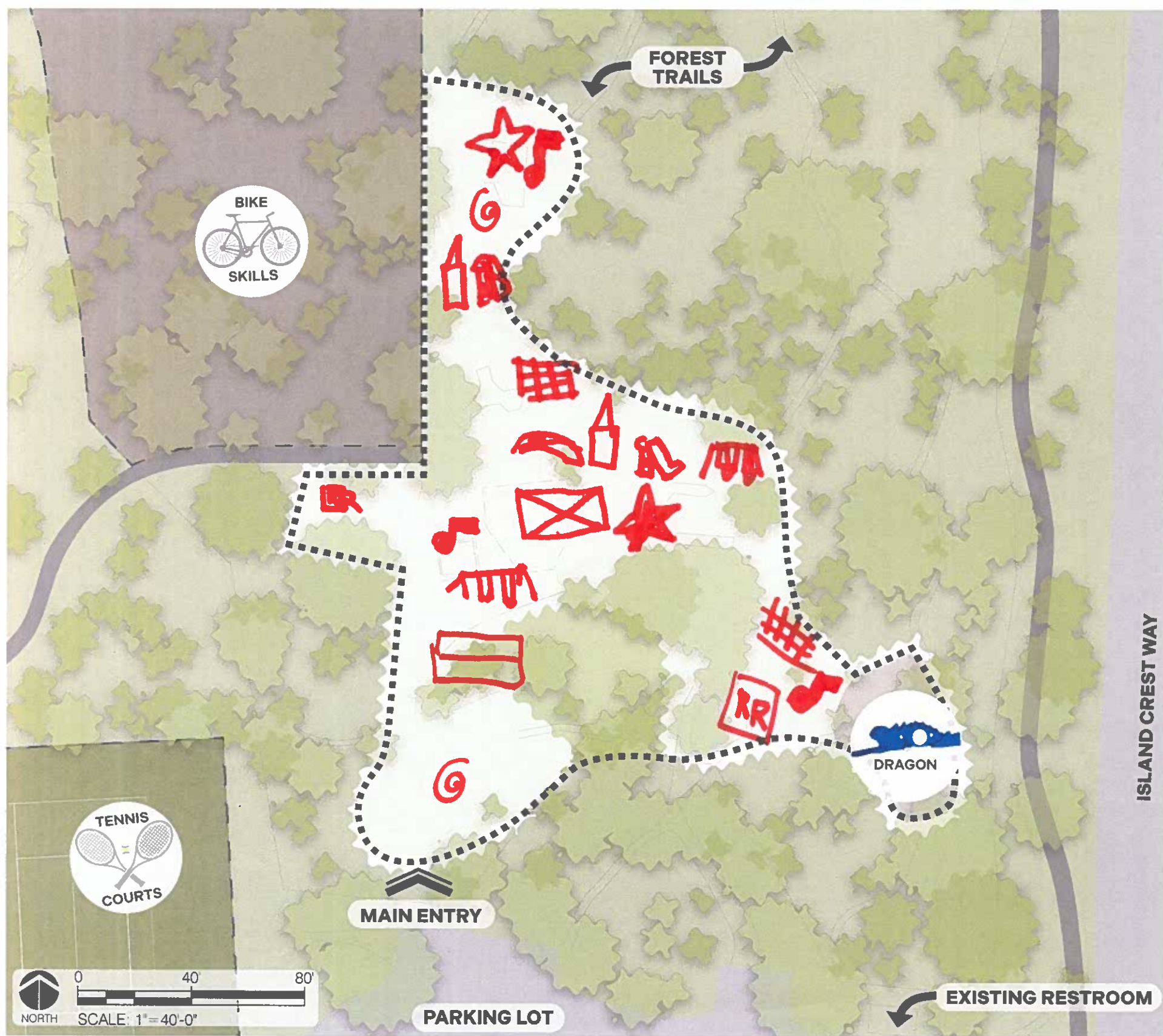
Name *Student names have been omitted to protect individual privacy*

Age: 9

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme?

Yes the theme is music.

Does your playground have a unique feature you love?

There is a lot of music things.

Please write a short description that describes what I have created.

I created a playground that has a lot of everything and will ~~make~~ the kids always have something to do and never get bored.



**DEANE'S CHILDREN'S PARK :**

**HOW DO YOU WANT TO PLAY?**

Item 3.

**Name:** *Student names have been omitted to protect individual privacy*

**Age:** *9*

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

**PICNIC SHELTER**

**RESTROOM**

**SWING**

**TOWER**

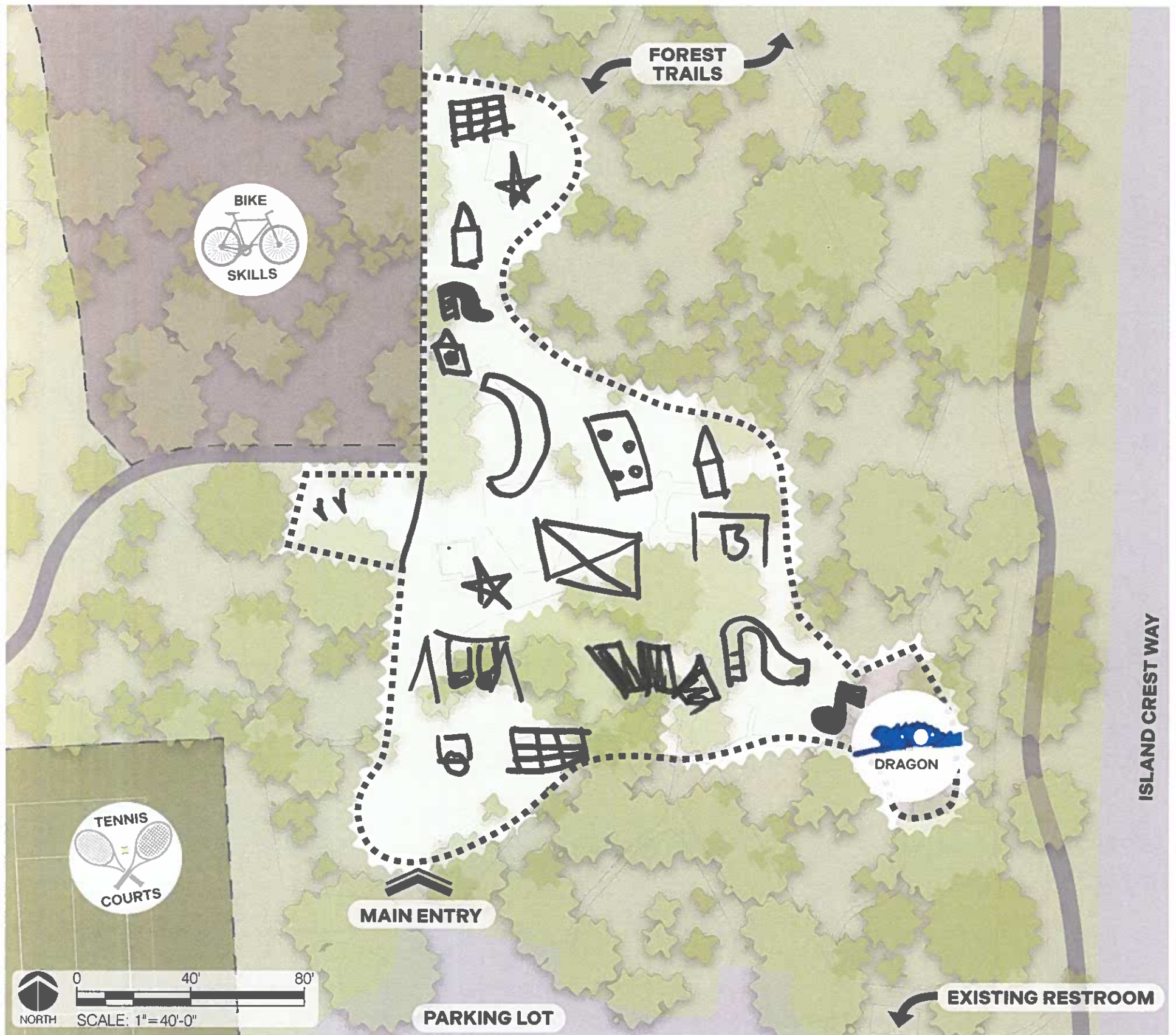
**BRIDGE**

**SLIDE**

**CLIMBING NET**

**MUSIC**

**ACTIVITY/GAME PANEL**



**LEGEND:**

EXISTING TREES

EXISTING PATHS

PLAYGROUND AREA

Does your playground have a theme? Yes, a tree tree house theme

Does your playground have a unique feature you love? wooden spinny thing

Please write a short description that describes what I have created. It will be a  
active play ground so the kids can be  
having fun with a little exercise



~~9~~ 9

**Age:** 14/15

**Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!**

● = favorite

Does your playground have a unique feature you love? No

121



DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

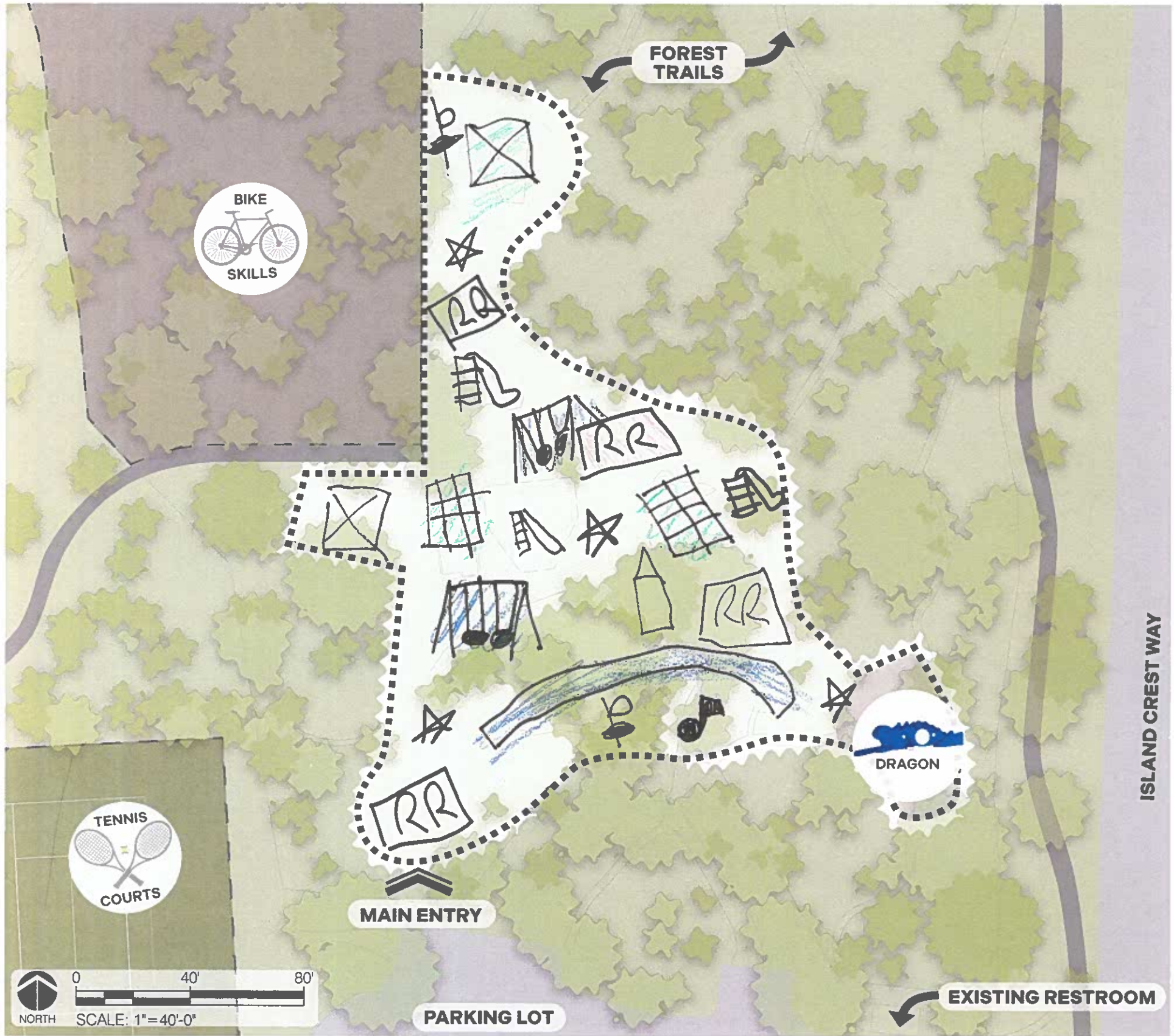
*spinners*

Student names have been omitted to protect individual  
Name: *privacy*

Age: *8 - grade 3*

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *treehouse & climbing*

Does your playground have a unique feature you love? *it has gates to the*

Please write a short description that describes what I have created.

*Bike skills & tennis courts*  
*it is a playground where*  
*you can play when its raining or if you*

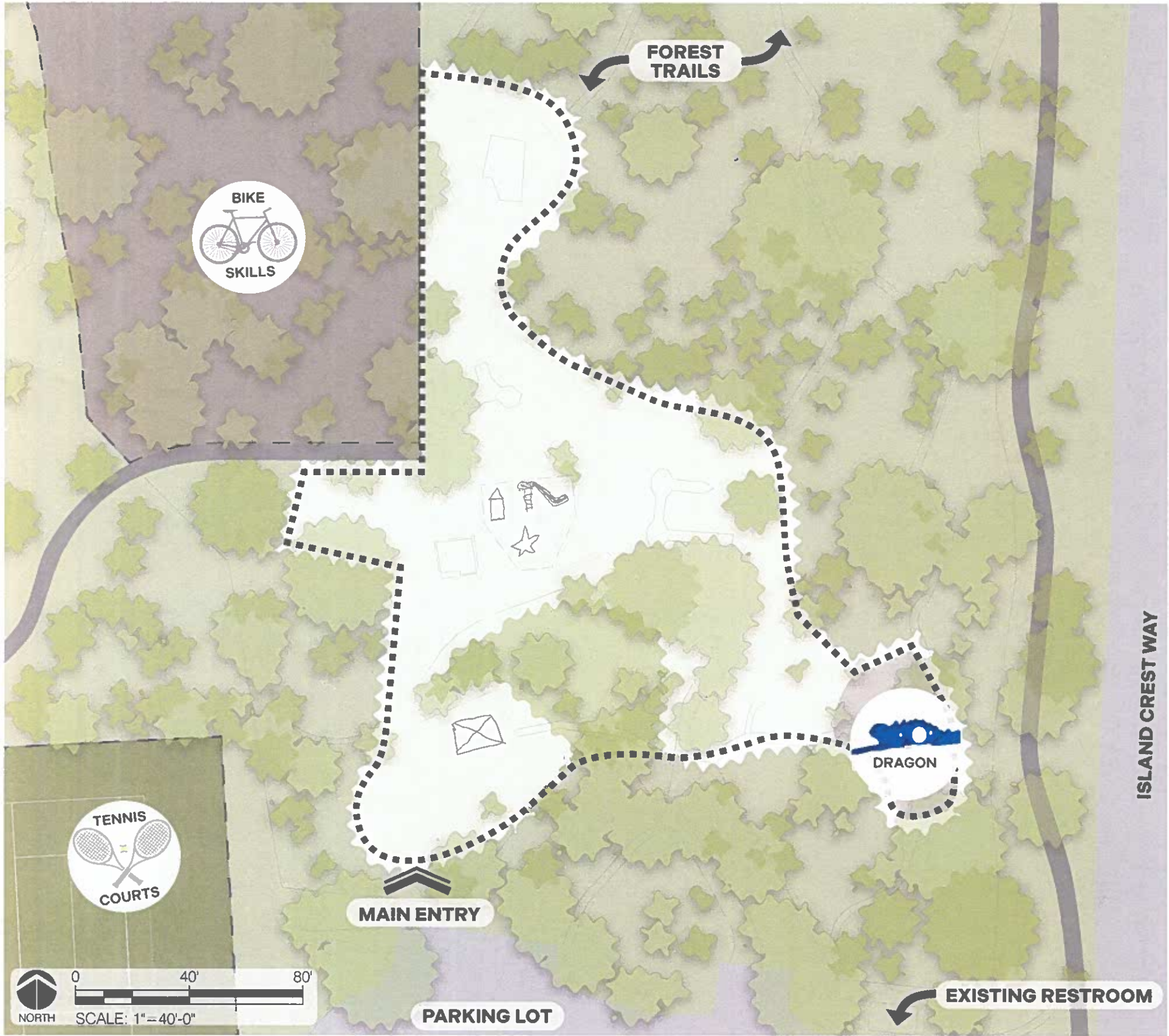


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:			
	EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? \_\_\_\_\_

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

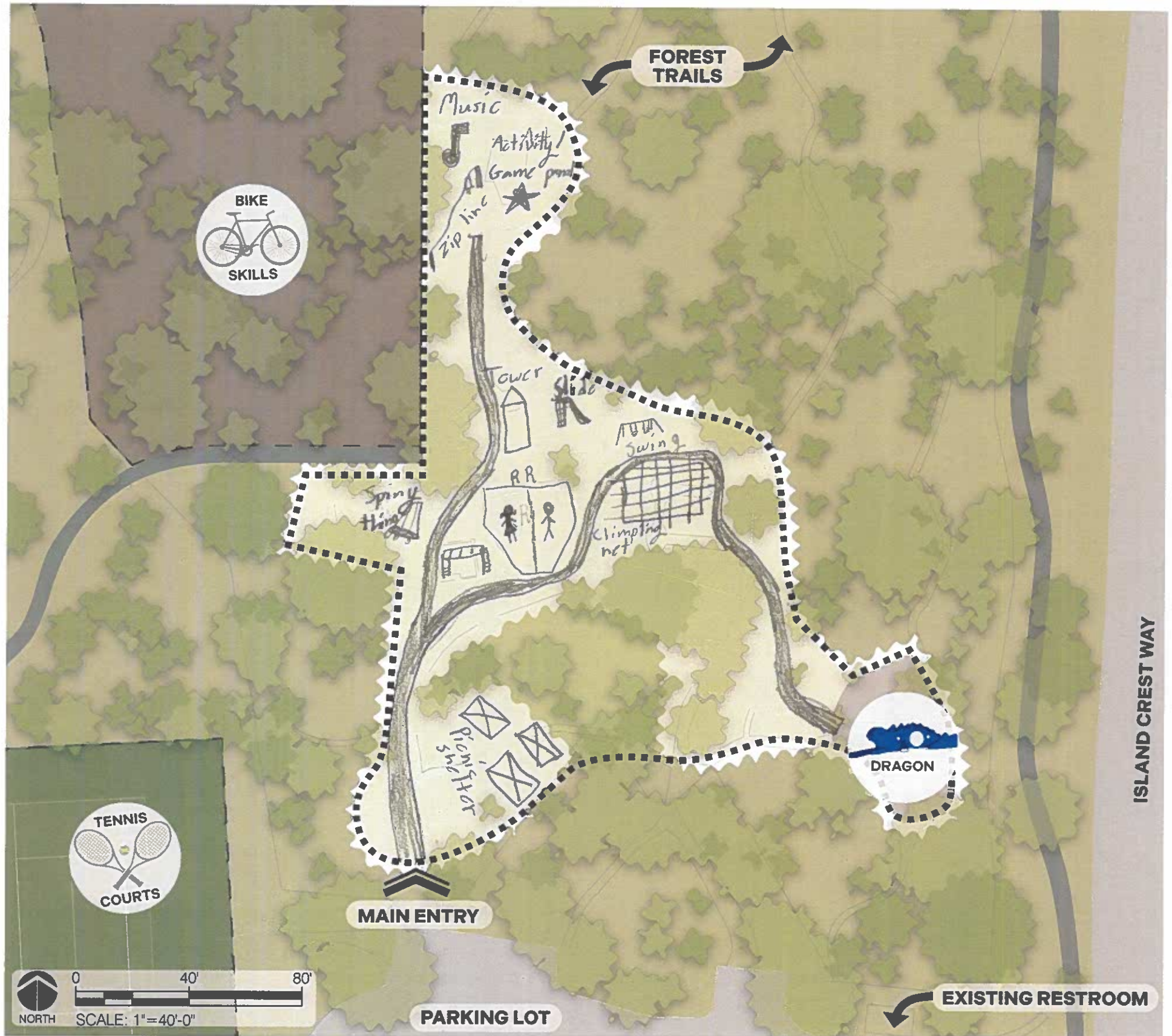
Name: *Student names have been omitted to protect individual privacy*

Age: *9 (3<sup>rd</sup> grade)*

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme? *The Jungle*

Does your playground have a unique feature you love? *A zip line*

Please write a short description that describes what I have created. *It is a play ground that has many thing to swing and climb on, (like the jungle!).*



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 8

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC  
SHELTER

RESTROOM

SWING

TOWER

BRIDGE

SLIDE

CLIMBING  
NET

MUSIC

ACTIVITY/GAME  
PANEL



LEGEND:

EXISTING TREES

EXISTING PATHS

PLAYGROUND AREA

Does your playground have a theme? no.

Does your playground have a unique feature you love? yes.

Please write a short description that describes what I have created. every thing.



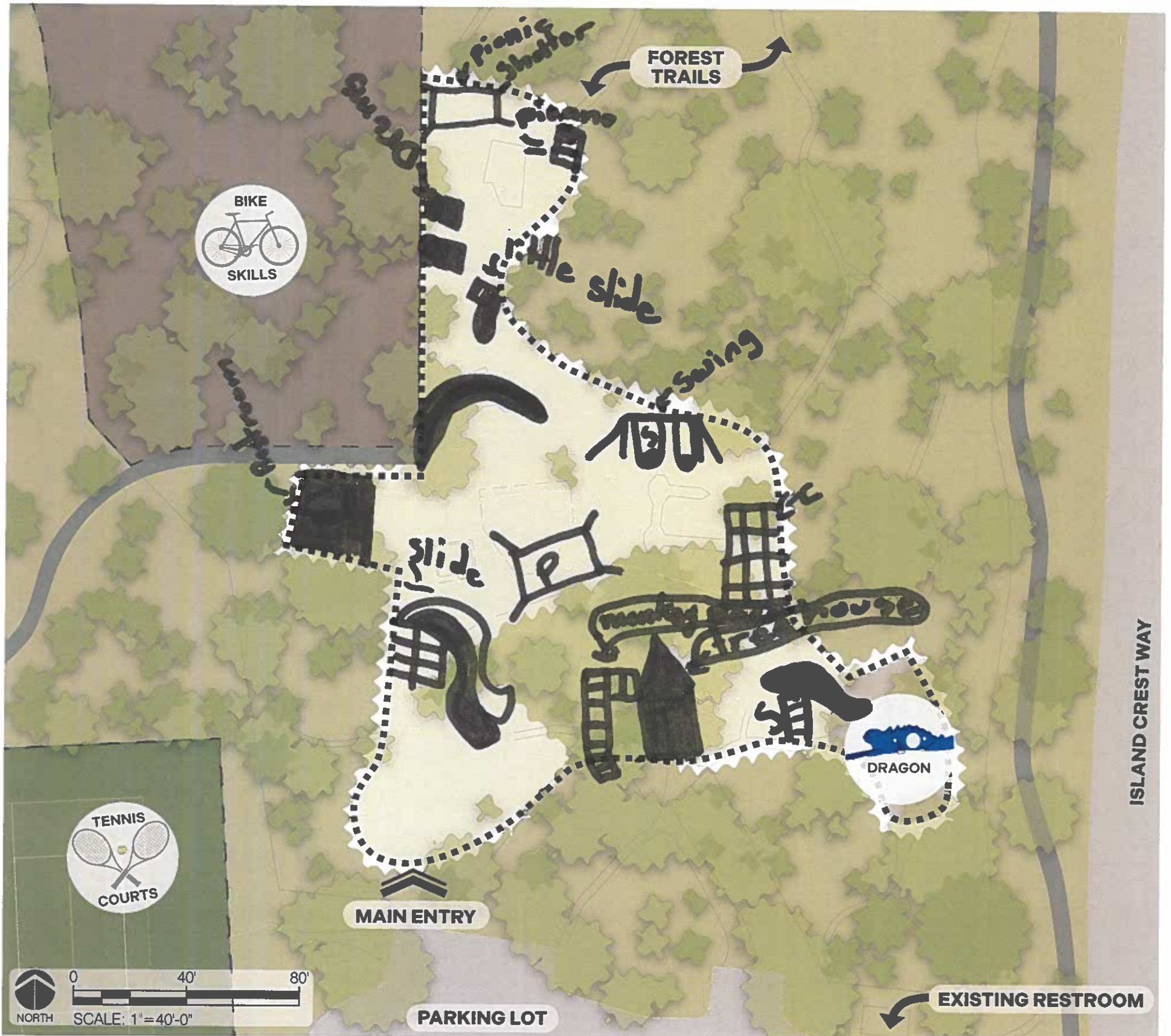
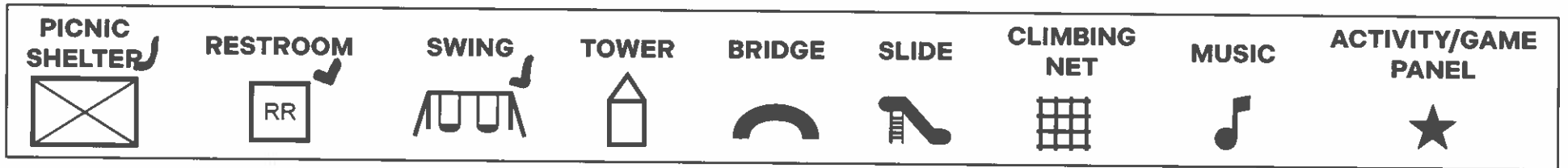
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 9

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



Does your playground have a theme? tree house theme

Does your playground have a unique feature you love? it has a fun tree house that I would

Please write a short description that describes what I have created. I have created a tree house,

them that all ages can play on. You can also sit and

watch your kid where I put the picnic tables.

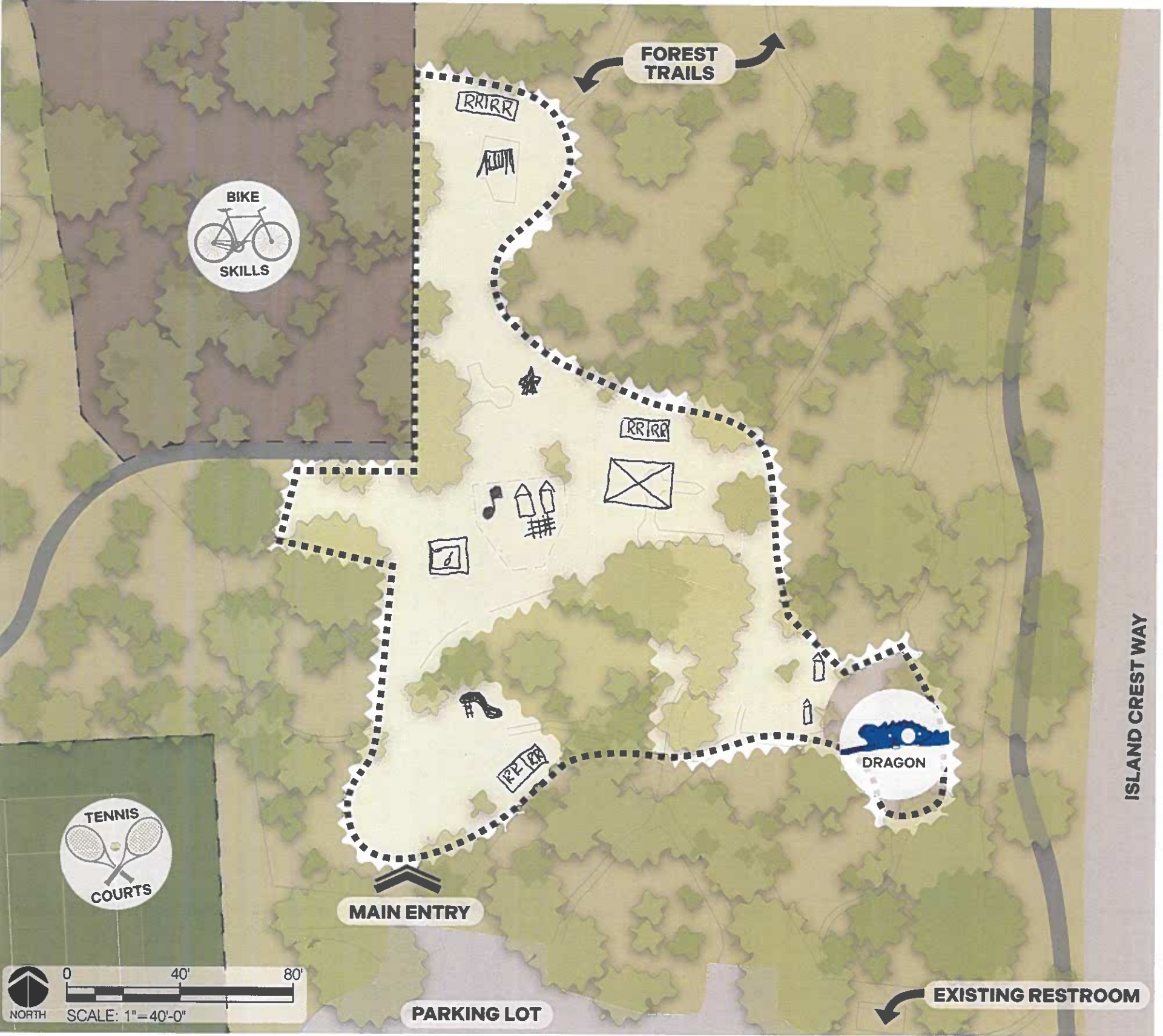


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 8

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Magical Kingdom

Does your playground have a unique feature you love? The sandbox

Please write a short description that describes what I have created. Whimsical, cozy, creative.

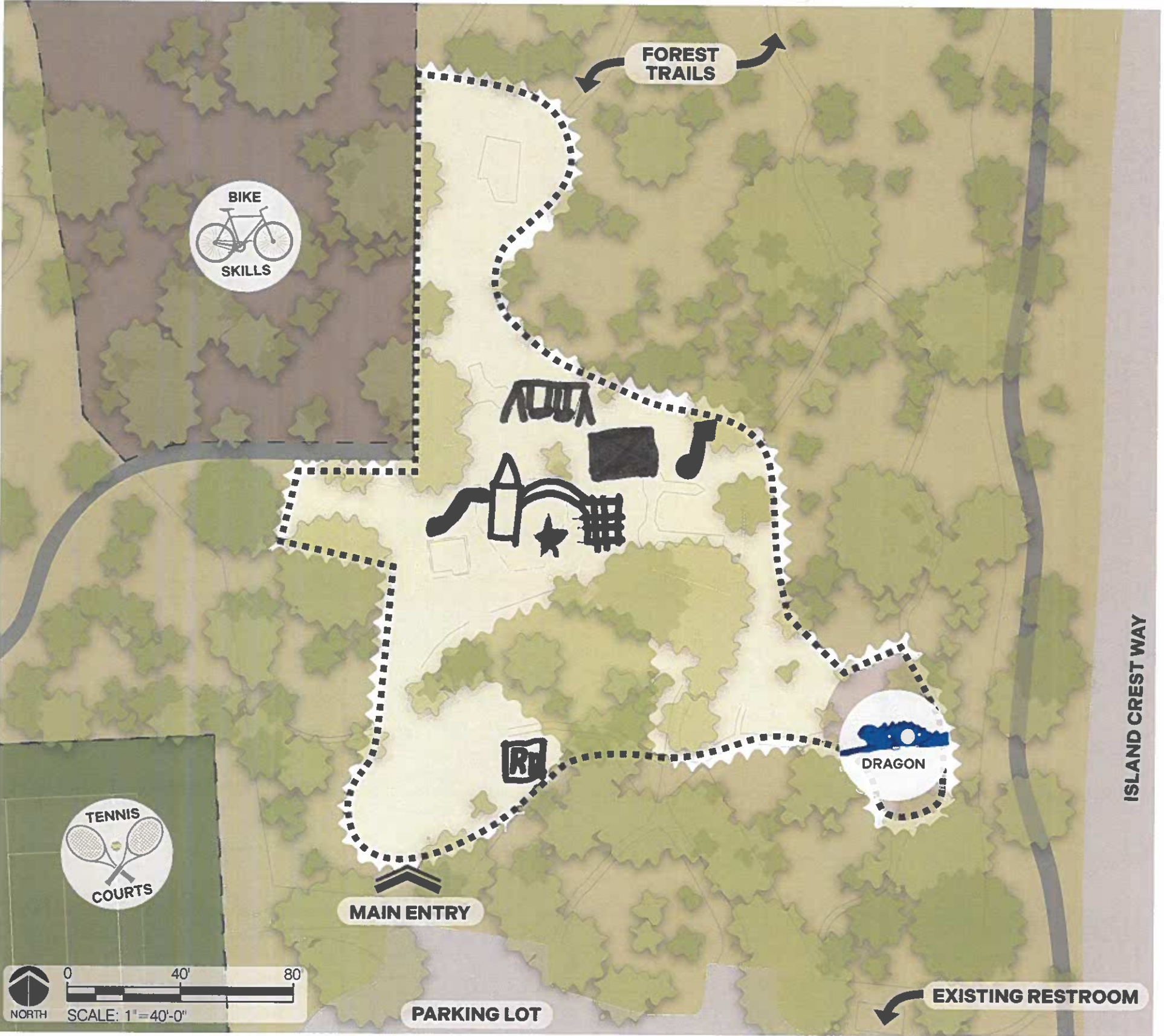


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? forest creatures

Does your playground have a unique feature you love? no

Please write a short description that describes what I have created. There is a net that goes to the bridge that leads you to the tower with a slide.

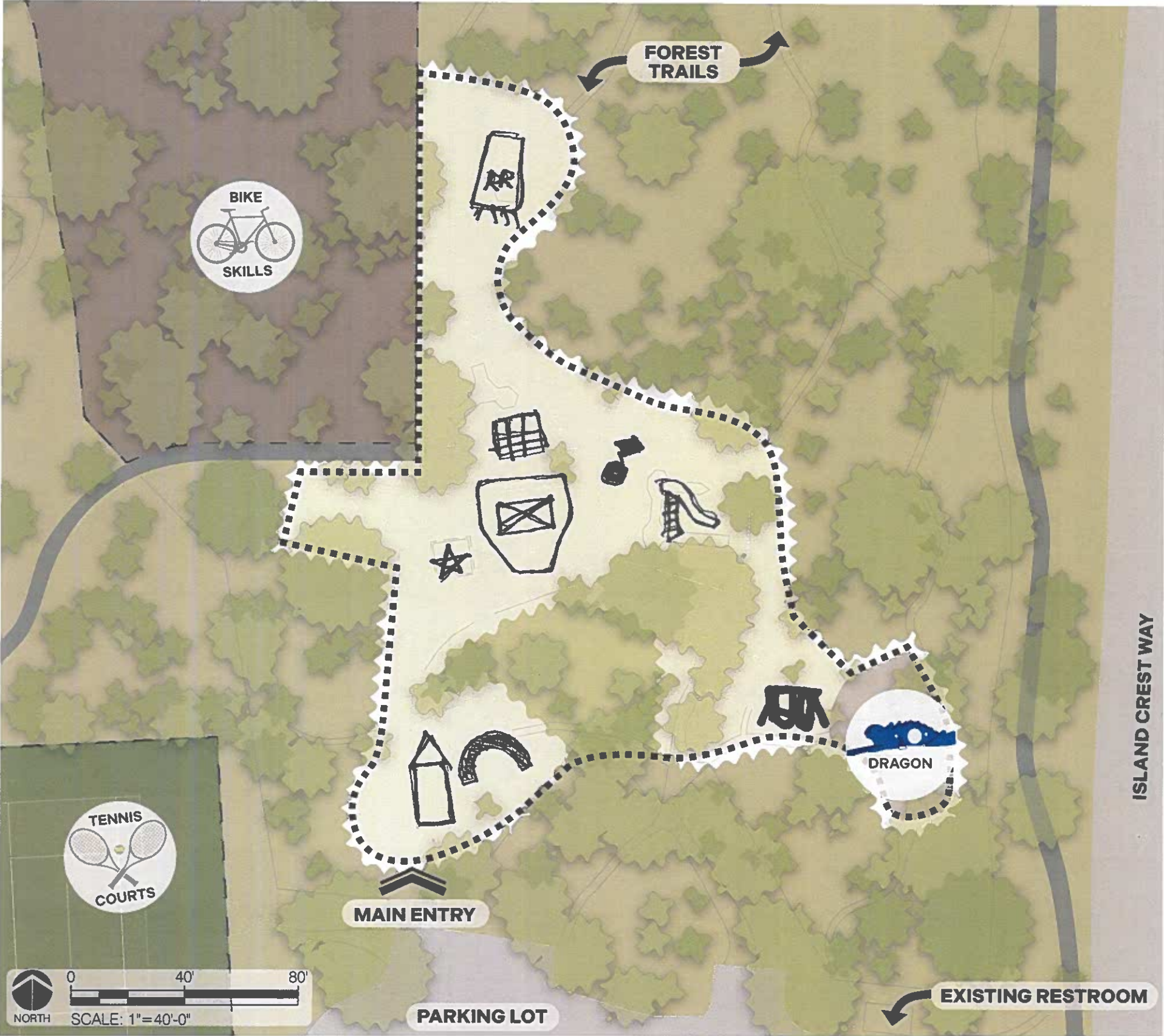


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Kingdom

Does your playground have a unique feature you love? Parcore

Please write a short description that describes what I have created. I love Parcore so I will like  
it so I can do pave core  
and eat meals.



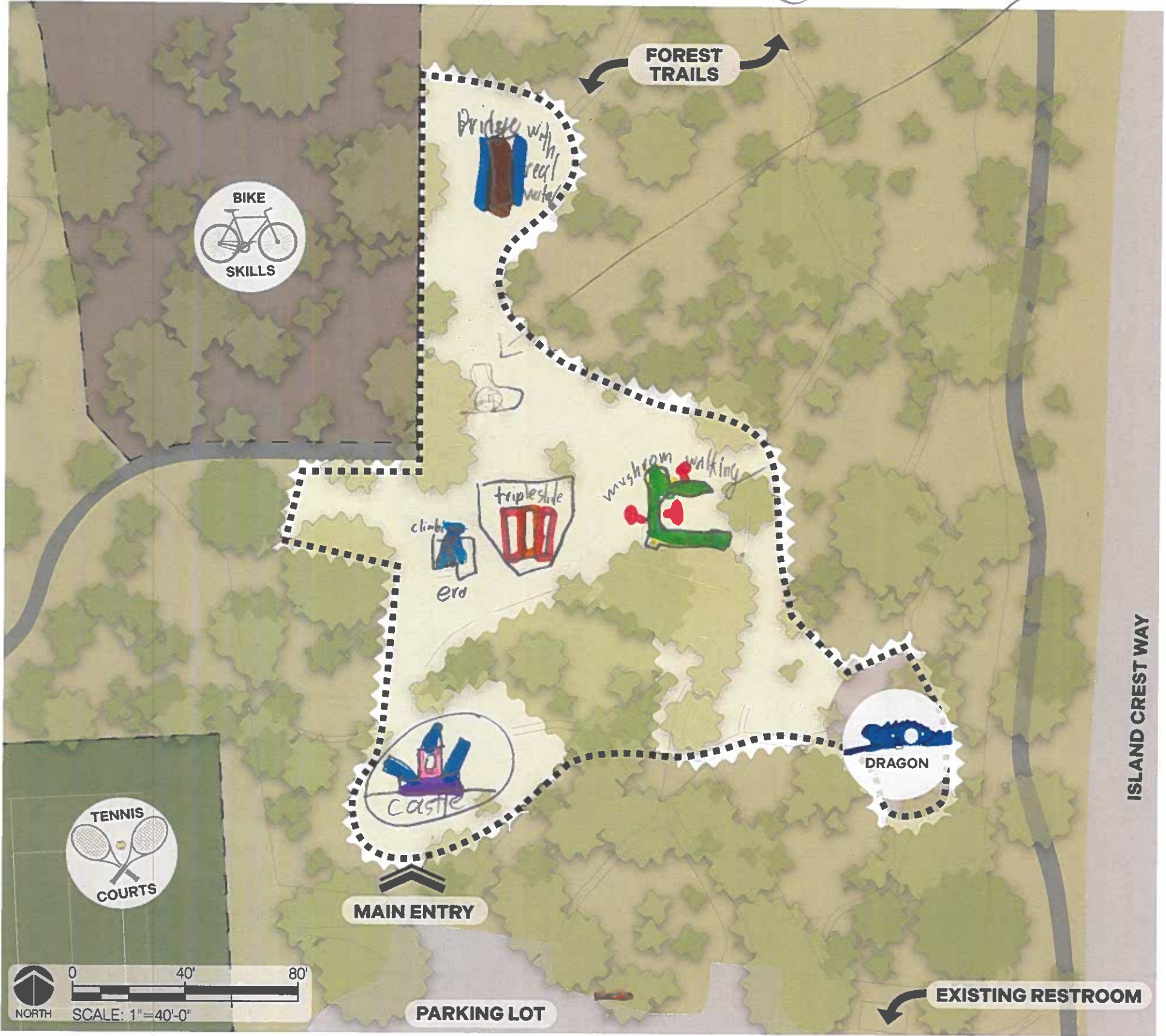
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect  
Name: — individual privacy

Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Fairy tale kingdom

Does your playground have a unique feature you love? adventure

Please write a short description that describes what I have created. when you enter you see a giant castle then you see a triple slide, climb and mushroom walking and then

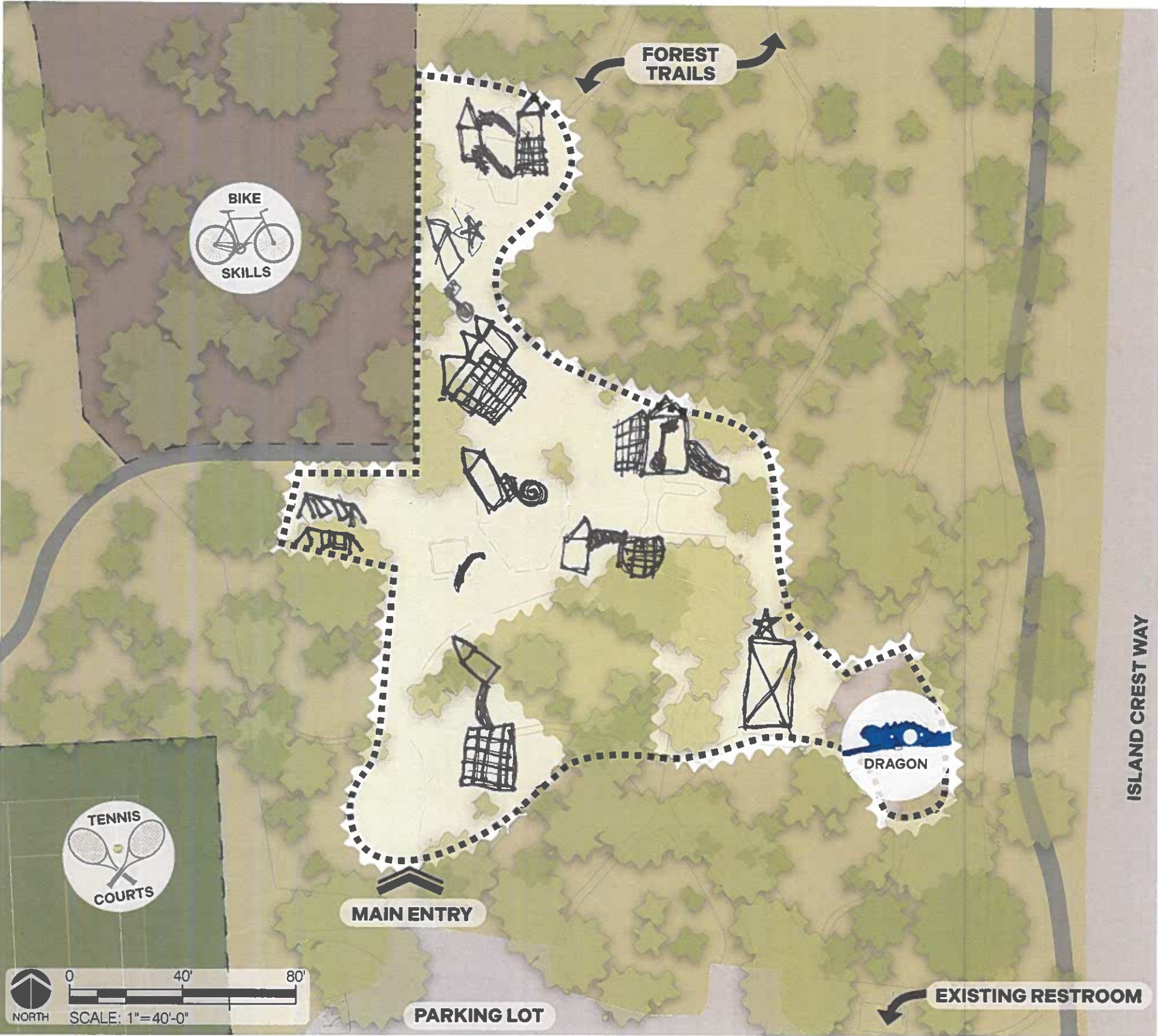


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: *9 and 9*

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *Fantasy Kingdom*

Does your playground have a unique feature you love? *Towers and Nets*

Please write a short description that describes what <sup>we</sup> have created. *A city of towers with lots of bridges, slides and nets. Where dragons roam. There is a spiral slide, a net nest (but not too deep). Giant nets. Swings, and a picnic shelter.*

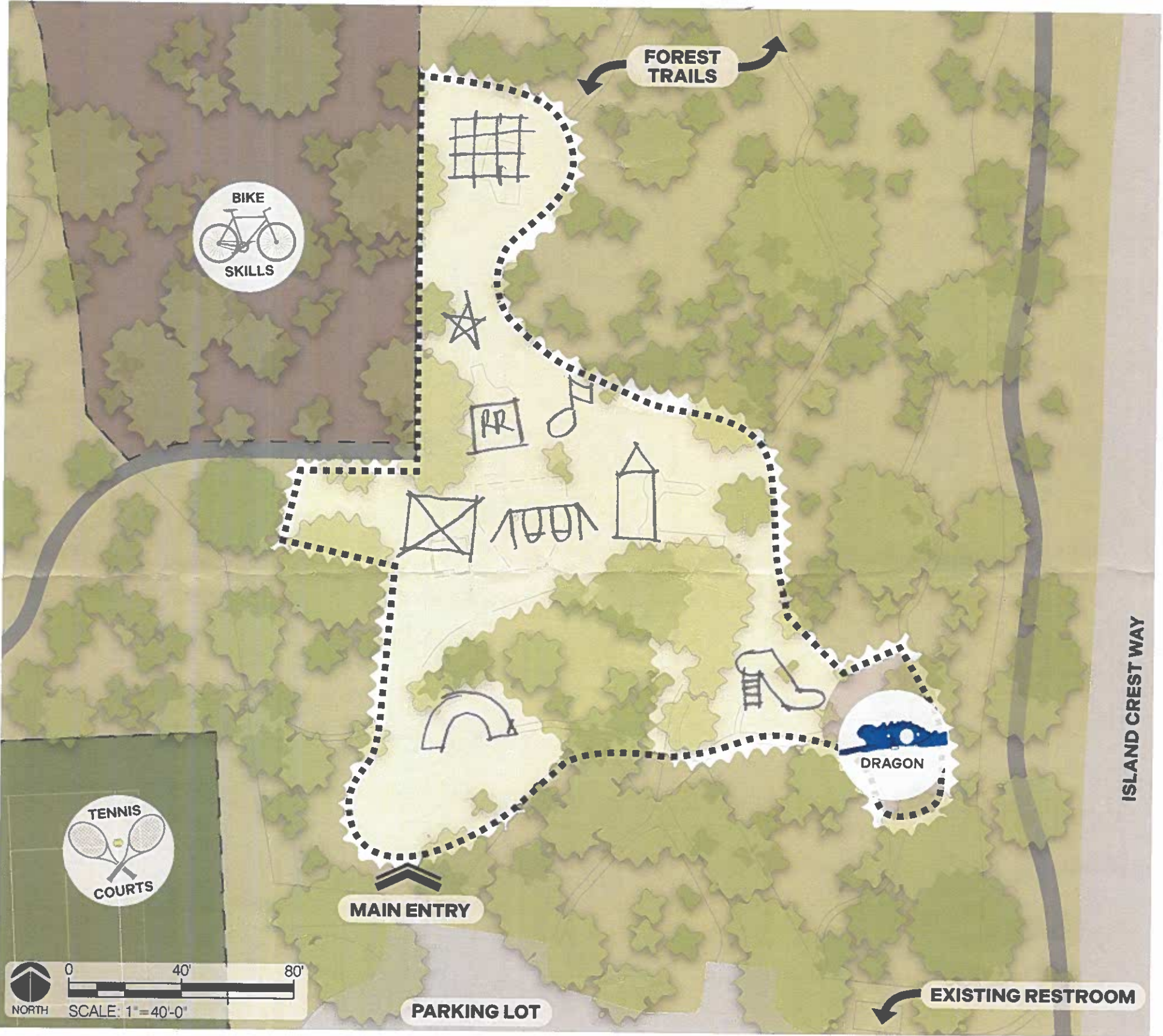


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect  
Name: *individual privacy* Age: 5

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? MONKEY BAR CLIMBING

Please write a short description that describes what I have created. We have fun

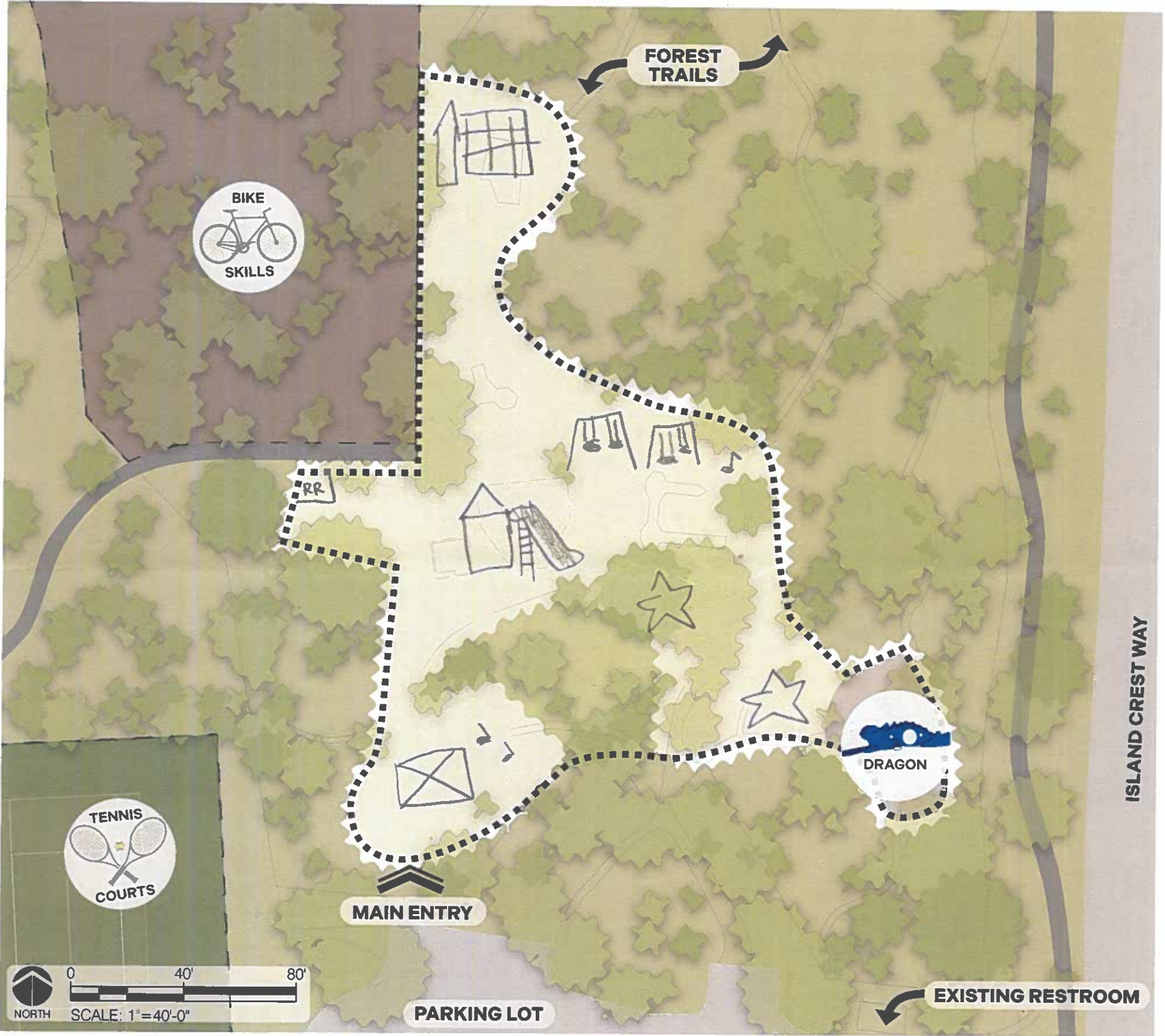


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Yes (treehouse adventure)

Does your playground have a unique feature you love? No

Please write a short description that describes what I have created. A false wooden tree with a hole like a opening at the bottom. You can go in and there are little quaint bits all over like little windows, fake animals, teapots and there's a big winding staircase going all the way up to

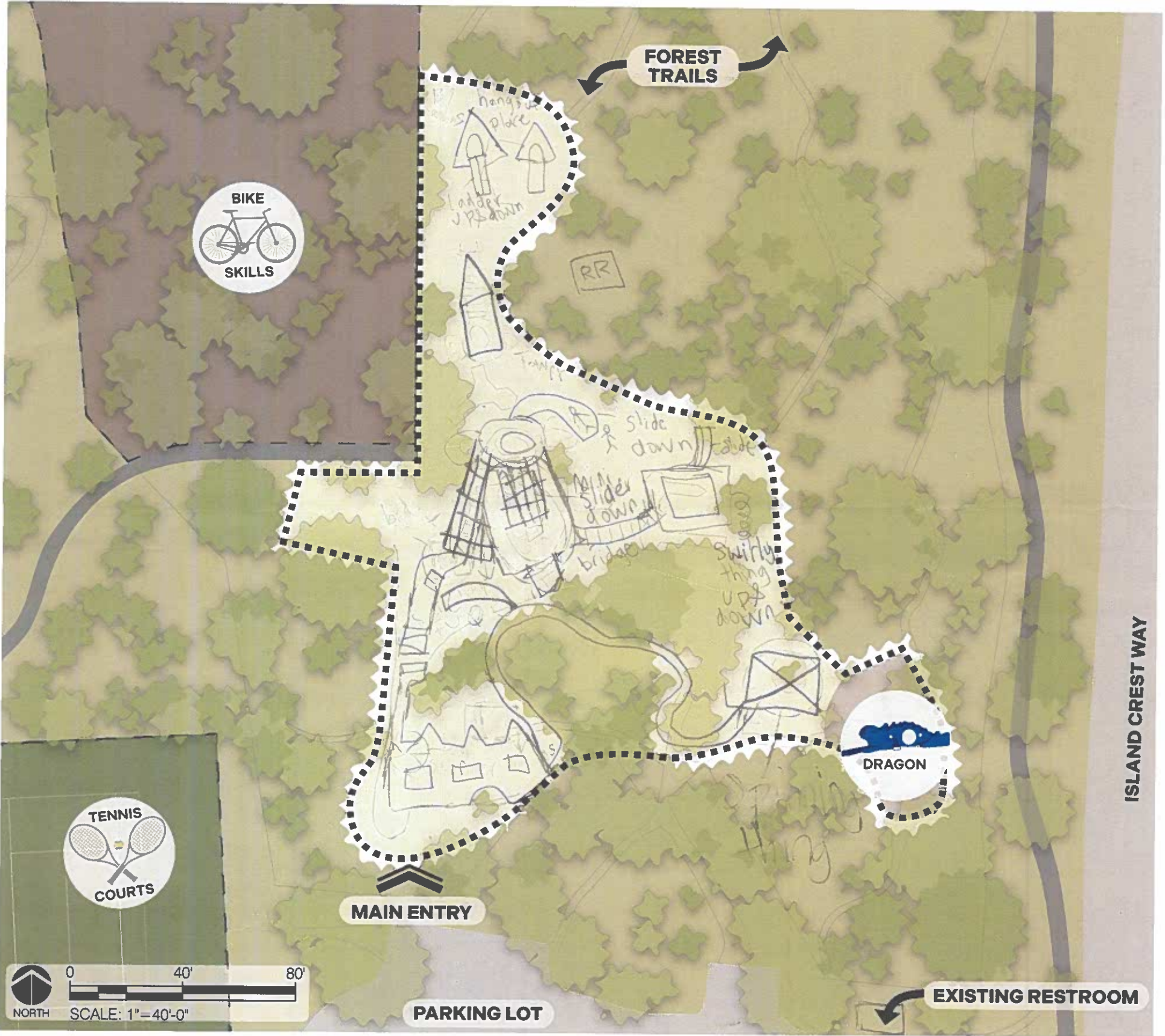


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual privacy  
Name: \_\_\_\_\_ Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Kinda.

