



# CITY OF MERCER ISLAND

## CITY COUNCIL REGULAR HYBRID MEETING

Tuesday, April 07, 2026 at 5:00 PM

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### MERCER ISLAND CITY COUNCIL:

Mayor David Rosenbaum, Deputy Mayor Daniel Becker,  
Councilmembers: Lisa Anderl, Julie Hsieh,  
Craig Reynolds, Wendy Weiker, and Ted Weinberg

### LOCATION & CONTACT:

MICEC – Slater Room Council Chambers and via Zoom  
8236 SE 24th Street | Mercer Island, WA 98040  
206.275.7793 | [www.mercerisland.gov](http://www.mercerisland.gov)

We strive to create an inclusive and accessible experience. Those requiring accommodation for meetings should notify the City Clerk's Office three days prior to the meeting at 206.275.7793 or by emailing [cityclerk@mercerisland.gov](mailto:cityclerk@mercerisland.gov).

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The hybrid meeting will be live streamed on the City Council's [YouTube Channel](#).

Individuals wishing to speak live during Appearances (public comment period) must register with the City Clerk at 206.275.7793 or [cityclerk@mercerisland.gov](mailto:cityclerk@mercerisland.gov) before 4 PM on the day of the Council meeting. Each speaker will be allowed to speak for three (3) minutes. A timer will be visible to online to speakers, City Council, and meeting participants.

Written comments may be sent to the City Council at [council@mercerisland.gov](mailto:council@mercerisland.gov).

Join the meeting at 5:00 PM (Appearances will start sometime after 5:00 PM) by:

- **Telephone:** Call 253.215.8782 and enter Webinar ID 865 7496 2731 and Password 730224
- **Zoom:** Click this [link](#) (Webinar ID 865 7496 2731; Password 730224)
- **In Person:** Mercer Island Community & Event Center – Slater Room Council Chambers (8236 SE 24th Street, Mercer Island, WA 98040)

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## MEETING AGENDA - AMENDED

### CALL TO ORDER & ROLL CALL, 5:00 PM

### PLEDGE OF ALLEGIANCE

### AGENDA APPROVAL

### CITY MANAGER REPORT

### APPEARANCES

(This is the opportunity for anyone to speak to the City Council on any item, except items before the City Council requiring a public hearing, any quasi-judicial matters, or campaign-related matters)

### CONSENT AGENDA

#### 1. AB 6896: March 25, 2026 Payroll Certification

**Recommended Action:** Approve the March 25, 2026 Payroll Certification in the amount of \$928,241.22 and authorize the Mayor to sign the certification on behalf of the entire City Council.

#### 2. City Council Regular Hybrid Meeting Minutes of March 17, 2026

**Recommended Action:** Approve the City Council Regular Hybrid Meeting Minutes of March 17, 2026.

**3. AB 6897: Certification for Claims Paid February 28, 2026 through March 15, 2026**

**Recommended Action:** Approve the February 28, 2026 through March 15, 2026 Accounts Payable Certification of Claims in the amount of \$3,713,478.93 and authorize the Mayor to sign the certification on behalf of the entire City Council.

**4. AB 6898: Autism Acceptance Month, Proclamation No. 380**

**Recommended Action:** Approve Proclamation No. 380 Proclaiming April 2026 as Autism Acceptance Month on Mercer Island.

**5. AB 6899: Sexual Assault Awareness & Prevention Month, Proclamation No. 381**

**Recommended Action:** Approve Proclamation No. 381 Proclaiming April 2026 as Sexual Assault Awareness & Prevention Month on Mercer Island.

**6. AB 6900: Black Wellness Week, Proclamation No. 382**

**Recommended Action:** Approve Proclamation No. 382 Proclaiming April 13-17, 2026 as Black Wellness Week on Mercer Island.

**7. AB 6901: Public Works Facility Seismic Retrofits Project Closeout**

**Recommended Action:** Accept the completed Public Works Building Seismic Retrofit Project (90.05.0016) and authorize staff to close out the project.

**8. AB 6870: Parking Enforcement System Appropriation Request**

**Recommended Action:** Appropriate \$110,000 from the Technology and Equipment Fund (330) to acquire and install a parking enforcement system.

**REGULAR BUSINESS**

**9. AB 6903: Public Hearing: 2027-2032 Transportation Improvement Program (TIP) – *AB and Exhibit 2 revised 4/2/2026***

**Recommended Action:** Conduct Public Hearing. City Council will return to this item for discussion later in the agenda.

**10. AB 6902: Deane’s Children’s Park Site Plan – *Packet materials added 4/2/2026***

**Recommended Action:** Approve Resolution No. 1692 (Exhibit 2) to adopt the Deane’s Children’s Park Site Plan.

Or, alternatively,

Direct the City Manager to Revise the Site Plan [insert details for revisions] and return to the City Council at a future meeting for review and adoption.

**11. AB 6891: City Hall Facility Full Renovation Cost Estimate and City Council Direction on Next Steps**

**Recommended Action:** Direct the City Manager to prepare a demolition plan for City Hall and return to the City Council for review and approval.

**12. AB 6903: Discussion: 2027-2032 Transportation Improvement Program (TIP) Preview – *AB and Exhibit 2 revised 4/2/2026***

**Recommended Action:** Provide feedback to staff on the 2027-2032 Transportation Improvement Program.

**OTHER BUSINESS**

**13. Planning Schedule**

**14. Councilmember Absences & Reports**

**ADJOURNMENT**



# BUSINESS OF THE CITY COUNCIL CITY OF MERCER ISLAND

**AB 6896**  
**April 7, 2026**  
**Consent Agenda**

## AGENDA BILL INFORMATION

<b>TITLE:</b>	AB 6896: March 25, 2026 Payroll Certification	<input type="checkbox"/> Discussion Only <input checked="" type="checkbox"/> Action Needed: <input checked="" type="checkbox"/> Motion <input type="checkbox"/> Ordinance <input type="checkbox"/> Resolution
<b>RECOMMENDED ACTION:</b>	Approve the March 25, 2026 Payroll Certification in the amount of \$928,241.22.	

<b>DEPARTMENT:</b>	Administrative Services
<b>STAFF:</b>	Ali Spietz, Chief of Administration Nicole Vannatter, Human Resources Manager
<b>COUNCIL LIAISON:</b>	n/a
<b>EXHIBITS:</b>	1. March 25, 2026 Payroll Certification 2. FTE/LTE Counts
<b>CITY COUNCIL PRIORITY:</b>	n/a

<b>AMOUNT OF EXPENDITURE</b>	\$ n/a
<b>AMOUNT BUDGETED</b>	\$ n/a
<b>APPROPRIATION REQUIRED</b>	\$ n/a

## EXECUTIVE SUMMARY

This agenda bill is to approve the City of Mercer Island payroll certification for the period from March 1, 2026 through March 15, 2026 in the amount of \$928,241.22 (see Exhibit 1).

## BACKGROUND

[RCW 42.24.080](#) requires that all claims presented against the City by performing labor must be certified by the appropriate official to ensure that the labor was performed as described, and that the claims are just, due, and unpaid obligations against the City, before payment can be made. [RCW 42.24.180](#) allows the payment of claims to occur prior to City Council approval to expedite processing of the payment of claims, provided, however, that review and approval of the claims' documentation occur at the next regularly scheduled public meeting. The Payroll Certification details the total payment to employees for labor performed and benefits payments made for each payroll. The City is on a semi-monthly payroll schedule with payments on the 10th and 25th of each month.

## ISSUE/DISCUSSION

Each payroll varies depending on several factors (i.e., number of employees, pay changes, leave cash outs, overtime, etc.). In addition to regular pay for employees, this payroll has variations that are outlined below.

### Additional payments:

Description	Amount
Leave cash outs for current employees	\$0.00
Leave cash outs for terminated employees	\$0.00
Service and recognition awards	\$1,500.00
Overtime earnings (see chart for overtime hours by department).	\$8,989.42
<b>Total</b>	<b>\$10,489.42</b>

### Overtime hours by department:

Department	Hours
Administrative Services	
City Attorney's Office	
City Manager's Office	
Community Planning & Development	4.00
Finance	
Municipal Court	
Police	27.75
Public Works	83.50
Thrift Shop	0.75
Youth & Family Services	
<b>Total Overtime Hours</b>	<b>116.00</b>

## NEXT STEPS

### FTE/LTE COUNTS

The table in Exhibit 2 shows the budgeted versus actual counts for Full Time Equivalents (FTEs) and Limited Term Equivalents (LTEs) for the current payroll. Casual labor employees (temporary and seasonal) are not included in the counts.

#### Casual Labor

In addition to FTE and LTE employees, the City utilizes casual labor to address workload needs that exceed the capacity or expertise of the City's regular staff and that are time limited or seasonal. Casual labor is used primarily to address seasonal workload needs and short-term workload issues created by special projects or position vacancies. Compared to an LTE position, a casual labor position has limited benefits and is filled for a shorter period (1-3 months, 6 months, or 9 months). The departments/divisions that utilize casual labor the most are Parks Maintenance, Recreation, Public Works, and the Thrift Shop.

## RECOMMENDED ACTION

Approve the March 25, 2026 Payroll Certification in the amount of \$928,241.22 and authorize the Mayor to sign the certification on behalf of the entire City Council.

**CITY OF MERCER ISLAND PAYROLL CERTIFICATION**

Item 1.

**PAYROLL PERIOD ENDING** **03.15.2026**  
**PAYROLL DATED** **03.25.2026**

Net Cash	\$	615,220.35
Net Voids/Manuals		
<b>Net Total</b>	<b>\$</b>	<b>615,220.35</b>
Federal Tax Deposit	\$	101,736.25
Social Security and Medicare Taxes	\$	69,573.57
State Tax (California & Oregon)	\$	696.18
State Tax (California)	\$	11.01
Family/Medical Leave Tax (California & Oregon)	\$	59.13
Public Employees Retirement System 1 (PERS 1)	\$	-
Public Employees' Retirement System (PERS Plan 2)	\$	30,504.56
Public Employees' Retirement System (PERS Plan 3)	\$	9,871.28
Public Employees' Retirement System (PERSJM)	\$	760.25
Public Safety Employees' Retirement System (PSERS)	\$	-
Law Enforcement Officers' & Fire Fighters' Retirement System (LEOFF Plan2)	\$	17,170.49
Regence, Kaiser & LEOFF Trust Medical & Dental Insurance Deductions	\$	15,794.60
Domestic Partner Medical Insurance Deductions	\$	3,975.17
Health Care - Flexible Spending Account Contributions	\$	3,646.52
Dependent Care - Flexible Spending Account Contributions	\$	1,738.92
MS Roth IRA Contributions	\$	1,340.55
MS 457 Deferred Compensation Contributions	\$	42,987.77
Garnishments (Chapter 13)	\$	1,072.03
Child Support Wage Garnishment	\$	867.50
Mercer Island Employee Association Dues	\$	265.00
AFSCME Union Dues	\$	3,731.40
Police Union Dues	\$	3,525.62
Standard - Supplemental Life Insurance	\$	213.84
Unum - Long Term Care Insurance	\$	176.90
AFLAC - Supplemental Insurance Plans	\$	193.37
Transportation - Flexible Spending Account Contributions	\$	106.50
Miscellaneous	\$	107.51
Oregon Transit Tax and Oregon Benefit Tax	\$	8.64
Washington Long Term Care	\$	2,886.31
<b>Tax &amp; Benefit Obligations Total</b>	<b>\$</b>	<b>313,020.87</b>

<b>TOTAL GROSS PAYROLL</b>	<b>\$ 928,241.22</b>
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I, the undersigned, do hereby certify under penalty of perjury that the materials have been furnished, the services rendered or the labor performed as described herein, that any advance payment is due and payable pursuant to a contract or is available as an option for full or partial fulfillment of a contractual obligation, and that the claim is a just, due and unpaid obligation against the City of Mercer Island, and that I am authorized to authenticate and certify to said claim.

  
 \_\_\_\_\_  
 Finance Director

I, the undersigned, do hereby certify that the City Council has reviewed the documentation supporting claims paid and approved all checks or warrants issued in payment of claims.

\_\_\_\_\_  
 Mayor Date

## FTE AND LTE COUNTS AS OF 3/15/2026

Full Time Equivalents (FTEs)	2025 Budgeted	2025 Actual
Administrative Services	14.50	14.50
City Attorney's Office	2.00	2.00
City Manager's Office	3.00	3.00
Community Planning & Development	17.00	16.00
Finance	9.00	9.00
Municipal Court	3.10	3.10
Police	37.50	36.50
Public Works	64.00	63.00
Recreation	10.25	9.25
Youth & Family Services	11.93	11.93
Thrift Shop	3.00	3.00
<b>Total FTEs</b>	<b>175.28</b>	<b>171.28</b>
Limited Term Equivalent (LTEs)	2025 Budgeted	2025 Actual
Administrative Services	1.00	1.00
City Manager's Office	1.00	1.00
Community Planning & Development	2.00	2.00
Public Works	4.75	2.75
Youth & Family Services	2.83	1.83
Thrift Shop	6.50	7.70
<b>Total LTEs</b>	<b>18.08</b>	<b>16.28</b>
<b>Total FTEs &amp; LTEs</b>	<b>193.36</b>	<b>187.57</b>

**FTE Vacancies:**  
 1.0 Deputy Public Works Director  
 1.0 Planner  
 1.0 Police Officer  
 1.0 Recreation Facility Supervisor



# CITY COUNCIL MINUTES REGULAR HYBRID MEETING MARCH 17, 2026

Item 2.

## CALL TO ORDER & ROLL CALL

Mayor Dave Rosenbaum called the Regular Hybrid Meeting to order at 5:00 pm in the Slater Room Council Chambers at the Mercer Island Community & Event Center, 8236 SE 24th Street, Mercer Island, Washington.

Deputy Mayor Daniel Becker and Councilmembers Julie Hsieh, Craig Reynolds, and Ted Weinberg attended in person. Mayor Dave Rosenbaum and Councilmembers Lisa Anderl and Wendy Weiker attended via Zoom.

## PLEDGE OF ALLEGIANCE

Deputy Mayor Becker lead the City Council in delivering the Pledge of Allegiance.

## AGENDA APPROVAL

It was moved by Weinberg; seconded by Reynolds to:

**Approve the agenda as presented.**

PASSED: 7-0

FOR: 7 (Anderl, Becker, Hsieh, Reynolds, Rosenbaum, Weiker and Weinberg)

## CITY MANAGER REPORT

City Manager Jessi Bon reported on the following items:

- **Council, Boards & Commission Meetings:**
  - City Council Meeting on Tuesday, April 7 at 5:00 pm
  - Planning Commission Meeting on Wednesday, March 25 at 6:00 pm
  - Parks & Recreation Commission Meeting on Thursday, March 26 at 5:00 pm
- **City Updates:**
  - Pump Station Generator Replacement – The new generator and automatic transfer switch at Pump Station 25 was put to use after a power outage occurred due to high winds. The new generator started automatically and powered the station, ensuring a continuous sewer service for more than 500 customers served by Pump Station 25.
  - Lakeline Reach 1 Improvements – From March 23 through May 1, City staff and consultants will conduct field investigations between the 4200 and 5400 blocks of East Mercer Way along the Sewer Lakeline Reach 1.
  - Transportation Feedback Needed – The public comment period for the annual update of the Six Year Transportation Improvement Program (TIP) is open through April 21, 2026.
- **Upcoming Events:**
  - Sprig Recycling Event – March 29, 9:00 am – 3:00 pm at the Boat Launch
  - Celebrate the 2 Line – March 28, 10:00 am – 2:00 on the top deck of the Park and Ride
- **News:**
  - Legislative Good News – Senator Wellman was able to secure an increase in funding for the MICEC HVAC project in the final combined House/Senate Capital Budget.

## APPEARANCES

Fan Tuan (Mercer Island) spoke about the Modified Station Subarea Boundary.

Brian Sloan (Mercer Island) spoke about the Modified Station Subarea Boundary.

Kian Bradley (Mercer Island) spoke about affordable housing goals and Growth Management Act compliance.

Addie Smith spoke about being a hate crime survivor.

Adam Ragheb (Mercer Island) spoke about the Modified Station Subarea Boundary.

## CONSENT AGENDA

### AB 6882: March 10, 2026 Payroll Certification

**Recommended Action:** Approve the March 10, 2026 Payroll Certification in the amount of \$928,677.45 and authorize the Mayor to sign the certification on behalf of the entire City Council

### City Council Regular Hybrid Meeting Minutes of March 3, 2026

**Recommended Action:** Approve the City Council Regular Hybrid Meeting Minutes of March 3, 2026.

### AB 6884: Vietnam Veteran's Day, Proclamation No. 378

**Recommended Actions:** Approve Proclamation No. 378 Proclaiming March 29, 2026 as Vietnam Veteran's Day on Mercer Island.

### AB 6895: Mercer Island Preschool Association Circus Day, Proclamation No. 379

**Recommended Action:** Approve Proclamation No. 379 Proclaiming April 25, 2026 as Mercer Island Preschool Association Circus Day.

### AB 6885: 76th Avenue SE Mid-Block Crossing and ADA Improvements Bid Award

**Recommended Action:** Award the 76th Avenue SE Mid-Block Crossing and ADA Improvements project to Calli Denney Construction LLC, authorize the City Manager to execute a contract with Calli Denney Construction LLC in an amount not to exceed \$469,900, and set the total project budget at \$844,126.

### AB 6886: Interim Regulations in MICC 19.16.010 Related to Emergency Shelters and Housing, Transitional Housing, and Permanent Supportive Housing (Ordinance No. 26-02 Second Reading)

**Recommended Action:** Adopt Ordinance No. 26-02 establishing interim development regulations in MICC 19.16.010 related to Emergency Shelters and Housing, Transitional Housing, and Permanent Supportive Housing, with an effective date of April 2, 2026.

It was moved by Reynolds; seconded by Becker to:

**Approve the Consent Agenda as presented, and the recommendations contained therein.**

PASSED: 7-0

FOR: 7 (Anderl, Becker, Hsieh, Reynolds, Rosenbaum, Weiker and Weinberg)

City Clerk Andrea Larson noted that the last two speakers who had registered to speak had arrived.

City Council discussed revising the agenda to return to Appearances before proceeding with the agenda.

It was moved by Reynolds; seconded by Weinberg to:

**Amend the agenda to return to Appearances.**

PASSED: 7-0

FOR: 7 (Anderl, Becker, Hsieh, Reynolds, Rosenbaum, Weiker and Weinberg)

## APPEARANCES

Merkys Gomez (Mercer Island) spoke about concerns related to the Herzl-Ner Tamid development.

Isa Bundesmann (Mercer Island) spoke about concerns related to the Herzl-Ner Tamid development.

## REGULAR BUSINESS

### **AB 6887: Arts Council, Open Space Conservancy Trust, and Utility Board Vacancy Appointments (Resolution Nos. 1690 and 1691)**

Mayor Rosenbaum explained the process for the appointments to the Arts Council and Utility Board noting that applicants that receive the most votes, provided they receive a minimum of four votes, would be appointed to the vacant positions on the board or commission. The names of the applicants would then be added to Resolution No. 1690 with final approval by a vote of the City Council.

Mayor Rosenbaum noted the City Council would vote to approve his recommendation to the Open Space Conservancy Trust after the Arts Council and Utility Board appointments.

**Arts Council** – One open position; four applications received.

**Position 7 - Term 2029** - City Clerk Larson distributed ballots to each Councilmember with a list of the following applicants: Smriti Agarwal, Linda Gamroth, Brook Roselle, and Liliia Zakharenko.

The ballots for Round 1 were tallied, and no applicants received four votes.

**Position 7 Round 1 Ballot Results:**

Anderl – Agarwal  
 Becker – Agarwal  
 Hsieh – Roselle  
 Reynolds – Zakharenko  
 Rosenbaum – Roselle  
 Weiker – Agarwal  
 Weinberg – Roselle

The ballots for Round 2 were tallied, and Smriti Agarwal received four votes to be appointed to the Arts Council, Position 7, expiring May 31, 2029.

**Position 7 Round 2 Ballot Results:**

Anderl – Agarwal  
 Becker – Agarwal  
 Hsieh – Roselle  
 Reynolds – Agarwal  
 Rosenbaum – Roselle  
 Weiker – Agarwal  
 Weinberg – Roselle

**Utility Board** – One open position; two applications received.

**Position 2 – Term 2028** - City Clerk Larson distributed ballots to each Councilmember with a list of the following applicants Joy Liechty and Brooke Roselle

The ballots were tallied, and Joy Liechty received seven votes to be appointed to the Utility Board, Position 2, expiring May 31, 2028.

**Position 2 Ballot Results:**

Anderl – Liechty  
 Becker – Liechty  
 Hsieh – Liechty  
 Reynolds – Liechty  
 Rosenbaum – Liechty  
 Weiker – Liechty  
 Weinberg – Liechty

City Clerk Larson read the appointments section of Resolution No. 1690.

It was moved by Reynolds; seconded by Weinberg to:

**Approve Resolution No. 1690, appointing those voted on to fill the vacancies on the Arts Council and Utility Board.**

PASSED: 7-0

FOR: 7 (Anderl, Becker, Hsieh, Reynolds, Rosenbaum, Weiker and Weinberg)

Mayor Rosenbaum explained the process for appointment to the Open Space Conservancy Trust and his recommendation of Andrew Rosenthal.

City Clerk Larson read the appointments section of Resolution No. 1691.

It was moved by Anderl; seconded by Becker to:

**Approve Resolution No. 1691, appointing a member to the vacancy on the Open Space Conservancy Trust.**

PASSED: 7-0

FOR: 7 (Anderl, Becker, Hsieh, Reynolds, Rosenbaum, Weiker and Weinberg)

### **AB 6888: Final Approval of the Modified Station Subarea Boundary**

CPD Director Jeff Thomas provided an overview of the Growth Management Hearings Board (GMHB) Order that identified four issues that the City must address in order to comply with the order. He spoke about the amendments that are needed to the station subarea plan for compliance and the guidance the City Council provided in January and February 2026. Director Thomas discussed the public engagement that was conducted and the feedback that was received during the public engagement period in February and March, and the recommendation to approve the modified station subarea boundary for the purpose of compliance with the GMHB Order.

Council asked questions of staff and discussed the modified station subarea boundary.

It was moved by Weiker; seconded by Reynolds to:

**Approve the Modified Station Area Boundary as shown in Exhibit 1 for the purposes of GMA compliance.**

PASSED: 7-0

FOR: 7 (Anderl, Becker, Hsieh, Reynolds, Rosenbaum, Weiker and Weinberg)

Councilmember Weiker left the meeting from 6:29 pm – 6:35 pm.

### **AB 6894: Update on the Growth Management Hearings Board Order – GMA Compliance Work Plan**

CPD Director Jeff Thomas spoke about the GMA Compliance Work Plan, the amendments that are anticipated to the Comprehensive Plan, the Station Subarea Plan, and Title 19 of the Mercer Island City Code, and the sequence of tasks to complete the amendments by the compliance deadline set by the Growth Management Hearings Board Order of July 31, 2026.

It was moved by Anderl; seconded by Reynolds to:

**Approve the GMA Compliance Work Plan as presented in Exhibit 1 and direct staff to proceed with the next steps towards attaining GMA compliance.**

PASSED: 6-0

FOR: 7 (Anderl, Becker, Hsieh, Reynolds, Rosenbaum, and Weinberg)

ABSENT: 1 (Weiker)

## **OTHER BUSINESS**

### **Planning Schedule**

City Manager Jessi Bon spoke about the April City Council meetings.

### **Councilmember Absences and Reports**

Councilmember Weiker noted she attended the SCA Public Issues Committee meeting last week.  
 Councilmember Weinberg noted the state legislative session ended last week and provided an overview of some legislative bills, and that his next monthly open lunch is at Valhalla Sandwiches on April 18.  
 Councilmember Reynolds noted he attended a Parks & Recreation Commission meeting and looks forward to the Deane’s Children’s Park Site Plan coming before the City Council.  
 Councilmember Hsieh noted she attended the SCA Networking event at MICEC, the Senior Resource fair, and Coffee with a Cop. She also noted she attended the Eastside Transportation Partnership meeting, and that her next community meeting is on March 22 at The Rock.  
 Mayor Rosenbaum noted he met with several Boy Scout troops to discuss local government.

**ADJOURNMENT**

The Regular Hybrid Council Meeting adjourned at 6:44 pm.

\_\_\_\_\_  
 Dave Rosenbaum, Mayor

Attest:

\_\_\_\_\_  
 Andrea Larson, City Clerk



# BUSINESS OF THE CITY COUNCIL CITY OF MERCER ISLAND

**AB 6897**  
**April 7, 2026**  
**Consent Agenda**

## AGENDA BILL INFORMATION

<b>TITLE:</b>	AB 6897: Certification for Claims Paid February 28, 2026 through March 15, 2026	<input type="checkbox"/> Discussion Only <input checked="" type="checkbox"/> Action Needed: <input checked="" type="checkbox"/> Motion <input type="checkbox"/> Ordinance <input type="checkbox"/> Resolution
<b>RECOMMENDED ACTION:</b>	Approve the Accounts Payable Certification for Claims paid February 28, 2026 through March 15, 2026 in the amount of \$3,713,478.93.	

<b>DEPARTMENT:</b>	Finance
<b>STAFF:</b>	Matt Mornick, Finance Director LaJuan Tuttle, Deputy Finance Director
<b>COUNCIL LIAISON:</b>	n/a
<b>EXHIBITS:</b>	1. Certification for Claims Paid February 28 – March 15, 2026
<b>CITY COUNCIL PRIORITY:</b>	n/a

<b>AMOUNT OF EXPENDITURE</b>	\$ n/a
<b>AMOUNT BUDGETED</b>	\$ n/a
<b>APPROPRIATION REQUIRED</b>	\$ n/a

## EXECUTIVE SUMMARY

The purpose of this agenda bill is to approve the February 28, 2026 through March 15, 2026 Accounts Payable Certification of Claims in the amount of \$3,713,478.93 (see Exhibit 1).

## BACKGROUND

*Claims* refer to all external payments that are made to satisfy the obligations of the City, regardless of how payments are processed (e.g., through warrants, checks, electronic funds transfers, etc.). [RCW 42.24.080](#) requires that all claims presented against the City must be certified by the appropriate official to ensure that the claims are just, true, and unpaid obligations against the City, before payment can be made.

[RCW 42.24.180](#) allows the payment of claims to occur prior to City Council approval to expedite processing of the payment of claims, provided, however, that review and approval of the claims' documentation occurs at the next regularly scheduled public meeting.

## ISSUE/DISCUSSION

The Accounts Payable Certification of Claims (see Exhibit 1) includes a table that summarizes the claims paid February 28, 2026 through March 15, 2026:

The table combines printed checks and electronic payments. The disbursement method is identified by the Method code in the first column of the table:

- **Check Register** includes printed accounts payable checks.
- **Direct Disbursement** includes wire transfers. Note that “check” numbers are two digits to easily identify them as distinct from printed checks.
- **Electronic Funds Transfer** includes EFT/ACH payments. “Check” numbers started at 5000 for this payment type.

## RECOMMENDED ACTION

Approve the February 28, 2026 through March 15, 2026 Accounts Payable Certification of Claims in the amount of \$3,713,478.93 and authorize the Mayor to sign the certification on behalf of the entire City Council.



# City of Mercer Island Certification of Claims

I, the undersigned, do hereby certify under penalty of perjury that the materials have been furnished, the services rendered, or the labor performed as described herein, that any advance payment is due and payable pursuant to a contract or is available as an option for full or partial fulfillment of a contractual obligation, and that the claim is a just, due and unpaid obligation against the City of Mercer Island, and that I am authorized to authenticate and certify to said claim.

Finance Director

I, the undersigned, do hereby certify that the City Council has reviewed the documentation supporting claims paid and approved all checks or warrants issued in payment of claims.

\_\_\_\_\_  
Mayor

\_\_\_\_\_  
Date

Date	Method	Checks	Warrant	Total Amount
02/28/26	Direct Disbursement	231 – 245	WT 02-26	\$872,243.86
03/05/26	Check Register	226495-226565	030526	\$1,294,234.98
03/05/26	Electronic Funds Transfer	5139 – 5155	EFT 0305	\$64,563.99
03/05/26	Check Register	226566	030526b	\$579.42
03/09/26	Check Register	226567	030926	\$47,227.77
03/09/26	Check Register	226568	030926b	\$43.38
03/12/26	Check Register	226569-226664	031226	\$1,397,435.17
03/12/26	Electronic Funds Transfer	5156 - 5164	EFT 0312	\$37,150.36
<b>GRAND TOTAL:</b>				<b>\$3,713,478.93</b>



# BUSINESS OF THE CITY COUNCIL CITY OF MERCER ISLAND

**AB 6898**  
**April 7, 2026**  
**Consent Agenda**

## AGENDA BILL INFORMATION

<b>TITLE:</b>	AB 6898: Autism Acceptance Month, Proclamation No. 380	<input type="checkbox"/> Discussion Only <input checked="" type="checkbox"/> Action Needed: <input checked="" type="checkbox"/> Motion <input type="checkbox"/> Ordinance <input type="checkbox"/> Resolution
<b>RECOMMENDED ACTION:</b>	Approve Proclamation No. 380 Proclaiming April 2026 as Autism Acceptance Month on Mercer Island.	

<b>DEPARTMENT:</b>	City Council
<b>STAFF:</b>	Mayor Dave Rosenbaum Andrea Larson, City Clerk
<b>COUNCIL LIAISON:</b>	n/a
<b>EXHIBITS:</b>	1. Proclamation No. 380
<b>CITY COUNCIL PRIORITY:</b>	n/a

<b>AMOUNT OF EXPENDITURE</b>	\$ n/a
<b>AMOUNT BUDGETED</b>	\$ n/a
<b>APPROPRIATION REQUIRED</b>	\$ n/a

## EXECUTIVE SUMMARY

The purpose of this agenda item is to proclaim April 2026 as Autism Acceptance Month on Mercer Island with Proclamation No. 380 (Exhibit 1) to recognize all individuals around the world who live on the autism spectrum and to celebrate the numerous ways autistic individuals enhance the quality of our communities and enrich our world.

## BACKGROUND

Autism spectrum disorder (ASD) is a complex, lifelong disability that typically manifests itself during early childhood. It is one of the fastest growing developmental disabilities in the world affecting approximately one in 44 children in the U.S. It is characterized by difficulties with social, emotional, and communication skills. People with ASD have a different way of learning and reacting to stimuli. ASD occurs in all racial, ethnic, and socioeconomic groups, and it is four times more prevalent in boys than in girls.

There is currently no cure for ASD, however early intervention treatment can have a positive impact on childhood development. Treatment plans can include therapies and counseling that meet the specific needs of the individual. Research continues for a better understanding of the factors that lead to ASD and the associated treatment options.

## **ISSUE/DISCUSSION**

As many individuals and families living with autism know, acceptance is often one of the biggest barriers to finding and developing a strong support system. The Mercer Island community understands the importance of fostering acceptance to lead to improved support and to achieve equity in education, employment, housing, health care, and comprehensive long-term services.

Proclaiming April 2026 as Autism Acceptance Month is continuing Mercer Island's commitment to be a supportive community for those families dealing with the challenge of supporting family members who are on the autism spectrum, and to extend kindness and compassion to those who struggle with disabilities

## **RECOMMENDED ACTION**

Approve Proclamation No. 380 Proclaiming April 2026 as Autism Acceptance Month on Mercer Island.



# City of Mercer Island, Washington *Proclamation*

**WHEREAS**, in the United States, 1 in 44 children are diagnosed with autism spectrum disorder, totaling over 7 million young people and adults. Mercer Island families face challenges associated with family members who are on the autism spectrum.

People with autism are able to achieve independence and live purposeful lives when afforded the support system and opportunities that each and every one of us deserves.

With proper education, training and community living options, individuals with autism can lead distinguished, productive lives in their communities and strive to reach their fullest potential.

Our community supports an increased awareness of this challenging disability.

This month honors self-advocates, family members, caregivers, professionals, and all who work every day to create more opportunities for those with autism within the Mercer Island community.

Together, we can spread awareness, foster acceptance, and empower everyone in the autism community with the resources needed to live fully.

**NOW, THEREFORE**, I, Dave Rosenbaum, Mayor of the City of Mercer Island, do hereby proclaim April 2026 as

## **AUTISM ACCEPTANCE MONTH**

**APPROVED**, this 7th day of April 2026.

\_\_\_\_\_  
Mayor Dave Rosenbaum



Proclamation No. 380



**BUSINESS OF THE CITY COUNCIL  
CITY OF MERCER ISLAND**

**AB 6899  
April 7, 2026  
Consent Agenda**

**AGENDA BILL INFORMATION**

<b>TITLE:</b>	AB 6899: Sexual Assault Awareness & Prevention Month, Proclamation No. 381	<input type="checkbox"/> Discussion Only <input checked="" type="checkbox"/> Action Needed: <input checked="" type="checkbox"/> Motion <input type="checkbox"/> Ordinance <input type="checkbox"/> Resolution
<b>RECOMMENDED ACTION:</b>	Approve Proclamation No. 381 Proclaiming April 2026 as Sexual Assault Awareness & Prevention Month on Mercer Island.	

<b>DEPARTMENT:</b>	City Council
<b>STAFF:</b>	Mayor Dave Rosenbaum Andrea Larson, City Clerk
<b>COUNCIL LIAISON:</b>	n/a
<b>EXHIBITS:</b>	1. Proclamation No. 381
<b>CITY COUNCIL PRIORITY:</b>	n/a

<b>AMOUNT OF EXPENDITURE</b>	\$ n/a
<b>AMOUNT BUDGETED</b>	\$ n/a
<b>APPROPRIATION REQUIRED</b>	\$ n/a

**EXECUTIVE SUMMARY**

The purpose of this agenda bill is to proclaim April 2026 as Sexual Assault Awareness & Prevention month on Mercer Island with Proclamation No. 381 (Exhibit 1) and join other King County cities as a part of a regional and national effort to education communities about ways to recognize, respond to, prevent, and help end sexual violence.

**BACKGROUND**

Every April, Sexual Assault Awareness & Prevention Month (SAAPM) calls attention to the fact that sexual harassment, assault, and abuse are widespread and impact every person in the community. SAAM aims to raise public awareness about sexual violence and educate communities on how to prevent it.

**ISSUE/DISCUSSION**

The National Sexual Violence Resource Center’s SAAPM 2026 campaign calls on individuals, communities, organizations, and institutions to strive to work together as a community to alleviate the trauma of sexual violence by ensuring supportive resources are available to all survivors, and to stand up and actively disrupt harmful attitudes and behaviors that contribute to sexual violence.

Systems of oppression such as racism, sexism, classism, heterosexism, ageism, and ableism contribute to higher sexual harassment, assault, and abuse rates. Stopping sexual abuse, assault, and harassment before they happen through working together to support healthy, safe, and respectful behaviors and environments within the community. United together the community can help to address the social and structural determinants of health such as education, income, employment, community safety, and social support is crucial to improving the conditions in which to live, learn, work, and play.

#### **KING COUNTY SEXUAL ASSAULT RESOURCE CENTER**

King County Sexual Assault Resource Center (KCSARC) provides sexual assault-related services for people of all ages in King County, WA, while working toward the ultimate goal of eliminating sexual violence and abuse from local communities. They are on the frontline with victims and their families, ensuring that all people affected by sexual assault get the treatment they need and advocacy they deserve. They are also at the forefront of change, guiding public policy development, and delivering best practice education to create safer environments for everyone. To talk with someone, email <https://www.kcsarc.org/gethelp> or call 888.99.VOICE.

#### **RECOMMENDED ACTION**

Approve Proclamation No. 381 Proclaiming April 2026 as Sexual Assault Awareness & Prevention Month on Mercer Island.



# City of Mercer Island, Washington *Proclamation*

**WHEREAS**, sexual assault is pervasive: Every 68 seconds, someone is sexually assaulted in the United States. Sexual violence impacts everyone. Anyone can be a victim of sexual violence, and people who commit sexual abuse, assault, and harassment exist in all of our communities. This underscores why it's important for all of us to care about sexual violence and take steps to promote the safety and well-being of others.

Black, indigenous, and other people of color, people living in poverty, LGBTQ+ people, elders, people with disabilities and others who have been historically oppressed are disproportionately affected by sexual violence in significant and complex ways.

Sexual assault is among the most underreported crimes for many reasons, but survivors who are already most marginalized face additional barriers to reporting, such as language, immigration status or disability. Ending sexual violence requires us to address racism, sexism, and all forms of oppression that contribute to the perpetration of sexual assault.

Sexual violence exists on a continuum of behavior that includes racist, sexist, transphobic, homophobic, ableist or other hate speech. This ranges from rape jokes to verbal harassment to physical assaults.

Survivors of sexual assault may never forget their victimization, but they can heal with support from family, friends and their communities. Sexual assault programs across King County and Washington state offer free and confidential support, advocacy, information and resources to survivors. By working together as a community, we can alleviate the trauma of sexual violence by ensuring supportive resources are available to all survivors, while standing up to and actively disrupting harmful attitudes and behaviors that contribute to sexual violence.

**NOW, THEREFORE**, I, Dave Rosenbaum, Mayor of the City of Mercer Island, join advocates and communities throughout King County in taking action to prevent sexual violence by standing with survivors and do hereby proclaim April 2025 as

## **SEXUAL ASSAULT AWARENESS & PREVENTION MONTH**

Together, we commit to a safer future for all children, young people, adults, and families in our community.

**APPROVED**, this 7th day of April 2026.

\_\_\_\_\_  
Mayor Dave Rosenbaum

Proclamation No. 381





**BUSINESS OF THE CITY COUNCIL  
CITY OF MERCER ISLAND**

**AB 6900  
April 7, 2026  
Consent Agenda**

**AGENDA BILL INFORMATION**

<b>TITLE:</b>	AB 6900: Black Wellness Week, Proclamation No. 382	<input type="checkbox"/> Discussion Only <input checked="" type="checkbox"/> Action Needed: <input checked="" type="checkbox"/> Motion <input type="checkbox"/> Ordinance <input type="checkbox"/> Resolution
<b>RECOMMENDED ACTION:</b>	Approve Proclamation No. 382 Proclaiming April 13-17, 2026 as Black Wellness Week on Mercer Island.	

<b>DEPARTMENT:</b>	City Council
<b>STAFF:</b>	Mayor Dave Rosenbaum Andrea Larson, City Clerk
<b>COUNCIL LIAISON:</b>	n/a
<b>EXHIBITS:</b>	1. Proclamation No. 382
<b>CITY COUNCIL PRIORITY:</b>	n/a

<b>AMOUNT OF EXPENDITURE</b>	\$ n/a
<b>AMOUNT BUDGETED</b>	\$ n/a
<b>APPROPRIATION REQUIRED</b>	\$ n/a

**EXECUTIVE SUMMARY**

The purpose of this agenda bill is to proclaim April 13-17, 2026 as Black Wellness Week on Mercer Island with Proclamation No. 382 (Exhibit 1).

**BACKGROUND**

Black Wellness Week is a statewide celebration of health, resilience, and community power. For five days each April, organizations across Washington come together to offer health education, wellness resources, and spaces where Black communities are seen, heard, and cared for. This is a tradition that stretches back more than a century. In 1915, Booker T. Washington launched National Negro Health Week - a grassroots movement where Black churches, schools, and organizations organized every April to promote wellness and preventive care. That tradition ended in 1951. Black Wellness Week began out of a response to the Covid-19 pandemic and has evolved to an annual weeklong statewide observance that brings together healthcare systems, foundations, elected officials, communities, and community organizations in a unified commitment to Black Wellness.

**RECOMMENDED ACTION**

Approve Proclamation No. 382 Proclaiming April 13-17, 2026 as Black Wellness Week on Mercer Island.



# City of Mercer Island, Washington *Proclamation*

**WHEREAS**, the tradition of Booker T. Washington's Negro Health Week has historically spotlighted health disparities in Black communities, fostering advocacy and education.

Holistic well-being, encompassing physical, mental, emotional, and social health, is a priority for all communities.

Addressing health disparities in Washington State, especially within Black communities, calls for initiatives that are both inclusive and community driven.

A community-driven approach, focusing on leveraging existing resources and capacities, is essential for the effective implementation of Black Wellness Week.

The City of Mercer Island strives to create and maintain an inclusive community that is safe and supportive for current and future generations.

**NOW, THEREFORE, I**, Dave Rosenbaum, Mayor of Mercer Island, do hereby proclaim April 13-17, 2026 as

## **BLACK WELLNESS WEEK**

on the City of Mercer Island and encourage all residents to join in this special observance.

**APPROVED**, this 7th day of April 2026.

\_\_\_\_\_  
Mayor Dave Rosenbaum

Proclamation No. 379





## BUSINESS OF THE CITY COUNCIL CITY OF MERCER ISLAND

**AB 6901**  
**April 7, 2026**  
**Consent Agenda**

### AGENDA BILL INFORMATION

<b>TITLE:</b>	AB 6901: Public Works Facility Seismic Retrofits Project Closeout	<input type="checkbox"/> Discussion Only <input checked="" type="checkbox"/> Action Needed: <input checked="" type="checkbox"/> Motion <input type="checkbox"/> Ordinance <input type="checkbox"/> Resolution
<b>RECOMMENDED ACTION:</b>	Accept the completed project and authorize staff to close out the project.	

<b>DEPARTMENT:</b>	Public Works
<b>STAFF:</b>	Jason Kintner, Chief of Operations Kellye Hilde, Deputy Director Shelby Perrault, Capital Parks Manager Connor Dimick, CIP Project Manager
<b>COUNCIL LIAISON:</b>	n/a
<b>EXHIBITS:</b>	1. Project Map 2. Construction Photos
<b>CITY COUNCIL PRIORITY:</b>	3. Make once-in-a-generation investments to update and modernize aging infrastructure, capital facilities, and parks.

<b>AMOUNT OF EXPENDITURE</b>	\$ 1,011,885
<b>AMOUNT BUDGETED</b>	\$ 1,138,420
<b>APPROPRIATION REQUIRED</b>	\$ n/a

### EXECUTIVE SUMMARY

The purpose of this agenda item is to accept the completed Public Works Facility Seismic Retrofits Project (90.05.0016) and authorize staff to close out the project.

- At the February 6, 2024 and May 21, 2024 City Council meetings, City staff presented the findings from the Public Works Building Seismic Analysis and the Public Works Building Facility Conditions Assessment ([AB 6402](#) and [AB 6477](#)).
- The Public Works Building, constructed in 1981, houses essential operational and administrative services for the island. A Facility Conditions Assessment identified key deficiencies and recommended critical repairs to extend the building’s lifespan.
- At the July 16, 2024 City Council meeting, findings were presented and City Council directed staff to proceed with necessary seismic repairs to the Public Works Building ([AB 6517](#)).
- The Public Works Building Seismic Retrofit Project (Exhibit 1):
  - Removed the existing green roof and its associated soils;
  - Replaced the former green roof area with single-ply membrane roofing and installed roof drainage and stormwater conveyance;
  - Installed secured fencing and fall protection barriers along all exposed roof perimeters;
  - Added anchoring between the walls and the wood diaphragms at the two upper roofs (the second-floor office space and high bay garage);

- Constructed subsurface grade beams along the exterior of each end of the high-bay garage doors of the mechanic shop; and
- Installed bracing to multiple interior concrete masonry unit walls throughout the building.
- On February 4, 2025, City Council appropriated \$1,138,420 from the Capital Improvement Fund to the project budget and awarded a public works contract to Casa Bella LLC in an amount not to exceed \$886,887 ([AB 6619](#)).
- Construction began on February 24, 2025, and final completion was reached on July 2, 2025.
- The total completed project cost was \$1,011,885.
- Upon project closeout, \$126,535 in unspent project budget will be returned to the Capital Improvement Fund.

## BACKGROUND

The Public Works building, located behind City Hall, was constructed primarily as a workshop and mechanical facility in 1981. The facility operates under an approved Conditional Use permit originally issued in 1979. The Public Works Building is 15,350 square feet and houses various operational and administrative teams. It currently serves the City's mechanic and equipment maintenance operations, water and sewer, right-of-way and stormwater, customer service and utility billing, parks maintenance, and the capital engineering team.

In early 2023, the City began a planning process to complete a Facilities Conditions Assessment (FCA) for various municipal buildings and to develop a Long-Range Facilities Plan for select City facilities. The purpose of a FCA is to inventory and evaluate building and site infrastructure conditions, document observed deficiencies and develop a recommended strategy to ensure continuity of services, extend the life of each facility, or alternatively prepare to replace existing assets.