Does your playground have a unique feature you love? Yes, a bird's nest that you can hang out in.

Please write a short description that describes what I have created. A playground

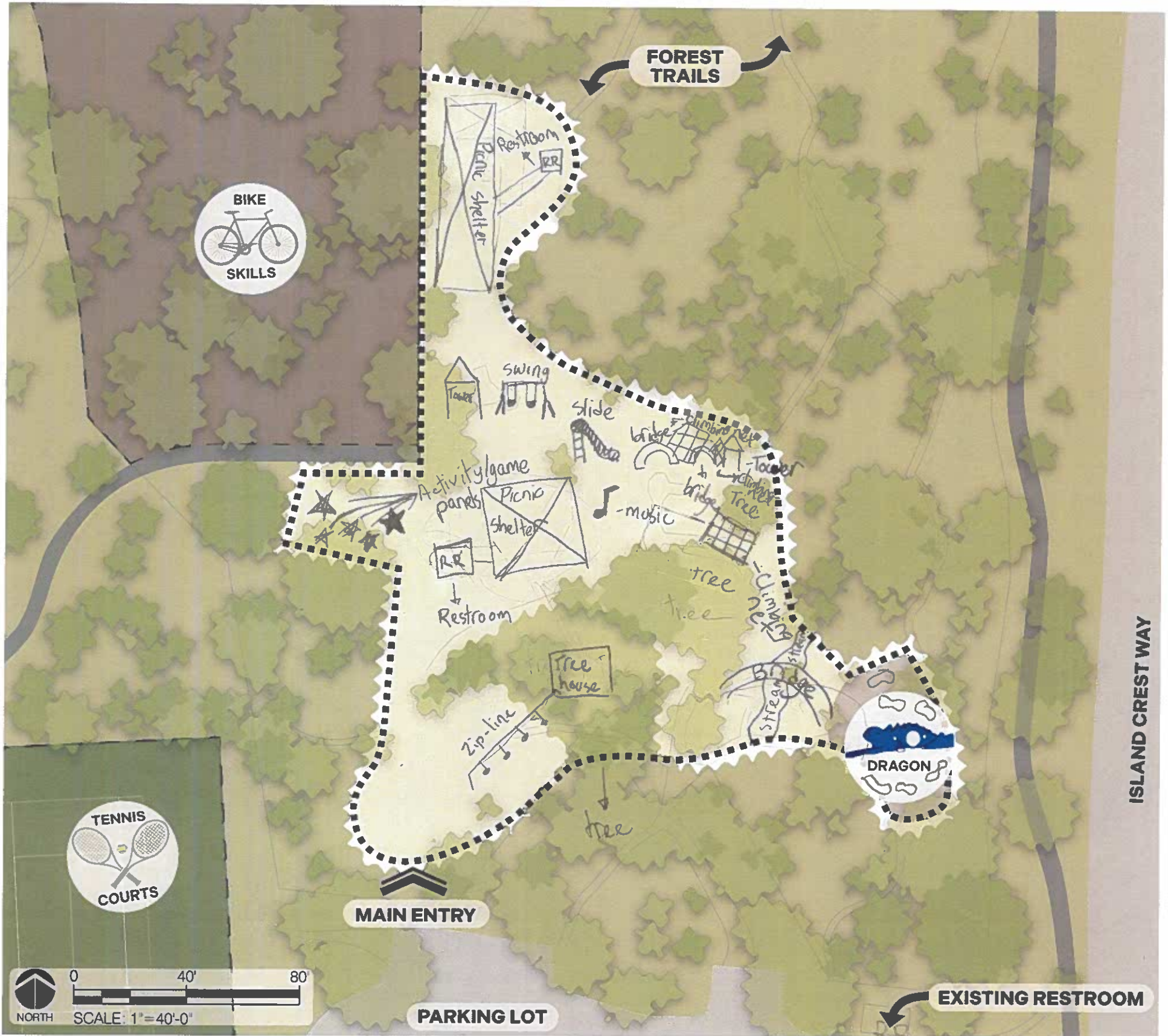
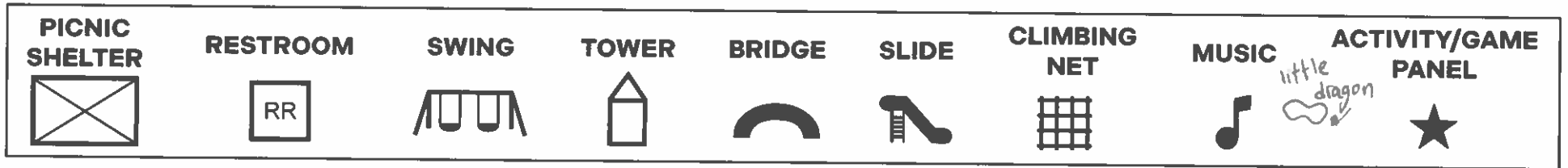


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 9

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme? Tree's

Does your playground have a unique feature you love? climbers

Please write a short description that describes what I have created. It involves alot of

climbing and tree work.

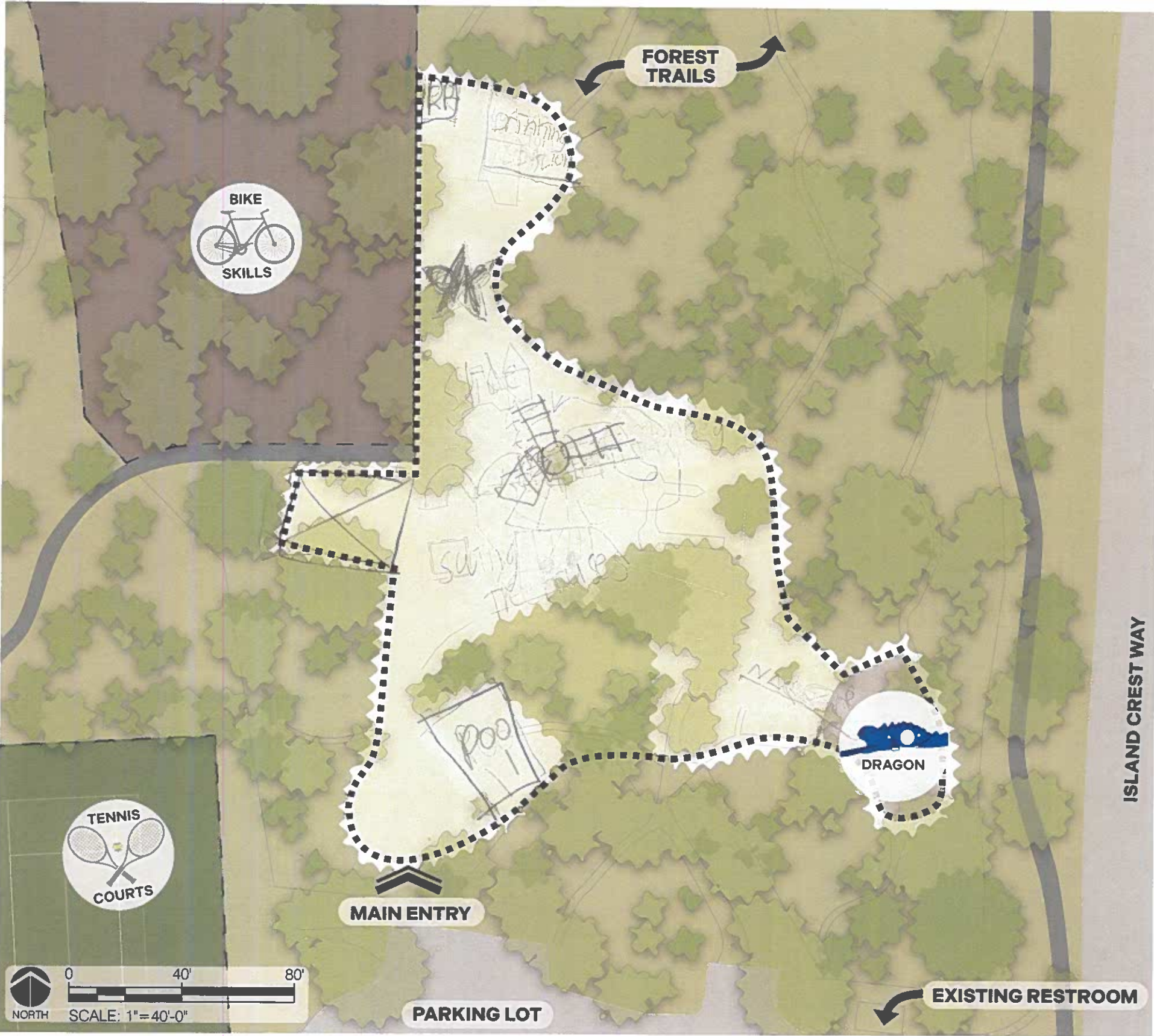


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? adventure

Does your playground have a unique feature you love? monkey bar

Please write a short description that describes what I have created. monkey bars and bathe  
room



# DEANE'S CHILDREN'S PARK :

## HOW DO YOU WANT TO PLAY?

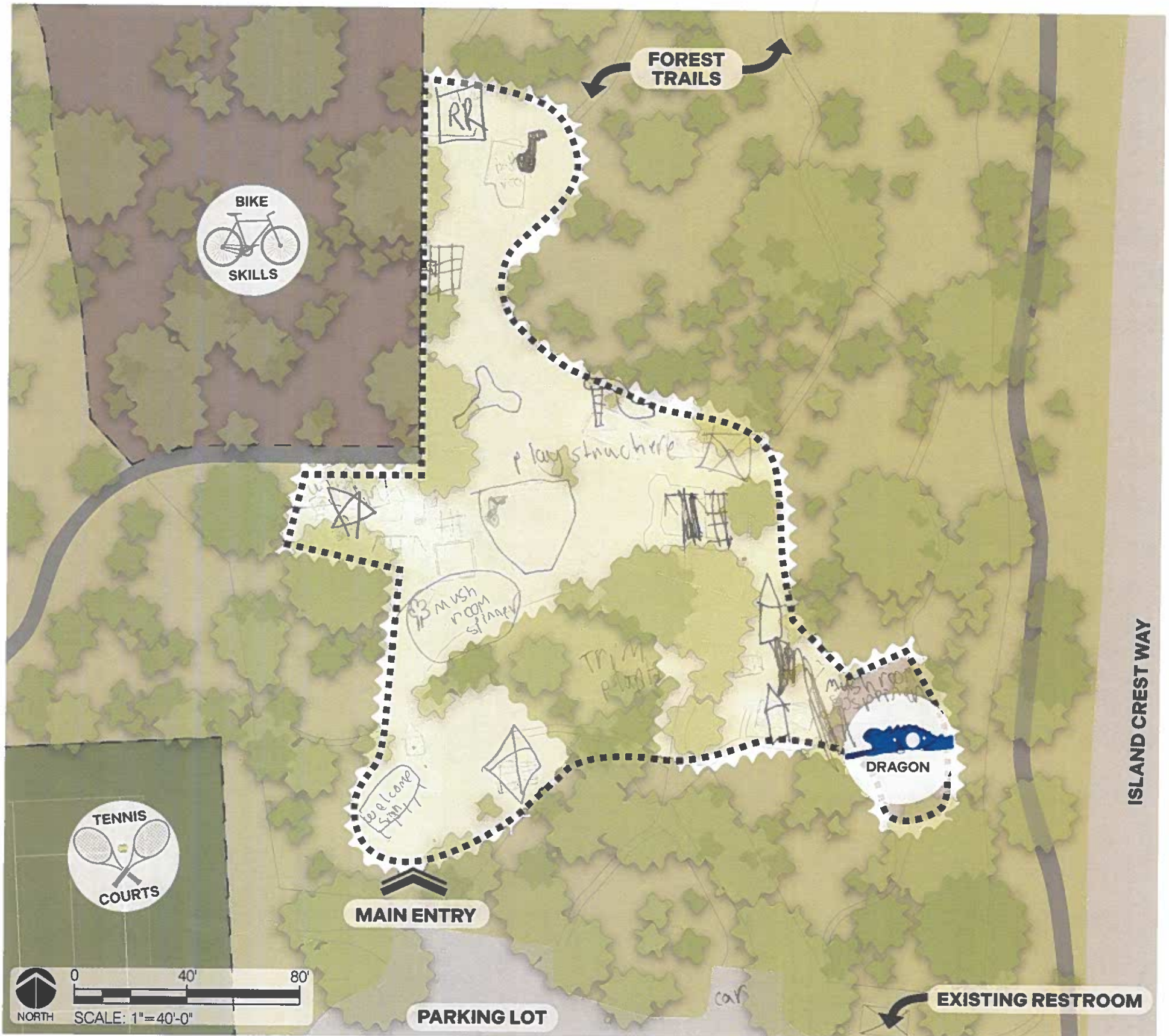
Student names have been omitted to protect  
Name: individual privacy

Age: 10

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



### LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme?

Fantasy (mushroom spinners)

Does your playground have a unique feature you love?

Mushroom spinners

Please write a short description that describes what I have created.

A Fairy Hill with mushroom spinners

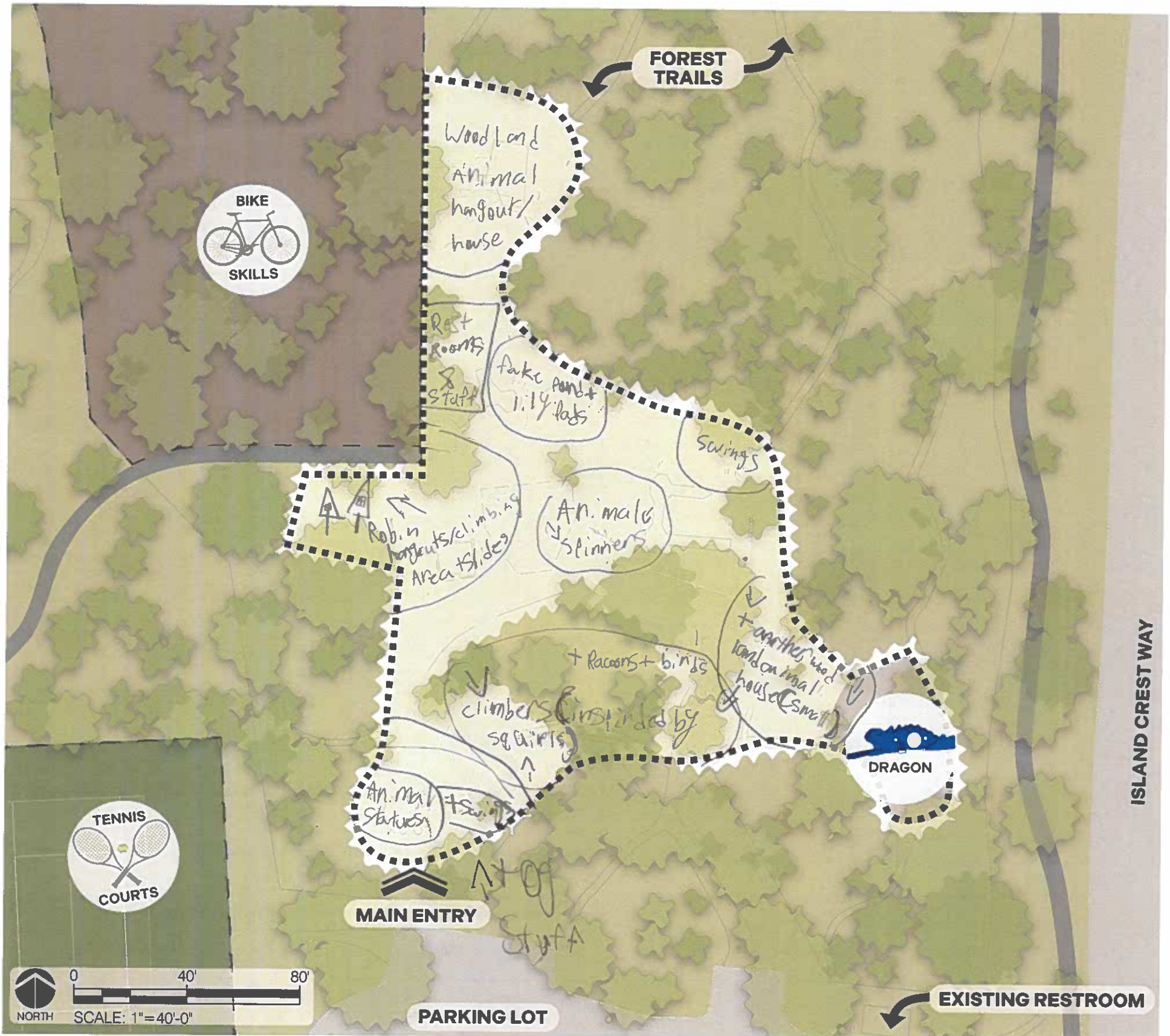
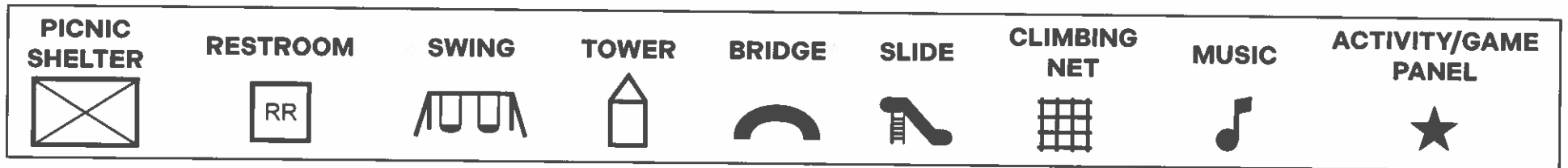


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: Student names have been omitted to protect individual privacy Age: 10 (almost 11)

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme? Woodland Animals

Does your playground have a unique feature you love? The huge big Rob-in hangout

Please write a short description that describes what I have created. What I have created is just like

The show "How to train your Dragon" with woodland animals & of course "Dragon-s!!!"



Monkey bars

# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect

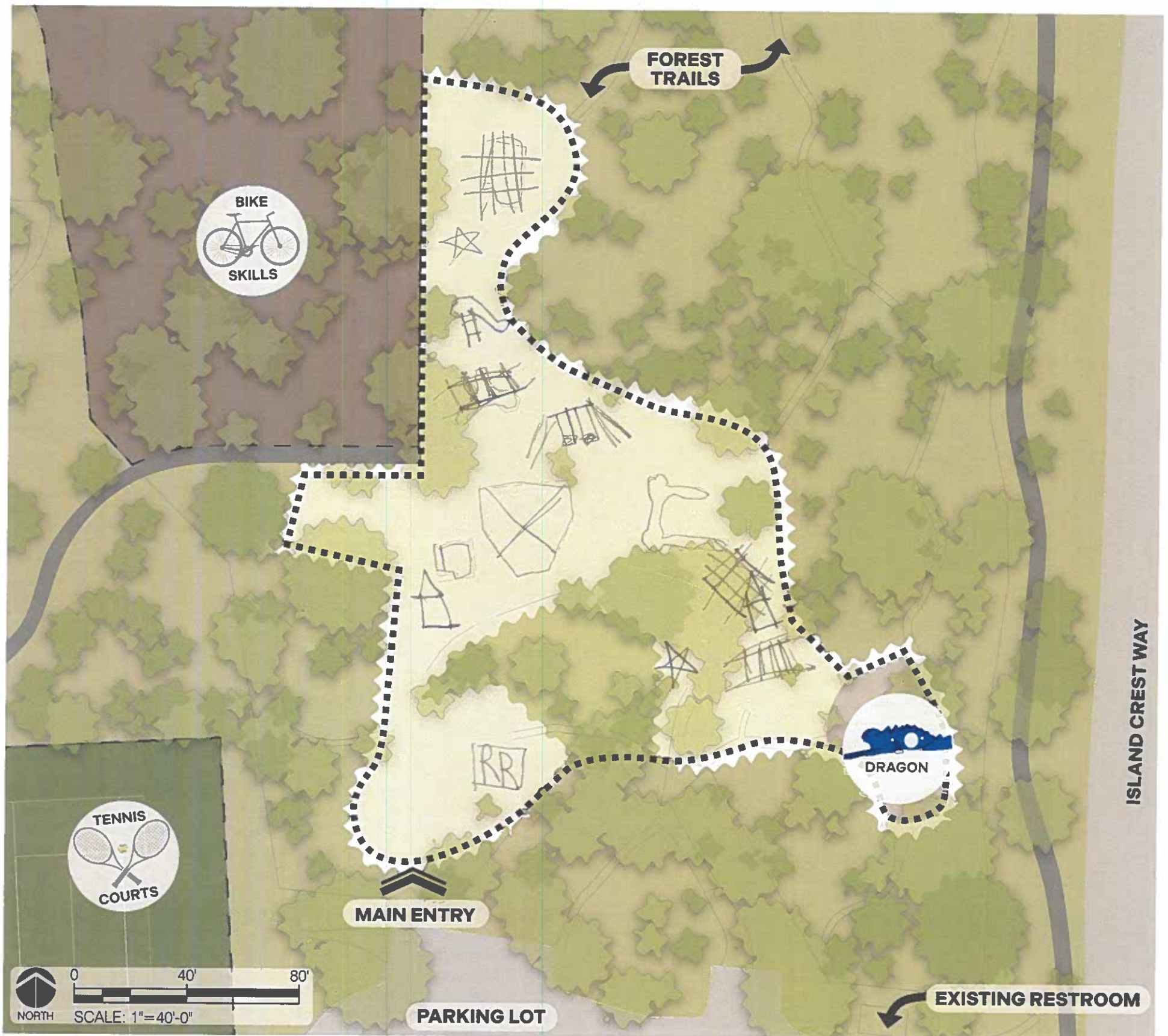
Name: individual privacy

Age: 10

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Adventure

Does your playground have a unique feature you love? a dragon monkey bars

Please write a short description that describes what I have created. everything is dragon adventure themed



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

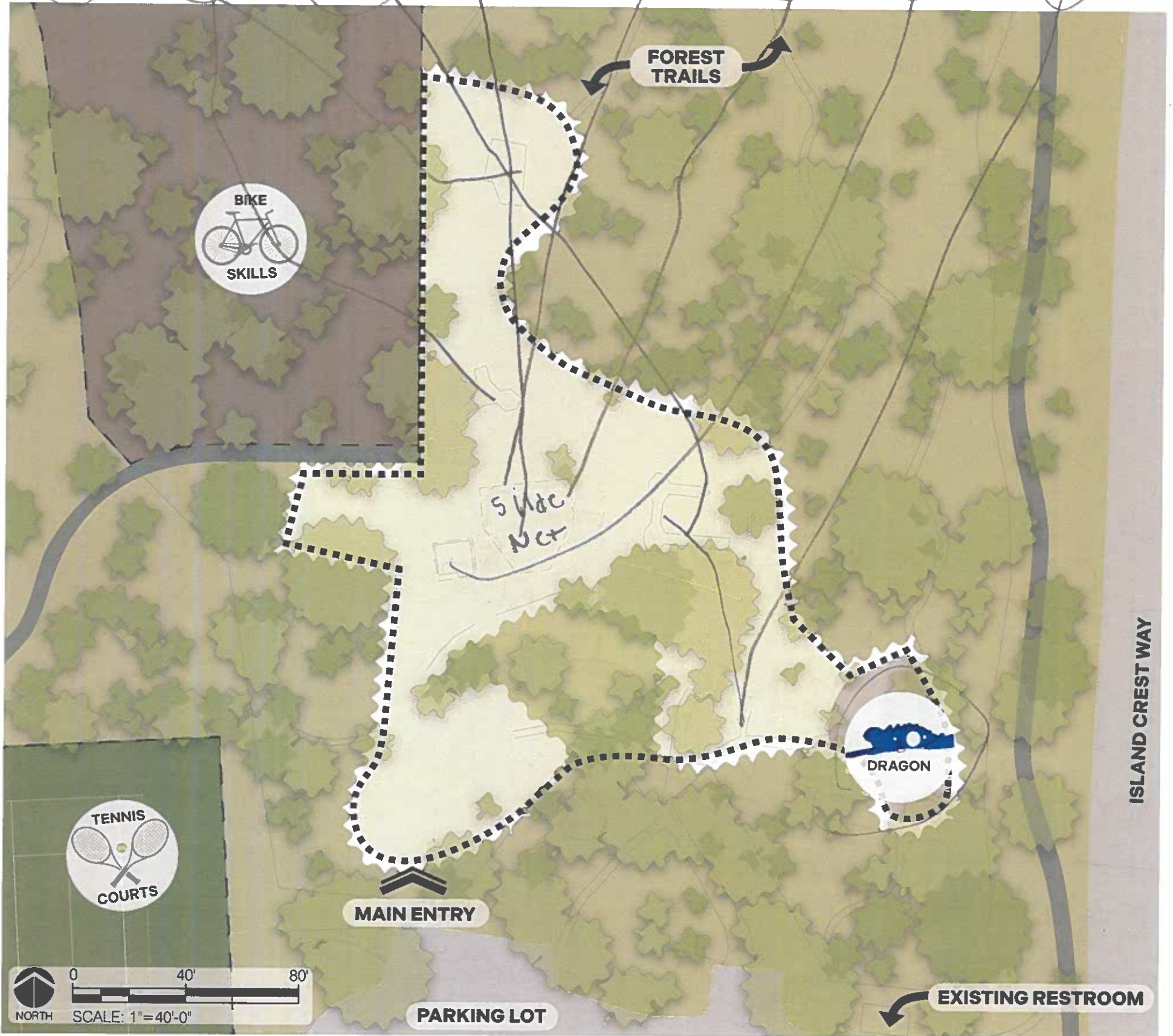
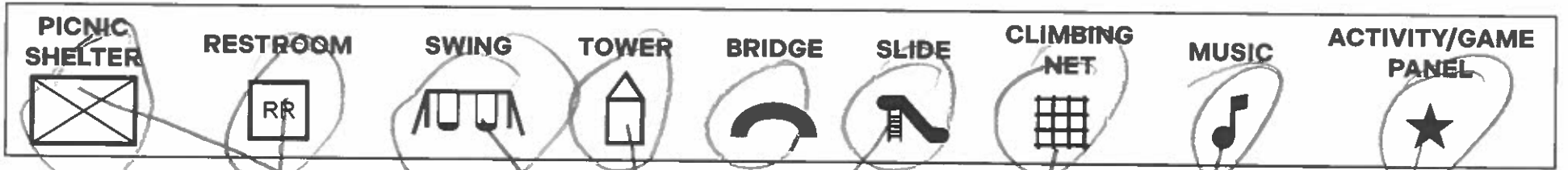
Student names have been omitted to protect individual

Name: *privacy*

Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



Does your playground have a theme? *yes*

Does your playground have a unique feature you love? *NO*

Please write a short description that describes what I have created. *idid good!!*



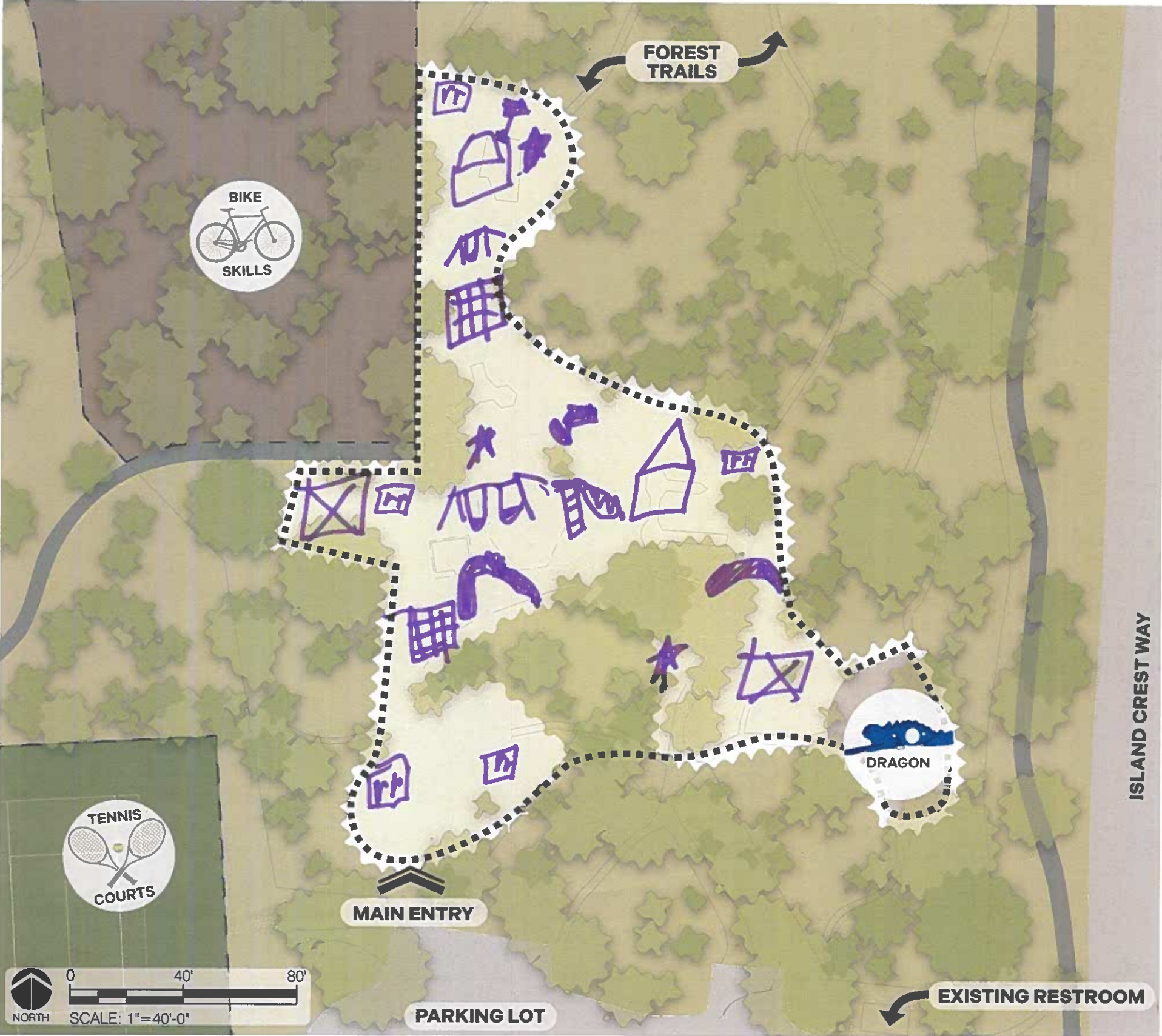
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? The tower, swing, the slide and the music.

Please write a short description that describes what I have created. So I created the park if have it all so if you like Tower you can play in the tower.

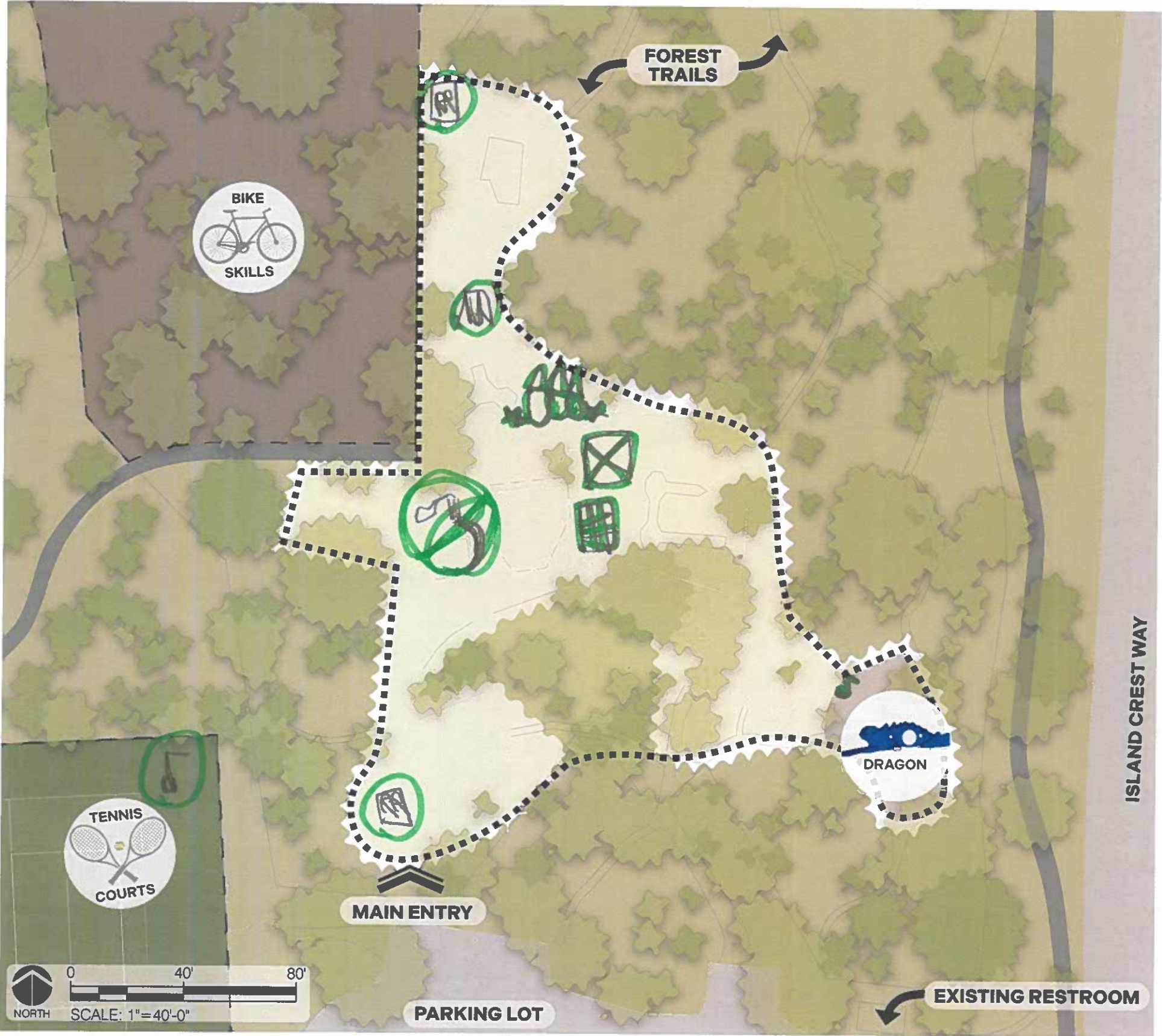


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? yes. It is a fantasy theme.

Does your playground have a unique feature you love? The teacher is all abilities <sup>can come</sup>

Please write a short description that describes what I have created. I have created a playground with slides and cabils and RR's.

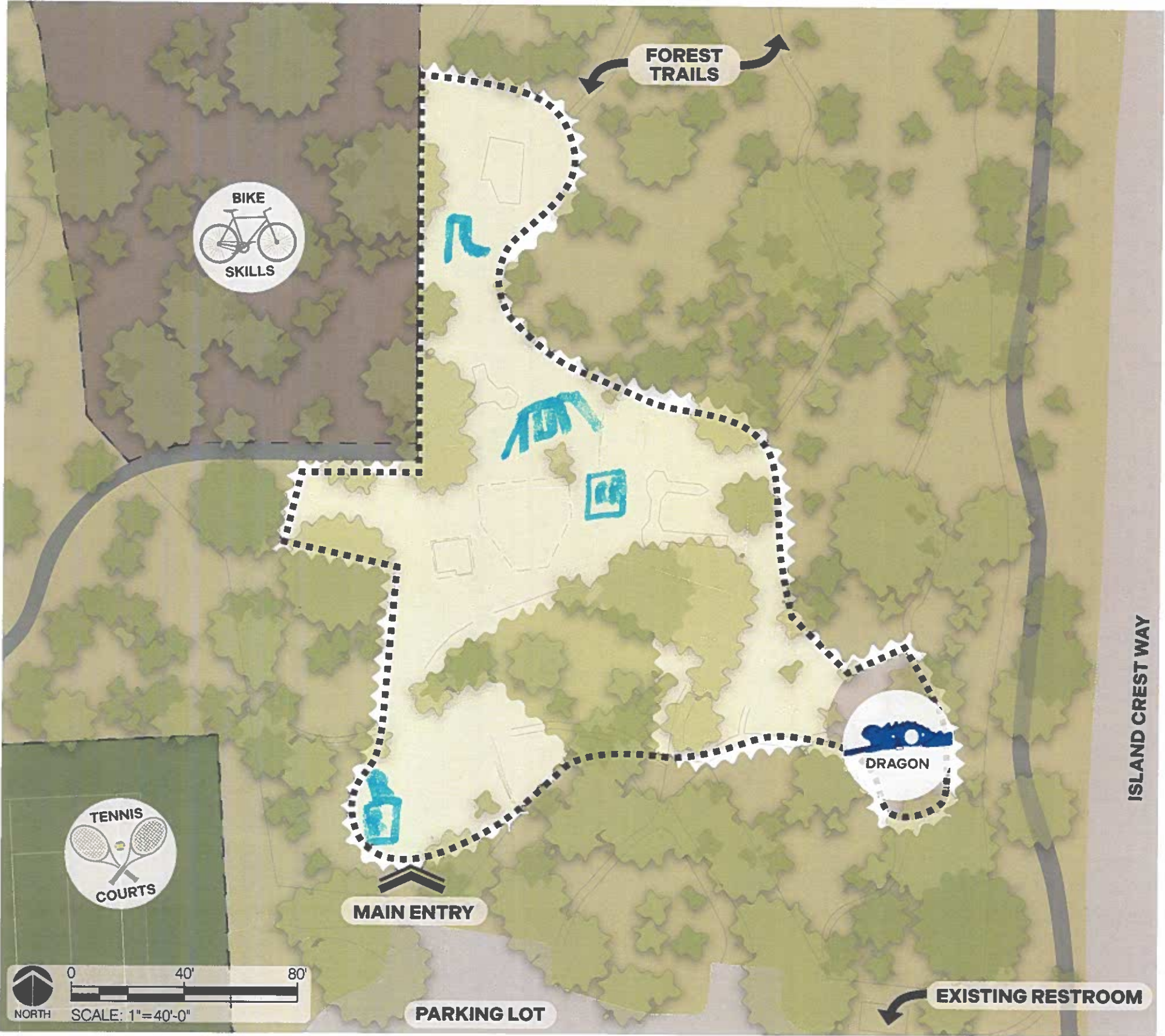


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: Student names have been omitted to protect individual privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? No

Does your playground have a unique feature you love? No

Please write a short description that describes what I have created. a new Dragon

Frank B Park

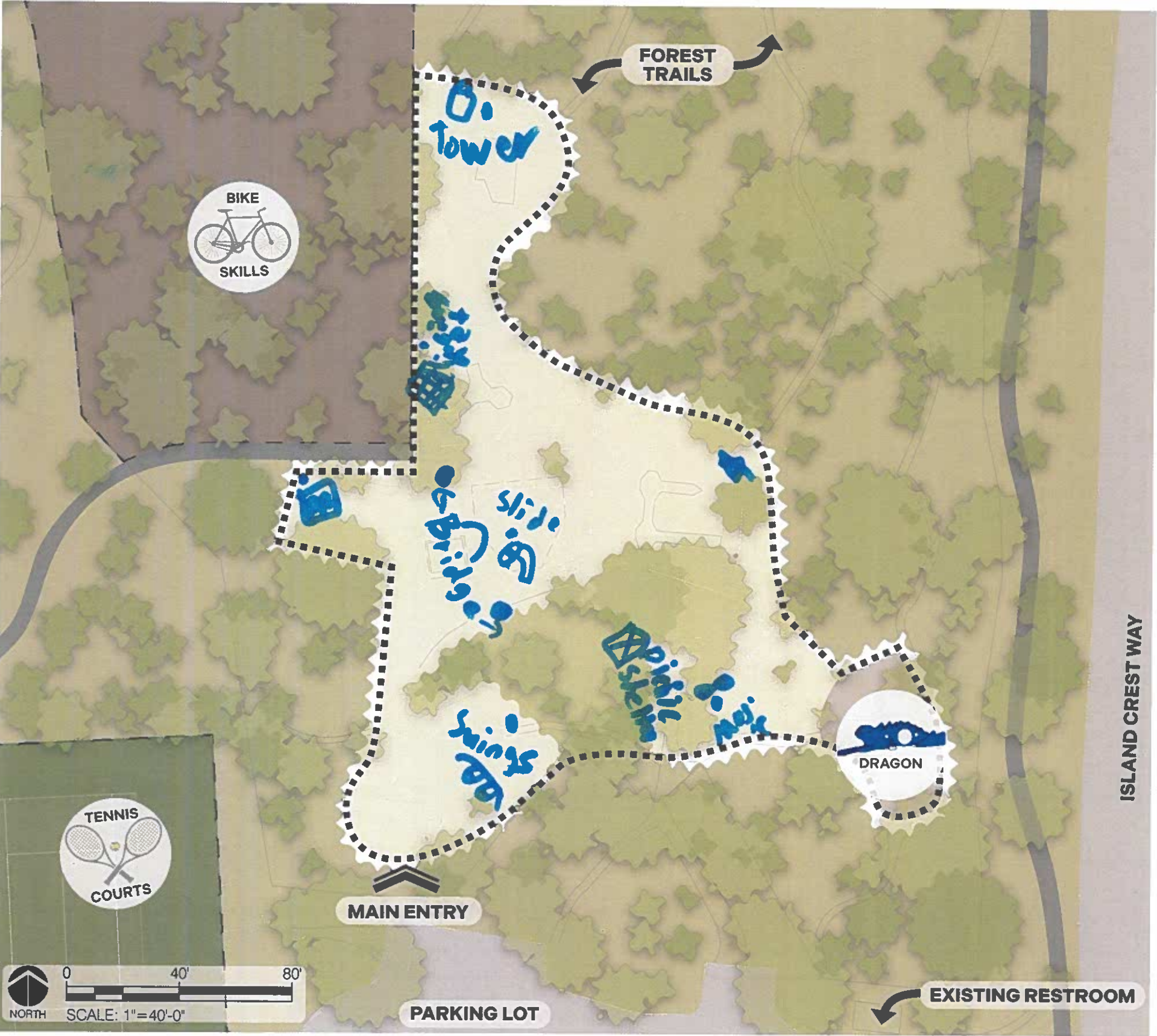


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Fairytale Kingdom

Does your playground have a unique feature you love? Dragon

Please write a short description that describes what I have created. I have created used playground equipment in different places than it was before.



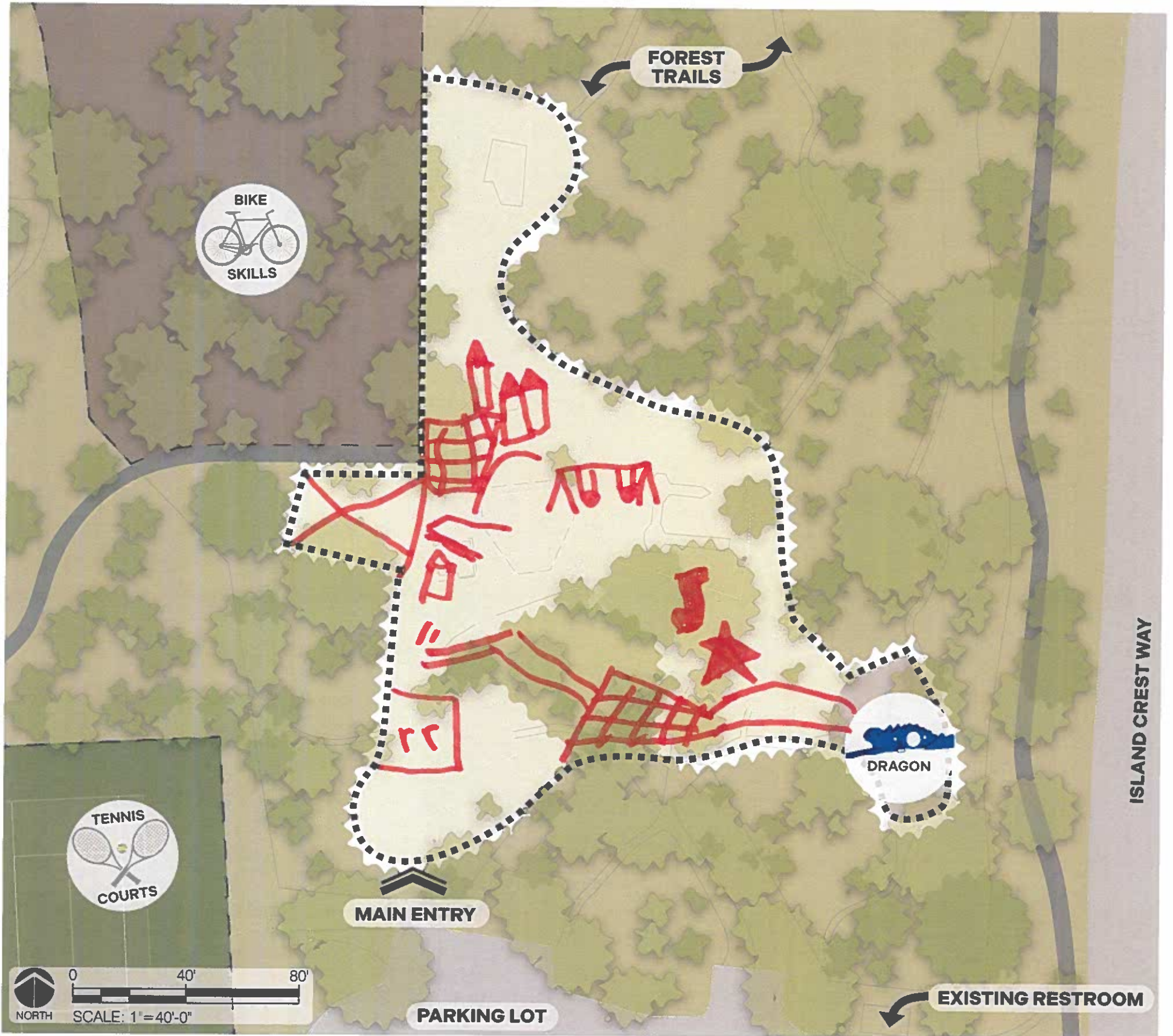
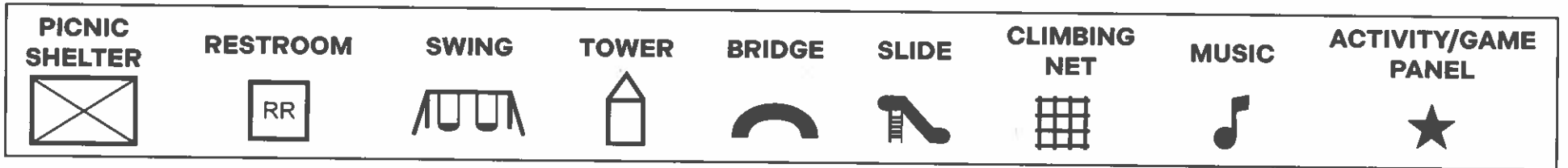
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 9

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



Does your playground have a theme? yes fairy tail

Does your playground have a unique feature you love? obsticl corse to tower

Please write a short description that describes what I have created. obsikl corss to stracter

swings hang out!