The FCA for the Public Works building, completed in January 2024 by the City's consultant, Northwest Studio, identified failing building systems and inadequate conditions for the occupancy. The report assigned a facility condition score, comparing the replacement value to observed deficiencies and projected renewal costs, ultimately confirming the building's functional obsolescence. However, key components of the facility need to remain operational for approximately five to seven years while planning continues for a long-term facility solution for City staff and Public Works operations.

Staff explored the feasibility of fully abandoning the Public Works building and using alternative facilities until the possible opening of a future Public Safety and Maintenance facility. Unfortunately, there were no reasonable alternatives to fully abandon the Public Works building at the time. As a result, City Council directed staff to make the minimum necessary seismic repairs to ensure the Public Works building would operate safely in the near term.

On July 16, 2024, City Council directed staff to proceed with seismic repairs to the Public Works Building ([AB 6517](#)). On February 4, 2025, City Council appropriated \$1,138,420 from the Capital Improvement Fund to the project budget and awarded a public works contract to Casa Bella LLC in an amount not to exceed \$886,887 ([AB 6619](#)).

## ISSUE/DISCUSSION

### PROJECT DESCRIPTION

Casa Bella LLC began work in February 2025. The purpose of this project was to structurally retrofit the Public Work building (Exhibit 1) based on the FCA and seismic analysis completed. Improvements included:

- Full removal of the existing green roof and its associated soils;

- Roof replacement in the former green roof area with single-ply membrane roofing and installation of roof drainage and stormwater conveyance;
- Installation of secured fencing and fall protection barriers along all exposed roof perimeters;
- Additional anchoring between the walls and the wood diaphragms at the two upper roofs (the second-floor office space and high bay garage);
- Construction of subsurface grade beams along the exterior of each end of the high-bay garage doors of the mechanic shop; and
- Installation of bracing to multiple interior concrete masonry unit walls throughout the building.

Exhibit 2 shows photos of the project before, during, and after construction. The project achieved substantial completion on June 25, 2025 with final acceptance on July 2, 2025.

**PROJECT EXPENDITURES**

The project experienced minor changes during construction, including installation of four additional beam blocking pieces to improve support between the roof trusses, lowering and rerouting a shallow gas and electrical line that were uncovered during the demolition and installation of a new drainage swale, additional roof insulation to direct water away from the roofing surface, and added a gate in the new fencing to allow roof access. These unforeseen construction items were paid for using the approved construction contingency.

The total completed project cost for the Public Works Facility Seismic Retrofits Project was \$1,011,885. A summary of final project costs is provided in Table 1 below.

**Table 1**

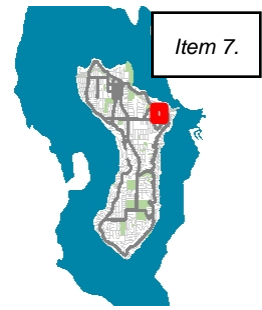
<b>PUBLIC WORKS BUILDING SEISMIC RETROFIT (90.05.0016) PROJECT COSTS</b>		
<b>PROJECT ELEMENTS</b>	<b>APPROVED PROJECT BUDGET (AB6619)</b>	<b>ACTUAL EXPENDITURES</b>
Construction Contract ( <i>Casa Bella LLC</i> )	\$886,887	\$886,887
Permitting	\$18,500	\$15,469
Construction Contingency	\$133,033	\$58,536
Construction Management ( <i>NW Studio</i> )	\$45,000	\$24,438
Project Management/In-House Staff Support	\$45,000	\$10,091
Inspection Services	\$10,000	\$7,019
1% for the Arts	\$0*	\$9,445
<b>Total Project Cost</b>	<b>\$1,138,420</b>	<b>\$1,011,885</b>
<b>Budget Remaining</b>		<b>\$126,535</b>

*\*The 1% for the Arts was inadvertently omitted from the approved project budget; however, actual costs were included in the project expenditures, as the project qualifies as a capital improvement project pursuant to [MICC 4.40.200](#).*

Upon project closeout, \$126,535 in unspent project budget will be returned to the Capital Improvement Fund.

**RECOMMENDED ACTION**

Accept the completed Public Works Building Seismic Retrofit Project (90.05.0016) and authorize staff to close out the project.



Item 7.



### Legend

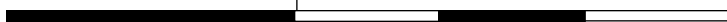
March 2020

- Red: Band\_1
- Green: Band\_2
- Blue: Band\_3

1: 2,467



314.6      0      157.28      314.6 Feet



Disclaimer: These maps were developed by the City of Mercer Island and are intended to be a general purpose digital reference tool. These maps are not an accepted legal instrument for describing, establishing, recording or maintaining descriptions for property concerns or boundaries. The City makes no representation or warranty with respect to the accuracy or currency of these data sets, especially in regard to labeling of surveyed dimensions, or agreement with official sources such as records of survey, or mapped locations of features.

### Notes



## PUBLIC WORKS FACILITY SEISMIC RETROFITS PROJECT CLOSEOUT CONSTRUCTION PHOTOS



**AB6901 | EXHIBIT 2 | GRADE BEAM INSTALLATION AT MECHANIC GARAGE DOORS**



## PUBLIC WORKS FACILITY SEISMIC RETROFITS PROJECT CLOSEOUT CONSTRUCTION PHOTOS



**AB6901 | EXHIBIT 2 | GRADE BEAM COMPLETE AT MECHANIC GARAGE DOORS**



# PUBLIC WORKS FACILITY SEISMIC RETROFITS PROJECT CLOSEOUT CONSTRUCTION PHOTOS



**AB6901 | EXHIBIT 2 | UPPER ROOF REINFORCEMENT**



# PUBLIC WORKS FACILITY SEISMIC RETROFITS PROJECT CLOSEOUT CONSTRUCTION PHOTOS



**AB6901 | EXHIBIT 2 | FALL PROTECTION**



## PUBLIC WORKS FACILITY SEISMIC RETROFITS PROJECT CLOSEOUT CONSTRUCTION PHOTOS



**AB6901 | EXHIBIT 2 | EXISTING OVERBURDENED GREEN ROOF**



## PUBLIC WORKS FACILITY SEISMIC RETROFITS PROJECT CLOSEOUT CONSTRUCTION PHOTOS



**AB6901 | EXHIBIT 2 | GREEN ROOF ASSEMBLY REMOVAL**



## PUBLIC WORKS FACILITY SEISMIC RETROFITS PROJECT CLOSEOUT CONSTRUCTION PHOTOS



**AB6901 | EXHIBIT 2 | SINGLE PLY ROOFING MEMBRANE, DRAINAGE SWALE AND FALL PREVENTION**



# PUBLIC WORKS FACILITY SEISMIC RETROFITS PROJECT CLOSEOUT CONSTRUCTION PHOTOS



**AB6901 | EXHIBIT 2 | STORM DRAINAGE INSTALLATION**



## PUBLIC WORKS FACILITY SEISMIC RETROFITS PROJECT CLOSEOUT CONSTRUCTION PHOTOS



**AB6901 | EXHIBIT 2 | BRACING AT INTERIOR CONCRETE MASONRY UNIT WALL**



**BUSINESS OF THE CITY COUNCIL  
CITY OF MERCER ISLAND**

**AB 6870  
April 7, 2026  
Consent Agenda**

**AGENDA BILL INFORMATION**

<b>TITLE:</b>	AB 6870: Parking Enforcement System Appropriation Request	<input type="checkbox"/> Discussion Only <input checked="" type="checkbox"/> Action Needed: <input checked="" type="checkbox"/> Motion <input type="checkbox"/> Ordinance <input type="checkbox"/> Resolution
<b>RECOMMENDED ACTION:</b>	Appropriate \$110,000 from the Technology and Equipment Fund (330) to acquire and install a parking enforcement system.	

<b>DEPARTMENT:</b>	Police
<b>STAFF:</b>	Michelle Bennett, Police Chief Carson Hornsby, Management Analyst II Amelia Tjaden, Management Analyst II
<b>COUNCIL LIAISON:</b>	n/a
<b>EXHIBITS:</b>	n/a
<b>CITY COUNCIL PRIORITY:</b>	n/a

<b>AMOUNT OF EXPENDITURE</b>	\$ 110,000
<b>AMOUNT BUDGETED</b>	\$ 0
<b>APPROPRIATION REQUIRED</b>	\$ 110,000

**EXECUTIVE SUMMARY**

The purpose of this agenda ITEM is to request a budget appropriation to acquire and install a new parking enforcement system.

- At the December 2, 2025 City Council meeting, staff presented an overview of technology upgrades in the 2025-2026 Police Department Work Plan ([AB 6830](#)). The City Council appropriated \$100,710 toward a new digital evidence management system and in-car digital video recording system with plans to address parking enforcement and body-worn cameras as separate items.
- Following the expiration of the City’s parking enforcement contract in September 2025, the associated Automated License Plate Recognition (ALPR) hardware suffered a total mechanical failure in October 2025. Until a new system is implemented, the Police Department is conducting all parking enforcement manually. This interim process is inefficient, labor-intensive, and unsustainable as a long-term operational strategy.
- Consequently, staff committed to returning to Council in 2026 to request a budget appropriation for a replacement system.
- In January 2026, the City published a Request for Proposals (RFP) for a new parking enforcement system ([RFP No. 26-06](#)) with a deadline to submit proposals by February 24, 2026. After careful

review, the evaluation committee rejected all proposals due to high costs and long project implementation timelines.

- The City revised the scope of work to include ALPR kits for two vehicles and system integration with the City's existing ticketing application (Brazos) and payment application (ParkMobile) to reduce the cost and implementation timeline. Staff requested quotes from five vendors for the revised scope.
- Staff recommend entering into a contract with Route1, Inc. to acquire and install a parking enforcement system. Route1 is a partner and dealer of ALPR equipment manufactured by Genetec.
- A total appropriation of \$110,000 from the Technology and Equipment Fund (330) is recommended to support the negotiation of a contract for the new parking enforcement system and to purchase one additional handheld ticket printer from Brazos for the second parking enforcement vehicle. The recurring cost is estimated at \$15,000 per year and will be incorporated into the Police Department's operating budget in the 2027-2028 biennium.

## BACKGROUND

At the December 2, 2025 City Council meeting, staff presented an overview of technology upgrades in the 2025-2026 Police Department Work Plan ([AB 6830](#)) and the City Council appropriated \$100,710 to acquire a new digital evidence management system and in-car digital video recording system. The City executed a contract with Axon Enterprise, Inc. in December 2025 for these technology systems. As part of AB 6830, staff provided a recommendation to the City Council to address parking enforcement and body-worn cameras as separate items and committed to returning to Council in 2026 to request appropriation for a new parking enforcement system.

The City's prior parking enforcement contract was authorized by the City Council in 2020 ([AB 5718](#)) and the contract expired in September 2025. Per the contract, the Police Support Officer (PSO) vehicle was equipped with three ALPRs for parking enforcement. By the end of 2025, two of the three ALPRs had mechanically failed and are no longer covered by a warranty. The Police Department is conducting parking enforcement operations manually until a new system is implemented.

The demand for parking in Town Center, and the need for parking enforcement, is expected to increase due to the opening of the East Link Light Rail Extension and the Mercer Island Sound Transit station. A temporary increase in parking demand is also anticipated during the FIFA World Cup matches in Seattle this summer.

## ISSUE/DISCUSSION

### Parking Enforcement Systems Overview

Modern parking enforcement systems integrate ALPR hardware, portable devices, and cloud-based software to streamline parking compliance and oversight. These systems automate the identification of time-limit and payment violations, replacing labor-intensive manual processes with real-time data. Parking enforcement solutions are customizable, allowing municipalities to configure hardware and software from multiple vendors to meet specific local needs.

Parking enforcement vehicles are equipped with mobile ALPRs positioned to capture images of license plates of parked vehicles. Cloud-based software instantly compares the license plate numbers against a database of parking payment data or time limit violations. The software can include tools such as GPS location data and "digital chalking" to track the time and location of parked vehicles. Officers use a handheld device or mobile application to issue infractions using data captured by ALPRs.

### **Request for Proposals**

On January 27, 2026, the City published a Request for Proposals (RFP) for a new parking enforcement system ([RFP No. 26-06](#)) with a deadline of February 24, 2026. The City received proposals from 11 vendors. After careful review, the evaluation committee rejected all proposals due to high cost and long project implementation timelines.

### **Request for Quotes**

The scope of work from the RFP was revised to include ALPR kits for two vehicles and system integration with the City's existing ticketing application (Brazos) and payment application (ParkMobile) to reduce the cost and implementation timeline. Staff requested quotes from five vendors for the revised scope of work.

Staff recommend entering into a contract with Route1, Inc. to acquire and install the parking enforcement system. Route1 is a partner and dealer of ALPR equipment manufactured by Genetec, which is utilized by several cities in Washington State. Route1 representatives held two meetings with staff to understand the City's needs and present their recommendations and quote. Route1 was selected as the preferred vendor due to the reliability of their products, competitive pricing, prior integration experience with Brazos and ParkMobile, and their ability to meet the City's desired timeline.

### **Budgetary Impacts**

The City's Technology and Equipment Fund (330) accounts for general government capital investments in technology software, furnishings, and equipment. An annual interfund transfer from the General Fund is the main revenue source for this fund.

At the end of 2025, staff estimate the available balance in Fund 330 was \$940,500. Of this amount, a \$110,000 one-time appropriation of unassigned fund balance is required to procure and install the new parking enforcement system. The proposed appropriation supports the initial acquisition of the system, the first year of recurring support and maintenance costs, and a separate purchase of one additional Brazos handheld ticket printer for the second parking enforcement vehicle.

Recurring costs for the parking enforcement system are estimated at \$15,000 per year to operate and maintain the system. The expected useful life of this technology is five years.

Staff will update internal user charges as part of the 2027-2028 biennial budget for the City's Equipment Rental Fund (510) for the parking enforcement system's eventual replacement. Ongoing expenses will be incorporated into the Police Department's operating budget in the 2027-2028 biennium. Budget authority for subsequent years will be included in the biennial budget and is contingent on City Council approval.

### **WA Byrne Justice Assistance Grant (JAG) Innovation Fund**

The [WA Byrne Justice Assistance Grant \(JAG\) Innovation Fund](#) administered by the WA State Department of Commerce provides funding to support local government programs related to law enforcement, criminal justice, behavioral health, and technology improvement.

The City submitted a grant application to the WA Byrne JAG Innovation Fund to support acquisition of the parking enforcement system. The City was notified on March 26 that it was not selected for a grant award.

## **NEXT STEPS**

Staff will negotiate and execute a professional services agreement with Route1, Inc., an Arizona-based company, for a one-year term with subsequent annual renewals at the City's option. Funding for future annual contract renewals is contingent on Council budget approval.

## **RECOMMENDED ACTION**

Appropriate \$110,000 from the Technology and Equipment Fund (330) to acquire and install a parking enforcement system.



## BUSINESS OF THE CITY COUNCIL CITY OF MERCER ISLAND

**AB 6903**  
**April 7, 2026**  
**Regular Business**

### AGENDA BILL INFORMATION

<b>TITLE:</b>	AB 6903: 2027-2032 Transportation Improvement Program (TIP) Preview and Public Hearing	<input checked="" type="checkbox"/> Discussion Only <input type="checkbox"/> Action Needed: <input type="checkbox"/> Motion <input type="checkbox"/> Ordinance <input type="checkbox"/> Resolution
<b>RECOMMENDED ACTION:</b>	Receive comments from public hearing and provide feedback to staff.	

<b>DEPARTMENT:</b>	Public Works
<b>STAFF:</b>	Jason Kintner, Chief of Operations Matt Mornick, Finance Director Kellye Hilde, Deputy Public Works Director Clint Morris, Interim Public Works Director Rebecca Corigliano, Transportation Engineer Ian Powell, Street Engineer
<b>COUNCIL LIAISON:</b>	n/a
<b>EXHIBITS:</b>	1. Summary of Public Comments Received Prior to March 19 2. Street Fund (110) Six-Year Forecast 3. Detail of Proposed TIP Expenditures 2027-2032 4. Project Descriptions 5. Map of Proposed Roadway and PBF Improvements 6. Map of Mercer Way Shoulder Improvements
<b>CITY COUNCIL PRIORITY:</b>	3. Make once-in-a-generation investments to update and modernize aging infrastructure, capital facilities, and parks.

<b>AMOUNT OF EXPENDITURE</b>	\$ n/a
<b>AMOUNT BUDGETED</b>	\$ n/a
<b>APPROPRIATION REQUIRED</b>	\$ n/a

### EXECUTIVE SUMMARY

The purpose of this agenda item is to conduct a public hearing on the 2027-2032 Transportation Improvement Program (TIP) and for the City Council to provide feedback on the draft TIP.

- RCW 35.77.010 requires cities to formally adopt a TIP annually and submit it to Washington State Department of Transportation (WSDOT) and the Puget Sound Regional Council (PSRC) by July 1.
- The 2026-2031 TIP was adopted by the Council on June 17, 2025.
- The public comment period to solicit community input on the updated 2027-2032 TIP is January 13 to April 21, 2026. Exhibit 1 summarizes feedback received as of the City Council April 7, 2026 agenda packet publication.

- A public hearing is scheduled for the April 7, 2026 City Council Meeting and will be continued to the May 5 meeting, when the City Council is scheduled to adopt the TIP.
- TIP-defined transportation projects will be integrated into the City's Capital Improvement Program (CIP). Exhibit 2 outlines the associated six-year forecast and 2027–2028 budgetary actions. Once the City Council approves the biennial budget this year, funding will be appropriated for the 2027–2028 biennium.
- Exhibits 3 and 6 outline the estimated costs, overall description, and location for each transportation-focused capital project within the six-year TIP period. An update on the status of current construction projects will be included in the staff presentation to City Council.

Staff will incorporate City Council feedback and return at the May 5, 2026 City Council Meeting for continuation of the Public Hearing and adoption of the 2027-2032 TIP.

## BACKGROUND

The Six-Year TIP is a planning tool used to identify specific projects that serve to maintain, preserve, and maximize use of the existing roadway and pedestrian/bicycle facility network. The TIP balances revenues and expenditures within the Street Fund through programming and phasing project design and construction over a six-year period.

RCW 35.77.010 requires cities to formally adopt a TIP annually and submit it to WSDOT and the PSRC by July 1st. A public hearing on the draft TIP as part of the City Council meeting is a requirement of State law. Once adopted, transportation-focused capital projects are included in the City's Capital Improvement Program (CIP), which the City Council reviews and adopts during the biennial budget process.

The TIP also coordinates underground utility improvements in conjunction with roadway projects. By synchronizing these efforts, the City achieves reduced overall costs and public disruption by avoiding the need to reopen the same roadway for separate utility and surface improvements. Furthermore, all arterial street and pedestrian and bicycle facility (PBF) projects must be included in the TIP to be eligible for State and Federal funding.

The draft 2027-2032 TIP is an update of the 2026-2031 TIP ([AB 6711](#)) adopted by the City Council in June 2025. Individual projects and programs are combined, where feasible, to create economies of scale for construction. The draft TIP includes transportation improvements in the following categories:

- A. Residential Street Preservation Program
- B. Arterial Street Improvements
- C. New Pedestrian and Bicycle Facilities (PBF)
- D. Other TIP-related projects

At the April 7, 2026 City Council meeting, the Council will conduct a public hearing on the draft 2027-2032 TIP and provide feedback to staff to guide development of the final TIP. An updated version of the 2027-2032 TIP will be presented for review and adoption at the May 5, 2026 City Council meeting.

## ISSUE/DISCUSSION

### PUBLIC COMMENTS

The 2026 TIP public comment period runs for fourteen weeks from January 13 to April 21, 2026. Notices advertising the opportunity for public comment were posted on the City's website, in the Mercer Island Reporter, in the City's weekly newsletter (MI Weekly), and on [Let's Talk](#). Additional information is available on the City's TIP webpage at <https://www.mercerisland.gov/tip>. Let's Talk and the City's TIP webpage provide users with access to TIP maps, FAQs, and related information to learn more about the TIP process and to submit comments online.

Prior to this agenda bill's publication, 32 public comments were received. These comments are summarized in Exhibit 1. Staff will continue to review, log, and consider all public comments submitted between now, the April 7, 2026 public hearing, and the end of the 58-day public comment period on April 21, 2026.

### STREET FUNDING

The Street Fund is a restricted fund that accounts for revenues and expenditures for the maintenance, preservation, and construction of improvements related to the City's transportation network. Street Fund revenues support transportation-focused capital improvements outlined in the TIP.

Exhibit 2 is the latest six-year Street Fund financial forecast. It outlines anticipated expenditures associated with TIP capital projects, revenues restricted by state law or local policy to support these improvements, and the year-over-year financial impact to complete this work through 2032.

Resources that fund TIP projects include:

1. Real Estate Excise Taxes (REET-2) Revenues
2. Mercer Island Transportation Benefit District
3. State Grants (when available)
4. State-shared Motor Vehicle Fuel Taxes (MVFT)
5. State-shared Multimodal Transportation Fees
6. Transportation Impact Fees
7. Tree Replacement Fees
8. Interfund Transfers (Utility improvements within street projects)

### Real Estate Excise Taxes (REET) Revenues

REET is a 0.5% tax paid on the sale or transfer of real estate (land and buildings) paid by the seller at the time of sale. Mercer Island imposes two 0.25% taxes on property transactions – REET-1, the "first quarter percent," and REET-2, the "second quarter percent." Passed in 2025, [HB 1791](#) modified state statutes addressing the use of local REET revenues on capital investments. The new law expands eligible uses of REET tax revenues on any public infrastructure project, parks, and affordable housing.

Per the City's current budget policy, all REET-1 revenues go to the Capital Improvement Fund to fund capital improvements including parks, open space, and public building maintenance projects. REET-2 revenues are split with ten percent being directed to the Capital Improvement Fund and the remaining 90 percent committed to the Street Fund for construction and maintenance of streets, pedestrian, and bicycle facilities.

## **Mercer Island Transportation Benefit District**

City Council adopted [Ordinance No. 14C-11](#), which directs annual vehicle license fees collected under the Transportation Benefit District (TBD) to support the operation, preservation, and maintenance of principal arterials, high-capacity transportation, and/or public transportation on the island. Street right-of-way maintenance and operations, and arterial street improvements are the kind of projects typically funded with vehicle license fees.

### **Grants**

In 2023, staff secured a U.S. Department of Transportation (USDOT) Safe Streets and Roads for All (SS4A) grant in the amount of \$160,000 to develop a Transportation Action Plan in 2027-2028. Once developed, the Transportation Action Plan will serve as a building block to improve roadway safety. It will also allow staff to apply for implementation, planning, or demonstration grants based off the Plan's projects and strategies that address roadway safety problems. In 2024, staff secured a SS4A supplemental planning grant in the amount of \$320,000 to update the Pedestrian and Bicycle Facilities (PBF) Plan in 2026-2027. Ultimately, the PBF Plan will inform and support the Transportation Action Plan.

In 2024, staff secured a Transportation Improvement Board (TIB) grant in the amount of \$850,000 to design and construct the Island Crest Way Shared Use Path Phase 1 in 2026-2027. Staff may continue to pursue TIB funds for additional Island Crest Way Corridor Improvement (90.20.0013) project elements.

Staff are currently pursuing WSDOT's Pedestrian Bicycle Program (PBP) grant for the Aubrey Davis Mountains to Sound Trail Lighting (90.25.0008) project. Funding is available for 2027-2029 projects that aim to improve pedestrian and bicyclist safety and mobility. This project may only proceed if staff secures grant funding.

Staff also plan to pursue WSDOT's Safe Routes to School (SRTS) grant in 2028 to improve safety and mobility for children by providing safe walking and bicycle routes to school. Projects that may be eligible for Safe Routes to School funding in Exhibit 3 include 84<sup>th</sup> Avenue SE Pedestrian Improvements (90.20.0025), 78<sup>th</sup> Avenue SE Sidewalk Improvements (90.20.0029), Mercerwood Drive Pedestrian Improvements (90.20.0030), Island Crest Way Crosswalk Enhancement (90.20.0031), and 92<sup>nd</sup> Avenue SE Sidewalk Improvements (90.20.0043).

### **State-shared Motor Vehicle Fuel Taxes (MVFT)**

MVFT is a fixed tax, currently making up ~~49.4 cents~~ 55.4 cents of the per gallon price of gasoline, diesel, and other fuels. Effective July 1, 2025, SB 5801 increased fuel taxes by \$0.06 per gallon and special fuel taxes by \$0.03 per gallon. Beginning July 1, 2026, fuel taxes will increase by 2%. July 1, 2027, the special fuel tax is increased by an additional \$0.03 per gallon and beginning July 1, 2028, the increase will be 2% annually.

The tax is not based on the dollar amount of the fuel, but rather on the volume of fuel sold. Hence, there is no revenue benefit from higher gas prices. The state shared revenue is distributed based on population and other set allocation methods.

MVFT is to be spent on salaries and wages, materials, supplies, equipment, purchase or condemnation of right-of-way, engineering or any other proper highway or street purpose in connection with the construction, alteration, repair, improvement, or maintenance of city streets, bridges, viaducts, or underpasses. The share of the motor vehicle fuel tax distributed to the City of Mercer Island is projected to decline over time.

### State-shared Multimodal Transportation Fees

Like MVFT, Multimodal Transportation funds are a state shared revenue. Distributions are shared equally between cities and counties. The City portion is made on a per capita basis. In general, Mercer Island's population grows at a slower rate than surrounding cities, so this revenue is projected to remain relatively flat over time.

### Transportation Impact Fees

Washington State law (RCW 82.02.050) specifies that Transportation Impact Fees are to be spent on "system improvements", which can include physical or operational changes to existing roadways, as well as new roadway connections. These are generally projects that add capacity (new streets, additional lanes, widening, signalization, etc.), but can also include bicycle, pedestrian, and transit-supportive projects that provide capacity for future growth and are within the right of way of 'streets and roads' as defined by the Growth Management Act.

Past practice with funding transportation infrastructure improvements has been to utilize the more restrictive resources in the Street Fund – such as transportation impact fees – before using the less restrictive resources (such as REET-2 or revenues from the State's Motor Vehicle Fuel Tax).

### Tree Replacement Fee

Per [MICC 19.10.070\(C\)](#), this fee-in-lieu is a payment made by developers when they cannot meet required tree-retention or replacement standards on-site. These funds serve as a "substitution" for physical trees and are restricted to urban forestry projects, such as planting new trees or maintaining the existing canopy in other locations.

### Interfund Transfers

Interfund transfers are the shift of resources from utility funds into the Street Fund. In capital construction, they represent a revenue allocation where a utility fund (e.g., the "originating fund") provides its share of a multi-objective project's cost to the Street Fund (e.g., the "receiving fund"). This ensures that different project costs tied to utility upgrades are attributed to the specific infrastructure being improved when a street overlay project is completed.

## PROGRAM ELEMENTS

Below are descriptions of TIP categories which follow the same order as the Detail of Expenditures in Exhibit 2. The proposed TIP projects fall under two main categories: "Preservation & Maintenance Projects" and "New Construction Projects." The Capital Improvement Program includes a budget policy that prioritizes capital reinvestment projects (preservation & maintenance) over capital facilities projects (new facilities). Staff utilize this policy when prioritizing projects in the TIP to maintain a positive Street Fund balance. Refer to the [City's website](#) for more information about the Street Resurfacing Program and how streets are prioritized. For specific project descriptions, refer to Exhibit 4. For a map of these projects, refer to Exhibit 5.

### Preservation & Maintenance Projects

#### Residential Street Preservation Program

This program restores and resurfaces the City's 58.2 miles of public residential streets on an approximate 35- to 40-year cycle. During the last 15 years, over 13 miles of residential streets have been resurfaced with a Hot Mix Asphalt ("HMA") overlay and 2.8 miles have been resurfaced with a chip seal. This combined 19.6 miles

accounts for almost 34% of the residential street network. The residential program also improves substandard streets in public right-of-way at the rate of roughly one per biennium, as the need arises. Selection and timing of residential resurfacing work is based on Pavement Condition Index (“PCI”) ratings performed every three years, as well as planned water, sewer, and storm drainage utility work. The most recent PCI ratings were collected in September 2025.

### Arterial Street Improvements

This category provides preservation and improvement of the City’s 25.4 miles of arterial streets on an approximate 25- to 30-year cycle. This includes the 2.6 miles of Town Center arterial streets. Over the last 15 years, approximately 10 miles of arterial roadways (nearly 40%) have been resurfaced. Project priorities are based on PCI, the need for underground utility improvements, condition of pedestrian and bicycle facilities, and timing of other large projects. These projects incorporate reinvestment in existing pedestrian and bicycle facilities. Residential street overlays are linked when feasible to arterial street projects to create an economy of scale. In the next six years, resurfacing projects are planned on portions of North, West, and East Mercer Ways as well as SE 27<sup>th</sup> Street, 76<sup>th</sup> Avenue SE, 78<sup>th</sup> Avenue SE, and SE 24<sup>th</sup> Street.

The Arterial Preservation Program extends the lifespan of arterial streets by proactively addressing isolated pavement failure areas. Techniques include crack sealing, square cut patching, and full-lane-width grinding and repaving.

### **New Construction Projects**

#### Pedestrian and Bicycle Facilities (“PBF”)

This category improves and adds to the pedestrian and bicycle facilities network. Specific projects are based primarily on those identified in the [2010 PBF Plan](#), with input from the community and the School District. PBF “reinvestment” projects, such as asphalt overlays of existing pedestrian paths adjacent to arterial street improvements, are not included in this category. Rather, they are included in the scopes of their associated arterial street improvement projects. This category also includes ongoing program funding to implement smaller scale PBF improvements and Americans with Disabilities Act (ADA) compliance improvements guided by the [ADA Transition Plan](#).

The Roadside Shoulder Development Program was established in 2002 to create new paved shoulders suitable for pedestrian and bicycle use on the Mercer Ways. Since that time, numerous phases of work have been completed. Exhibit 6 shows the status of the Roadside Shoulder Development Program. Since 2003, the City has constructed at least one shoulder project per biennium. The East Mercer Way Roadside Shoulders Phase 11 project scheduled for 2027 will complete the Roadside Shoulder Development Program, for a lifetime program cost of approximately \$5.3 million.

#### Transportation Improvements Program (TIP) Other

This category covers transportation projects outside the scope of residential street preservation, arterial improvements, and pedestrian/bicycle facilities (PBF). It includes studies, plan updates, standard details, and various roadway, parking, or non-motorized projects.

### **Capital Project Management**

In prior years, staff costs for capital project management were included in each project’s overall costs as outlined in the TIP. With the transition to the City’s new financial accounting software, staff are no longer

accounting for project management costs at the project level, but rather at the fund level. This is reflected in reduced proposed expenditures in Exhibit 3.

### **Street Operations**

Many day-to-day operating expenses that are not associated with the TIP are also accounted for in the Street Fund. These include operating supplies, staff time unrelated to capital projects, and administrative overhead to operate and maintain public streets, pedestrian, and bicycle facilities. These operating expenses are tracked in this expenditure category of the Street Fund.

### **NEW PROJECTS AND CHANGES TO CONSIDER FROM THE PREVIOUS TIP**

The following is a summary of the noteworthy changes incorporated into the draft 2027-2032 TIP. Refer to Exhibit 4 for project descriptions in the draft 2027-2032 TIP.

#### Water Supply Line Replacement

In April 2024, the Seattle Public Utilities (SPU) water supply line showed evidence of leaking near SE 40<sup>th</sup> Street and 95<sup>th</sup> Court SE. Repairs were successfully completed by SPU in 2024, and a Water Supply Pipeline project was included in the 2025-2026 Capital Improvement Program budget (90.40.0032). The Water Supply Pipeline project constructs approximately 5,000 feet of new City-owned 24-inch water pipeline starting on the Boat Launch Access Road, proceeding northward along East Mercer Way, then west along SE 36<sup>th</sup> Street, up Gallagher Hill Road, and then east along SE 40<sup>th</sup> Street to 92<sup>nd</sup> Avenue.

Pedestrian and Bicycle Facilities projects impacted by the new Water Supply Pipeline work include Gallagher Hill Road Sidewalk Improvements (90.20.0009) and SE 40<sup>th</sup> Street Sidewalk Improvements (90.20.0006). During last year's update to the TIP, staff anticipated construction to begin in late 2025. Now further along in the design process, construction is planned to begin in late Spring 2026. Therefore, staff reprogrammed construction of Gallagher Hill Road and SE 40<sup>th</sup> Street Sidewalk Improvements to 2027, which aligns with completion of the Water Supply Pipeline.

Arterial Street Overlay projects on SE 36<sup>th</sup> Street (previously project 90.20.0023 in the 2025 TIP update), Gallagher Hill Road (previously project 90.20.0008 in the 2025 TIP update) and SE 40<sup>th</sup> Street (previously project 90.20.0010 in the 2025 TIP update) were removed from the TIP project list, as they will be budgeted through the Water Fund as restoration following the water improvements.

#### Puget Sound Energy Work in the Town Center

In early 2026, staff were informed of upcoming Puget Sound Energy (PSE) underground power work in the Town Center. The PSE project will trench and install underground power conduit along SE 27<sup>th</sup> Street, where an overlay was planned for 2026 (90.20.0014). Staff are postponing this overlay project, along with nearby overlay work at 76<sup>th</sup> Avenue SE and North Mercer Way (90.20.0017) to occur in 2027, allowing PSE underground work to be completed prior to the resurfacing.

#### Project Timeline and Budget Adjustments to Stabilize Street Fund

Staff propose adjusting several project timelines and budgets to prioritize certain capital improvements within the City's limited Street Fund resources in 2027 and 2028 as well as to balance investments over the six-year planning period.

Current Pavement Condition Index (PCI) data collected in 2025 support this timeline delay, as the City-wide overall average score has increased since data was last collected in 2022 (PCI data results are discussed later in this agenda bill). Projects impacted by budget reductions will require staff to reduce the scope of work. Projects with timeline and budget adjustments are as follows:

- Residential Street Resurfacing (90.20.0001): Annual program budget reduced by \$100,000 for all six years (2027-2032).
- ADA Transition Plan Implementation (90.20.0003): Annual program budget reduced by \$50,000 for all six years (2027-2032).
- North Mercer Way Overlay & Sidewalk Improvements (90.20.0015 and 90.20.0034): Construction moved from 2027 to 2029.
- 78<sup>th</sup> Avenue SE Sidewalk Improvements (90.20.0007): Construction moved from 2027 to 2030.
- 81<sup>st</sup> Avenue SE Sidewalk Improvements (90.20.0020): Construction moved from 2027 to 2029.
- West Mercer Way Overlay (90.20.0021): Construction moved from 2029 to 2030.
- 78<sup>th</sup> Avenue SE Overlay & Sidewalk Improvements (90.20.0026 and 90.20.0029): Construction moved from 2030 to 2031.
- SE 24<sup>th</sup> Street Overlay & Sidewalk Improvements (90.20.0027 and 90.20.0028): Construction moved from 2030 to 2031.
- 77<sup>th</sup> Avenue SE Channelization Upgrades (90.20.0022): Design moved from 2030 to 2031.
- Island Crest Way Corridor Improvements (90.20.0013): Construction moved from 2030 to 2031.
- SE 27<sup>th</sup> Street Sidewalk Improvements (90.20.0032): Construction moved from 2030 to 2031.
- West Mercer Way Overlay (90.20.0033): Construction moved from 2031 to 2032.

### Emerging Needs

Staff added two new projects to the TIP project list based on emerging needs of the City as well as partner public agencies. Brief project descriptions are provided below (see Exhibit 4 for complete project descriptions):

- Street Standard Details (90.20.0042): Identified by staff as a priority for upcoming planning and design efforts, this project will establish standard details to ensure all infrastructure aligns with City goals. Street Standard Details – often called "Standard Plans" or "Standard Drawings" – are the technical "blueprints" that define exactly how Mercer Island's streets, storm drainage, and the transportation network must be built or repaired.
- 92<sup>nd</sup> Avenue SE Sidewalk Improvements (90.20.0043): Identified by Mercer Island School District as a priority "safe route to school", this project will construct concrete curb, gutter and sidewalk along the west side of 92<sup>nd</sup> Avenue SE in 2030. To prioritize limited financial and staff resources to complete this new project, staff delayed other "safe route to school" projects to take place between 2030 and 2032. These projects include 84<sup>th</sup> Avenue SE Pedestrian Improvements (90.20.0025), Mercerwood Drive Pedestrian Improvements (90.20.0030), and Island Crest Way Crosswalk Enhancement (90.20.0031). Starting this project in 2029 also allows for the sidewalk connection to be completed on SE 40<sup>th</sup> Street (90.20.0006).

### **LOOKING AHEAD – UNFUNDED PEDESTRIAN AND BICYCLE FACILITIES ("PBF") PROJECTS BEYOND 2032**

Several PBF projects are unfunded pending further evaluation of scope, confirmation of need, and availability of funding. They include 86<sup>th</sup> Avenue SE Sidewalk Improvements (SE 42<sup>nd</sup> Street to Island Crest Way), Merrimount Drive Sidewalk Improvements (Island Crest Way to West Mercer Way), SE 34<sup>th</sup> Street Sidewalk Improvements (78<sup>th</sup> Avenue SE to 80<sup>th</sup> Avenue SE), and Mercerwood Drive Pedestrian Improvements (96<sup>th</sup> Avenue SE to East Mercer Way). Refer to Exhibit 4 for project descriptions of these unfunded projects.

## **MOBILE ASSET DATA COLLECTION & PAVEMENT CONDITION RATINGS**

As part of the ongoing effort to cost-effectively maintain the City's street network, staff have contracted for pavement condition assessment of City roadways at regular intervals (completed in 2013, 2016, 2019, 2022, and 2025). The data collected produces a Pavement Condition Index (PCI) value for each of the over 700 segments of pavement within the City's 83.6-mile public road network.

This rating process is based on collecting visual pavement distress information and computing it into numerical deduction values which are subtracted from a highest possible score of 100, resulting in a PCI score between 0 and 100. These numerical scores are bracketed into six condition ranges: Good (PCI 100-86), Satisfactory (85-71), Fair (70-56), Poor (55-41), Very Poor (40-26), and Failed (25-0).

The overall health of Mercer Island's road network can be determined by three general indicators: the average network PCI, the amount of network backlog (defined as a PCI below 40), and the amount of network in Good condition (PCI of 100-86).

PCI data from 2025 gave the City's road network an average PCI of 80. This is considered an above-average grade in the pavement rating industry. The backlog was 3.5%, which is considered low (below 15% is desirable) and the amount of good condition streets at 45% was considered somewhat high (should be at least 15%). The 2025 PCI data show an overall increase in network scores. This increase is mostly attributed to new distress detection technology that improves data collection and reduces errors in the data. Also, over the last six years, road projects have repaved numerous streets in the Poor and Failed categories, which has significantly lowered the backlog.

Staff use PCI information as the primary basis for prioritizing street resurfacing projects within the TIP. Other factors that are considered when scheduling roads for repaving are upcoming utility projects (storm drainage, water mains, natural gas work) and coupling with PBF improvements. Because pavement conditions change over time, data collection needs to be an ongoing process. Staff are planning to collect PCI data again in the summer of 2028. Staff will then evaluate the data consultant's new distress detection technology by comparing the 2028 data against the 2025 and 2022 datasets.

## **NEXT STEPS**

Develop the final 2027-2032 TIP based on feedback from the Council. Continue public hearing and present the updated TIP to the Council on May 5, 2026, for adoption.

## **RECOMMENDED ACTION**

Receive comments on the 2027-2032 TIP from the public hearing and provide feedback to staff.

Log #	Category	Location	Comment/Question	Staff Response
1	Pedestrian and Bicycle Project	City-wide	Hello. I am a long-time resident, pedestrian, and bicyclist. In the past year, I have noticed increasing rudeness from bicyclists and lack of sharing the road with vehicles. I would appreciate clearer rules on road-sharing between bicyclists and drivers, and an encouragement for both parties to share the road. It is becoming increasingly stressful to drive here, and I have been unfairly cursed and yelled at by bikers several times. I love our island and would like to keep it civil. In my opinion, drivers have first priority on roads. As a biker, I bike on designated trails. Thank you.	Thank you for your comment. City staff are looking for opportunities for bicycling education, including Road Safety Best Practices based on Resolution 1452 ( <a href="https://www.mercerisland.gov/publicworks/page/road-safety-best-practices">https://www.mercerisland.gov/publicworks/page/road-safety-best-practices</a> ). The Transportation Action Plan, planned for 2027-2028, will also recommend projects and strategies to improve roadway safety City-wide.
2	Pedestrian and Bicycle Project	West Mercer Way between SE 33 <sup>rd</sup> and SE 34 <sup>th</sup> Street	This corner is extremely dangerous for pedestrians. Cars often speed well beyond the 25 mph limit, and there is no line of sight into walkers. I am concerned an accident will happen. Thank you.	Crews recently trimmed back hedges and bushes on West Mercer Way near SE 33 <sup>rd</sup> and SE 34 <sup>th</sup> Street in late December 2025 to improve sight lines and maintain shoulder clearance. City staff will continue to monitor this location through the Neighborhood Traffic Program for further vegetation trimming and possible pavement marking improvements. City staff will also share speeding concerns with MIPD.
3	Pedestrian and Bicycle Project	West Mercer Way north of 72 <sup>nd</sup> Place SE	It does not feel safe to walk this corner, going southward on West Mercer Way from where I live at 3805 West Mercer Way. Rebecca Corigniano and Brian Hartvigson have been helping me with this, but additional work is needed. Thank you!	Additional improvements to be considered by City staff upon development of the Pedestrian and Bicycle Facilities (PBF) Plan Update in 2026-2027. In the meantime, City staff will monitor the trimmed vegetation and double-edge line pavement markings that were installed as part of the Neighborhood Traffic Program.
4	Non-TIP	Fruitland Landing	I saw in the report, "In 2027, likely residential paving work will occur in the Mercerwood neighborhood on portions of 95th, 96th, and 97th Avenues, following watermain replacement work." Other neighborhoods were also included. However, my neighborhood, the Fruitland Landing neighborhood (especially along 97th Ave at SE 34th St), was not noted to be repaved. There has been several years of extensive water main work. I want to make sure this is repaved. We've been told the work was to have already been completed, including the roads being repaved, but it's still a mess.	Fruitland Landing roads impacted by King County's Sewer Upgrade Project will be repaved by Walsh Construction during the next permitted weather window (which begins mid-March). Please find updates regarding Fruitland Landing restoration work here: <a href="https://content.govdelivery.com/accounts/WAKING/bulletins/4044746">https://content.govdelivery.com/accounts/WAKING/bulletins/4044746</a>
5	Non-TIP	Various Locations	Not sure this is the right place for this suggestion. With the rail opening soon, I request a bus run on the North & NE corner of MI to the MI Park and Ride. A stop would include the mini-village between Gallagher Hill & the intersection of EMW & SE 36th St (accommodating SJCC, French American School, and the various office complexes at the bottom of Gallagher Hill), and run along North Mercer Way, with a few other stops (e.g. 35th and N. Mercer Way). I think there is a DART bus, but it seems there are some restrictions with DART.	Please request additional bus routes through Metro.