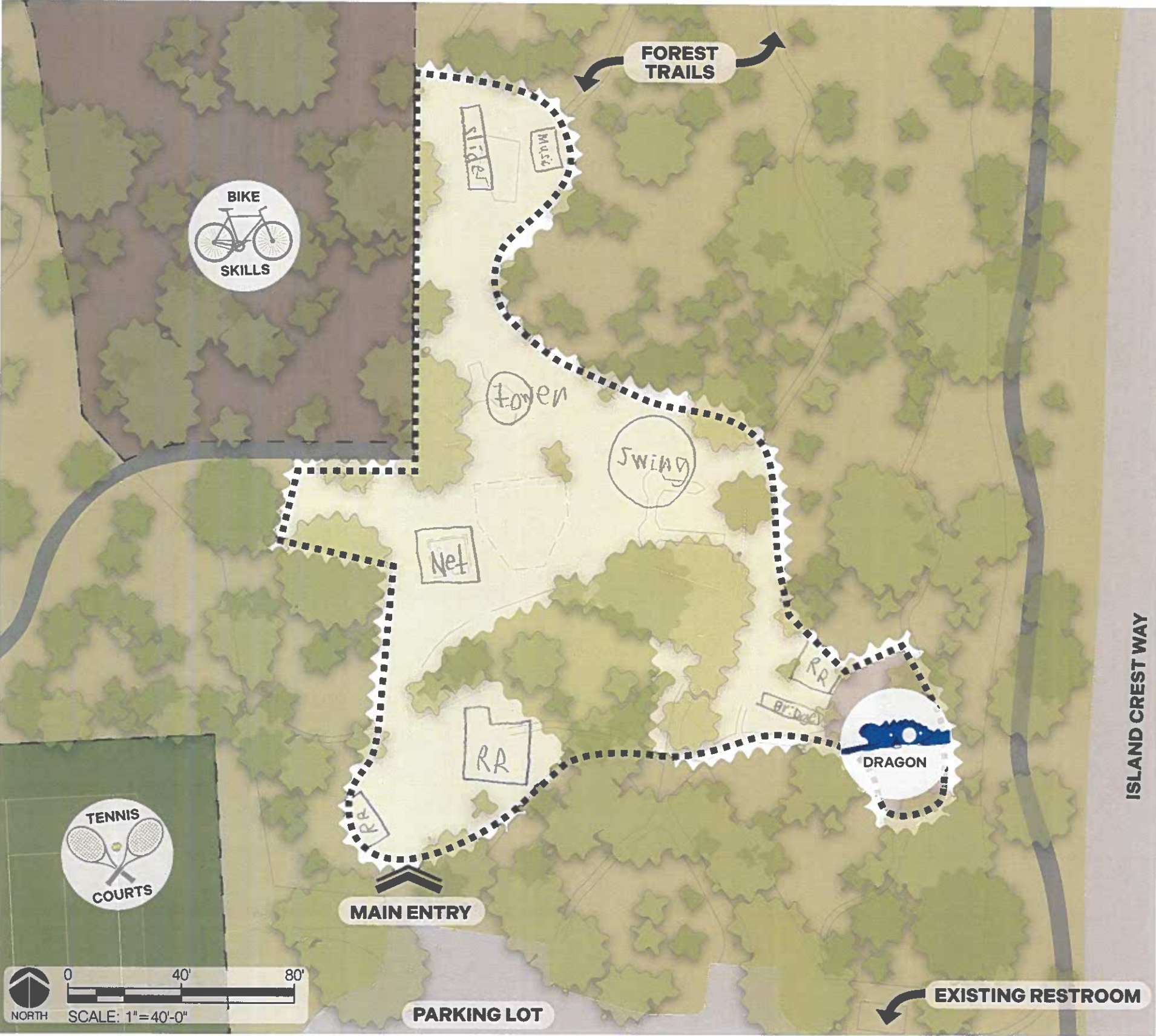


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? castle

Does your playground have a unique feature you love? spinners

Please write a short description that describes what I have created. I dont know

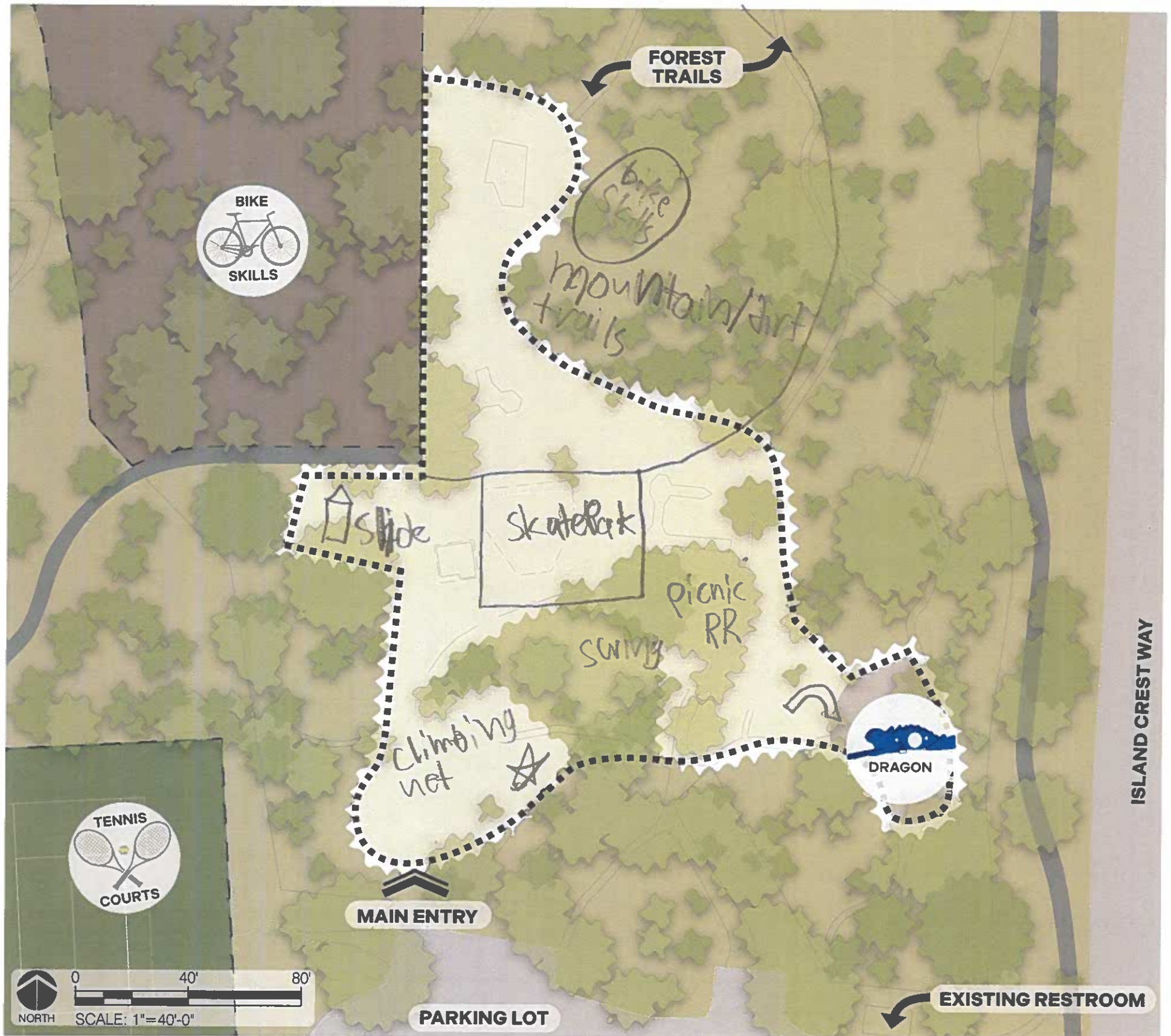


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: Student names have been omitted to protect individual privacy Age: 10

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? bike a skate park

Does your playground have a unique feature you love? skate park.

Please write a short description that describes what I have created. more bike skills, skate park,  
and small play areas



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

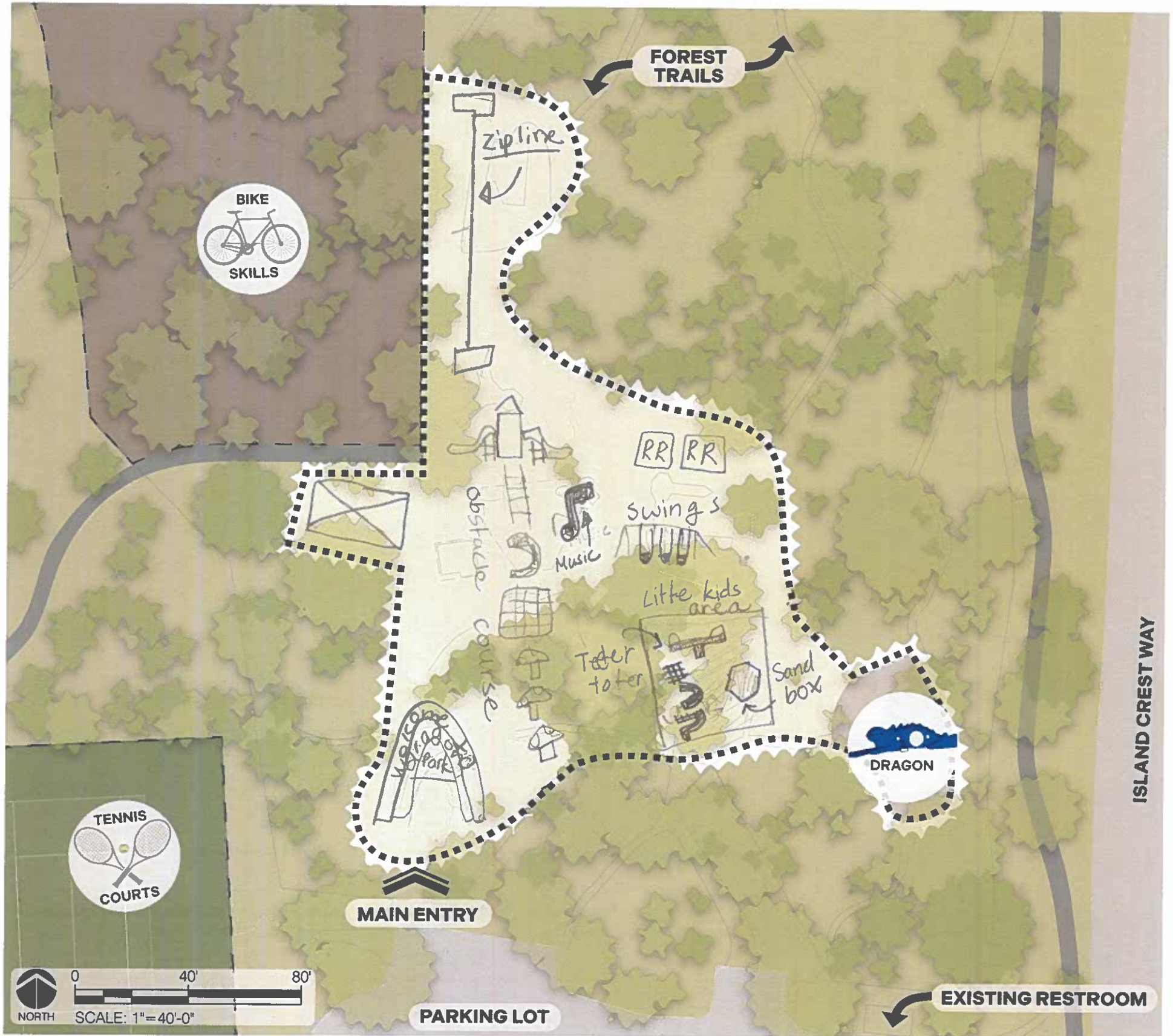
Name: Student names have been omitted to protect individual privacy

Age: 10

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme?

Yes, fairytale.

Does your playground have a unique feature you love?

Swings, obstacle courses, monkey bars.

Please write a short description that describes what I have created.

A park with swings, an obstacle course, a zipline, music, picnic area, & little kids area.

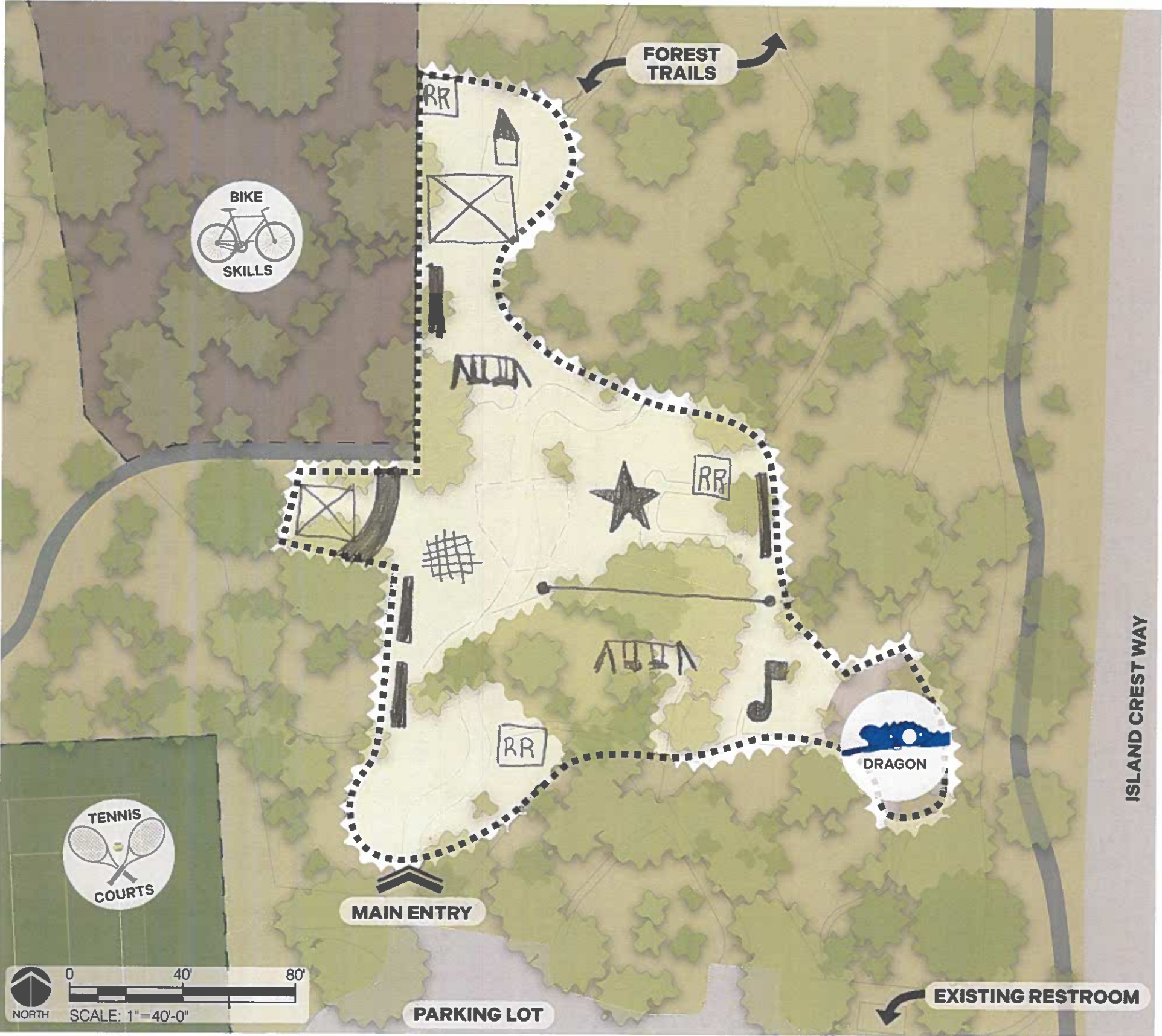


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 10

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? yes chill vibes

Does your playground have a unique feature you love? no not really I like the swings










Please write a short description that describes what I have created. a chill and safe area.

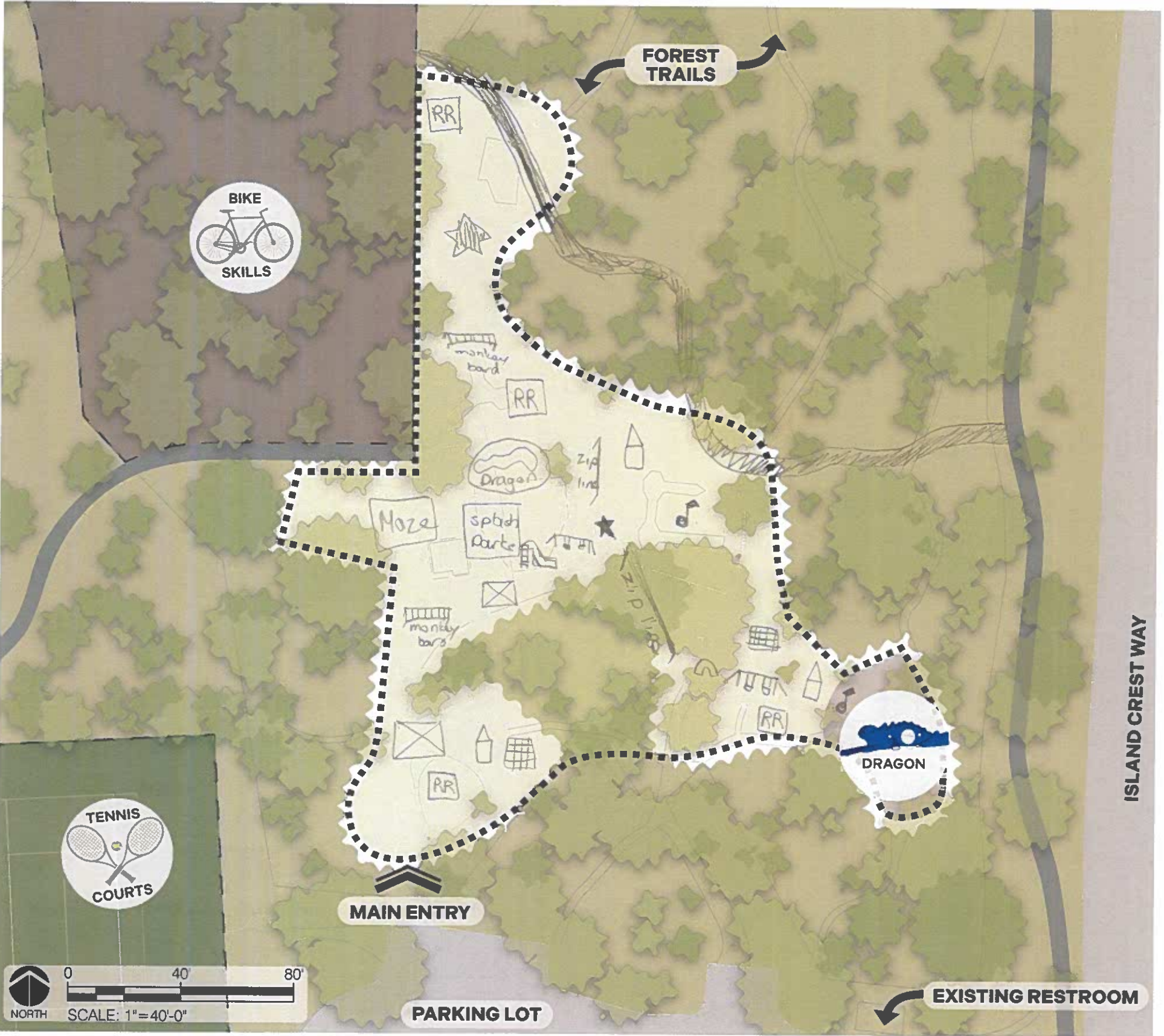


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: \_\_\_\_\_ Student names have been omitted to protect individual privacy Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL
								



**LEGEND:**

		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? \_\_\_\_\_

Does your playground have a unique feature you love? \_\_\_\_\_

Please write a short description that describes what I have created. \_\_\_\_\_



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: . Student names have been omitted to protect individual privacy Age: 9 6 8 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER

RESTROOM

SWING

TOWER

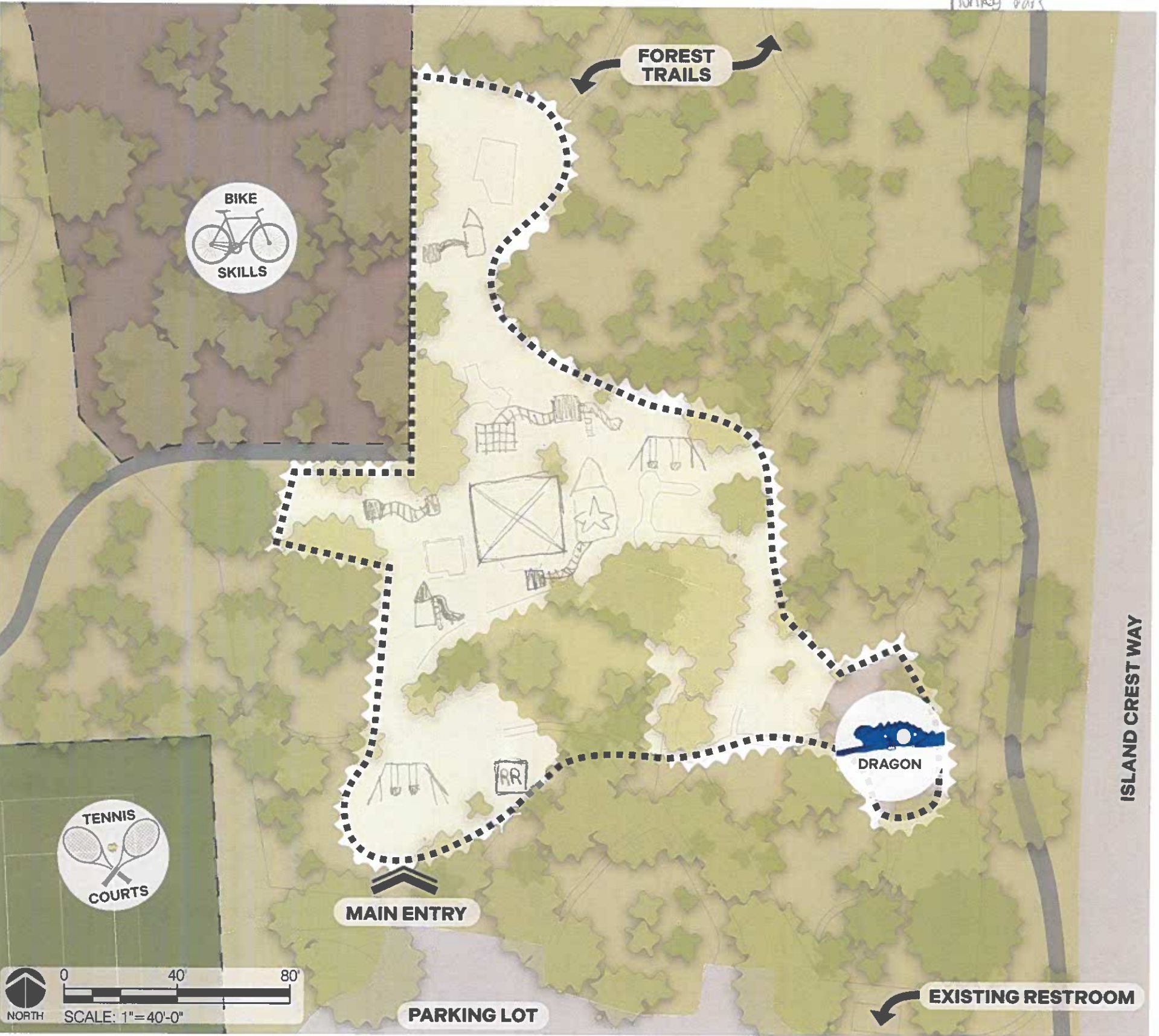
BRIDGE

SLIDE

CLIMBING NET

MUSIC

ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES

EXISTING PATHS

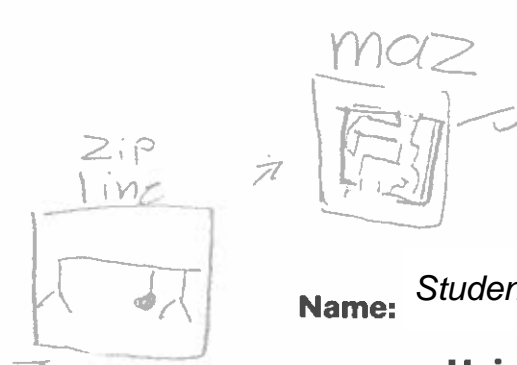
PLAYGROUND AREA

Does your playground have a theme? Dragon, for dragon park

Does your playground have a unique feature you love? I don't know

Please write a short description that describes what I have created. A park with monkey bars, slides, towers, and swings with a picnic table for relaxing.



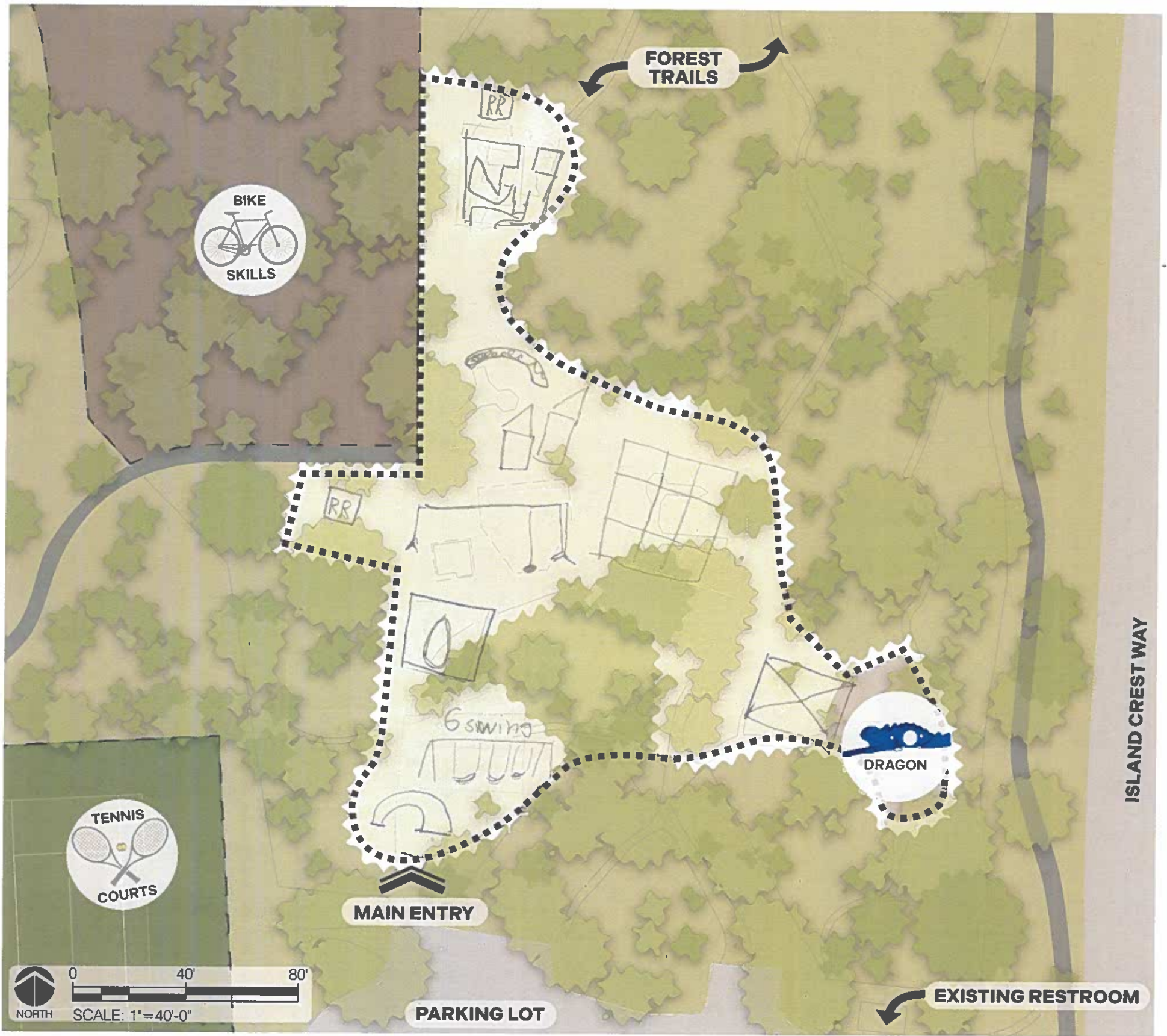


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? The theme is forest.

Does your playground have a unique feature you love? I Love the Big Climbing net

Please write a short description that describes what I have created. I created a forest

park with 2 restrooms, 1 maz, 1 BRIDGE, 1 zip line,  
6 swings, a masive hard climbing net and a splash

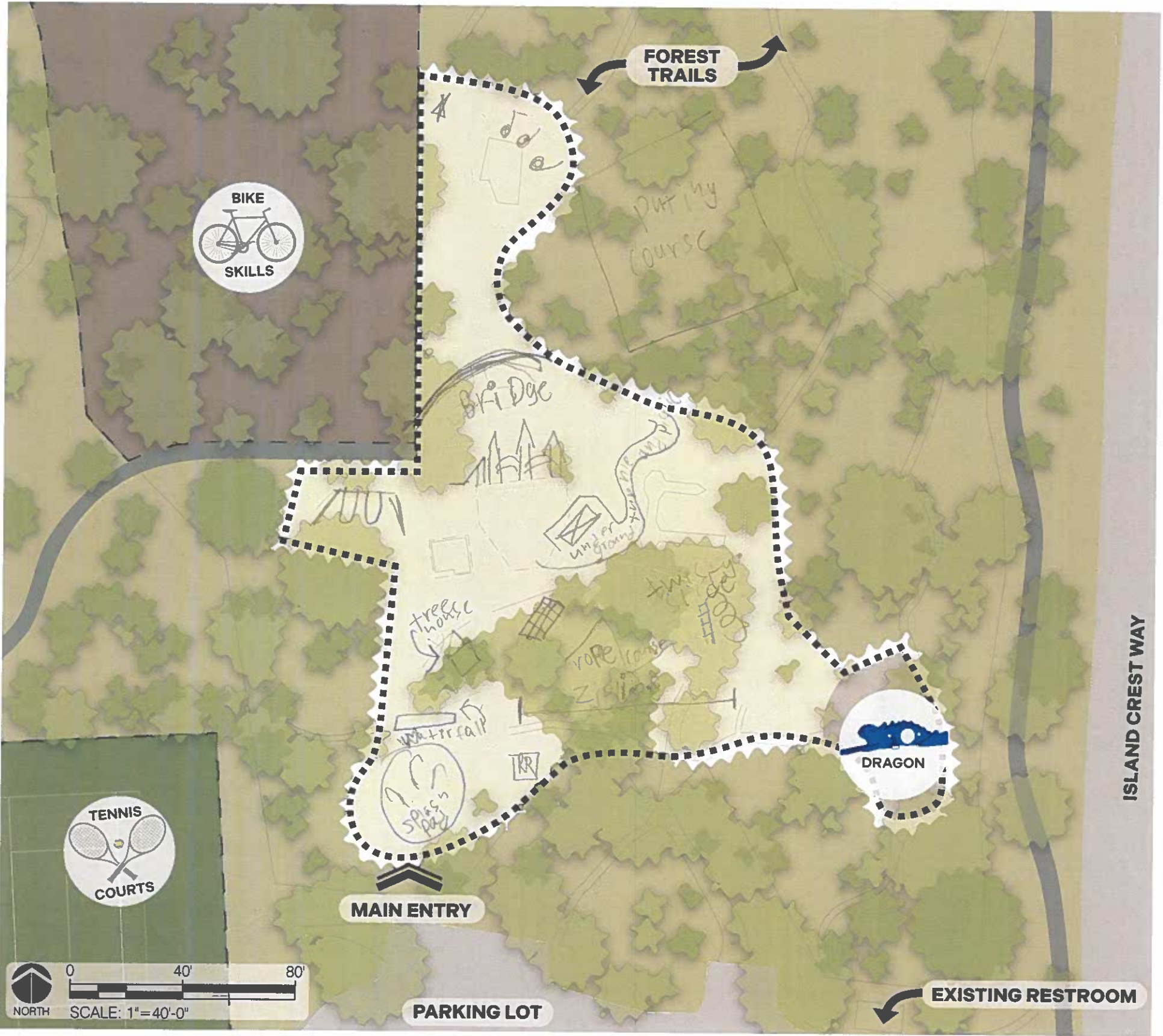


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 10

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? treehouse and adventure park.

Does your playground have a unique feature you love? A splashpad and a underground area.

Please write a short description that describes what I have created. I have a water dart a music area and a under ground area.

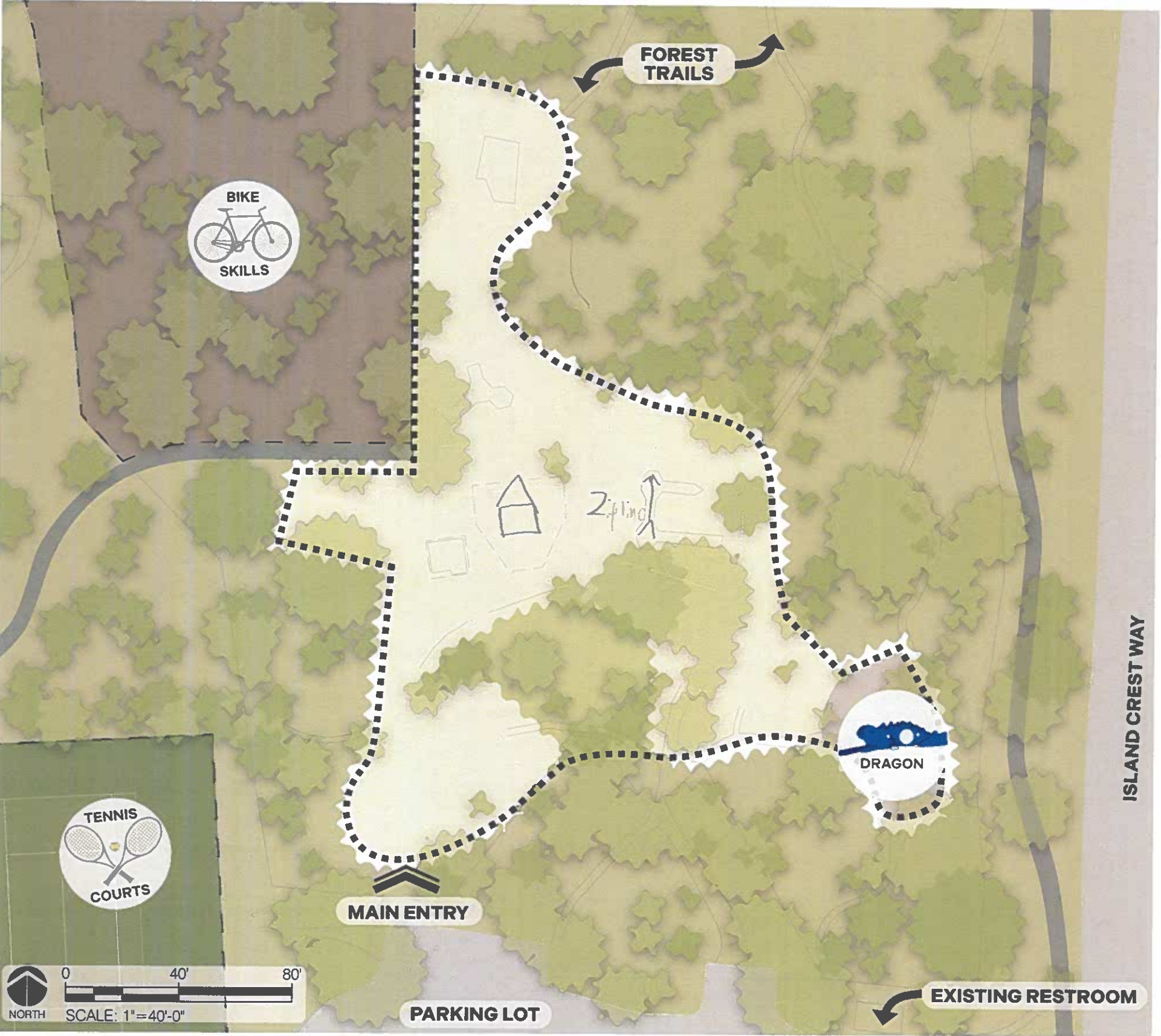


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: Student names have been omitted to protect individual privacy Age: 10

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Wood land Fantasy

Does your playground have a unique feature you love? Zip line

Please write a short description that describes what I have created. \_\_\_\_\_



**Using this site plan, draw us the playground YOU want to play at!**  
**Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!**

This hand-drawn site plan illustrates a park area, possibly a school playground, with various recreational facilities and surrounding features. The plan is oriented with North at the top, as indicated by the North arrow and scale bar in the bottom left corner. The scale is 1" = 40'-0".

**Facilities and Features:**

- BIKE SKILLS:** A circular area in the upper left, marked with a bicycle icon and the text "BIKE SKILLS".
- FOREST TRAILS:** A curved path in the upper right, marked with an arrow and the text "FOREST TRAILS".
- Playground:** A central area labeled "Playground" with a dashed boundary. It includes a "maze Zipline" structure and a "rock climbing" wall.
- DRAGON:** A circular area in the lower right, marked with a dragon icon and the text "DRAGON".
- EXISTING RESTROOM:** A circular area in the lower right, marked with a restroom icon and the text "EXISTING RESTROOM".
- TENNIS COURTS:** A rectangular area in the bottom left, marked with a tennis racket icon and the text "TENNIS COURTS".
- MAIN ENTRY:** A dashed line leading to the main entrance of the playground area.
- PARKING LOT:** A rectangular area in the bottom left, marked with a car icon and the text "PARKING LOT".

**Other Labels:**

- ISLAND CREST WAY:** A road running vertically along the right side of the plan.
- Handwritten Notes:** "1/2" and "1/2" are written near the "maze Zipline" structure. "Under the Dragon" is written near the "DRAGON" area.

Does your playground have a theme? Forest

Does your playground have a unique feature you love? underground

Please write a short description that describes what I have created. you slide onto the tower where there are ropes above connecting passages, And there is a dragon that takes you underground to play tag you get in by the slide.



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

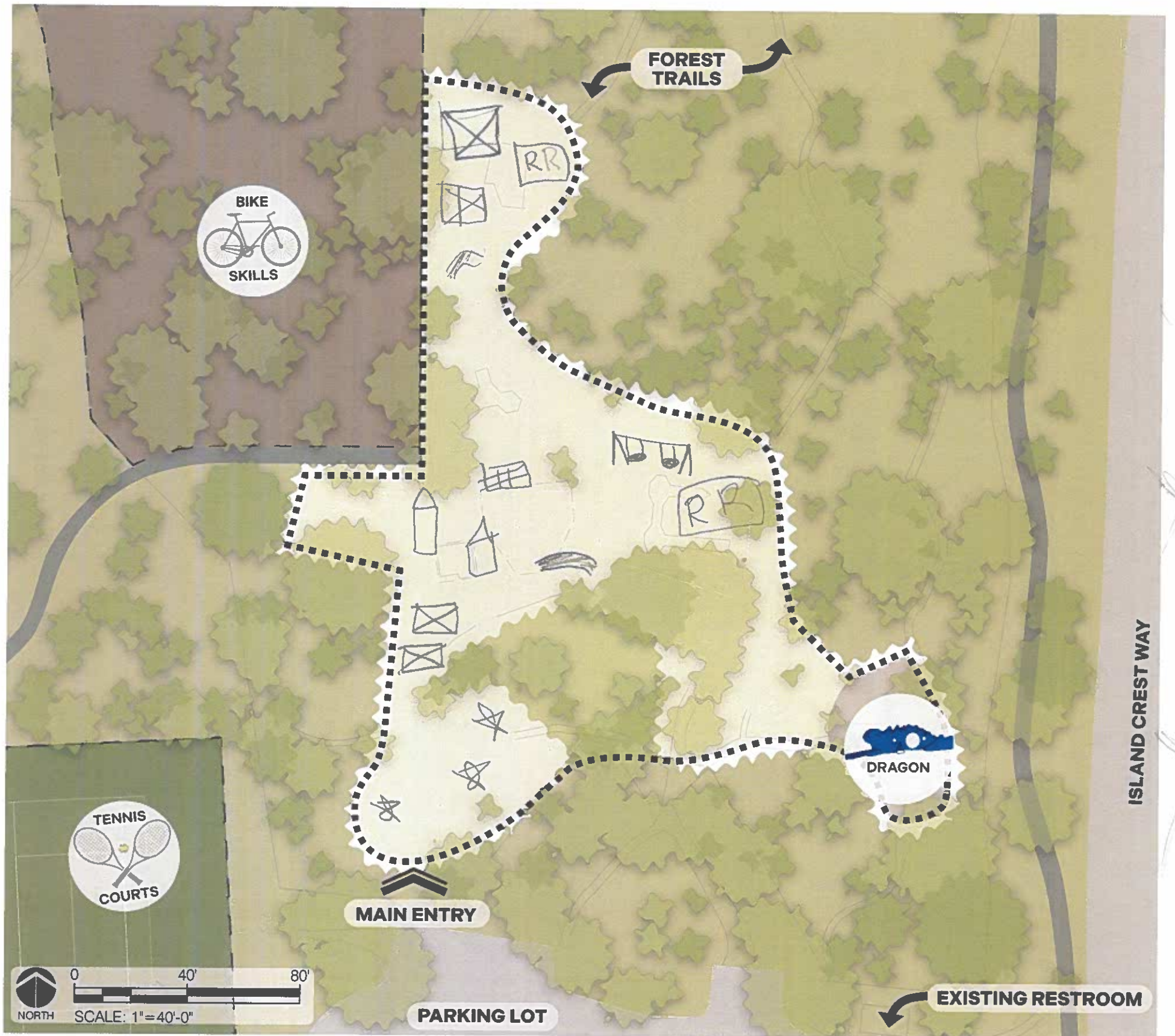
Name *Student names have been omitted to protect individual privacy*

Age: 10

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



## LEGEND:



zip line, splash park.

Does your playground have a theme? I want it to be a castle fairy tale.

Does your playground have a unique feature you love? big wooden castle.

Please write a short description that describes what I have created. I want a big wooden castle with

slides, swings, ropes and picnic area with RESTROOMS



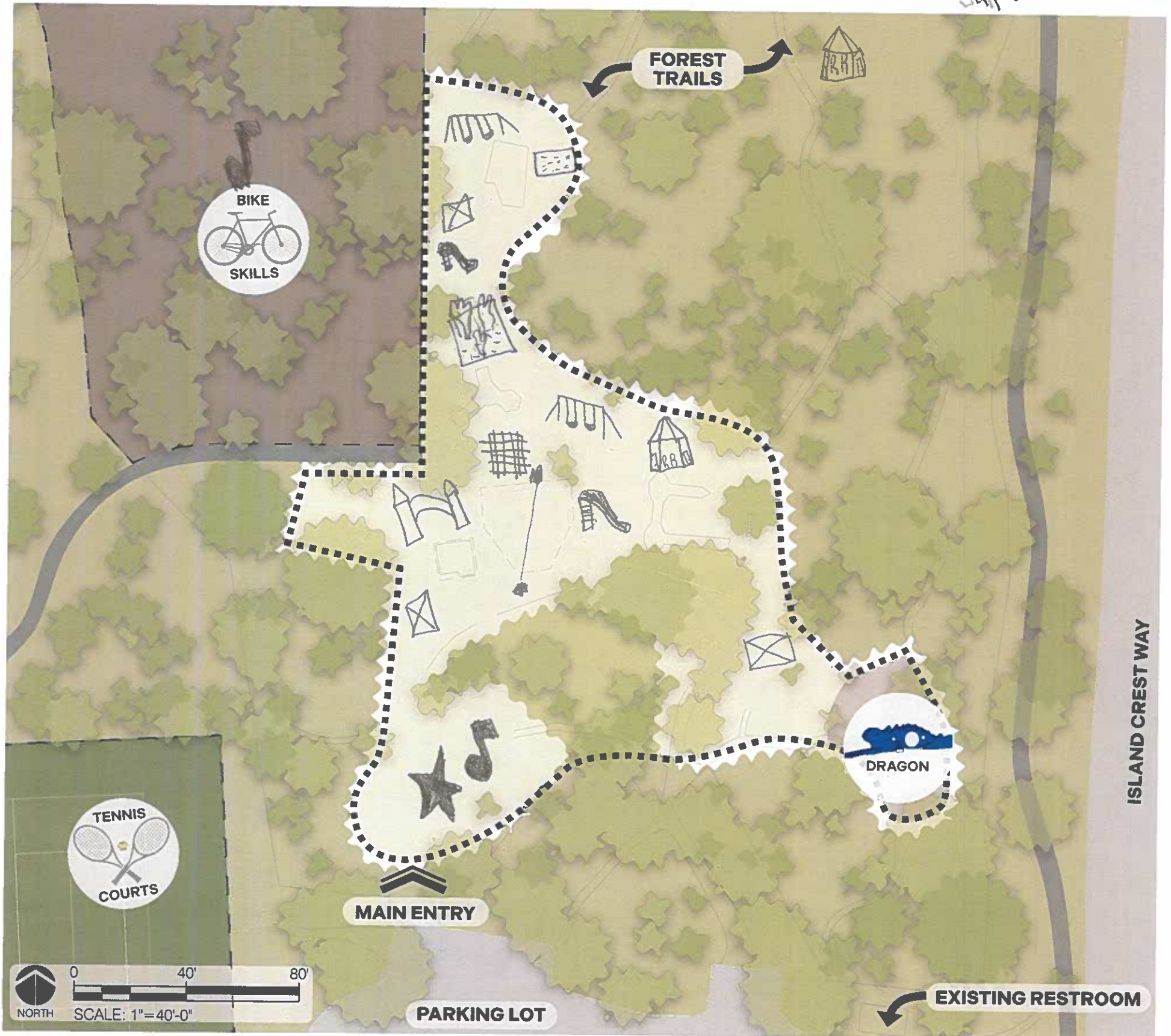
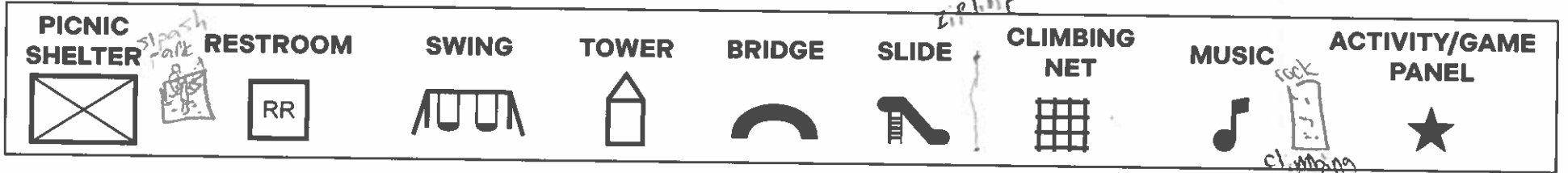
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name \_\_\_\_\_ Student names have been omitted to protect individual privacy

Age: 10

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



Does your playground have a theme? Forest

Does your playground have a unique feature you love? splash park for the summer

Please write a short description that describes what I have created. It is a park for kids of all ages and disabilities. Great for adults to relax and watch their kids.

Nice for cool down on hot/summer days.

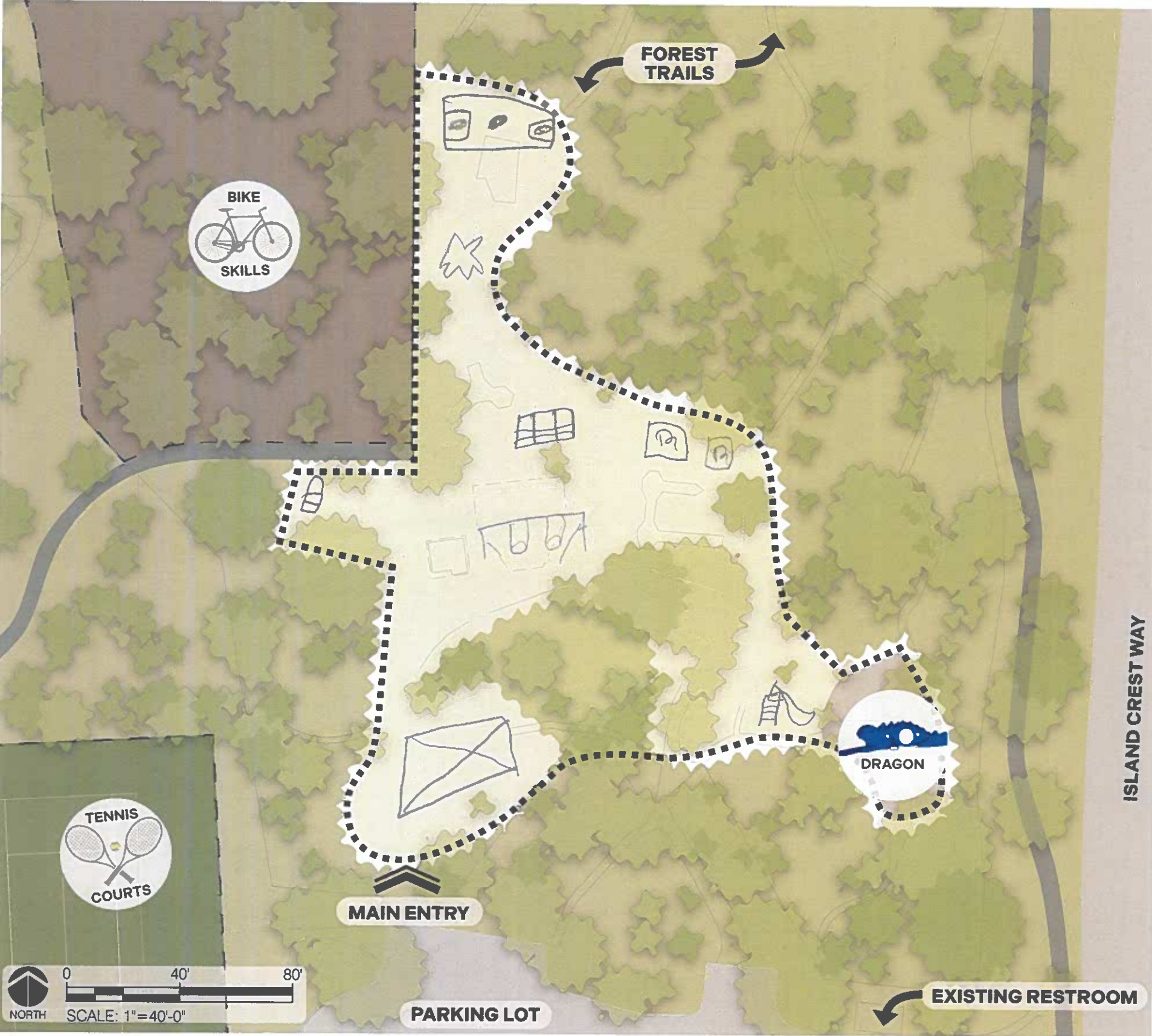


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: \_\_\_\_\_ Student names have been omitted to protect individual privacy Age: 10

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



**LEGEND:**

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? yes, fairytale.

Does your playground have a unique feature you love? slide & swing

Please write a short description that describes what I have created. I don't no

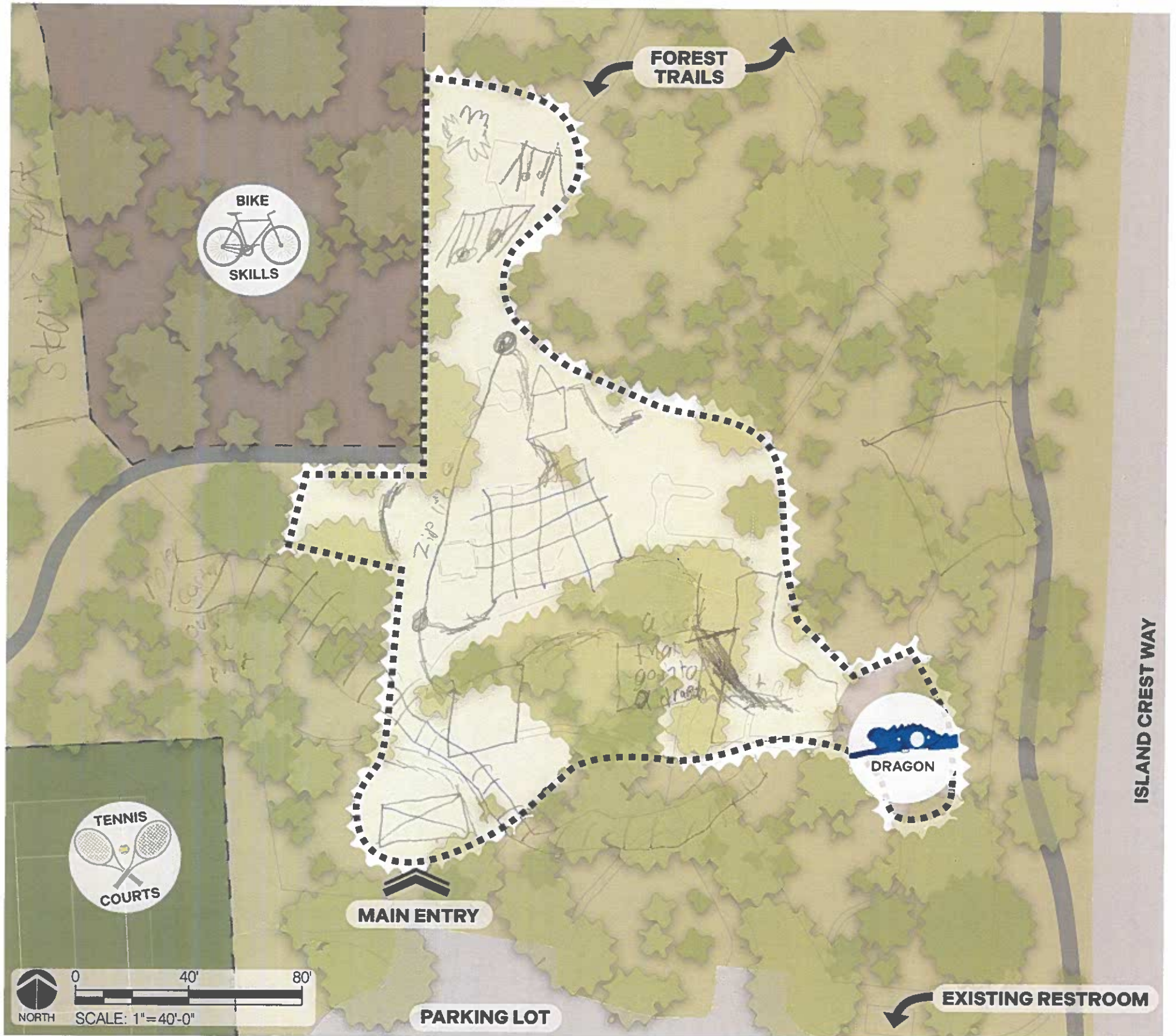
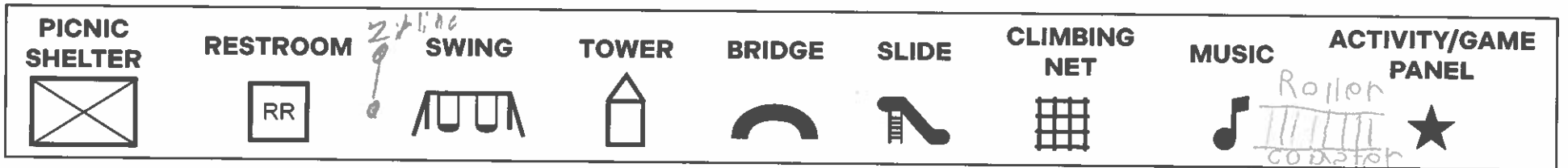


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: Student names have been omitted to protect individual privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA



Does your playground have a theme? par core

Does your playground have a unique feature you love? it is all connected except the swings

Please write a short description that describes what I have created. I have created a

part or park and a bigger bike trail also a  
stat park and a roller coaster that goes over the

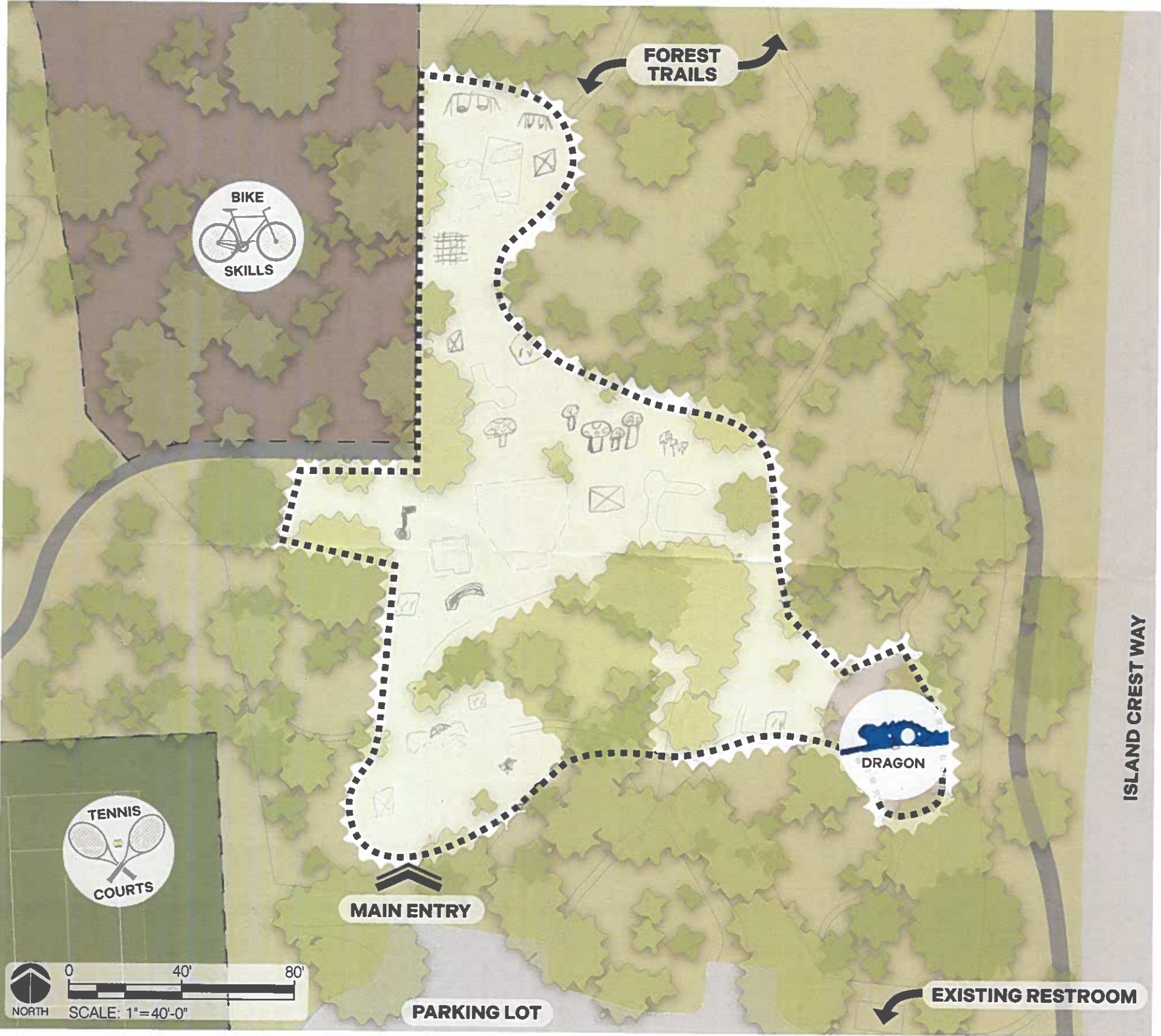


# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy* Age: 11

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Yes

Does your playground have a unique feature you love? Yes

Please write a short description that describes what I have created. I created a place were

you can have fun



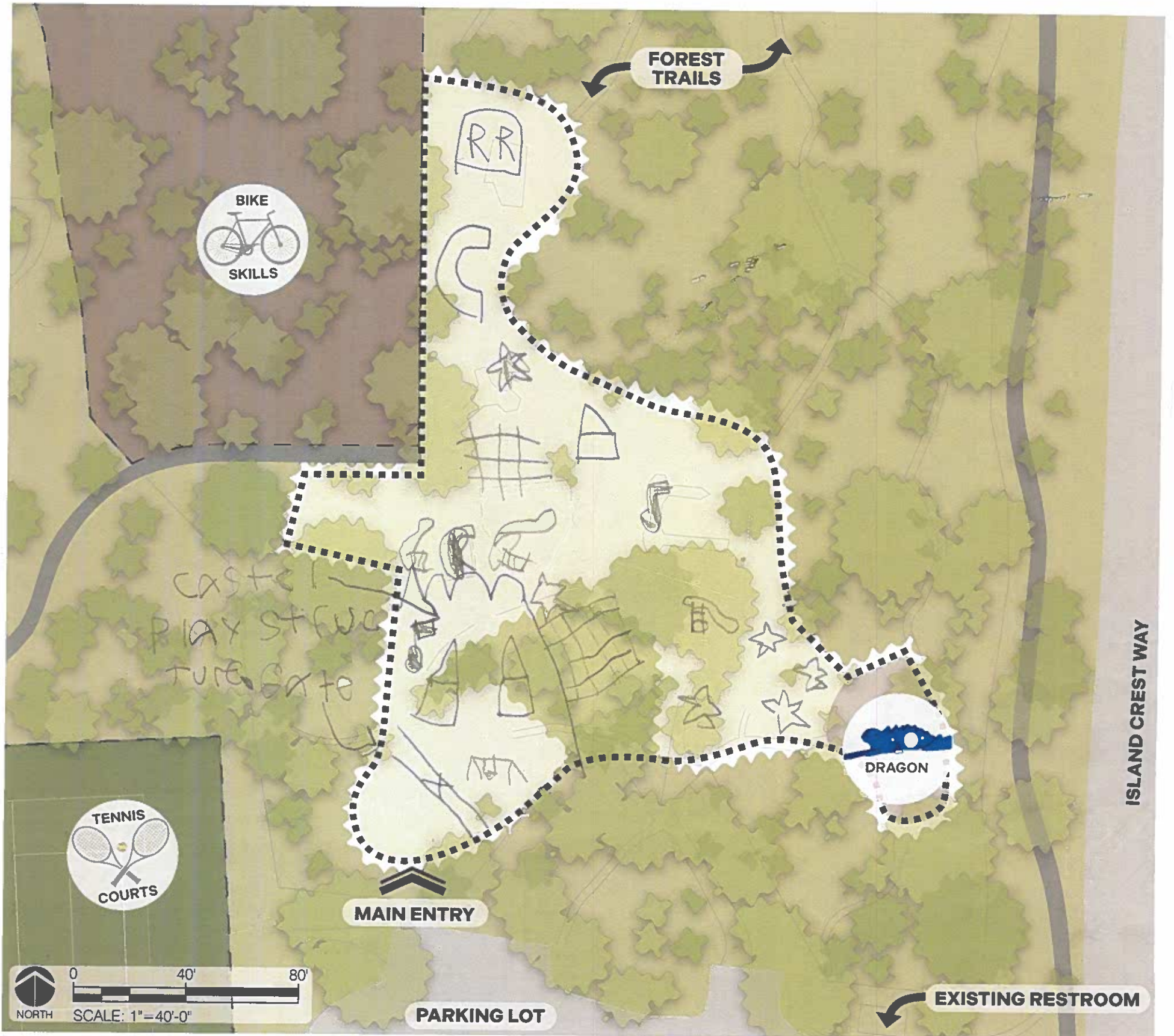
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy

Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme? Castle / fairy tale wonder

Does your playground have a unique feature you love? the castle entrance

Please write a short description that describes what I have created. first you step

into a castle with much to explore  
then you step out to a fairy tale



DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

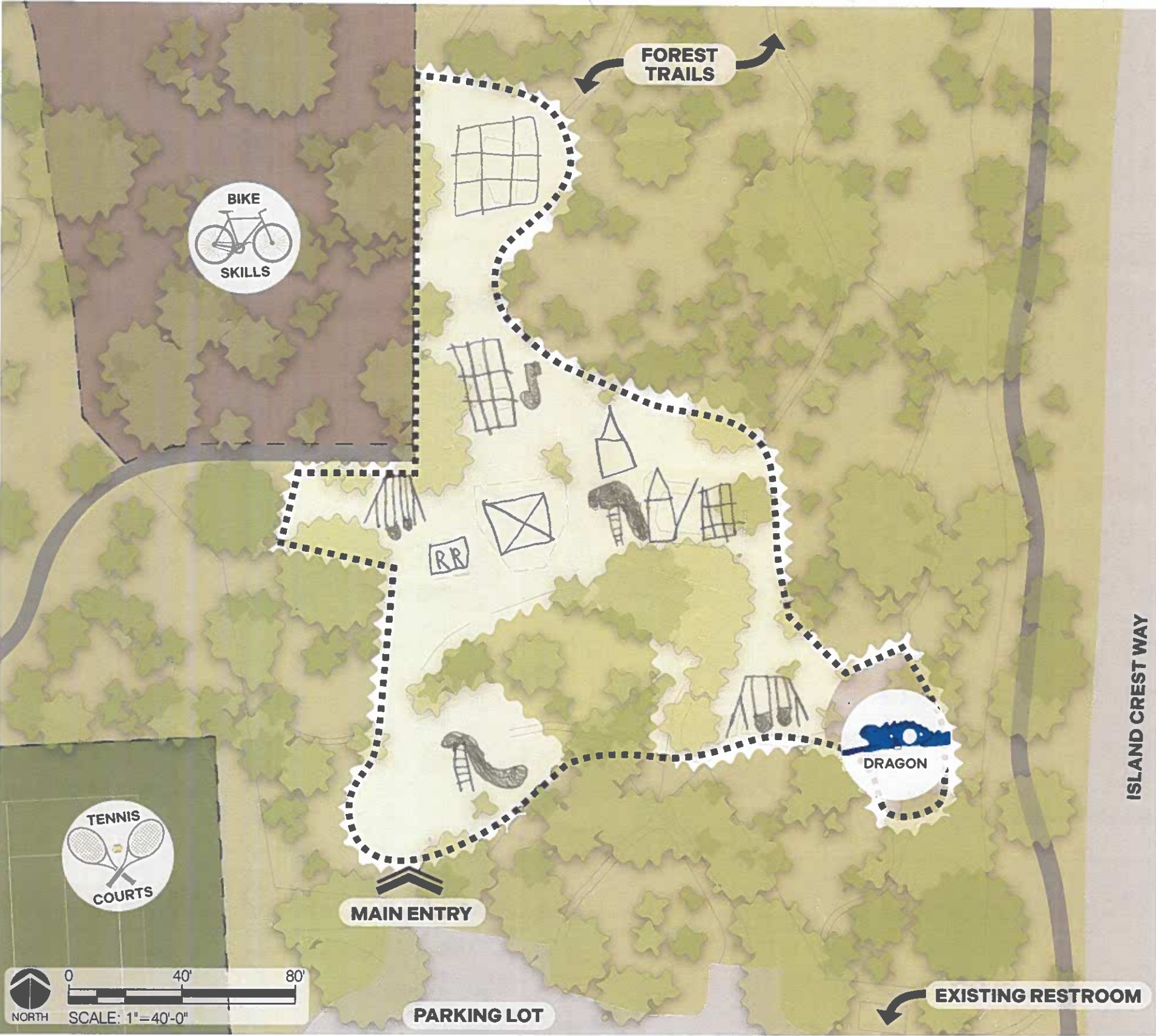
Student names have been omitted to protect individual

Name: privacy

Age: 8

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? treehouse Adventer

Does your playground have a unique feature you love? jungle

Please write a short description that describes what I have created. I get to swing with the monkeys!!!

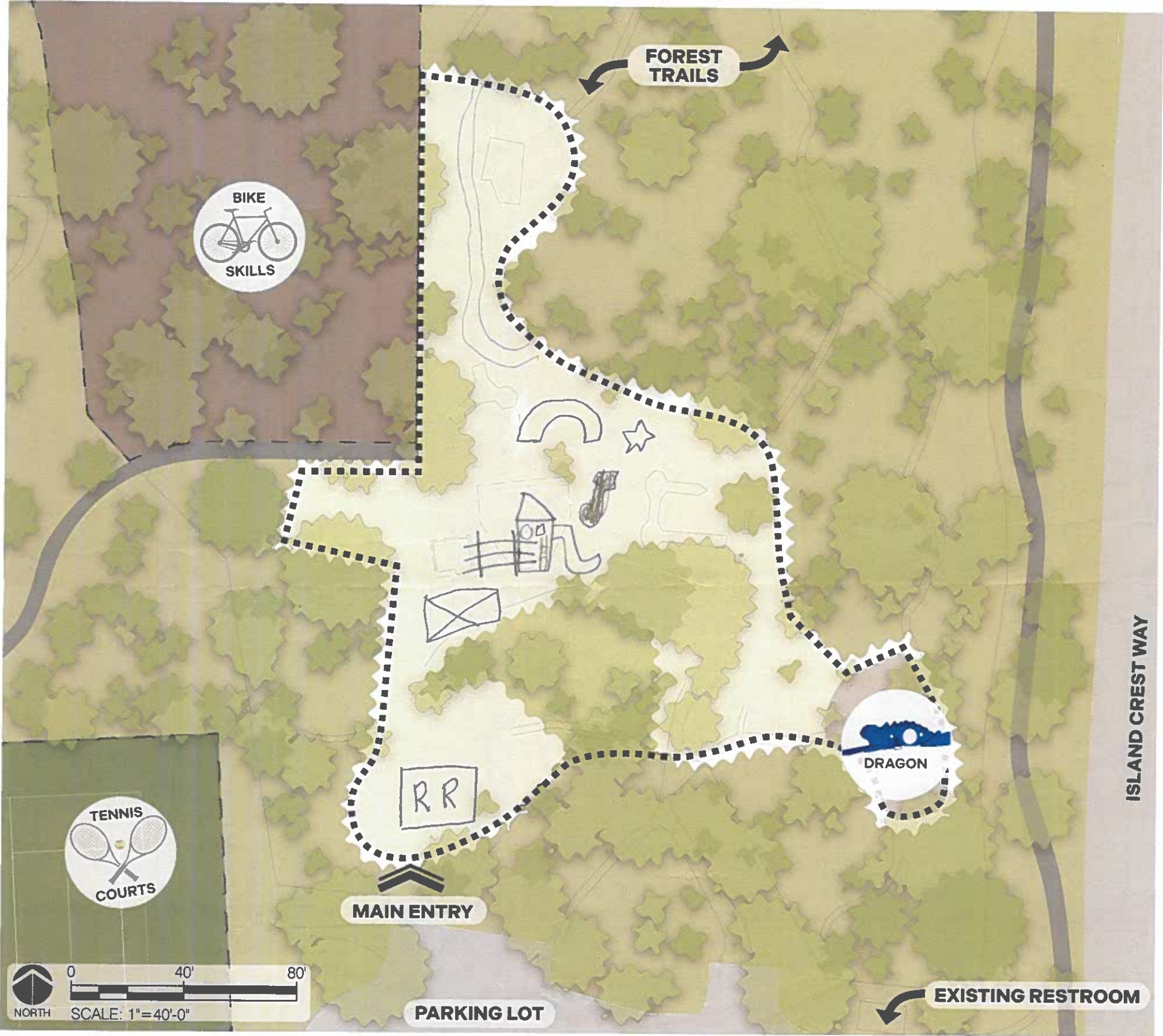


DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Name: Student names have been omitted to protect individual privacy Age: 9

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Fairytale

Does your playground have a unique feature you love? animal fairytale

Please write a short description that describes what I have created. I have made

a fun playground for all and every one.



DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

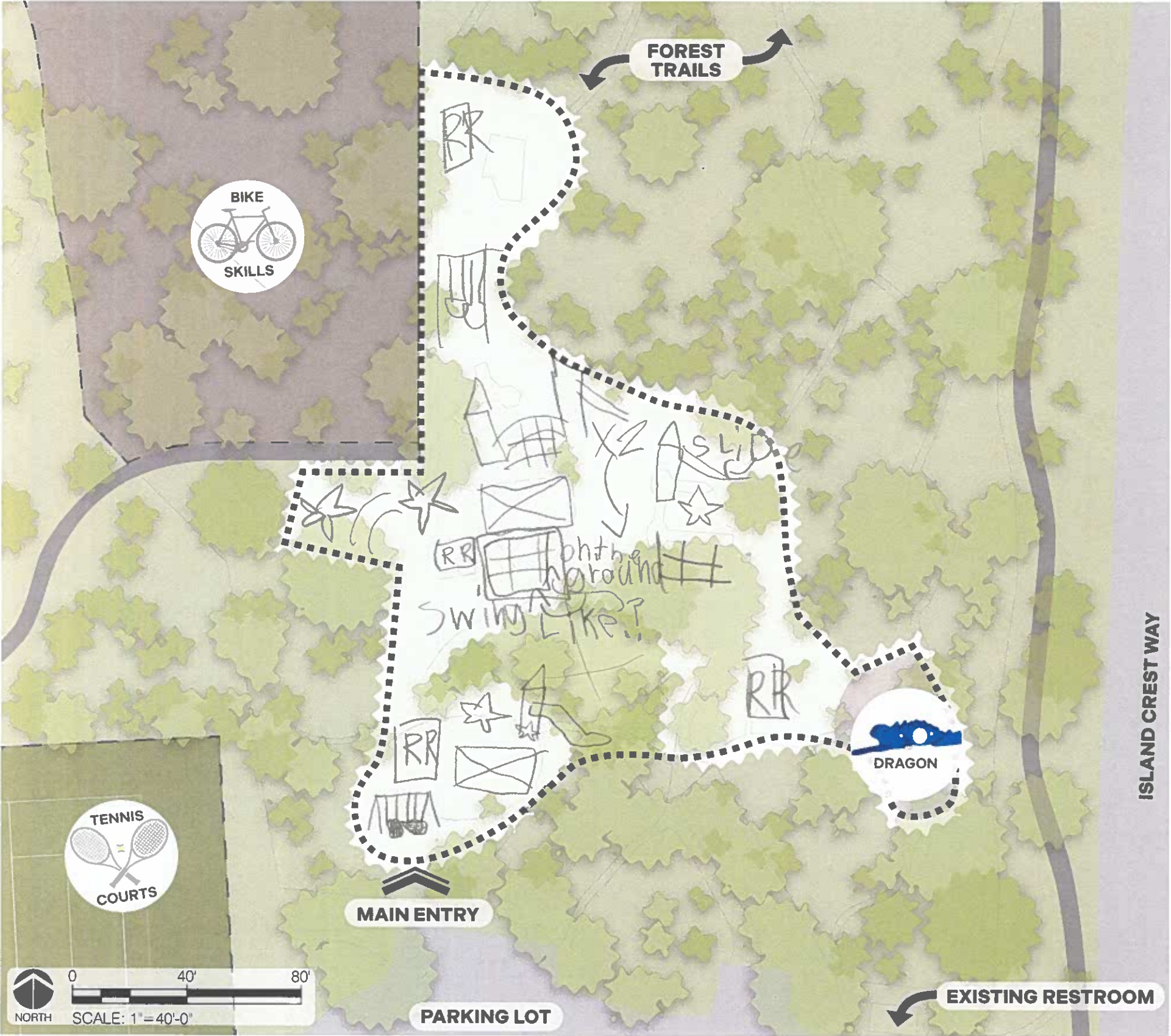
Student names have been omitted to protect individual privacy

Name: \_\_\_\_\_

Age: 10

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love? NO

Please write a short description that describes what I have created. you made this  
paer But BLANK (??) !)



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

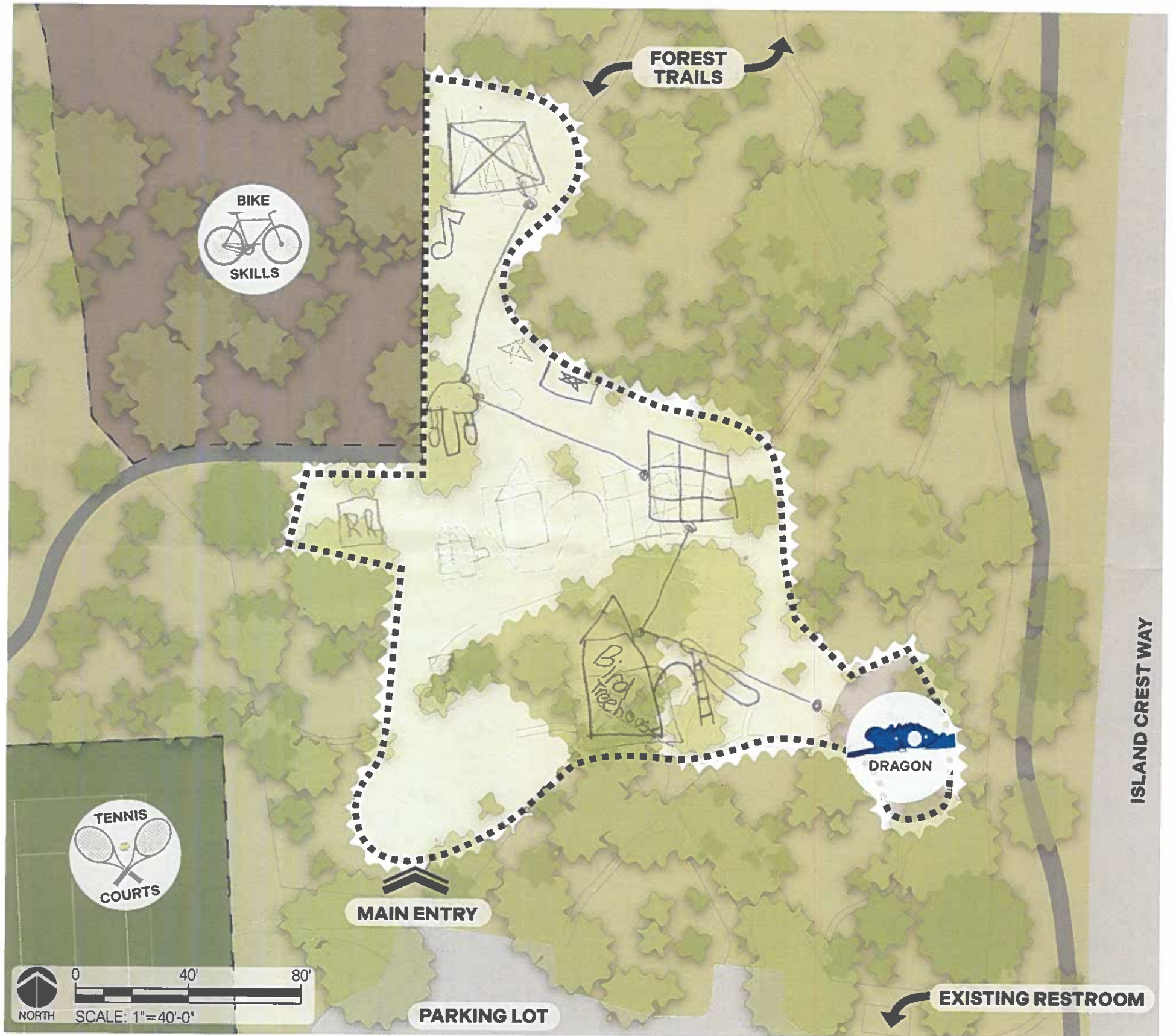
Name: *Student names have been omitted to protect individual privacy*

Age: 10

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Yes, Woodlands (creatures, obstacles, etc.)

Does your playground have a unique feature you love? Yes, there's a zip line all through the park.

Please write a short description that describes what I have created. So when you first walk in there's a giant bird (cardinal) treehouse. If you walk farther you see a giant zip line and obstacle course/rock wall. At the end



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 11

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? yes anime and other stuff

Does your playground have a unique feature you love? yes

Please write a short description that describes what I have created. it has a airplane on top of the trees and the in "1000 sunny" and luffy



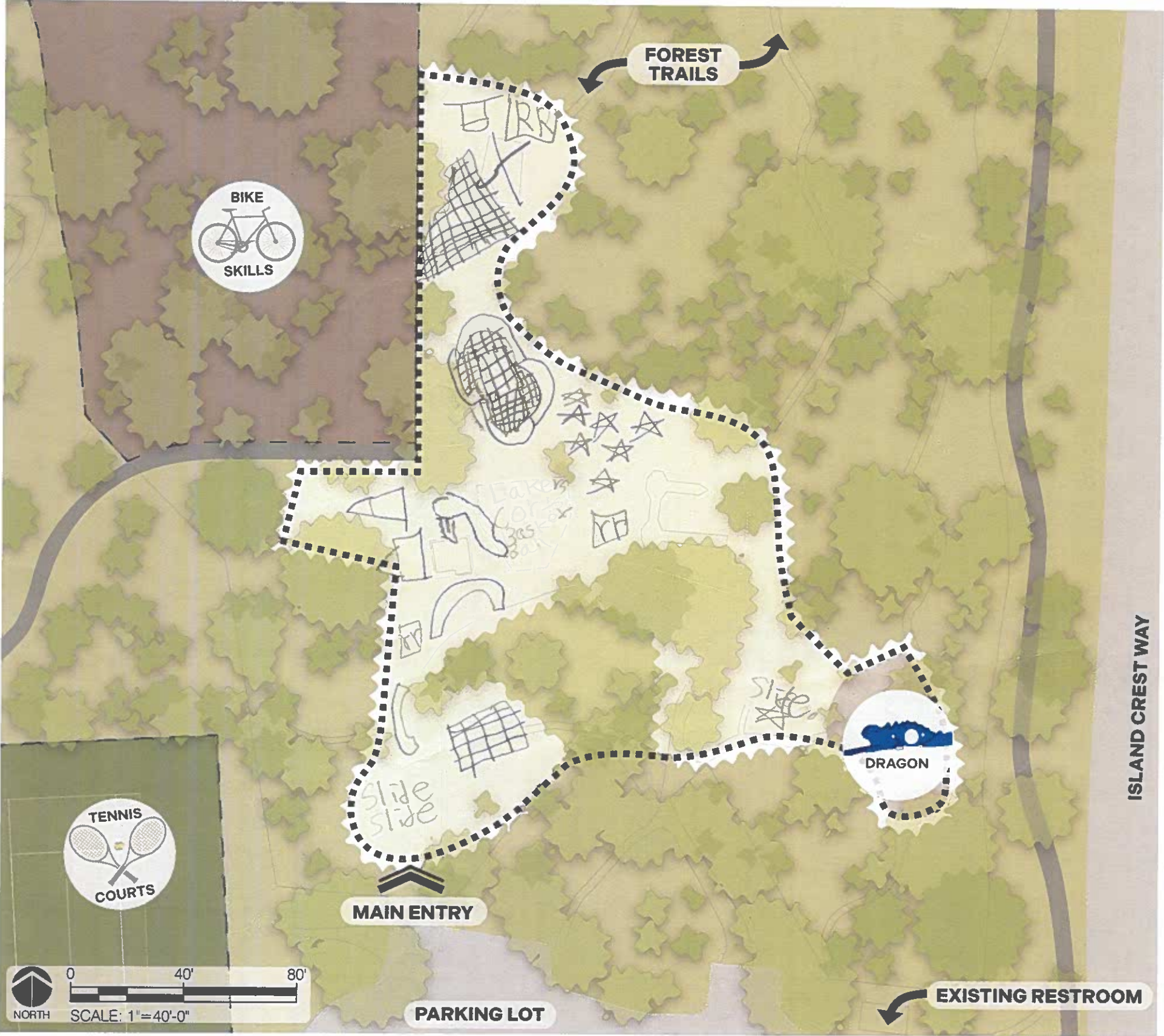
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: \_\_\_\_\_ Student names have been omitted to protect individual privacy

Age: 9 ~~10~~ ~~11~~ ~~12~~ ~~13~~ ~~14~~ ~~15~~ ~~16~~ ~~17~~ ~~18~~ ~~19~~ ~~20~~ ~~21~~ ~~22~~ ~~23~~ ~~24~~ ~~25~~ ~~26~~ ~~27~~ ~~28~~ ~~29~~ ~~30~~ ~~31~~ ~~32~~ ~~33~~ ~~34~~ ~~35~~ ~~36~~ ~~37~~ ~~38~~ ~~39~~ ~~40~~ ~~41~~ ~~42~~ ~~43~~ ~~44~~ ~~45~~ ~~46~~ ~~47~~ ~~48~~ ~~49~~ ~~50~~ ~~51~~ ~~52~~ ~~53~~ ~~54~~ ~~55~~ ~~56~~ ~~57~~ ~~58~~ ~~59~~ ~~60~~ ~~61~~ ~~62~~ ~~63~~ ~~64~~ ~~65~~ ~~66~~ ~~67~~ ~~68~~ ~~69~~ ~~70~~ ~~71~~ ~~72~~ ~~73~~ ~~74~~ ~~75~~ ~~76~~ ~~77~~ ~~78~~ ~~79~~ ~~80~~ ~~81~~ ~~82~~ ~~83~~ ~~84~~ ~~85~~ ~~86~~ ~~87~~ ~~88~~ ~~89~~ ~~90~~ ~~91~~ ~~92~~ ~~93~~ ~~94~~ ~~95~~ ~~96~~ ~~97~~ ~~98~~ ~~99~~ ~~100~~

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Basketball, Adventures, Being a monkey

Does your playground have a unique feature you love? yes

Please write a short description that describes what I have created. i have created a Basketball Adventure monkey theme,



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Item 3.

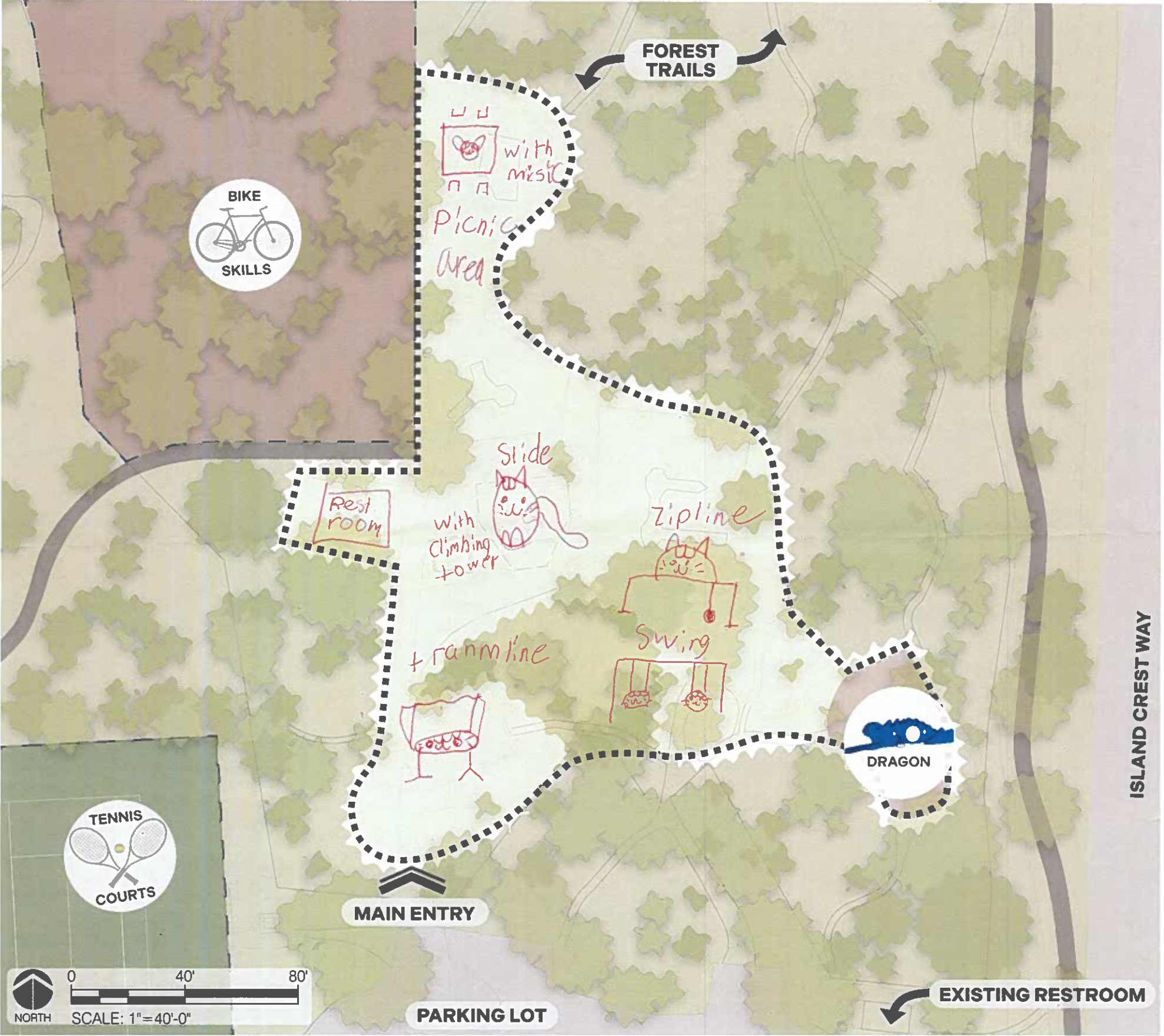
Name: *Student names have been omitted to protect individual privacy*

Age: *9 old*

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *Pusheen all different types of Pusheen*

Does your playground have a unique feature you love? *Pusheen play structure with rainbow slide*

Please write a short description that describes what I have created. *A pusheen world with Pusheen*

*trampoline Pusheen zipline Pusheen swings pusheen*

*picnic area restroom Pusheen climbing tower everything*



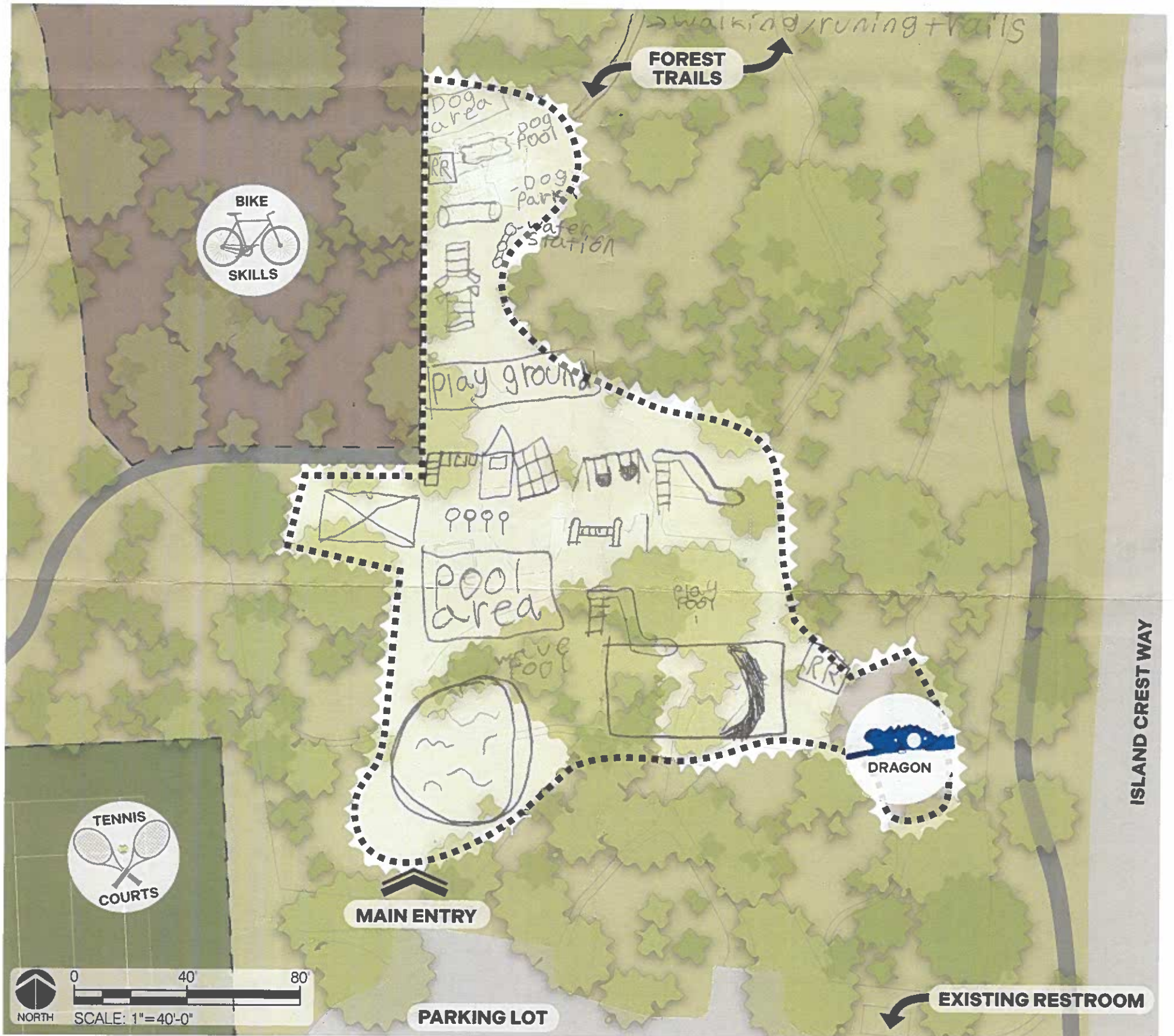
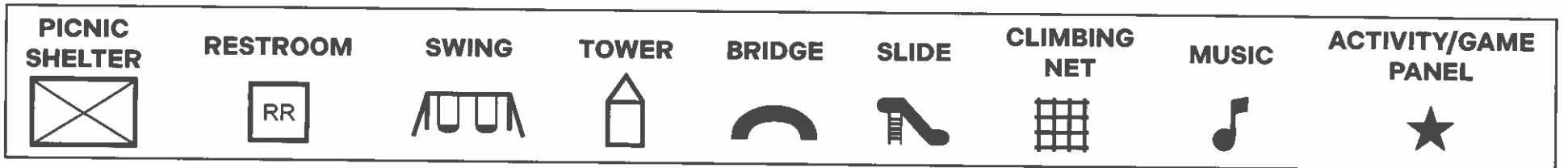
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: Student names have been omitted to protect individual privacy

Age: 10

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



## LEGEND:



EXISTING TREES

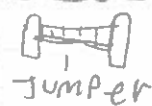


EXISTING PATHS



PLAYGROUND AREA

my key



Jumper



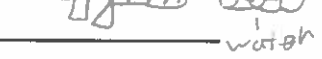
monkey Bars



dogTune



stepping Stones



Dog ramp



water Station

Does your playground have a theme? Beach Day

Does your playground have a unique feature you love? I added a dog Park

Please write a short description that describes what I have created. I have created a

space for anyone dogs kids and swimmers I have

a playground, dog park, and a waterpark my plan is



# DEANE'S CHILDREN'S PARK :

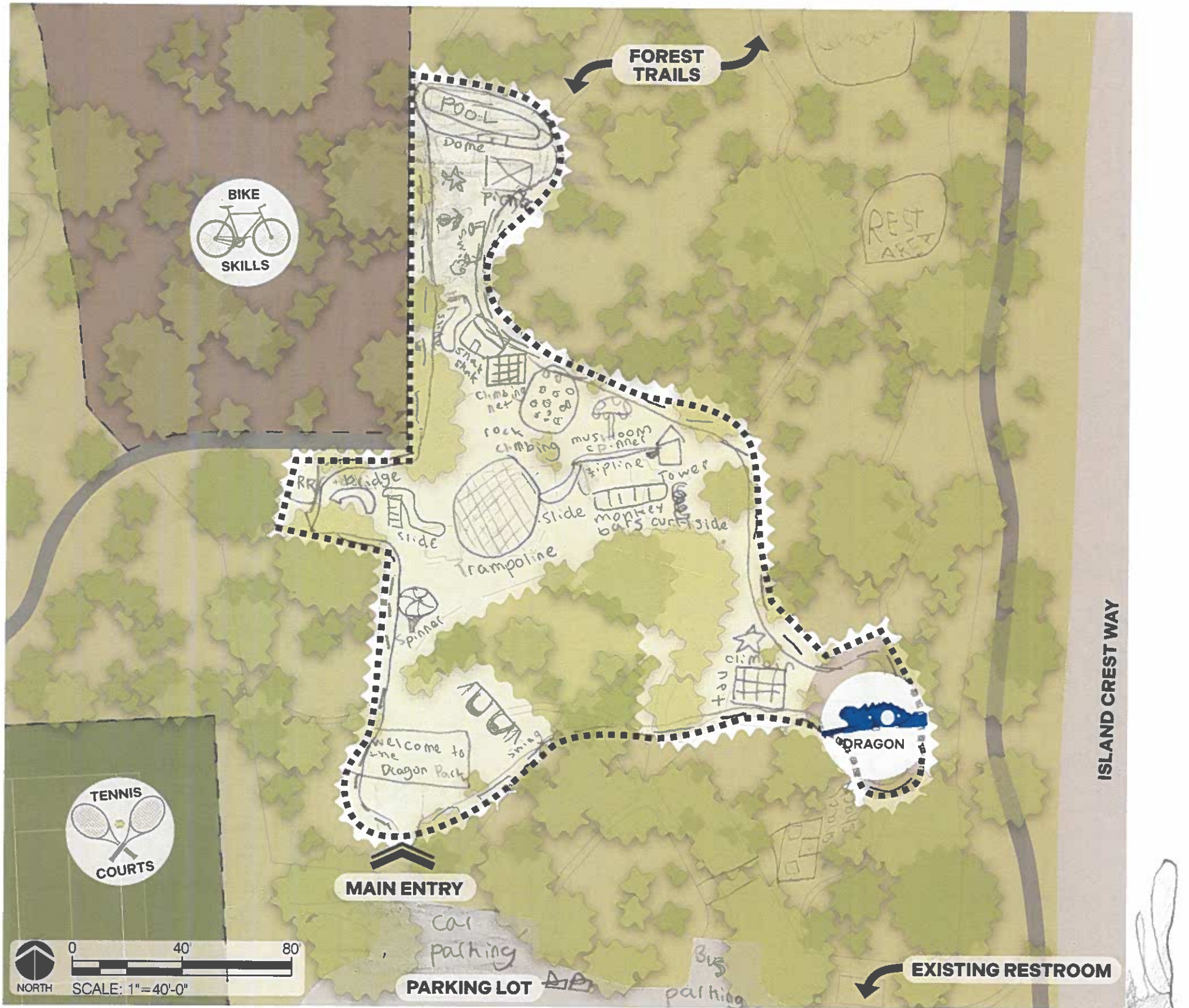
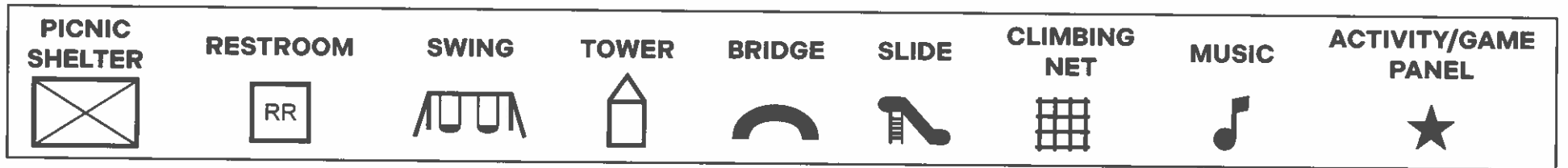
## HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: 10

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



### LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme? NO

Does your playground have a unique feature you love?

It has a pool and a snack shack

Please write a short description that describes what I have created.

I made a playground that has a pool covered by a dome, mushroom spinner, zipline, and a trampoline. You have to climb to the tower then take the zipline that goes down to the trampoline. I also have a snack shack.