Log #	Category	Location	Comment/Question	Staff Response
6	Pedestrian and Bicycle Project	SE 68 <sup>th</sup> Street & Island Crest Way	<p>Comment on SE. 68th St/ICW improvements.</p> <p>I live on SE 68th and travel through the SE 68/ICW intersection daily as a driver and as a pedestrian. There is substantial pedestrian activity at the intersection from the trails; there are also frequent/ongoing car/ped conflicts and close calls. The proposed pedestrian improvements appear to be focused on ADA compliant crossings ramps. That's appropriate but I feel strongly that some additional pedestrian safety improvements — such as enhanced crosswalks, flags/activated ped light — are also needed now. The ped crossing at SE 61st/ICW was upgraded last year and it has much less ped activity compared to SE 68th. Please consider adding additional safety improvements in this planning cycle. They are long overdue.</p>	<p>SE 68<sup>th</sup> Street intersection improvements will be considered as a stand alone project or combined with SE 53<sup>rd</sup> Place intersection improvements or a future phase of the shared use path (first phase from Island Park Elementary to SE 60<sup>th</sup> Street will be constructed in 2027). There is currently a construction placeholder for this work in 2030. Please note that rectangular rapid-flashing beacons (RRFBs) are meant for enhancing visibility at locations where a stop is unexpected. Since this intersection is stop-controlled, RRFBs are not included in the proposed pedestrian improvements.</p>
7	Pedestrian and Bicycle Project	Island Crest Way from SE 53 <sup>rd</sup> Place to SE 68 <sup>th</sup> Street	<p>Building a separated, safe north-south bike and pedestrian path along the "missing link" of Island Crest Way (from 53rd to 68th) should be a top priority for the Transportation Improvement Program (TIP).</p> <p>This project would provide a vital, protected connection for commuters heading to the Town Center and light rail station, as well as students traveling to and from school. As the use of bicycles and new forms of micromobility continues to rise, the city's Comprehensive Plan explicitly calls for a fully connected network for non-motorized travel.</p> <p>Currently, Mercer Island lags behind our neighboring Lake Washington communities in providing separated bike infrastructure. Without these dedicated paths, conflicts between cars, cyclists, and pedestrians are inevitable. The state and county have increased grant funding for this infrastructure; we should take advantage of this opportunity.</p>	<p>Thank you for your comment in support of the ped/bike connection on Island Crest Way between SE 53<sup>rd</sup> Place and SE 68<sup>th</sup> Street.</p>

Log #	Category	Location	Comment/Question	Staff Response
8	Pedestrian and Bicycle Project	East Mercer Way and West Mercer Way	<p>Walking and cycling should be promoted and supported in Mercer Island. We are fortunate to have a community where most of our needs are only a short distance away. However, walking and cycling in our main thoroughfares of EMW and WMW (the most direct and level routes to town center from many residences) is a dangerous undertaking. I think many parents do not feel comfortable letting their children walk on WMW to West Mercer Elementary however short the distance. Thus, parents feel obliged to drive their kids to and from school, creating more traffic, and more unnecessary trips, and depriving the children from outdoor physical exercise. Motorized vehicles are not looking for pedestrians and cyclist around the many blind curves on Mercer Way (and many do not heed the 25 MPH limit on many of the curves,) this danger discourages walking and cycling.</p> <p>Please consider improving the main thoroughfares with a physical separation between dedicated pedestrian-cycling paths and motor vehicles.</p>	Improvements to the Mercer Ways will be considered as part of the Pedestrian and Bicycle Facilities (PBF) Plan Update.
9	Other Transportation Project	Town Center-wide	<p>Preparing for the perfect storm.</p> <p>Before COVID ridership at the Mercer Island Transit Center was so great that a bus would roll into the stop every 10 minutes. You didn't have to run to catch a bus to Seattle because you knew there would be another even before you got to the loading zone. Covid changed this but for how long? I think everything will return to normal when the new Light Rail Station opens, only more so. The question is "Will we be ready?"</p> <p>Mayor Bassett ten years ago understood this challenge. He promoted more commuter parking in the Town Center. He pushed for more sidewalk lighting so North end residents could walk to our transit hub instead of driving. He looked for local churches to partner with to help create resident only commuter parking near the transit hub. He personally lobbied for local buses to help transport residents on the south end to the north so they didn't need to drive. He worked directly with residents to solve community challenges.</p> <p>Since this time, many options for commuters have gone. Especially the number of public commuter parking spaces that existed on our Town Center streets. Along with this, private parking spaces that helped commuters have gone away as well with the new two hour parking limits that have forced our business community to</p>	Lighting enhancements for crosswalks and sidewalks are included in the City's pedestrian and bicycle facilities projects. The Town Center Parking Area opened in late July 2025 with an additional 33 new stalls for all day parking and bike locker storage. Utilization of this lot is being monitored.

Log #	Category	Location	Comment/Question	Staff Response
			<p>move their employee and business parking to their private customer parking, forcing their customers out on the street to public parking. While sharing of private parking at one time was common, today almost every private parking lot is patrolled. The days of sharing are over. Today it is every business doing what it must to stay alive.</p> <p>While some lighting has improved next to the new Light Rail Station, almost all other sidewalks are still unlit, requiring driving for north end residents when the sun is down. This includes not just north end neighborhoods like Shorewood Heights, around the Roanoke Inn and First Hill but actual residents living directly next to the Town Center.</p> <p>What we can do in short order is to ask the few churches that haven't partnered with Sound Transit to help out until the storm has passed. We can also in very short order just use paint to add extra public parking to our streets with dead center lanes. As well we can pretty quickly fix all the street lights in Town Center to shine both on the street and the sidewalk as is being done at the new rail station. Then long term we can get serious about lighting all our sidewalks coming into the Town Center from the north end. None of these sidewalks should ever again be unsafe to use after dark.</p> <p>Above all though, I think we need to consider what it was that Mayor Bassett and the city manager of the time did that was best. They never tried to do it alone. They never felt that they alone held all the answers. They formed the Town Center Stakeholder Group, the Citizen Advisory Group (CAG), the Mercer Island Wayfinding Committee,... They brought together residents of all backgrounds, viewpoints and skill-sets and asked them to help out. They asked them to work with them to make sure we had a wonderful home to live in. It is this teamwork of residents and city that made our community a great place to live. It is this attitude that will also help us to avoid the storms that lie ahead of us in the future.</p> <p>Thanks, Jim</p>	

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10	Pedestrian and Bicycle Project	City-wide	<p>Mercer Island needs much more (and better) infrastructure to support bicycles and related forms of transportation. Many of our roads and intersections are unsafe for cyclists. Yet, the number of bikes, e-bikes, and e-scooters on our roads has been rapidly growing.</p> <p>My family of five lives by Lakeridge Elementary School. And across all of us, we own and regularly use five traditional bicycles, two e-bikes with top speeds of around 20 mph, and an e-scooter with a similar top speed of around 20 mph.</p> <p>One observation I have from living here for the last 14 years and watching my children grow up is that the most important roadways on Mercer Island, such as Island Crest Way and East and West Mercer Way, are not particularly safe for children (or adults for that matter) who are riding bikes, e-bikes, and e-scooters.</p> <p>I appreciate the work the City has done to widen some of the shoulder areas of East and West Mercer Way. And I'd very much like that work to continue, ideally at a more aggressive pace. And I'd like the Island Crest Way Corridor Improvements Project to be fully approved and move forward at a more aggressive pace as well.</p> <p>Other areas around the Island are similarly unsafe. As an example, the intersection of 40th Street and Island Crest Way is unsafe for cyclists even though the east/west corridor is a designated bike route with bicycles painted on the roadway. But if you actually use the lane as it suggests on a bike, you'll find yourself surrounded by cars and needing to navigate a complicated, multi-lane intersection.</p> <p>I worry every time my wife and kids ride from our home on the south end of Mercer Island to the north end and back. My kids make that trip regularly by bike and scooter in all weather conditions and sometimes outside of daylight hours. There really isn't a safe way right now for kids to get around the Island on bikes and scooters.</p> <p>Meanwhile, King County actively encourages cycling and e-cycling, and has been building infrastructure to support it. The cities of Seattle and Bellevue have made safe bike routes a priority, and both have come a long way in the last ten years. It's time we do the same.</p>	<p>Thank you for your comment in support of the Mercer Way Roadside Shoulders and Island Crest Way Corridor Improvements. As the Pedestrian and Bicycle Facilities (PBF) Plan is updated in 2026-2027 with prioritized projects and strategies to increase multi-modal safety, we plan to add additional improvement projects to the Six-Year TIP list.</p>

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11	Pedestrian and Bicycle Project	City-wide	<p>I would like to echo other comments about the lack of cycling infrastructure on Mercer Island. What exists, is often dangerous (e.g. the ICW/40th intersection) or piecemeal and non-specific (e.g ICW is entirely a bumpy, sometimes narrow, unmarked path shared with pedestrians with no right of way specifications). Almost all bike route sections are unlit, to boot.</p> <p>Establishing one quality north south route with an east west connector to EMW and WMW is my strong recommendation, as a parent who would love to bike to any on island destination, thereby minimizing traffic through arterials for those that drive.</p>	<p>The Shared Use Path Phase 1 is a step toward a north/south route, but additional planning work through the Pedestrian and Bicycle Facilities (PBF) Plan will be crucial for completing connections.</p>
12	Pedestrian and Bicycle Project	Island Crest Way	<p>I am encouraged the city is moving forward on completing the north-south bike/ped route. This project has been on the city’s radar since at least 1996. The current update is to construct a route on the west side of ICW, from IP school’s new crosswalk light to SE 60th. That helps access to IP school and the bike skills area. But it is an isolated section, with gaps at both ends.</p> <p>On the north end, the current route ends at ICW and 90th SE/the mailbox. Southbound cyclists have to make a dangerous crossing of 90th to continue to the new crosswalk, on a narrow sidewalk; or try to cross ICW at 90th despite the lack of a crosswalk.</p> <p>Suggestion: make the southbound bike route from the Ellis Pond/library area cross ICW at 47th, using the existing crosswalk light. Cyclists could continue south on ICW, using the existing shoulder, marked and adequately separated from traffic.</p> <p>South of SE 60th is another gap, until the route turns west along SE 62nd. Doubtless, many peds and bikes will continue to use the existing dirt path on the west side, but that path is narrow for bikes and peds going both directions. Suggestion: make the route one way southbound for bikes on the west side of ICW; bidirectional for peds. Continue it along ICW to SE 68th, either making a bike lane along ICW or using one of the two parallel paths in Pioneer Park for bikes, the other for peds. That would be safer than bidirectional for bikes and peds, and should allow a narrower path, = fewer trees impacted.</p> <p>South of 68th, the bike route could continue along ICW to SE 71st. A route safer than the current one would go through the Estates neighborhood to the middle school, Lakeridge, the ball fields etc.</p>	<p>Thank you for your comment in support of Island Crest Way Shared Use Path Phase 1, and for your suggestions to improve the network to the north and south of the first phase extents. Your suggestions will be considered as the first phase is completed.</p>

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			<p>If the route on the east side of ICW were one way northbound for bikes, bidirectional for peds, beginning at SE 68th, the existing sidewalk could be widened. If needed, additional area could be gained by cutting back the laurel that encroaches on city property. As cyclists reach 90th/the mailbox, they could continue north along ICW (using the shoulder on ICW, marked and separated as a bike lane), or go up 90th along the current route.</p>	
13	Pedestrian and Bicycle Project	Island Crest Way and City-wide	<p>Please stop researching and start making community safe biking and walking infrastructure on the island. It's a public island and this talking is taking too long to get er done please:                      Completing the North-South Route: Establishing a safe bike route along Island Crest Way and filling the "missing link" between 53rd and 68th.</p> <p>Intersection Safety: Clearly marking the intersection of Island Crest Way and 40th to safely guide cyclists through the junction.</p> <p>Building a Connected Network: Fulfilling the City's Comprehensive Plan by connecting the current "chopped up" segments into a cohesive, island-wide bicycle network.                      Thank you for making the island safe and usable for a healthy happy community of outdoor and fitness lovers. Reduce our Stress!</p>	<p>The Shared Use Path Phase 1 (to be constructed in 2027) will complete the first "missing link" from 53<sup>rd</sup> going south to 60<sup>th</sup>. Additional phases will be considered in future updates to the TIP as funding is available.</p> <p>The current bicycle route on SE 40<sup>th</sup> Street shares the roadway with vehicles. Improvements to this route may be considered as part of the PBF Plan Update.</p> <p>Our goal with the PBF Plan Update is to plan for a safe, island-wide pedestrian and bicycle network.</p>
14	Pedestrian and Bicycle Project		<p>I've been cycling across the Puget Sound Region for 25 years and on long rides it's always disheartening when I cross the bridge and get back on the island. So little has been done in our community to improve cycling infrastructure or support bike commuting since I moved here. By contrast, when I cycle through the cities around us I'm constantly finding new bits of bike paths, revised signalling, new bike lanes or other improvements. The rest of the region is moving ahead: Mercer Island feels stuck.</p> <p>If I would focus on one thing it would be creating a safe path along Island Crest Way, filling in the "missing link" between 68th street and 55th. School kids, bike commuters, and recreational cyclists all need a more direct and safer path through this section. The progress announced so far is modest, and the plans are moving ahead at a disturbingly slow speed.</p>	<p>The Shared Use Path Phase 1 (to be constructed in 2027) will complete the first "missing link" from 53<sup>rd</sup> going south to 60<sup>th</sup>. Additional phases will be considered in future updates to the TIP as funding is available.</p>

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			<p>Two things make this gap even worse than before: (a) the availability of e-bikes makes convenient, comfortable bike commuting even more attractive than before and (b) the opening of light rail will dramatically increase the desire for south end residents to make it to the north end without a car.</p> <p>I know there are plans to address this. They're too modest. They are moving too slow.</p>	
15	Other Transportation Project	93 <sup>rd</sup> Avenue SE south of SE 70 <sup>th</sup> Place	Road surface on 93rd Ave SE is in EXTREMELY POOR condition and is well past its useful lifespan. Please fully resurface this road (the numerous attempts at spot repairing the gigantic potholes is not working).	Staff will utilize Pavement Condition Index (PCI) data from September 2025 for consideration in the upcoming resurfacing schedule.
16	Other Transportation Project	93 <sup>rd</sup> Avenue SE south of SE 70 <sup>th</sup> Place	On 93rd Ave SE, the section south of SE 70th Pl, is in *very* poor repair. Lots of sections that are starting to look unpaved with the amount of road damage and potholes. Several of our biggest potholes were spot repaired last summer, and within a month they had already reappeared. This section of road is badly in need of repaving.	Staff will utilize Pavement Condition Index (PCI) data from September 2025 for consideration in the upcoming resurfacing schedule.
17	Other Transportation Project	93 <sup>rd</sup> Avenue SE south of SE 70 <sup>th</sup> Place	I've lived here sine 2006 and our little section of 93rd Ave gets hardly any traffic, but is always in disrepair with potholes and other issues. They've tried spot repairs but it never works. The road surface needs to be torn up and replaced with something permanent. I'm fed up with having to weave my way home from work every day to avoid the road damage!	Staff will utilize Pavement Condition Index (PCI) data from September 2025 for consideration in the upcoming resurfacing schedule.
18	Non-TIP	93 <sup>rd</sup> Avenue SE south of SE 70 <sup>th</sup> Place	On this city-owned corner, there are several Utility Access panels that are frequently damaged and buried in dirt by cars and trucks that cut the corner. The dirt fills up the meter and valve boxes with mud so they can't easily be accessed. The corner needs a small curb or concrete bollard installed to prevent vehicles from leaving the roadway.	Comment to be shared with Operations & Maintenance team.
19	Other Transportation Project	93 <sup>rd</sup> Avenue SE south of SE 70 <sup>th</sup> Place	93rd Ave SE has deteriorated to a condition that warrants immediate repaving. The current state of the roadway poses ongoing concerns for residents and should be addressed without further delay. Prompt action to restore the pavement would improve safety, accessibility, and overall quality of life in the neighborhood.	Staff will utilize Pavement Condition Index (PCI) data from September 2025 for consideration in the upcoming resurfacing schedule.

Log #	Category	Location	Comment/Question	Staff Response
20	Pedestrian and Bicycle Project	77 <sup>th</sup> Avenue SE, SE 22 <sup>nd</sup> Street, Lid Park	<p>"[90.20.0022] 77th Avenue SE Channelization (SE 32nd Street to North Mercer Way). The scope is consistent with the current Town Center street standards described in MICC 19.11.120. The 2022 Town Center Parking Study adopted by AB 6369 recommends studying options for street reconfiguration on 77th Avenue SE as a good candidate but no specific design or timeframe was recommended. The City Council directed staff in Exhibit 2, AB 6711   Exhibit 4   Page 26log #2 of AB 6369 (Summary of Discussion Items + Follow Up Actions) to adjust the scope of this project if the Council ultimately decides to pursue an alternative design option in the future. This project will remain in the "out-years" as a placeholder until such a decision is made. Alternatively, the Council could choose to remove the project from the TIP, however, it would result in private development projects such as Xing Hua on 77th Avenue SE, north of SE 29th Street to build the code required street improvements along their property frontage – replace the bike lanes and center turn lane with on-street parking and sharrows. If the project remains in the TIP, developers could pay the City their fair share of the improvement in lieu of building them".</p> <p>This is from the TIP. I think the city and council have done a good job over the last four years on our infrastructure including trails and roads.</p> <p>But the key factor going forward we learned from the \$500,000 WSDOT grant to improve pedestrian safety through the Lid Park is just how expensive these projects are (even for just mixed use paved trails that are already paved), or can be if the plans become unrealistic (the original request by NIM's was for a separate dedicated bike path running along the east side of the park that would have cost at least \$10 million). Just the design cost was over \$125,000. Anything that requires design and new concrete will cost a fortune.</p> <p>Re: the quote above I don't quite understand eliminating the dedicated bike lanes on 77th that are the only dedicated north/south bike lanes to and from the light rail station and south end of the Island through the town center.</p> <p>There are major intersections along 77th at 29th and 27th, and numerous business driveways including Met Market and McDonalds that create a lot of ingress and</p>	<p>Thank you for your feedback on the placeholder 77<sup>th</sup> Avenue SE Channelization project.</p> <p>Regarding bikes rerouting to SE 22<sup>nd</sup> Street instead of using North Mercer Way – preferred routes and improvements will be investigated as part of the PBF Plan Update (occurring in 2026-2027).</p> <p>Restroom facilities will need to be incorporated into other plans (such as Parks, Recreations, and Open Space Plan).</p>

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			<p>egress traffic on 77th plus deliveries. If cars are parked along 77th (and the SEPA review for MICA parking showed a maximum of 37 parking spots being created) they are going to create a blind spot for cars entering and exiting these businesses with bikes riding fast along in the sharrows, especially if the parked vehicles are tall like vans or SUV's, which means there would have to be a no parking zone on either side of each driveway to create sight lines. The issue is cars have to inch into the bike path/sharrows just to see traffic coming along the street (which will be a problem for the north/south "gap" trail on ICW). There will also be significant backups from cars trying to turn left. Imagine 27th with no turn lanes.</p> <p>This project is based on criteria from long ago. The parking study was updated with the council's recent parking management plan, and work from home has significantly reduced parking pressures from commuters on town center streets. The new lot on the old Tully's property has hardly any cars parked in it, and the park and ride is usually half full on weekdays., 78th is not a good north/south arterial (and should not be used as one), and the Island lost SOV access westbound from ICW due to poor negotiations during the SEPA permitting process for light rail which puts more pressure on 77th.</p> <p>Finally I would like to see bikes removed from the Lid Park as much as possible and signage that directs bicyclists onto 22nd instead of along a sidewalk on NMW, especially after light rail opens and there could be many bus riders disembarking on the north side of NMW onto the sidewalk to cross NMW to catch the train in a hurry. Using the sidewalk for a mixed use trail for the Sound to Mountains Trail makes little sense, especially since it crosses a park and ride and two very busy lighted intersections. It is very difficult for a car turning onto 81st or from 81st to NMW to identify bicyclists riding fast along the sidewalk while looking for traffic from both directions moving quickly from exiting I-90 westbound.</p> <p>The city manager during the Aubrey Davis Park Master Plan suggested a bathroom on the far west side of the parking lot in the lower field where the porta potty is today, and I agree that would be a good station for bicyclists crossing the bridge to stop and use the bathroom without creating new impervious surfaces in the park, get water, and for signage directing them onto West Mercer Way toward 22nd rather than into the Lid Park which is really only appropriate for very slow or novice riders.</p>	

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21	Other Transportation Project	Tully's Lot	The city of Mercer Island is actually making it more difficult for Islanders to commute via mass transit with their changes to the permitting in the downtown core for parking and also the open access parking lot where the old Tully's used to be. This parking lot remains mostly empty, derailing the narrative that it is necessary for downtown businesses to thrive. The more pressing need is for Islanders outside of major transit lines to be able to drive to the north end and Park so that they can take mass transit. This lot, which the city owns, should be reserved solely for Islanders. Whether the City charges for this or not is a separate question, but it should be for Islanders only, and in my view that is a non-negotiable ingredient to Islanders being able to take advantage of mass transit.	Comment to be shared with staff managing parking enforcement in the Town Center.
22	Pedestrian and Bicycle Project	Island Crest Way	I'm urging support for the Island Crest Way Trail. Access to the south end of the island by bicycle is limited to East or West Mercer Ways followed by a significant hill to the shopping center. The Island Crest corridor contains access to many significant island resources--churches, virtually all the public schools, the library--yet it is not safely rideable by bicycle. Seems making access easier would be a genuine benefit to many plus reduce car trips. With electric bicycles becoming way more popular, in the immediate future there will be much more need for safe bicycle routes. Island Crest is the main thorough on the Island and is not safely rideable. Time for a change there.	Thank you for your comment in support of the Island Crest Way path improvements.
23	Pedestrian and Bicycle Project	West Mercer Way	Please address the safety issues along the West Mercer Way corridor next to West Mercer Elementary. This area between Merrimount and 78th Ave SE has been brought to the attention of the Mercer Island PD, the City, and the School District multiple times by community members over the past 10+ years. This is due to frequent vehicle speeding and lack of safe walking and biking space for children and community members to reach West Mercer Elementary and Homestead Park. The School District installed a solar speed radar sign years ago, which does not function because of lack of sun light. The School District also updated School Zone signage and the City has updated School Zone road painting and years ago put No Parking signs during school hours. However, these efforts have not made the area sufficiently safe for walking and biking. Each time that the police department patrols the zone, they pull over speeding violators. The School Zone is too small to be effective and needs to be extended to 78th Ave SE and Merrimount so that drivers are forced to slow down and to watch for children. There also needs to be dedicated walking and biking areas (such as what is found near Luther Burbank	Improvements to the West Mercer Way corridor for West Mercer Elementary will be analyzed as part of the PBF Plan Update. In the meantime, Staff will monitor the efficacy of the neighborhood traffic measures installed in 2025 (School Zone pavement markings and sign enhancements). Staff will also continue coordination with MISD for safe routes to school priorities.

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			<p>Park on North Mercer Way or sidewalks) that allow children to walk to and from school independently and safely. As it is, parents walk with their children because vehicles do not slow down through the area. The other schools on the island have safe walking and biking routes on the surrounding roads, and lengthier school zones to control traffic.</p> <p>Even if the School Zone is improved, children and other community members still need to be able to access the park and playground at West Mercer Elementary and Homestead Park. The entire area needs to have the speed clearly reduced to 25mph with traffic mitigation to force vehicles to slow down such as what is seen in similar school areas in Seattle (speed bumps, painted lines, etc.).</p> <p>It is vital that this West Mercer Way corridor near West Mercer Elementary and Homestead Park is improved so that it is safe for children and all community members. West Mercer Elementary should have the same safe walking and biking routes that other elementary schools on the island have.</p>	
24	Pedestrian and Bicycle Project	Various	<p>To align our infrastructure with the Comprehensive Plan’s multimodal goals, we ask the Council to prioritize the following:</p> <p>Accelerate the PBF Update: Ensure the 2026–2027 update to the Pedestrian and Bicycle Facilities (PBF) Plan remains on track to identify and bridge high-stress gaps.</p> <p>Execute the Island Crest Way Corridor: Fully utilize secured grant funding to transform this high-stress corridor. This project must not be an isolated segment; it must be extended to create a seamless connection from Mercer Island Middle School (IMS) to the Town Center.</p> <p>Fund Protected "Last-Mile" Links: Prioritize dedicated, separated infrastructure on 77th Ave SE and other Town Center feeder routes to ensure safe access to regional transit.</p> <p>Clearly Mark Key Intersections: Designate and mark safe bike passages through high-conflict intersections, such as Island Crest Way and SE 40th Street.</p> <p>Our goal of a "pedestrian-friendly and transit-oriented environment" will only be realized when our most vulnerable cyclists—our children and seniors—feel safe</p>	<p>The PBF Plan Update is on track for completion in 2026-2027.</p> <p>The Shared Use Path Phase 1 is also still on track for construction in 2027. Additional phases will be considered in future updates to the TIP as funding is available.</p> <p>“Last-mile” links and marked intersections will be evaluated as part of the PBF Plan Update.</p>

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			<p>navigating the entirety of the Island.</p> <p>Thank you for your continued commitment to a safer, more connected Mercer Island.</p>	
25	Pedestrian and Bicycle Project	Various	<p>Dear Mercer Island City Council,</p> <p>As you finalize the <b>2027–2031 Transportation Improvement Program (TIP)</b>, we urge the Council to move beyond "routine accommodation" and prioritize the completion of a truly connected, low-stress bicycle network.</p> <p>The City's own data demonstrates a clear mandate for action. The <b>2024 Community Survey</b> shows that while 91% of residents feel safe generally, only <b>42%</b> are satisfied with our safe biking facilities—a "satisfaction gap" that has persisted since at least 2018. Notably, the condition of bicycle infrastructure is now a <b>top-three</b> streets and infrastructure priority for MI residents.</p> <p>To align our infrastructure with the Comprehensive Plan's multimodal goals, we ask the Council to prioritize the following:</p> <ul style="list-style-type: none"> <li>• <b>Accelerate the PBF Update:</b> Ensure the 2026–2027 update to the Pedestrian and Bicycle Facilities (PBF) Plan remains on track to identify and bridge high-stress gaps.</li> <li>• <b>Execute the Island Crest Way Corridor:</b> Fully utilize secured grant funding to transform this high-stress corridor. This project must not be an isolated segment; it must be extended to create a seamless connection from <b>Mercer Island Middle School (IMS)</b> to the <b>Town Center</b>.</li> <li>• <b>Fund Protected "Last-Mile" Links:</b> Prioritize dedicated, separated infrastructure on <b>77th Ave SE</b> and other Town Center feeder routes to ensure safe access to regional transit.</li> <li>• <b>Clearly Mark Key Intersections:</b> Designate and mark safe bike passages through high-conflict intersections, such as <b>Island Crest Way and SE 40th Street</b>.</li> </ul> <p>Our goal of a "pedestrian-friendly and transit-oriented environment" will only be realized when our most vulnerable cyclists—our children and seniors—feel safe navigating the entirety of the Island.</p> <p>Thank you for your continued commitment to a safer, more connected Mercer Island.</p> <p>Sincerely, Debbie Bertlin, Jim Shannon, Don Mochtel, Steve Frazier</p>	<p>The PBF Plan Update is on track for completion in 2026-2027.</p> <p>The Shared Use Path Phase 1 is also still on track for construction in 2027. Additional phases will be considered in future updates to the TIP as funding is available.</p> <p>"Last-mile" links and marked intersections will be evaluated as part of the PBF Plan Update.</p>

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			<p>Jose Oncina, Shelly Bowman, Jolanne Stanton, Cali Ridolfi, Carl Platou, Jay Greer, Mark Clausen Jim Stanton, Jeff Koontz, Kirk Griffin, Kevin Hockley Alan Bunin</p>	
26	Pedestrian and Bicycle Project	SE 35 <sup>th</sup> Street	<p>we should use the 95th Ave right-of-way to provide through access for bikes + peds (multi-use-path from SE 36th to S3 40th St. This would greatly improve access from Mercerwood neighborhood to businesses and facilliates along SE 36th St; the I-90 trail; and Gallagher Hill. Mercerwood has no walkable parks whatsoever. It would provide a quiet, safe, and more direct alternative to walking/biking along Mercerwood Dr or E Mercer Way, both of which are more highly trafficked arterial streets. Via this route, hundreds of homes would have safer bike access to Town Center and the light rail stations. An additional pocket-park with playground in the back of the City's parcel would greatly add to the neighborhood as well. Now is the time, so peds/bikes/people are kept in mind as the City rebuilds its utility shops on this parcel. Illustrated a direct alignment of the path, as well as an alternative that would avoid moving any existing city facillities.</p>	<p>This comment will be shared with staff managing the City Hall project.</p>
27	Pedestrian and Bicycle Project	East Mercer Way	<p>Paved shoulders are not "Pedestrian Bike Facillities" if people are allowed to park on them. They're also not very safe or pleasant, especially for bikes, if they are not level from side-to-side and are interrupted by large unmarked holes and storm drains. We should build real side-walks/paths along EMW, at least as far as Mercerwood shoreclub - as cars travel at much higher speeds in these straighter sections (and often floor it to pass cyclists at their first opportunity after miles of curves). Picture doesn't capture it, but storm drains like the one at corner of 40th and EMW is sunken considerably below grade, making it quite dangerous to bike over. But calling this a "paved shoulder" that is a "pedestrian bike facillity" only encourages drivers to bully/intimidate any cyclist who isn't fully riding on this shoulder, despite the danger. Our city suggesting that people are supposed to walk/bike in the shoulder is breeding a dangerous culture of entitlement, where drivers feel they should be able to rip through EMW at 30+. Personally, I bike on the roadway because it's much safer than the shoulder, and I'm fit enough to reach 25 mph on flats, or use e-bike assist on climbs. But even then I have been yelled at by motorists to "share the road" - even though I biking at nearly the 30 mph speed limit.</p>	<p>Improvements to the Mercer Ways will be considered as part of the Pedestrian and Bicycle Facillities (PBF) Plan Update.</p>

Log #	Category	Location	Comment/Question	Staff Response
28	Pedestrian and Bicycle Project	West Mercer Way	<p>We would love to see the school zone extended for West Mercer Elementary on West Mercer way. Our kids and lot of kids in the neighborhood walk to school and we would like the neighborhood to be safe for kids. We would love a crosswalk to cross West Mercer Way safely and metal reflectors that clearly demarcate the sidewalk. There isn't a sidewalk on west Mercer way and that may be the solution. This will help school kids but everyone else in the neighborhood.</p>	<p>Improvements to the West Mercer Way corridor for West Mercer Elementary will be analyzed as part of the PBF Plan Update. In the meantime, Staff will monitor the efficacy of the neighborhood traffic measures installed in 2025 (School Zone pavement markings and sign enhancements). Staff will also continue coordination with MISD for safe routes to school priorities.</p>
29	Pedestrian and Bicycle Project	Various	<p>I agree with many of the other proposals including the Island Crest Way Corridor and adding protected bikeways on major roads such as Island Crest Way and 78th Ave SE.</p> <p>I also urge the MI City Council to request Metro to terminate the low-ridership route 630 and reinvest all the service hours into making route 204 more frequent. The MI City Council must also urge Metro to change the routing of 204 to better serve MIHS (Mercer Island High School) as currently the bus stop is over half a mile away from the school, a change in routing would massively improve the overall usefulness of the route and boost student ridership. To achieve a "transit-oriented environment" we must make our transit a viable option this means it must be at a usable frequency and serve the destinations that MI residents and students want.</p> <p>As a more long term plan we must build out and expand our downtown area to allow more residents to be within walking distance to everyday amenities, this will massively reduce overall traffic on the island and allow people who can't drive to be more independent.</p> <p>Thank you for making Mercer Island a safer more convenient place for all.</p>	<p>Thank you for your comments in support of Island Crest Way Corridor and bike enhancements on major roads.</p> <p>For Metro coordination, please use the following link:  <a href="https://kingcountymetro.my.salesforce-sites.com/customers/cs_app#/cs/general">https://kingcountymetro.my.salesforce-sites.com/customers/cs_app#/cs/general</a></p> <p>Staff will continue to identify mobility and gap completion projects.</p>

Log #	Category	Location	Comment/Question	Staff Response
30	Pedestrian and Bicycle Project	East Mercer Way	<p>I am writing to request improvements to East Mercer Way (EMW).</p> <p>1- Student Safety Crosswalks: School pick-up occurs on the southbound lane of EMW at SE 38th St. There are no sidewalks past the EMW side street (EMW-SS) which is unnamed on the map (it lies between Frontage Road and SE 38th Street) and 38th Street. Students have no safe way to cross the street. The sidewalk needs extending, crosswalks needs to be added (beyond the 2 that exists, and flashing signs need to be added to the area for pedestrians, ideally like the new signs installed in the city center that pedestrians can press to indicate they intend to cross so that traffic can stop. Right now, although there are 2 crosswalks (one just north of EMW-SS and the other just south of EMW-SS), but cars don't always stop for the pedestrians (either because they don't see them or because they are driving too fast). This type of signage would also be ideal for SE 38th St, SE 39th St, the unnamed street south of SE 39th St, and SE 40th St. In total, there would be 6 of these flashing pedestrian signs as follows:</p> <ul style="list-style-type: none"> <li>a. North of EMW-SS (there's already a crosswalk here, it just needs a flashing sign)</li> <li>b. South of EMW-SS (there's already a crosswalk here, it just needs a flashing sign)</li> <li>c. Crosswalk and Flashing Sign at SE 38th and EMW</li> <li>d. Crosswalk and Flashing Sign at SE 39th and EMW</li> <li>e. Crosswalk and Flashing Sign at the unnamed street south of SE 39th St</li> <li>f. Crosswalk and Flashing Sign at SE 40th St and EMW</li> </ul> <p>2- Slowing Down Traffic: Vehicles travel over the speed limit along EMW, especially as they are approaching the entrance to I-90. Some form of speed mitigation needs to be implemented. One suggestion: a minimum of 2 speed bumps, one just north of Frontage Rd and one just south of SE 39th St.</p> <p>3- Managing Ingress &amp; Egress onto EMW (from JCC parking, EMW-SS, &amp; SE 39th St): EMW-SS lies just north of the JCC parking exit. Vehicles exiting the JCC are often seeking to turn north onto EMW. Vehicles traveling along EMW are often traveling over the speed limit. Moreover, traffic has increased in the area. EMW-SS lies just north of the JCC ingress/egress. The vehicles exiting the JCC often turn left (north onto EMW) with disregard to vehicles exiting EMW-SS, even though vehicles turning right (north) from EMW-SS have right of way. Trying to turn onto EMW-SS from EMW also creates challenges. In order to safely do so, one has to</p>	<ol style="list-style-type: none"> <li>1. Crosswalk enhancements will be considered as part of the resurfacing project on East Mercer Way. Staff will evaluate pedestrian routes following completion of adjacent construction work and will also consider the recommendations established by the PBF Plan Update (to be completed in 2026/2027).</li> <li>2. Traffic calming measures will be evaluated on East Mercer Way through the City's Neighborhood Traffic Program. Please note the adopted criteria for speed humps does not consider arterial streets for installation.</li> <li>3. Ingress and egress concerns will be shared with staff who review the annual Transportation Management Plans that are submitted by adjacent facilities.</li> <li>4. Traffic flow concerns will be shared with staff who review the annual Transportation Management Plans that are submitted by adjacent facilities.</li> </ol>

Log #	Category	Location	Comment/Question	Staff Response
			<p>station there car in front of the JCC exit and U-turn onto EMW-SS, otherwise the cars exiting the JCC often will try to turn north onto EMW in front of the vehicles turning onto EMW-SS. I have reached out to the JCC on several instances regarding this issue, but each time they have indicated the public roadway is under City of Mercer Island jurisdiction. Therefore, I am requesting that the City of Mercer Island make improvements to the area to mitigate this traffic concern before there's an accident. Perhaps signage (and the speed bumps in No. 2 above) will help mitigate the situation.</p> <p>4- Traffic Flow along EMW due to JCC: EMW has one lane northbound and one lane southbound. There is a left turn lane onto SE 36th St. During high use of the JCC, particularly during summer camps, it's nearly impossible to travel southbound along EMW. EMW is not meant for this level of traffic without modifications.</p>	
31	Other Transportation Project	East Mercer Way	<p>I am extremely concerned about the Traffic for Mercer Island Residents and Pedestrian injury risk on East Mercer Way. Traffic is already an issue at the intersections between Frontage road and SE 39th during school drop off and pick up hours for FAS, JCC, as well as in the summers for Summer camp/school. Traffic backs up in both Southbound and Northbound directions and often appears to be an accident just waiting to happen. It appears Herzl-Ner Tamid has been permitted to build a pre-K to 8th grade school which will only multiply the traffic with hundreds of additional vehicles entering and exiting the Island on top of actual Mercer Island Residents trying to exit the Island to go to work in the morning or to return home in the afternoon. I agree with many of the comments and suggestions by Ronil below. Something certainly has to be done to provide a solution for the traffic and to minimize safety risks for motor vehicle accidents and pedestrian vs motor vehicle accidents. Is it possible to reroute the JCC/FAS exit directly across from Frontage road/HNT and put up a 4-way stop light at a clear 4-way intersection? Additionally there should be individual extended length left and right turn lanes for each direction along with a main central lane at the intersection.</p>	<p>Traffic mitigation measures will be constructed on East Mercer Way as part of conditions of permit approval. Please note private development impact analyses are not evaluated as part of the Six-Year TIP.</p>

Log #	Category	Location	Comment/Question	Staff Response
32			<p>I am writing to request improvements to East Mercer Way (EMW). 1-Student Safety Crosswalks: School pick-up occurs on the southbound lane of EMW at SE 38th St. There are no sidewalks past the EMW side street (EMW-SS) which is unnamed on the map (it lies between Frontage Road and SE 38th Street) and 38th Street. Students have no safe way to cross the street. The sidewalk needs extending, crosswalks needs to be added (beyond the 2 that exists, and flashing signs need to be added to the area for pedestrians, ideally like the new signs installed in the city center that pedestrians can press to indicate they intend to cross so that traffic can stop. Right now, although there are 2 crosswalks (one just north of EMW-SS and the other just south of EMW-SS), but cars don't always stop for the pedestrians (either because they don't see them or because they are driving too fast). This type of signage would also be ideal for SE 38th St, SE 39th St, the unnamed street south of SE 39th St, and SE 40th St. In total, there would be 6 of these flashing pedestrian signs as follows:</p> <ul style="list-style-type: none"> <li>a. North of EMW-SS (there's already a crosswalk here, it just needs a flashing sign)</li> <li>b. South of EMW-SS (there's already a crosswalk here, it just needs a flashing sign)</li> <li>c. Crosswalk and Flashing Sign at SE 38th and EMW</li> <li>d. Crosswalk and Flashing Sign at SE 39th and EMW</li> <li>e. Crosswalk and Flashing Sign at the unnamed street south of SE 39th St</li> <li>f. Crosswalk and Flashing Sign at SE 40th St and EMW</li> </ul> <p>2-Slowing Down Traffic: Vehicles travel over the speed limit along EMW, especially as they are approaching the entrance to I-90. Some form of speed mitigation needs to be implemented. One suggestion: a minimum of 2 speed bumps, one just north of Frontage Rd and one just south of SE 39th St. 3-Managing Ingress &amp; Egress onto EMW (from JCC parking, EMW-SS, &amp; SE 39th St): EMW-SS lies just north of the JCC parking exit. Vehicles exiting the JCC are often seeking to turn north onto EMW. Vehicles traveling along EMW are often traveling over the speed limit. Moreover, traffic has increased in the area. EMW-SS lies just north of the JCC ingress/egress. The vehicles exiting the JCC often turn left (north onto EMW) with disregard to vehicles exiting EMW-SS, even though vehicles turning right (north) from EMW-SS have right of way. Trying to turn onto EMW-SS from EMW also creates challenges. In order to safely do so, one has to station there car in front of the JCC exit and U-turn onto EMW-SS, otherwise the cars exiting the JCC often will try to turn north onto EMW in front of the vehicles turning onto EMW-SS. I have reached out to the JCC on several instances regarding this issue, but each time they have indicated the public roadway is under City of Mercer Island jurisdiction. Therefore, I am requesting that the City of Mercer Island make improvements to</p>	<ol style="list-style-type: none"> <li>1. Crosswalk enhancements will be considered as part of the resurfacing project on East Mercer Way. Staff will evaluate pedestrian routes following completion of adjacent construction work and will also consider the recommendations established by the PBF Plan Update (to be completed in 2026/2027).</li> <li>2. Traffic calming measures will be evaluated on East Mercer Way through the City's Neighborhood Traffic Program. Please note the adopted criteria for speed humps does not consider arterial streets for installation.</li> <li>3. Ingress and egress concerns will be shared with staff who review the annual Transportation Management Plans that are submitted by adjacent facilities.</li> <li>4. Traffic flow concerns will be shared with staff who review the annual Transportation Management Plans that are submitted by adjacent facilities.</li> <li>5. Private development traffic impact analyses are not evaluated as part of the Six-Year TIP.</li> </ol>

Log #	Category	Location	Comment/Question	Staff Response
			<p>the area to mitigate this traffic concern before there's an accident. Perhaps signage (and the speed bumps in No. 2 above) will help mitigate the situation. 4-Traffic Flow along EMW due to JCC: EMW has one lane northbound and one lane southbound. There is a left turn lane onto SE 36th St. During high use of the JCC, particularly during summer camps, it's nearly impossible to travel southbound along EMW. EMW is not meant for this level of traffic without modifications.5-Traffic Issues related to the Herzl Permit for a New School: Improvements are needed due to the pre-K to 8th grade school on the Herzl Synagogue property that was permitted in 2025 by the City of Mercer Island. The property owner is getting ready to build the school, with an expected opening date for the fall of 2026. Traffic will be impacted as a result of the school, as noted in the Traffic Impact Analysis conducted by the property owner, but the property owner is not making these improvements, viewing it as the City's responsibility. I would like to direct the City of Mercer Island to that Traffic Impact Analysis (TIA), dated January 2025, and conducted by TranpoGroup, which can be found in the permitting file for the project. As a resident in this area, I have reviewed the study and it fails to grasp the true traffic conditions in this area. It is deficient and a new one is required. For example, we already face significant traffic challenges that are not captured here due to traffic issues with the JCC camps (see No. 4), along with other activities in the synagogue and JCC. Moreover, the TIA doesn't adequately describe EMW, indicating that there are sidewalks when there are not. There are many others. The hearing examiner also noted resident comments expressing concerns, but did not address them, viewing them instead as "outside the scope of the design review criteria." (Page 16 of the November 21, 2025 Design Review decision). The hearing examiner did provide for some recommendations regarding the traffic impact, which include the following (along with some additional recommendations by me):a.Provide a left turn lane from southbound East Mercer Way to the Frontage Road serving the site.b.The addition of the southbound left turn lane may reduce the length of adjacent northbound left turn lane at the SE 36th Street/East Mercer Way intersection. Verify with a traffic operations analysis that, with the addition of the southbound left turn lane to the Frontage Road, the northbound left turn lane at the SE 36th Street/East Mercer Way intersection will have sufficient storage length to accommodate vehicles, including buses, which currently pick-up students along EMW, starting at the intersection for SE 38th St. If it cannot, then the City needs to determine how it will address the traffic issues. c.The left turn lane from southbound East Mercer Way to the Frontage Road serving the site may</p>	

Log #	Category	Location	Comment/Question	Staff Response
			<p>consequently require narrowing of the northbound lane on East Mercer Way, especially as approaching the Frontage Road serving the site. Confirm adequacy of curb radii for right turning vehicles exiting from the Frontage Road onto northbound East Mercer Way based on lane width designed for East Mercer Way, if said East Mercer Way lane width is narrower than existing condition. The design vehicle shall be a S-BUS-40 (school bus). Modify curb radii if reasonably warranted.d.A study and plan are needed to protect Mercer Island public school students whose buses will also be traveling along EMW south to pick them up for school within the timeframes that traffic will be heightened due to the Herzl private school. Traffic congestion will likely result in late arrivals at school if this issue isn't addressed.e.Traffic flow patterns that allow for egress/ingress into the Herzl property at the same time that JCC usage/camps are at their highest (see No. 4).f.A requirement that all vehicle parking for traffic related to use of the Herzl property be accommodated on-site. Overflow parking will not be allowed on public/side streets, including weekdays, weeknights and weekends. (We currently have issues with overflow parking, particularly during high usage times of the synagogue.) Signs need to be installed. g. "No Parking During School Days" signage and prevention of vehicle parking along the roadway, side streets, and shoulders. (When vehicles park along EMW, pedestrians are relegated to walking along EMW because there are no sidewalks and those shoulders are used by pedestrians.)h.Signs and enforcement to prevent parking along EMW and side streetsBased on the City of Mercer Island's 2025-2030 Six-Year Transportation Improvement Plan, the only planned improvements to EMW include resurfacing. Thus, improvements on EMW are of prime importance, especially if they impact Mercer Island Public Students as a result of the traffic congestion at this new private school – the City of Mercer Island has allowed the permit to be granted and the private school to be built without making the necessary improvements to the roadway and therefore this point requires immediate attention.</p>	

## Street Fund Financial Forecast

2027-2032

Item 9.