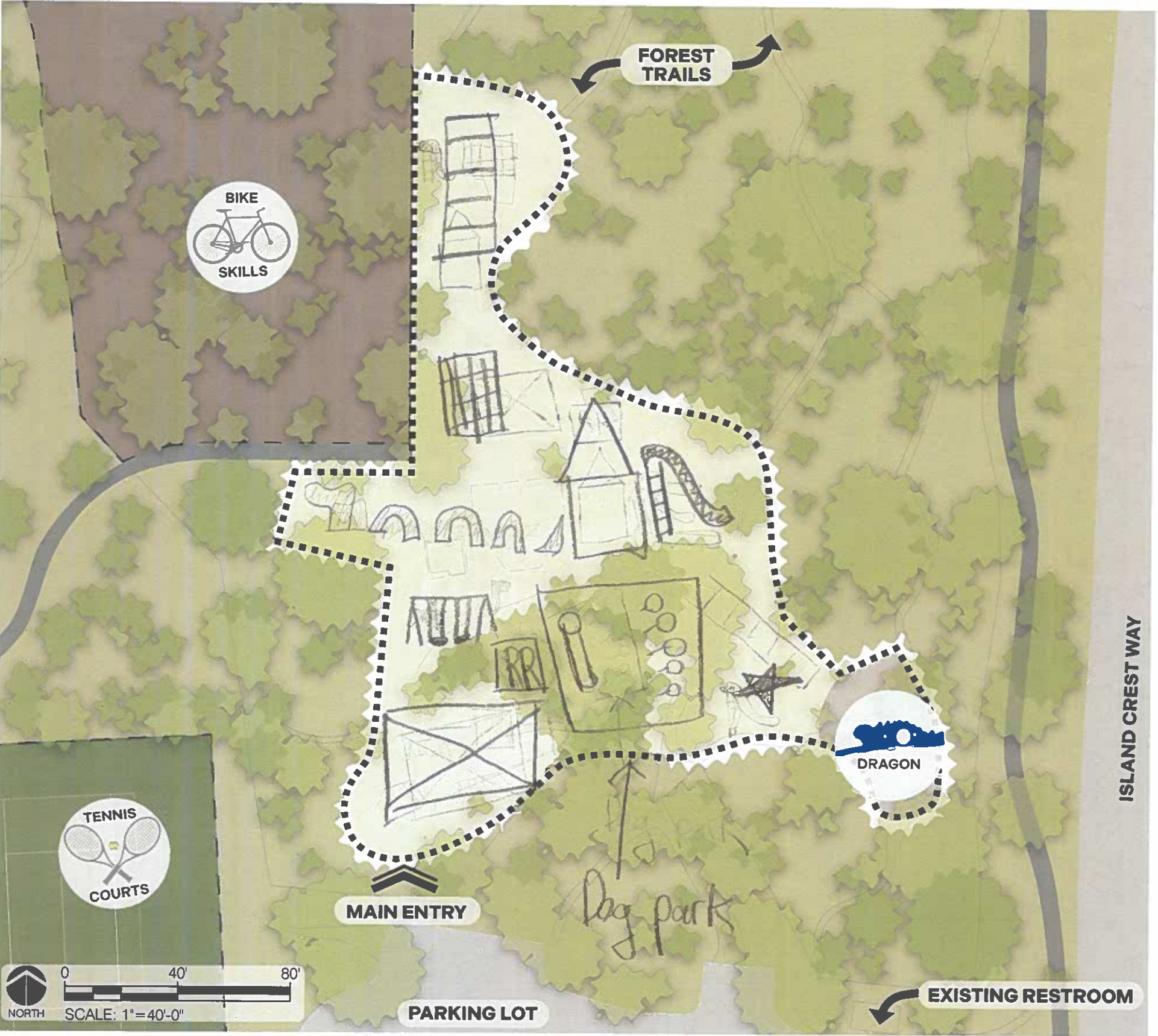
DEANE'S CHILDREN'S PARK :  
HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect  
Name: individual privacy

Age: 11 years old

Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Colorful and artistic

Does your playground have a unique feature you love? a big castle like building to play on but colorful and artistic

Please write a short description that describes what I have created. It is a play ground for dogs and humans, there are strange animals like the dragon and more, there is a big tower, slides, swings, games, a obsical



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

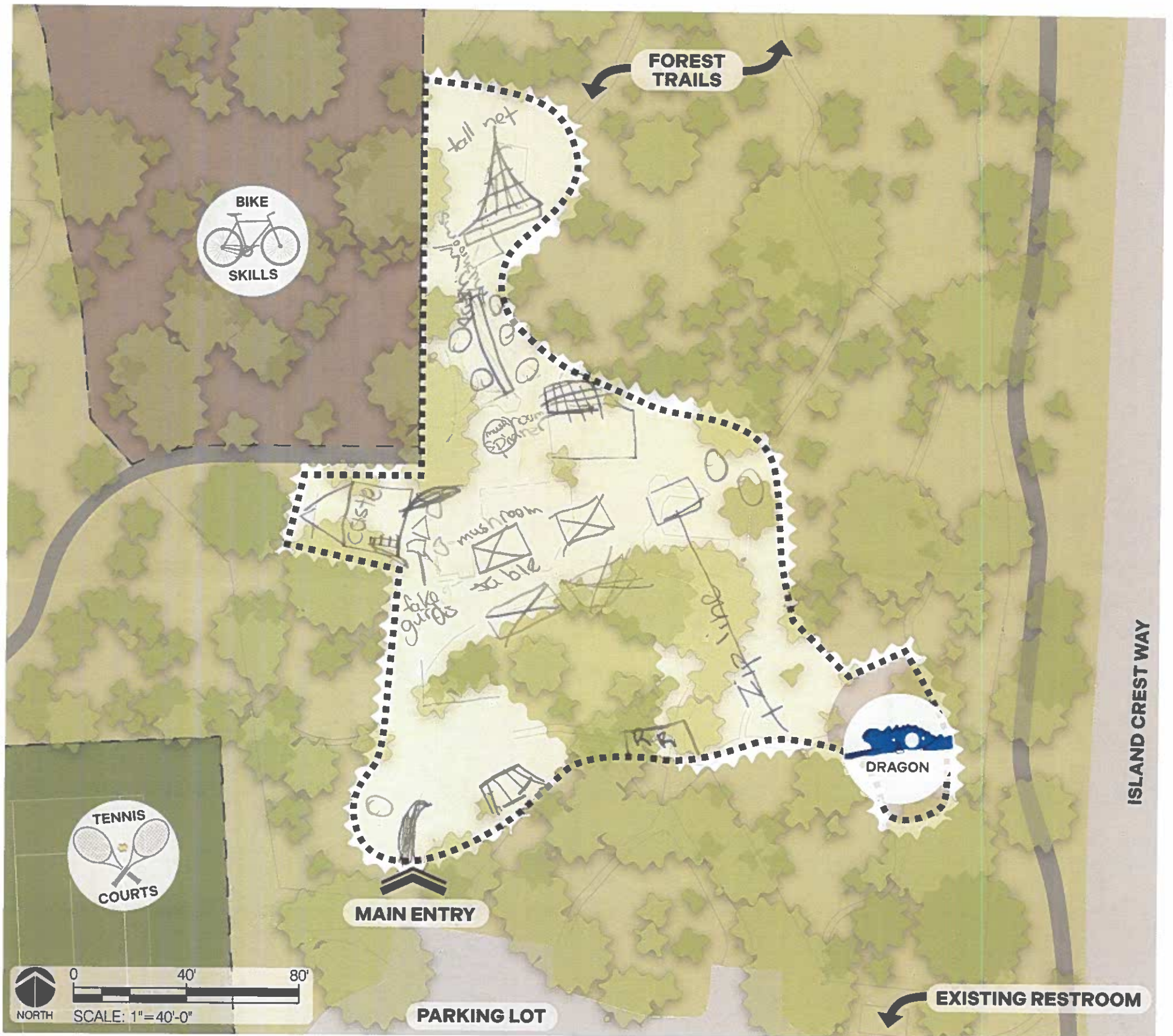
Name: *Student names have been omitted to protect individual privacy*

Age: 11 *Oz-mush*

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme? Fantasy Kingdom

Does your playground have a unique feature you love? everything is wood

Please write a short description that describes what I have created. a majestic place  
where kids can play and be a ruler



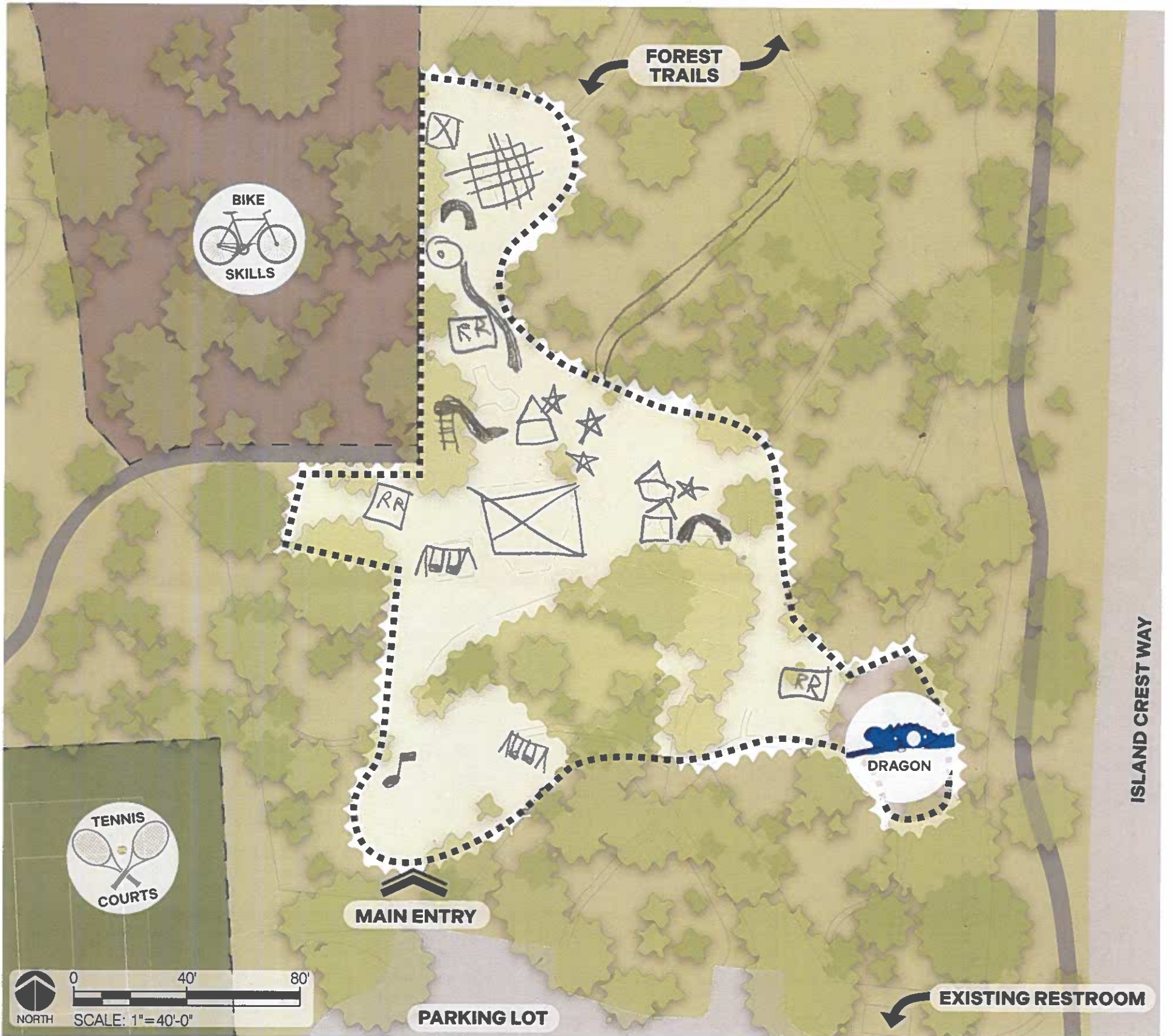
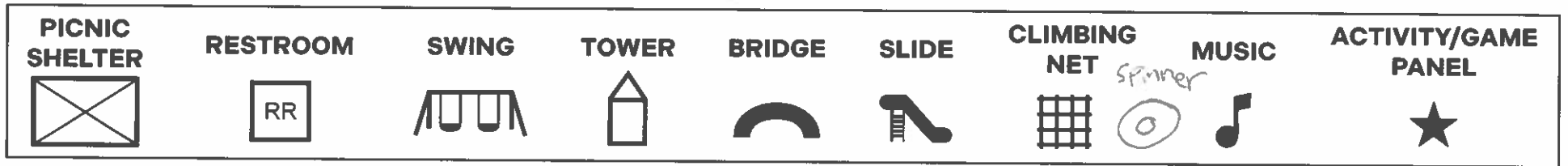
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Name: *Student names have been omitted to protect individual privacy*

Age: \_\_\_\_\_

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!



Does your playground have a theme? Yes. It ~~is~~ is a wood/and adventure theme

Does your playground have a unique feature you love? Yes, I love spinners!

Please write a short description that describes what I have created. At the main entry there is music and a swing. Going forward there is a picnic shelter, restrooms, swings, slides, activities/game panels, bridge, towers, and a spinner.



# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

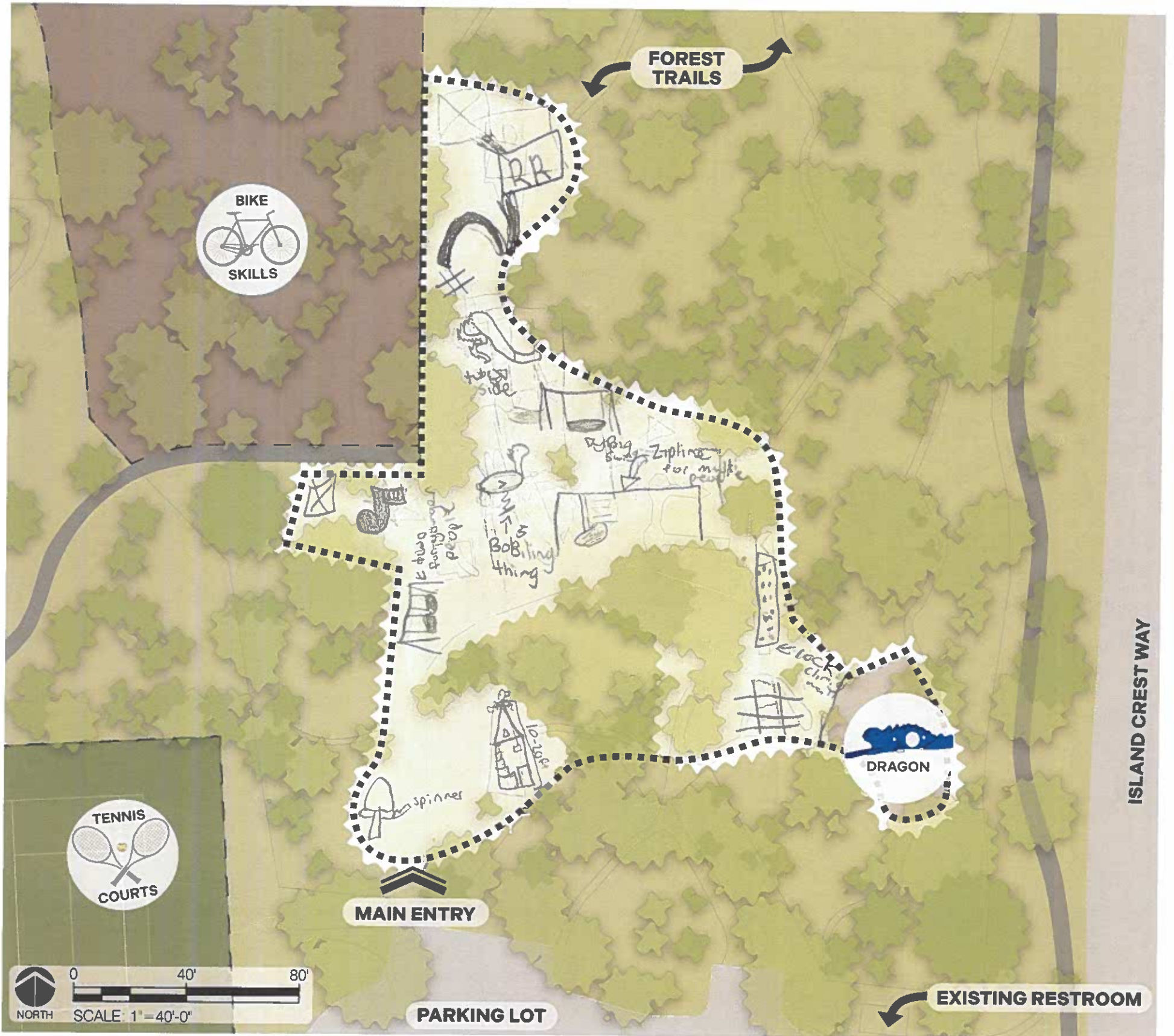
Name: *Student names have been omitted to protect individual privacy*

Age: 9

Using this site plan, draw us the playground YOU want to play at!

Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



## LEGEND:



EXISTING TREES



EXISTING PATHS



PLAYGROUND AREA

Does your playground have a theme? Fast Dragon

Does your playground have a unique feature you love? The old dragon park !!!

Please write a short description that describes what I have created.

First there is a Bridge  
then a climbing net, a tube slide, then a Big slide  
for multi people, Next a multi person Zipline, After



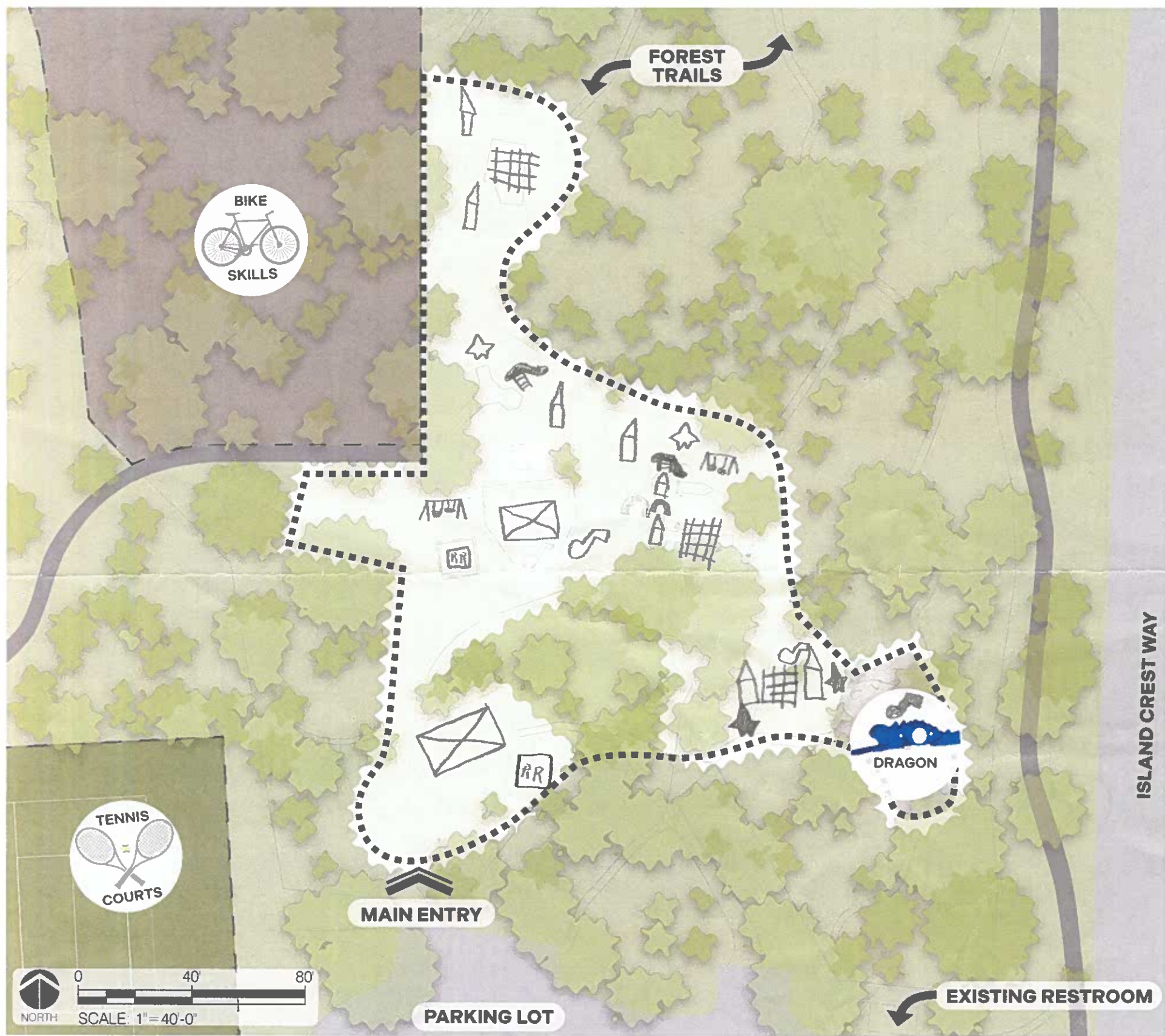
dragons gate

# dragon DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Item 3.

Name: Student names have been omitted to protect individual privacy Age: 10yr old  
task for townsfolk Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

PICNIC SHELTER	RESTROOM	SWING	TOWER	BRIDGE	SLIDE	CLIMBING NET	MUSIC	ACTIVITY/GAME PANEL



LEGEND:		
EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? Fairy tale kingdom/ and I want the birds too

Does your playground have a unique feature you love? dragon, picnic shelter, in my opinion, every thing,

Please write a short description that describes what I have created. A mighty kingdom, where you walk around feeling like in the medieval times, towers, bakerys (picnic shelter), but when you get a hang and help the townsfolk, only then are you ready to fight the dragon. a big gate + you climb the gate with suspenseful music and dread you not to cover but continue and fight the gate

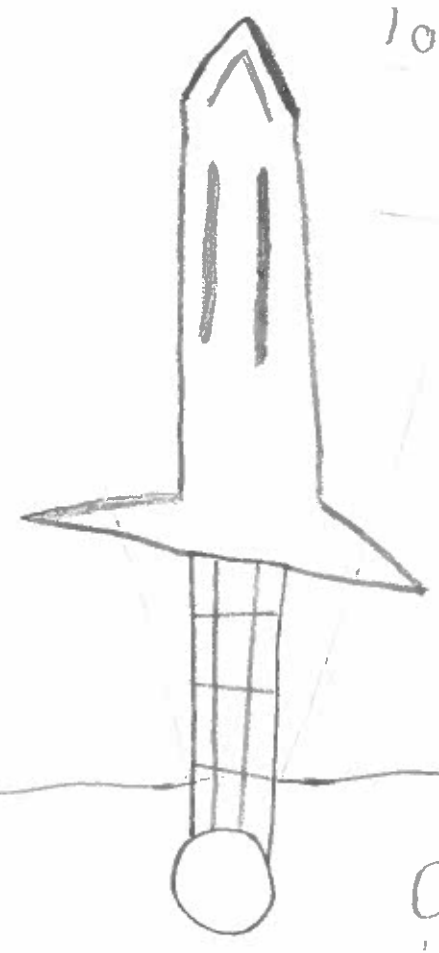


town thanks you, and after having a feast for  
kings and one of the bakerys, (picnic shelter) your  
journey is over, some leave the kingdom, or stay. But  
know matter what...  
I magination is the best



You'll still be a hero...

maybe the next time you come back, it might  
be better might have the dragon back or to  
challenge. But something I garentee, is that you'll gladly  
love the new deane's park.



# THE END

author-Jesse  
illustrater-Jesse

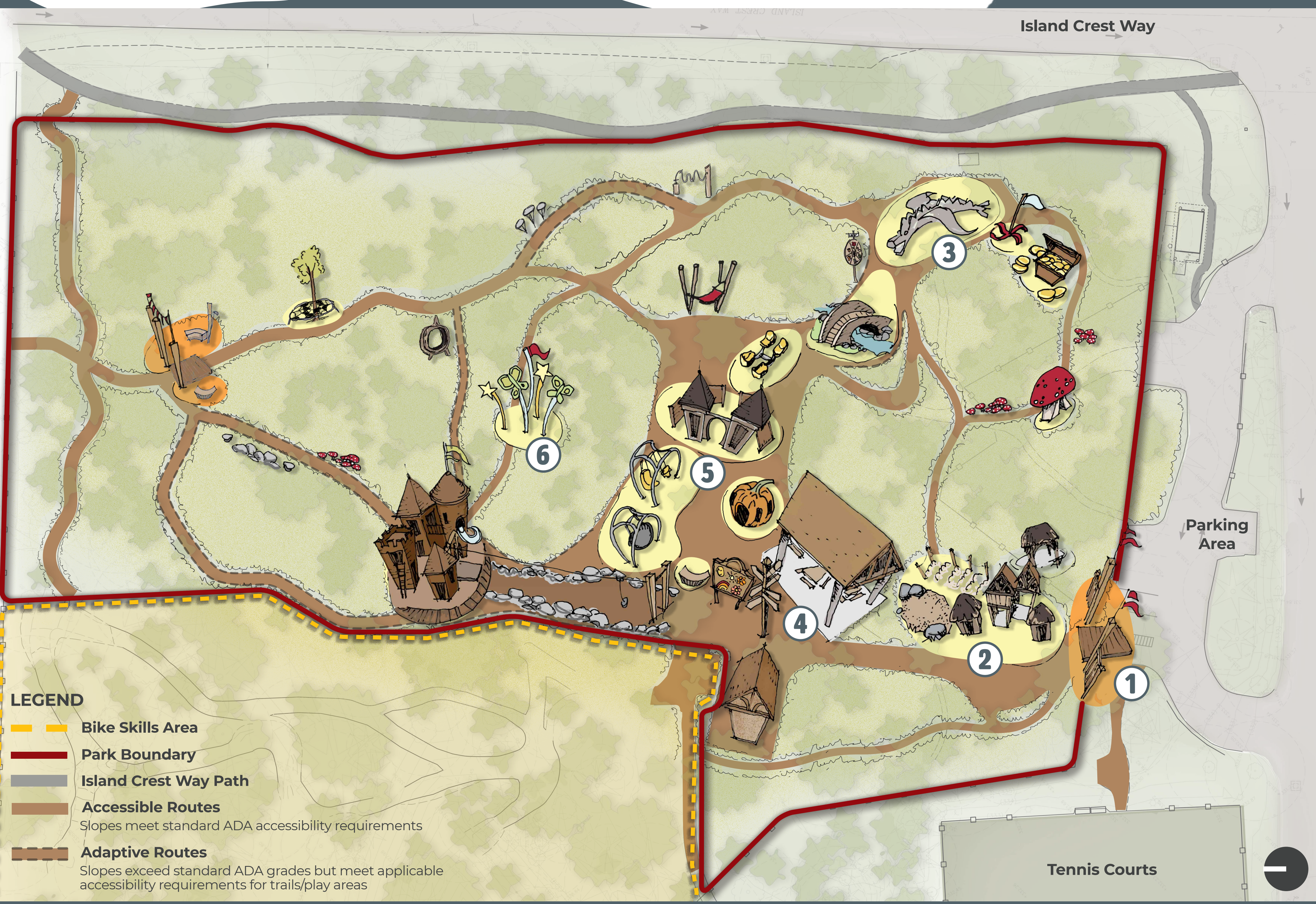
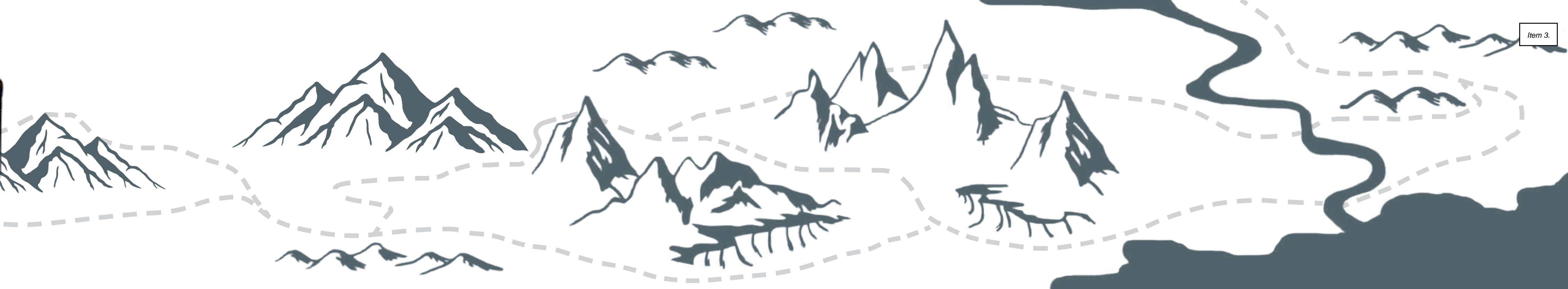
Even if you know its not real



s challenges! You then have saved the kingdom from the vicious  
heret



# THE QUEST



- 1 ARRIVAL**  
The main entrance welcomes visitors with a drawbridge inspired gateway, setting the tone for an imaginative adventure within the park.
- 2 STORYBOOK VILLAGE**  
Tucked near the park entrance, this village is designed for young children to begin their adventure with imaginative shops like a bakery, blacksmith, or forest cafe. Kids can enjoy:
  - Whimsical play houses that inspire creative storytelling (Building names could recognize community donors)
  - Multi-sensory, imaginative play with features like sand areas
- 3 JOURNEY TO KENTON'S DRAGON**  
This sensory-rich path invites kids to explore on their way to Kenton's Dragon. Along the way, kids can:
  - Navigate changing terrain or textures that mimic a river, with moments of quiet play in mushroom houses, log tunnels, and among woodland creatures
  - Just beyond Kenton's Dragon, a treasure chest awaits discovery!
- 4 ADVENTURER'S GUILD**  
Beyond the village lies the City - a central hub inspired by an Adventurer's Guild. This area includes a shelter, restrooms, and seating - offering a place to gather and rest. A central artistic wayfinding feature helps guide explorers on their quest through the park.
- 5 CASTLES ALONG THE QUEST**  
This area invites children to explore a series of castle-themed play structures, each offering a unique way to climb, imagine, and discover. Designed for a wide range of ages and abilities, these spaces blend inclusive design with imaginative adventure. From gently sloped ramps and sensory pathways to more challenging climbers - like the hilltop castle - kids can choose their own pace and path.  
  
The experience balances active play - swinging, spinning, and rocking - with quiet moments, so every child can enjoy the magic of the quest.
- 6 THE FAIRY GLEN**  
Tucked among trees and ferns, the Fairy Glen offers a peaceful woodland spot for quiet play, musical discovery, and gentle exploration.

This early concept plan was developed from input gathered during previous community engagement activities. Concepts are subject to change through additional community engagement and design work.





# WOODSY WONDERS

Item 3.



## 1 ARRIVAL & FOREST PATH

As you arrive, you'll be greeted by natural wood materials that set the tone for a forest-inspired, treehouse-themed experience. The forest path acts as the central spine, connecting major elements of the playground and ensuring accessibility for all visitors.

- It begins at the park entrance, leads to various play areas, and ends at a large treehouse climber.
- The northern part of the forest path can be designed as an elevated walkway, offering unique views and playful interactions.

## 2 CRITTER CORNER

Tucked near the park entrance, this play area is designed for children ages 2 - 5. Here, little ones can discover forest animals, climb on nature inspired structures, and enjoy:

- Spaces for exploration and imaginative play
- Sensory friendly features
- Cozy spots for quiet breaks

## 3 DISCOVERY PATH

Designed for younger explorers, this is a playful loop that weaves through nature-inspired activities - blending movement, imagination, and moments of calm. Along the way, kids can:

- Balance, climb, and crawl through a woodland adventure
- Pause for quiet moments and seating nestled in the woods
- End at an accessible treehouse structure that connects to the adventure hub and leads to Kenton's Dragon.

## 4 PICNIC SHELTER & RESTROOM AMENITIES

This central area will feature structures with a natural aesthetic to blend into the park's rustic, forest-inspired setting and create a welcoming place for families to gather, rest, and connect. Donor recognition could be integrated onto the restroom walls - similar to a tile wall display.

## 5 TREEHOUSE ADVENTURE HUB

This playground brings the magic of the forest to life with a variety of treehouse-style play experiences designed for a wide range of ages and abilities. From fully inclusive post-and-platform structures to swings, every child can find their own way to play, explore, and connect. Highlights include a willow tunnel for quiet discovery, a rocking 'river raft', and rope climbers for adventurers.

The design blends challenge and accessibility, so every child can join the fun - at their own pace, in their own way.

This early concept plan was developed from input gathered during previous community engagement activities. Concepts are subject to change through additional community engagement and design work.





# DEANE'S CHILDREN'S PARK SITE PLAN

## ENGAGEMENT SUMMARY

### PHASE 2 – DESIGN CONCEPTS

## PROJECT OVERVIEW

A renewed 2022 Parks Levy provides continued funding for parks operations and maintenance, including replacement for play structures. Deane's Children's Park was prioritized for early replacement due to the age of equipment and the desire to provide universally accessible play opportunities. The re-imagined Deane's Children's Park will focus on inclusive play, a play-for-all approach that is rooted in universal design guidelines and goals, as well as evidence-based play space design practices. Through a community engagement process, the City is developing a Site Plan for a new layout with welcoming play spaces where all visitors can play together, regardless of age or ability.

## ENGAGEMENT PROCESS

The second phase of engagement focused on presenting the draft design concepts developed in response to initial community input. This phase invited community members to provide feedback on the overall look, feel, and character of the concepts – particularly the play equipment – and to respond to more specific questions related to different types and categories of play. From July to August 2025, the project team conducted a community-wide survey via the Let's Talk Mercer Island project webpage, held a focused discussion with the Friends of Dragon Park, and hosted project booths at four City events: Summer Celebration, Mostly Music in the Park, National Night Out, and Pride in the Park. The following sections summarize the key themes and insights from this outreach.

### Survey #2

The survey was available online on the Let's Talk Mercer Island Deane's Children's Park Site Plan webpage from July 12 to August 12, 2025, and received a total of 72 responses. Demographics data showed that most respondents lived in households of three or more people and had at least one child under the age of 18. The majority of respondents resided in the central part of the island, between SE 40<sup>th</sup> and SE 68<sup>th</sup>.

Participants expressed strong interest in creating a park that is both inclusive and grounded in its natural setting. There was a clear emphasis on the importance of accessible trails, inclusive play features, and amenities that support a range of ages and abilities.

*"The great thing about the park currently is that it is great for a wide range of ages. Please retain this feature in the redesign..."*

Respondents also voiced enthusiasm for incorporating natural materials and creative elements – such as hidden surprises and opportunities for imaginative play. Adventure play remained a consistent theme, along with a desire for a unique, signature structure that reflects the character of the park. Commonly requested amenities included restrooms near the play area, shaded seating for caregivers, preservation of trees, and spaces for gathering.

### Concept and Aesthetic Preferences

Survey responses showed a nearly even split between the two design concepts, with *The Quest* receiving a slight edge over *Woodsy Wonders*. In addition, 14% of respondents liked both concepts equally, and only three respondents indicated they did not like either option.

When asked to select preferred imagery to represent the look, character, and feel of play equipment for each concept, participants most often chose:

- **The Quest:** Options B and D
- **Woodsy Wonders:** Option D and B



These top selections reflect a strong preference for nature-based, adventurous aesthetics. There was continued enthusiasm for whimsical, adventurous elements – such as dragons, treehouse, hidden surprises – balanced by a desire to maintain the forested character that defines the park.

### *Play Features and Equipment Preferences*

Participants consistently prioritized active and adventurous play experiences. Climber and slides emerged as the most desired features for large play structures, followed by balancing elements and tunnels. There was clear enthusiasm for elevated play spaces that feel open and connected to the environment – structures with nets or see-through panels were strongly favored over more enclosed options.

When asked about preferences for motion-based and sensory equipment, participants identified the following favorites:

#### Motion Play Equipment Preference:

- Swings: Individual swings (belt, toddler, molded seat) were the top choice
- Group Rocking: Companion See-Saw ranked highest
- Group Spinning: No Transfer Spinner was most preferred
- Individual Spinning: Stand-Up Spinner was the most popular

#### Sensory Features:

- Top selections: Sound play, tactile play, and table slide

*“Please keep the xylophone that honors Judy Witmer, beloved pre-school teacher to so many Mercer Islanders. She passed away earlier this year, and it would be a great honor to retain the memory of her at everyone's favorite park.”*

Overall, responses reflected a desire for variety, challenge, and imaginative play. Many participants also called for a unique or signature play element to help define the space and enhance the park's identity.

## Community Event Booths

The project team hosted booths at four community events to share the draft design concepts and gather input from the community. At each event, staff introduced the two proposed concepts, answered questions, and invited attendees to participate in a dot voting exercise to indicate their preferences on overall design direction and play equipment character. Survey handouts were also provided to encourage more detailed feedback on specific play elements. Additional input was collected through informal conversations. These events offered a valuable opportunity to connect with a broad cross-section of the community in a casual, accessible setting.

The following summaries highlight responses and key takeaways from each event.

#### Summer Celebration:

**Date:** July 12, 2025 | 10:00am – 2:00pm

**Estimated Attendance:** Approximately 300 - 400 people

**Preferred Concept:** Woodsy Wonders

**Preferred Equipment Character – Woodsy Wonders:** Option D

**Preferred Equipment Character – The Quest:** Option B

#### **Key Takeaways:**

- Attendees responded positively, expressing appreciation for the team's presence and the opportunity to provide input
- Many children recognized the project from earlier school engagement. While some were initially confused—thinking they had already provided feedback—they were excited to learn their input had informed the current concepts and were eager to vote again
- The 'Woodsy Wonders' theme emerged as the clear favorite, though both concepts were well received. The natural aesthetic resonated with the park's character, and many suggested combining elements from both designs



Figure 1. Attendees cast votes on their preferred design concept and style of play equipment at Summer Celebration.



- Participants expressed strong interest in a distinctive feature that reflects the park's identity and supports the chosen theme—particularly favoring the natural treehouse look and climber concepts like the tree snag/birdcage and wood castle/fort

#### Mostly Music in the Park:

**Date:** July 31, 2025 | 6:30pm – 8:30pm

**Estimated Attendance:** approximately 60 people

**Preferred Concept:** Woodsy Wonders

**Preferred Equipment Character – Woodsy Wonders:** Option D

**Preferred Equipment Character – The Quest:** Option B

#### **Key Takeaways:**

- Theme for 'The Quest' feels a bit more tailored to younger age groups and not adaptable for older ages
- Desire to ensure spaces support family interaction, where parents and caregivers can actively participate in play alongside children

#### National Night Out:

**Date:** August 5, 2025 | 5:00pm – 8:00pm

**Estimated Attendance:** Approximately 40 people

**Preferred Concept:** Woodsy Wonders

**Preferred Equipment Character – Woodsy Wonders:** Option D

**Preferred Equipment Character – The Quest:** Option B

#### **Key Takeaways:**

- Broad support for locating the restroom in a more central, accessible area
- Appreciation for the flexibility of *Woodsy Wonders* concept to serve a wide range of age groups
- Positive feedback on the zipline element featured in *The Quest*, particularly for its appeal to adventurous play



*Figure 2. Attendees cast votes on their preferred design concept and style of play equipment at Pride in the Park.*

#### Pride in the Park:

**Date:** August 7, 2025 | 4:30pm – 6:30pm

**Estimated Attendance:** Approximately 80 people

**Preferred Concept:** Woodsy Wonders

**Preferred Equipment Character – Woodsy Wonders:** Option D

**Preferred Equipment Character – The Quest:** Option B

#### **Key Takeaways:**

- Support for incorporating *The Quest* storyline and integrating Kenton's Dragon as a central feature
- Desire to see Kenton's Dragon more fully woven into the *Woodsy Wonders* concept, rather than as a secondary element
- Preference for a variety of path types throughout the site to create a more natural and diverse experience
- Encouragement to prioritize imaginative, open-ended play opportunities and avoid an overly structured design

Across all four events, there was strong community support for both design concepts, with many attendees expressing enthusiasm for the direction of the project. Feedback reflected a broad appreciation for the creativity, play value, and preservation of the site's natural character in both concepts. Notably, students who had participated in the first round of engagement were excited to see how their ideas and input had been incorporated into the concepts, reinforcing a sense of ownership and connection to the park's future.



Staff met with the Friends of Dragon Park on Thursday, July 24, 2025, from 11:00am – 12:00pm to review and discuss the draft design concepts. Nine members attended the meeting. Staff began with a presentation outlining the two concepts, followed by small group discussions. Participants were divided into two breakout groups and asked to respond to a series of questions, including their preferred concept, the strengths and weaknesses of each design, and whether any elements were missing that should be considered in the preferred plan. A summary of these takeaways is provided below:

- Support for *Woodsy Wonders* as a preferred direction
  - o While there was appreciation for both concepts, the majority of participants favored *Woodsy Wonders* for its natural character and felt it represented a strong next chapter for the park. However, they encouraged it to incorporate more layered, imaginative elements – similar to the storytelling strength found in *The Quest*.
- Desire for stronger integration of Kenton's Dragon
  - o There was clear interest in making the journey to Kenton's Dragon and the dragon itself a more central and meaningful part of *Woodsy Wonders*, to better reflect the park's identity and history.
- Importance of balanced play features and accessibility
  - o Participants emphasized including a variety of play elements, such as swings (including an accessible swing), slides, and monkey bars. They also expressed concerns about the placement of the *Critter Corner* and swings in *Woodsy Wonders*, recommending layout adjustments to improve safety and function.
- Site amenities and circulation
  - o There was a preference for the restroom location shown in *The Quest*, with interest in applying that placement to *Woodsy Wonders*. The group also supported maintaining a fence between the parking lot and suggested adding a trail connection from Island Crest Park to provide safer pedestrian access. If additional entrances to the park are preferred, participants emphasized the need for gates or similar features to ensure safety.



Figure 3. 'Woodsy Wonders' preferred play equipment character



Figure 4. 'The Quest' preferred play equipment character

## NEXT STEPS

Community feedback across all engagement activities reflected strong support for both concepts, with a majority expressing a preference for *Woodsy Wonders* due to its natural character, flexibility for multiple age groups, and potential for imaginative, layered experiences. Key input included a desire to better integrate Kenton's Dragon into the design, improve the location of amenities like restrooms and *Critter Corner*, and enhance safety and circulation—particularly around entrances and access points. The project team will refine the design concepts into a single preferred plan. As part of this process, the play equipment layout and features will be further developed, informed by community priorities around inclusivity, imagination, and site connectivity. Staff will present the preferred plan and play equipment features to the Parks and Recreation Commission for review and consideration at the November 6 Regular Meeting.





## ARTS COUNCIL CITY OF MERCER ISLAND

AC 25-06  
October 15, 2025  
Regular Business

Item 4.

### AGENDA BILL INFORMATION

<b>TITLE:</b>	AC 25-06: Standing Strong Veterans Pergola – Improvements and Operational Guidelines	<input checked="" type="checkbox"/> Discussion Only <input type="checkbox"/> Action Needed: <input type="checkbox"/> Motion <input type="checkbox"/> Recommendation
<b>RECOMMENDED ACTION:</b>	Provide input to Staff on potential updates to the Pergola and appropriate operational uses.	

<b>STAFF:</b>	Ryan Daly, Recreation Manager
<b>EXHIBITS:</b>	1. Exhibit 1- AB 3826 2. Exhibit 2- Pergola Pictures

### EXECUTIVE SUMMARY

The purpose of this agenda bill is to provide information about the history and uses of the Veterans Pergola in Mercerdale Park and to seek the Arts Council's input regarding community member requested enhancements and designated uses.

- In 2001 the City Council demonstrated a desire to develop a public memorial to honor U.S. veterans.
- The Arts Council stewarded the project over 3 years, soliciting community input to develop a design through a process that included veteran consultation and numerous public meetings.
- Community input was to create a “sense of place” for reflection, performance, and community gatherings. The goal for the project was to create a venue for civic and cultural events including Music in the Park, Summer Celebration, Veterans/Memorial Day celebrations, the Tree Lighting, and more.
- On December 15, 2003, the City Council approved the design for a steel pergola with domed roof, inscription “Honoring the Service of Our Veterans,” and five bronze plaques (Army, Navy, Air Force, Marine Corps, Coast Guard).
- The project was funded through the 1% for Art in Public Places Fund, installed at Mercerdale Park Plaza, and dedicated in 2005.
- Following the installation of the Pergola, a canvas cover was added to enhance usability.
- The current use of the Pergola aligns with the community vision for the project, which includes promoting community gathering through events and is seasonally decorated with holiday lights, flower baskets, and hosts temporary community art projects such as *Island Lanterns*.
- The City's Parks Maintenance Team is responsible for general maintenance (cleaning and graffiti/posting removal) and Recreation Division coordinated repainting of the structure in 2011.
- The Pergola does not have a maintenance plan or established guidelines for use. Recently staff received input from a community member requesting the City to update the bronze plaques honoring the Armed Forces, limit usages of the Pergola, and replace the canvas cover.

### BACKGROUND

*Standing Strong*, or the Veterans Pergola (Pergola), originated from a 2001 City Council retreat that directed creation of a public memorial to honor the contributions of U.S. veterans.

Over the following three years, the Arts Council utilized multiple public meetings, veteran consultations, and an artist selection process to shape the project and design. Veterans and the community alike strongly emphasized that the memorial should create a “sense of place”—a site for reflection, performance, and community gatherings.



After reviewing several designs, reviewing community input, and receiving the Arts Council's recommendation (Exhibit 1), the City Council directed staff to contract with artist and general contractor Richard Frombach in 2003 to create a steel pergola with a domed roof, "hatband" inscription stating "Honoring the Service of Our Veterans," and five bronze plaques representing the Army, Navy, Air Force, Marine Corps, and Coast Guard. Per City Council direction, the project was funded from the 1% for Art in Public Places Fund (1% for Art).

The Pergola was constructed in Mercedale Park Plaza, a highly visible location, and dedicated in 2005. It has since become a venue for civic and cultural events, including Music in the Park, Summer Celebration, Veterans and Memorial Day gatherings, the Tree Lighting, and various other City-coordinated and community hosted events and ceremonies. In addition to hosting various events, the Pergola has been decorated seasonally with holiday lights, hanging baskets, and temporary art installations such as Island Lanterns. Exhibit 2 provides pictures of the Pergola, current usages, and installations.

Following the design of the Pergola, it was determined a canvas cover was desired to enhance the usage, providing shade during warm summer events. In addition to using 1% for Art funds appropriated by the City Council, the Arts Council received a grant from the Mercer Island Community Fund to support the purchase of the cover. The cover was custom designed and installed seasonally from 2005 to around 2021, undergoing significant repairs in 2012. In 2022 the cover was deemed unusable. The City replaced it with a synthetic mesh sunshade, a smaller and more cost-effective option that has been installed annually using existing attachment points on the Pergola.

Maintenance on the Pergola structure has been limited to general cleaning, which includes pressure washing by the Parks Maintenance team and a contracted repainting in 2011. This team frequently removes unauthorized postings and occasional graffiti, as necessary.

## ISSUE/DISCUSSION

When the Pergola was designed and installed, maintenance and operational guidelines were not developed. Use of the Pergola is managed by Parks and Recreation staff, who have utilized the community vision and design intent for the Pergola to inform on authorized usages.

Recently staff received input from a community member who provided the following comments/requests related to the Pergola:

- Temporarily hanging items, such as flower baskets, from the Pergola is inappropriate and contradicts with the intent of the artwork, and these activities should cease.
- A bronze plaque for the Space Force, a branch of the Armed Forces established in 2019, should be added to the artwork.
- The canvas cover should be repaired and installed seasonally instead of the mesh shade.

Tonight, staff seek the Arts Council's input on the following topics and associated questions:

### Armed Forces Plaques

According to the [U.S. Department of War](https://www.dodig.mil/Portals/0/PDF/US%20Department%20of%20War%20Website.pdf) website, the United States Armed Forces include seven distinct components: Army, Marine Corps, Navy, Air Force, Space Force, Coast Guard, and National Guard. Staff estimates the cost of fabricating new plaques at approximately \$1500 - \$3000 per plaque and approximately \$3000-\$5000 for installation.

- Would the addition of plaques for the Space Force and the National Guard reflect contemporary recognition of service branches align with the stated artistic intent and community vision?



- Does the Arts Council desire staff to obtain quotes for fabrication and installation of plaques for the Space Force and/or National Guard to inform potential next steps to be added in to the 6- Year Workplan for Art in Public Places?

### Seasonal Uses & Temporary Displays

The Pergola was designed to provide “sense of place”—a site for reflection, performance, and community gatherings and has historically been utilized for these purposes as well as City-coordinated seasonal installations, including hanging flower baskets and temporary art installations such as *Island Lanterns*.

- Do these seasonal and temporary uses align with the stated artistic intent and community vision?
- What types of uses should be permitted?
- Does the Arts Council desire that staff develop and document guidelines for appropriate use of the Pergola for Arts Council endorsement?

### Canvas Cover

The canvas cover has been installed seasonally to shade the Pergola and enhance community use of the space. Since dedicating the Pergola in 2005, the tree canopy around the artwork has matured, eliminating much of the need for the canvas cover. Staff have received mixed feedback about the canvas cover from the community over the years; some residents feel it detracts from the aesthetic of the artwork, while others have shared a desire to maintain it. The current cover is beyond repair and needs to be replaced, the estimated cost for replacement is between \$8,000 and \$10,000. Staff does not recommend replacing the cover.

- Is the canvas cover integral to the stated artistic intent and community vision?
- If yes, should the City continue to invest in this feature?

## NEXT STEPS

The Arts Council is scheduled to update the rolling 6-Year Workplan for Art in Public Places in April 2026.

Following tonight’s discussion, should the Arts Council wish to further consider including improvements to the Pergola in the 6- Year Workplan, staff will return in April with updated cost estimates. Updates to the first two years of the 6-Year Workplan will serve as recommendations to the City Council for 1% for the Arts projects to be included in the 2027–2028 Biennial Budget.

If desired, staff anticipate developing and recommending appropriate use guidelines for the Pergola in Q2 of 2026.

## RECOMMENDED ACTION

Provide input to staff on potential updates to the Pergola and appropriate operational uses.



**BUSINESS OF THE CITY COUNCIL  
CITY OF MERCER ISLAND, WA****AB 3826  
December 15, 2003  
Regular Business****VETERANS RECOGNITION PROJECT-  
FINAL DESIGN AND FUNDING  
APPROPRIATION****Proposed Council Action:**

Approve recommended recognition verbiage, and appropriate funds from the Municipal Arts Trust Fund.

**DEPARTMENT OF**

Park and Recreation, (Peter Mayer, Director)

**COUNCIL LIAISON**

Sven Goldmanis

**EXHIBITS**

1. AB 3797: Veterans Memorial Project.
2. Letter to MI Residents from Susan Landon (MI Arts Council Chair) re: Veterans Recognition Project.

**APPROVED BY CITY MANAGER***Rich Conrad* 12-11-03

<b>AMOUNT OF EXPENDITURE</b>	\$	70,000
<b>AMOUNT BUDGETED</b>	\$	50,000
<b>APPROPRIATION REQUIRED</b>	\$	20,000

**SUMMARY****Background**

At its regular meeting on November 3, 2003, the City Council heard a presentation by Susan Landon, Chair of the Mercer Island Arts Council, regarding the process utilized to recommend a final design to serve as a Veteran's recognition structure (Exhibit 1). The City Council authorized the Mercer Island Arts Council to move forward with the proposed structure as detailed in Exhibit 1 and directed the Arts Council to conduct a public meeting to seek feedback on the appropriate recognition verbiage to include in its interior.