RESOURCES	2027F	2028F	2029F	2030F	2031F	2032F
<b>Beginning Fund Balance</b>	\$ 4,516,412	\$ 805,112	\$ 664,999	\$ (625,479)	\$ (4,380,875)	\$ (10,319,022)

REVENUES						
Appropriated Fund Balance						
REET-2	1,782,709	1,824,817	1,918,382	2,017,645	2,122,953	2,234,674
TBD Vehicle Fees	355,000	355,000	355,000	355,000	355,000	355,000
State Grants	240,000	665,600				
WA State TIB Grant	743,000					
WA State DOT Grant	80,000	80,000				
State Multimodal Transport	33,000	33,000	33,000	33,000	33,000	33,000
Motor Vehicle Fuel Tax	444,900	449,300	453,800	458,300	462,900	467,500
Transportation Impact Fees	85,000	85,000	85,000	85,000	85,000	85,000
Tree Replacement Fee	35,000	35,000	35,000	35,000	35,000	35,000
Interfund Transfer Revenue	705,360	567,070	512,940	792,159	450,000	450,000
<b>Total Revenues</b>	4,503,969	4,094,787	3,393,122	3,776,104	3,543,853	3,660,174
<b>Total Street Fund Resources</b>	<b>9,020,381</b>	<b>4,899,899</b>	<b>4,058,121</b>	<b>3,150,625</b>	<b>(837,022)</b>	<b>(6,658,848)</b>

EXPENDITURES						
A. Residential Streets Preservation Program	895,000	922,500	950,100	977,600	1,005,200	1,032,800
B. Arterial Street Improvements	953,143	536,400	925,600	2,556,700	1,255,000	786,300
C. Pedestrian & Bicycle Facilities - New	4,491,589	360,600	1,016,200	2,134,100	3,904,600	1,286,600
D. TIP Other	365,000	794,100	53,000	-	1,322,400	-
E. Capital Project Management	509,563	546,200	585,000	626,100	669,500	715,400
F. Street Operations	1,000,975	1,075,100	1,153,700	1,237,000	1,325,300	1,418,800

<b>Total Expenditures</b>	8,215,270	4,234,900	4,683,600	7,531,500	9,482,000	5,239,900
<b>Ending Fund Balance (including reserves)</b>	<b>\$ 805,112</b>	<b>\$ 664,999</b>	<b>\$ (625,479)</b>	<b>\$ (4,380,875)</b>	<b>\$ (10,319,022)</b>	<b>\$ (11,898,748)</b>

\* 2028-2032 includes an inflation factor based on PPI by commodity, highways and streets.

**Six-Year Transportation Improvement Program**

**Detail of Proposed Expenditures**

2027-2032

Item 9.

Projects	Project ID	Status	Note	2027F	2028F	2029F	2030F	2031F	2032F
<b>Preservation and Maintenance Projects</b>									
<b>A. Residential Streets Preservation Program</b>									
Residential Street Resurfacing	90.20.0001	Modified	Annual program to resurface residential streets. <i>Reduced by \$100,000 all six years.</i>	895,000	922,500	950,100	977,600	1,005,200	1,032,800
<b>A. Subtotal Residential Streets Preservation Program</b>				<b>895,000</b>	<b>922,500</b>	<b>950,100</b>	<b>977,600</b>	<b>1,005,200</b>	<b>1,032,800</b>
<b>B. Arterial Street Improvements</b>									
Arterial Preservation Program	90.20.0002		Annual program to extend life of arterial streets through targeted repairs and patching.	80,500	82,900	85,400	87,900	90,400	92,800
SE 27th Street Overlay (76th Avenue SE to 80th Avenue SE)	90.20.0014	Modified	Resurface with HMA overlay (Town Center). <i>Moved from 2026 to 2027.</i>	647,643	-	-	-	-	-
North Mercer Way Overlay (8400 Block to SE 35th Street)	90.20.0015	Modified	Resurface with HMA overlay. Includes SE 26th Street (ICW - 84th Ave SE). Tied to sidewalk project. <i>Moved from 2027 to 2029.</i>	-	-	840,200	-	-	-
76th Avenue SE & NMW Overlay	90.20.0017	Modified	Resurface with HMA overlay (Westbound I-90 on ramp). <i>Moved from 2026 to 2027.</i>	225,000	-	-	-	-	-
East Mercer Way Overlay (SE 36th to SE 40th Street)	90.20.0019		Resurface with HMA overlay.	-	453,500	-	-	-	-
West Mercer Way Overlay (SE 56th to EMW)	90.20.0021	Modified	Resurface with HMA overlay. <i>Moved from 2029 to 2030.</i>	-	-	-	2,468,800	-	-
78th Ave SE Overlay (SE 40th Street to WMW)	90.20.0026	Modified	Resurface with HMA overlay. Tied to sidewalk project. <i>Moved from 2030 to 2031.</i>	-	-	-	-	466,100	-
SE 24th Street Overlay (72nd Avenue SE to 76th Avenue SE)	90.20.0027	Modified	Resurface with HMA overlay. Tied to sidewalk project. <i>Moved from 2030 to 2031.</i>	-	-	-	-	631,200	-
West Mercer Way Overlay (I-90 to SE 24th Street and 32nd to 28th)	90.20.0033	Modified	Resurface with HMA overlay. <i>Moved from 2030-2031 to 2031-2032.</i>	-	-	-	-	67,300	693,500
<b>B. Subtotal Arterial Street Improvements</b>				<b>953,143</b>	<b>536,400</b>	<b>925,600</b>	<b>2,556,700</b>	<b>1,255,000</b>	<b>786,300</b>
<b>New Construction Projects</b>									
<b>C. Pedestrian &amp; Bicycle Facilities - New</b>									
ADA Transition Plan Implementation	90.20.0003	Modified	Plan, enhance, and construct pedestrian facility improvements to comply with the ADA Transition Plan. <i>Reduced by \$50,000 all six years.</i>	200,000	206,100	212,300	218,400	224,600	230,800
Traffic Safety and Operations Improvements	90.20.0004		Minor transportation improvements to address traffic operation and safety issues and concerns.	100,000	103,000	106,100	109,200	112,300	115,400
PBF Plan Implementation	90.20.0005		Annual program to identify, prioritize, design and construct small spot improvements and gap completion projects to pedestrian and bicycle facilities citywide, as identified in the PBF Plan.	50,000	51,500	53,000	54,600	56,100	57,700
SE 40th Street Sidewalk Improvements (Gallagher Hill to 93rd Avenue SE)	90.20.0006	Modified	Replace/improve existing sidewalk, construct bike lanes supporting SRTS. Tied to overlay project. <i>Updated to follow Water Supply Pipeline Project.</i>	893,000	-	-	-	-	-
78th Avenue SE Sidewalk Improvements (SE 32nd to SE 34th Street)	90.20.0007	Modified	Replace existing curb, sidewalk & ADA ramps. Replace street trees and street lighting. <i>Moved from 2026-2027 to 2029-2030.</i>	-	-	82,600	777,700	-	-
Gallagher Hill Road Sidewalk Improvements (SE 36th to SE 40th Streets)	90.20.0009	Modified	New sidewalk, gap completion. In conjunction with resurfacing project. <i>Updated to follow Water Supply Pipeline Project.</i>	869,000	-	-	-	-	-
East Mercer Way Roadside Shoulders - Ph 11 (SE 79th Street to 8400 block)	90.20.0016		Final phase of Mercer Ways Roadside Shoulders project. Year and cost updated to match 2025-2026 CIP.	470,589	-	-	-	-	-
81st Ave SE Sidewalk Improvement (NMW to SE 24th Street)	90.20.0020	Modified	Replace/improve existing sidewalk. Cost updated to include ramp enhancement at SE 24th Street. <i>Moved from 2027 to 2029.</i>	-	-	286,600	-	-	-
77th Ave SE Channelization Upgrades (SE 32nd Street to North Mercer Way)	90.20.0022	Modified	This is a placeholder to implement street standards required by MICC 19.11.120. Scope will be modified when/if Council modifies the standard. <i>Moved from 2030 to 2031.</i>	-	-	-	-	84,200	-
84th Ave SE Pedestrian Improvements (SE 33rd Place to SE 36th Avenue SE)	90.20.0025	Modified	Improve pedestrian area. <i>Moved from 2029 to 2032.</i>	-	-	-	-	-	310,400
SE 24th Street Sidewalk Improvements (72nd to 76th Avenue SE)	90.20.0028	Modified	Replace/improve existing sidewalk, ADA ramps, and crosswalks. Tied to overlay project. <i>Moved from 2030 to 2031.</i>	-	-	-	-	783,900	-
78th Avenue SE Sidewalk (SE 40th Street to WMW)	90.20.0029	Modified	New sidewalk. Tied to overlay project. TIB or SRTS grant eligible. <i>Moved from 2030 to 2031.</i>	-	-	-	-	423,400	-
Mercerwood Drive Pedestrian Improvements (93rd to 96th Avenue SE)	90.20.0030	Modified	New sidewalk, ADA ramps, and crosswalk. <i>Moved from 2029-2030 to 2030-2031.</i>	-	-	-	220,000	1,335,400	-

**Six-Year Transportation Improvement Program**

**Detail of Proposed Expenditures**

2027-2032

Item 9.

Projects	Project ID	Status	Note	2027F	2028F	2029F	2030F	2031F	2032F
Island Crest Way Crosswalk Enhancement (SE 46th Street)	90.20.0031	Modified	Enhance crossing with pedestrian signal and ADA ramps. SRTS grant eligible. <b>Moved from 2029-2030 to 2031-2032.</b>	-	-	-	-	90,200	572,300
SE 27th Street Sidewalk Improvements (74th to 76th Avenue SE)	90.20.0032	Modified	Replace/improve existing curb, sidewalk & ADA ramps. <b>Replace street trees and street lighting. Moved from 2029-2030 to 2030-2031.</b>	-	-	-	129,200	794,500	-
NMW Sidewalk (Fortuna to SE 35th Street)	90.20.0034	Modified	New sidewalk. Removal guardrail. Tied to overlay project. <b>Moved from 2027 to 2029.</b>	-	-	175,100	-	-	-
ICW Shared Use Path Phase 1	90.20.0040		Construction of the Shared Use Path Phase 1 (SE 60th Street to Island Park Elementary) accelerated from 2030. Funding includes a \$743,007 Washington State Transportation Improvement Board (TIB) grant.	1,909,000	-	-	-	-	-
92nd Avenue SE Sidewalk Improvements (SE 40th to SE 41st St)	90.20.0043	New	New sidewalk. TIB or SRTS grant eligible.	-	-	100,500	625,000	-	-
<b>C. Subtotal Pedestrian &amp; Bicycle Facilities - New</b>				<b>4,491,589</b>	<b>360,600</b>	<b>1,016,200</b>	<b>2,134,100</b>	<b>3,904,600</b>	<b>1,286,600</b>
<b>D. TIP Other</b>									
ICW Corridor Improvements (SE 68th Street to SE 53rd Place)	90.20.0013	Modified	Placeholder for construction of intersection safety improvements at SE 68th Street and SE 53rd Place. <b>Moved from 2030 to 2031.</b>	-	-	-	-	1,322,400	-
Pedestrian & Bicycle Facilities Plan Update	90.20.0018		Comprehensive update will incorporate ADA Transition Plan, evaluate projects and priorities based on current standards, and provide a roadmap and foundation for future improvements. Funding includes \$320k Safe Streets and Roads for All grant. \$80k City contribution to come from 90.20.0004.	160,000	-	-	-	-	-
Transportation Action Plan	90.20.0041		This plan will recommend projects and strategies to improve roadway safety on Mercer Island. Funding includes \$160k Safe Streets and Roads for All grant. 90.20.0018 grant funds are tied to this Action Plan. \$40K City contribution to come from 90.20.0004.	80,000	82,400	-	-	-	-
Aubrey Davis Park Mountains to Sound Trail Lighting (Island Crest Way to Shorewood Dr)	90.25.0008		Install lighting to enhance safety for trail users. Pursuing WSDOT Pedestrian Bicycle Program grant.	75,000	608,700	-	-	-	-
Street Standard Details	90.20.0042	New	Update Public Works street standard details to assist with planning and design efforts.	50,000	103,000	53,000	-	-	-
<b>D. Subtotal TIP Other</b>				<b>365,000</b>	<b>794,100</b>	<b>53,000</b>	<b>-</b>	<b>1,322,400</b>	<b>-</b>
<b>E. Capital Project Management</b>									
Capital Project Management				509,563	546,200	585,000	626,100	669,500	715,400
<b>E. Subtotal Capital Project Management</b>				<b>509,563</b>	<b>546,200</b>	<b>585,000</b>	<b>626,100</b>	<b>669,500</b>	<b>715,400</b>
<b>F. Street Operations</b>									
Non-TIP Operations + Overhead				1,000,975	1,075,100	1,153,700	1,237,000	1,325,300	1,418,800
<b>F. Street Operations</b>				<b>1,000,975</b>	<b>1,075,100</b>	<b>1,153,700</b>	<b>1,237,000</b>	<b>1,325,300</b>	<b>1,418,800</b>
<b>Total Project Costs</b>				<b>\$ 8,215,270</b>	<b>\$ 4,234,900</b>	<b>\$ 4,683,600</b>	<b>\$ 7,531,500</b>	<b>\$ 9,482,000</b>	<b>\$ 5,239,900</b>

# SIX-YEAR TRANSPORTATION IMPROVEMENT PROGRAM

## Project Descriptions (2027-2032)

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### ***[90.20.001] - Residential Street Resurfacing***

Historically, this program consists of hot mix asphalt (HMA) overlays on an average of 1.0 mile of residential streets annually. The HMA overlay program began in 1989. Prior to that, the City's primary pavement resurfacing program was chip sealing and slurry sealing. In 2011, the City returned to using chip sealing (on a limited basis) as another tool for street pavement preservation. To date, chip seal projects have been performed in 2011, 2013, and 2018. The Residential Street Preservation Program also performs large size roadway patching, occasional crack sealing projects, and improves about one substandard street per biennium, all as the needs arise.

The City's pavement condition data is an integral part of determining the locations and schedule of future residential street asphalt overlays and chip seal work. Pavement Condition Index (PCI) data was collected in 2013, 2016, 2019, 2022, and most recently in 2025. When PCI falls below a score of 70, staff considers a roadway for resurfacing. For roadways with resurfacing needs that also have pending utility work (storm drainage, new watermain, etc.), these roadways are typically scheduled for paving in the years following completion of that major utility work. The timing and limits of residential street resurfacing work in future TIPs may change, as determined by updated pavement condition information.

Some of the residential roadways planned for future HMA repaving are listed below. Other roadways may be added or the timing of these streets below may change based on when and where watermain construction, storm drainage construction, franchise utility work, and major housing projects occur.

- In 2027, residential paving work will occur in the Mercerwood neighborhood on portions of 93<sup>rd</sup> and 94<sup>th</sup> Avenues, following watermain replacement work. Portions of 70<sup>th</sup> and 74<sup>th</sup> Avenues in the First Hill Neighborhood will also be paved.
- In 2028, residential paving work will occur in the Mercerwood neighborhood on portions of 95<sup>th</sup>, 96<sup>th</sup>, and 97<sup>th</sup> Avenues, following watermain replacement work.
- In 2029, the residential streets of SE 60<sup>th</sup> and SE 61<sup>st</sup> Streets and 90<sup>th</sup>, 92<sup>nd</sup>, 93<sup>rd</sup>, and 94<sup>th</sup> Avenues (east of Island Crest Way) are planned for repaving. A portion of SE 78<sup>th</sup> Street west of 84<sup>th</sup> Avenue SE will also be paved.
- In 2030, the residential streets of SE 72<sup>nd</sup> Place, 91<sup>st</sup> Ave SE, 91<sup>st</sup> Place SE and 92<sup>nd</sup> Place SE are planned for repaving.
- In 2031, the residential streets of SE 58<sup>th</sup> and SE 59<sup>th</sup> Streets and 91<sup>st</sup> Avenue (lying east of Island Crest Way) are planned for paving.

- Street resurfacing to occur in 2032 will be determined during development of the TIP in 2027, utilizing PCI data collected in September 2025.

### **Arterial Street Improvements**

- **[90.20.0002] Arterial Preservation Program** work continues annually. The purpose of this program is to extend the life of arterial streets proactively, by repairing isolated pavement failure areas through crack sealing, square cut patching, and grinding and repaving of full-lane-width segments. Crack sealing extends the life of existing pavements by sealing out water intrusion.
- **[90.20.0014] SE 27<sup>th</sup> Street (76<sup>th</sup> Avenue SE to 80<sup>th</sup> Avenue SE)** will resurface SE 27<sup>th</sup> Street from 76<sup>th</sup> Avenue to 80<sup>th</sup> Avenue in the Town Center with a grind and HMA overlay of the existing roadway. This roadway was last resurfaced in 1994, and its current PCI is in the Fair range. Puget Sound Energy (PSE) has underground utility work planned on SE 27<sup>th</sup> Street in 2026, therefore staff are planning resurfacing work to occur in 2027.
- **[90.20.0015] North Mercer Way (8400 Block to SE 35<sup>th</sup> Street).** This project will resurface North Mercer Way with an HMA overlay in 2029. Work will also include sidewalk repairs for ADA compliance and resurfacing of nearby SE 26<sup>th</sup> Street (Island Crest Way to 84<sup>th</sup> Avenue). This portion of North Mercer was last repaved in 1994 by WSDOT at the end of the I-90 freeway construction. While its PCI ratings are in the Satisfactory and Fair ranges, staff believes PCI scores will drop into the Poor range by 2029, after completion of the King County North Mercer Interceptor Sewer pipeline project.
- **[90.20.0017] 76<sup>th</sup> Avenue SE and North Mercer Way.** This project will resurface the intersection of North Mercer Way and 76<sup>th</sup> Avenue SE at the westbound I-90 freeway on-ramp as well as North Mercer Way up to SE 22<sup>nd</sup> Street with a grind and hot mix asphalt overlay. The intersection is nearing the end of its pavement life and the Sound Transit traffic signal project currently under construction has impacted the area with utility cuts. It will need resurfacing after completion of the signal project and is therefore planned for 2027.
- **[90.20.0019] East Mercer Way (SE 36<sup>th</sup> Street to SE 40<sup>th</sup> Street).** This project will resurface this portion of East Mercer Way with a HMA overlay in 2028. Last repaved in the mid-1980's by WSDOT, this roadway's current PCI is in the Fair range and is expected to decline during water supply pipeline construction.
- **[90.20.0021] West Mercer Way (SE 56<sup>th</sup> Street to East Mercer Way)** is planned for resurfacing in 2030 with an HMA overlay. This roadway was last repaved in 1995 with an HMA overlay. Its current PCI scores are in the Fair to Satisfactory range and its condition will continue to slowly decline. Patching and crack sealing have both been performed in recent years. The actual timeframe for repaving could be later, based on future PCI data to be collected in 2028.
- **[90.20.0026] 78<sup>th</sup> Avenue SE (SE 40<sup>th</sup> Street to West Mercer Way)** will resurface this portion of 78<sup>th</sup> Ave SE with a HMA overlay in 2031. Last repaved in 2001, this roadway's current PCI is in the Fair range. The overlay project will be tied to the 78<sup>th</sup> Ave SE sidewalk improvements project [90.25.0029], also proposed for 2031.

- **[90.20.0027] SE 24<sup>th</sup> Street (72<sup>nd</sup> Avenue SE to 76<sup>th</sup> Avenue SE)** will resurface this portion of SE 24<sup>th</sup> Street with a HMA overlay in 2031. Last repaved in 1993, this roadway's current PCI is in the Fair range but is expected to decline further in the coming years. Project limits could increase based on future pavement conditions. This project will be tied to the SE 24<sup>th</sup> sidewalk improvements project [90.25.0028] also proposed for 2031.
- **[90.20.0033] West Mercer Way (I-90 to SE 24<sup>th</sup> Street and SE 28<sup>th</sup> to SE 32<sup>nd</sup> Streets)** will resurface portions of West Mercer Way with a HMA overlay in 2032, with design planned in 2031. These sections of roadway were last resurfaced in 1994, 2003, and 2013. While current PCI scores are in the Satisfactory and Fair ranges, staff believe this area of West Mercer Way will be in need of resurfacing by 2032. Future PCI data in 2028 may revise this future project's limits.

### ***Pedestrian and Bicycle Facilities – New***

- **[90.20.0003] ADA Transition Plan Implementation** is an annual program to design and construct spot improvements to pedestrian facilities citywide to meet compliance standards established by the Americans with Disabilities Act (ADA) and documented in the City's ADA Transition Plan. ADA upgrades will be focused in Town Center, then expand throughout the City.
- **[90.20.0004] Minor Capital – Traffic Operations Improvements** is an annual program to provide minor capital transportation improvements City-wide to address traffic operations issues and concerns. Typical projects include upgrading signs to new mandated standards, channelization modifications or improvements, roadway safety improvements, upgrading traffic signals for increased efficiency and safety, and new or revised street lighting. It may also fund traffic data collection or City contributions to grants.
- **[90.20.0005] PBF Plan Implementation** is an annual program to identify, prioritize, design and construct small spot improvements and gap completion projects to pedestrian and bicycle facilities citywide as identified in the PBF Plan. Specific projects for this program have not yet been identified or prioritized for construction. Additional pedestrian and bicycle facility projects, besides those listed in the PBF Plan, may be considered if the goals of the PBF Plan are met.
- **[90.20.0006] SE 40<sup>th</sup> Street Sidewalk Improvements (Gallagher Hill Road to 93<sup>rd</sup> Avenue SE)**. This project will replace sidewalks and create bike lanes on SE 40<sup>th</sup> Street from Gallagher Hill Road to 93<sup>rd</sup> Avenue SE following water supply pipeline installation. Work will include constructing new curbs, gutters, and sidewalks along both sides of the roadway; minor drainage improvements; landscaping; and new pavement markings. Construction is planned for 2027.
- **[90.20.0007] 78<sup>th</sup> Avenue SE Sidewalk Improvements (SE 32<sup>nd</sup> Street to SE 34<sup>th</sup> Street)**. This project will reconstruct curbs, sidewalks, and ADA ramps, and replace street trees along the east side of 78<sup>th</sup> Avenue SE from SE 32<sup>nd</sup> to SE 34<sup>th</sup> Streets. It will also replace street lighting on both sides of the street and address tree root damage along the west side of the street (minor storm and water system repairs may be needed). Construction is planned for 2029 following Mercerdale Sewer Upsizing.
- **[90.20.0009] Gallagher Hill Road Sidewalk Improvements (SE 36<sup>th</sup> Street to SE 40<sup>th</sup> Street)**. This project will construct a new sidewalk along the downhill lane and a bike lane

along the uphill lane of Gallagher Hill Road between SE 36th and SE 40th Streets following water supply pipeline installation. Sidewalk and bike lane elements will be designed to meet current ADA standards. Work will include installing new curbs, gutters, sidewalks, street lighting, and storm drainage. Construction is planned for 2027.

- **[90.20.0016] East Mercer Way Roadside Shoulders - Phase 11 (SE 79th Street to 8400 block).** This project will create a new paved shoulder from SE 79<sup>th</sup> Street to the 8400 block. This is the final phase of the Mercer Way Roadside Shoulder Improvement projects and will remove the last gap in pedestrian and bicycle facilities along East Mercer Way's entire 4.8-mile length. Construction is planned for 2027.
- **[90.20.0020] 81<sup>st</sup> Avenue SE Sidewalk Improvements (North Mercer Way to SE 24<sup>th</sup> Street).** This project proposes to reconstruct concrete curb, gutter, sidewalk and ADA ramps along the east side of 81<sup>st</sup> Avenue SE to provide a safe walk route to the park and ride as well as to the new Sound Transit station and is planned for 2029. An additional ramp wing will also be added to the existing ADA-compliant ramp on the north leg of SE 24<sup>th</sup> Street.
- **[90.20.0022] 77<sup>th</sup> Avenue SE Channelization (SE 32<sup>nd</sup> Street to North Mercer Way).** The scope is consistent with the current Town Center street standards described in MICC 19.11.120. The 2022 Town Center Parking Study adopted by [AB 6369](#) recommends studying options for street reconfiguration on 77<sup>th</sup> Avenue SE as a good candidate but no specific design or timeframe was recommended. The City Council directed staff in Exhibit 2, log #2 of [AB 6369](#) (Summary of Discussion Items + Follow Up Actions) to adjust the scope of this project if the Council ultimately decides to pursue an alternative design option in the future. This project will remain in the "out-years" as a placeholder until such a decision is made. Alternatively, the Council could choose to remove the project from the TIP. If the project remains in the TIP, developers could pay the City their fair share of the improvement in lieu of building them.
- **[90.20.0025] 84<sup>th</sup> Avenue SE Pedestrian Improvements (SE 33<sup>rd</sup> Place to SE 36<sup>th</sup> Street).** This project will construct a new sidewalk or path along the east side of 84<sup>th</sup> Avenue SE from SE 33<sup>rd</sup> Place to SE 36<sup>th</sup> Street. This section of 84<sup>th</sup> Avenue SE has a 20 ft-wide paved roadway and is signed as a bike route. There are intermittent sections of shoulder with gravel and grass, but there is not a consistent pedestrian facility on the east side of 84<sup>th</sup> Avenue SE. Construction is planned for 2032.
- **[90.20.0028] SE 24<sup>th</sup> Street Sidewalk Improvements (72<sup>nd</sup> Avenue SE to 76<sup>th</sup> Avenue SE).** This project will reconstruct concrete curb, gutter and sidewalk along SE 24<sup>th</sup> Street to upgrade the current walking facility. This project is tied to the SE 24<sup>th</sup> Street overlay project (90.25.0027). Construction is planned for 2031.
- **[90.20.0029] 78<sup>th</sup> Avenue SE Sidewalk Improvements (SE 40<sup>th</sup> Street to West Mercer Way).** This project proposes to install concrete curb, gutter and sidewalk along the west side of 78<sup>th</sup> Ave SE from SE 40<sup>th</sup> to SE 41<sup>st</sup> Streets to provide a walking facility where none currently exists. The project will also upgrade an existing walkway on the east side of the roadway with concrete curbs and sidewalks to improve the connection from the adjacent neighborhood to SE 40<sup>th</sup> Street, providing access to the Town Center and West Mercer Elementary School. This project is tied to the 78<sup>th</sup> Ave SE overlay project [90.25.0026]. Construction is planned for 2031.

- **[90.20.0030] Mercerwood Drive Pedestrian Improvements (93<sup>rd</sup> to 96<sup>th</sup> Avenue SE).** In 2027, sidewalk will be installed on the south side of SE 40th Street from its existing terminus near Gallagher Hill Road to 93rd Avenue SE, the start of Mercerwood Drive. This project will continue new sidewalk from 93rd Avenue SE to 96th Avenue SE on the south side of Mercerwood Drive, with ADA ramps and a new pedestrian crossing at 96th Avenue SE. Bike lane installation may also be considered. Construction is planned for 2031.
- **[90.20.0031] Island Crest Way Crosswalk Enhancement (SE 46<sup>th</sup> Street).** This project will enhance the existing crosswalk on Island Crest Way just north of SE 46th Street. Improvements to the existing facility include a pedestrian signal and ADA enhancements to the two curb ramps on each side of Island Crest Way and the center median. This project may also include intersection safety elements at 86<sup>th</sup> Avenue SE. Construction is planned for 2032.
- **[90.20.0032] SE 27<sup>th</sup> Street Sidewalk Improvements (74<sup>th</sup> Avenue SE to 76<sup>th</sup> Avenue SE).** This sidewalk improvement project is located at the western edge of Town Center, along the south side of SE 27th Street, from 76th Avenue SE to the west approximately 325 feet. New curb and gutter, sidewalk, driveways, and ADA curb ramps will be constructed. Street trees will be replaced to allow space for new street trees to mature without sidewalk damage. This project will also replace street lighting and storm drainage systems where needed upon replacement of the sidewalk. Construction is planned for 2031 in an “out-year” in case the frontage is re-constructed during property improvements.
- **[90.20.0034] North Mercer Way Sidewalk Improvements (Fortuna Drive to SE 35<sup>th</sup> Street).** This project proposes to remove the existing guardrail behind the existing curb and gutter and construct a new concrete sidewalk and ADA ramps along the north side of North Mercer Way to provide a walking facility where none currently exists. This project will close a gap in the City’s existing sidewalk infrastructure and is planned for 2029, in conjunction with the North Mercer Way overlay [90.20.0015].
- **[90.20.0040] ICW Shared Use Path Phase 1** will construct the Shared Use Path from Island Park Elementary to SE 60<sup>th</sup> Street in 2027, which will have design completed in 2026 through 90.20.0013. Construction is planned for 2027 due to \$743,007 of construction funding secured through a Washington State Transportation Improvement Board grant.
- **[90.20.0043] 92<sup>nd</sup> Avenue SE Sidewalk Improvements (SE 40<sup>th</sup> Street to SE 41<sup>st</sup> Street).** This project will build concrete curb, gutter, and sidewalk along the west side of 92<sup>nd</sup> Avenue to provide a “safe walk route” for Northwood Elementary and the High School, as well as a bus stop location for Islander Middle School. It will also complete a missing link on 92<sup>nd</sup> Avenue by connecting with sidewalks the School District constructed in 2015 along the High School frontage, creating a continuous sidewalk from SE 40<sup>th</sup> to SE 42<sup>nd</sup> Streets. This project may be eligible for Transportation Improvement Board or Safe Routes to School grant funding. Construction is planned for 2030.

## Other

- **[90.20.0013] ICW Corridor Improvements (SE 68<sup>th</sup> Street to SE 53<sup>rd</sup> Place).** This project will construct the traffic safety and operation improvements identified as part of the Island

Crest Way Corridor Safety Analysis in 2022 and Island Crest Way Corridor Improvements (90th Avenue SE to SE 63rd Street) in the 2023-2024 biennium. A construction placeholder is shown in 2031 for SE 68<sup>th</sup> Street or SE 53<sup>rd</sup> Place intersection improvements until funding is secured.

- **[90.20.0018] Pedestrian and Bicycle Facilities Plan (PBF Plan) Update** is proposed for the 2026-2027 biennium to provide a comprehensive update to the current PBF Plan, last updated in 2010 from the original 1996 plan. Over time, construction standards have changed and new facilities have been built. Updates to the Plan will incorporate the results of the ADA Transition Plan, evaluate the use of urban street design guidelines such as the National Association of City Transportation Officials (NACTO), and identify/evaluate projects, provide a preliminary scope of work, and establish priorities of work with the intention of providing a roadmap, foundation, and timeline for future improvements. Mercer Island has been awarded \$320,000 through the Safe Streets and Roads for All (SS4A) FY24 grant program to support this project.
- **[90.20.0041] Transportation Action Plan** is proposed for 2027-2028 to recommend projects and strategies to improve roadway safety on Mercer Island. Findings from 90.20.0018 will inform development of the Transportation Action Plan. Mercer Island has been awarded \$160,000 through the Safe Streets and Roads for All (SS4A) FY23 grant program to support this project. Supplemental grant funds for 90.20.0018 are tied to the Transportation Action Plan grant funds.
- **[90.25.0008] Aubrey Davis Park Mountains to Sound Trail Lighting (Island Crest Way to Shorewood Dr)**. This project will illuminate the Mountains to Sound Greenway (I-90) Trail along the north side of the tall retaining wall from Shorewood to Island Crest Way, a distance of approximately half a mile, as part of Mercer Island's Parks, Recreation, and Open Space (PROS) Plan. Staff is currently pursuing grant funding through WSDOT's Pedestrian & Bicycle program. Construction is planned for 2028.
- **[90.20.0042] Street Standards Details**. This project will update Mercer Island Public Works streets standard details to assist with planning and design efforts. The standard details will provide engineering drawings and specifications to ensure uniform construction of streets, storm drainage, and the transportation network. Currently, staff rely on other agency details for reference (such as the Washington State Department of Transportation). Establishing comprehensive standard street details ensures all infrastructure, whether built by the City or private developers, aligns with long-term safety, sustainability, and aesthetic goals based on best practices for maintaining a multimodal transportation network.

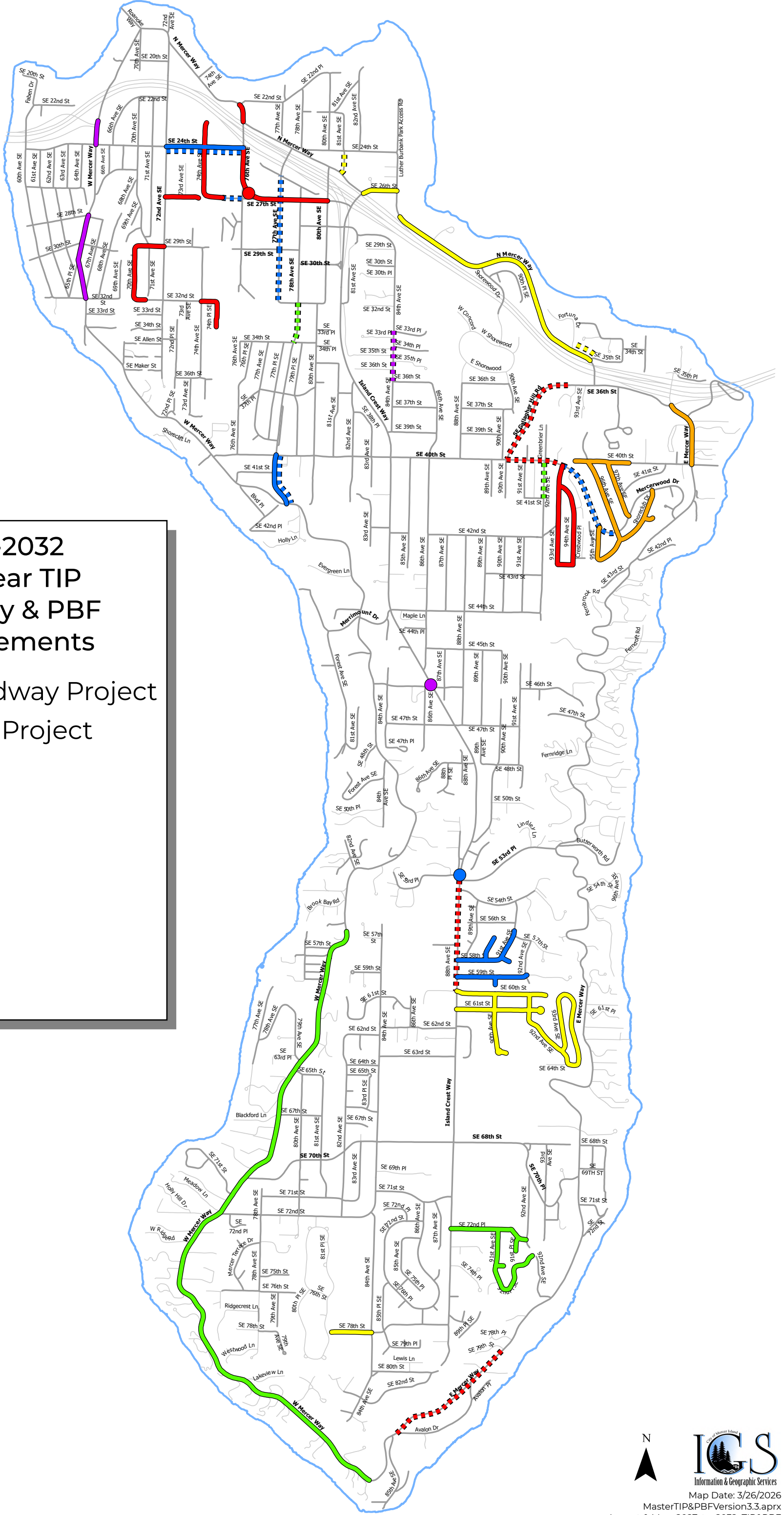
### ***Unfunded PBF Projects – Beyond 2032***

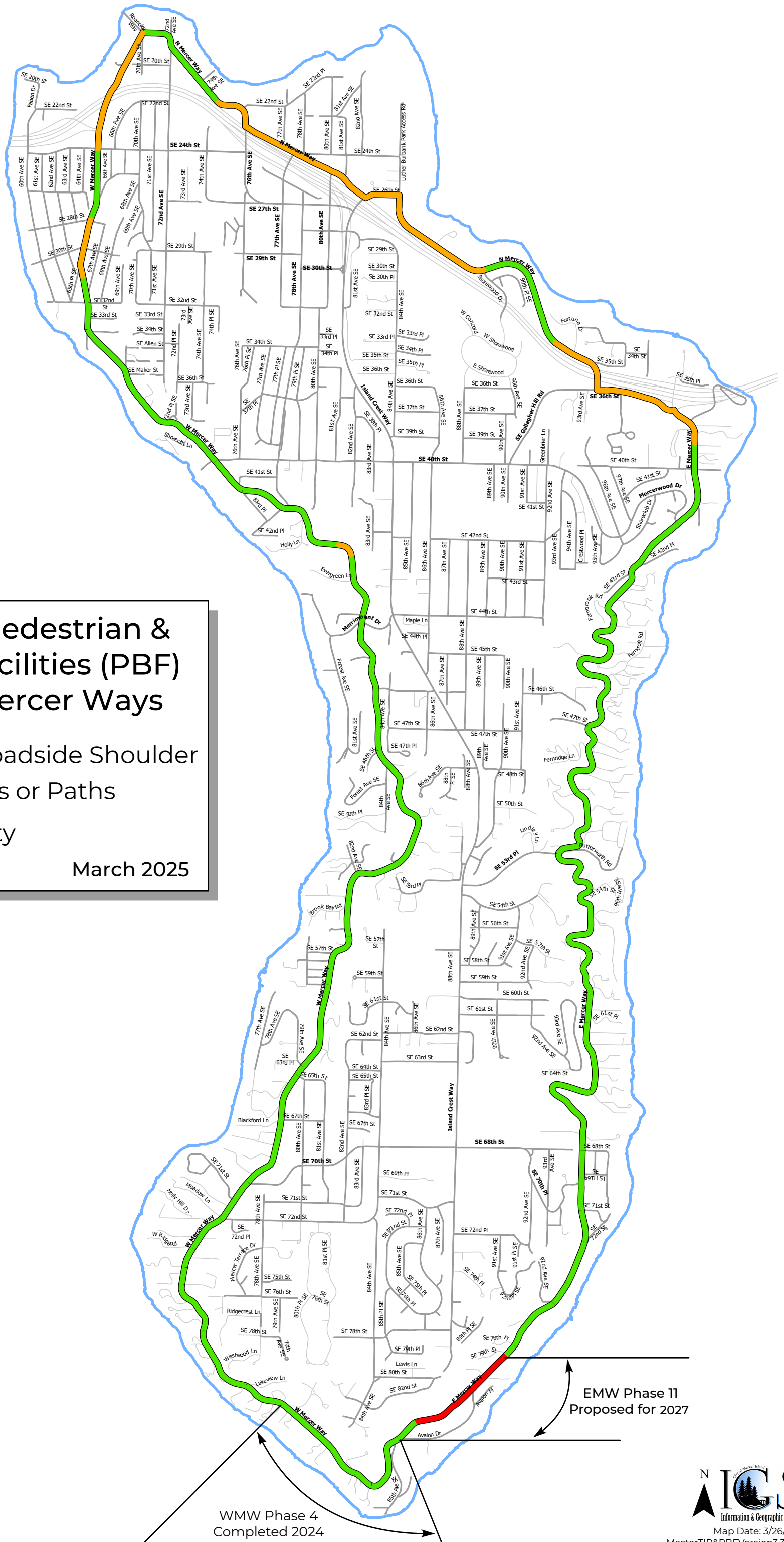
- **Merrimount Drive Sidewalk Improvements (Island Crest Way to West Mercer Way)**. The project proposes to install concrete curb, gutter, and sidewalk along both sides of Merrimount Drive. The project improves walkability by providing a defined route and place for school kids to walk and wait for the school bus or walk to West Mercer Elementary.

- **86<sup>th</sup> Avenue SE Sidewalk Improvements (SE 42<sup>nd</sup> Street to Island Crest Way).** This project proposes to install concrete curb, gutter, and sidewalk along the east side of 86<sup>th</sup> Avenue SE to provide a walking facility where none currently exists. The project will complete a missing link in the sidewalk network and connect Island Crest Way and adjacent neighborhoods to the High School, Northwood Elementary School, the Mary Wayte Pool, and PEAK.
- **SE 34<sup>th</sup> Street Sidewalk Improvement (78<sup>th</sup> Avenue SE to 80<sup>th</sup> Avenue SE) –** This project will reconstruct curbs, sidewalk, ADA-compliant ramps, and street trees with silva cells along the north side of SE 34<sup>th</sup> Street where the existing sidewalk currently has significant root damage and heaving due to nearby street trees. This project will improve pedestrian mobility in Town Center.
- **Mercerwood Drive Pedestrian Improvements (96<sup>th</sup> Avenue SE to East Mercer Way) –** This project will install a pedestrian facility on both sides of Mercerwood Drive, to connect to the 90.25.0030 new sidewalk and East Mercer Way. This project will improve pedestrian safety, especially for students and families accessing schools and other gathering places on SE 40<sup>th</sup> Street and East Mercer Way. This pedestrian improvement is included in the 2010 PBF Plan.

# 2027-2032 Six - Year TIP Roadway & PBF Improvements

- Roadway Project
- - - - - PBF Project
- 2027
- 2028
- 2029
- 2030
- 2031
- 2032





# Current Pedestrian & Bicycle Facilities (PBF) on the Mercer Ways

- Paved Roadside Shoulder
- Sidewalks or Paths
- No Facility

March 2025



WMM Phase 4 Completed 2024

EMW Phase 11 Proposed for 2027



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



**BUSINESS OF THE CITY COUNCIL  
CITY OF MERCER ISLAND**

**AB 6902  
April 7, 2026  
Regular Business**

**AGENDA BILL INFORMATION**

<b>TITLE:</b>	AB 6902: Deane’s Children’s Park Site Plan	<input type="checkbox"/> Discussion Only <input checked="" type="checkbox"/> Action Needed: <input checked="" type="checkbox"/> Motion <input type="checkbox"/> Ordinance <input type="checkbox"/> Resolution
<b>RECOMMENDED ACTION:</b>	Approve Resolution No. 1692 adopting the Deane’s Children’s Park Site Plan (see Exhibit 2).	

<b>DEPARTMENT:</b>	Public Works
<b>STAFF:</b>	Jason Kintner, Chief of Operations Kellye Hilde, Deputy Public Works Director Shelby Perrault, Capital Parks Manager
<b>COUNCIL LIAISON:</b>	Craig Reynolds
<b>EXHIBITS:</b>	1. Deane’s Children’s Park Location Map 2. Resolution No. 1692 (Includes Site Plan Graphic and Site Plan Report) 3. Parks and Recreation Commission Hand-Off Memo 4. FAQ Document
<b>CITY COUNCIL PRIORITY:</b>	3. Make once-in-a-generation investments to update and modernize aging infrastructure, capital facilities, and parks.

<b>AMOUNT OF EXPENDITURE</b>	\$ 195,300
<b>AMOUNT BUDGETED</b>	\$ 1,500,000
<b>APPROPRIATION REQUIRED</b>	\$ n/a

**EXECUTIVE SUMMARY**

The purpose of this agenda item is to provide an overview of the planning process for the Deane’s Children’s Park Site Plan and to present the Site Plan for review and approval by the City Council (Capital Project 90.25.0015).

- On March 18, 2025, the City Council authorized staff to proceed with developing a Site Plan for Deane’s Children’s Park ([AB6641](#)). Deane’s Children’s Park is located next to Island Crest Park (see Exhibit 1).
- The decision to pursue a Site Plan (which is similar to a Park Master Plan) was made to comprehensively plan for replacement of aging equipment, meet ADA accessibility requirements, and to improve circulation and overall park functionality.
- Work on the Deane’s Children’s Park Site Plan commenced at the end of 2024 and the planning process will conclude upon adoption of the Site Plan by the City Council. Resolution No. 1692 is presented as Exhibit 2 and includes the Site Plan and the Site Plan Report for City Council review and approval.

- The Parks and Recreation Commission stewarded the planning process for Deane’s Children’s Park and has prepared a recommendation for City Council consideration (see Exhibit 3).
- The Site Plan provides a long-term vision to address improvements at the park over the next 10 to 20 years. The Site Plan includes a new layout and play area design, a recommended phasing plan, preliminary cost estimates, and a recommended funding strategy. Importantly, the Site Plan addresses ADA accessibility through an inclusive design focused on serving all ages and abilities. The City Council allocated \$1,500,000 in the 2025-2026 Biennial Budget and Capital Improvement Program for the planning, design, and construction of the improvements at Deane’s Children’s Park, including the development of the new Site Plan. A portion of these funds come from the Parks Levy for playground equipment replacement. The final scope of work for the first phase of construction at will be determined upon adoption of the Site Plan.
- The staff prepared a FAQ Document in response to a number of questions received about the Deane’s Children’s Park Site Plan (see Exhibit 4)

## BACKGROUND

### 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 that was completed in 2005.

### 2022 PARKS, RECREATION, AND OPEN SPACE (PROS) PLAN

The [2022 PROS Plan](#) established a long-term vision and goals and objectives to guide investment in parks, facilities, and recreation services based on community input and system needs. The PROS Plan also ensures alignment with state requirements, maintaining eligibility for future grant funding opportunities.

Within the PROS Plan is a systemwide conditions assessment of park infrastructure and amenities, which informs development and prioritization of the 6-year Parks Capital Improvement Program (Parks CIP), which is updated every two years to ensure the plan reflects current financial realities and community needs.

The conditions assessment revealed that most playgrounds on Mercer Island do not meet ADA or universal accessibility standards, and that much of the existing equipment lacks accessible features. Accessibility was identified as a primary goal for enhancing all parks, here are two excerpts from the PROS Plan:

**Goal #1** of the PROS Plan (page 20) Provide a high quality, welcoming, and inclusive parks and recreation system that meets community needs now and in the future.

**Objective 1.6** (page 20) Design and maintain parks and facilities to offer universal accessibility for residents of all physical capabilities, skill levels, and ages as appropriate and in compliance with the Americans with Disabilities Act (ADA) Standards for Accessible Design. Seek opportunities to eliminate barriers at existing facilities and address goals identified in the Citywide ADA Transition Plan.

Additionally, during the development of the PROS Plan, 10 of the City's 18 playgrounds were identified as approaching the end of their useful life, including play equipment at Deane's Children's Park. The plan further noted that most playground equipment systemwide would need to be replaced over a 20-year period. These findings informed development of the 2022 Parks Levy, covered in detail in a following section.

## **2022 ADA TRANSITION PLAN**

The Americans with Disabilities Act (ADA) is a federal civil rights law enacted to eliminate discrimination against individuals with disabilities and to ensure equal access to public facilities, programs, and services. Title II of the ADA applies to state and local governments and requires public agencies to evaluate their services, policies, and practices to ensure accessibility. As part of this requirement, agencies must complete a Self-Evaluation and develop an ADA Transition Plan identifying physical barriers and outlining a strategy to achieve compliance.

The ADA Standards for Accessible Design, originally adopted in 1991 and updated in 2010, established minimum requirements for accessibility in newly constructed and altered public facilities. These standards guide the design and construction of City-owned infrastructure, including public rights-of-way, buildings, parks, and recreation facilities.

The City adopted its [ADA Transition Plan](#) in May 2022. The plan provides a comprehensive inventory of barriers across City-owned properties, including sidewalks and curb ramps within the public right-of-way, public buildings, and park facilities. It identifies priorities and includes cost estimates for improvements needed to remove barriers and improve accessibility over time. The ADA Transition Plan is intended to be a living document that guides ongoing and future capital projects, maintenance activities, and operations to ensure compliance with federal requirements and to improve access for all community members.

The City's ADA Transition Plan outlines several upgrades for Deane's Children's Park existing conditions, such as adding ramp access to all play areas and upgrading restrooms with ADA-compliant signage, grab bars, and maneuvering clearances. A comprehensive list of all barriers recorded in facilities and parks can be found in Appendix D of the plan.

## **ADA STANDARDS FOR ACCESSIBLE DESIGN - PLAYGROUNDS**

Accessibility in playgrounds is not optional, it is required under federal law through the 2010 ADA Standards for Accessible Design. These standards establish minimum requirements for newly designed, constructed, or altered public facilities, including playgrounds, to ensure they are readily accessible to and usable by individuals with disabilities.

In a playground setting, the ADA Standards focus on providing a continuous accessible route connecting entry points to and within the play area, along with access to a minimum required number and variety of ground-level and elevated play components. The standards do not require that all surfacing be the same material; rather, they emphasize functional accessibility and usability. Key standards include:

- Accessible routes (the paths that allow someone using a mobility device to enter and move through the play area) must be firm, stable, and slip resistant. This includes routes approaching the playground (such as from sidewalks or parking areas) as well as routes within the play area, which must connect accessible elements. Within play areas, accessible routes are commonly provided using unitary surfacing, such as poured-in-place rubber or artificial turf.

- Access to play components must be provided. This may include ramped access or transfer systems that allow someone to move from a mobility device onto play equipment. Ramps or transfer systems must be provided in accordance with ADA requirements for elevated play components. Beyond these transfer points, the surfacing does not need to be unitary, as the user is no longer in their mobility device.
- Fall zones (the safety surfacing around and beneath equipment) may be either unitary or pervious materials (such as engineered wood fiber), provided they meet applicable safety standards and do not interrupt required accessible routes within the play area.

Compliance is achieved by ensuring that individuals using mobility devices can access the playground, navigate within it via a continuous accessible route, and engage with a representative range of play opportunities. Accessible routes and surfaces must also be maintained over time to ensure continued compliance.

## **2022 PARKS LEVY**

In November 2022, the Mercer Island community voted to renew the parks levy that was set to expire at the end of 2023. The renewed 16-year levy provides continued funding to operate and maintain City open spaces, parks, and recreation facilities, and funds operations at Luther Burbank Park. Funds were also included in the Parks Levy to address playground equipment replacements and forest restoration in Pioneer Park.

The levy generates approximately \$415,000 annually to support playground equipment replacements across the City. Note that the levy funds were intended to address replacement of the play equipment/playground structures, with resources for other park improvements intended to be funded through other means (grants, capital funding, donations, etc.)

The playground equipment at Deane’s Children’s Park was included in the 2022 Parks Levy and anticipated for replacement on a phased schedule. The Dragon playground structure was not in scope of the 16-year timeframe of the levy.

At the time the Parks Levy was prepared, the staff developed a preliminary timeline for playground equipment replacement to illustrate potential phasing (See [AB 6105 Exhibit 2](#)). The “Castle Playground” was intended to be replaced in 2022/2023 and the “Platform Playground” was intended to be replaced in 2037. The timing for replacement was estimated based on the age of the equipment and when the staff estimated the equipment would be due for replacement but is subject to revision.

Upon passage of the 2022 Parks Levy, the staff began working with a consultant on the playground equipment replacements and identified that the approach to Deane’s Children’s Park would greatly benefit from a new vision and layout to address a myriad of issues at the site. This included planning for required ADA improvements.

## **SITE PLANS & MASTER PLANS AND WHY THEY ARE NEEDED**

A park site plan (similar to a “master plan”) provides a clear, strategic roadmap for how a park will be developed, maintained, and improved over time. It ensures that facilities are thoughtfully organized to meet community needs while balancing functionality, accessibility, safety, and environmental stewardship. By identifying priorities and phasing improvements, a site plan supports more efficient use of limited funding and helps avoid piecemeal or reactive decision-making. It also strengthens grant competitiveness by demonstrating a well-conceived, long-term vision for the park.

An alternative approach to develop a site plan or a master plan is to address each capital project independently, with separate public engagement for each project. This method is not recommended, as it increases overall planning costs, creates inefficiencies, and can lead to fragmented decision-making. Without a coordinated vision, individual projects may not align well with one another, resulting in a disjointed park layout, missed opportunities for shared infrastructure/design efficiencies, and a less cohesive user experience.

The City has a history of pursuing comprehensive planning for its major parks, reflecting the value of a coordinated, long-term approach. The [Master Plan for Luther Burbank Park](#) was adopted in 2006, and the [Master Plan for Aubrey Davis Park](#) was adopted in 2019.

A site plan is similar to a master plan, differing primarily in scale. Because the planning effort for Deane's Children's Park focused on the play area only, rather than the entirety of Island Crest Park, staff have referred to this effort as a "Site Plan."

It is important to note that a site plan or master plan is not a capital budget and does not guarantee funding for the plan. Rather, it is a long-term framework that guides the development of a park over time, helping to align future investments and positioning the City to pursue grants, donations, and other funding opportunities in a coordinated fashion.

#### **DEANE'S SITE PLAN – OVERVIEW, NEED, AND SCOPE OF WORK**

The City initiated development of a Site Plan for Deane's Children's Park to establish a long-term vision and strategic planning framework for improvements over a 10 to 20-year horizon. Informed by existing site conditions and community input, the Site Plan identifies desired park amenities, the general layout, and relationships between features, and guides phased implementation over time. It is not a detailed design or construction document, but rather a planning tool to inform future decision-making, funding, and project sequencing. Adoption of a Site Plan, as mentioned previously, also supports grant eligibility and coordinated investment as resources become available.

While Deane's Children's Park was initially prioritized for playground equipment replacement, further evaluation indicated broader park improvements were needed. A 2024 assessment found that key amenities, including the restroom, picnic shelter, furnishings, paths and parking are outdated, in disrepair, or do not meet current accessibility standards. In addition to these deficiencies, the park's relatively flat layout presents a unique opportunity to create a more inclusive and accessible play environment. The assessment also highlighted opportunities to better integrate the nearby Bike Skills Area and improve overall circulation, amenities, and park functionality.

Given these findings, the City Manager recommended pausing the standalone playground replacement project to pursue the development of a comprehensive Site Plan for Deane's Children's Park. The scope of work, approved by the City Council on March 18, 2025, included evaluating existing conditions; community engagement; and development of a long-term plan that integrates park features, addresses accessibility requirements, improves circulation, and identifies phased improvements, cost estimates, and a long-term funding strategy.

The planning, design, and construction of Deane's Children's Park is anticipated to occur in multiple phases, generally broken down as follows:

- Phase I - Planning: Develop a Site Plan 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 – Design, Permitting & Construction: 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 full scope of improvements exceeds the initial budget allocation. Future capital improvements will be recommended for implementation in phases, to include continued opportunities for grant funding and community fundraising.

Since phasing has recently been raised as a concern, it is important to understand that the initial phases were proposed to ensure improvements to Deane’s are implemented in a logical, sequential manner. The phasing framework was also designed to position the City to pursue grant funding across multiple, distinct phases of work. However, phasing is not fixed and will likely evolve over time. Improvements could ultimately be delivered in many smaller phases or consolidated into a single phase if significant funding - such as a major donation - becomes available.

Staff will use Site Plan, once adopted, to develop and refine recommendations to the City Council on how and when to implement improvements over the next 10 to 20 years. This includes bringing forward specific projects identified in the Site Plan for funding consideration through the City’s biennial budget process, ensuring that investments are aligned with priorities and available resources.

## **PLANNING VERSUS DESIGN**

Planning and design serve distinct but complementary roles in delivering successful capital projects. Planning is a broad, strategic process that incorporates public engagement, community input, and policy considerations to establish a long-term vision and set of goals priorities. Deane’s Children’s Park is currently in this planning phase and once the Site Plan is adopted, the planning phase will conclude.

Design, on the other hand, is a more technical and detailed phase of work that translates the adopted Site Plan into capital projects, often broken down into multiple phases. The design phase, sometimes referred to as “design development” includes architecture, engineering analysis, site-specific studies, and the development of detailed drawings and specifications that define materials, dimensions, and construction methods. During the design phase, projects are refined to address permitting requirements, code compliance, constructability, cost estimates, and long-term maintenance considerations. The design phase is led and managed by professional City staff, supported by consultants, who work to advance projects identified in the adopted Site Plan. The work culminates in a complete set of construction documents that are used to solicit bids from contractors and ultimately deliver the project as intended.

Following design, projects move into the bidding and construction phase. During bidding, the City solicits competitive proposals from qualified contractors based on the completed construction documents. Once a contractor is selected and a contract is awarded, construction begins. This phase includes site preparation, installation of improvements, inspections, and ongoing project management to ensure the work is completed in accordance with plans, specifications, and budget. City staff oversee construction to maintain quality, manage timelines, and address any unforeseen conditions, ultimately delivering the project for public use.

## COMMUNITY ENGAGEMENT PLAN

The community engagement plan for the Deane’s Children’s Park Site Plan was approved by the City Council on March 18, 2025. The engagement plan focused on identifying the needs and priorities of the project, gathering input on various play elements to inform the development of the design concept alternatives, and gathering feedback on concept alternatives to inform the final recommendation.

Opportunities were promoted through all City channels, including the MI weekly e-newsletter, social media, and on-site signage, as well as shared through outlets such as the Mercer Island Reporter, the Mercer Island School District, and Mercer Island Preschool Association (MIPA).

## PLANNING PROCESS – SUMMARY

The Site Plan was developed through a four-phase planning process. The process began with a detailed analysis of existing site conditions, including an evaluation of the existing playground structures, picnic shelter, and restroom, as well as an assessment of accessibility, stormwater conditions, and available utilities. Existing trails were documented, and the overall condition of the park was evaluated to identify opportunities and constraints for future improvements. This work formed the foundation for development of the Site Plan.

### Planning Phase I: Initial Input Gathering

From April to May 2025, the project team conducted a multi-faceted community engagement effort to gather input on park experiences, priorities, and future improvements. Outreach 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 across four elementary schools. These efforts were designed to reach a broad cross-section of the community, including families, children, and longtime park users. A detailed summary is provided in the Site Plan Report (see Exhibit 2).

### Planning Phase II: Design Concepts

From July to August 2025, the project team developed and presented two design concepts—*The Quest* and *Woodsy Wonders*— based on initial community input. Engagement included an online survey, a focused discussion with the Friends of Dragon Park, and project booths at four City events: Summer Celebration, Mostly Music in the Park, National Night Out, and Pride in the Park. These efforts were designed to solicit input on the overall look, feel, and character of the concepts, with particular emphasis on play equipment and different types and categories of play. Community feedback expressed a clear preference for *Woodsy Wonders*, citing its alignment with the park’s natural setting and its support for imaginative, inclusive play. A detailed summary is provided in the Site Plan Report (see Exhibit 2).

### Planning Phase III: Preferred Site Plan Development

From September to October 2025, the preferred design was refined based on community input and Commission feedback. On September 4, 2025, the Parks and Recreation Commission participated in a site tour and expressed support for advancing the *Woodsy Wonders* concept, while identifying areas for additional exploration.

Public art integration was reviewed with the Arts Council on October 15, 2025, including sculptural entry features, integrated graphic media, and functional art elements such as seating and wayfinding. These elements will be informed by student input and funded by the City’s 1% for Public Art fund during each phase of improvements.

The resulting preferred plan builds on the *Woodsy Wonders* concept while incorporating select elements from *The Quest*, including a reoriented restroom and picnic shelter improve sightlines, as well as a sensory pathway connecting to Kenton’s Dragon. Additional design elements reference Kenton’s Dragon through subtle details, while fitting into the broader treehouse theme.

#### Planning Phase IV: Site Plan Adoption

The Site Plan was presented to the Commission at its February 5, 2026, Regular Meeting. At that meeting, the Commission recommended the Site Plan (included in Exhibit 2) to City Council for adoption. The Commission also directed the Chair and Vice Chair to prepare a hand-off memo. At the March 5, 2026, Regular Meeting, the Commission reviewed, finalized, and approved the hand-off memo, thereby concluding the planning process (see Exhibit 3).

Following Commission action, a State Environmental Protection Act (SEPA) non-project checklist was submitted on February 27, 2026, and deemed complete on March 11, 2026. The City of Mercer Island issued a Determination of Non-Significance on March 23, 2026. The Site Plan is now before the City Council for review and consideration.

#### **PLANNING PROCESS – DATA COLLECTED**

The following summarizes community engagement and data collected that informed development of the Site Plan:

- Hosted project booths at two community events to introduce the project and share initial survey information.
- Engaged more than 1,200 students across 54 K – 5 classes at four elementary schools to vote on preferred play features and park themes.
- Collected nearly 160 ‘Design Your Own Park’ submissions from elementary students providing insight into students’ park ideas and vision.
- Hosted an Open House at Island Park Elementary, attended by approximately 20 community members.
- Conducted two online community surveys, receiving a total of 174 responses:
  - Survey #1 (April 21 – May 23, 2025): 102 responses
  - Survey #2 (July 12 – August 12, 2025): 72 responses
- Hosted project booths at four community events to gather input and vote on design concepts and play equipment themes, engaging over 500 attendees.
- Engaged an inclusive design consultant to inform Site Plan development using universal design principles and evidence-based best practices for inclusive playgrounds, applying key design considerations and inclusive design principles throughout equipment selection and site layout refinement to remove barriers to participation and support development across physical, social-emotional, sensory, cognitive, and communicative domains for a variety of ages and abilities.

#### **PROJECT TIMELINE**

The Site Plan development process was expected to take about one year and was divided into five major steps:

- Project Kickoff and Site Assessment: Q4 2024 – Q1 2025 (complete)
- Pre-Design and Pre-Engagement: Q1 2025 (complete)
- Concept Development: Q2 – Q3 2025 (complete)

- Identify gaps, needs, and priorities of project, and gather input on play elements
- Develop concept alternatives
- Final Design Recommendation: Q4 2025 (complete)
  - Refine concept alternatives into one final design as recommended by the Parks and Recreation Commission
- **Site Plan Adoption: Q1 - Q2 2026 (we are here)**
  - Parks and Recreation Commission to provide the Site Plan recommendation to the City Council for review and adoption.
  - City Council to review and adopt Site Plan

## ISSUE/DISCUSSION

### SITE PLAN ADOPTION

Deane's Children's Park is located next to Island Crest Park (see Exhibit 1) and the Site Plan is presented to the City Council for review and adoption (see Exhibit 2). A Site Plan Graphic and Site Plan Report are included as part of Exhibit 2. The draft Site Plan Report summarizes the project background, planning process, and design considerations that informed the development of the Site Plan. It includes an overview of inclusive design principles, a detailed summary of the Site Plan, proposed phasing, maintenance considerations, and implementation strategies. The draft Site Plan Report serves as a robust reference document for the topics summarized in this agenda bill and once adopted, will serve as the guiding policy for future capital investments at Deane's Children's Park.

### INCLUSIVE DESIGN

The development of the Deane's Children's Park Site Plan is guided by inclusive playground design, using universal design principles as they relate to the playground environment and evidence-based best practices. Inclusive playgrounds aim to remove physical and social barriers to participation through thoughtful design and programming, supporting the developmental needs of all children across physical, social-emotional, sensory, cognitive, and communicative domains.

Inclusive playgrounds go beyond minimum accessibility standards. Successful inclusive playgrounds are equitable, flexible, and intuitive, while offering a variety of activities that allow children to be independent, active, and engaged in a safe and welcoming environment. The goal is to create a space where children of all abilities can play, explore, and connect.

Achieving true inclusivity requires a carefully balanced approach to play design. Accessibility is the foundational requirement, ensuring that children can reach and use play equipment regardless of mobility. Building on this foundation, adaptive play features are incorporated to support a wider range of abilities and needs. Beyond accessibility and adaptability, a truly inclusive environment intentionally supports comprehensive human development across all five developmental domains (physical, social-emotional, sensory, cognitive, and communication).

#### Seven Inclusive Design Principles

To guide the selection and arrangement of play elements, the Site Plan was informed by seven inclusive design principles. Together, these principles shape how the playground supports a wide range of abilities, interests, and play styles.

1. Accessibility: everyone can reach and use the play equipment, regardless of ability or mobility.

2. **Equitable Play:** play opportunities support multiple ways to engage, allowing children to choose how they participate.
3. **Flexibility:** play spaces and equipment support multiple ways to engage, allowing children to choose how they participate.
4. **Readability:** spaces, equipment, and supporting amenities, such as clear wayfinding and communication boards, are easy to understand and navigate for all users.
5. **Sensory Engagement:** activities create rich, multi-sensory experiences, including tactile, auditory, visual, vestibular, and proprioceptive opportunities.
6. **Degrees of Social Interaction:** spaces to support solo, small-group, and large-group play, accommodating different social needs and comfort levels.
7. **Multi-Generational Considerations:** spaces accommodate a range of ages and abilities, encouraging intergenerational play and family participation.

The inclusive design principles are applied across a variety of play experiences, including adaptive and accessible equipment, social and cooperative play, sensory-rich activities, cognitive challenges, and opportunities for physical movement and motor planning. Together, these elements form a broad range of features, challenges, and experiences that support meaningful play for children of all abilities.

#### **SITE PLAN – DESIGN SUMMARY**

The Site Plan presents a cohesive vision for reimagining Deane’s Children’s Park over the next 10 to 20 years. By integrating inclusive design strategies within a forest adventure theme, the plan creates a play environment that supports children of all abilities, caregivers, and visitors of all ages. The layout reflects an iterative design process that considered multiple options for circulation, sightlines, play experiences, and accessibility. This approach ensures the plan responds to community input while creating a safe, engaging, and inclusive play environment for all users. An accompanying FAQ document provides additional background on the Site Plan, including its purpose, accessibility improvements, community input, and design details (Exhibit 4).

The park is organized around a clear circulation system that safely connects playground users, Bike Skills Area (BSA) users, and caregivers. A central “Forest Path” acts as the central spine, guiding visitors through the park and linking major play zones, gathering areas, and amenities. Visual landmarks – most notably a tree snag-inspired climbing tower – support intuitive wayfinding and draw users toward the heart of the park.

Primary and secondary entrances include grounding zones to pause, orient, and transition into the sensory-rich play environment. Clear wayfinding elements located at both entrances support inclusive, versatile communication and shared interaction.

Play experiences are organized into a series of connected zones that support the progression of ages, abilities, and play styles. Younger children are welcomed with low-lying play near the primary entrance, including the ages 2-5 Discovery Path, an accessible, forest-inspired trail layered with whimsical elements that guide exploration and sensory engagement. The central play zone offers a diverse mix of inclusive and adaptive equipment that encourages sensory exploration, social interaction, and imaginative play. Key features include adaptive swings, inclusive spinning and rocking elements, a large fallen-log climber inspired by natural forms, and musical and creek-inspired play components that support parallel and cooperative play. Improved sightlines and seating throughout the playground enhance caregiver comfort and supervision. An elevated, accessible route leads to a focused play area for ages 5-12+, while smaller “forest surprise” play elements distributed throughout the site invite discovery and exploration.

At the center of the park, a shared gathering and amenity zone brings together key features that support social connection. This area includes a picnic shelter, a restroom, informal seating opportunities, and an accessible, looped pathway that surrounds the play zone, allowing for comfortable circulation around its perimeter. Play berms integrated into this space provide sensory engagement and casual seating while also serving as a natural strategy to slow cyclists as they exit the Bike Skills Area. A centrally located communication board reinforces inclusive, versatile communication and shared interaction among users of varying ages and abilities.

The Site Plan also reinforces the park's sense of place and legacy. *Kenton's Dragon* remains a cherished amenity, with opportunities identified to preserve and enhance its accessibility. Throughout the park, natural materials, forest-inspired forms, and opportunities for art and sensory features contribute to an immersive, nature-based experience that reflects the forested character of Deane's Children's Park.

Overall, the Site Plan provides a thoughtful balance of programming, inclusivity, safety, and environmental context. By integrating a diverse range of play opportunities with supportive amenities and clear circulation, the plan establishes a flexible framework that supports meaningful play, learning, and community connection.

#### Circulation and Accessibility

Ground-level circulation is a key component of the Site Plan and plays an important role in balancing the project's accessibility goals with the park's natural, heavily wooded setting. A variety of path materials, widths, and slopes respond to terrain, tree impacts, and stormwater management, creating a layered network of routes that allows visitors to choose paths based on comfort level, mobility needs, and desired level of challenge. ADA-accessible routes connect all formal play zones and key amenities, meeting applicable slope and surfacing requirements while maintaining the park's forested character. Adaptive routes are also provided to support exploration and free play; while these paths may include slightly steeper slopes, they are designed to meet applicable playground and trail accessibility standards and offer additional movement options that encourage active play.

#### Play Area Surfacing

Play area surfacing uses a blended approach that combines unitary surfacing - such as poured-in-place rubber and synthetic turf—with engineered wood fiber. Priority is given to unitary surfacing at key locations where it directly interfaces with play equipment, including inclusive play features, transfer points, connected play routes, and ground-level play access, to ensure ease of movement and inclusive use. This hybrid surfacing strategy balances accessibility, cost considerations, stormwater management objectives, and long-term tree health, with the potential to expand unitary surfacing in the future should funding and environmental conditions allow.

#### Parking and Site Access

Parking and access to Deane's Children's Park were identified as priorities during the community outreach process. Through discussions with the P&R Commission, parking layout alternatives were evaluated to explore ways to enhance access to the Park. The analysis focused on increasing both standard and accessible (ADA) parking to better meet community needs. After reviewing the alternatives, the preferred option expands the parking lot footprint to accommodate approximately 17 parking stalls, including four accessible spaces, better supporting park use while remaining responsive to existing site constraints.

This exploration also highlighted the importance of providing a safe, accessible connection to the Island Crest Park Ballfield parking lot. As part of the first phase of improvements, this connection will be explored to ensure visitors have a safe route to the park when the Deane’s Children’s Park lot is at capacity.

### Park Amenities

Park amenities are designed to support inclusive, comfortable, and extended visits while reinforcing the park’s overall character and play experience. The proposed restroom building will include two gender-neutral restrooms, with one featuring a universal changing table to support visitors of all ages and abilities. The building’s architectural character will complement the proposed picnic shelter, reinforcing a cohesive aesthetic within the park’s central zone. The existing restroom near the parking lot will remain in place to provide continued convenience and expanded access.

Seating and gathering areas are thoughtfully distributed throughout the park. Strategically placed seating provides comfort, opportunities for rest or decompression, and clear sightlines into play areas, allowing caregivers to remain engaged and participate in play as desired.

Wayfinding elements are incorporated throughout the site to support navigation, with “grounding zones” at primary and secondary entrances providing spaces to pause, review wayfinding information, and transition into the park’s sensory-rich play environment. These zones also offer opportunities to reinforce the park’s theme and incorporate artistic or community-driven elements.

### Play Equipment

The Site Plan components provide a variety of inclusive play features that allow users to engage in multiple ways. The park’s play areas are designed to support a range of ages, abilities, and play experiences, while integrating with the natural forested setting:

- **Ages 2-5 Critter Corner:** Features signature animal structures and natural play elements with low, unenclosed components and connected circuits that encourage imaginative, sequential, and unstructured play.
- **Ages 2-5 Discovery Path:** An accessible, meandering path with ground-level play elements that promote social, sensory, and nature-based exploration.
- **Central Play Zone:** Serves as a hub near amenities, offering swinging, climbing, balancing, musical, and lounging elements for multi-ability interaction and shared play.
- **Ages 5-12+ Play Zone:** Anchored by a tree-inspired climbing structure with graduated challenges, a spiral net, slide, rope bridge, and ground-level elements for both structured and unstructured play.
- **Forest Surprises:** Scattered play components and natural features like boulders and logs along accessible and adaptive routes encourage exploration, discovery, and learning through the park.

### Striking the Balance

The Site Plan for Deane’s Children’s Park reflects a robust and diverse approach to programming and amenities, intentionally designed to support users of all abilities. The plan prioritizes strong support heard for a park that balances unstructured (informal) play to preserve the site’s existing character, while also incorporating more formal play zones that support appropriate age separation with shared, multi-generational experiences. The result is a Site Plan that offers ample opportunity for forest discovery, with thoughtfully placed equipment that also encourages blended, multi-generational experiences. Inclusive design strategies guided equipment placement, circulation, and amenities, creating opportunities for meaningful play, learning, and connection across all ages and abilities.

## PHASING STRATEGY & COSTS

The Site Plan includes preliminary cost estimates to inform future investment decisions. Implementation is organized into four construction phases, allowing improvements to be completed incrementally and aligned with available funding, partnerships, and grant opportunities over time. A detailed summary is provided in the Site Plan Report (see Exhibit 2).

The phasing strategy is based on constructability and site logistics, with initial work focused on areas furthest from the staging and construction access point (the parking lot). This sequencing minimizes construction conflicts and is intended to maintain no net loss of park amenities between phases. The approach also provides flexibility to advance elements from later phases or implement individual features as funding becomes available, without compromising previously completed improvements.

A summary of preliminary construction costs is provided below. These estimates include escalation, design contingency, and contractor mark-ups. Soft costs are not included, as they may vary by phase and depend on whether phases are combined; however, they are generally expected to account for 25% of construction costs.

- Construction Phase 1: \$2.2 million  
5-12+ play zone, central pathway construction, ADA parking upgrades, park fencing, and identification of a path connection to the Island Crest Park parking lot.
- Construction Phase 2: \$3.81 million  
Central play zone, new picnic shelter, utility infrastructure, central pathway improvements, and parking lot improvements
- Construction Phase 3: \$1.16 million  
2 – 5 play area (“Critter Corner” and “Discovery Path”), new restroom, and secondary entry to Bike Skills Area
- Construction Phase 4: \$100,000 allowance  
Kenton’s *Dragon* accessibility improvements
- Total Preliminary Construction Cost: \$7,270,000 (excluding extra opportunities\*)

*\*Extra Opportunities (\$650,000):*

*Play components along trails, a play structure within the glen, and natural features like boulders and logs along accessible and adaptive routes. These elements may be implemented independently, such as through donations and grants, or incorporated into construction phases, as funding allows.*

It is important to note that the higher-than-expected costs reflect trends seen across many public works projects in recent years. Inflation, supply chain disruptions, tariffs, and uncertainty in construction markets have all contributed to significant increases in materials and labor costs. These factors have affected not only playground improvements but infrastructure and park projects nationwide.

While the estimated cost is significant, the Site Plan establishes a clear, long-term vision to guide future investments as resources become available. The Parks Levy provides initial funding to support playground equipment replacement, and completing the Site Plan ensures these early improvements are thoughtfully sited to maximize ADA accessibility and support a cohesive, inclusive park experience.

Implementation will be phased and scaled to available funding, beginning with levy-funded equipment replacement. As demonstrated in other parks, such as Luther Burbank Park, an adopted plan enables phased

implementation while maintaining a consistent vision. In addition, adoption of the Site Plan positions the City to pursue grant funding and align potential donor contributions, many of which require an approved plan as a prerequisite.

### **FUNDING APPROACH**

The City Council allocated \$1,500,000 in the 2025-2026 Biennial Budget and Capital Improvement Program for the planning, design, and construction of the improvements at Deane's Children's Park, including the development of the new Site Plan. Following completion of the Site Plan, approximately \$1,300,000 will remain to support the first phase of improvements.

The project will be funded through a combination of sources, including the Parks Capital Improvement Fund, the 2022 Parks Levy, the King County Parks Levy, grants, and private donations. Grant funding is a key component of this strategy. The City regularly pursues competitive grants through programs such as the Washington State Recreation and Conservation Office (RCO), which oversees grants for park and recreation projects. Mercer Island has a strong track record of success - most recently, more than \$5 million of the Luther Burbank Park Waterfront Improvements project was funded through RCO grants and the King County Flood Control Subregional Opportunity Fund.

Many grant programs require matching funds, which may come from City funds, levy dollars, or community contributions. Adoption of the Site Plan is critical for securing grant funding, as it demonstrates a clear vision, strong community engagement and support, and readiness to proceed with implementation. Community partnerships and donations can further strengthen grant applications and help advance specific phases of the project.

### **PARKS AND RECREATION COMMISSION HAND-OFF MEMO**

During its March 5, 2026, meeting, the P&R Commission revised and approved a hand-off memo to the City Council (see Exhibit 4). The Hand-Off Memo is intended to provide the City Council with more detail about the planning process, including how the P&R Commission developed their recommendation. The P&R Commission Chair and Vice Chair will be attending the City Council meeting on April 7 to present their recommendation to the City Council. The staff thank the P&R Commission for their engagement, leadership, and commitment to this extensive planning process.

### **CITY MANAGER RESPONSE TO HAND-OFF MEMO**

The City Manager is highlighting three concerns in the P&R Commission Hand-Off Memo for Council awareness and welcomes further discussion on these topics at the upcoming Council meeting.

The Hand-Off Memo suggests considering use of the shared-use path along Island Crest Way, rather than constructing the internal paved accessible pathway identified in the Site Plan, which would connect through Deane's Children's Park to Island Park Elementary. The City Manager does not recommend this change and does not believe this will meet ADA accessibility requirements.

The Commission also discussed reducing the proposed sensory play elements, referred to as "Forest Surprises," in favor of organic or "found" features such as logs or boulders. The City Manager is concerned about this revision, as it would reduce dedicated sensory play opportunities and conflict with the project's goal of providing inclusive play experiences for children of varying abilities.

Finally, the memo requests that the P&R Commission be provided an opportunity to review and provide input to the City Council at approximately the 30 percent design stage of each phase to confirm alignment with the Hand-Off Memo, rather than the adopted Site Plan. The background section of this agenda bill explains the different phases of project development (planning, design, bidding, and construction) and once the Site Plan is adopted the subsequent phases of design, bidding, and construction are handled by professional staff. Further the Site Plan, not the Hand-Off Memo, guides capital project development at Deane's Children's Park. The City Manager does not support this recommendation as it would be highly inefficient to manage capital project design and implementation in this manner.

## **NEXT STEPS**

### **DRAFT RESOLUTION**

The Deane's Children's Park Site Plan will be adopted by resolution. Resolution No. 1692 has been prepared in anticipation of adoption and is included as Exhibit 2.

At the April 7, 2026, City Council meeting, the Council may elect to adopt the Site Plan at that time if no further input or modifications are requested. If the City Council requires additional information or requests changes to the Site Plan, staff will return at a future City Council meeting to present the revised Site Plan for review and adoption.

## **RECOMMENDED ACTION**

Approve Resolution No. 1692 (Exhibit 2) to adopt the Deane's Children's Park Site Plan.

Or, alternatively,

Direct the City Manager to Revise the Site Plan [insert details for revisions] and return to the City Council at a future meeting for review and adoption.



# DEANE'S CHILDREN'S PARK

Item 10.



Deane's Children's Park Boundary      Property Line



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

**CITY OF MERCER ISLAND, WASHINGTON  
RESOLUTION NO. 1692**

**A RESOLUTION OF THE CITY OF MERCER ISLAND, WASHINGTON,  
ADOPTING A SITE PLAN FOR DEANE'S CHILDREN'S PARK.**

WHEREAS, the Mercer Island Preschool Association (MIPA) proposed a children's park at Island Crest Park in 1962, and subsequently built a children's play area; and

WHEREAS, the City acquired Island Crest Park in 1968 and renamed the play area Deane's Children's Park in 1985; and

WHEREAS, Deane's Children's Park is a 3.04-acre park located within the parcel of Island Crest Park in the City, at 5701 Island Crest Way, and

WHEREAS, on March 1, 2022, the Mercer Island City Council adopted the Parks, Recreation, and Open Space Plan which identified that 10 of the City's 18 playgrounds were approaching the end of their useful life, including play structures at Deane's Children's Park, and

WHEREAS, Deane's Children's Park was one of the five playgrounds with equipment slated for replacement in the 2023-2028 Parks Capital Improvement Program, and

WHEREAS, in 2022, Mercer Island community members voted to renew the parks 2022 levy which included funding for replacement of 15 play structures, and

WHEREAS, play equipment at Deane's Children's Park was prioritized for early replacement due to the age and condition of existing equipment and the opportunity to provide accessible play opportunities, and

WHEREAS, a 2024 assessment found that key amenities, including the restroom, picnic shelter, furnishings, paths and parking are outdated, in disrepair, or do not meet current accessibility standards, and

WHEREAS, the park's relatively flat layout presents a unique opportunity to create a more inclusive and accessible play environment; and

WHEREAS, a standalone playground equipment replacement was paused to pursue the development of a comprehensive Site Plan to address improvements at the park cohesively; and

WHEREAS, on March 18, 2025, the Mercer Island City Council directed staff to proceed with developing a Site Plan for Deane's Children's Park to establish a long-term vision for the park to guide phased implementation; and

WHEREAS, the City of Mercer Island conducted an extensive community engagement process between April and September 2025, including one open house, visits to the four island elementary schools to meet with over 1,200 students, project booths at six community events, two public online surveys, and maintained the Let's Talk public engagement platform throughout the planning process; and

WHEREAS, the Mercer Island Arts Council reviewed the preferred plan and expressed support for the *Woodsy Wonders* concept and recommended engaging students to inform specific art elements in future phases of work as part of the 1% for Art in Public Places funding; and

WHEREAS, following community engagement, and corresponding updates to the Mercer Island Parks and Recreation Commission, a final Site Plan was recommended for approval to the City Council; and

WHEREAS, the City of Mercer Island Community Planning and Development Department issued a Determination of Non-significance (DNS) after conducting State Environmental Policy Act (SEPA) review of the Site Plan; and

WHEREAS, it is in the best interest of the Mercer Island community to have a formal Site Plan adopted to establish a vision and coordinate planned improvements for Deane’s Children’s Park;

**NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF MERCER ISLAND, WASHINGTON, AS FOLLOWS:**

**Section 1. Adoption of the Deane’s Children’s Park Site Plan:** The City Council hereby adopts the Deane’s Children’s Park Site Plan and Site Plan Report as presented at the April 7, 2026, City Council Regular Meeting, and attached hereto as Exhibit A and Exhibit B.

PASSED BY THE CITY COUNCIL OF THE CITY OF MERCER ISLAND, WASHINGTON, AT ITS MEETING ON APRIL 7, 2026.

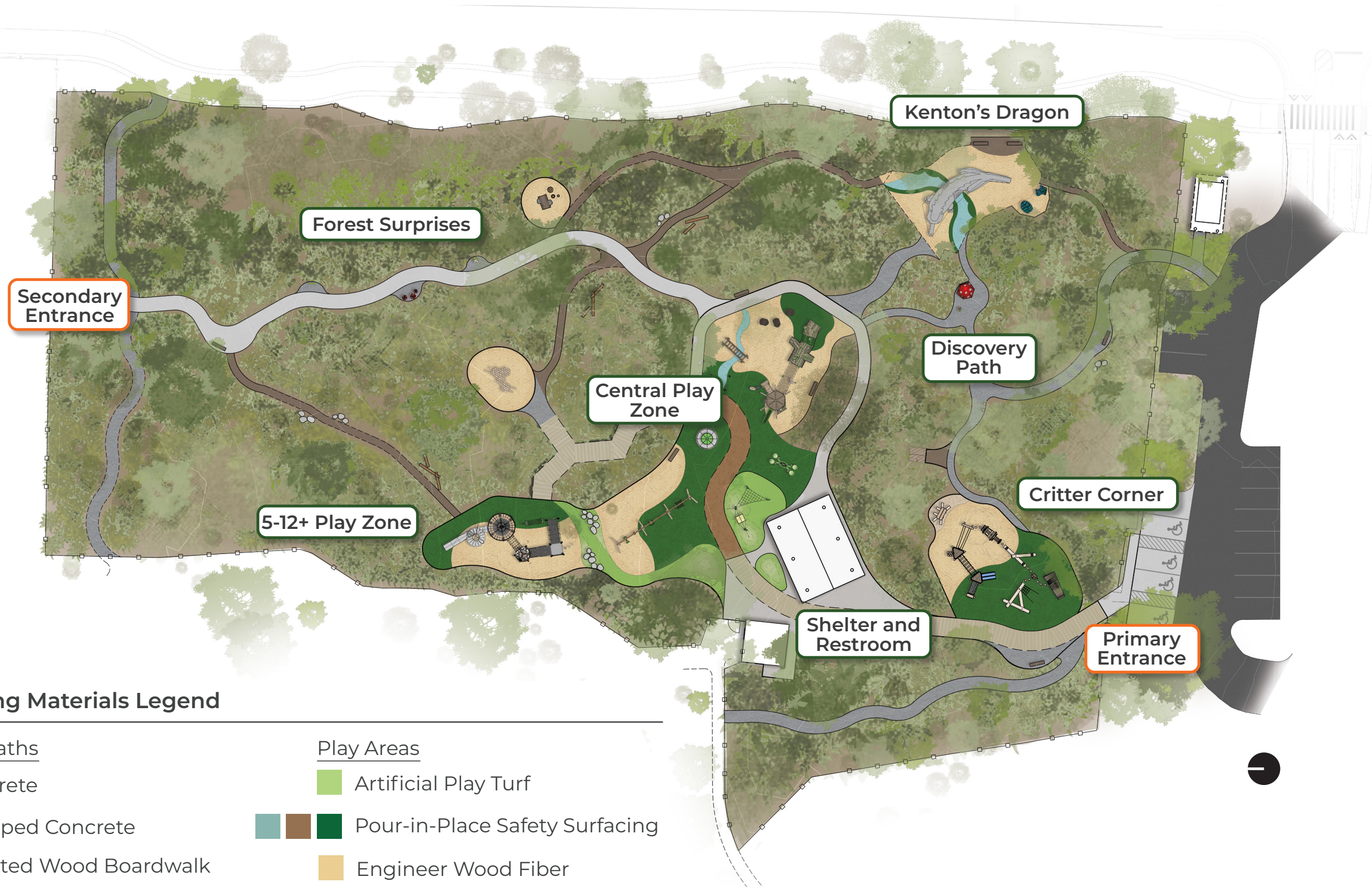
CITY OF MERCER ISLAND

\_\_\_\_\_  
David Rosenbaum, Mayor

ATTEST:

\_\_\_\_\_  
Andrea Larson, City Clerk

# Overall Site Plan



## Surfacing Materials Legend

### Trails / Paths

- Concrete
- Stamped Concrete
- Elevated Wood Boardwalk
- Gravel
- Mulch

### Play Areas

- Artificial Play Turf
- Pour-in-Place Safety Surfacing
- Engineer Wood Fiber

# Play Equipment Site Plan



## Play Equipment Legend

### Critter Corner

- 1 Songbird
- 2 Leaf Stepper
- 3 Log Steppers
- 4 Log Pile 3.2
- 5 Log Tangle 2.2
- 6 Log Pile 2.1
- 7 Howler
- 8 Discovery Table

### Central Play Zone

- 14 Fallen Log
- 15 Pinecone Climber/Tunnel
- 16 Wobble Bridge
- 17 Akadinda Marimba
- 18 Cattail Chimes
- 19 We-Go-Round
- 20 We-Saw
- 21 Tent Net Hammock
- 22 Communication Board
- 23 Swing Combination

### 5-12+ Zone

- 24 5-12+ Tower Combination
- ### Forest Surprises
- 25 Moku-Yama 4.1
  - 26 Handpipes
  - 27 Mushroom Ensemble
  - 28 Honeycomb Congas
  - 29 Log Stepping Forms
  - 30 Hollow Log Link
  - 31 Magnacus
  - 32 Dragon Eggs

### Discovery Path

- 9 Alpine Hut
- 10 Acorn Seat
- 11 Triple Wonder Play Panel
- 12 Harmony Flowers
- 13 Mushroom Playhouse

*Note: specific play equipment collections shown are subject to change if unavailable at the time of implementation. Any substitutions will meet the same design intent and play goals.*

# DEANE'S CHILDREN'S PARK

## SITE PLAN REPORT DRAFT

---

MERCER ISLAND, WA  
04.07.2026

DRAFT

# Contents

- 01 The Vision**  
(Pages 04 - 11)  
Executive Summary  
Plan Visual
- 02 Project Background**  
(Pages 12 - 17)  
Introduction  
Planning & Site Context  
A Site Plan for Deane's Children's Park
- 03 Project Design Principles**  
(Pages 18 - 25)  
Introduction  
What is Inclusive Design?  
Seven Inclusive Design Principles
- 04 Planning Process**  
(Pages 26 - 51)  
Introduction  
Site Inventory & Analysis  
Community Outreach Overview  
Project Partners
- 05 Site Plan**  
(Pages 52 - 81)  
Introduction  
Site Plan Overview  
Parking & Site Access  
Site Navigation  
Play Equipment Overview  
Play Equipment Enlargements  
Park Amenities  
Kenton's Dragon Improvements  
Striking the Balance  
Site Restoration
- 06 Site Engineering & Surfacing**  
(Pages 82 - 91)  
Introduction  
Surfacing Materials Diagram  
Site Accessibility  
Site Engineering Approaches
- 07 Maintenance**  
(Pages 92 - 99)  
Introduction  
Maintenance & Operations Costs  
Key Maintenance Considerations
- 08 Implementation**  
(Pages 100 - 113)  
Introduction  
Reference Precedent Projects  
Phase 1  
Phase 2  
Phase 3  
Phase 4  
Extra Opportunities  
Cost Summary  
Additional Funding
- Appendices** (Pages 114 - 324)  
References  
A. Phase I Community Engagement Summary  
B. Phase II Community Engagement Summary  
C. Inclusivity Memo  
D. Site Grading Diagram  
E. Utility As-Builts  
F. Site Drainage and Utilities Diagram  
G. Basin Map  
H. Non-project SEPA Checklist  
I. Agenda Bills  
J. Resolution Adopting the Deane's Children's Park Site Plan

# Acknowledgements

## City Council

David Rosenbaum, Mayor  
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Craig Reynolds  
Wendy Weiker  
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## Former City Council Members

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Kanics Inclusive Design Services, LLC  
KPF Engineering  
Conсор Engineers





# The Vision

Executive Summary  
The Site Plan

6  
7



## chapter 1

# Executive Summary

Deane's Children's Park is a centrally located park serving children, caregivers, and community members of all ages. The park's playground equipment has reached the end of its useful life, and several amenities – including restrooms, picnic shelters, furnishings, and pathways – are outdated or lack accessibility. These conditions, combined with the park's flat topography and central location, presented a unique opportunity to create a more inclusive, accessible, and engaging play environment.