**Subsequent Arts Council Action**

In responding to the City Council's request, Arts Council Chair, Susan Landon prepared a letter (Exhibit 2) inviting all interested veterans to attend the December 10, 2003 Arts Council meeting to exercise one additional opportunity to provide input on the verbiage that would be designed into the interior of the pergola. The letter was distributed to all individuals who signed the petition (Exhibit 1, pages 36-37) requesting the veterans project be delayed and requesting greater public input. The letter was also included in the Veterans of Foreign War November 28, 2003 newsletter. The Mercer Island Reporter published the official public notice announcing and stating the purpose of the December 10, 2003 meeting. In addition, the MI Reporter published Arts Council Chair Landon's letter.

On Wednesday, December 10, 2003, the Arts Council conducted its regular meeting. Nine of the eleven Arts Council Members were in attendance. Council Member Jahncke and a Mercer Island Reporter staff



member were in the audience. No veterans from the previous working committees or project petitioners were in attendance. In addition, no public comments were received regarding the proposed verbiage.

Arts Councilmember Phil King opened the discussion with a presentation detailing the recognition verbiage used in other veteran memorial/recognition projects across the nation. He noted the use of a similar theme of honoring those who served in the Armed Services. The meeting was then opened for public comment and Councilmember Jahncke expressed concern for the currently proposed language of "Honoring the Service of Our Veterans" as being too general in nature. He recommended it be more specific and narrower in focus. In responding to Mr. Jahncke's recommendation, several Arts Council members conveyed their intention was to not diminish those that gave the ultimate sacrifice of their life but to rather honor all individuals, like Councilmember Jahncke, who served in the U.S. Armed Services. Arts Council members conveyed a strong desire to provide the Mercer Island community a place to visit and remember those who served in the military. This theme was consistent with previous public comment and preferences from veterans as to what they desired in a veterans recognition project.

Arts Council Member Massoudi expressed that the ultimate verbiage was not about what he or the other Arts Council Members personally wanted or preferred, but that the ultimate inscription and design was about what the veterans in the community have expressed as being desirable. The matter was put to a vote and Arts Council Member Massoudi moved to maintain the verbiage as "Honoring the Service of Our Veterans" with the logos of the U.S. Armed Services inscribed with it. The vote was unanimous, 9-0, in favor of the motion.

## BUDGET

Based upon priority setting conducted at its retreat in 2001, the Mercer Island City Council later appropriated \$50,000 from the Beautification Fund towards the Veterans Memorial. The budget includes the art commission, tax, and plaque. The art commission includes design, materials, labor, site preparation, transportation and installation costs of the art piece.

Description	Original Budget	Revised Budget
Consulting & Design (spent 2001 – 2002)	\$7,500	\$7,500
Art Commission	\$36,280	\$54,375
Sales Tax @ 8.8%	\$3,198	\$4,785
Site Restoration	\$2,500	\$2,500
Artist Plaque (artist's name and date art piece is dedicated)	\$200	\$200
Advertising & Supplies (ads in newspapers on public meetings)	\$327	\$340
Dedication Ceremony		\$300
<b>TOTAL</b>	<b>\$50,000</b>	<b>\$70,000</b>
Spent in 2001 – 2002 Biennium	\$7,500	\$7,500
Budget Rolled over to 2003 – 2004 Biennium	\$42,500	\$42,500
<b>Appropriation Required from Arts Trust Fund</b>	<b>---</b>	<b>\$20,000</b>

Council is asked to appropriate funding from the Municipal Arts Trust Fund for the completion of this project, as no fund appropriation occurred at the November 3, 2003 City Council Meeting.



**RECOMMENDATION***Arts Council Chair*

**MOVE TO:** Appropriate \$20,000 from the Municipal Arts Trust Fund for the Veteran's Recognition Project, approve the recommended verbiage to be placed inside the Veteran's Memorial structure and direct the City Manager to enter into a contract with artist/general contractor, Richard Frombach to create a site specific piece of art, as depicted in Exhibit 2, to serve as a Veterans Recognition Project at Mercerdale Park for \$59,160 (art commission and sales tax).





**BUSINESS OF THE CITY COUNCIL  
CITY OF MERCER ISLAND, WA**

**AB 3797  
November 3, 2003  
Regular Business**

**VETERAN'S MEMORIAL PROJECT**

**Proposed Council Action:**

Amend the Mercerdale Revised Master Plan;  
Authorize additional funding for the Veteran's  
Memorial from the Municipal Arts Fund; Accept  
program design and enter into a contract with artist  
for Veteran's Memorial Project.

**DEPARTMENT OF**

Park and Recreation, (Peter M. Mayer/Jennifer Berner; Susan  
Landon, Arts Council Chair)

**COUNCIL LIAISON**

Sven Goldmanis

**EXHIBITS**

1. Summary of Acquisition of Public Art Procedure
2. Summary of Public Meetings
3. Artwork Prospectus - First Open Competition Process
4. Open Competition #1 Selection - Susan Black and Associate's  
Design
5. Artwork Prospectus - Second Open Competition Process
6. Open Competition #2 Selection - Derek Young's Design
7. Limited Competition Process - Richard Frombach's Design
8. Raphael Architects Project Analysis
9. Veterans Letters of Support for Richard Frombach's Design
10. Petition Submitted by Glen Sparrow

**APPROVED BY CITY MANAGER** *Arthur E. Symmonds for Rick Conrad 10/28/03*

<b>AMOUNT OF EXPENDITURE</b>	<b>\$</b>	<b>70,000</b>
<b>AMOUNT BUDGETED</b>	<b>\$</b>	<b>50,000</b>
<b>APPROPRIATION REQUIRED</b>	<b>\$</b>	<b>20,000</b>

**SUMMARY**

At its retreat in 2001, the Mercer Island City Council created a memorial project to acknowledge the significant contributions veterans have made to maintain the quality of life we in the United States enjoy.

The Veteran's Memorial Project was initially discussed and defined at the regular meeting of the City Council on June 18, 2001 (AB 3585) along with the project components already included in the Mercerdale Park Master Plan. To assist in the initial scoping of the project, staff engaged Terry Reckord, of MacLeod Reckord Landscape Architects, who presented a range of memorial possibilities through photo images for Council feedback. Council directed that the Landscape Architect develop conceptual designs for a Veteran's Memorial in Mercerdale Park.



A total of six preliminary design concepts were crafted by the Landscape Architect, and presented at a gathering of veterans at the VFW Hall on October 30, 2001. Individuals in attendance provided feedback and exchanged many ideas with no clear consensus, except most felt that the memorial be placed in a visible location within Mercerdale Park, be compatible with other uses of the park, and create a sense of place.

Because of the diversity of the opinions, and because the City Council felt that this memorial would take the form of a sculpture or other piece of art, the Mercer Island Arts Council was enlisted to oversee the process utilizing the Public Art Acquisition Program (Exhibit 1).

With the project now under the purview of the Arts Council, another public meeting was held on April 24, 2001. The meeting's agenda was to provide background and history on the project, discuss a variety of memorial ideas and design considerations and provide an opportunity for open discussion, questions and comments. Some common design themes emerged from the two public meetings (Exhibit 2).

#### **Open Competition Process #1 – November 2001 – November 2002**

The Arts Council appointed a Program Writing Committee to develop the parameters and artistic concept that would guide the artist solicitation process. The members of the Program Writing Committee included the Public Art Chair, the landscape architect, a Parks & Recreation staff member, an interested citizen and a veteran. In addition to determining the project parameters, the Committee selected the concrete plaza area in Mercerdale Park as the site that could be most enhanced by additional artwork.

At its regular meeting of April 1, 2002, the City Council was updated on the logistics and design considerations of the Veteran's Memorial project by the Chair of the Arts Council's Public Art Committee and City staff. The City Council directed staff, Arts Council and the Veteran's Memorial Program Committee to complete the art acquisition program as outlined. In addition, the Council amended the program to formally address the budget allocation of \$50,000 for acquisition and installation.

Accordingly, the Arts Council utilized an Open Competition method to solicit artist proposals and select the artist. In an Open Competition the Artwork Prospectus, i.e. "Call for Artists", (Exhibit 3) is distributed to all known venues that advertise art projects and interested artists are invited to submit a proposal. There were 15 artists that responded to the Call for Artists. The Artist Selection Panel, which consisted of a City Council Member, local artist, Design Commission Member, Mercer Island citizen, Arts Council Member, City staff, and 4 Veterans, convened on September 23, 2002 and selected the design team of Susan Black and Associates for their proposed project (Exhibit 4). The proposal was advanced to the full Arts Council for approval. At its regular meeting on November 13, 2002, the Arts Council considered the recommendation advanced by the Artist Selection Panel. The veterans that were in attendance that evening expressed concern that the piece did not create a sense of place that they desired. As a result, the Arts Council rejected the Artist Selection Panel's recommendation.

#### **Open Competition Process #2 – November 2002 – April 2003**

At the November 13, 2002 Arts Council meeting modifications were made to the Artwork Prospectus (Exhibit 5) and the decision was made to re-advertise the project, again using the Open Competition process. On March 12, 2003, the Artist Selection Panel, consisting of the same individuals as in the first panel, reconvened and reviewed 20 artist proposals, narrowing the field to five. At its March 27, 2003 meeting, the Panel selected the Veterans Arch by Derek Young (Exhibit 6). The recommendation for approval was advanced at the April 9, 2003, regular meeting of the Arts Council and was subsequently rejected because of aesthetic and design concerns.



### **Limited Competition Process #3 – April 2003 – Present**

At the April 9, 2003 Arts Council meeting a new Selection Panel was selected consisting of 3 Arts Council Members, Susan Landon, Judy Leithe and Beth Brennen. A pledge was made to incorporate the essence of what the veterans desired in creating a Veterans Memorial Project. Rather than developing a new Artwork Prospectus, the Arts Council decided to use the same prospectus that was used in the second Open Competition process. The Selection Panel also pledged to keep the Veterans informed of what was going on with the project and that they would check-in with the Veterans once a design scheme was determined.

A Limited Competition process was used, allowing the Committee to solicit a particular type of artist to submit a proposal based on the project parameters and concept. The Committee reviewed a variety of artistic works and issued the Artist Prospectus (used in the second selection process) to serve as a guide for submissions by interested artists. Five different artists were invited to submit proposals, and four submissions were received. None of the four design proposals complied with the stated budget requirements and thus, reflected a need for additional funding in order to meet the desired scope and design stipulations. The Committee met and selected the design advanced by Richard Frombach, consisting of a metal pergola (Exhibit 7). Richard Frombach is a metal artist and also a General Contractor.

Richard Frombach's proposal is for the construction of a pergola, angled to reflect and compliment the existing architecture of Mercerdale plaza. On top of the central portion of the pergola is a domed structure which will give visual loft. Within the "hatband" of the structure facing the stairs and fountain will be the words "Honoring the service of our Veterans". On the opposing side, facing the grass will be 5 symbols that represent the armed services. In this way, the core of the pergola will create a hallowed meeting space.

At its meeting on August 13, 2003 the Arts Council received and accepted the recommendation to commission Richard Frombach as the artist for the Veteran's Memorial Project. The initial budget for the project was established at \$50,000 (AB 3645) with \$7,500 expended to date for preliminary design work. The remaining balance of \$42,000 was carried over to the 2003 – 2004 biennium and is currently available for the project. An additional \$20,000 in funding allocation is necessary in order to complete the project. The Arts Council recommends the \$20,000 appropriation be made from the Municipal Arts Trust Fund (1% for Arts) to fund the balance of the project.

After the August 13, 2003 Arts Council Meeting some members of the Arts Council shared design concerns with the Frombach design and the degree to which the latest design process engaged and secured the support of local veterans. As a result, the proposal was not advanced to the City Council for approval until these issues could be more fully discussed. The Arts Council addressed these concerns at their October 8, 2003 meeting resulting in the design being slightly modified to address height and structural concerns. In addition, a performance facility design critique was conducted by Raphael Architects (Exhibit 8), letters of support for the project from Veterans and the past Arts Council Public Art Chair (Exhibit 9) were submitted and veteran, Frank Mandarano, provided testimony in support of the project to the Arts Council.

At the October 13, 2003 City Council meeting Glen Sparrow submitted a petition (Exhibit 10) signed by veterans and other citizens asking the City Council to delay any action on the proposed design because of concerns associated with the appropriateness of the proposed design as a memorial honoring veterans.

### **Mercerdale Park Revised Master Plan**

The Mercerdale Park Master Plan, first adopted in 1989, was most recently revised in February 2000 to include a new Children's Play Area location (originally located at current native garden site), wetland garden and expanded skate park and eliminated plans for a BMX bike course (originally located at site of now current expanded skate park), informal amphitheatre & formal garden along SE 32<sup>nd</sup> street. Subsequent drainage analysis conducted as part of the play area installation and skate park expansion eliminated the wetland garden



feature as being too costly and other methods of drainage improvements were pursued. The Revised Master Plan includes the following elements:

- a) Children's Play Area (completed)
- b) Expanded Skate Park (completed)
- c) New drainage systems (completed)
- d) Irrigation & landscaping improvements (completed)
- e) Pathway resurfacing (75% complete)
- f) Native garden (complete)
- g) Mercerdale Plaza improvements (scheduled 2004)
- h) Bicentennial Park plaza improvements (scheduled 2004)

Should the City Council concur with the recommendation that the proposed Veteran's Memorial Project be located in the Mercerdale Park Plaza, Staff recommends that the City Council amend the Mercerdale Park Revised Master Plan (February 7, 2003) to include the addition of the Memorial.

## BUDGET

Based upon priority setting conducted at its retreat in 2001, the Mercer Island City Council later appropriated \$50,000 from the Beautification Fund towards the Veteran's Memorial. The budget includes the art commission, tax, and plaque. The art commission includes design, materials, labor, site preparation, transportation and installation costs of the art piece.

Description	Original Budget	Revised Budget
Consulting & Design (spent 2001 - 2002)	\$7,500	\$7,500
Art Commission	\$36,280	\$54,375
Sales Tax @ 8.8%	\$3,198	\$4,785
Site Restoration	\$2,500	\$2,500
Artist Plaque (artist's name and date art piece is dedicated)	\$200	\$200
Advertising & Supplies (ads in newspapers on public meetings)	\$327	\$340
Dedication Ceremony		\$300
<b>TOTAL</b>	<b>\$50,000</b>	<b>\$70,000</b>
Spent in 2001 - 2002 Biennium	\$7,500	\$7,500
Budget Rolled over to 2003 - 2004 Biennium	\$42,500	\$42,500
<b>Appropriation Required from Arts Trust Fund</b>	<b>---</b>	<b>\$20,000</b>



**RECOMMENDATION***Parks & Recreation Director*

MOVE TO: 1) Amend the Mercedale Park Revised Master Plan to reflect the addition of the Veteran's Memorial Project.

*Arts Council Chair*

MOVE TO: 2) Appropriate \$20,000 from the Municipal Arts Trust Fund for the Veteran's Memorial Project.

3) Direct the City Manager to enter into a contract with artist/general contractor, Richard Frombach to create a site specific piece of art, as depicted in Exhibit 7, to serve as a Veteran's Memorial at Mercedale Park for \$59,160 (art commission and sales tax).

**ALTERNATIVE:**

Do not approve Veteran's Memorial Project. Provide staff and/or Arts Council with new direction or instructions.



## Mercer Island Arts Council Acquisition of Public Art

### Phase I – Program for Acquisition of Art in Public Places

- **Program Writing Committee formed**
  - Consist of MIAC member, professional designer, interested citizen, staff member, others chosen from City elected officials and city staff
  - Determine the choice of selection (Open Competition, Limited Competition, Direct Selection), site and project description, description of public benefit, budget/funding, and artwork time schedule.
- **Program Approval to MIAC Arts Council**
- **City Council Approval of Program**
  - Upon City Council approval, the Program Writing Committee is dismissed, having completed their assignment.
- **Artwork Prospectus and requests for proposals**
  - MIAC staff and the Chair of the Program Committee draw up Artwork Prospectus
  - Staff distribute requests for proposals to artists through direct mailings and public notices

### Phase II – Artist Selection Process

- **Artist Selection Panel formed**
  - 6 members chosen by the MIAC Chair and staff and recommended to the MIAC for approval – consist of an artist, Mercer Island citizen with special interest in project, MIAC member (serves as chair), Design Commission member, lay citizen of public, MI City Council Member, City staff advisor
  - Presented to City Council for approval
- **Artwork Proposal Review and Selection**
  - The Artist Selection Panel (ASP) reviews each artist's proposal and uses the Artist Selection Checklist Form in the review process. (See attached form)
- **The Approval Process – The ASP Chair reports findings to the MIAC as follows**
  - The ASP selects artist's artwork
  - MIAC will review the ASP's findings and approve the Panel's ascending recommendation or act accordingly on their descending recommendation.
  - Upon MIAC approval, present selection to City Council for authorization to enter into contract
  - Artist informed of selection

### Phase III – Implementation

- **Contract**
  - Upon completion of the contract, the ASP is dismissed, having completed their responsibilities
- **Accomplishment of the Artwork**
- **Presentation of the Artwork**

T:\PARKS\Berner\Arts Council\Artist

AB 3797  
Exhibit 1  
Page 6



### Summary of Public Meetings Held Regarding the Veterans

Through Arts Council meetings, public meetings, and City Council meetings veterans and citizens provided input as to the design concept for the Veterans Memorial project.

In an effort to involve the veterans and citizens in developing a design concept for the Veterans Memorial, two public meetings were held to specifically gather their input. The first meeting was held at the Veteran's of Foreign Wars (VFW) Hall on Tuesday, October 30, 2001 and the second meeting was held at the Community Center at Mercer View on Wednesday, April 24, 2002.

To open up a dialogue with the audience Terry Reckord, MacLeod Reckord Landscape Architects, asked the question "should the Veterans Memorial be a *place* or a *thing*?" There were many ideas generated in both meetings however, the idea that all seemed to agree on was that the Veterans Memorial should be a *place* and not a *thing*.

Additionally, some common design themes emerged among the veterans and citizens as to what the veterans' memorial should represent. Listed below is a summary of those suggestions gathered from both public meetings.

- Located at Mercerdale Park
- Less obscure and in a more visible location
- Compatibility with other uses
- Flag(s), flagpole, flag as focal point
- All 5 services at base of flagpole in the plaza at Mercerdale
- Use Mercerdale plaza, plaque & military emblems of the 5 services
- A feature with veterans associated with it, i.e. Band Shell

S:\PARKS\_NEW\ARTS\_COUNCIL\VeteransMemorial\PublicMeetingsSummary.doc

AB 3797  
Exhibit 2  
Page 7



## FOR ARTISTS

### City of Mercer Island Veterans Memorial Public Art Project

#### PROJECT OPPORTUNITY

The City of Mercer Island is seeking an artist or design team to create and install an outdoor, site-specific work to honor the veterans of the U.S. armed forces. The work must enhance the site in Mercerdale Park, as well as serve as a reminder to visitors of the sacrifices that veterans of all wars have made.

The objective of the work is to acknowledge the significant contributions veterans have made to maintaining the quality of life we in the United States enjoy.

#### BACKGROUND

At its retreat in 2001, the Mercer Island City Council voted to create a memorial to honor veterans. Because they felt that this memorial would in essence take the form of a sculpture or other piece of the art, the Mercer Island Arts Council was enlisted to oversee the process in the same way that other public art is selected.

#### DESIGN CONSIDERATIONS

The plaza area in Mercerdale Park was chosen because it is visible from both the park and the street. It could be incorporated in the use of the plaza, as well as serving as a constant reminder of how much we owe veterans.

**Ideas the Program Committee would like to see incorporated are listed below:**

- The piece should draw people to it. It should be touchable and thoughtful, hopeful and optimistic.
- It can incorporate utility, such as seating.
- It should include an area where a wreath can be placed.
- The vista from the plaza should be kept in mind. Enhancing the view of the green area and the native garden would add to the piece, but it is desirable that the skateboard park not be emphasized.
- It must enhance public events, such as music concerts (the bands play on the plaza under a tent), the summer festival that uses the park, the winter tree-lighting ceremony, and other ceremonies honoring groups or individuals that often take place in the plaza.

AB 3797

Exhibit 3

Page 8



**The committee does not want to see the following elements:**

- No tanks. No guns. No statues of people.
- No celebration of war, but honoring those who served.
- A "what is this?" memorial stuck in a corner.
- No names of veterans, because Mercer Island is a transient community, and it would be impossible to find all veterans.

**These are some of the design directions the committee thought might work well, as well as some park elements to keep in mind:**

- The work should reflect the Northwest heritage and "landscape" so natural materials such as rocks and granite are preferable to metals such as steel and bronze.
- It should add some height to the plaza area.
- An archway into the park might be interesting.
- Words such as "honor, life, sacrifice, country" can be incorporated, perhaps in a way similar to the "arched doorways" art that leads into one entrance of the Seattle Center (near the Space Needle).

**Additional considerations:**

- There should be some reference to the U.S. flag. However, there is a flagpole with a flag at the nearby Bicentennial Park, which is in view of Mercerdale Park. Avoiding the look of "too many flags" while still having a flag at the memorial is a problem to be solved.
- There is currently a work of art in the plaza area, a water feature called "Sizzling Water." This work will remain; the new art must work well with the existing art. There are also some raised grassy areas that echo the look of "Sizzling Water". These are not part of "Sizzling Water" and need not remain, but the cost of removal would have to be included in the budget. They can also be incorporated into the design.
- Lighting can be included, but is not a requirement.

### **SITE CONSIDERATIONS**

The Plaza at Mercerdale Park is a cement area and is approximately 80' x 80'. The entire area can be considered for this work. See the drawing at the end of this Call. Additional photographs are on the City of Mercer Island Web site at [ci.mercer-island.wa.us](http://ci.mercer-island.wa.us). Click on RFQ's & Bids from the left tool bar.

### **MATERIALS TO SUBMIT**

- Current resume.
- Up to ten slides of recent work with particular emphasis on works comparable to the design concept. (Please label all slides with your name, title of work, and date. (Slides will be returned to you.)
- An explanatory slide sheet to include your name, titles of works, medium, dimensions, date, ownership and location.
- Preliminary design sketches.
- A description of the work to include design concept, materials to be used, construction/installation method; maintenance requirements; draft budget.

No other materials will be presented to the Artist Selection Panel.

AB 3797  
Exhibit 3  
Page 9



## METHOD OF SELECTION AND ELIGIBILITY

The competition is open to any artists or artist/design teams who have worked in media suitable to permanent outdoor installations. The artist or team will be selected on the basis of the following criteria:

- Responds to the project objectives and demonstrates sensitivity to the public benefit.
- Satisfies considerations regarding theft, vandalism, weather, excessive maintenance, safety and liability.
- Submits written concepts and sketches that are compatible with this prospectus and expresses consistent train of thought.

## SCHEDULE

Entries Due:	September 13, 2002
Artist Selection Panel Review:	September 16 - 20, 2002
Recommendation to Arts Council:	October 9, 2002
Contract to City Council:	October 21, 2002
Commission Announced:	October 22, 2002
Installation Completed:	May 5 - 9, 2003
Tentative Dedication:	May 26, 2003 (Memorial Day)

## PROJECT BUDGET

The selected artist will be awarded a commission of \$36,280 plus tax. The commission covers design, materials, labor, site preparation, transportation and installation of the art piece.

## ARTIST SELECTION PANEL

City Council Representative:	Sven Goldmanis
Local Artist:	Ingrid Lahti
Design Commission:	George Wittman
Interested Citizen:	Jim Trombold
Veterans:	E. Jay Thompson, World War II
	Jerry Gribble, Korean War
	Frank Mandarano, Vietnam War
	Mike Cero, Persian Gulf War
Art Council:	Amanda Clark
City Staff:	Diane Mortenson

AB 3797  
Exhibit 3  
Page 10



# SEND MATERIALS TO

**Veterans Memorial Art Project**  
**Mercer Island Arts Council**  
**8236 SE 24th Street**  
**Mercer Island, WA 98040**

*The Mercer Island Arts Council will exercise all reasonable care with all materials submitted and neither the Council nor the City of Mercer Island will be liable for the loss or damage of any material submitted for this competition. The Mercer Island Arts Council reserves the right to reject any or all entries.*

Applicants are encouraged to visit the site at Mercerdale Park, 78th SE & SE 32nd. Call 206-236-3545 for directions. The installation of artwork will be coordinated with the City.

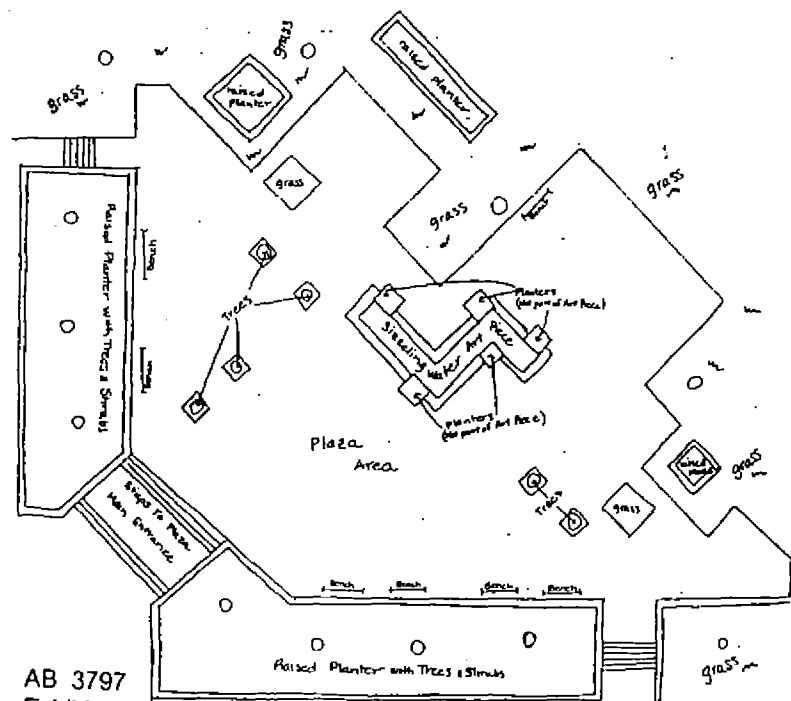


View of plaza from grass area - facing NE with view of Sizzling Water.



Main entrance to park leading up to plaza.

Drawing of Mercerdale Plaza



T/Parks/JBemer/ArtsC

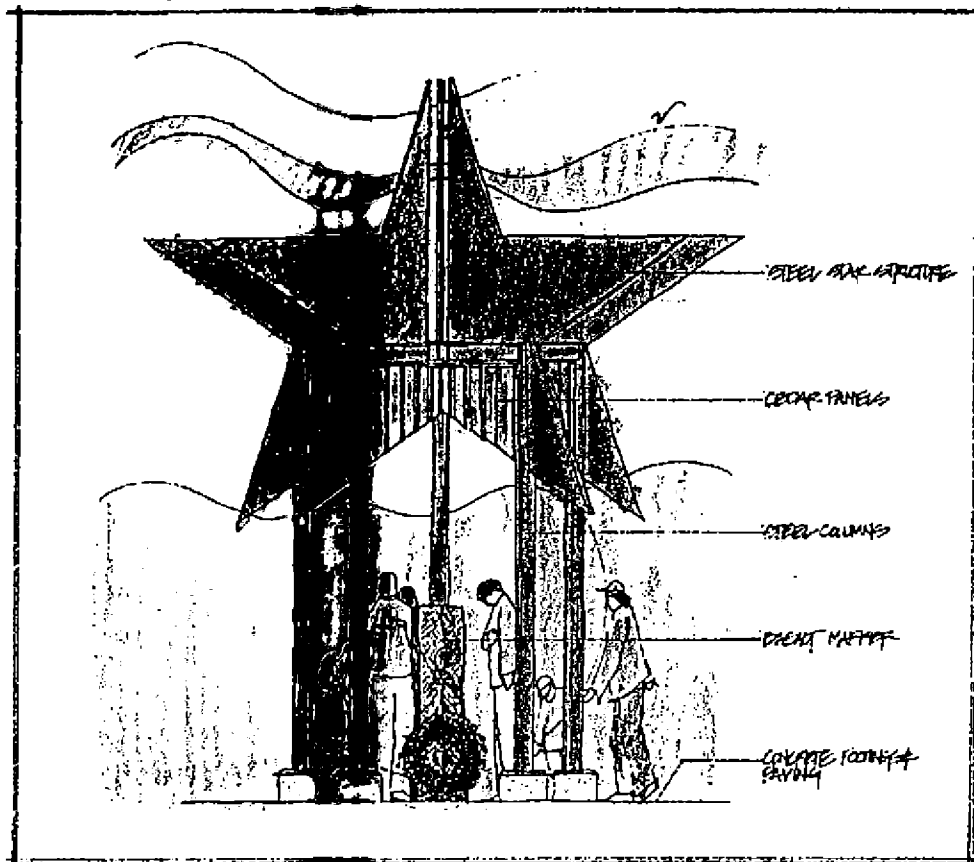
AB 3797  
 Exhibit 3  
 Page 11 of Veterans Memorial 2.PM7



## STAR

### Origins

The proposed artwork for the Veterans Memorial Art Project comes from one of most enduring and powerful national symbols - the STAR. The STAR (five pointed) has been, from the very origins of our country a chosen symbol for its identity and for honoring those individuals and states that form and support it. This is true for the American Flag, for U.S. military insignia, medals, and identification, as well as for personal, family and community expressions of support and remembrance during wartime (such as the Blue Star icon displayed during WWII). Our search for a reference symbol that: 1) would honor veterans without celebrating war; 2) would reflect the individual veteran as well as the combined service of all veterans; 3) would be enhancing and "attractive" yet be thoughtful and memorable; and 4) be enduring while respectful of the sacrifices that come from duty and service, led us to the STAR.



In progress design of the STAR.

AB 3797  
Exhibit 4  
Page 12

AB 3826  
Exhibit 1  
Page 15



## CALL FOR ARTISTS

### City of Mercer Island Veterans Recognition Project

#### PROJECT OPPORTUNITY

The City of Mercer Island is seeking an artist or design team to create and install an outdoor, site-specific, architectural landscaped and integrated work to honor the veterans of the U.S. armed forces. The work must create a sense of place and enhance the site in Mercerdale Park, as well as serve as a reminder to visitors of the sacrifices that veterans of all wars have made.

The objective of the work is to acknowledge the significant contributions veterans have made to maintaining the quality of life we in the United States enjoy.

#### BACKGROUND

At its retreat in 2001, the Mercer Island City Council voted to create a memorial to honor veterans. The Mercer Island Arts Council was enlisted to oversee the process in the same way that other public art is selected.

#### DESIGN CONSIDERATIONS

The plaza area in Mercerdale Park was chosen because it is visible from both the park and the street. It could be incorporated in the use of the plaza, as well as serving as a constant reminder of how much we owe veterans.

Ideas the Program Committee would like to see incorporated are listed below:

- The work should draw people to it. It should be touchable and thoughtful, hopeful and optimistic.
- It can incorporate utility, such as seating as well as having a consideration for outdoor performance space.
- It should include an area where a wreath can be placed.
- The vista from the plaza should be kept in mind. Enhancing the view of the green area and the native garden would add to the piece, but it is desirable that the skateboard park not be emphasized.
- It must enhance public events, such as music concerts, the summer festival that uses the park, the winter tree-lighting ceremony, and other ceremonies honoring groups or individuals that often take place in the plaza.

AB 3797  
Exhibit 5  
Page 13



**The committee does not want the following elements:**

- Tanks, guns or statues of people.
- A celebration of war. Rather the recognition project is to honor those who served.
- A "what is this?" recognition project stuck in a corner.
- Names of veterans. It would be very difficult to ensure that the names of all Mercer Island veterans were included.

**These are some of the design directions the committee thought might work well, as well as some park elements to keep in mind:**

- The work should reflect the Northwest heritage and "landscape" so natural materials such as rocks and granite are preferable to metals such as steel and bronze.
- It should add some height to the plaza area.
- An archway into the park might be interesting.
- Words such as "honor, life, sacrifice, country" can be incorporated, perhaps in a way similar to the "arched doorways" art that leads into one entrance of the Seattle Center (near the Space Needle).

**Additional considerations:**

- There should be some reference to the U.S. flag. However, there is a flagpole with a flag at the nearby Bicentennial Park, which is in view of Mercerdale Park. Avoiding the look of "too many flags" while still having a flag at the site is a problem to be solved.
- There is currently a work of art in the plaza area, a water feature called "Sizzling Water." This work will remain; the new art must work well with the existing art. There are also some raised grassy areas that echo the look of "Sizzling Water". These are not part of "Sizzling Water" and need not remain, but the cost of removal would have to be included in the budget. They can also be incorporated into the design.
- Lighting can be included, but is not a requirement.

**SITE CONSIDERATIONS:**

The Plaza at Mercerdale Park is a cement area and is approximately 80' x 80'. The entire area can be considered for this work. See the drawing at the end of this Call. Additional photographs are on the City of Mercer Island Web site at [ci.mercer-island.wa.us](http://ci.mercer-island.wa.us). Click on RFQ's & Bids from the left tool bar.

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No other materials will be presented to the Artist Selection Panel.

AB 3797  
Exhibit 5  
Page 14



**METHOD OF SELECTION AND ELIGIBILITY**

The competition is open to any artists or artist/design teams who have worked in media suitable to permanent outdoor installations. The artist or team will be selected on the basis of the following criteria:

- Responds to the project objectives and demonstrates sensitivity to the public benefit.
- Satisfies considerations regarding theft, vandalism, weather, excessive maintenance, safety and liability.
- Submits written concepts and sketches that are compatible with this prospectus and expresses consistent train of thought.

**SCHEDULE**

Entries Due:	February 28, 2003
Artist Selection Panel Review:	March 10-14, 2003
Recommendation to Arts Council:	April 19, 2003
City Council Approval:	April 21, 2003
Commission Announced:	April 22, 2003
Installation Completed:	November 3-7, 2003
Tenative Dedication:	November 11, 2003

**PROJECT BUDGET**

The selected artist will be awarded a commission of \$36,280 plus tax. The commission covers design, materials, labor, site preparation, transportation and installation of the art piece.

**ARTIST SELECTION PANEL**

City Council Representative:	Sven Goldmanis
Local Artist:	Ingrid Lahti
Design Commission:	George Wittman
Interested Citizen:	Jim Trombold
Veterans:	E. Jay Thompson , World War II
	Jerry Gribble, Korean War
	Frank Mandarano, Vietnam War
	Mike Cero, Persian Gulf War
Art Council:	Doug Giant
City Staff:	Diane Mortenson

AB 3797  
Exhibit 5  
Page 15

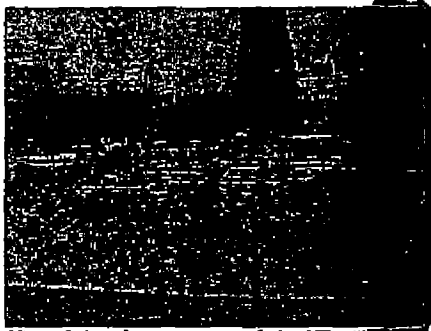


SEND MATERIALS TO

**Veterans Recognition Art Project**  
**Mercer Island Arts Council**  
**8236 SE 24th Street**  
**Mercer Island, WA 98040**

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Applicants are encouraged to visit the site at Mercerdale Park, 78th SE & SE 32nd. Call 206-236-3545 for directions. The installation of artwork will be coordinated with the City.

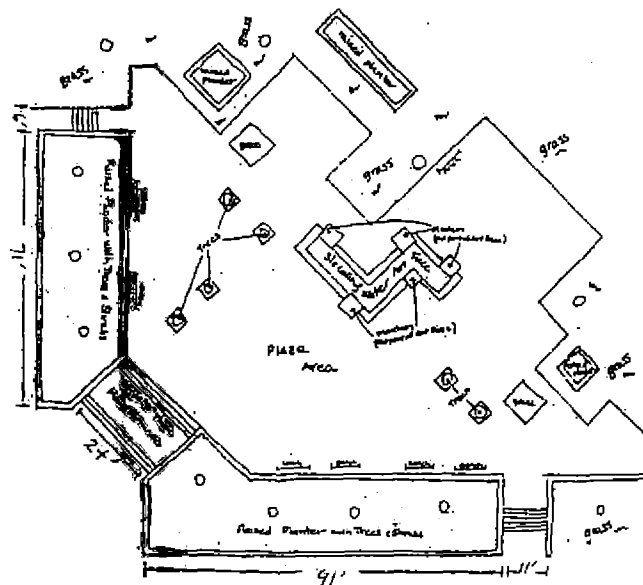


View of plaza from grass area - facing NB with view of Sizzling Water.



Main entrance to park leading up to plaza.

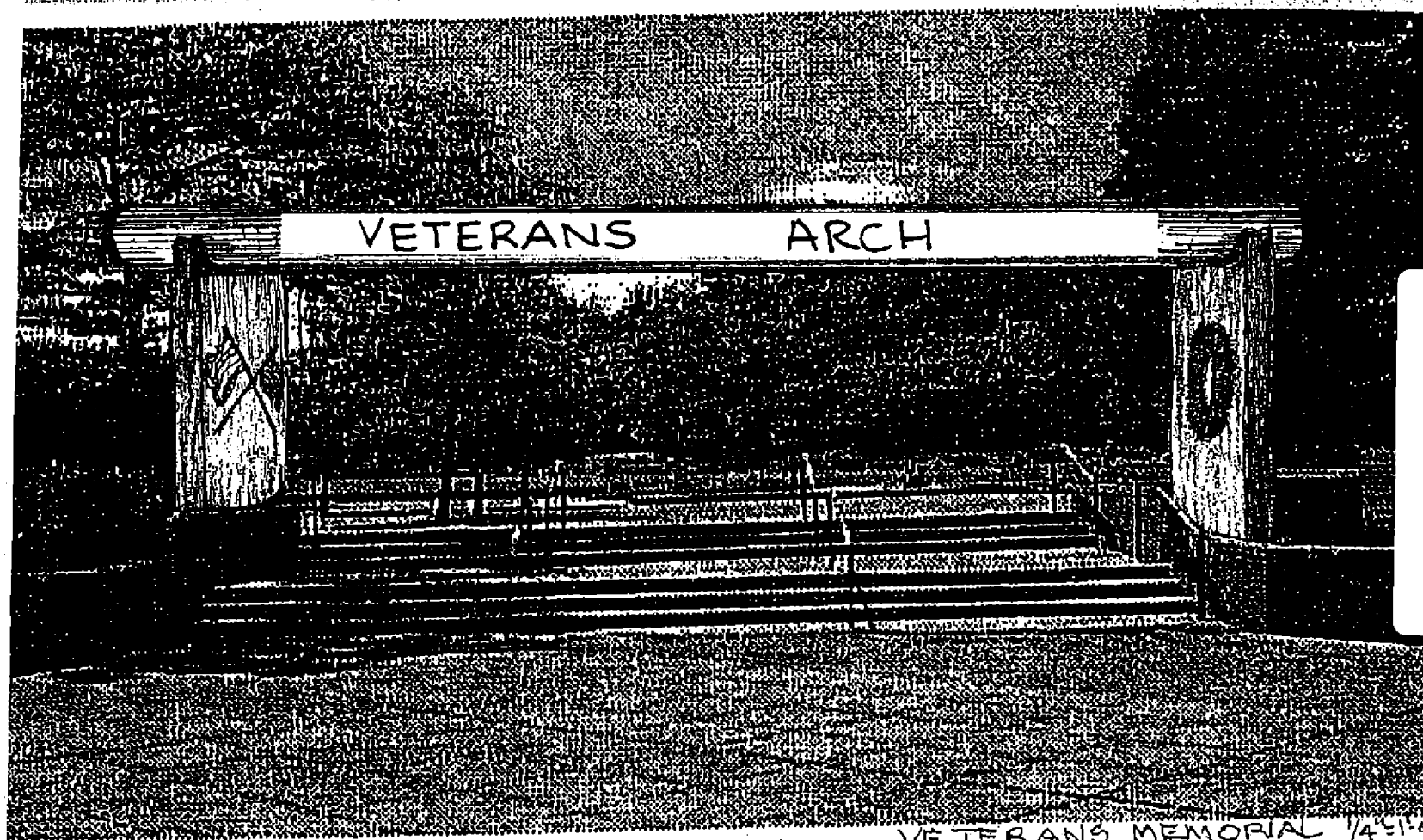
DRAWING OF  
 MERCERDALE  
 PLAZA



AB 3797  
 Exhibit 5  
 Page 16 For Artist Veterans Memorial3.PM7

T/Parks/JBerus





AB 3797  
Exhibit 6  
Page 17

AB 3826  
Exhibit 1  
Page 20

VETERANS MEMORIAL 1/4 51-00



## FROMBACH METALS

**CUSTOM:**

*Trellises Gates Railings  
Original metal Art for Home, Garden,  
and Commercial Applications*

Richard Frombach 206-463-9403

### About Richard Frombach

Specializing in functional art, **FROMBACH METALS** offers design and construction of original metal art for home, garden and commercial applications. Providing "Art that works," Richard Frombach's projects include custom exterior and interior furniture, merchandising materials and displays, as well as decorative safety, design, and boundary elements. Richard Frombach, is a certified welder and metal worker whose projects have included precision construction and maintenance of K2 Ski Corporation presses, King County Fire truck tankers, the construction of the Kingdome, the 7th and Pine Bell Telephone building, the Boeing Hydrofoil project and as project foreman for steam boiler systems for the Alaska fishing industry. He is a principle in **BROCO**, a licensed general contracting firm established in 1979, which offers design and construction services to commercial, residential and municipal clients.

### Clients:

- Vashon Airport District, Vashon
- Vashon Market Place Thriftway, Vashon
- JDB Properties LLC, Vashon
- King County Water District #19
- King County Parks Department, Vashon
- Vashon Cemetery District, Vashon
- Jack Garfinkle, Piedmont CA
- DLO Nursery & Garden, Vashon
- Tree Value, Vashon
- Vashon Pharmacy
- Terry Hulbert, Alki, West Seattle
- Vashon Chamber of Commerce

GENERAL CONTRACTORS  
DESIGN • BUILD

## BROCO

7420 SW Maury Park Road  
Vashon, WA 98060  
SHOP 463-2739  
WA License BROC\*\*21102

AB 3797  
Exhibit 7  
Page 18



## FROMBACH METALS

**CUSTOM:**

*Trellises Gates Railings  
Original metal Art for Home, Garden,  
and Commercial Applications*

Richard Frombach 206-463-9403

### VETERANS RECOGNITION PERGOLA AT MERCERDALE

#### **Descriptive Statement**

My concept is designed to create a sense of place at the plaza of Mercerdale Park, enhancing its use and visual appeal from all angles of the park. In this way, the plaza itself will be a reminder of the citizens' wishes to recognize their Veterans in a central gathering space.

This proposal is for the construction of a pergola, angled to reflect and compliment the existing architecture of the plaza.

On top of the central portion of the pergola is a domed structure which will give visual loft. Within the "hatband" of the structure facing the stairs and fountain will be the words "Honoring the service of our Veterans." On the opposing side, facing the grass will be 5 symbols that represent the armed services. In this way, the core of the pergola will create a hallowed space.

Included in the design are unobtrusive hooks to be used for attachments of sound reflective cloth to the central area and adjacent wings that will serve as a backdrop and transform the pergola into a performance structure facing the lawn.

#### **Structure**

The structure is to be constructed of primed and painted (deep graphite color) steel. Designed to create a backdrop to the plaza and focal point from the street, the plaza or the lawn area, the pergola configuration invites meandering toward the central portion where the viewer will be reminded of its purpose to honor the Veterans. The central portion gives a performance area of approximately 22 x 12 feet with additional area to be gathered from the side wings.

#### **Installation**

The legs will be anchored to the site from internal brace plates by threaded rods to a steel/concrete anchorage. Final engineering of this will be done upon acceptance of the project.

GENERAL CONTRACTORS  
DESIGN • BUILD

## BROCO

7420 SW Maury Park Road  
Vashon, WA 98060  
SHOP 463-2793  
WA License BROCC\*\*211D2

AB 3797  
Exhibit 7  
Page 19

AB 3826  
Exhibit 1  
Page 22



## FROMBACH METALS

CUSTOM:

*Trellises Gates Railings  
Original metal Art for Home, Garden,  
and Commercial Applications*

Richard Frombach 206-463-9403

### VETERANS RECOGNITION PERGOLA AT MERCERDALE

#### Budget

~~\$49,000~~

Includes materials, labor, site prep, transportation and installation cost. The cost of the final engineering is included in this amount and will be done on acceptance of proposal. All welding will be done by certified welders.

\$ 1,275

Design and drafting of the project

\$ 1,200

Lettering within the "hatband" of the structure - "Honoring the service of our Veterans"

\$ 2,000

The 5 logos that represent the armed services

~~\$50,375~~

**TOTAL**

~~\$ 49,850~~

**TAX ON TOTAL PROJECT**

~~\$50,260~~

**TOTAL PROJECT BUDGET**

#### PAYMENT

50% deposit at time of contract, 25% due when two outer wings are set.  
Final payment due when dome and final work is completed.

GENERAL CONTRACTORS  
DESIGN • BUILD

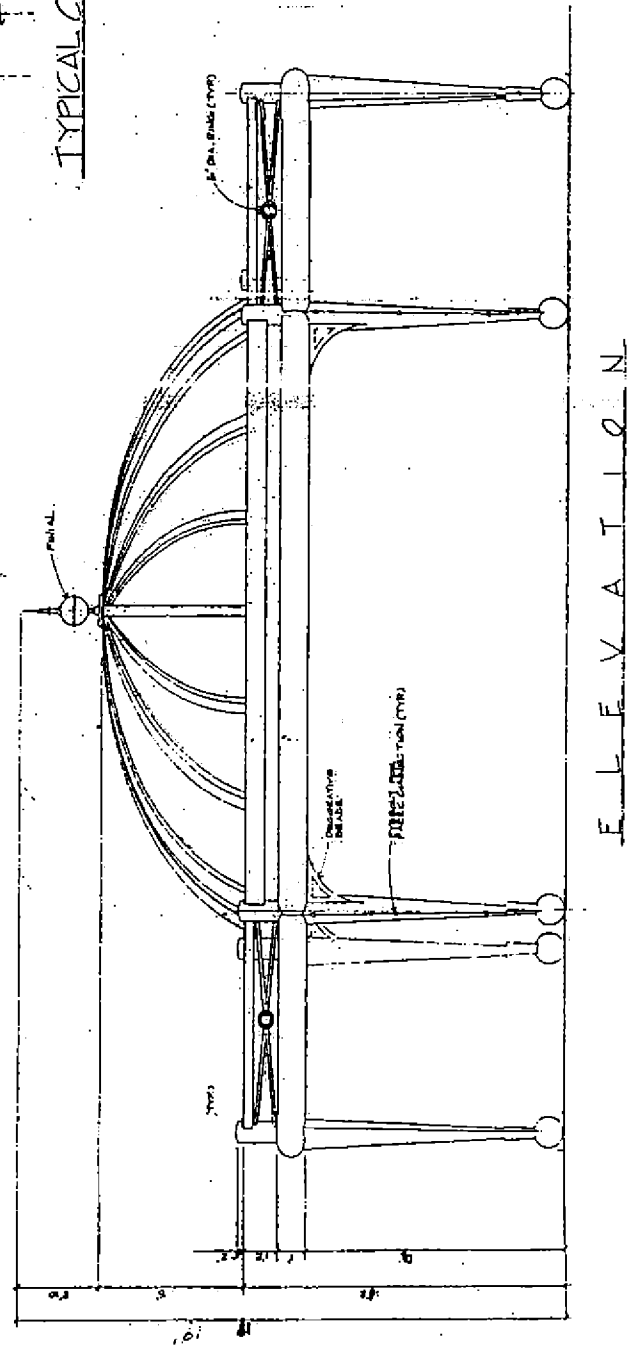
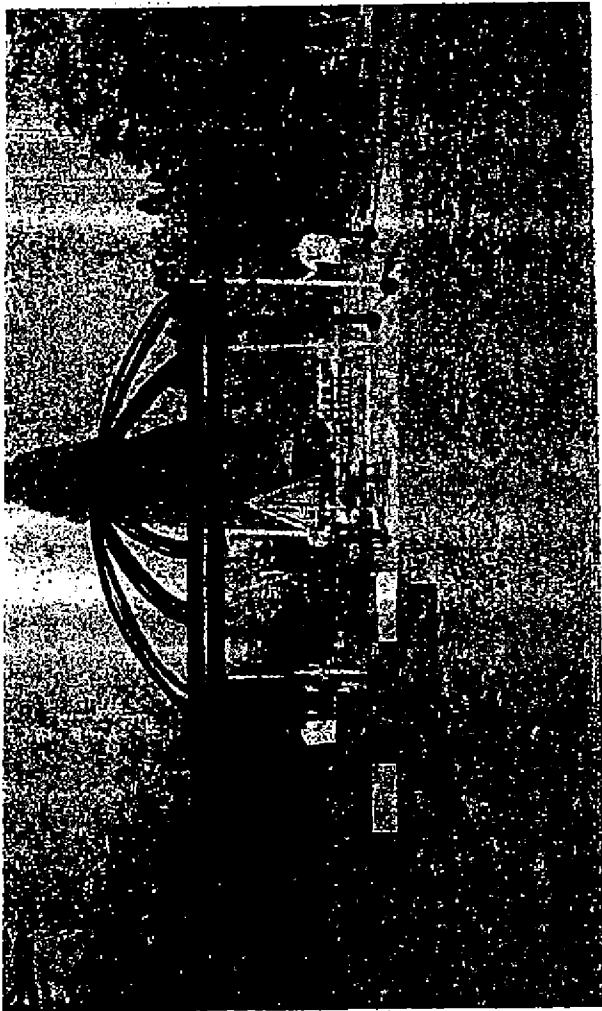
## BROCO

7420 SW Maury Park Road  
Vashon, WA 98060  
SHOP 463-2793  
WA License BROCO\*\*211D2

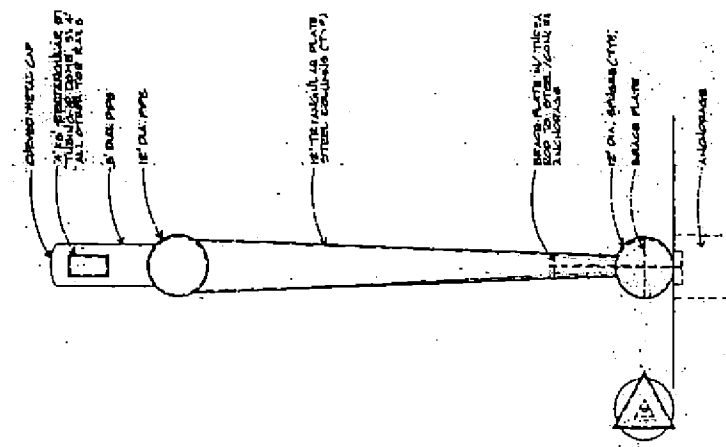
AB 3797  
Exhibit 7  
Page 20

AB 3826  
Exhibit 1  
Page 23



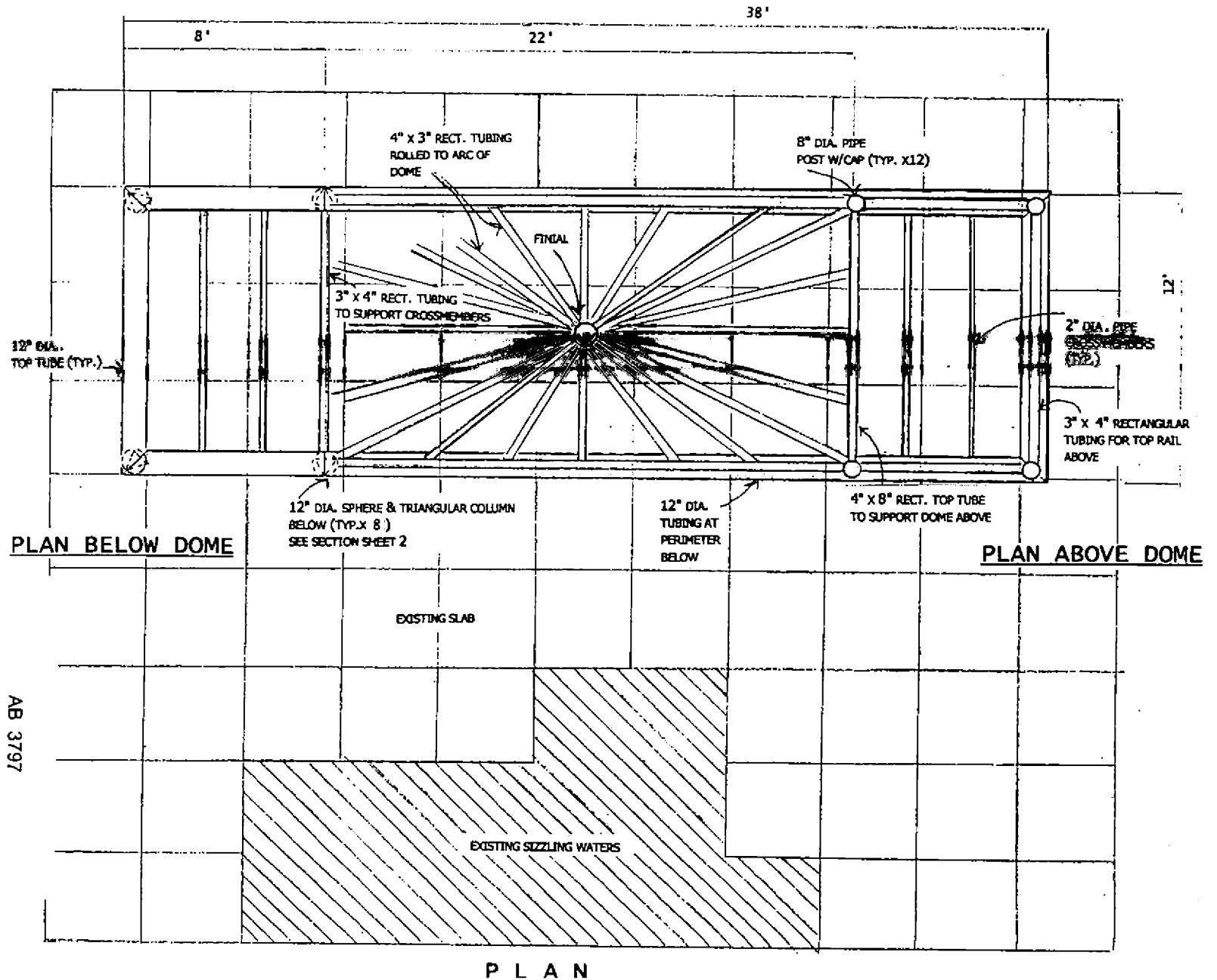


AB 3797  
Exhibit 7  
Page 21



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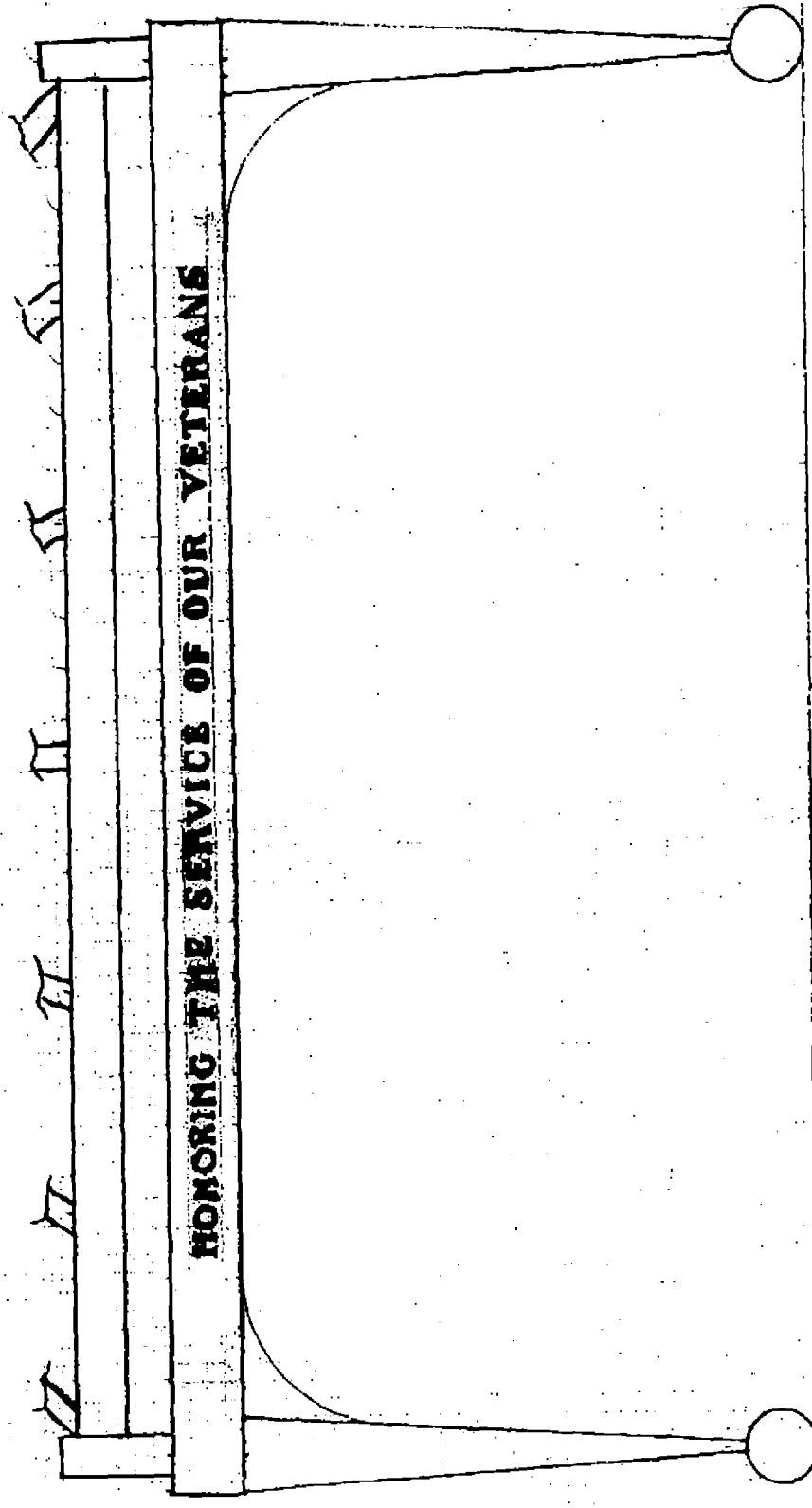




AB 3826  
Exhibit 1  
Page 25

AB 3797  
Exhibit 7  
Page 22





$\frac{1}{2}'' = 1'$   
standing inside looking toward pond

Page 3/3

Aug-27-03 3:20PM

AB 3797  
Exhibit 7  
Page 23

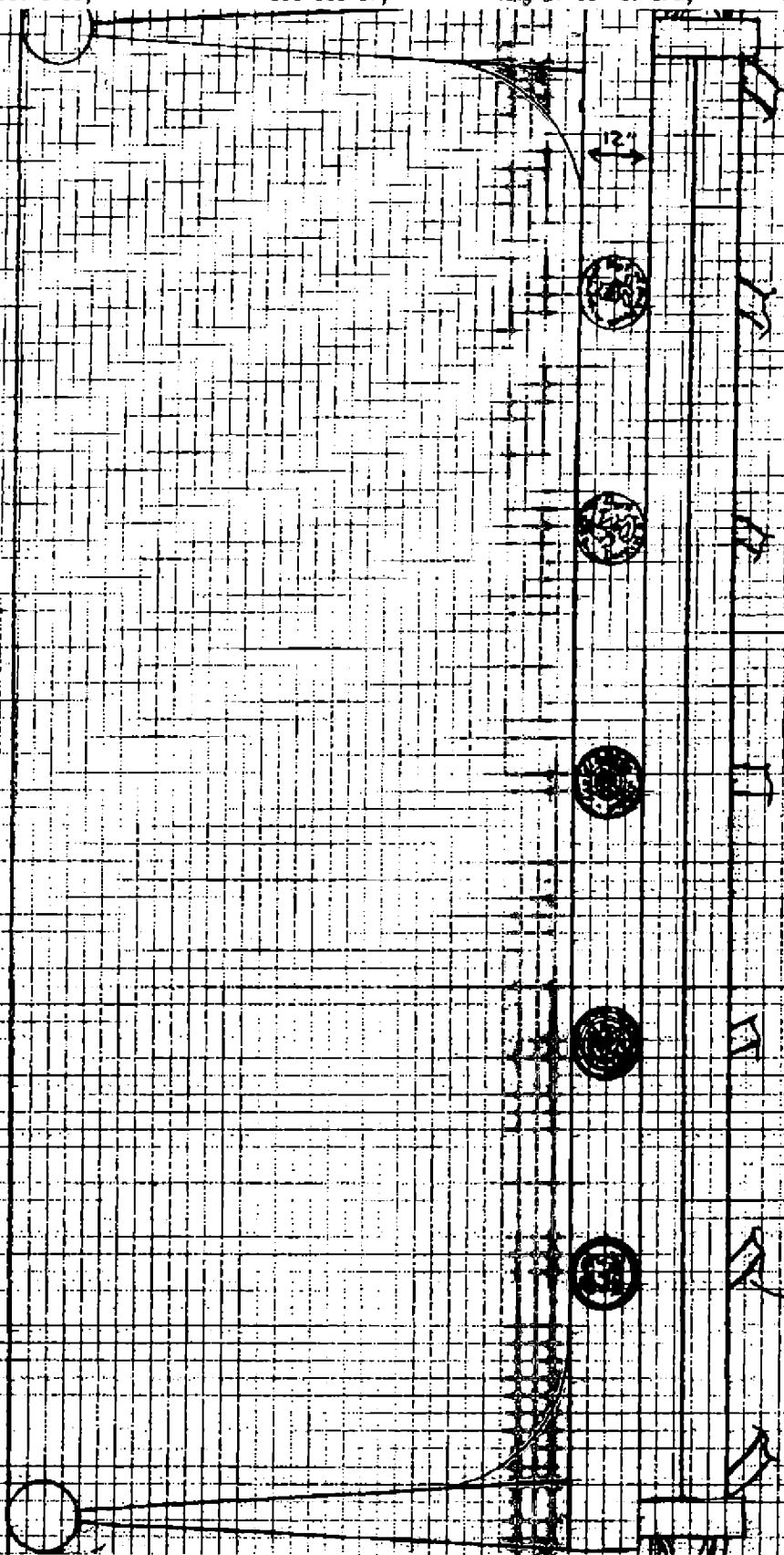
sent by: mr laserjet group



Standing inside looking toward lawn

1/2" = 1'

Cut off dome  
the bushes





# Cast Bronze, 2D Graphics

## Diameter

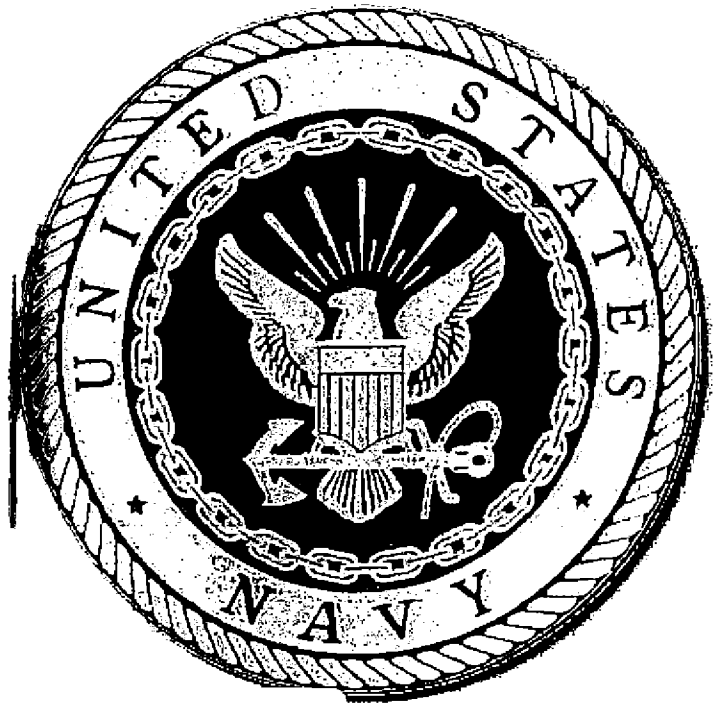
12 Inches-	\$400.00
18 Inches-	\$690.00
24 Inches-	\$1136.00
30 Inches-	\$2090.00
36 Inches-	\$2890.00
40 Inches-	\$3690.00
48 Inches-	\$5990.00

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AB 3797  
Exhibit 7  
Page 25





AB 3797  
Exhibit 7  
Page 26



# Raphael Architects

95 Elm Street Hartford CT 06106

Dear Susan:

It was a pleasure seeing you and Pat at your home Sunday. Thank you. I was also happy to see and discuss with you, the proposed design for the 'Performance Facility' that will be built in the Park. I thought it might be helpful to you to note some of the thoughts we talked about.

I have had the rewarding opportunity to contribute to several performance facilities here in Connecticut. These include the 'Pavilion' in Bushnell Park. The 'Pavilion' is a 75' x 40' multi purpose theater, dance, music and presentation venue which is situated on the side of a vast open park meadow that is utilized for audience seating of several thousand people. This meadow forms the lawn in the back of our beautiful Victorian State Capitol building designed by Architect Richard Upjohn. I was also Architect for a smaller facility in Putnam, CT that is 32' x 22'. Probably the most valuable contribution I can provide you in your endeavor would be my observations of the success (or short comings) of these structures. I will note below some of the major areas I have learned to be sensitive to and discuss them briefly in terms of your design:

Function: I urge you to make every design decision based on use and function. There is no substitute. If the facility does not work well it will be disliked no matter how beautiful.

Beauty Your structure will be a handsome addition to the Park. I like the simplicity and the classic style of it (although I would describe the design as modern!). Beauty and more importantly 'appropriateness' is actually a need and function of the facility. By the way, I think a scale model of the proposed design would be valuable to many people to help them visualize the design. Color and finish wise, there are rust and forest greens that may be natural looking colors in the Park setting. At the same time, and given the playful 'erector set' component design, you could look at primary colors (although this would be more of a risk). In terms of Plan, I prefer that you keep the structure simple and therefore I might prefer the 'straight' plan as opposed to the plan with the diagonal lines. I find the design to be appropriate for the Park setting in its classic simplicity, symmetry and scale.

Dimension I must tell you that 600 square feet is a typical minimum by most standards. Your proposed floor plate of 22' x 12' may be appropriate for 2 rows of 8 performers plus a drummer. (maximum). Given that the 'Stage' floor is on grade, there is flexible room here by simply extending the available space out beyond the front or back of the actual stage area. The 'wings' on each end will allow for expansion although the use is limited by the columns of the structure, which are close to each other. With a 9 foot clearance, 11 foot and 17 foot total height, there is some ability to erect a temporary platform within the Plan of the Facility for some needed site line improvement.

The floor area of the stage should be a direct result of the use. The existing design reflects today's stated 'Program'; but remember it does not allow for flexibility in the future.. You will not be providing a space for most dancer groups or an orchestra or a 'Big Band' performance. (for example 25 -30 performers). We know that the use may change in the future. The irony here is that, the more successful the structure is, the more uses will appear in the future wanting to utilize the structure.

Site Lines I am sorry to be a nudge on this one (and I know there are other important considerations) but please be sure everyone understands that a stage on the level of the audience is limiting site lines in terms of audience depth. People cannot see over other audience members who are standing or even seated in typical lawn furniture in front of them. I would raise the stage platform. If you are sure (as stated) that there has not been in the past a raised stage nor will there be a need in the future then you are quite right in providing for the performance space to be on grade. While site lines are limited, you do get the advantage of flexibility, cost savings and simplicity. As stated above you can erect a temporary platform (of limited height) should the need arise.

Tel 860.560.9191

Fax 860.560.9192

e-mail joel.raaphael@sbcglobal.net

AB 3797  
Exhibit 8  
Page 27



Stage Roof The roof over the stage does not allow for performances in the rain (obviously). Your fabric roof, if well designed will, however, allow for the musicians to confidently set up during the day (when it is raining or threatening to rain) for a later performance if the sky clears. It also insures that valuable instruments are not damaged in a sudden downpour. This means you can operate when the weather is threatening. This will vastly improve the chances of performances when the weather is 50/50.

Lighting Consider at least basic lighting for the performers. this may enhance the beauty and the practicality of the facility even if full night use is not anticipated. I have never experienced summer light in the north and West Side of a time zone so I cannot respond to reports of daylight at 9pm. I am thinking more of light for aesthetic effect and again, flexibility of use.

Backdrop The backdrop will also be the fabric like that on the overhead. The legs of the pergola are designed to have hidden rings for toggles to connect the sail material.. This will allow for where the necessary equipment, trash, backup materials, props, instruments, costumes will be. If any drama is contemplated, the backdrop gives you a backstage, a stage left and right. If you have multiple performing groups, they have a place to be while waiting until their turn.

Electric Power Speakers use a lot of power. So does stage lighting if installed in the future. Should the anticipated use change in the future, expanded electrical power could be extended to the facility.

Equipment Interface This is for the stage managers of the performers to access whatever power or speaker or lighting you have. Known as 'Union Connectors', there are two prevailing types. This requires enclosed space.

Stage Surface If you don't anticipate dance then you may be OK. Dancers need a resilient floor.

Acoustics The use of electronic amplification will help. I believe you have space for speaker towers in front of the performers which is critical. If you need to rely on natural acoustics then I suggest an acoustic consultant as we had here in Hartford. Our Pavilion was fitted with acoustic panels in the ceiling that disburse sound waves. Because you are not relying on acoustic transmission of sound you do not have this need.

Storage Think about safety equipment or temporary snow fencing (used to keep the audience 10 or 20 feet from the performers).

Toilets Can be portable units when needed. Believe it or not, when our facility in Hartford became very popular for big name performers, we had to respond to demands of some of the big shots and provide some of the comforts of home.

Security Night lighting? Lighting for the audience to safely disburse at the end of the performance? Telephone or computer connection? Vandalism? Graffiti? Basic Public Address system? Consider these possibilities. A painted steel structure is actually a good solution as paint can cover graffiti easily. Can you protect the fabric ceiling?

Lightning Protection I don't claim to be an expert here but we always include a basic protection system.

In summary, your proposed design will be an attractive and functional addition to the Park for its intended use as described. It's a delightful light structure that is based on a classical theme. I like it. Remember however it is limited in its scope and will not suit a wide variety of uses. Use the list above as a checklist and then feel confident.

If I can be of further help let me know.

Joel Raphael

AB 3797  
Exhibit 81  
Page 28

AB 3826  
Exhibit 1  
Page 31



# GLANT PACIFIC

C O M P A N I E S

Douglas F. Glant  
Chairman - C.E.O.

To: The Mercer Island  
Arts' Council



As a former ARTS' Council member  
(and as chair of the second Artist  
Selection cte), I am Thrilled that  
the council has finally found a  
Veterans' Recognition Project which  
satisfies their goal and desires.  
This has been a long and rigorous  
selection process which has taken  
over a year to (at last) give  
extraordinarily well-deserved  
honor to those who have served  
our country and community.

I was also gratified to read  
Mike Cero's comment that this  
was what the veterans had  
desired from the beginning. I hope  
there is no further delay. That would  
be a real disservice to our community.

Heartfelt congratulations,  
Doug Glant

P.O. Box C3637 • Seattle, Washington 98124 • (206) 628-6222 • FAX (206) 628-6234

AB 3797  
Exhibit 9  
Page 29



**Jennifer Berner**

---

**From:** Michael Cero [mscero@comcast.net]  
**Sent:** Wednesday, October 08, 2003 7:17 AM  
**To:** Susanlondon@aol.com  
**Subject:** Memorial Plaza

Susan, Thank you for taking the time to review with me the latest submission. The pergola design by Richard Frombach satisfies the design criteria I had in mind when we began the selection process many months ago. The pergola has the added benefit of bringing together the water fountain and the raised planter beds. Money is always an issue, I hope your committee can find the funds and commitment to bring the fountain and planter beds to the level of repair commensurate with that of the pergola. After all, it's not just the pergola that will be evaluated. It's the sum of the parts of the Veteran's "Plaza."

Thank you for your commitment and service in seeing this project through.

Good Luck

Mike Cero  
Commander  
VFW Post 5760

AB 3797  
Exhibit 9  
Page 30

10/8/2003

AB 3926  
Exhibit 1  
Page 38



**Jennifer Berner**

---

**From:** Amanda Clark [amandac5@comcast.net]  
**Sent:** Wednesday, October 08, 2003 6:01 PM  
**To:** Susan Landon  
**Subject:** Veteran's Project

Hello, Susan,

As you know, I was the first chair of the Veteran's Memorial project. The program committee, which included the current Commander of the VFW Post 5760, Mike Cero, developed the plan for the RFP, which included the results of various public meetings with local veterans as well as citizens interested in preserving Mercedale Park.

At the meeting of the committee to chose a piece from those submitted, one was chosen which I felt represented the goals of the program committee. Unfortunately, not everyone on the committee was present, and some dissent arose after the fact. A strong dissenting view was that the selection did not represent a "sense of place." There was also a desire for something with utilitarian value, such as a band shell, but we did not have the funds for such a project, nor was such a design offered.

Finally, because of the dissension, the selection was rejected. A new committee was formed, with a new chair from the Arts Council (I was no longer a member). My understanding is that the design chosen by that committee likewise was rejected.

I'm not very familiar with the project after that. I do know, though, that a tremendous amount of work and energy has gone into this project, and that decisions were made after much deliberation. However, just as a personal opinion I fully support the idea of a band shell and of this design, which I believe will add to the ambience of the park as well as become a gathering place for Mercer Islanders.

Amanda

AB 3797  
Exhibit 9  
Page 31

10/18/2003

AB 3826  
Exhibit 1  
Page 34



The Mayor and City Council  
City of Mercer Island

October 6, 2003

Many veterans living here on Mercer Island are interested in a proposal to construct an appropriate place where the sacrifices made by millions of Americans, in the defense of the sovereignty of our nation and the freedoms we all enjoy, will be kept as a permanent reminder that the price of freedom is constant vigilance.

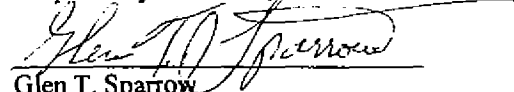
Attached hereto is a petition signed by some resident veterans and relatives of living and deceased members of our armed forces. The petition requests the City Council to delay any action on the proposed design for the veteran project sent to the City Council by the Arts Council. Their proposed design is not appropriate for a memorial and in fact the Arts Council apparently recognizes this since they refer to it only as a "remembrance"

There are no active or retired armed services persons serving on the Arts Council. This may account for their reluctance or inability to fully appreciate the significance of service and sacrifices by American citizens in defense of our nation. During the time they have been working on the project no veteran input was taken into consideration. Attempts by some veterans to participate were totally rejected by the Arts Council. We believe this to be regrettable and inexcusable.

The purpose of the Arts Council is not as a design agency and the veteran memorial project should not have been assigned to them in the first place. Rather, a special committee should have been appointed by the City Council selected for the purpose from resident individuals of appropriate age, experience, technical expertise and appreciation for the real intent of such a project. It is not too late to take such action.

We sincerely hope that the City Council will, during deliberations, carefully consider the desires and ideas of our veteran community.

Respectfully submitted;



Glen T. Sparrow  
2220 - 82<sup>nd</sup> Avenue SE

AB 3797  
Exhibit 10  
Page 32

AB 3826  
Exhibit 1  
Page 35



# CITIZENS PETITION TO THE CITY COUNCIL

We, The Undersigned VETERANS, SERVICE PERSONNEL, RELATIVES, AND CONCERNED CITIZENS Hereby Respectfully Request That The MERCER ISLAND CITY COUNCIL Allow And Consider PUBLIC INPUT At A HEARING On THE Proposed Plans For The VETERANS MEMORIAL Project Before Final COUNCIL Approval And Commencement Of Construction Thereon.

NAME	ADDRESS	PHONE NUMBER	SERVICE CONNECTION
John L. ...	4400 SE 20th St	206-252-1383	W.W.2 AIR FORCE
R. Kissler	4438 PARKWAY	232-8797	USNR
ST. T. SPARROW	2220-82nd SE	232-0843	USNR WWII PACIFIC
Thurston Cole	4404 SE 54th St	232-6471	Friend of the Armed Forces
Margaret A. Sparrow	2220-82nd SE	232-0843	W.W.II-Vietnam relatives
MART. KASCHKE	6876 83rd Ave SE	232-7940	KOREA - USNR
Bob Burmeister	2805 75th Ave SE	232-3602	Citizen
BARBARA SCHWARTZ	7000-82nd Ave SE		"
Nancy Weir-Weyna	9205 SE 108th St		Citizen
LOUIS A. WARRINER	3062 70th Ave SE	206-230-9364	USN
X HARRIS FREEDMAN	3764 79th Ave SE		M.I.
Brent T. Davis	2805 SE 75th Pl, #27	ME. 98040 206-230-5672	CITIZEN
AL GUREVICH	2752 70th Ave SE		ARMY
DENNIS LANE	2550 70th Ave NE		ARMY
X ...	... 5th Ave SE		Army
...	3014 65th Ave SE		Navy (44-46)
Jim B. Gypke	6213 83rd Place SE	232-8511	RELATIVE
Doris J. Speer	P.O. Box 780	232-9222	Citizen
WILLIAM M. SPEER	P.O. Box 780	232-9222	US AIR FORCE

AB 3797  
Exhibit 10  
Page 22



# CITIZENS PETITION TO THE CITY COUNCIL

We, The Undersigned VETERANS, SERVICE PERSONNEL, RELATIVES, AND CONCERNED CITIZENS Hereby Respectfully Request That The MERCER ISLAND CITY COUNCIL Allow And Consider PUBLIC INPUT APPEARING On THE Proposed Plans For The VETERANS MEMORIAL Project Before Final COUNCIL Approval And Commencement Of Construction Thereon.

NAME	ADDRESS	PHONE NUMBER	SERVICE CONNECTION
AUGIE SCHER	3304 KVA 101	232 3210	USMC
W. ERIC DAVIS	3764 74th St	306 535-0706	SPR
IVAN T. FISH	6945 20th St	232 4090	ARMY
Harold F. FINE	2926 72nd Ave SE	236 2468	Navy
Margaret Barker	3060 82nd SE		Army
Elara J. Hruska	9445 SE 52nd St		Navy Seabee
James W. Brannan	8591 SE 76 Pl		#2 Navy USMC Major Ret
John T. Marshall	8225 SE 29th		NAVY AIR
W. P. ...	1821 SE 40th		Navy Veteran

AB 3797  
Exhibit 10  
Page 34

AB 3826  
Exhibit 1  
Page 37





City of Mercer Island, Washington  
**Parks & Recreation**

8236 S.E. 24<sup>TH</sup> STREET,  
 MERCER ISLAND, WA 98040  
 206.236.3545 / 206.236.3631 FAX  
 email: [miparks@ci.mercer-island.wa.us](mailto:miparks@ci.mercer-island.wa.us)  
 web: [www.ci.mercer-island.wa.us](http://www.ci.mercer-island.wa.us)

## TRANSMITTAL SHEET

To: <i>Susan Landon</i>	Company:	
From: <i>Jennifer Berner</i>	Phone:	Fax:
Date:	Total No. Of Pages Including Cover:	
Re:	CC:	
<input type="checkbox"/> URGENT <input type="checkbox"/> FOR REVIEW <input type="checkbox"/> PLEASE COMMENT <input type="checkbox"/> PLEASE REPLY		

Message:

*Susan - Give me a call & we can talk about this.  
 Glen Sparrow presented this to Council last night  
 during appearances.*

*Thanks - Jen B.*

☐ Hard Copy to Follow

Signed: \_\_\_\_\_

AB 3797  
 Exhibit 10  
 Page 35





November 18, 2003

Dear Mercer Island Resident:

The Mercer Island Arts Council would like to express its appreciation to all the Veterans and residents of Mercer Island who contributed to the selection process of the Veteran's Recognition Project since its official inception in June 2001. From the initial meeting at the VFW Hall in October 2001 to the City Council approval of the project November 3 2003, over 30 hours of public meetings have been held. Hundreds of volunteer hours have been devoted to the successful selection of a fitting tribute to the contributions to our community by our veterans. Veterans have been integral to every aspect of this process from the formulation of the project description by the Program Writing Committee, participation in the Artist Selection Committees (5 Veterans), and regular attendance at Mercer Island Arts Council meetings where monthly updates were made.

This has been a protracted process because the Veterans were very clear that this project should create "a sense of place" where our community could gather for a variety of reasons and be reminded of the continuing contributions of those who serve our nation in the armed forces. For this reason the site selected was Mercerdale Park where the community holds concerts and other public events. Many of the submissions for the project were rejected because they were merely decorative and not functional.

The domed pergola, designed by Richard Frombach satisfies the many requirements of the Veteran's requests: its location at the edge of the plaza by the lawn enhances the plaza as a gathering place; its versatility to be used as a performance space, with canvas overhead and background protection when needed, gives it a utility and echoes the tradition of commemorative band shells throughout the US; its domed design is reminiscent of memorial buildings since classical times. The inscription inside the dome creates a hallowed space within the structure inspiring contemplation.

As designed, the inside of the "hatband" of the dome facing and visible to the entry to Mercerdale Park will be inscribed "Honoring the Service of Our Veterans," and the opposing band facing the lawn will display medallions of the 5 armed services. In response to a City Council request that the public have one more opportunity to give input on the verbiage, The Mercer Island Arts Council is prepared to devote the majority of its meeting on Wednesday, December 10th to public input on the wording. Because of the great interest the public and our veterans have shown in this project, all attendees are encouraged to bring their suggestions IN WRITING and will have 3 minutes to make their proposals. In this way we can insure that all will have their opportunity to contribute.

The Mercer Island Arts Council welcomes all residents to attend this meeting. Again, thank you to all who have contributed so much time and energy to making this project something of which we can all be proud.

Susan Landon, Chair  
Mercer Island Arts Council



Pergola- 2005



Armed Forces Plaques





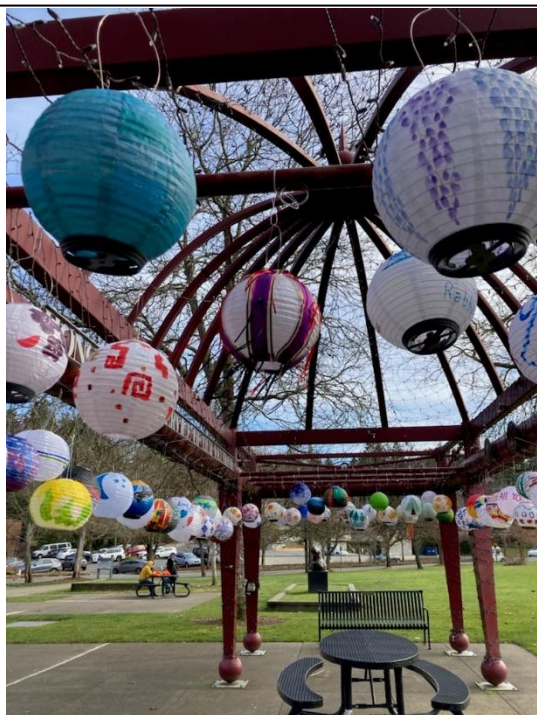
Illuminate MI- Seasonal Lighting



Veteran's Recognition Event



Island Lanterns- Community Art Installation



Veteran's Recognition Event



Seasonal Hanging Baskets





Pergola- Canvas Cover



The Pergola without the cover



The Pergola with the Canvas Cover



The canvas cover on grass before installation. Longest dimensions: 21'wide x 26' long.



Side view of one of the hooks used to secure cover to Pergola



Back view of one of the hooks. There are approximately 30 sewn in hooks.



Bungees are used to further tie canvas cover around the poles of the pergola. We already have the bungees, they do not need to be included in your bid.



Hooks clip into welded "O" shaped rings on frame. There are approximately 30 clip areas.



This top hole here because it is a stress point on the canvas. a separate piece covers this area.



The snaps on this design are NOT needed in the new cover.



This is the separate top piece





## ARTS COUNCIL CITY OF MERCER ISLAND

AC 25-07  
October 15, 2025  
Regular Business

Item 5.

### AGENDA BILL INFORMATION

<b>TITLE:</b>	AC 25-07: Public Art Donation Proposal – <i>Hokusai 20</i> by Jeffrey Laudenslager	<input checked="" type="checkbox"/> Discussion Only <input type="checkbox"/> Action Needed: <input type="checkbox"/> Motion <input type="checkbox"/> Recommendation
<b>RECOMMENDED ACTION:</b>	Provide direction to staff for next steps to confirm the feasibility of the proposed donation.	

<b>STAFF:</b>	Sarah Bluvas, CIP Project Manager
<b>EXHIBITS:</b>	1. 6-Year Work Plan for Art in Public Places 2. Public Art Donation Proposal

### EXECUTIVE SUMMARY

The purpose of this agenda bill is to provide information about a public art donation proposal received by the City of Mercer Island and to seek direction from the Mercer Island Arts Council (Arts Council) for next steps.

- On August 31, 2025, staff received a proposal from Mercer Island residents Robert and Laura Ellen Muglia to donate the sculpture *Hokusai 20* by Jeffery Laudenslager to the City.
- The donors propose installing the 21ft kinetic sculpture in the North Mercer Way roundabout in Town Center. Installing artwork in this location was identified by the Arts Council as a high priority project opportunity in the 6-Year Work Plan for Art in Public Places, which was approved by the City Council on September 16, 2025.
- Before staff initiate the Arts Council process to evaluate the proposal, additional research is required. If the Arts Council wishes to move forward with formally reviewing the donation proposal, staff will return at a future meeting with more information and a recommendation for next steps.

### BACKGROUND

The City of Mercer Island [public art collection](#) features more than 60 works of 2D and 3D art installed in public facilities and parks around Mercer Island. Artwork has been acquired through City commissions and purchases as well as through donations by private entities. The most recent public art donation acceptance was of *Raven* by Ron Reeder, which was donated to the City by the Mercer Island Visual Arts League (MIVAL) in 2023 ([AB 6204](#)).

To steward the future of the public art collection and program, City staff and the Mercer Island Arts Council (Arts Council) drafted the 6-Year Work Plan for Art in Public Places (6-Year Work Plan) from May 2024 to March 2025. This internal planning document includes goals for the City's public art program; public art project opportunities to consider over the 6-year planning horizon; guidance for community engagement and collection management; and other information to support the Mercer Island public art program (Exhibit 1).

In September 2024, a representative for Mercer Island residents Robert and Laura Ellen Muglia contacted City staff requesting to donate a sculpture to the public art collection. Staff informed the representative that the City was in the process of developing the 6-Year Work Plan and would not consider new donation requests until the planning process concluded.

Staff stayed in contact with the potential donors throughout the process and notified them in July 2025 that the 6-Year Work Plan would be transmitted to the City Council in September 2025. At that time, staff also



provided directions for submitting a public art donation proposal should the potential donors still be interested in doing so. On September 16, 2025, the City Council approved the 6-Year Work Plan ([AB 6770](#)), and the City is now able to begin reviewing public art donation proposals using the updated Guidelines for Administering the Public Art Program approved with the 6-Year Work Plan.

## ISSUE/DISCUSSION

### PUBLIC ART DONATION PROPOSAL: *HOKUSAI 20*

On August 31, 2025, staff received a proposal from the Muglias to donate *Hokusai 20* by Jeffery Laudenslager to the City (Exhibit 2). Details for the sculpture are provided below.

- Title: *Hokusai 20*
- Artist: Jeffery Laudenslager
- Medium: Kinetic sculpture
- Material: Titanium
- Dimensions: The artwork stands approximately 21ft tall and weighs approximately 314lbs. The base is approximately 37in tall and weighs 91lbs.

During the Arts Council meeting, staff will display a 3D-printed model of the proposed sculpture as well as share images and videos of the artist's other works.

The donors propose siting the sculpture in the roundabout at North Mercer Way and 77<sup>th</sup> Avenue SE in Town Center to "transform a functionally effective but otherwise non-descript intersection into a major feature of the City." Installing artwork in the roundabout was previously identified as a project opportunity by the Arts Council; this project opportunity was included as a high-priority opportunity in the Project Opportunities List in the 6-Year Work Plan. Installation costs would be covered by the donors.

### PROCESS FOR EVALUATION + ADDITIONAL INFORMATION REQUIRED

Per the Guidelines for Administering the Public Art Program, which were updated and approved with the 6-Year Work Plan, the Arts Council shall use the procedure for evaluating submittals for artist/artwork selection to determine whether to recommend acceptance of the public art proposal to the City Council. Staff preliminarily reviewed the proposal and met with the donors to discuss the process on September 30, 2025. Prior to initiating the proposal evaluation process, additional research is required to determine the feasibility of the proposed donation. Staff recommend completing the following tasks before starting the formal proposal review process.

#### Review Installation Needs with the Artist and Structural Engineer

The public art collection features three kinetic sculptures, but *Hokusai 20* would represent the first fully movable sculpture accessioned into the collection. To understand more about the sculpture's mechanics, installation needs, and maintenance, staff would meet with the artist and a structural engineer to ensure the City is capable of the long-term care of this type of public artwork.

#### Discuss Proposed Location with Other City Divisions

Installing artwork in the right-of-way may pose visibility and other roadway challenges for vehicle operators, pedestrians, and cyclists. To make a recommendation about the proposal to the Arts Council, staff must review the request with the City's ROW and Engineering teams to properly vet the proposed location for installation.

#### Coordinate with Other Agencies

Sound Transit constructed the North Mercer Way roundabout to mitigate traffic impacts associated with the forthcoming East Link Light Rail extension. As a condition of the right-of-way use permit approval for this project, Sound Transit transferred two land parcels and their associated



improvements to the City following final approval and acceptance of the construction project in November 2024 ([AB 6566](#)). The roundabout and associated improvements such as landscaping are still owned by Sound Transit but will be transferred to the City in the future per the City Engineer. Additionally, a small portion of the roundabout is located on Washington State Department of Transportation (WSDOT) right-of-way and any installation plan must be reviewed and approved by WSDOT. Staff recommend starting the proposal review process after the roundabout transfer has been completed with Sound Transit and preliminary discussions have been held with WSDOT.

### NEXT STEPS

Tonight, staff seek Arts Council direction on whether to move forward with additional research to confirm the feasibility of the proposed public art donation. If the Arts Council wishes to move forward, staff would return at a future meeting to review findings and provide a staff recommendation about initiating the procedure to evaluate the public art donation proposal. Upon review, if the proposal is recommended for acceptance, the recommendation would be transmitted to the City Council for approval. A project timeline to install the work of art would be developed and updates would be communicated to the Arts Council and community as appropriate.

If it is determined that the proposed location is not feasible for installation, staff would discuss additional opportunities with the donor and determine whether to return to the Arts Council with an updated proposal.

### RECOMMENDED ACTION

Provide direction to staff for next steps to confirm the feasibility of the proposed donation.





# 6-Year Work Plan for Art in Public Places

9/17/2025







## Table of Contents

Introduction .....	3
Project Opportunities .....	4
Funding .....	5
Public Engagement .....	6
Collection Care .....	9
Revising the 6-Year Work Plan for Public Art .....	11
Appendices .....	12
Appendix A. Project Opportunities List .....	12
Appendix B. 1% Fund Balance Information .....	14
Appendix C. Grant Funding Resources .....	15
Appendix D. Guidelines for Administering the Mercer Island Public Art Program .....	16
Appendix E. Public Art Documentation Forms .....	23
Appendix F. Terms & Definitions .....	25
Appendix G. Public Art Types .....	27



## Introduction

The City of Mercer Island (City) began amassing a public art collection in the 1980s and established a 1% for Art in Public Places Fund (1% Fund) in 1993 to support the acquisition and maintenance of visual artworks for the public realm. Per the establishing ordinance, the 1% Fund is funded by 1% of construction costs for qualifying capital improvement projects, which include major renovations/repairs and new construction of public parks and streets. Today, the City's public art collection includes more than 60 works of two- and three-dimensional art installed in public facilities and parks around Mercer Island.

In 2022, the Mercer Island City Council (City Council) adopted the 2022 Parks, Recreation, and Open Space Plan (PROS Plan), which identified the need to develop a long-range project plan for the 1% Fund. To achieve this goal, City Recreation and Capital division staff collaborated with the Mercer Island Arts Council (Arts Council) in 2024-2025 to draft this 6-Year Work Plan for the Mercer Island Public Art Program (the 6-Year Work Plan).

### What does the 6-Year Work Plan include?

- Goals for the City's public art program
- Public art project opportunities to consider over the 6-year planning horizon
- Funding resources information
- Guidance for engaging the Mercer Island community in public art acquisition and exhibition
- Details about public art collection management and updating the 6-Year Work Plan
- Roles and responsibilities for City staff and for the Arts Council in implementing the 6-Year Work Plan
- Updated procedures for permanent acquisition, temporary exhibition, and deaccession

### Who implements the 6-Year Work Plan?

City staff and the Arts Council are tasked with reviewing the 6-Year Work Plan and identifying individual action items to propose for the City's Biennial Budget and Capital Improvement Program (CIP). Once the budget and CIP are approved by the City Council, items will be implemented by the appropriate City departments with Arts Council input and collaboration as necessary.

### What are the goals of the 6-Year Work Plan?

Through the public art program, the Arts Council and City staff seek to:

- Spark curiosity where Mercer Island residents live, gather, and play.
- Cultivate community pride, civic engagement, high quality of life, and social connection.
- Share Mercer Island's rich history, natural beauty, and local creativity with Island residents and visitors.
- Invite and encourage community members to share their own diverse experiences, backgrounds, and beliefs through artmaking.
- Promote and implement sustainability practices through public art creation and exhibition.
- Provide accessible, inclusive, and safe public art experiences that make all feel welcome.
- Steward a public art collection that future generations can enjoy, engage with, and enhance.

To achieve these goals, the 6-Year Work Plan outlines three key components – **Project Opportunities**, **Funding**, and **Public Engagement**. When coordinated, these components will result in a successful, meaningful public art program for the Mercer Island community. Details about these three components and how they relate are provided in the next sections.



## Project Opportunities

Project Opportunities represent the starting point for administering the City's public art program. What project ideas exist? Which ideas are feasible given City requirements and resources? And what will the public art program focus on over the time horizon of the 6-Year Work Plan?

### Developing the Project Opportunities List

The Project Opportunities List is a dynamic list of public art opportunities that can be implemented by the City as resources allow. The list supports project planning over the time horizon of the 6-Year Work Plan and aims to capture the following information:

- Preferred locations for installing public art projects
- Locally significant history, people, events, locations, and/or other details to highlight through public art projects
- Planned capital projects that are eligible and/or strong candidates for public art projects using 1% Fund dollars
- Project ideas proposed by Arts Council members, Mercer Island residents, local community groups, and/or others

City staff, in consultation with the Arts Council, are responsible for maintaining this list, including updating it on a quarterly basis to ensure new opportunities are catalogued. (More details about collecting community input for project opportunities are provided in the Public Engagement section.)

### Identifying Project Priorities

Recognizing that the City has limited financial, staff, volunteer, and other resources, a small number of project opportunities will be pursued during the six-year time horizon of the 6-Year Work Plan. City staff will work with the Arts Council Chair and Vice Chair to schedule a biennial Arts Council workshop to recommend projects for the upcoming biennium. Staff are responsible for ensuring the workshop is conducted ahead of Citywide development of the biennial budget and CIP, including allowing adequate time to engage the Mercer Island community in prioritizing project opportunities if desired by the Arts Council.

After the Arts Council identifies their recommended project priorities, their recommendation will be presented to the City Council for approval via the draft Capital Improvement Program (CIP), biennial budget, and/or City department work plans as appropriate.

### 2025-2030 Project Opportunities List

The 2025-2030 Project Opportunities List was developed during a public art planning process conducted with the Arts Council from May 2024-March 2025. Project opportunities were proposed by Arts Council members, City staff, and community members, and preliminarily evaluated by staff against various factors. The Arts Council reviewed each opportunity and completed a dot-voting exercise to refine and prioritize the list into three levels:

- High (Green): Project opportunities to consider for implementation over the 2025-2030 Plan.
- Medium (Pink): Project opportunities to consider first for future 6-Year Work Plans.
- Low (Orange): Lowest priority projects to consider for future 6-Year Work Plans.

The 2025-2030 Project Opportunities List is included as [Appendix A](#). This list will continue to evolve as new ideas emerge and the Arts Council conducts its biennial workshop to prioritize opportunities.



## Funding

Funding is the second critical component for administering the City's public art program. What resources exist? What new funding strategies can the City consider and pursue to fund public art? And how will the City apply resources to specific projects?

### 1% for Art in Public Places Fund

The 1% Fund is established by which requires all qualifying capital improvement projects to set aside 1% of the total project cost to support permanent public art installations. Qualifying capital improvement projects are defined as:

*Projects funded wholly or in part by the City to construct or remodel any public project, including buildings, decorative or commemorative structures, parks or any portion thereof; and projects involving the construction, renovation or repair of public streets, sidewalks, and parking facilities.*

A project's 1% Fund contribution may be used to integrate a public art project into the capital project or transferred to the 1% Fund for future use. Transfers are calculated at project closeout by Public Works and Finance staff and are completed at the end of the fiscal year closeout (typically in Q2 of the following fiscal year). City staff are responsible for tracking 1% Fund contributions and commitments.

The available balance (i.e. funds available for future appropriation) as of January 1, 2025, is \$120,618. More details about 1% Fund contributions for recent biennia are provided in [Appendix B](#).

### Other Public Art Funding Strategies

Beyond the 1% Fund, other resources and funding strategies documented below may be applicable to public art projects identified in this work plan. A list of potential opportunities is provided below. Staff are responsible for ensuring these resources are current, including adding new resources as they emerge.

- City Donations program
- Greta Hackett Outdoor Sculpture Gallery sales
- Individual donations and crowdfunding
- Partnerships with local arts and other community organizations
- Partnerships with private developers and businesses
- Federal, state, county, and local grant opportunities (a list of grant resources is provided as [Appendix C](#))
- Fundraising events, such as local art auctions and benefit concerts/performances

### Selecting the Right Funding Source

Funding sources will be identified for specific projects as they are moved from the project opportunities list to the project timeline. When choosing funding sources for specific projects, considerations should include, but not be limited to, the following.

- Relevant community groups and others who could serve as fundraising partners and/or project sponsors for grant requirements
- Deadlines for grants and other application-based opportunities
- Match, City Resolution, and other requirements for application-based opportunities
- Fundraising goals for individual donations and other outside funding pursuits



## Public Engagement

Public Engagement is the third critical component for fostering a successful public art program. How will the community engage in the public art process from start to finish? How will the City keep the community informed about progress, engagement opportunities, and achievements?

### Community Collaboration to Develop Public Art

Collaborating with the Mercer Island community to produce public art projects is one avenue for cultivating community ownership of and pride in public art. The following methods for community collaboration will be considered throughout the process to develop and implement public art projects.

#### Community Input for Project Opportunities

Soliciting project ideas is a useful way to implement the community's public art interests and needs. Ideas may be general, such as requests for installation sites, artwork mediums/genres, or themes. General ideas will be solicited through City channels, such as the City website, Let's Talk, on-site signage, and during regular Arts Council meetings, on a rolling basis and added to the project opportunities list by City staff. Staff are responsible for updating the Arts Council when new project opportunities have been added to the list and for ensuring that the list is updated prior to engaging the Arts Council in recommending projects for the upcoming biennium.

Occasionally, members of the Arts Council, the community, or local organizations may submit a formal public art project proposal for the City's consideration. A formal proposal is one that includes a defined project scope and a request for City resources to implement, including funding. The City may choose to establish a formal "Call for Project Proposals" or accept proposals on a rolling basis. The process for evaluating community-initiated public art project proposals is provided in the Guidelines for Administering the Mercer Island Public Art Program ([Appendix D](#)).

#### Community Role in Project Development

After a public art opportunity is prioritized for a future biennium (i.e. moved to the project timeline), City staff and the Arts Council will identify the best method(s) for engaging the community in project development. These may include, but not be limited to, the following.

- Identify and engage community organizations and/or broad community feedback to develop the preferred project scope.
- Require project-specific community engagement methods in the request for qualifications/proposals.
- Partner with local schools and/or youth organizations to develop projects and foster early connection with the arts among local young people.
- Organize design workshops or charrettes for community members to provide input on project themes, design elements, and/or site-specific details.

#### Community Role in Artist/Artwork Selection

The process for evaluating submittals for a permanent or temporary public art project is outlined in the Guidelines for Administering the Mercer Island Public Art Program ([Appendix D](#)). Per the process, community members may participate in the Selection Panel to choose an artist or artwork in the following roles.

- Resident with special interest in the proposed project
- Other Mercer Island Board or Commission Member(s)
- Other individuals as appropriate



Occasionally, it may be appropriate to seek feedback from the broader community when making a final selection of an artist or artwork. Ways to solicit broader community input include, but are not limited to, the following.

- Host finalist presentations and allow the attendees to ask questions and submit comments.
- Allow the public to vote on their favorite finalist.
- Mount temporary displays of finalist proposals in high-traffic areas (e.g. Mercer Island Community and Event Center, Mercer Island Library, Town Center events, etc.) where residents can view options and submit feedback on-site.
- Invite small groups of diverse community representatives to review the finalists and provide additional insights to the Selection Panel.

### **Community Role in Artmaking**

Providing opportunities to participate in the artmaking process can transform public art from a passive experience to a deeply communal one. When developing public art projects, the City should consider opportunities for engaging the community in creation. Public art projects that may be good candidates for community artmaking include, but are not limited to, the following.

- Murals
- Graphic arts, such as printmaking and banners
- Performance and time-based art
- Environmental art installations
- Works that are created individually and assembled to create the whole, such as mosaic, collage, and fiber/textile arts

### **Public Art Activation**

Engaging the community with existing public art installations is another important way to foster connection and understanding, both with the public art collection and within the community itself. Both digital and in-person opportunities should be considered for activating public art and include, but not be limited to, the following.