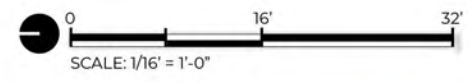
This Site Plan is the result of a robust community engagement process conducted between March and September 2025, which included surveys, an open house, project booths at community events, and elementary school visits. Feedback from children, caregivers, community members, and project partners directly informed the design, ensuring that the plan responds to community priorities while balancing safety, inclusive design principles, and environmental context. The Site Plan provides a strategic framework for implementing improvements over a 10 – 20-year horizon, allowing phased investment as funding and priorities allow.

The Site Plan presents a cohesive vision that integrates a forest adventure theme with inclusive play, circulation, and amenities. A central "Forest Path" guides visitors through interconnected play zones, the Bike Skills Area, gathering areas, and amenities, while visual landmarks – including a tree snag-inspired climbing tower - support intuitive wayfinding. Play experiences are organized to support a progression of ages, abilities, and play styles, including the 2-5 Discovery Path for younger children, and adaptive and sensory play elements in the central zone. Smaller "forest surprise" play nodes throughout the park encourage exploration and discovery.

At the center of the park, a shared gathering and amenity zone anchors the design, providing picnic shelters, restrooms, informal seating, and accessible pathways. Play berms offer sensory engagement and help manage circulation between the playground and the Bike Skills Area. Throughout the park, natural materials, forest-inspired forms, and sensory features reinforce the immersive, nature-based character and provide a cohesive experience for visitors of all ages and abilities.

Overall, the Site Plan is a thoughtful balance of programmatic diversity, inclusivity, safety, and environmental context. By leveraging the park's central location, existing topography, and community-informed design, the plan establishes a flexible framework for meaningful play, learning, and social connection, guiding phased improvements and long-term investments at Deane's Children's Park.

# The Site Plan



# Central Play Zone



# Central Play Zone



# Critter Corner



# 5-12+ Play Zone





# Project Background

Introduction	14
Planning & Site Context	15
A Site Plan for Deane’s Children’s Park	17



**chapter**  
**2**

# Introduction

This chapter provides background on the planning effort for Deane's Children's Park, including the policy and funding context that supports the project and the park's history. Together, this information explains how the project evolved and sets the stage for the Site Plan discussion that concludes the chapter.



# Planning and Site Context

## 2022 Parks, Recreation, and Open Space Plan (PROS Plan)

The City's 2022 PROS Plan included a systemwide assessment of park infrastructure and amenities to help guide the development and prioritization of the six-year Parks Capital Improvement Program (Parks CIP). The assessment identified widespread accessibility deficiencies across the park system, noting that many playgrounds do not meet current ADA or universal accessibility standards.

The assessment also identified that ten out of the City's eighteen playgrounds were nearing the end of their useful life, with most playground equipment expected to require replacement over the next twenty years. Based on equipment condition, accessibility gaps, and opportunity for improvement, Deane's Children's Park was identified as one of the five playgrounds prioritized for replacement in the 2023-2028 Parks CIP.



## 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 ongoing parks operations and maintenance, forest management at Pioneer Park, and the replacement of 15 play structures throughout the park system. Deane's Children's Park was prioritized for early replacement under the levy due to the age and condition of its playground equipment and the City's goal of providing more universally accessible play opportunities for the community.

## Site History

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.

## Site Context

Deane's Children's Park is located within Island Crest Park and serves as a neighborhood and community destination for play, recreation, and gathering. The park includes a variety of playground equipment, Kenton's Dragon, and the Bike Skills area, and is accessed by pedestrians, cyclists, and vehicles. Its location and layout present opportunities to improve connectivity, accessibility, and coordination between park amenities.



Figure 1: Mercer Island Park



Figure 2: Deane's Original Dragon Play Sculpture



Figure 3: Deane's Bike Skills Area

# A Site Plan for Deane's Children's Park

The decision to develop a Site Plan for Deane's Children's Park was driven by two primary factors: the need to replace aging playground equipment and the opportunity to address broader park improvements identified through a site assessment.

The playground equipment at Deane's Children's Park is reaching the end of its useful life. A systemwide assessment completed as part of the City's 2022 Parks, Recreation, and Open Space (PROS) Plan identified Deane's as one of five playgrounds prioritized for replacement in the six-year Parks Capital Improvement Plan. In addition to the age of the equipment, the park's relatively flat layout offers a strong opportunity to create a more inclusive and accessible play environment.

As planning began for a playground replacement, an on-site assessment conducted from 2023–2024 showed that the park's needs extended beyond the playground. Several amenities, including the restrooms, picnic shelter, furnishings, and pathways, are outdated, in poor condition, or do not meet current accessibility standards. The park also lacks clear wayfinding and accessible circulation between activity areas.

The assessment also identified opportunities to better integrate the nearby Bike Skills area, completed in 2023. Coordinated planning is needed to improve circulation, share amenities, and ensure safe and accessible use of the park for all users.

While the project began as a playground replacement, the assessment demonstrated the need to broaden the project scope to address park improvements comprehensively. A Site Plan establishes a long-term vision for the park and provides a framework to guide future improvements and investments at Deane's Children's Park. The Site Plan is a conceptual guide that will inform future project phases as funding allows.





# Project Design Principles

Introduction	20
What is Inclusive Design?	21
Seven Inclusive Design Principles	24



**chapter**  
**3**

# Introduction

This chapter describes the inclusive design framework that guides the development of the Deane's Children's Park Site Plan. Inclusive design extends beyond minimum accessibility requirements to intentionally support meaningful play for children of all abilities. Using universal design principles and evidence-based best practices, the project emphasizes removing physical and social barriers, supporting multiple developmental domains, and creating play environments that are welcoming, intuitive, and engaging. The following sections outline how inclusive design principles, developmental domains, and layered play strategies inform the selection and organization of play elements across the site.

“

Inclusive play and, correspondingly, inclusive playgrounds, are intended to remove physical and social barriers to participation through thoughtful designs and programming that create an environment where all children play together. An inclusive playground is a space that welcomes children with and without disabilities of all ages, genders, and socioeconomic and cultural backgrounds to use the equipment and play together.<sup>1</sup>

**Creating Inclusive Playgrounds:  
A Playbook of Considerations and Strategies**

”



Figure 4: West Fenwick Park (Kent, Washington)

# What is Inclusive Design?

The development of the Deane's Children's Park Site Plan is guided by inclusive playground design, using universal design principles as they relate to the playground environment and evidence-based best practices. Inclusive playgrounds aim to remove physical and social barriers to participation through thoughtful design and programming, supporting the developmental needs of all children across physical, social-emotional, sensory, cognitive, and communicative domains.

## Going Beyond the Minimums

Inclusive playgrounds go beyond minimum accessibility standards. The goal is to create a space where children of all abilities can play, explore, and connect. Successful inclusive playgrounds are equitable, flexible, and intuitive, while offering a variety of activities that allow children to be independent, active, and engaged in a safe and welcoming environment.

Achieving true inclusivity requires a carefully balanced approach to play design. Accessibility is the foundational requirement, ensuring that children can reach and use play equipment regardless of mobility. Building on this foundation, adaptive play features are incorporated to support a wider range of abilities and needs.

Beyond accessibility and adaptability, a truly inclusive environment intentionally supports comprehensive human development across all five developmental domains. Additional play features are selected to reinforce these domains and provide meaningful, engaging experiences for all users.

As play elements are reviewed and selected, these layered strategies guide decision-making and help ensure inclusive play opportunities throughout the site. The graphic on the following page illustrates how these initiatives build upon one another, culminating in ten (10) key design considerations that have guided the project's approach.

“

[Inclusive playgrounds are] a universally designed, sensory-rich environment that enables all children to develop physically, socially, and emotionally. An engaging place that provides the just-right level of challenge and offers opportunities to succeed. A well-designed place that addresses all levels of ability. A place that goes beyond minimum accessibility to create play experiences that meet a variety of needs and interests.<sup>2</sup>

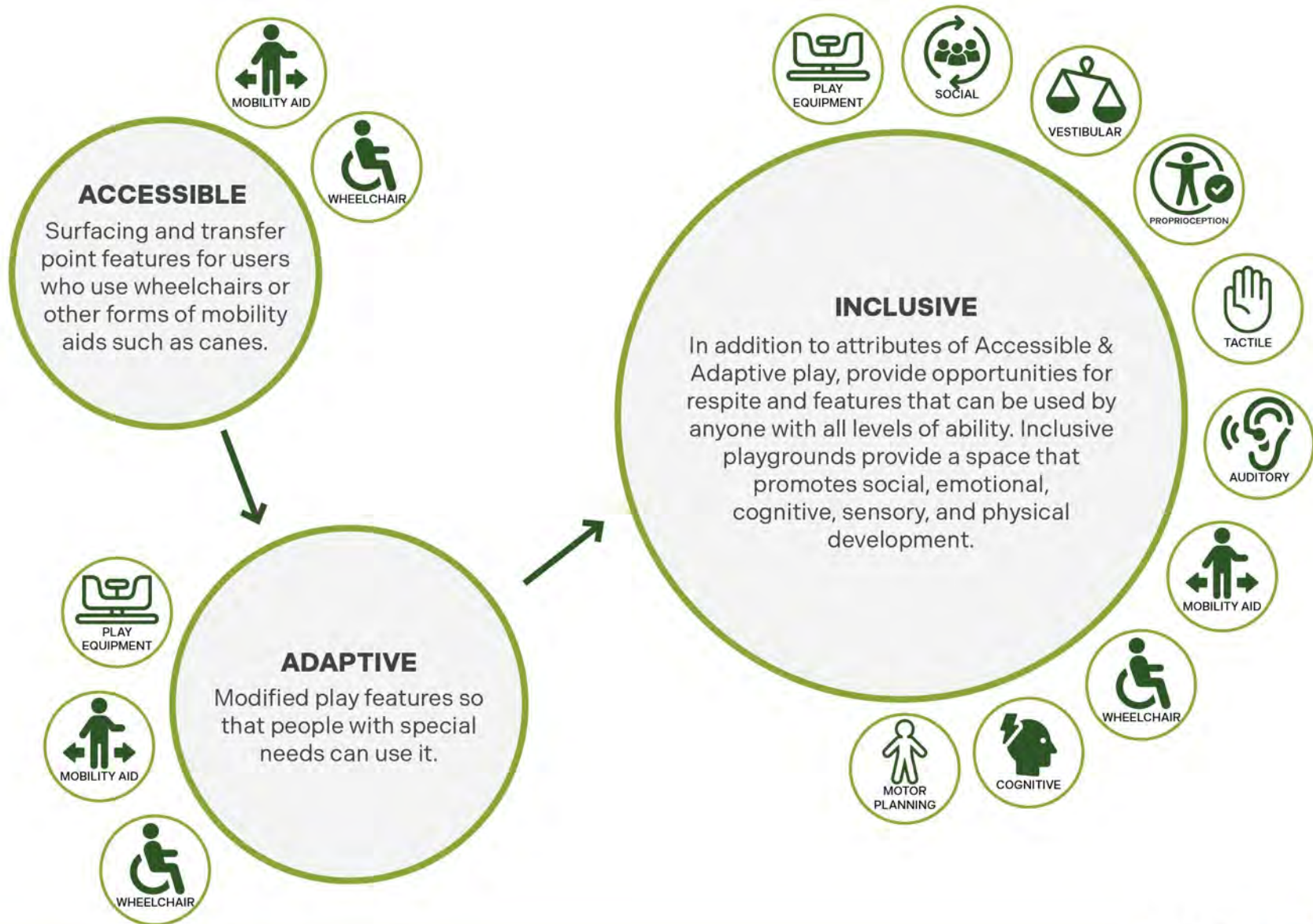
**All In: The Inclusive Play Guide**

”

## Developmental Domains of Inclusive Design<sup>3</sup>



# Guiding Considerations



# Seven Inclusive Design Principles

The key design considerations highlight the multi-faceted value of play equipment and directly informed the seven inclusive design principles<sup>4</sup> that guide the selection and arrangement of play elements. Together, these principles shape how the playground supports a wide range of abilities, interests, and play styles.

## Play Experiences and Multi-Faceted Value

The inclusive design principles are applied across a variety of play experiences, including adaptive and accessible equipment, social and cooperative play, sensory-rich activities, cognitive challenges, and opportunities for physical movement and motor planning. Together, these elements create a comprehensive foundation of features, challenges, and experiences that support meaningful play for children of all abilities.



### 1 Accessibility, Safety, & Comfort

- Entire site is accessible
  - Parking lot
  - Play areas and adjacent spaces
  - Access to public transportation
- Safety is ensured with:
  - Clear lines of sights
  - Sense of enclosure in the site
  - Limited access points
- Shade opportunities



### 2 Equitable Play Experiences

- Play experiences at varying levels of availability and interactiveness
- Preview of areas
- Play elements support the developmental sequence of multiple skills



### 3 Flexibility and Variety

- Multitude of play opportunities
- Multipurpose areas
- Range of features
- Play elements support the development sequence of multiple skills



4

### Readability and Messaging

- Landmarks
- Open / clear views through space
- Signage and wayfinding
- Simple and clear messaging of what the space is used for
- Pictures and symbols to reduce barriers for all to communicate



6

### Degrees of Social Interactions

- Create areas that provide a wide range of social opportunities:
  - Large community spaces
  - Small community spaces
  - one-on-one spaces
- Providing cozy spaces separate from all the other gathering spaces



5

### Sensory Engagement

- Offering activities and opportunities to engage with all the sense:
  - Sight
  - Touch
  - Smell
  - Taste
  - Sound
  - Vestibular (sense of balance, inner ear)
  - Proprioception (internal body awareness where you are in respect to your surroundings)



7

### Multi-generational Considerations

- Provide easy access to the play elements to promote engagement
- Create a space that promotes:
  - Support
  - Empathy
  - Shared experience
  - Perspective

#### Note:

Images shown are intended to illustrate examples of inclusive design features and do not reflect the final equipment or layout for Deane's Children's Park. Please reference figures 5-11 in the appendix for image credits.



# Planning Process

Introduction	28
Site Inventory & Analysis	29
Community Outreach Overview	34
Project Partners	51



**chapter**  
**4**

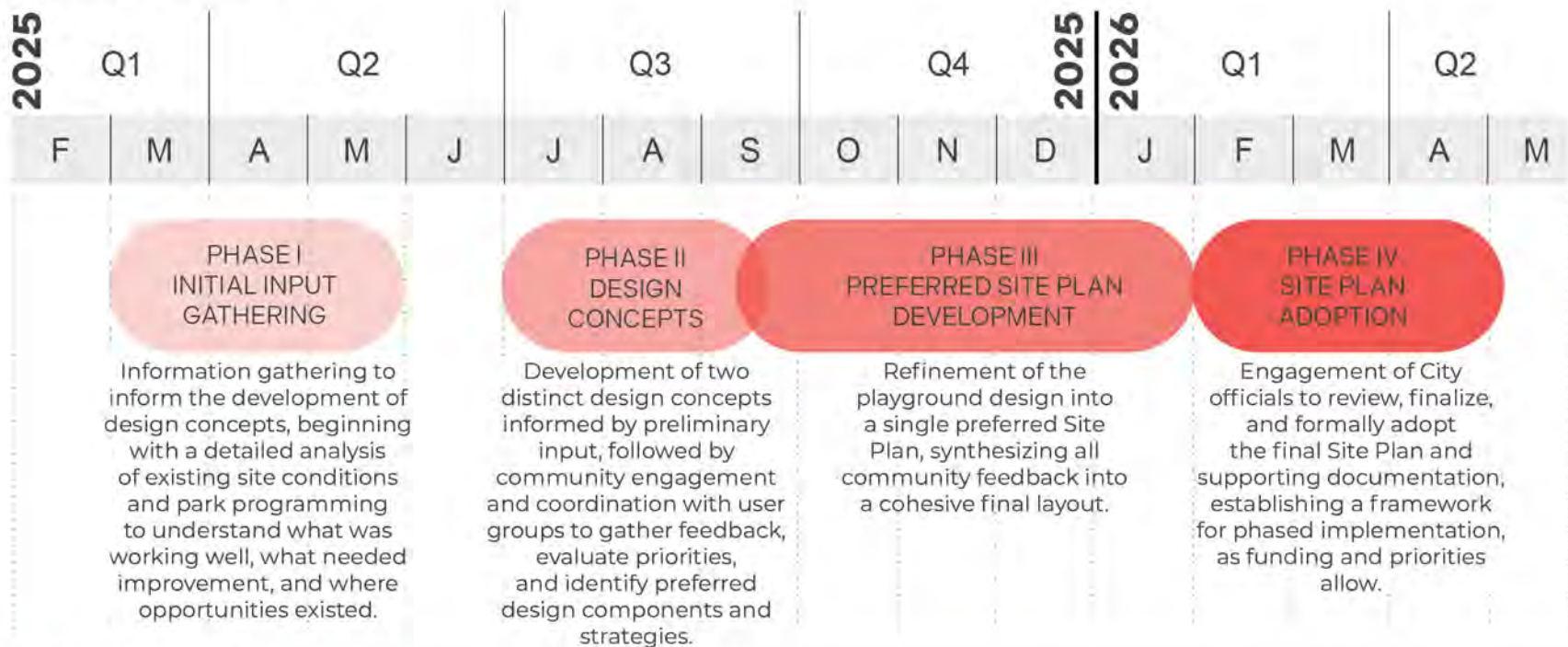
# Introduction

The Site Plan was developed through a four-phase planning process. Community outreach occurred primarily during the planning and design concepts phases, while coordination with the Parks and Recreation Commission, Arts Council, and City Council generally took place from the design concepts phase through plan adoption.

The process began with a detailed analysis of existing site conditions, including an evaluation of the existing playground structures, picnic shelter, and restroom, as well as an assessment of accessibility, stormwater conditions, and available utilities. Existing trails were documented, and the overall condition of the park was evaluated to identify opportunities and constraints for future improvements. This work formed the foundation for development of the site plan.

An extensive community outreach program was implemented to ensure the Site Plan reflected community goals for the future redevelopment of the park. Outreach activities included a public open house, visits to elementary schools, and project booths at community events during the early planning and design concept phases. Engagement continued through subsequent phases with presentations and discussions held with the Parks and Recreation Commission, Arts Council, and City Council through plan adoption.

## Process Timeline



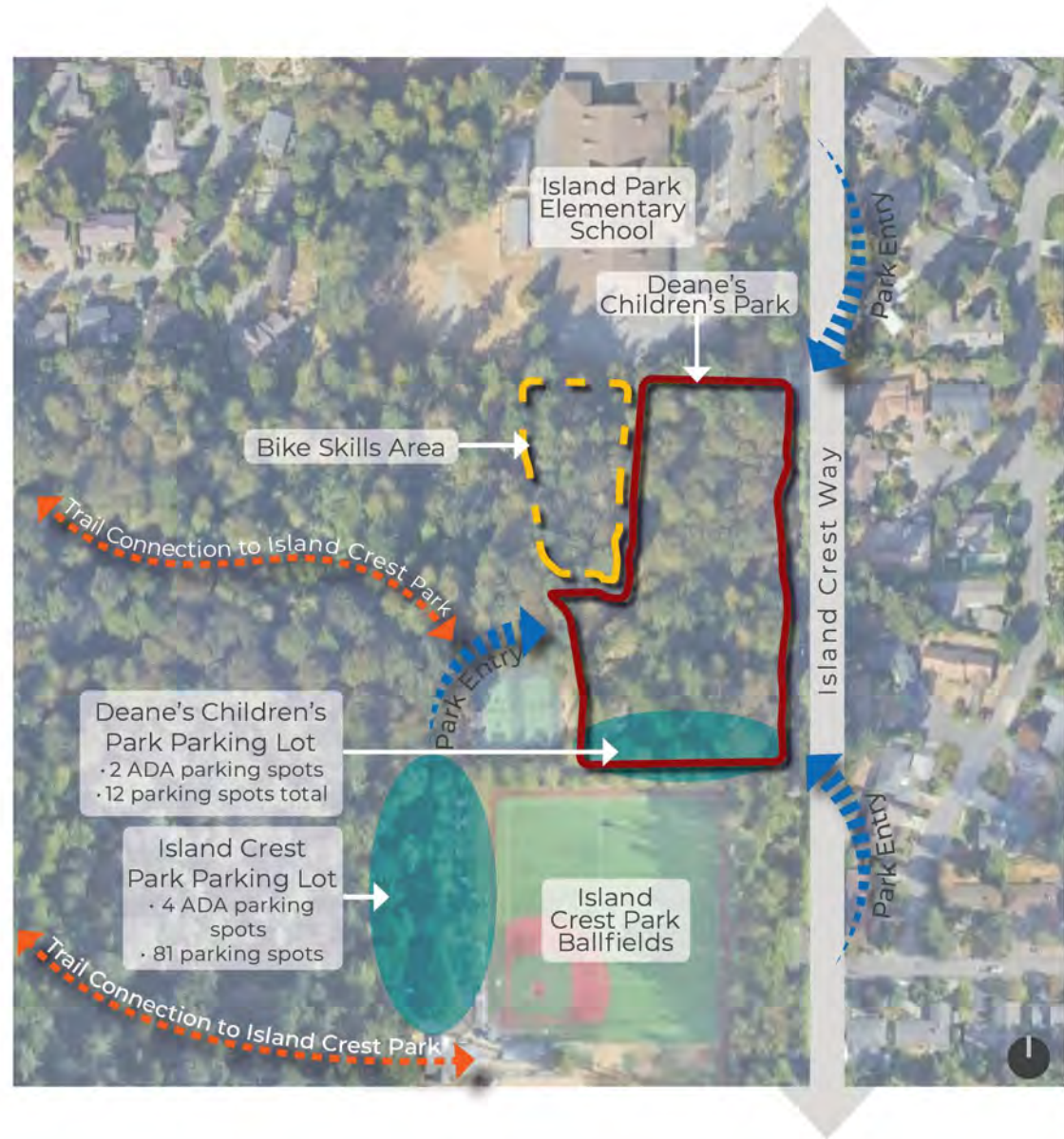
# Site Inventory & Analysis

## Site Circulation and Access

Deane's Children's Park is located within Island Crest Park and is situated adjacent to a diverse range of uses and user groups. To the west, it is bordered by and connected via trails to the larger, heavily wooded areas of Island Crest Park. To the south, the highly utilized Island Crest Park Ballfields provide access to plumbed restroom facilities and a large parking lot; however, there is currently no clearly accessible route connecting this lot to the entrance of Deane's Children's Park.

To the north, Island Park Elementary School places school-age children in close proximity, and to the east, across Island Crest Way, multiple residential neighborhoods are within comfortable walking distance of the park.

Vehicular access to Deane's Children's Park is visually apparent; however, the parking lot directly adjacent to the park entrance does not meet required drive aisle widths for two-way traffic, and several parking spaces do not meet current size and spacing standards. Pedestrian circulation is also unclear due to multiple entry points and minimal wayfinding. The recently completed Bike Skills Area is accessible through three entry paths, two of which are located within Deane's Children's Park. While some signage is provided, wayfinding to these paths is limited.



## Existing Site Access - Site Photos

Main Entry



Bike Skills Area South Entry



Bike Skills Area North Entry



### Parking Studies: Existing Conditions



#### TREE LEGEND

Existing Tree

#### TOTAL PARKING COUNTS (7 COMPLIANT, 12 TOTAL)

- Compliant Standard Stall (9'X18.5')  
1 Total
- Compliant Compact Stall (8.5'X16')  
6 Total
- Non-compliant Stall  
5 Total

Overall Parking Lot



Main Entry / ADA Stalls



## Existing Play Equipment

Play equipment at Deane's Children's Park was installed in 2005 and 2012. With the exception of Kenton's Dragon, the existing playground is nearing the end of its useful life. Equipment currently offers limited diversity and few inclusive play opportunities, and where inclusive elements exist, they are not fully accessible due to site grading and surface conditions. Timber curbs framing the play area do not meet accessibility standards and create barriers to play, while engineered wood fiber surfacing (EWF) further hinders access to designated play areas.

### Legend

- Site Plan Limits (Scope of Work)
- Bike Skills Area
- Existing Boundary
- Existing Entries
- Existing Perimeter Fence
- Primary Park Entry Path
- Primary Pedestrian Circulation
- Secondary Pedestrian Circulation
- Island Crest Way Path
- Site Amenity / Play Feature
- Existing Parking



### Existing Playground - Site Photos



# Community Outreach Overview

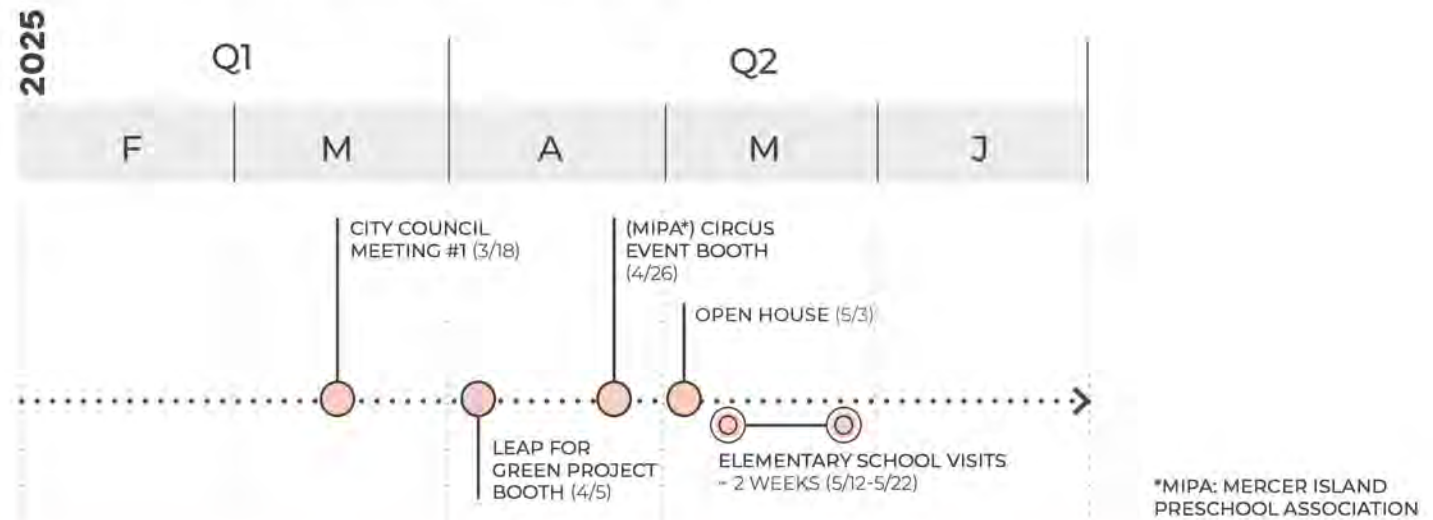
## Phase 1 - Initial Input Gathering

From April to May 2025, the project team conducted a multi-faceted first phase of community engagement to inform 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 distinct 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 Appendix A.



### In-School Engagement

In May 2025, City staff visited four elementary schools to engage students and gather feedback for the future of the park. Over 1,200 students voted on preferred park themes and play features using the same options as the community survey and open house. As an optional take-home activity, students designed their own parks. Nearly 160 submissions were received, offering valuable insight into students' priorities.



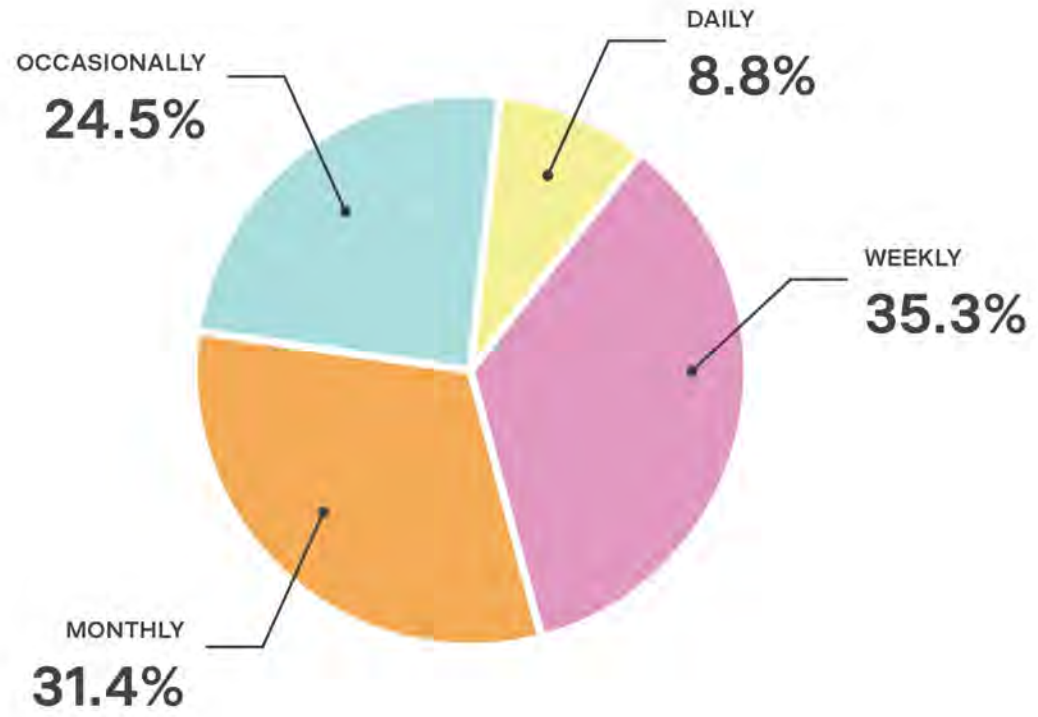
### Community Input: Open House

An in-person open house was held at Island Park Elementary School. About 20 community members attended, including parents and previous park users. Participants learned about the project, voted on preferred themes and play features, spoke with an inclusive design expert, and took part in hands-on park redesign activities. Feedback closely aligned with key themes from the community survey.

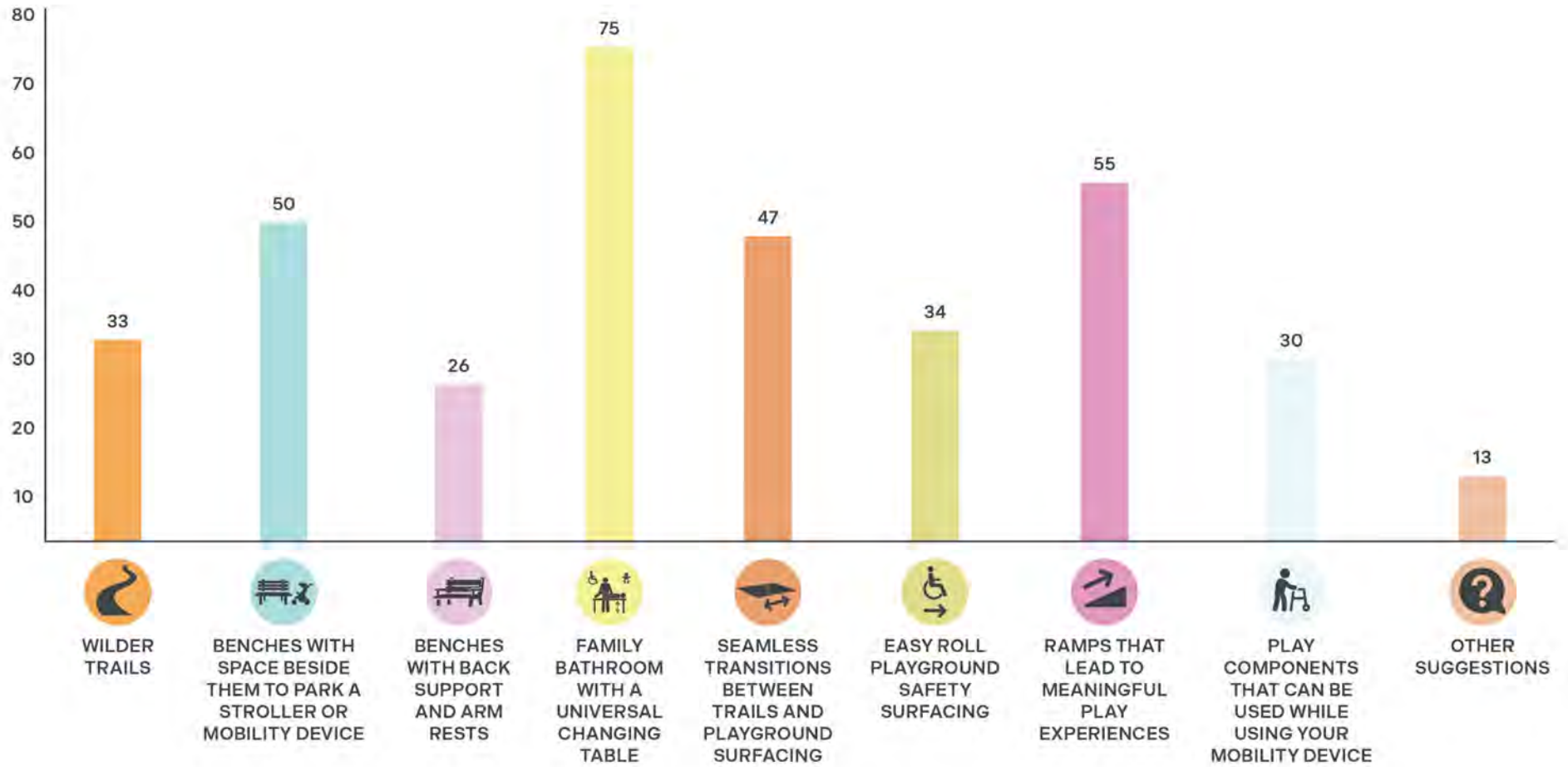


### Community Survey #1

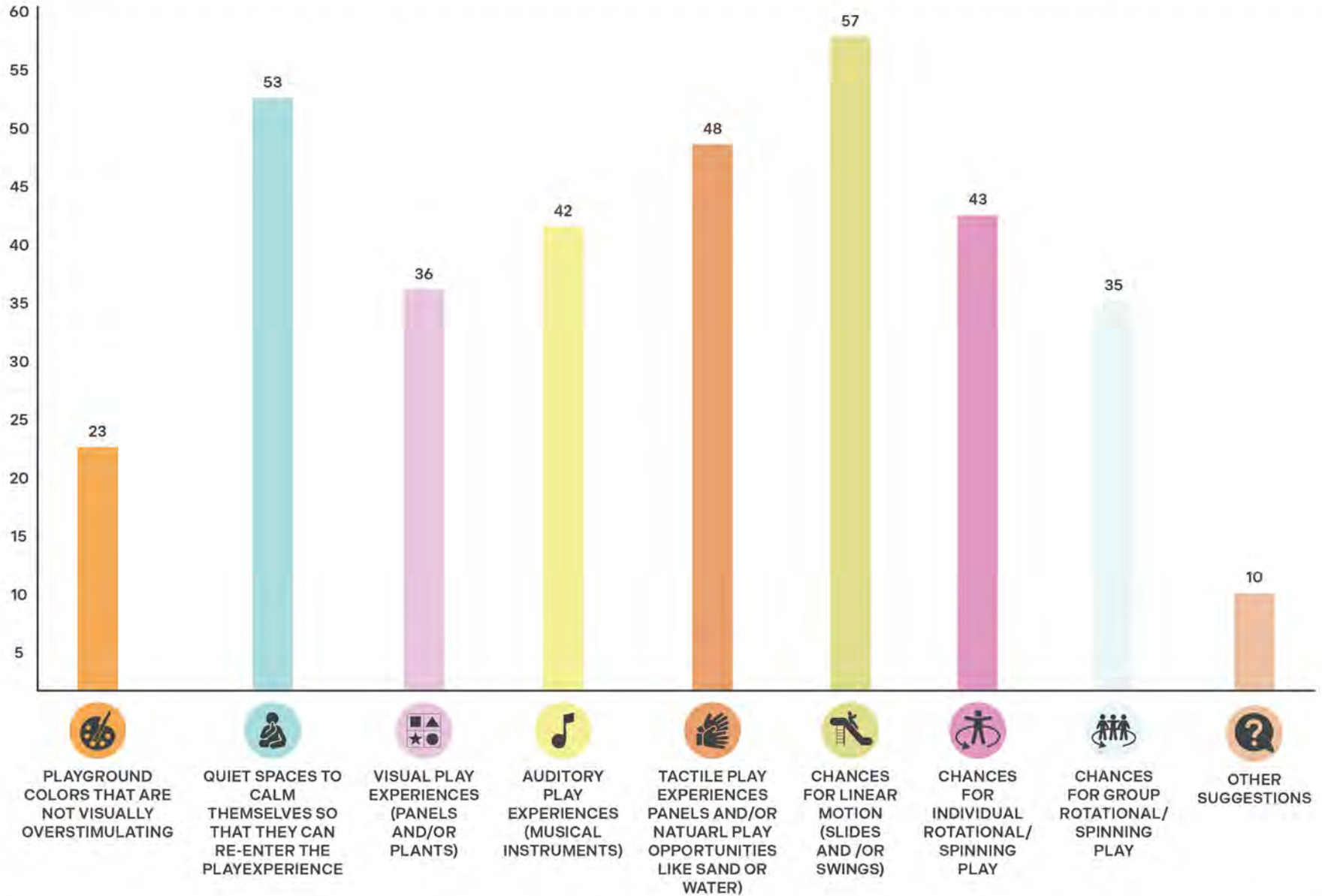
Survey responses were collected online from April 21 to May 23, 2025, through the Let's Talk Mercer Island Deane's Children's Park Site Plan webpage, receiving a total of 102 responses. Most responses were submitted by families, including households with children under age 12 and adults ages 35–45. Participants expressed strong appreciation for the existing dragon structure and a clear desire to see it preserved in the updated park design. Swings, slides, and the park's forested setting were also highly valued for providing shade, variety, and opportunities for unstructured, open-ended play. While there was broad support for inclusive play features, many respondents emphasized the importance of maintaining the park's natural, forested character. The following graphics summarize these survey responses.



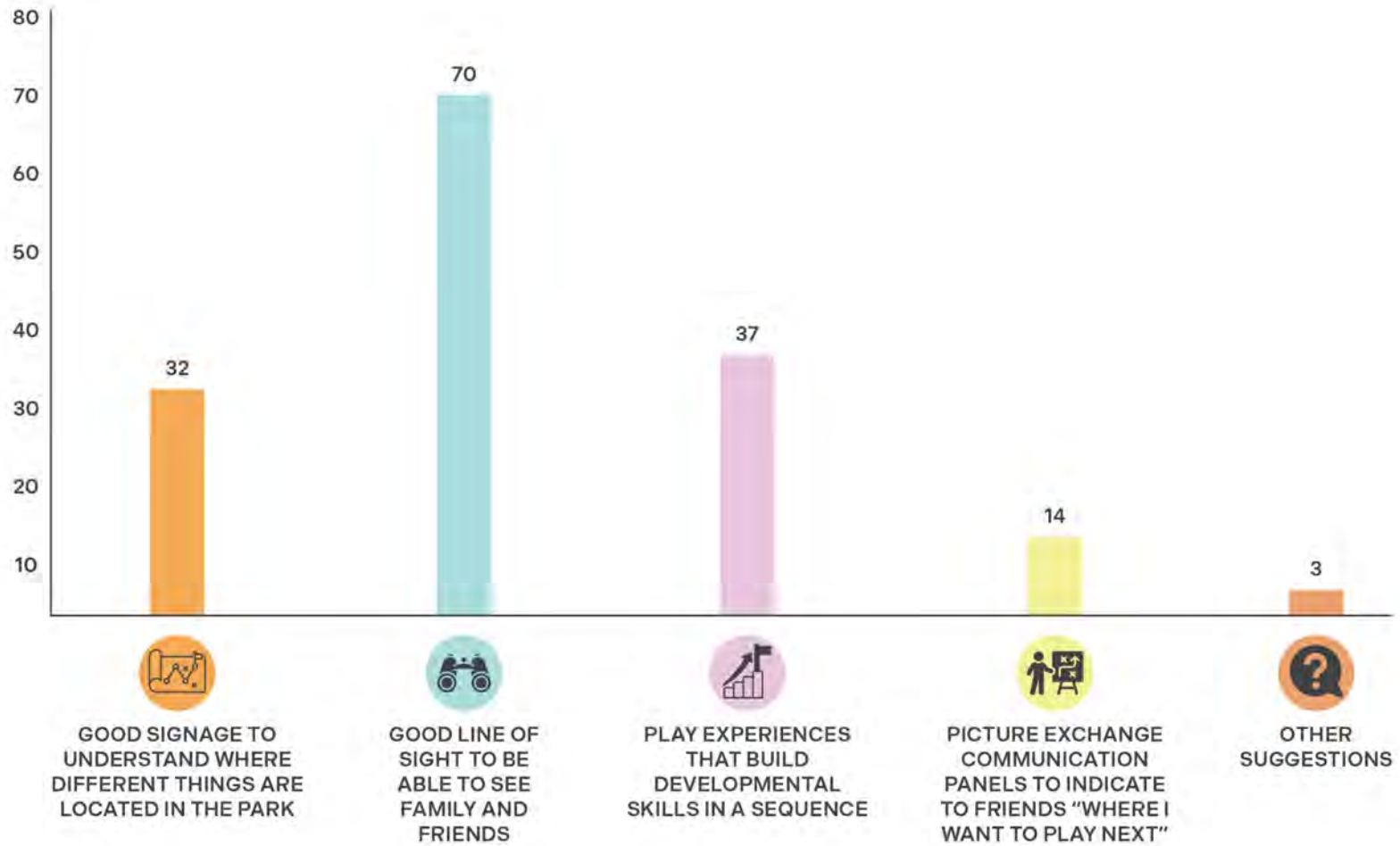
QUESTION 1: HOW OFTEN DO YOU VISIT DCP?



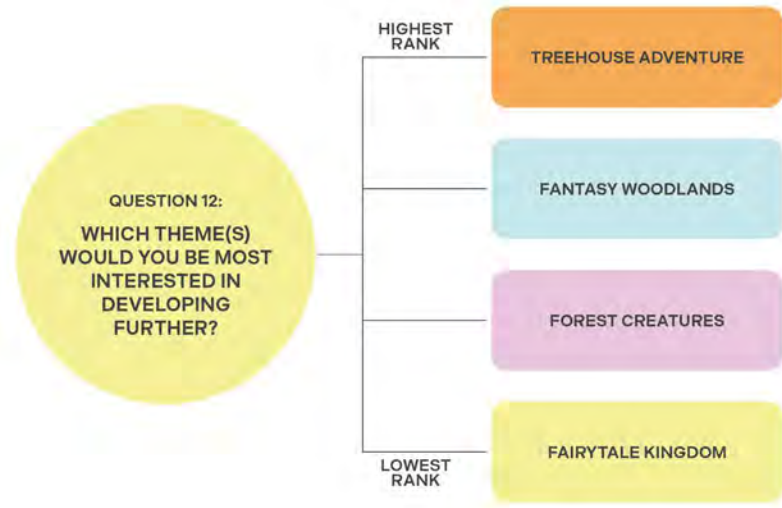
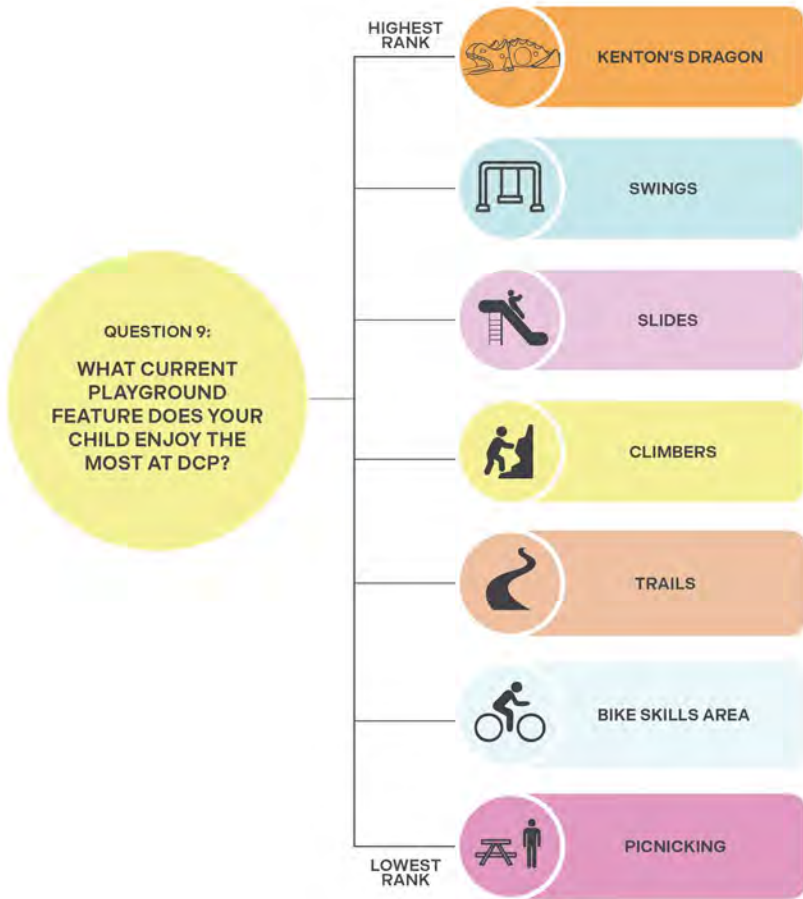
QUESTION 5: WHAT FEATURES DO YOU FEEL A PARK/PLAYGROUND SHOULD HAVE TO SUPPORT SOMEONE WHO HAS PHYSICAL LIMITATIONS?

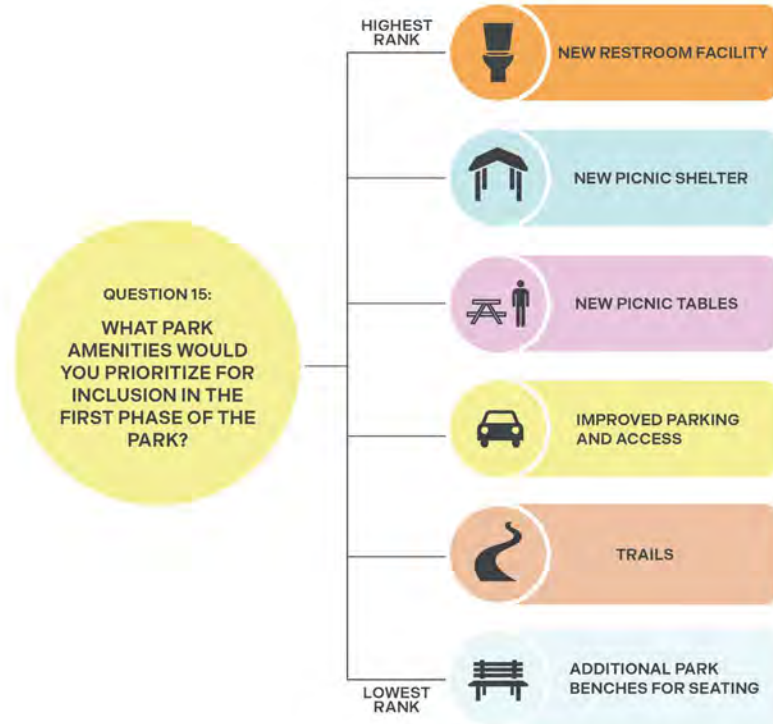


QUESTION 6: WHAT FEATURES DO YOU FEEL A PARK/PLAYGROUND SHOULD HAVE TO SUPPORT SOMEONE WHO HAS AUTISM OR OTHER SENSORY PROCESSING DIFFERENCES?



QUESTION 7: WHAT FEATURES DO YOU FEEL A PARK/PLAYGROUND SHOULD HAVE TO SUPPORT SOMEONE WITH COGNITIVE/ INTELLECTUAL CHALLENGES?





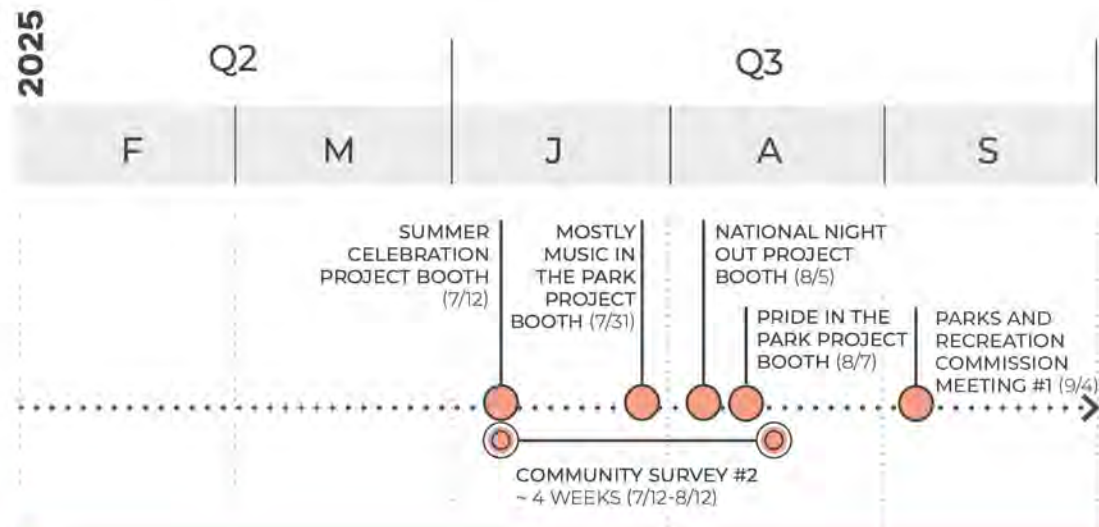
## Phase 2 - Design Concepts

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:

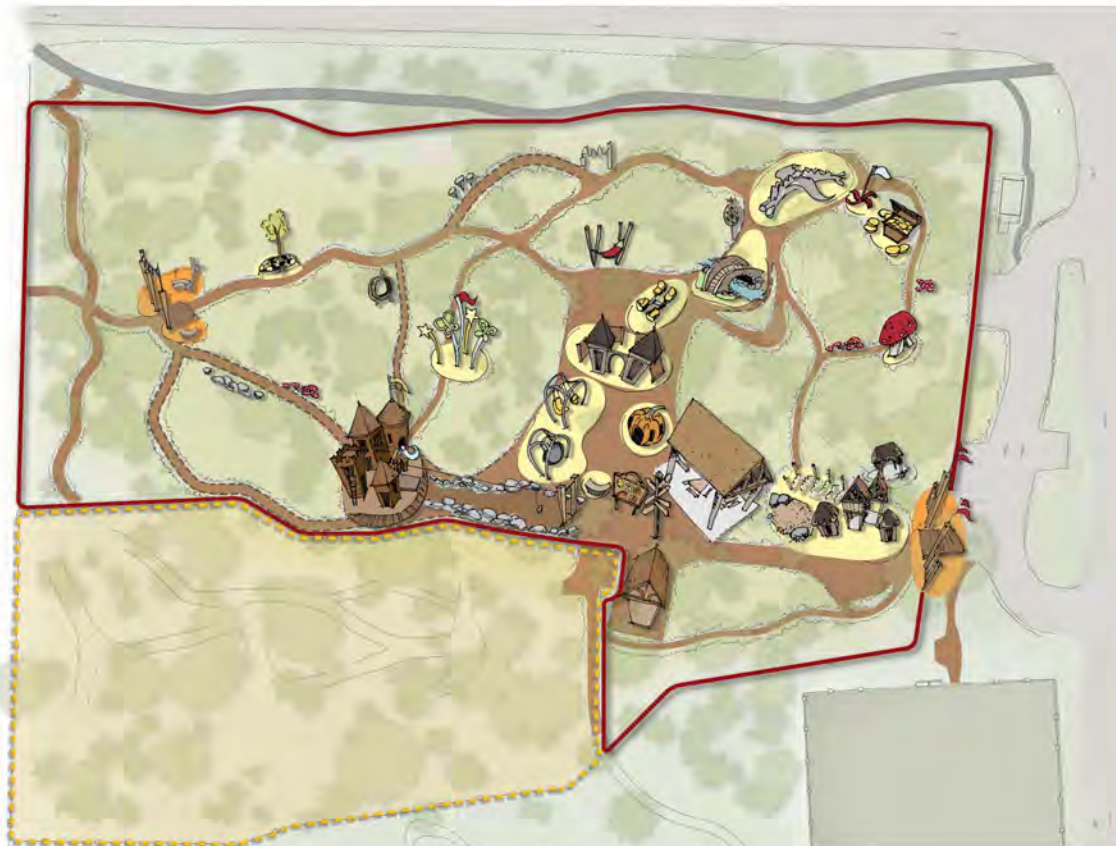
- Broad support for Woodsy Wonders as the preferred concept, with appreciation for its alignment with the park's natural setting
- Desire to meaningfully integrate Kenton's Dragon into the updated design
- Continued support for unstructured, imaginative play that fosters creativity, exploration and open-ended 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 Appendix B.



## Concept #1: The Quest

“The Quest” brings the Fairytale Kingdom theme to life, with touches of Fantasy Woodland woven throughout. Play areas are arranged like an adventure map, inviting families to explore the park and encouraging kids to choose their own path and create imaginative journeys along the way.



### Legend:

- Site Plan Limits (Scope of Work)
- Bike Skills Area

### Highlights of “The Quest”

- As you enter the park, The Village welcomes young explorers with whimsical playhouses - like a bakery or forest café - perfect for pretend play, digging in the sand, and featuring spaces that could recognize community donors.
- Follow a sensory-rich path through mushroom houses, log tunnels, and woodland creatures. Along the way, you'll discover Kenton's Dragon, with a treasure chest waiting to be found.
- At the center of the journey is The City, inspired by an Adventurer's Guild. It features a shelter, restrooms, seating, and artistic signage to help guide explorers through the park.
- A series of castle-themed play structures brings the spirit of adventure to life through inclusive design - featuring gentle ramps, sensory paths, active play zones, and a hilltop castle, where kids of all abilities can choose their own way to play.

## Concept #2: Woodsy Wonders

“Woodsy Wonders” celebrates the park’s natural setting with a Treehouse Adventure theme and subtle woodland creature details. This concept blends nature-based exploration with clear paths and play zones—inviting children to climb, discover, and connect with the woodland environment.



### Legend:

- Site Plan Limits (Scope of Work)
- - - Bike Skills Area

### Highlights of “Woodsy Wonders”

- Near the entrance, a nature-themed play area invites little explorers to discover forest animals, enjoy sensory-friendly features, and find cozy spots for quiet, imaginative play.
- Follow a woodland loop where kids can balance, climb, and explore nature-inspired elements. This path leads to an accessible treehouse that connects to the adventure hub and Kenton’s Dragon.
- At the center of the experience is a gathering space that blends seamlessly into the forest, offering a picnic shelter, restrooms, seating, and a special tile display on the restroom that could recognize community donors.
- A collection of treehouse-style play structures brings the magic of the forest to life with inclusive climbers, swings, rope features, and a willow tunnel - designed for kids of all abilities to play and explore.

## Community Event Booths

The project team hosted booths at four community events to share draft design concepts and gather feedback. Staff presented two proposed concepts, answered questions, and invited attendees to participate in dot voting on design direction and play equipment character. Survey handouts and informal conversations provided additional input. These events helped engage a broad cross-section of the community in a casual, accessible setting.

### Summer Celebration



### Music in the Park



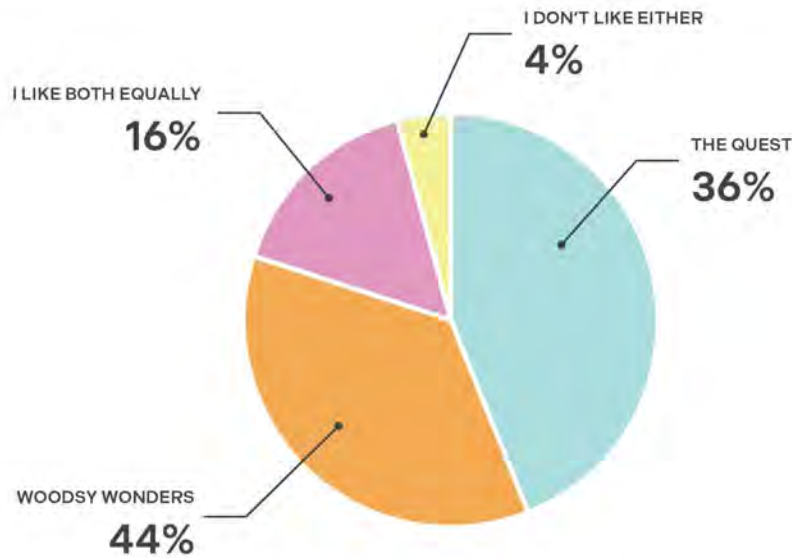
### Pride in the Park



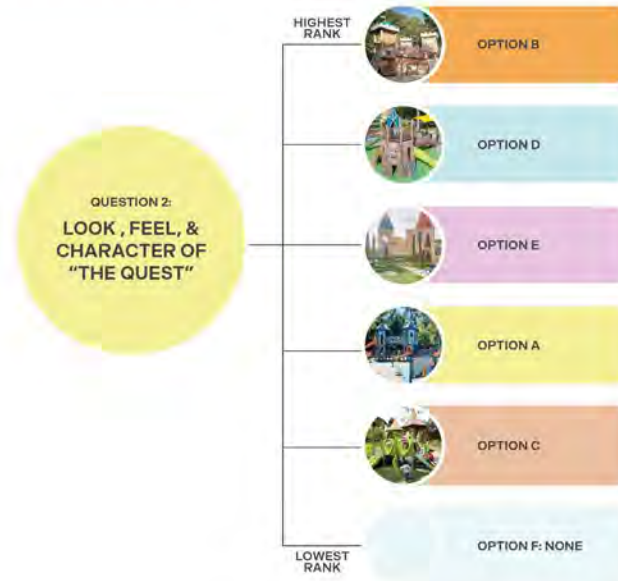
## Community Survey #2:

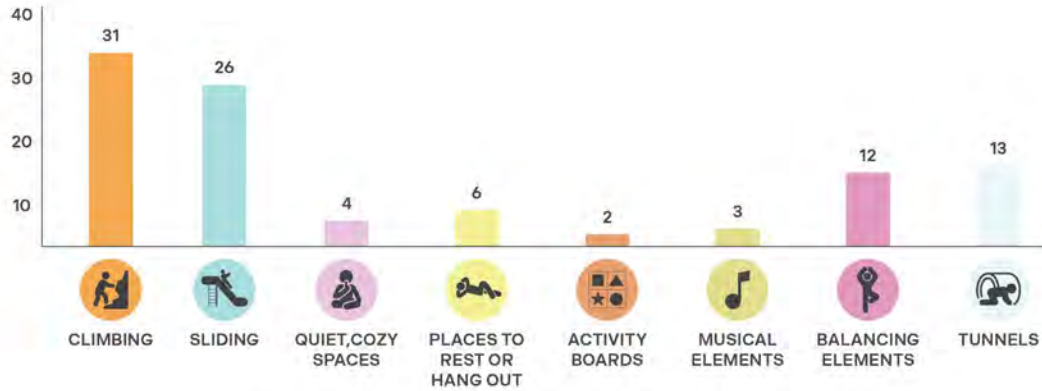
Survey responses were collected online from July 12 to August 12, 2025, through the Let's Talk Mercer Island Deane's Children's Park Site Plan webpage, receiving a total of 72 responses. Most respondents lived in households with children under 18 and resided in the central part of the island.

Participants expressed strong support for an inclusive, nature-based park with accessible trails and play features for a wide range of ages and abilities. Priorities included adventure and imaginative play, natural materials, a unique signature structure, shaded seating, nearby restrooms, tree preservation, and gathering spaces. The following graphics summarize these survey responses.

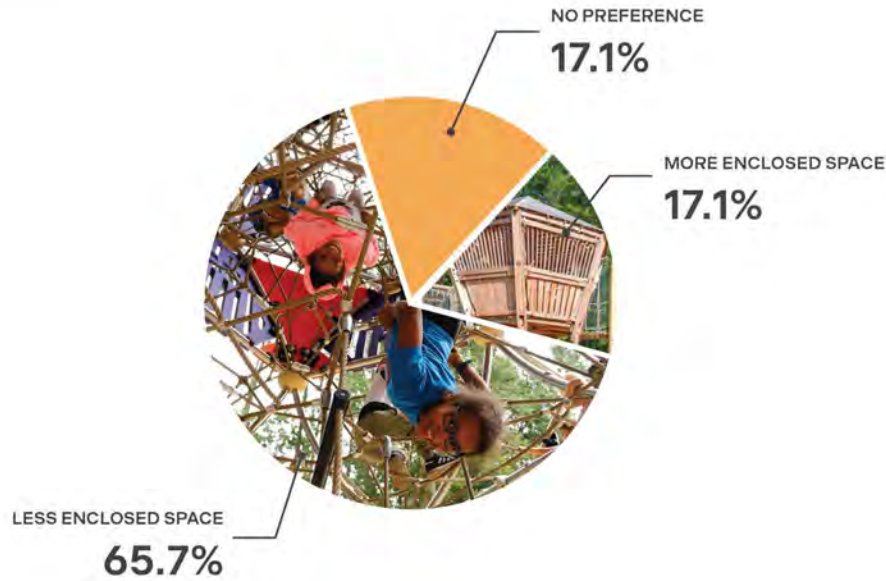


QUESTION 1: PREFERRED HIGH-LEVEL CONCEPT

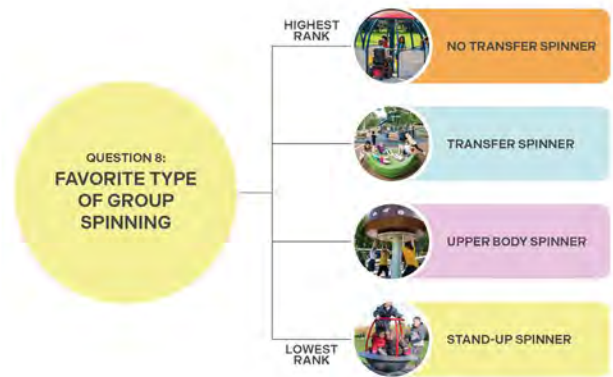
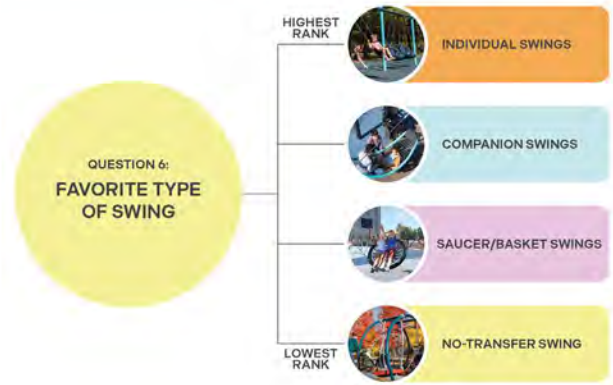




QUESTION 4: LARGE STRUCTURE PLAY FEATURE



QUESTION 5: PREFERRED HIGH ELEVATED SPACE





**PRESERVE PARK'S FORESTED CHARACTER**

- Protect mature trees, shade, and woody feel
- Maintain the park's unique identity and avoid generic playground design

**WIDE AGE RANGE AND CHALLENGE OF PLAY**

- Design for toddlers through preteens (up to ~11-12)
- Include climbing, obstacles, swings, and other "big kid" features that support confidence and skill-building

**RETAIN THE JUDY WITMER XYLOPHONE**

- Strong community consensus to keep and refurbish the existing xylophone
- Include permanent signage or a plaque honoring Judy Witmer's legacy and contributions to generations of children
- Preserve music and sound play as a core element of the park

**IMPROVE SAFETY, BOUNDARIES, AND AMENITIES**

- Provide inclusive, accessible features and smooth play surfaces (no bark dust or gravel)
- Improve sightlines for caregivers and safer transitions between play areas
- Balance accessibility with age-appropriate challenge
- Reduce congestion/better separate bike skills areas from playground spaces
- Add fencing or gated boundaries for child safety near roads
- Include basic amenities such as swings, seating, drinking fountains, bike racks, and restrooms

QUESTION 13: WRITE-IN COMMENTS

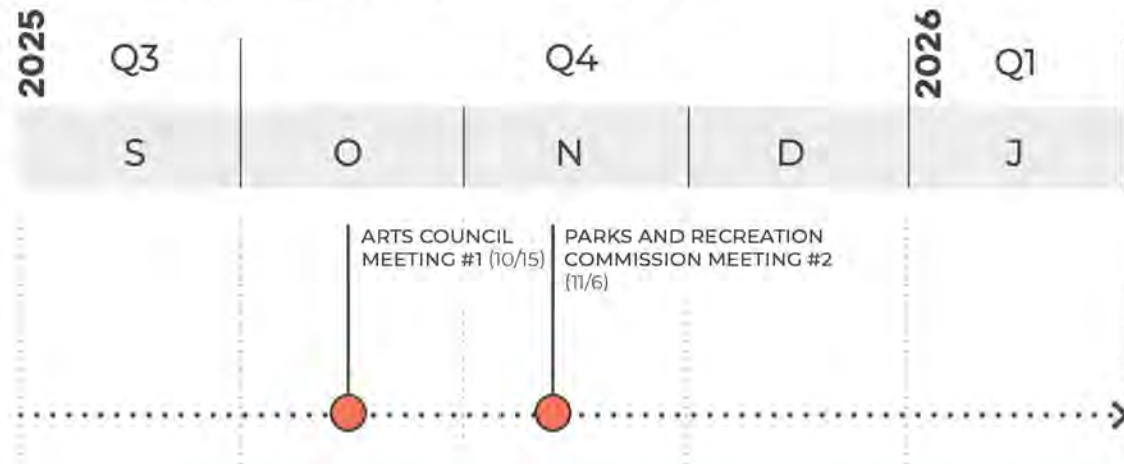
### Phase 3 - Preferred Site Plan Development

This phase of engagement focused on refining a design based on earlier community input and design concept review. On September 4, 2025, the project team led a site tour with the Parks and Recreation Commission (Commission) to provide an on-the-ground perspective of the two draft concepts. The Commission expressed support for the Woodsy Wonders concept and recommended advancing it for further refinement, while identifying areas for additional exploration to guide the preferred plan.

Public art integration was also discussed with the Arts Council on October 15, 2025. Opportunities include sculptural entry features, integrated graphic media, and functional art elements such as benches and wayfinding, all informed by student input and consistent with the treehouse adventure theme. The preferred plan builds on the 'Woodsy Wonders' framework while retaining select elements from 'The Quest', including the restroom and picnic shelter (reoriented for improved sightlines) and the sensory pathway connecting to Kenton's Dragon. Kenton's Dragon is incorporated through subtle details like themed nodes and a dragon's egg within the broader treehouse theme.

**Key themes and takeaways from the Commission discussion include:**



- Balance active play, circulation, and open space to support both structured and unstructured play.
- Organize play zones by age and activity, with flexibility to combine smaller elements into larger signature structures.
- Encourage nature-based, imaginative play, while protecting tree roots and canopy.
- Use natural, durable materials with attention to maintenance and longevity.
- Ensure inclusive, accessible trails and play features, while coordinating access with the Bike Skills Area.
- Improve safety through controlled entry points, fencing, and gates



### Preferred Site Plan - November 6th, 2025



**Legend:**

-  Site Plan Limits (Scope of Work)
-  Bike Skills Area

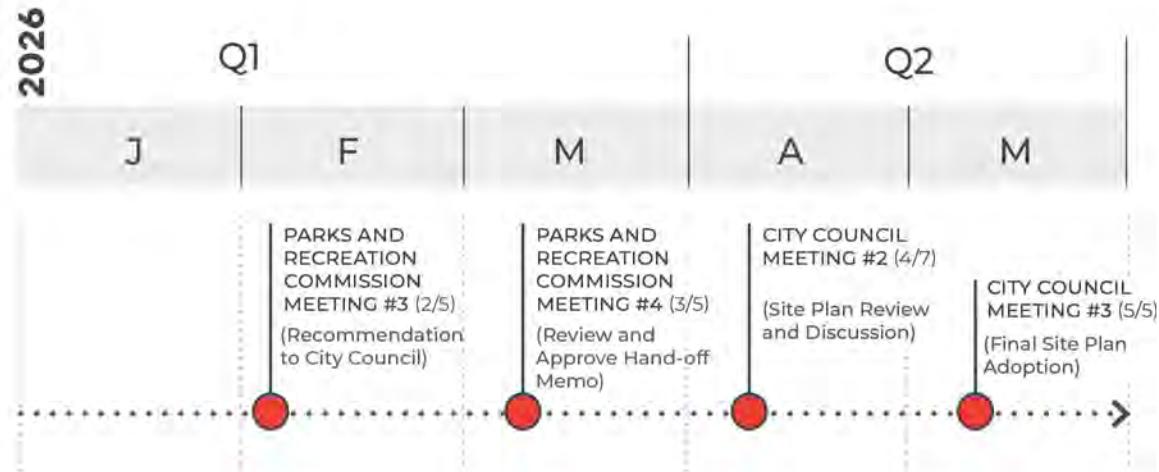


### Phase 4 - Site Plan Adoption

The Site Plan was developed based on feedback from the Parks and Recreation Commission (PRC) at its November 6, 2025, Regular Meeting. The Site Plan, including proposed phasing approach and preliminary cost estimates, was subsequently presented to the Commission on February 5, 2026. At this meeting, the Commission voted to recommend the Site Plan, as presented, to City Council for adoption and directed the Chair and Vice Chair to develop a hand-off memo to City City Council. The Commission finalized and approved the hand-off memo at its March 5, 2026, Regular Meeting.

Following Commission approval, a State Environmental Protection Act (SEPA) Non-Project Checklist was prepared and submitted on February 27, 2026. The application was deemed complete on March 11, 2026. The City of Mercer Island issued a Determination of Non-Significance on March 23, 2026 (see Appendix H).

Staff presented the Site Plan to City Council on April 7, 2026, providing an overview of the planning process that informed the design, proposed phasing approach, and preliminary cost estimates. The Site Plan was subsequently adopted by resolution at the May 5, 2026, City Council Regular Meeting.



# Project Partners

## Friends of Dragon Park

The City worked closely with the community group Friends of Dragon Park throughout the planning process, meeting with the group six times between early planning through the development of the site plan. The group provided input on community outreach, survey feedback, and will support future fundraising efforts. A summary of the group's input during Phase 2: Design Concepts is provided in Exhibit B.



## Outdoors for All

A meeting was held with representatives from the City, Berger Partnership, and Outdoors for All – a nonprofit organization specializing in adaptive and inclusive recreation programs – to gather inclusive design input for the park. All feedback and observations summarized below reflect input provided by Outdoors for All.



### Inclusive Park Design Preferences and Considerations

The discussion highlighted several key preferences for inclusive park design. Emphasis was placed on providing spaces that allow users to observe nearby activities, as well as areas along the perimeter where individuals can step back when overstimulated while still maintaining visual connection to play areas. Clear sightlines throughout the park were identified as an important design consideration. The value of entry signage that communicates the park's inclusive intent was also noted, along with supportive features such as color or activity boards that allow users to select activities. Regarding ramped play elements, simply providing a ramp does not ensure meaningful inclusion; ramps are most valuable when they allow access to equipment or activities that engage users with mobility challenges, including wheelchair users, while also benefiting those who have difficulty with stairs. Slides and similar play elements were preferred to be sized to accommodate caregivers or adults, supporting shared and inclusive play experiences.

### Deane's Children's Park Concept Review

Feedback on the Deane's Children's Park concept was largely positive. Opportunities for parallel play and a diversity of trail types and challenge levels were viewed favorably, allowing users to select experiences aligned with their abilities and comfort levels. The park's densely treed setting was identified as a notable strength, as many inclusive parks are located in wide-open environments. The balance between open-ended play and more structured elements was also appreciated, contributing to a setting that feels less manufactured. The design was seen as offering sufficient variety to support repeat visits, with opportunities for users to engage differently over time and discover new elements. The relocation of the restroom to a more central park zone was supported to improve sightlines to the majority of play areas. Music elements and communication boards were also identified as strong inclusive features. It was recommended that trail maps be included at grounding zones to highlight the most accessible routes, paired with communication boards to help users understand what to expect before progressing through the park. These elements were identified as important tools for supporting independence, predictability, and comfort for a wide range of users.

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# Site Plan

Introduction	54
Site Plan	55
Parking & Site Access	57
Site Navigation	58
Play Equipment Overview	60
Play Equipment Enlargements	61
Park Amenities	76
Kenton's Dragon Improvements	77
Striking the Balance	78
Site Restoration	81



**chapter**  
**5**

# Introduction

A Site Plan was developed based on the feedback received during the previous community outreach process, including comments received from the Parks and Recreation Commission on September 4, 2025, and November 6, 2025.

The Site Plan presents a cohesive vision for reimagining Deane's Children's Park. By integrating inclusive design strategies within a forest adventure theme, the plan creates a play environment that supports children of all abilities, caregivers, and visitors of all ages. The layout reflects an iterative design process that considered multiple options for circulation, sightlines, play experiences, and accessibility. This approach ensures the plan responds to community input while creating a safe, engaging, and inclusive play environment for all.



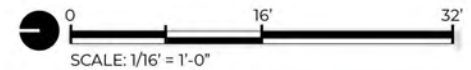
# Site Plan



## Play Equipment Legend

Critter Corner	Central Play Zone	5-12+ Zone	Discovery Path
1 Songbird	14 Fallen Log	24 5-12+ Tower Combination	9 Alpine Hut
2 Leaf Stepper	15 Pinecone Climber/Tunnel	<b>Forest Surprises</b>	10 Acorn Seat
3 Log Steppers	16 Wobble Bridge	25 Moku-Yama 4.1	11 Triple Wonder Play Panel
4 Log Pile 3.2	17 Akadinda Marimba	26 Handpipes	12 Harmony Flowers
5 Log Tangle 2.2	18 Cattail Chimes	27 Mushroom Ensemble	13 Mushroom Playhouse
6 Log Pile 2.1	19 We-Go-Round	28 Honeycomb Congas	
7 Howler	20 We-Saw	29 Log Stepping Forms	
8 Discovery Table	21 Tent Net Hammock	30 Hollow Log Link	
	22 Communication Board	31 Magnacus	
	23 Swing Combination	32 Dragon Eggs	

*Note: specific play equipment collections shown are subject to change if unavailable at the time of implementation. Any substitutions will meet the same design intent and play goals.*



## Site Plan Overview

Arrival at both the primary and secondary entrances is supported by integrating grounding zones that provide space to pause, rest, and orient before entering the play environment. These areas offer opportunities for wayfinding, caregiver support, and transition into the park's sensory-rich setting. Clear wayfinding elements located at both entrances support inclusive, versatile communication and shared interaction. Improvements to parking and access, along with connections to nearby amenities, are addressed in the sections that follow. Play experiences are organized into a series of connected zones that support a progression of ages, abilities, and play styles. Younger children are welcomed with low-lying play near the primary entrance, including the 2-5 Discovery Path, an accessible, forest-inspired trail layered with whimsical elements that guide exploration and sensory engagement. The central play zone offers a diverse mix of inclusive and adaptive equipment that encourages sensory exploration, social interaction, and imaginative play. Key features include adaptive swings, inclusive spinning and rocking elements, a large fallen-log climber inspired by natural forms, and musical and creek-inspired play components that support parallel and cooperative play. Improved sightlines and seating amenity throughout the playground enhance caregiver comfort and supervision. An elevated, accessible route leads to a focused play area for ages 5-12+, while smaller "forest surprise" play elements distributed throughout the site invite discovery and exploration.

At the center of the park, a shared gathering and amenity zone brings together key features that support social connection. This area includes a picnic shelter, a restroom, informal seating opportunities, and an accessible looped pathway that surrounds the play zone, allowing for comfortable circulation around its perimeter. Play berms integrated into this space provide sensory engagement and casual seating while also serving as a natural strategy to slow cyclists as they exit the Bike Skills Area. A centrally located communication board reinforces inclusive, versatile communication and shared interaction among users of varying ages and abilities.

Circulation throughout the park is further strengthened by dedicated paths that connect play areas, amenities, the Bike Skills Area, and the northern entrance, supporting neighborhood access and connection to the adjacent elementary school.

The Site Plan also reinforces the park's sense of place and legacy. Kenton's Dragon remains a cherished amenity, with opportunities identified to preserve and enhance its accessibility for future generations. Throughout the park, natural materials, forest-inspired forms, and opportunities for art and sensory features contribute to an immersive, nature-based experience that reflects the forested character of Deane's Children's Park.

Overall, the Site Plan provides a thoughtful balance of program, inclusivity, safety, and environmental context. By integrating a diverse range of play opportunities with supportive amenities and clear circulation, the plan establishes a flexible framework that supports meaningful play, learning, and community connection.

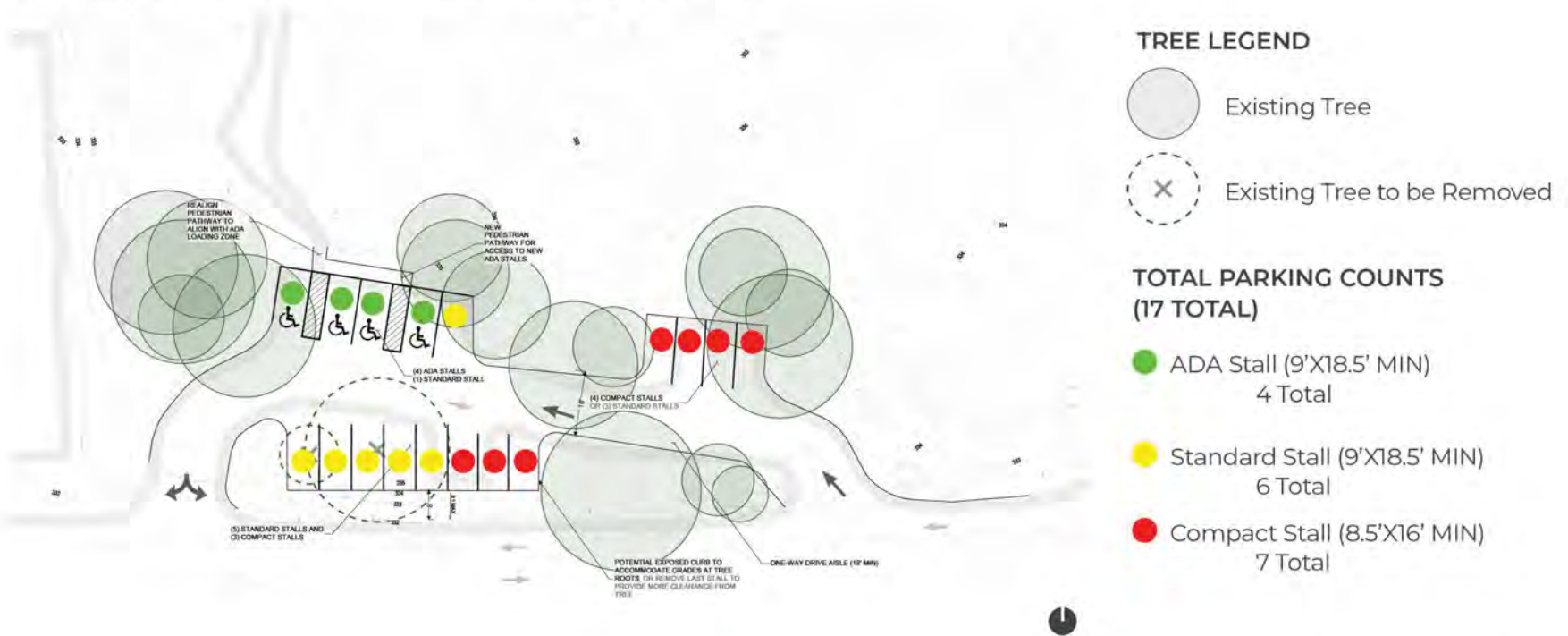
# Parking and Site Access

## Overview

Parking and access were identified as priorities during the community outreach process. Through discussions with the Parks and Recreation Commission, parking layout alternatives were evaluated to explore ways to enhance access to Deane's Children's Park. The analysis focused on increasing both standard and accessible (ADA) parking to better meet community needs. After reviewing the alternatives, the preferred option increases the parking lot footprint to accommodate approximately 17 parking stalls, including 4 accessible stalls, to better support park use, while working with existing site limitations.

This exploration also highlighted the importance of providing a safe, accessible connection to the Island Crest Park Ballfield parking lot. As part of the first phase of improvements, this connection will be explored to ensure visitors have a safe route to the park when the parking lot at Deane's Children's Park is at capacity.

## Parking Studies: Recommended Approach



# Site Navigation

## Wayfinding

Wayfinding is a key element for supporting navigation and exploration throughout the park. Integrated 'grounding zones' at the primary and secondary entrances provide spaces for visitors to pause, review wayfinding information, rest, or transition into the sensory-rich play environment. These areas also offer opportunities to reinforce the playground's theme and incorporate artistic elements or community collaborations.



## Circulation

Circulation throughout the park is designed to provide safe, intuitive, and flexible movement for visitors of all ages and abilities. The park includes a variety of trail types, including concrete, compacted gravel, wood chip paths, and a boardwalk, to support different experiences and play styles. Within play zones, accessible play surfacing including pour-in-place (PIP) rubber, synthetic turf, and engineered wood fiber (EWF) are integrated and strategically used to access features requiring fall height protection. The materials used for the trails and play areas provide a balance between accessibility and responsiveness to the park's forested setting. Refer to Chapter 6 for more information, including proposed accessible and adaptive routes throughout the park.



# Play Equipment Overview

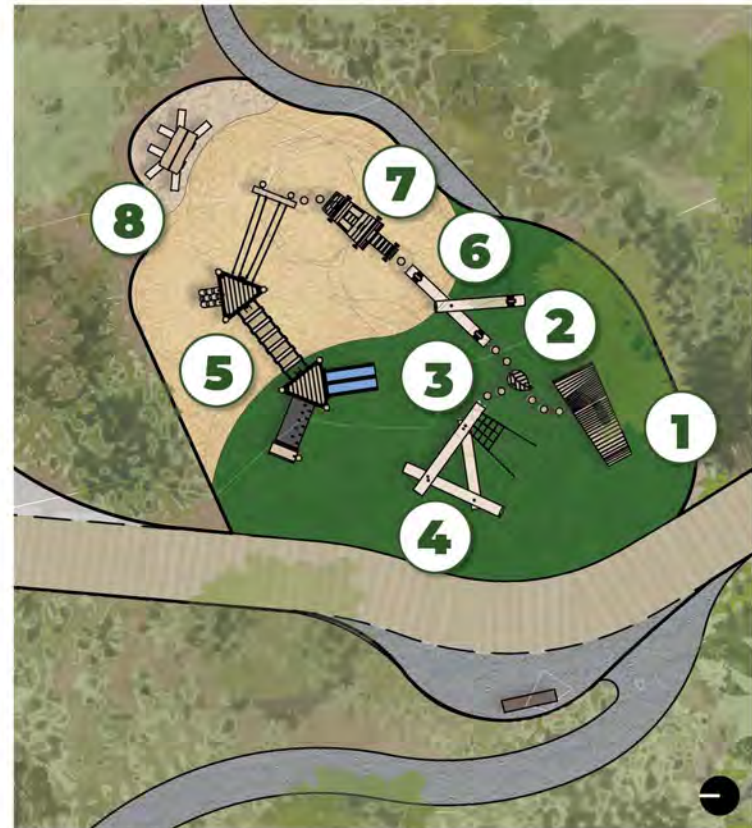
The components shown in the Site Plan have been thoughtfully curated to provide an extensive variety of inclusive features, allowing ample flexibility in how users can engage.



# Play Equipment Enlargements

## 2-5 Critter Corner

This formal play area is designed for children in the early stages of development and features signature animal structures and natural play equipment that compliment the park's natural character. Low-lying, unenclosed components located near the "Forest Path" provide clear sightlines and create a welcoming, approachable experience upon entry to the park. Play elements are arranged in a connected circuit to support sequential play, while their simple design encourages unstructured and imaginative exploration.



### Play Equipment Legend

- |                        |                          |
|------------------------|--------------------------|
| <b>1</b> Songbird      | <b>5</b> Log Tangle 2.2  |
| <b>2</b> Leaf Stepper* | <b>6</b> Log Pile 2.1*   |
| <b>3</b> Log Steppers* | <b>7</b> Howler          |
| <b>4</b> Log Pile 3.2  | <b>8</b> Discovery Table |

\* Element(s) used to functionally link play equipment per CPSI standards. Grouped into play feature, calculated individually for distribution legend.

**1** **Songbird**  
Manufacturer: Earthscape



**2** **Leaf Stepper**  
Manufacturer: Earthscape



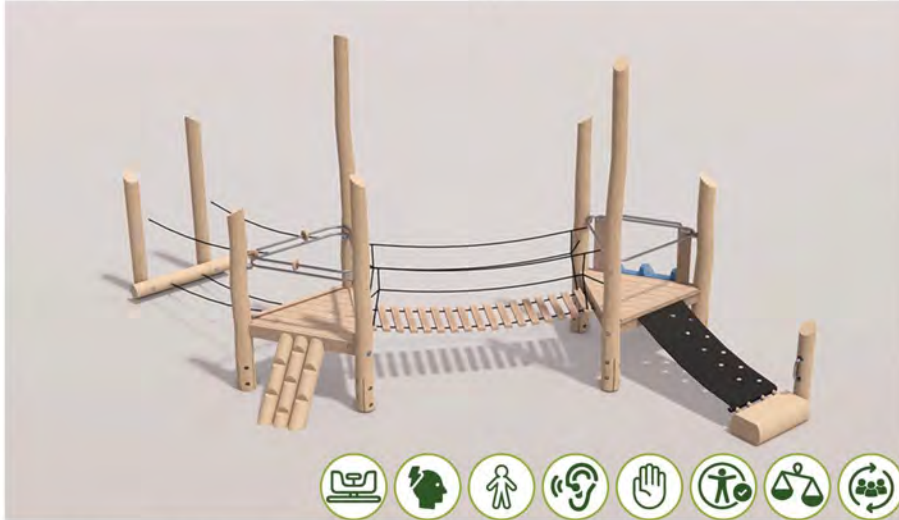
**3** **Log Stepper**  
Manufacturer: Earthscape



**4** **Log Pile 3.2**  
Manufacturer: Earthscape



**5** **Log Tangle 2.2**  
Manufacturer: Earthscape



**6** **Log Pile 2.1**  
Manufacturer: Earthscape



**7** **Howler**  
Manufacturer: Earthscape



**8** **Discovery Table**  
Manufacturer: Earthscape



## 2-5 Discovery Path

The accessible 2-5 focused Discovery Path promotes opportunities for play that are integrated within the forest. A gently meandering path connects a series of ground-level play elements, selected to support various social and sensory experiences, while carefully balancing impacts to the surrounding vegetation.



### Discovery Path

- 9** Alpine Hut
- 10** Acorn Seat
- 11** Triple Wonder Play Panel
- 12** Harmony Flowers
- 13** Mushroom Playhouse

**9** **Alpine Play Hut**  
Manufacturer: Earthscape



**10** **Acorn Seat**  
Manufacturer: Landscape Structures



**11** **Triple Wonder Play Panel**  
Manufacturer: Kompan



**12** **Harmony Flowers**  
Manufacturer: Percussion Play



**13** **Mushroom Playhouse**  
Manufacturer: Kompan



## Central Play Zone

This zone serves as a hub for activity, located near the park's proposed amenities to encourage gathering and extended use. A diverse range of experiences are integrated here to support varied forms of movement, rest, and interaction. This includes swinging, spinning, rocking, lounging, balancing, musical play, and climbing, many of which are featured in the primary fallen log structure that grounds the play experience in the forest context while providing multiple opportunities for interaction. Together, these elements create a vibrant, shared environment for users of all abilities to engage, explore, and play alongside one another.