- STQRY – A digital community engagement platform that includes details about Mercer Island public art, culture, and history/heritage.
- City social media accounts – Digital channels that can be used to promote STQRY content as well as implement other engagement opportunities, such as inviting residents to submit their photos and stories of works in the public art collection to highlight both public art and local community members' experiences with it.
- Interpretive signage – Signs installed at public art installations that include artwork tombstone and a QR code that sends users to STQRY.
- Public art maps – Maps of the entire public art collection and/or themed tours that can be distributed to community groups, posted on-site, and downloaded digitally.
- Events at public art sites – City-run and community-hosted events that encourage gathering at public art sites, including public art walks, large-scale special events, art-focused nature walks, community artmaking activities, and other in-person activities.
- Artist talks and/or panel discussions – In-person or virtual events where artists from the public art collection discuss their work, process, and stories behind works in the collection.
- Literary and performing arts events inspired by/incorporating public artworks – Opportunities to connect visual, performing, and other artforms to bolster awareness of the public art collection and strengthen the entire arts and culture ecosystem on Mercer Island.



## Communicating Progress and Achievements

Clear and consistent communication about public art progress and achievements is another important piece of successfully engaging the public with the public art program. City staff are responsible for producing and maintaining public art communications, which may be distributed via the following City channels:

- City website ([www.mercerisland.gov/publicart](http://www.mercerisland.gov/publicart)) – Static information about the public art program.
- Let's Talk ([letstalk.mercergov.org](http://letstalk.mercergov.org)) – Collecting community feedback and project-specific needs.
- MI Weekly newsletter – Calls to action, such as community input opportunities, event announcements, and other immediate/time-sensitive needs.
- STQRY ([mercerisland.stqry.app](http://mercerisland.stqry.app)) – Ongoing and deeper learning about the public art collection.
- On-site signage and other materials – Pop-up announcements and other timely information.



## Collection Care

City staff are responsible for managing the public art collection, which encompasses a range of tasks outlined in this section as well as other duties and responsibilities that may arise to safely maintain works in the collection.

### Documentation

When a new work of art is added to the public art collection, the artist or artist's representative will provide the following documentation:

- Artwork Statement – Facilitates understanding of the completed artwork and may be used for interpretation and engagement purposes.
- Public Art Record Form ([Appendix E](#)) – Includes tombstone (title, artist, medium, year built, acquisition method) and other object details, including size dimensions, valuation, and condition upon acquisition.
- Technical and Maintenance Requirements Form ([Appendix E](#)) – Outlines the methods and materials used to execute, install, and maintain the artwork as well as any other special considerations for collection care.

This and other documentation related to acquisition, installation, maintenance, and interpretation will be maintained in a public art record. Photographs, media coverage, and other interesting or important materials will also be kept in the public art record and may be used for interpretation and engagement activities related to the individual artwork.

### Asset Inventory

Works of art in the public art collection are tracked as City assets by the City's Geographic Information System (GIS) team. City staff are responsible for notifying GIS of new acquisitions, deaccessions, temporary deinstallations, or other changes to the public art collection to ensure the asset inventory stays accurate.

### Public Art Record

Staff maintain a public art record for each work in the public art collection. The record includes provenance documentation related to acquisition, installation, maintenance, and interpretation as well as photographs, media coverage, and other interesting or important materials.

### Appraisal

Artwork valuations are established for insurance purposes and should be estimated at the time a work is added to the public art collection. When artwork is donated to the City, appraisal is required at the time of the gift and should be provided/paid for by the donor. If updated valuations are needed, staff work with a qualified professional to appraise artworks.

### Insurance

Works of art in the public art collection and works temporarily exhibited by the City are insured by the Washington Cities Insurance Authority (WCIA), the City's insurance provider. When updates to the collection are made through acquisition or deaccession, staff are responsible for reporting changes to the City's Administrative Services and City Attorney's office to ensure the City's property schedule is accurate.



## Routine Maintenance

City staff develop a public art maintenance plan that is updated annually and includes cleaning, minor repair, and other needs for each work in the public art collection. Routine public art maintenance is funded by the 1% for Art in Public Places Fund (1% Fund) and conducted annually by a contract art conservator in consultation with staff and based on the maintenance plan.

## Major Repair and Restoration

Occasionally, public artworks may require significant repair or restoration. Staff consult with the artist and/or a contract art conservator to develop a scope of work. When possible, the City will contract with the artist to complete the work or will engage a contract art conservator to execute the repair. Staff are responsible for determining the funding source for special repairs or restorations that fall outside the scope of routine maintenance.

## Artwork Curation

Every five years, existing public art installations should be evaluated for safety, accessibility, integration, and other site-related aspects to determine if artworks should/can be adjusted. This assessment work could be timed with annual routine public art maintenance or conducted separately by staff and members of the Arts Council as desired. If need to re-site, deaccession, or otherwise adjust an existing installation arises, staff are responsible for proposing a scope of work that will include costs, timeline, required review/approvals, and other components to successfully re-site an artwork.



## Revising the 6-Year Work Plan for Art in Public Places

The 6-Year Work Plan is intended as a living document that may be reviewed and revised at different points throughout the 6-year time horizon. This section recommends a cadence for updating the 6-Year Work Plan. Additional reviews may be requested by the City Council, the Arts Council, or City staff, with the understanding that:

- Minor updates that do not substantively change the 6-Year Work Plan (e.g. corrections to grammar/typos, updates to citations, etc.) will be made by City staff on a rolling basis and do not require approval; and
- Requests for significant revisions outside of the regular review cycle may require additional discussion and approvals prior to being completed.

City staff are responsible for overseeing regular, routine updates to the 6-Year Work Plan, including compiling project ideas submitted to the City and adding them to the Project Opportunities List on a quarterly basis; and tracking 1% Fund contributions and updating the 6-Year Work Plan annually with accurate numbers.

To identify future project priorities staff will schedule a biennial workshop with the Arts Council and ensure the Project Opportunities List is prioritized prior to the City's biennial budget and CIP planning process. For example, project priorities for 2027-2032 should be recommended by the Arts Council by March 2026 and incorporated into the draft CIP and department work plans for the 2027-2028 biennium by City staff.

The guiding elements of the 6-Year Work Plan, including the goals and the key components of Project Opportunities, Funding, and Public Engagement, should be reviewed every five years but may be revised earlier if directed to do so by the City Council.



Appendix A. Project Opportunities List

	Project Opportunity	Summary	Public Art Pillars	1% Fund	2025-2030 CIP	Park Master Plan
HIGH	Greta Hackett Outdoor Sculpture Gallery Activation Plan	Develop a phased plan implementing improvements at the Greta Hackett Outdoor Sculpture Gallery, including temporary arts activations, curation of existing artwork, enhancements to park areas, etc.	Place Connection Longevity	Eligible	2027-2028	Aubrey Davis Park (2019)
HIGH	Deane’s Children’s Park AIPP	Visioning process to redesign the Deane’s Children’s Park Playground begins in 2025, and construction is planned for 2026-2027. The redesign offers nature-themed art integration opportunities, including potential for building off <i>Kenton’s Dragon</i> by Kenton Pies, the popular dragon sculpture/play structure at the park.	Aesthetic Place Connection Longevity	Eligible	2025-2026	N/A
HIGH	Public Art Installation at Mercer Island Transit Interchange	Explore opportunities for enhancing the roundabout at 77 <sup>th</sup> Avenue SE and North Mercer Way.	Place Connection	Eligible	N/A	N/A
HIGH	<i>The Source</i> Restoration	Restore <i>The Source</i> by John Hoge in preparation for the 50 <sup>th</sup> anniversary of this earthwork.	Aesthetic Place Longevity	Eligible	2029-2030	Luther Burbank Park (2006)
MEDIUM	Mural Collaboration with Mercer Island High School	Produce a community mural with Mercer Island High School (MIHS) students.	Place Connection	Eligible	N/A	N/A
MEDIUM	Luther Burbank Park Sport Courts Mural	Add artistic designs and/or mural(s) to the bare walls inside the newly renovated sport courts facility at Luther Burbank Park.	Aesthetic Place Connection	Eligible	N/A	Luther Burbank Park (2006)
MEDIUM	Luther Burbank Park Amphitheater Renovations	Design and implement renovations of the 50+ year-old facility to better serve future performances and audiences.	Aesthetic Place Connection Longevity	Ineligible	N/A	Luther Burbank Park (2006)
MEDIUM	Mural at Aubrey Davis Park Basketball Courts	Partner with the community to implement a new mural in Aubrey Davis Park. Project could be a collaboration between the City, local artists, students, park neighbors, and others.	Place Connection	Eligible	N/A	Aubrey Davis Park (2019)
MEDIUM	Historic Downtown Public Art Installation	Highlight historic downtown street names and other Mercer Island history in a project that replaces the <i>Street Name Inlays</i> public art installation deaccessioned in 2025.	Aesthetic Place Connection	Eligible	N/A	N/A
MEDIUM	Refresh the Town Center Public Art Banners	Replace <i>Island Icons</i> (2018) installed on Town Center light poles with new banners, artistic signage, or other art element.	Place Connection	Eligible	N/A	N/A
MEDIUM	Luther Burbank Park Boiler Building Phase 2 AIPP	Create a “signature entrance” from the Luther Burbank Park Administrative Building to the Waterfront as part of phase 2 of renovations to the Boiler Building.	Place Connection	Eligible	2028, 2030	Luther Burbank Park (2006)



Appendix A. Project Opportunities List

	Project Opportunity	Summary	Public Art Pillars	1% Fund	2025-2030 CIP	Park Master Plan
MEDIUM	Community Artmaking Project	Collaborate with the community to develop and implement a small-scale, permanent public art installation.	Aesthetic Connection	Eligible	N/A	N/A
LOW	Outdoor Gallery Golf	Activate the Greta Hackett Outdoor Sculpture Gallery with pop-up mini golf holes designed by an artist and/or inspired by artworks in the public art collection.	Place Connection	Eligible	N/A	Aubrey Davis Park (2019)
LOW	Costume / Stage Design Sponsorships for Live Performance	Sponsor costume, set, and/or other visual design elements for live performances.	Aesthetic Connection	Ineligible	N/A	N/A
LOW	Natural Resources + Public Art Collaboration	Develop a permanent public art project in connection with the City’s Forest Stewards program.	Aesthetic Place Connection	Eligible	N/A	N/A
LOW	Town Center Art Elements	Implement low-cost visual art elements to beautify Mercer Island Town Center. Examples include vinyl wraps for utility boxes and signs for local businesses.	Aesthetic Place	Eligible	N/A	N/A



## Appendix B. 1% Fund Balance Information

City staff are responsible for tracking 1% Fund contributions and commitments. This section documents completed and anticipated contributions for 2023-2026.

### 2023 Contributions to 1% Fund – Completed

Project ID	Project Title	2023 Construction Spend	1%
PA0118	Lincoln Landing Watercourse Restoration	\$13,762.50	\$137.63
PA0125	Mercerdale Park Playground	\$48,824.39	\$488.24
PA0136	LBP South Shoreline	\$376,430.80	\$3,764.31
PA0165	Bike Skills Area	\$302,500	\$3,025
SP0100	Residential Street Resurfacing	\$978,709.21	\$9,779.27
SP0101	Arterial Street Preservation	\$42,631.25	\$416.31
SP0120	Sunset Hwy/77 <sup>th</sup> Ave SE Improvements	\$1,137,561.29	\$11,375.61
SP0129	4400 ICW Improvements	\$192,840.57	\$1,928.41
Total 1% Contribution			\$30,914.78

### 2024 Contributions to 1% Fund – Anticipated

Project ID	Project Title	2024 Construction Budget	1%
PA0109	ADP Trail Safety Improvements	\$447,701.83	\$4,477.02
PA0124	LBP Boiler Building Phase 1	\$1,884,401.10	\$18,844.01
PA0143	LBP Sport Courts Renovation	\$978,904.84	\$9,789.05
SP0100	Residential Street Resurfacing	\$481,896	\$4,818.96
SP0101	Arterial Street Preservation	\$81,401	\$814.01
SP0135	ICW Corridor Improvements	\$1,127,127	\$11,271.27
SP0111	80 <sup>th</sup> Ave SE Pedestrian Improvements	\$1,590,160	\$15,901.60
SP0137	Traffic Signal Improvements	\$161,808	\$1,618.08
Total 1% Contribution			\$67,534.00

### 2025-2026 CIP Projects Contributing to 1% Fund – Anticipated

Project ID	Project Title	2025	2026
90.25.0015	Deane's Play Area Improvements		X
90.25.0020	LBP Dock & Waterfront Improvements	X	X
90.25.0043	First Hill Playground	X	
90.25.0050	Roanoke Park Playground	X	
90.20.0001	Residential Street Resurfacing	X	X
90.20.0002	Arterial Preservation Program	X	X
90.20.0014	SE 27 <sup>th</sup> Street Overlay (76 <sup>th</sup> to 80 <sup>th</sup> )		X
90.20.0024	Town Center Commuter Parking Facility Project	X	



## Appendix C. Grant Funding Resources

City staff are responsible for tracking and applying for grants. For some opportunities, City Council authorization may be required before a grant application can be submitted.

Organization	Grant	Funding Level	Match Required	Funding Cycle	Key Elements
National Endowment for the Arts	<a href="#">Our Town</a>	\$25,000 - \$150,000	Yes – equal to grant amount	Annual Due in August	Placemaking Partnerships
	<a href="#">Grants for Arts Projects: LAAs</a>	\$10,000 - \$100,000	Yes – equal to grant amount	Biannual Due Feb. & July	Partnerships
ArtsWA	<a href="#">Grants to Organizations: Art Project</a>	\$2,000 - \$5,000	No	Annual Due in Spring	Programs
WA State Historical Society	<a href="#">Heritage Capital Program</a>	\$10,000 - \$1m	Yes – 50%	Annual 2-stage process	Capital Needs Heritage
4Culture	<a href="#">Doors Open: Facilities</a>	\$250,000 - \$2.5m	No	Annual	Capital Needs Programs Partnerships Racial Equity
	<a href="#">Art Projects</a>	\$2,000 - \$10,000	No	Annual	Programs Partnerships Racial Equity
Port of Seattle	<a href="#">Economic Development Partnership Grant</a>	\$1 per capita	Yes – 50%, ½ can be in-kind support, ½ financial match	Annual	Placemaking
Mercer Island Community Fund	<a href="#">Community Grants</a>	\$500 - \$5,500	No	Annual	Community
Bloomberg Philanthropies	<a href="#">Public Art Challenge</a>	Up to \$1m	No	4-year cycle 2022 last year	Large-Scale Partnerships Community
	<a href="#">Asphalt Art Initiative</a>	Up to \$100,000	No	Annual	Safe Streets Public Space
Project for Public Spaces	<a href="#">Community Placemaking Grants</a>	Varies	No	Annual	Placemaking Public Space



## Appendix D. Guidelines for Administering the Mercer Island Public Art Program

These guidelines establish the procedures for administering the City of Mercer Island (“City”) public art program.

The Mercer Island Arts Council (“Arts Council”) and City staff oversee the public art program and are responsible for ensuring it is fair, equitable, and appropriate given the scope of a specific project and the evolving needs of the Mercer Island community.

The Mercer Island City Council (“City Council”) is responsible for approving public art projects as described in the City’s 6-Year Work Plan for Art in Public Places and, when necessary, may request process steps in addition to or different from those outlined in these guidelines.

This document outlines the following procedures:

- Developing a Public Art Project – The general process for review, approval, and launching a public art commission.
- Evaluating Submittals for Artist/Artwork Selection – The general process for evaluating artists and/or artworks submitted for a permanent public art acquisition, a public art donation, a proposal to temporarily exhibit art in public space, or another request deemed public art.
- Accepting Community-Initiated Project Proposals – The general process for reviewing and accepting community-generated proposals for a permanent public art acquisition or a request to temporarily exhibit art in public space.
- Deaccessioning Public Art – The general process for withdrawing a work or works from the public art collection.



# Developing a Public Art Project

## Procedure

When a new opportunity to commission a permanent work of public art is identified by the City, the following process will be used to seek approval of and launch the proposed project.

### 1. Establish a Public Art Committee.

The Arts Council, in collaboration with City staff, will appoint a Public Art Committee consisting of 1-2 Arts Council members, City staff, and relevant project stakeholders, which could include other City board members, Mercer Island residents, outside consultants, and/or others interested in the project.

### 2. Develop the proposed project scope.

The Public Art Committee is responsible for developing and proposing an appropriate project scope that may include, but not be limited to, the following:

- Artist selection methods: Methods may include Open Competition, Limited Competition, or Direct Selection.
- Project goals: Identify metrics for gauging the success of the project, such as goals for artist/artwork representation, community engagement, use of sustainable materials, etc.
- Project site and context: Describe the project's location, intent, and historical, cultural, or other significance (if relevant). If a specific location is not proposed, identify potential sites available for the project.
- Public benefit: Describe the expected public benefit of the project, including the significance of the selected site, theme, etc.
- Project budget and schedule: Include major milestones such as Selection Panel review period, City Council approval date, and estimated project completion/installation date.
- Submittal requirements: Basic requirements are outlined at the end of this section. Additional materials may be required based on the scope and needs of the project.
- Proposed Selection Panel: Identify individuals to serve on the Selection Panel, the group responsible for reviewing artist/artwork submittals and recommending an artist/artwork for selection for the project. (More information about the Selection Panel is detailed in the "Evaluating Submittals for a Public Art Project" section.)

### 3. Seek approval of project scope.

Once the proposed project scope is developed, the Public Art Committee will present it to the Arts Council for review and recommendation. Depending on the scope of the project, the Public Art Committee may seek endorsement from other City Boards or Commissions before presenting to the Arts Council. City staff will transmit the Arts Council's final recommendation to the City Council for approval of the project and authorization to open the project for submittals.

### 4. Open the project for submittals.

Following City Council approval, City staff will develop and issue a Request for Qualifications or Request for Proposals, as appropriate to and based on the approved project scope.



## Submittal Requirements

Standard submittal requirements outlined in a Request for Qualifications include:

- **Narrative of artwork intent/approach:** The narrative should articulate the submitter's intent for the project, including how their work, process, and experience relate to the project. The narrative should explain how the proposed Artist/Artwork will meet the stated goals of the project.
- **Artist's vision/approach:** Describe the vision for the project, including the submitter's specific approach to the site, the themes, and/or the Mercer Island community in general. Include the submitter's personal and/or artistic approach to promoting Diversity, Equity, Inclusion, and Sustainability.
- **Community engagement approach:** Summarize how the submitter intends to engage the community in the creative process.
- **Artist's statement:** Provide a brief bio that can be used in future communications and promotions about the project.
- **Resume/CV:** Submit a current, professional resume. Artist Teams should submit resumes for each team member compiled into one document.
- **Images of previous work:** Provide up to five (5) images of previous work by the Artist or Artist Team that demonstrate the submitter's ability to complete the project. (JPEG format, 1920 pixels maximum on the longest size, 72 dpi, with compression settings resulting in the best image quality where the file size remains under 2MB.)
- **Ability to work within city government structure:** Describe the submitter's ability to successfully execute a public art project, including previous work with local governments or other experience working with municipal staff, elected official, volunteer boards, or others to complete public sector projects.
- **References:** Submit three (3) current references, including the reference's name, phone, e-mail, and title as well as a brief description of the reference's professional association to the submitter.

If the City decides to issue a Request for Proposals, the following additional submittal materials will be required:

- **Artwork concept design(s):** Provide concept designs, including potential site locations, for the proposed artwork(s). Include up to five (5) images, including sketches, plans, models, renderings, precedents, or concepts.
- **Cost estimates:** Provide cost estimates for each proposed art piece, including best estimates of current year material, artist time, and installation costs.



# Evaluating Submittals for Artist/Artwork Selection

## Procedure

When the City receives submittals for a permanent or temporary public art project, including for public art commissions administered by the City, requests for public art donation, and other requests deemed public art, a Selection Panel will review submittals and recommend a preferred selection. The Selection Panel may consist of the following individuals:

- Working artist generally recognized for producing quality work
- Resident with special interest in the proposed project – Based on the project scope and location
- Mercer Island Arts Council Member – Serves as the Chair of the Selection Panel
- Other Mercer Island Board or Commission Member(s) – Based on the project scope and location
- Mercer Island City Council Member
- City Staff – Non-voting member
- Other individuals as appropriate

City staff and the Arts Council will propose a Selection Panel to the City Council as part of the process to seek approval for a proposed public art project. Once a Selection Panel is approved, the following process will be administered.

### 1. Review submittals.

Panelists will individually review and preliminarily score submittals using the Four Public Art Pillars Selection Criteria outlined at the end of this section.

### 2. Convene the Selection Panel.

After individually reviewing the submittals, Panelists will meet to review each submittal, compare their preliminary scores, and rank the submittals. Depending on the Panel's rankings and the scope of the project, the Panel may choose to invite a finalist or finalists to a finalist interview. Finalists will be compensated with an honorarium, the amount of which will be determined based on the overall project budget but will not be less than \$500 per finalist.

### 3. Seek approval of artist or artwork selection.

Once the Selection Panel reaches a consensus, the Chair will report the Panel's decision to the Arts Council for review and recommendation. City staff will transmit the Arts Council's recommendation to the City Council for approval and budget appropriation (if necessary).

### 4. Implement the project.

Upon City Council approval, City staff will notify all finalists of the result and move forward with the appropriate administrative steps (execute a contract, complete the donor transfer, etc.). Staff will also identify specific milestones relevant to the project scope and timeline for communicating progress to the Arts Council.

## Conflict of Interest

To avoid any conflict of interest or appearance thereof, any Panelist having an association with an applicant must disclose the association to the Selection Panel Chair immediately upon becoming



aware of such association. The Selection Panel Chair will determine if the association exempts the Panelist from discussion or dismissal from the Selection Panel.

## Rejection of All Submittals

If the Selection Panel finds that no submittal conforms to the Selection Criteria, it may recommend that the Arts Council:

- Reject all submittals and request a new solicitation;
- Cancel the project; or
- Another option as identified by the Arts Council and/or City staff.

## Four Public Art Pillars Selection Criteria

The criteria for selecting artists and/or artwork are based on Four Public Art Pillars outlined below.

Public Art Pillar	Evaluation Questions	Score
<b>Aesthetic</b>	<ul style="list-style-type: none"> <li>• Quality – Does the proposal demonstrate high artistic merit?</li> <li>• Representation – Will the proposal add new mediums, materials, artmaking processes, styles/genres, and/or artists to the public art collection?</li> <li>• Originality and Innovation – Will the proposal bring something fresh and unique to the public art collection?</li> <li>• Sustainability – Is resource conservation thoughtfully considered for the design and creation of the proposed project?</li> </ul>	
<b>Place</b>	<ul style="list-style-type: none"> <li>• Context – Does the proposal demonstrate understanding of the project site and its historical, cultural, and environmental context?</li> <li>• Functionality – How will the proposal integrate into and/or enhance site?</li> <li>• Sense of Identity – Will the proposal enhance and/or cultivate a strong sense of place for residents and visitors?</li> </ul>	
<b>Connection</b>	<ul style="list-style-type: none"> <li>• Inspiration – Will the proposal provoke feeling in the viewer?</li> <li>• Collaboration – Does the proposal provide opportunities for Mercer Island residents, community groups, and others to participate in the public art process?</li> <li>• Diversity – Will the proposed project resonate with people of diverse abilities, backgrounds, and beliefs?</li> <li>• Community Cohesion – Will the proposal foster community dialogue and enhance community members' understanding of each other?</li> <li>• Inclusion &amp; Accessibility – Does the proposal provide a safe and inclusive public art experience for all?</li> </ul>	
<b>Longevity</b>	<ul style="list-style-type: none"> <li>• Staying Power – Does the proposal demonstrate appeal for future Mercer Island generations?</li> <li>• Collection Care – Can the proposed project be completed and maintained within budget?</li> </ul>	
<b>Total Score (out of 100)</b>		



# Accepting Community-Initiated Project Proposals

## Procedure

Occasionally, members of the Arts Council, the community, or local organizations may propose a public art project for the City's consideration. The City may choose to establish a formal "Call for Project Proposals" or accept proposals on a rolling basis. To properly evaluate these proposals, the following process will be used.

### 1. Intake proposal.

City staff review project proposals and determine, in consultation with Arts Council leadership, whether the proposal should be transmitted to the Arts Council for review.

### 2. Present proposal to the Arts Council.

When a proposal is sent to the Arts Council for review, the proposal author will be invited to present to the Arts Council at a regular or special meeting. Following the presentation, the Arts Council will review the proposal using the Four Public Art Pillars Selection Criteria and either:

- Preliminarily accept the proposal;
- Reject the proposal;
- Seek additional information from the proposal author; or
- Request other next steps as identified by the Arts Council and/or City staff.

### 3. Advance the project proposal.

If the Arts Council decides to preliminarily accept the proposal, they may choose to recommend the following:

- Add the project to the Project Opportunities List for consideration in a future biennium;
- Prioritize the project in the current biennium; or
- Another option as identified by the Arts Council and/or City staff.

Following preliminary acceptance, City staff will seek relevant approvals, which may include from other City departments impacted by the proposed project and the City Council.

## Proposal Requirements

Community-initiated project proposals will include, but not be limited to, the following materials:

- Project overview
- Proposed location
- Design concepts
- Anticipated budget and funding strategy
- Demonstration of community support
- Description of public benefit
- Preferred project timeline



## Deaccessioning Public Art

Deaccession is a procedure to permanently withdraw an artwork from the public art collection. All artworks owned by the City are eligible for deaccession. (For donated works, all legal documents relating to the donation will be consulted prior to beginning the deaccession process.)

City staff are responsible for assessing the public art collection and recommending deaccession needs to the Arts Council. Works will be carefully and impartially evaluated within the context of the entire collection, and staff may consult other qualified individuals, including the artist, an art conservator, an appraiser, a curator, and/or the City Attorney's office, before recommending deaccession. Additionally, staff may consider notifying and seeking input from community members, organizations, and other individuals before making deaccession recommendations to the Arts Council.

### Criteria for Deaccession

A deaccession may be recommended for one or more of the following reasons:

- The artwork is being displaced from its current location and cannot be re-sited.
- The artwork has been damaged or has deteriorated, and repair is impractical or unfeasible.
- The condition or security of the artwork cannot be reasonably guaranteed by the City.
- The artwork endangers public safety.
- The artwork is not, or is only rarely, exhibited due to the lack of a suitable installation site.
- The artwork has been determined to be significantly incompatible or inferior in the context of the public art collection.
- The City wishes to replace the artwork with work of more significance by the same artist.
- The artwork requires excessive maintenance or has faults of design or workmanship.
- In the case of site-specific artwork, the artwork is destroyed by severely altering its relationship to the site.

### Seeking Approval to Deaccession

After a work has been identified for deaccession, City staff will present the assessment to the Arts Council for review and recommendation to the City Council. Upon receiving the Arts Council's recommendation, City staff will transmit the recommendation to the City Council for approval at a regularly scheduled meeting. Once City Council approves the recommendation, City staff will move forward with finalizing the deaccession, including coordinating deinstallation needs, updating the public art record, and messaging to the public.

### Disposing of Deaccessioned Artwork

Depending on the condition of the artwork and the conditions of the deaccession, City staff and the Arts Council may recommend that the work be:

- Returned to the artist;
- Traded for one or more works of comparable value by the artist;
- Sold in compliance with law and policies governing surplus property;
- Responsibly destroyed; or
- Responsibly disposed of in some other reasonable manner.



## Appendix E. Public Art Documentation Forms

### Public Art Record

Accession Number (Asset ID) \_\_\_\_\_

Title \_\_\_\_\_

Artist \_\_\_\_\_

Type & Medium \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Year Built \_\_\_\_\_ Year Acquired \_\_\_\_\_

Acquisition Method \_\_\_\_\_

Location \_\_\_\_\_

Dimensions \_\_\_\_\_

Condition on Acquisition \_\_\_\_\_

\_\_\_\_\_

Value \_\_\_\_\_



## Technical and Maintenance Requirements

**Accession Number (Asset ID)** \_\_\_\_\_

**Title** \_\_\_\_\_

**Artist** \_\_\_\_\_

**Material(s)** – Including material thickness; finishing materials (glaze, paint color and type, sanding grit, tool pattern, patina, surface sealer, etc.); welding or jointing materials; etc.

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**Fabrication Method(s)** – Including general construction techniques/methods; welding or jointing methods; casting alloy, wax body, glass or fiber type; finishing methods; etc.

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**Foundation Material/Method(s)**

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**Other maintenance considerations?**

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## Appendix F. Terms & Definitions

### **Accession**

Adding an artwork to the permanent public art collection.

### **Artist**

Practitioner who produces works of art for commission, acquisition, and/or exhibition.

### **Artwork**

All forms of art conceived in any discipline or medium, including visual, performance, literary, media, and other methods.

### **Conservation**

Repair of damaged or deteriorating artwork to maximize endurance while changing as little to the object as possible.

### **Deaccession**

Formal removal of accessioned artwork from the permanent collection.

### **Donation**

Artwork or sum of money given willingly and without compensation.

### **Maintenance**

Regular routine inspection and care of artwork carried out by a trained technician.

### **Medium**

May refer to both the type of artwork (e.g. painting, sculpture, earthwork, etc.) and the material(s) the artwork is made from.

### **Public Art**

Original works of art that are accessible to the public and that possess functional as well aesthetic qualities.

### **Public Art Collection**

All works of art owned and accessioned by the City of Mercer Island.

### **Restoration**

Treatment to return an artwork to a known or assumed state, often by the addition of non-original material.

### **Site-Specific**

Artwork specifically designed for and permanently installed in a particular location.

### **Temporary Exhibit**

Work or works of art loaned to the City of Mercer Island for limited exhibition in a public space.

### **Tombstone**

Lists the primary details of an artwork, including the object title, artist, creation date, and acquisition information



**VARA**

The Visual Artists Rights Act of 1990, or VARA, is a federal law that grants “moral rights” to authors of certain works of visual art, including paintings, sculptures, and limited-edition photographs. VARA gives artists two protections:

1. Right of attribution: The artist has the right to be credited as the creator of their work and can prevent their name from being used on a work they did not create or on one that has been distorted or mutilated.
2. Right of integrity: The artist can prevent any intentional modification, distortion, or mutilation of a work if it harms the artist’s reputation. For artworks designated as having “recognized stature,” the artist may also have the right to prevent the destruction of the work. For site-specific public art integrated in or attached to a building, VARA protects the art from being removed if doing so would modify or destroy it.



## Appendix G. Public Art Project Types

### **Earthwork or Landform**

Artwork made directly into a landscape by sculpting the land itself or making structures using natural materials such as grass, twigs, and rocks.

### **Graphic Arts**

Visual artistic expression typically produced on flat surfaces, including drawing, printmaking, banners, and tapestry.

### **Light-Based Art**

Visual artwork in which light is the main and/or sole medium of creation.

### **Mixed Media**

Artwork composed with a combination of media or materials.

### **Mosaic**

Artwork composed of tiles or other small parts traditionally made of ceramic, glass, stone, or other materials.

### **Mural**

Large-scale painting or other artwork applied directly on or attached to a wall, street, sidewalk, or other surface.

### **Painting**

Two-dimensional artwork produced by applying paint or other media on a surface.

### **Performance Art**

Artwork created through actions by the artist and/or other participants that may be live, recorded, spontaneous, and/or scripted.

### **Photograph**

Image produced by the action of light on a light-sensitive material.

### **Sculpture**

Three-dimensional artwork produced through carving, modeling, casting, constructing, or other processes using a variety of materials.

### **Sound-Based Art**

Art that uses sound as both its medium (what it is made of) and its subject (what it is about).



**August 31, 2025**

**Mercer Island Art Planning Commission**

Mercer Island City Hall  
9611 SE 36th Street  
Mercer Island, WA 98040

Dear Members of the Mercer Island Art Planning Commission,

We are writing to propose the donation of a major sculpture called "Hokusai 20" by Jeffery Laudenslager to the City of Mercer Island.

As 20+ year residents of Mercer Island, we are deeply committed to the enrichment of our community and believe that public art plays a vital role in enhancing the cultural and aesthetic landscape of our city.

**Description of Donation**

Bob Muglia and Laura Ellen Muglia propose the donation of an elegant, 21ft tall kinetic sculpture titled "Hokusai 20" by the renowned artist Jeffery Laudenslager. The sculpture is part of a series inspired by Katsushika Hokusai's "Thirty-six Views of Mount Fuji." The artist, Jeffery Laudenslager, has created three examples of the Hokusai 20 series. The first Hokusai 20 is in a private collection on Prince Edward Island, and the second version was shown and sold at the 2010 LA Art Show. We commissioned the third Hokusai 20 sculpture for installation in an out-of-state home, but that ultimately did not work out. The sculpture is brand new, never shown, and has been safely stored by the artist since its creation.

These sculptures were inspired by Hokusai's iconic work "[The Great Wave off Kanagawa](#)."

A diagram of Hokusai 20 is attached and videos of the first two Hokusai sculptures in motion can be found at: [Hokusai](#).

We also have a tabletop 3D-printed Hokusai 20 sculpture which shows how the pieces will move gracefully in the wind.

**Artist Resume and Credentials**

Jeffery Laudenslager is an accomplished artist with a distinguished career in the field of sculpture. His works have been exhibited in numerous prestigious galleries and art shows, including the LA Art Show. More information about the artist and his portfolio can be found on his website: <https://laudenslagersculpture.com>. His resume is also attached.



### **Suggested Site for Artwork**

Because of the circular, kinetic motion of Hokusai 20, we believe the ideal location for the installation of Hokusai 20 is in the center of the roundabout at North Mercer Way and 77<sup>th</sup> Avenue SE. This installation will transform a functionally effective but otherwise non-descript intersection into a major feature of the city.

If the Planning Commission determines that this location is inappropriate, we are happy to engage in a discussion of other possible Mercer Island sites. However, this would require our approval, and we reserve the right to consider other organizations for this donation.

### **Installation and Maintenance Needs**

The installation of the sculpture will require a stable and secure base to ensure its safety and longevity. This will require engineering and the installation of a concrete foundation. We are willing to cover the costs associated with the installation. The sculpture is made of stainless steel and titanium. The bearings that enable motion are designed to last for decades and do not require any maintenance. The kinetic movement is powered by the wind; there are no motors involved, and electric power is not required.

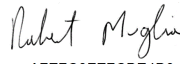
The sculpture is very durable. Examples of Jeffery's kinetic sculptures have survived in hurricane level wind and the deep freeze of northern climates, all without damage.

### **Statement of Public Benefit**

The acceptance of this artwork will greatly benefit the Mercer Island community by adding a significant piece of public art to our city's collection. The Hokusai 20 sculpture will serve as a source of inspiration for residents and visitors alike. It will enhance the cultural and aesthetic environment of Mercer Island, fostering a sense of community and appreciation for the arts.

We appreciate your consideration of our proposal and look forward to the opportunity to contribute to the cultural enrichment of Mercer Island. Please feel free to contact us if you have any questions or require additional information.

Sincerely,

DocuSigned by:  
  
A7E7C0FE7CBE4B0...

DocuSigned by:  
  
B3D1B7AB214D40D...

Robert Muglia & Laura Ellen Muglia

3265 67th Avenue SE  
Mercer Island, WA

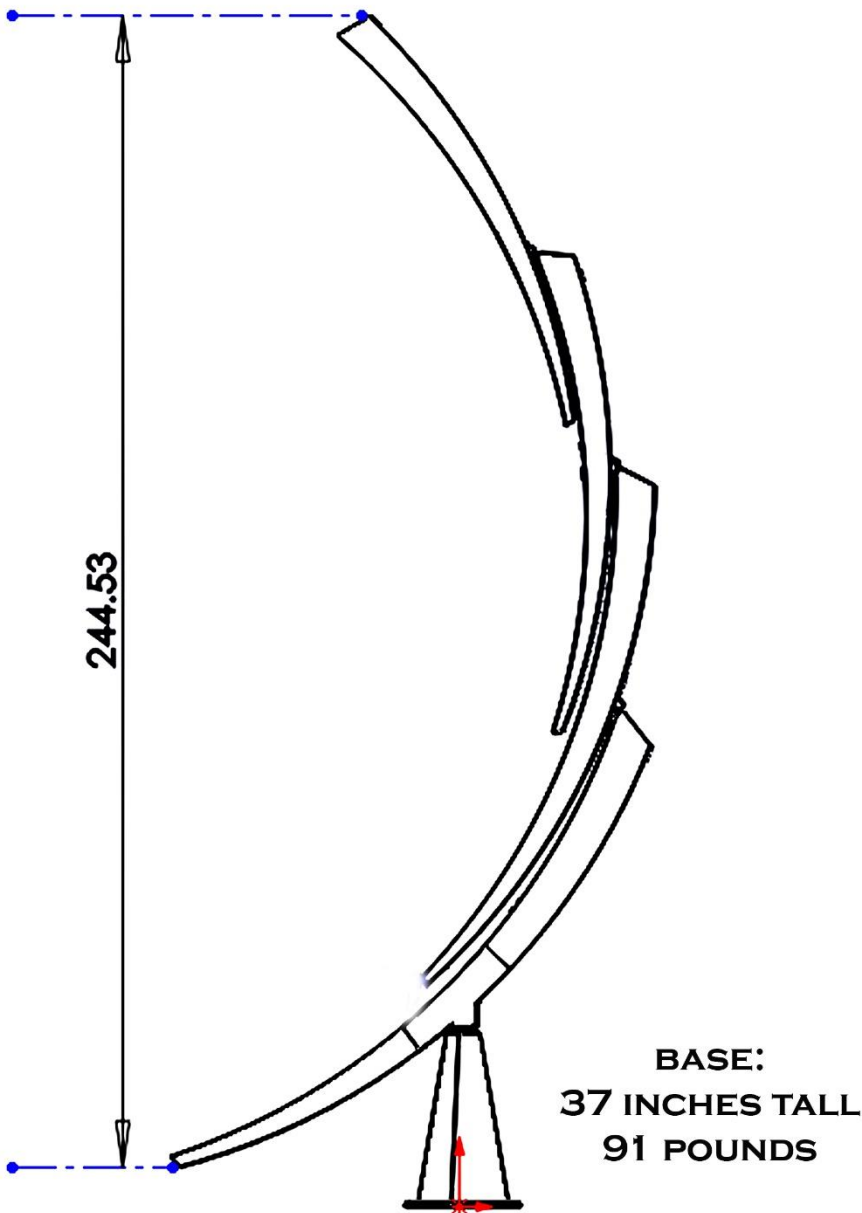
[bob@muglia.net](mailto:bob@muglia.net)

[lauraellen@muglia.net](mailto:lauraellen@muglia.net)

Bob's cell: 206-920-5149



**HOKUSAI 20**  
**ACTUAL DIMENSIONS**  
**244.53 INCHES**  
**313.5 POUNDS**





**JEFFERY LAUDENSLAGER**

303 Orpheus Avenue Encinitas, CA 92024 619.417.0303  
[jefferylaudenslager@gmail.com](mailto:jefferylaudenslager@gmail.com) [www.laudenslagersculpture.com](http://www.laudenslagersculpture.com)

**Public Collections:**

"Archimage"— 34' kinetic sculpture—Del Mar, CA (**Orchid Award** 1999)  
 San Diego Museum of Art, San Diego, CA  
 Laguna Beach Art Museum, CA  
 Weisman Museum of Art, Pepperdine University, Malibu, CA  
 Port of San Diego—2 commissions at San Diego International Airport (w/  
 Deanne Sabeck) (part of group **Orchid Award** 1998)  
 Wolfstein Sculpture Park—3 large outdoor sculptures to inaugurate sculpture  
 park at Scripps Memorial Hospital, La Jolla, CA (+2 later)  
 St. Mary's Hospital, Grand Rapids, MI  
 American Airlines, Los Angeles, CA  
 Stanford University  
 City of San Luis Obispo  
 BioLegend, San Diego, CA  
 City of San Diego--Point Loma  
 Qualcomm, San Diego  
 The Woodlands, Texas  
 City of East Lansing, MI (2 sculptures)  
 U.C. Irvine Medical Center, Orange, CA  
 Best Best & Krieger, San Diego, CA  
 Saddleback College, Orange, CA  
 Pacific Center office complex, San Diego, CA  
 Southeast Cancer Center, Cape Girardeau, Missouri  
 Westminster Christian School, FL  
 Colorado Northwestern Community College  
 L.A. City College Sculpture Garden

Vela Luka, Croatia  
 Grossmont College, San Diego  
 Scripps Hospital Encinitas, CA  
 Lytton Casino, San Pablo, CA  
 Palm Springs, CA (office bldg)  
 City of Escondido, CA  
 Gani Art Garden, San Diego, CA  
 City of Encinitas, CA

**Private Commissions & Collections:**

Overseas: France, Canada, China (PRC), Taiwan, Australia, Great Britain,  
 Switzerland, Germany, Italy, South Korea, Croatia.  
 Many U.S. locations including New York, Arizona, Oregon, Vermont, Connecticut,  
 Tennessee, South Carolina, Florida, Illinois, Pennsylvania, Colorado, Texas,  
 Michigan; in California: Alameda, Palm Desert, Encino, Encinitas, Del Mar, La Jolla,  
 San Diego, Los Angeles, Beverly Hills and more.



Laudenslager—p.2

**Selected One- & Two-Person Shows/Invitationals:** (from 1993 onward)

- 2014 "Steel & Glass" - Carlsbad Sculpture Garden, Carlsbad, CA
- 2004 Karen Lynne Gallery, Boca Raton, FL
- 2002 "Illusion/Allusion" Margeaux Kurtie Modern Art, Madrid, NM
- 1998 "ILLUSION—Trompe l'oeil and Slight of Hand" Riverside Art Museum, Riverside, CA
- 1996 Illusive Landscapes, Gallery Spagnolo, San Diego, CA (solo)
- 1996 Six Galleries/Six Artists, Southwest College, San Diego, CA
- 1996 Riparte, Rome, Italy
- 1996 "Violencia" Gallery Spagnolo, San Diego, CA
- 1995 Galerie Demenga, Basel, Switzerland (+1993) (solo)
- 1995 Insights 95, an international political symposium, sponsored by Susan Golding, Mayor, City of San Diego, CA
- 1995 "Passion & Brutality" - Andrew-Shire Gallery, Los Angeles, CA
- 1995 City of Carlsbad Temporary Art Installations, Carlsbad, CA
- 1995 Park Ryu Sook Gallery, Seoul, South Korea
- 1994 Drawings by Sculptors, Venice, Italy
- 1994 Collectors Choice at Paladian, San Diego, CA
- 1994 "Review of Art L.A. '93" Galerie Demenga, Basel, Switzerland
- 1993 Malibu International Sculpture Exhibition, Malibu, CA

**Selected Group Exhibitions:** (from 2013 onward)

- 2019 "International Kinetic Sculpture Show" - Boynton Beach, FL (& 2017)
- 2018 "Art San Diego" (Contemporary Art Fair) - San Diego, CA (& 2010-17)
- 2016 "Century City Sculpture 2016" - Los Angeles, CA (also 2015)
- 2016 "Sculpture in the Garden" - Encinitas, CA (also 2011-15)
- 2013 Carlsbad Sculpture Garden - Carlsbad, CA
- 2013 "2012 San Diego Art Prize Recipients" - Athenaeum Library, La Jolla, CA
- 2013 "L.A. Art Show" - Los Angeles, CA (also 2010)
- 2013 "Int'l Kinetic Art Exhibit" - Boynton Beach, FL

- Publications:** 2001 Direct Metal Sculpture by Dona Z. Meilach  
 1993 Malibu International Sculpture Exhibition catalog  
 1989 Harcourts Contemporary—catalog  
 1979 Grossmont College—catalog





## ARTS COUNCIL STAFF REPORT

**AC 25-08**  
**October 15, 2025**  
**Regular Business**

### AGENDA BILL INFORMATION

<b>TITLE:</b>	AC 25-08: 2025-2026 City Arts and Culture Workplan Update: Q4 2025	<input checked="" type="checkbox"/> Discussion Only
<b>RECOMMENDED ACTION:</b>	Receive staff report	<input type="checkbox"/> Action Needed: <input type="checkbox"/> Motion <input type="checkbox"/> Ordinance <input type="checkbox"/> Resolution
<b>STAFF:</b>	Katie Herzog	
<b>COUNCIL LIAISON:</b>	Salim Nice	
<b>EXHIBITS:</b>	N/A	

### EXECUTIVE SUMMARY

The purpose of this staff report is to provide an update on the status of the 2025-2026 City Arts and Culture Workplan as the Recreation Division progresses into the 4<sup>th</sup> quarter of 2025.

#### BACKGROUND

The City Arts and Culture Workplan is designed to guide staff work and initiatives related to arts and culture. The workplan is endorsed by the Arts Council and reflected in the approved biennial budget.

#### PROGRESS ON ARTS AND CULTURE WORKPLAN ITEMS

The Arts Council endorsed the 2025 – 2026 City Arts and Culture Workplan at the [October 16, 2024](#) meeting. Since the beginning of 2025, staff have diligently worked towards the objectives stated within the workplan. Below, the objective is listed in bold with subsequent bullet points reflecting staff progress entering the 4<sup>th</sup> quarter of 2025.

#### **Priority 1: Deliver high-quality arts and culture programming to the Mercer Island community.**

##### **1.1 Implement three different arts and culture recreation program activities by Q4 2026.**

- Petals Art Club – Spring Break and Summer Camps, after school programming and Saturday youth/guardian classes
- Mercer Island Visual Arts League – Instructed art classes at the Community Center
- Music Together – Family music classes
- Mercer Island Sister City Association – Lectures and French film showings

##### **1.2 Collaborate with partners to implement six arts and culture focused events by Q4 2026.**

- Mercer Island Chinese Association- Lunar New Year and Mid-Autumn Festival
- Mercer Island School District – Juneteenth Community Celebration
- Wooden O - Shakespeare in the Park



- Mercer Island Chamber of Commerce – Holiday Makers Market

### **1.3 Develop two ongoing drop-in arts and culture focused activities by Q4 2025.**

- Open Art Studio – Free, monthly art with local artist.
- Sing With Our Kids – Free, weekly sing-a-longs for families.

### **1.4 Maintain the service level for arts and culture programming from the previous biennium.**

- Staff have maintained the level of service compared to the previous year and identified opportunities for enhancement.

## **Priority 2: Facilitate and promote comprehensive and engaging arts and culture experiences which promote diversity, equity, and inclusion.**

### **2.1 Coordinate with the Parks and Recreation Commission to review and develop policies to further promote access to city facilities by Q3 2026.**

- Since mid-February 2025, the Recreation Facility Supervisor position has remained vacant. This role is responsible for the development and implementation of policies governing the use of recreational facilities. At this time, no formal plans or timelines have been established to fill the vacancy. However, the Recreation Manager anticipates that work on policy development will commence in Q3 2026, utilizing existing staff resources.

### **2.2 Collaborate with local community organizations to implement diverse community events annually in park spaces through the application of the Special Event Sponsorship Policy- ongoing.**

- Chinese Wushu & Tai Chi Academy - Tai Chi in the Park
- High School Community Band - Concert in the Park
- Aljoya - Pop up concert
- Desert Rose Salon – Golden Hour Vendor Market
- Russian Chamber Music Foundation - Concert in the Park
- Mercer Island Chamber of Commerce - Art UnCorked
- Mercer Island Rotary - Leaf Art in Rotary Park

### **2.3 Utilize the city's communication methods in collaboration with third party organizations to promote arts and culture experiences - ongoing.**

- Mercer Island Chamber of Commerce – online event calendar
- Mercer Island Youth & Family Services – Senior Newsletter
- Mercer Island City Lifestyle – monthly ads and event calendar in monthly magazine
- Staff will begin work on a policy to promote third-party coordinated activities within existing marketing efforts.

### **2.4 Implement 6-Year Workplan for Art in Public Places and maintain a dynamic list of public art opportunities, identify new funding strategies, and engage the community throughout the public art - ongoing.**

- 6-Year Workplan for Art in Public Places was adopted by City Council in September 2025.
- Staff received a proposal for art donation and are utilizing the 6- year Work Plan to inform on next steps with the Arts Council.



**Priority 3: Encourage and support community engagement through collaboration and partnerships to expand arts and culture programs with a focus on performing arts.**

**3.1 Identify and establish relationships with two performing arts groups to expand performance opportunities by Q2 2025.**

- The Dickens Carolers- Holiday Party
- Connie Wible- MIVAL Gallery Receptions
- High School Community Band - Town Center Trick or Treating-
- Local dance organizations – Holiday Makers Market
- Live entertainment – Senior Resource Fair
- Staff utilized event partnerships such as Mercer Island Chinese Association Events, Juneteenth and Pride to increase opportunities for performing arts, and is looking toward 2026 to expand opportunities within the Mercer Island Gallery Artist Receptions, Tree Lighting, and pop-up opportunities coupled with Town Center events.

**3.2 Contract with resident performing artists and organizations to perform at three existing community events by Q4 2025.**

- Creation Dance Studio -Tree Lighting
- Mercer Island High School Choir - Tree Lighting
- Mercer Island High School Community Band - Town Center Trick or Treating
- Local artists – Community Center Gallery Receptions

**3.3 Provide opportunities for performing arts organizations to further engage with the Mercer Island community at city-coordinated events - ongoing.**

- Staff look to include and expand performances, pop-up shows, and roving acts from local arts organizations at events like Summer Celebration, Mostly Music in the Park, Juneteenth, Pride in the Park, Tree Lighting, Holiday Party and Trick or Treating

**Priority 4: Incorporate principles of sustainability into the City's arts and cultural practices.**

**4.1 Implement procedures to incorporate principals of sustainability into preservation of public art – ongoing**

- Staff are currently evaluating opportunities to enhance the management of the City's Public Art Collection. It is anticipated that the Arts Council will assist in the development of a comprehensive Public Art Maintenance Plan during the next biennium

**4.2 Provide composting and recycling at all city-coordinated events by Q4 2025.**

- All events for 2025 have had garbage, recycling, and compost bins provided
- Vendors are required to provide compostable plates, cups and utensils as part of their vendor agreement

**4.3 Engage the Mercer Island Historical Society to provide opportunities to increase historical knowledge of Mercer Island by Q2 2026.**

- Staff are collaborating with the Historical Society to recognize the United States Semi-quincentennial through various events in 2026



- Staff have partnered with the Historical Society to have a presence at various events including Summer Celebration, the Senior. Resource Fair, and Leap for Green

**4.4 Evaluate current art and culture programs and identify needs for a sustainable funding model for the following biennium by Q3 2026.**

- Review current funding sources (grants, sponsorships, general fund) and expenditures. Identify trends and gaps
- Evaluate events to ensure community benefit is being met
- In 2026 the Arts Council will begin reviewing and recommending updates to the 1% for the Arts Fund which may allow for a broader funding model

**4.5 Enhance and establish sustainability requirements for organizations to partner with the City for cultural events and programs.**

- Staff have begun discussing opportunities and will be evaluating contract language and procedures in 2026

**Priority 5: Complete two major City art and culture projects:**

1. Update the Comprehensive Arts & Culture Plan
  - Work is anticipated to begin in October of 2026
2. Collaborate with the Parks and Recreation Commission to update the Department's "Gift Acceptance Policy" to include works of art.
  - Work is anticipated for 2026

**2025-2026 Work Plan Next Steps:**

Staff will continue to progress on workplan items as identified through the end of 2026. Staff will present the 2025 Recreation Annual Report at a future Arts Council meeting to inform of 2025 - 2026 workplan outcomes.

**RECOMMENDED ACTION**

No Action Required