**Central Play Zone**

- |                                   |                                |
|-----------------------------------|--------------------------------|
| <b>14</b> Fallen Log              | <b>19</b> We-Go-Round          |
| <b>15</b> Pinecone Climber/Tunnel | <b>20</b> We-Saw               |
| <b>16</b> Wobble Bridge           | <b>21</b> Tent Net Hammock     |
| <b>17</b> Akadinda Marimba        | <b>22</b> Communication Board* |
| <b>18</b> Cattail Chimes          | <b>23</b> Swing Combination    |

\* Element not included in play feature distribution calculation

### 14 FALLEN LOG

Manufacturer: Kompan



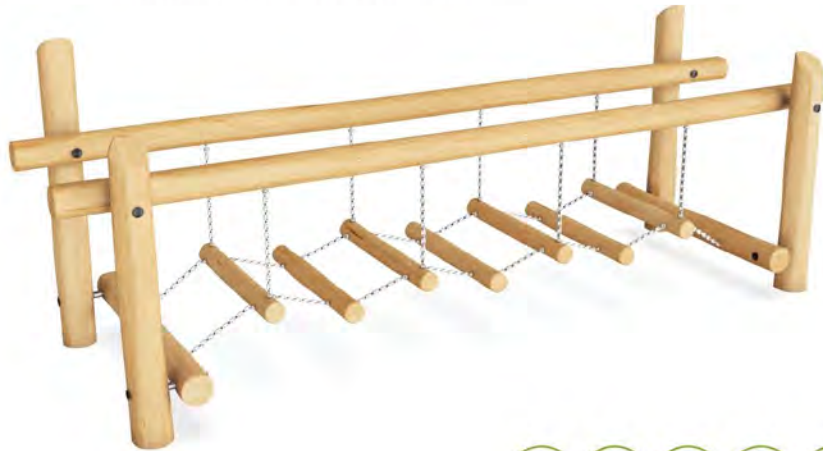
### 15 PINECONE CLIMBER/TUNNEL

Manufacturer: Kompan



### 16 WOBBLE BRIDGE

Manufacturer: Kompan



### 17 Akadinda Marimba

Manufacturer: Percussion Play



**18** **Cattail Chimes**  
Manufacturer: Percussion Play



**19** **WE-GO-ROUND**  
Manufacturer: Landscape Structures



**20** **WE-SAW**  
Manufacturer: Landscape Structures



**21** **TENT NET HAMMOCK**  
Manufacturer: Kompan



**22** COMMUNICATION BOARD  
Manufacturer: Kompan



**23** SWING COMBINATION  
Manufacturer: Kompan



### 5-12+ Play Zone

Seen from afar, the 5-12+ play area is anchored by a prominent climbing structure, inspired by the form of a standing tree snag found in a forest. This tower serves as a visual landmark for the park, while providing substantial height and graduated challenge to accommodate a range of abilities. Within the structure, a spiral tight-mesh net provides access to the tallest slide in the park, along with additional spatial and vertical climbing opportunities for those seeking a higher level of challenge. The structure also offers a flexible climbing ramp transfer point, connecting to both a tree house pod and the tower via a rope bridge. At ground-level, integrated and open-ended play elements activate the base of the structure, including a hammock swing seat, activity panel, and flexible space that supports both programmed and unstructured play.



### 5-12+ Play Zone

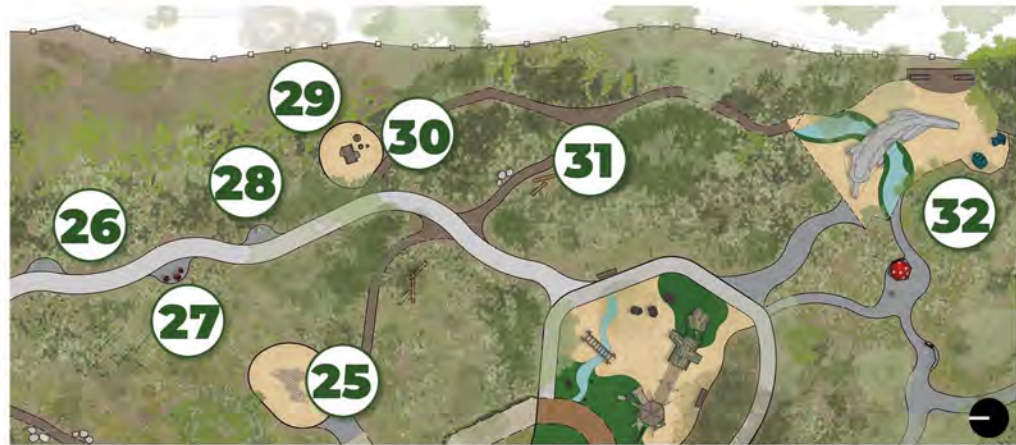
**24** 5-12+ Tower Combination

**24** 5-12+ TOWER COMBINATION  
Manufacturer: Berliner



## Forest Surprises

Throughout the park, play components are scattered along accessible and adaptive routes, encouraging discovery and exploration. A mix of equipment and found elements such as boulders and logs support the unstructured charm of the park while implementing opportunities for shared connection, engagement and active learning.



### Forest Surprises

- |                             |                              |
|-----------------------------|------------------------------|
| <b>25</b> Moku-Yama 4.1     | <b>29</b> Log Stepping Forms |
| <b>26</b> Handpipes         | <b>30</b> Hollow Log Link    |
| <b>27</b> Mushroom Ensemble | <b>31</b> Magnacus           |
| <b>28</b> Honeycomb Congas  | <b>32</b> Dragon Eggs        |

**25** MOKU-YAMA 4.1  
Manufacturer: Earthscape



**26** Handpipes  
Manufacturer: Percussion Play



**27** Mushroom Ensemble  
Manufacturer: Freenotes Harmony Park



**28** Honeycomb Conga  
Manufacturer: Freenotes Harmony Park



**29** LOG STEPPING FORMS  
Manufacturer: ID Sculptures



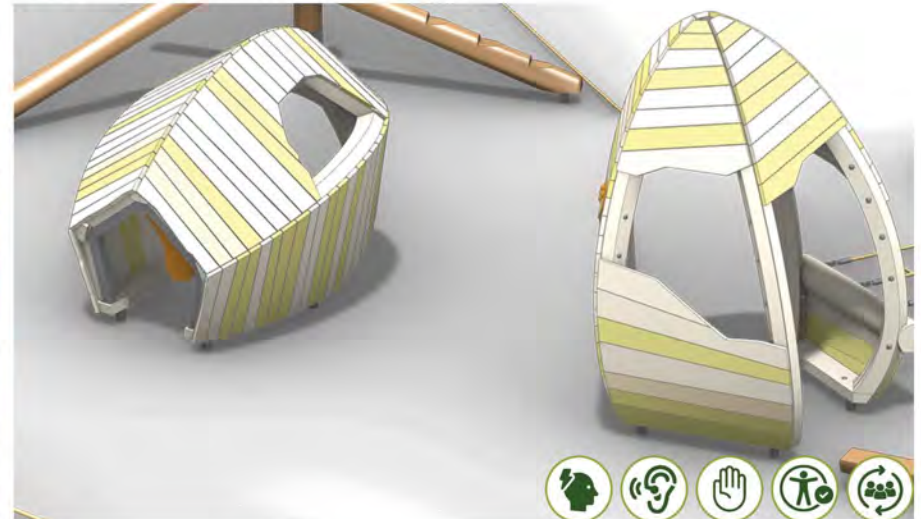
**30** HOLLOW LOG LINK  
Manufacturer: ID Sculptures



**31** STONE ABACUS  
Manufacturer: Kompan



**32** DRAGON EGGS  
Manufacturer: Kompan



# Park Amenities

## Shelter Building

The proposed shelter at Deane's Children's Park will mimic the City of Mercer Island's standard shelter design, with picnic tables provided underneath. Tables will be furnished to the City's standard specifications and will include integrated wheelchair access to ensure inclusive use. The shelter will continue to be available for reservations once redeveloped. The image below illustrates this shelter design as implemented at Aubrey Davis Park.



*Aubrey Davis Park, Mercer Island WA*

## Restroom Building

Restrooms are key elements of inclusive park design, supporting longer, more comfortable visits and enabling visitors to fully enjoy the park. The proposed restroom building at Deane's Children's Park will include two gender-neutral restrooms, with one room featuring a universal changing table. The building is intended to reflect an architectural character consistent with the adjacent shelter, reinforcing a cohesive aesthetic within the central zone.

The south-facing side of the restroom building also offers an opportunity for public art integration, with the potential for an art-based sensory feature, such as the mural. This element could enhance the park's character while providing visual interest and sensory engagement within the central zone.



*Marshall Park, Vancouver WA*

## Seating / Gathering

Seating and gathering areas are a critical component of inclusive park design, providing welcoming, multi-generational amenities throughout the park. Thoughtfully placed seating supports caregivers, families, and community members by fostering comfort and clear sightlines into play areas. This visibility allows caregivers to remain engaged and, when desired, become more active participants in play. Seating areas also provide space for rest, reflection, or decompression, supporting a range of needs and play durations.

Seating may include the City of Mercer Island's standard park furnishings, complemented by opportunities for creative, artist-led projects that engage the community. For example, concrete seat walls with decorative tile accents could provide functional seating while contributing to a sensory-rich experience through tactile and visual cues.

# Kenton's Dragon Improvements

Kenton's Dragon is a cherished and integral part of Deane's Children's Park's legacy. During community engagement, visitors noted that the sculpture is beginning to show signs of wear. Potential improvements could include foundational repairs and surface refinishing to preserve the sculpture for future generations. Opportunities, if endorsed by the Arts Council and shaped through community input, could include gently ramped "wings" to provide uninterrupted access into the dragon's interior, enhancing inclusivity. Any enhancements will be guided by a public process and involve the Arts Council to ensure community support.

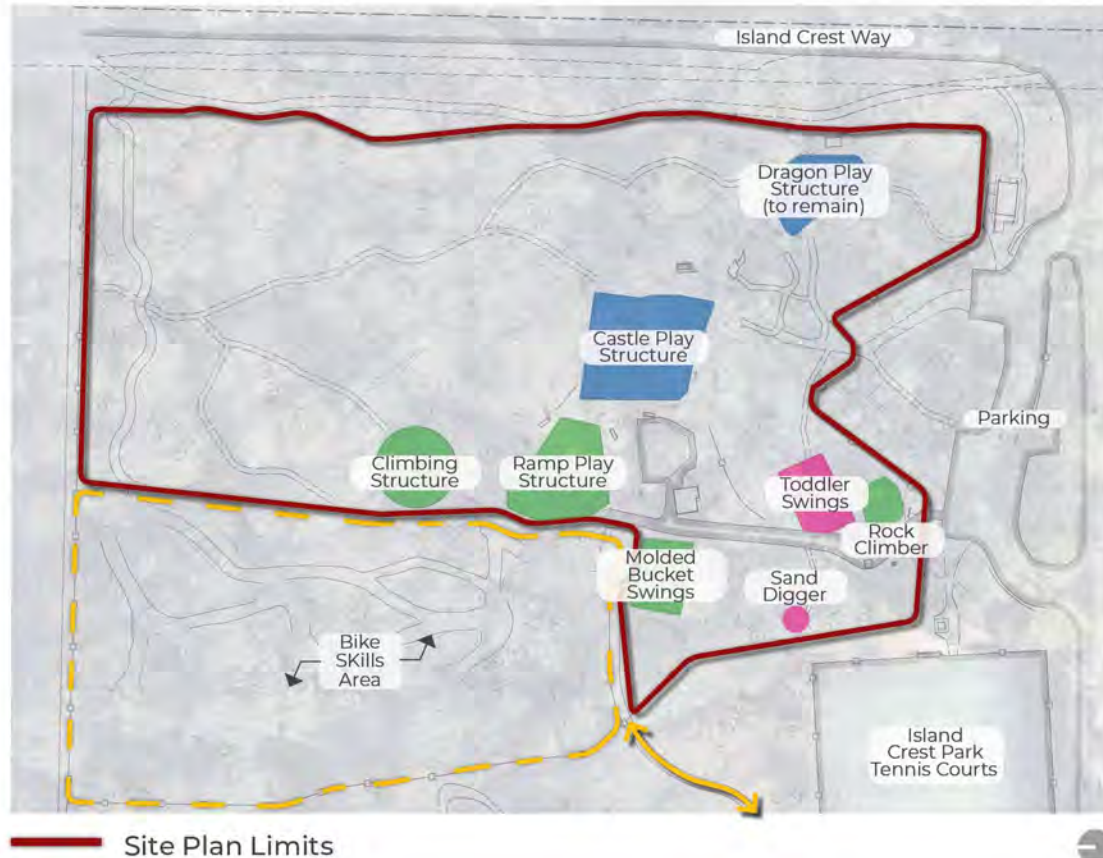


# Striking the Balance

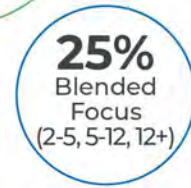
## Overview

The Site Plan for Deane's Children's Park reflects a robust and diverse approach to programming and amenities, intentionally designed to support users of all abilities. The plan prioritizes strong support heard for a park that balances unstructured (informal) play to preserve the site's existing character, while also incorporating more formal play zones that support appropriate age separation with shared, multi-generational experiences. The result is a park that offers ample opportunity for forest discovery, with thoughtfully placed equipment that also encourages blended, multi-generational experiences. Inclusive design strategies guided decisions across the site, balancing overall development and equipment distribution to create meaningful opportunities for play, learning, and growth.

## Existing Park Play Distributions



### Distribution of Equipment Age Ranges

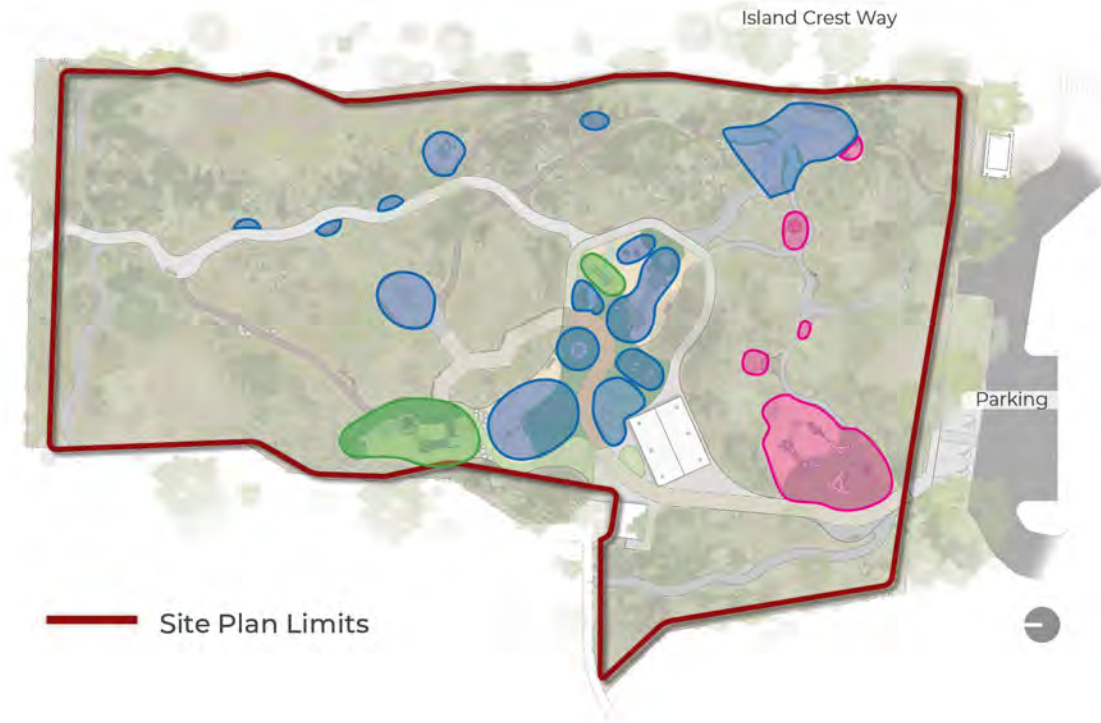


- Rock Climber: 5-12
- Toddler Swings: 2-5
- Sand Digger (removed): 2-5
- Molded Bucket Swings: 5-12
- Ramp Play Structure: 5-12
- Climbing Structure: 5-12
- Castle Play Structure: 2-12
- Kenton's Dragon: 2-12+

### Distribution of Formal and Informal Play



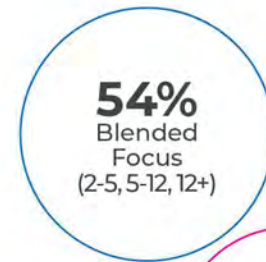
## Proposed Park Play Distributions



— Site Plan Limits

### Distribution of Equipment Age Ranges

Equipment was chosen with the goal to find a balance of value for all age ranges:



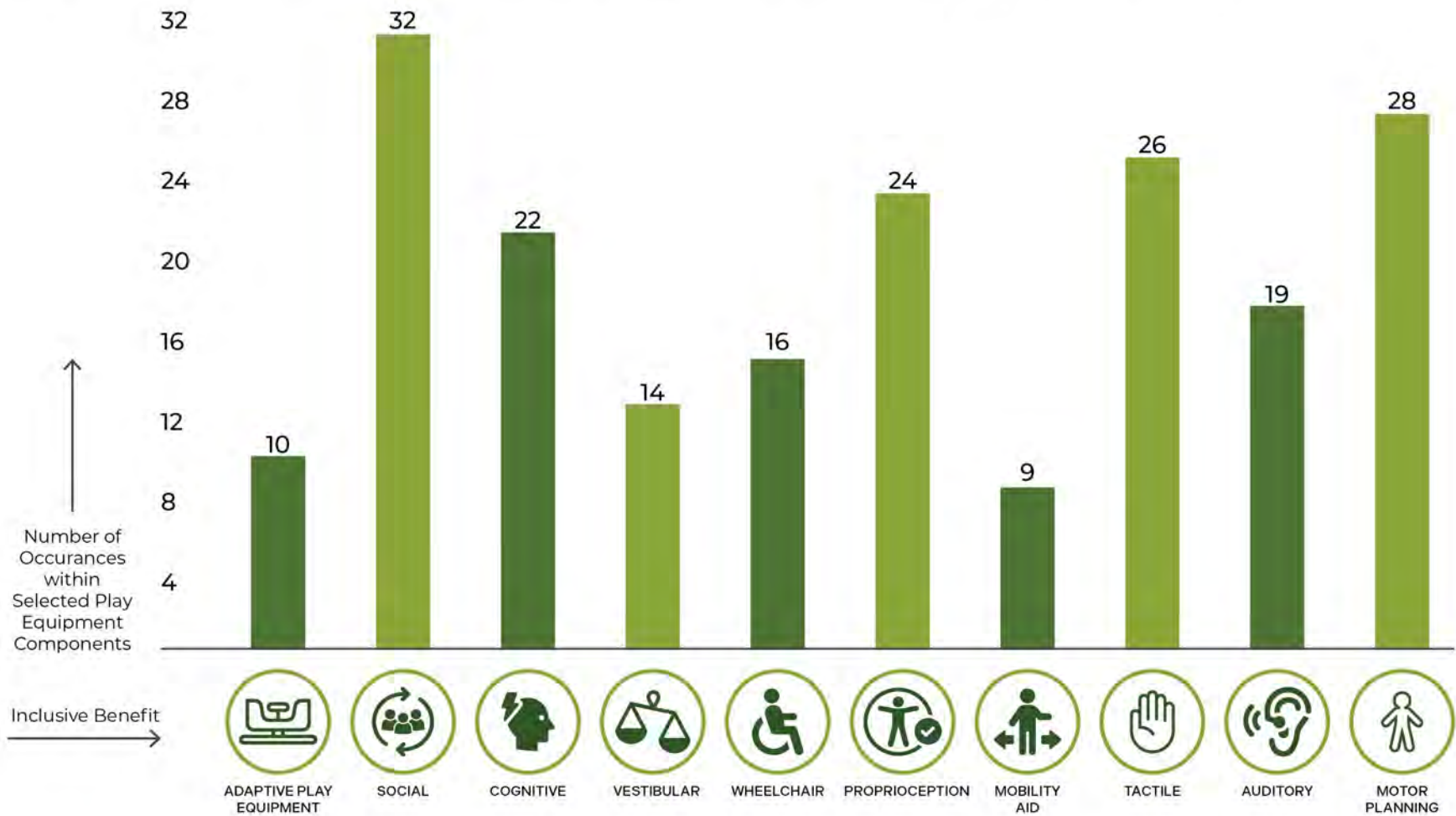
- Songbird: 2-5
- Howler: 2-5
- Log Tangle 2.2: 2-5
- Log Pile 3.2: 2-5
- 2-5 Log Steppers: 2-5
- Discovery Table: 2-5
- Alpine Hut: 2-5
- Activity Panel: 2-5
- Acorn Seats: 2-5
- Mushroom Playhouse: 2-5
- Harmony Flowers: 2-12+
- Tent Net: 2-12
- We-Saw: 2-12
- We-Go-Round: 2-12
- Swings: 2-12+
- Fallen Log: 2-12+
- Pinecone Climber: 2-12
- Wobble Bridge: 5-12
- Marimba: 2-12+
- Cattails: 2-12+
- Standing Tree Tower: 5-12+
- Handpipes: 2-12+
- Muschroom Ensemble: 2-12+
- Honeycomb Congos: 2-12+
- Hollow Log Link: 2-12+
- Log Form Steppers: 2-12+
- Stone Abacus: 2-12+
- Dragon Eggs: 2-5
- Moku-Yama 4.1: 2-12

### Distribution of Formal and Informal Play



## Inclusive Benefits Dispersion

The Site Plan proposes a diverse assortment of equipment with thoughtfully coordinated to balance inclusive considerations, ensuring users can find the opportunities and experiences that are just right for them, regardless of medical diagnosis. Refer to Appendix C for more information about the Site Plan's proposed components and site design strategies that have been implemented as they relate to inclusive design goals and principles.



# Site Restoration

Feedback heard throughout the planning process has consistently highlighted a strong appreciation for the forested character of Deane's Children's Park. To ensure the long-term health and resilience of the site's forested areas, restoration opportunities should be considered alongside planned improvements.

Existing management for Deane's Children's Park is limited, focusing on preserving the existing tree canopy through periodic removal of invasive trees and targeted ivy removal around native trees. Herbicide has been minimal due to the heavy park use and proximity to children, however the project offers the opportunity to expand the invasive species treatment and establish a more robust native palette if the park is temporarily closed due to construction.

Primary invasive species of concern include ivy, cherry laurel, and holly. Priority areas of restoration include buffers around the construction area, around existing native vegetation, and the less-disturbed northwest portion of the park that connects to Island Crest Park and offers higher habitat potential. Detailed restoration plans will be coordinated with the City's natural resource team as each phase progresses into detailed design and construction, ensuring the longevity and vitality of the forest.





# Site Engineering and Surfacing

Introduction	84
Surfacing Materials Diagram	85
Site Accessibility	86
Site Engineering Approaches	89



**chapter**  
**6**

# Introduction

The Site Plan is informed by a series of technical and site-based considerations that guide how the park functions and is maintained over time. Key factors such as available and anticipated utilities, stormwater management requirements, grading constraints, surfacing materials, and access were evaluated to ensure the design supports long-term durability, environmental stewardship, and inclusive use. Together, these considerations shape a practical framework that balances regulatory requirements with the park's natural character and community goals.

## Materials and Access

Ground-level surfacing is a key component of the Site Plan and plays an important role in balancing the project's accessibility goals with the park's natural, heavily wooded setting. A variety of path materials, widths, and slopes are intentionally used throughout the site to respond to existing topography, tree impacts, and stormwater management. This layered approach creates a range of experiences and allows visitors to choose routes that align with their comfort level, mobility needs, and desired level of challenge.











The Site Plan includes ADA-accessible routes that provide clear, comfortable connections to all formal play zones and key amenities. These accessible routes are designed to meet applicable slope and surfacing requirements while still allowing visitors to experience the park's forested character. In addition, adaptive routes are provided to support exploration and free play. While these paths may include slightly steeper slopes, they are designed to meet applicable trail and play space standards and offer alternative movement options and opportunities for increased challenge.

Play surfacing throughout the park uses a blended approach that includes both unitary play surfacing – such as poured-in-place (PIP) rubber and synthetic turf – with engineered wood fiber (EWF). Priority is given to providing unitary play surfacing at key locations where it directly interfaces with play equipment, including inclusive play features, transfer points, connected play routes, and ground-level play access to support ease of movement and inclusive use. This hybrid surfacing strategy balances accessibility, cost considerations, stormwater management objectives, and long-term tree health. Should additional funding become available and environmental impacts allow, the project may expand the use of unitary play surfacing to further enhance accessibility and reduce long-term maintenance requirements.

# Surfacing Materials Diagram



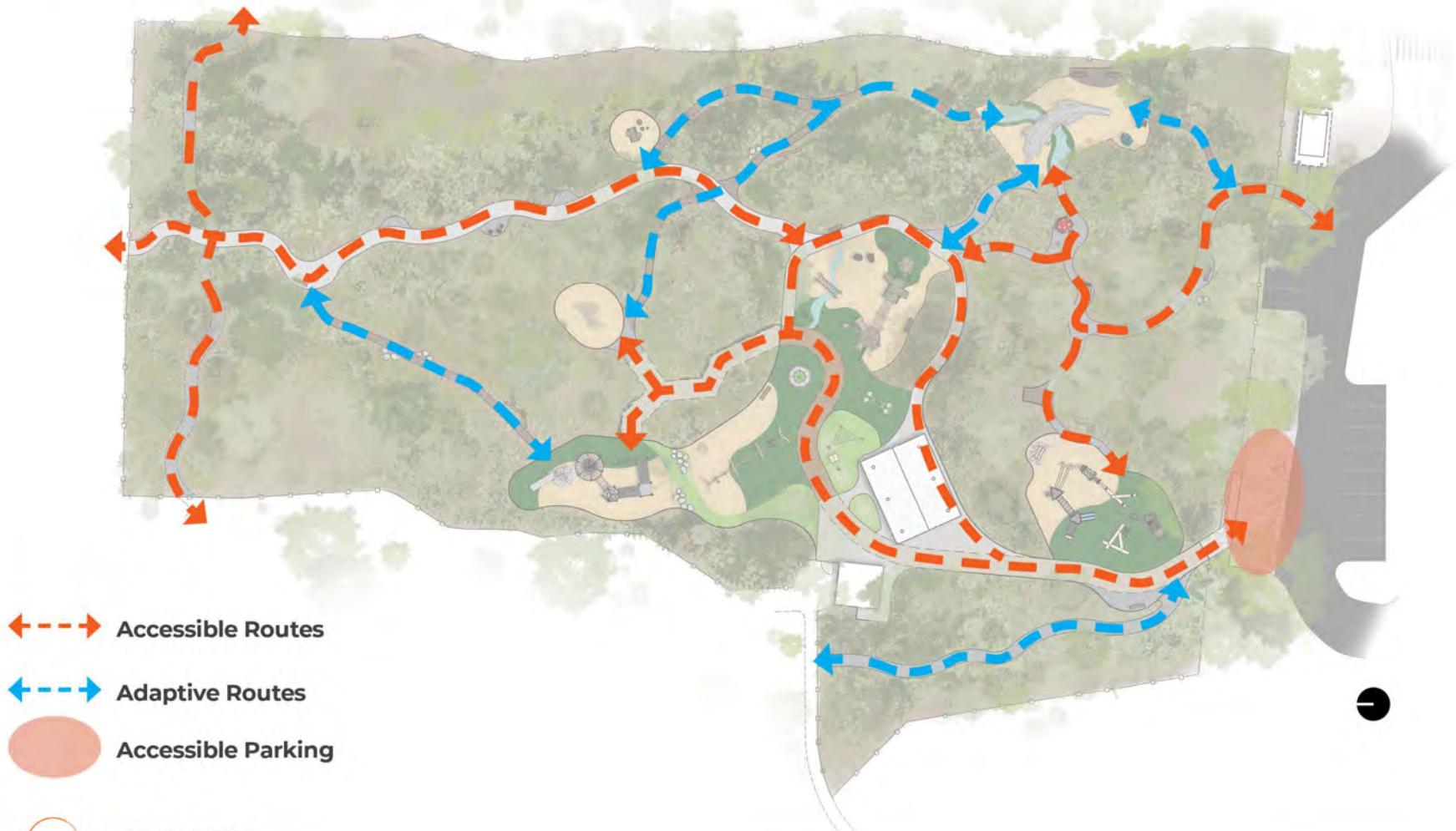
## Surfacing Materials Legend

- |  |   |
|--|---|
|  Engineer Wood Fiber            |  Mulch     |
|  Pour-in-Place Safety Surfacing |  Concrete  |
|  Gravel                         |  Sand      |
|  Planting                       |  Boardwalk |
|  Artificial Play Turf           |  Asphalt   |

# Site Accessibility

## Site Circulation

Accessible routes connect all play zones and amenities, ensuring full participation for visitors with mobility needs, while also offering a variety of alternatives that allow users to explore the park at their own pace and engage with challenges appropriate to their abilities. Adaptive routes, which may include slightly steeper slopes, also meet applicable playground and trail accessibility standards and provide additional movement options, supporting active play and exploration throughout the site.



# Unitary Surfacing Strategies

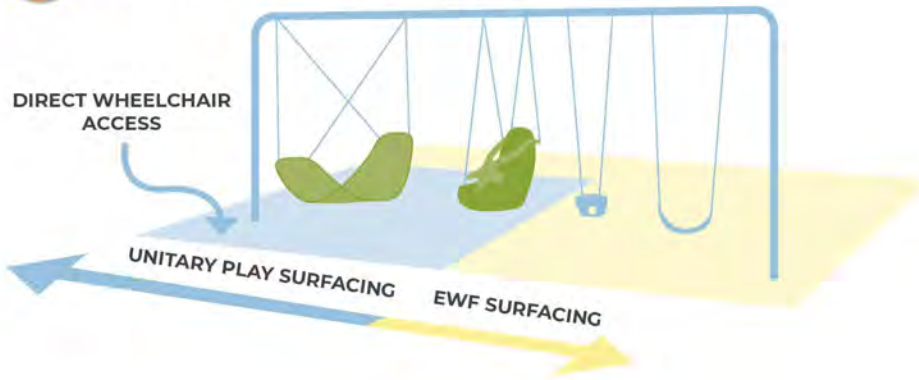


## Unitary Surfacing Strategy Legend

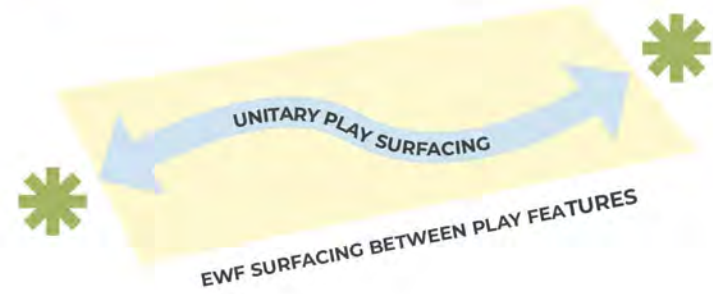
See page 88 for legend diagrams

- 1** Selective Surface Placement
- 2** Component Access Paths
- 3** Equipment Transfer Point
- 4** No Fall Zone Access

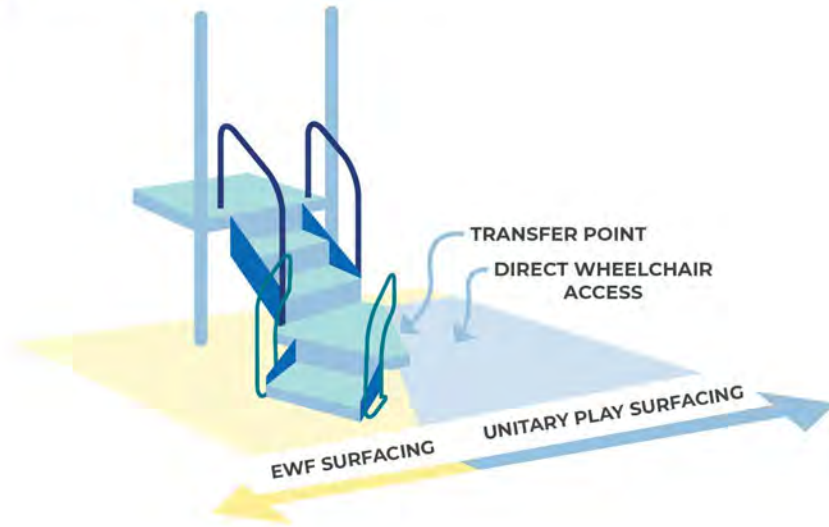
**1** Selective Surface Placement



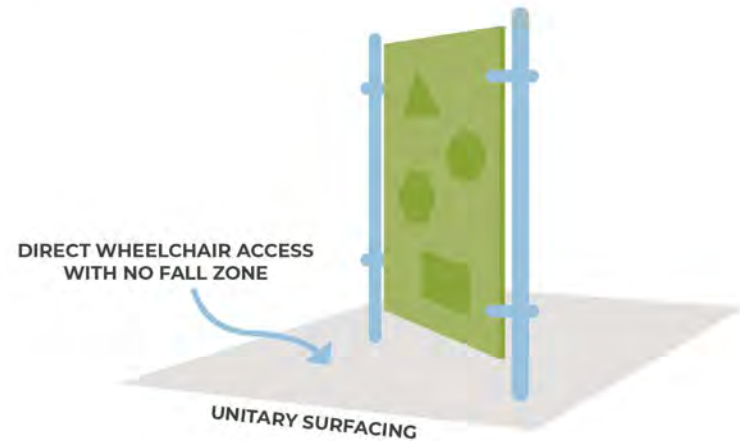
**2** Component Access Paths



**3** Equipment Transfer Point



**4** No Fall Zone Access



# Site Engineering Approaches

The project proposes to disturb and replace approximately 1.4 acres (62,300 square feet) of the site. This area includes both impervious surfaces, which do not allow water to infiltrate into the ground, and pervious surfaces, which allow rainwater to soak into the soil. Surfaces are further categorized as pollution-generating surfaces or non-pollution-generating surfaces. Pollution generating surfaces are areas where runoff could carry pollutants, such as parking lots or rubber surfacing with pollutants, while non-pollution-generating surfaces are areas that generally do not contribute pollutants, such as planting areas, sidewalks, or natural play areas. The project team assumes that all unitary playground surfacing will be classified as non-pollution generating impervious surface. This assumption will be confirmed with the city during the pre-application phase. The breakdown of these surfaces for both existing conditions and the Site Plan is summarized below:

## Impervious vs. Pervious Surfacing

Area	Existing Condition	Site Plan
Non-Pollution Generating Impervious Area (SF)	5,000	18,700
Pollution Generating Impervious Area (SF)	1,200	2,500
Pervious Area (SF)	56,100	41,100
Total Area (SF)	62,300	62,300

Note: Areas presented in this table are based on the current Site Plan and are subject to change. Revisions may occur if future direction results in a greater proportion of pour-in-place safety surfacing within the play zones. Additionally, areas may be refined based on site studies and further investigation during design development.

## Grading

The intent of the design is to provide accessible pathways to all proposed play areas while working with existing site grades to the greatest extent possible and preserving the park's natural character.

- Pathways will be designed with a maximum running slope of 5% and maximum cross slope of 2% to meet ADA accessibility standards.
- Playground areas will be graded as gently sloping surfaces with a maximum 2% slope in all directions to support safe and accessible play.

Where adjustments are necessary, grading will closely follow existing conditions to maintain natural drainage patterns and protect existing trees. In the main playground area, the surface will be raised slightly – approximately 1-2 feet – to provide an accessible route from the parking lot while integrating seamlessly with the surrounding landscape and existing site features. Reference Exhibit D for a diagram of proposed grading intent.

## Utilities

The Site Plan proposes a new restroom building that will require connections to water, sanitary sewer, and electrical utilities.

The project proposes to connect to the existing 8-inch water line located within Island Crest Park (reference Exhibit E). Additional field investigation and confirmation of capacity for this water line will be reviewed during design development.

Record drawings (reference Exhibit D) indicate the presence of a sanitary sewer line within the existing parking lot. The project proposes to connect to this sewer line, with preliminary routing shown in Exhibit F; however, additional field investigation and confirmation of available capacity will be required.

An existing electrical service is present at the site. Coordination with Puget Sound Energy (PSE) will be required to determine the feasibility of connecting to this service and to identify any additional new infrastructure improvements that may be necessary.

## Stormwater

The project will adhere to the City of Mercer Island drainage requirements and the Stormwater Management Manual for Western Washington (SWMMWW) in effect at the time of design for each project phase. For the purposes of this Site Plan, the 2019 edition of the SWMMWW is currently in effect. Future phases of the project will comply with the edition of the manual that applies at the time of design and permitting.

The Site Plan proposes less than 5,000 square feet of new/replaced pollution-generating impervious surfaces. As a result, water quality treatment is not anticipated to be required. The project assumes that the existing parking lot will be maintained to the greatest extent feasible, with new or replaced impervious areas limited to ADA-accessible stalls and minor additions to the parking lot footprint. If future modifications result in pollution-generating impervious surfaces exceeding 5,000 square feet, water quality treatment will be required.

The project is required to provide on-site stormwater management (OSM) and flow control. The site drains to separate basins, as shown on basin diagrams in Exhibit G.

Most of the site drains to the existing ravine within the park. According to City GIS data, this ravine carries water via a natural watercourse to Lake Washington. The project will evaluate the feasibility of full dispersion to meet flow control and OSM requirements for this basin. If allowed, full dispersion would require a dispersion area placed within a separate tract or protected through recorded easements. If full dispersion is not feasible, a

detention facility will be required for this portion of the site, and a bioretention facility will likely be used for OSM. Reference the attached Exhibit F for potential locations; all facilities will be confirmed in detailed design and construction.

The remaining portions of the site drain to the public system in Island Crest Way, which ultimately conveys water to a nearby watercourse and then to Lake Washington. For this portion of the site, the project will be required to provide a flow control facility in accordance with City of Mercer Island flow control requirements, along with OSM Best Management Practices (BMPs), such as bioretention.





# Maintenance

Introduction	94
Maintenance & Operations Costs	95
Key Maintenance Considerations	96



**chapter**  
**7**

# Introduction

Maintenance and Operations (M&O) play a critical role in the long-term success of the park system. Well-maintained parks support public safety, user satisfaction, environmental stewardship, and the overall quality of life for the community. As park facilities, amenities, and level of use expand, maintenance and operational demands increase accordingly.

This chapter outlines existing M&O practices, identifies anticipated increases in maintenance needs associated with the Site Plan design, and summarizes ongoing maintenance requirements for both general park features and specific equipment and amenities. The intent is to ensure that maintenance and operational considerations are integrated into park design, policy decisions, and long-term planning in a fiscally responsible and sustainable manner.



# Maintenance & Operations Costs

## Level of Effort Comparisons

The estimated full time equivalent (FTE) hours shown below are based on the current level of effort required to maintain Deane’s Children’s Park and the anticipated increase in maintenance and operational demands associated with full re-development of the park. The estimates, organized in two categories, park improvements and play equipment, reflect routine and preventive maintenance activities under typical operating conditions.

Major repairs, capital replacement, and unanticipated maintenance events are not included in these estimates. Anticipated hours are intended for planning-level analysis and provided to inform staffing, budgeting, and long-term operational considerations associated with the proposed improvements. Actual staffing needs may vary based on seasonal conditions, usage levels, and any special events.

In addition to staff time, the proposed park improvements will result in recurring costs that should be considered as part of long-term budgeting and implementation.

Examples include:

- Playground surfacing replenishment: periodic replenishment of engineered wood fiber surfacing through contracted wood-chip blow-in services to maintain required fall protection depths.
- Trail surface replenishment: periodic replenishment or leveling of gravel and wood-chip trail surfaces to maintain safe, stable, & accessible pathways for park users.
- Utilities: water, electricity, and other utility consumption associated with park restrooms, equipment, and temporary irrigation, which are not included in the estimates.
- Parking lot striping and pavement markings: ongoing restriping to maintain visibility, accessibility compliance, and safety.

**Park Improvements**

Park improvement maintenance incorporates broader landscape, circulation and site infrastructure needs, including vegetation management, routine repairs / cleaning of site amenities, parking lot striping, and utility and drainage system maintenance.

**Playground Improvements**

Playground improvement maintenance is more specialized and safety-driven, focusing on specified routine inspections to address equipment upkeep from heavy wear, vandalism, or environmental exposure, as well as identified play surfacing management & repairs.

Maintenance Category	Existing FTE Hours per Year	Anticipated FTE Hours per Year
Park Improvements	200 hours	420 hours
Playground Equipment	50 hours	80 hours

# Key Maintenance Considerations

## Proposed Equipment

Specific playground equipment vendors and surfacing strategies have been identified for the Site Plan. This section outlines the overarching maintenance requirements associated with these selected vendors and materials, including routine inspections, cleaning, and replacement of high-wear components. These routine inspections and maintenance activities shall be conducted or directed by a Certified Playground Safety Inspector (CPSI).

Documenting these anticipated responsibilities at the site planning stage ensures that staffing, material, and contracting needs are considered in long-term operational planning. Detailed maintenance schedules will be coordinated with the vendors during detailed design and construction.

### Berliner

**Materials:**



ROPE



HDPE



METAL



WOOD

**Anticipated Lifespan:**  
~50 years

**Key Maintenance:**

- Initial rope tensioning (~3 months after install)
- Routine visual inspections
- Operative inspections for rope tension and add-ons
- Annual comprehensive inspection

### Earthscape Play

**Materials:**



WOOD



RUBBER



ROPE



METAL

**Anticipated Lifespan:**  
~25 years

**Key Maintenance:**

- Routine visual inspections
  - Monitor for major wood splitting in the first 3 years
- Quarterly inspections with cleaning
  - Wood can be sanded
  - Washing
- Annual inspections
  - Stain applications
  - Sealants
  - Replacements

### FreeNotes Harmony Park

**Materials:**



METAL      HDPE      CABLES & MALLETS

**Anticipated Lifespan:**  
~20 years

**Key Maintenance:**

- Routine visual inspections
- Bi-annual inspections
- Cleaning as needed

### ID Sculptures

**Materials:**



SCULPTED CONCRETE

**Anticipated Lifespan:**  
~50 years

**Key Maintenance:**

- Annual inspections
  - Can pressure wash or manually spray to clean
  - Pre-treated for graffiti protection
  - Paint / stain repair as needed

### Kompan

**Materials:**



WOOD      RUBBER      ROPE      HDPE

**Anticipated Lifespan:**  
~30 years

**Key Maintenance:**

- Inspections/repairs of wood
  - First 3 years (included in purchase)
- Quarterly inspections with cleaning
  - Wood can be sanded
  - Washing
- Annual inspections
  - Paint as needed

### Landscape Structures

Materials:



HDPE  
ROPE  
METAL


Anticipated Lifespan:  
~30 years

Key Maintenance:

- Bi-monthly routine inspections

### Percussion Play

Materials:



METAL  
CABLES & MALLETS

Anticipated Lifespan:  
~20 years

Key Maintenance:

- Routine visual inspections
- Monthly operational inspections
- Annual inspections
- Cleaning as needed

## Proposed Surfacing Systems

Poured-In-Place (PIP)	Synthetic Turf (Anti-Static)	Engineered Wood Fiber (EWF)
<p><b>Key Conditions to Monitor:</b></p> <ul style="list-style-type: none"> <li>• Debris &amp; organic matter accumulation</li> <li>• Top course wear and tear                             <ul style="list-style-type: none"> <li>- Cracking</li> <li>- Wear patterns</li> <li>- Compression</li> </ul> </li> <li>• Seams at play area edge conditions &amp; transitions</li> </ul> <p><b>Key Maintenance:</b></p> <ul style="list-style-type: none"> <li>• Routine visual inspections</li> <li>• Bi-annual inspections                             <ul style="list-style-type: none"> <li>- Spring &amp; fall recommended to evaluate weather &amp; use-related damage</li> </ul> </li> </ul>	<p><b>Key Conditions to Monitor:</b></p> <ul style="list-style-type: none"> <li>• Debris, organic matter, &amp; contaminant accumulation</li> <li>• Infill distribution &amp; migration                             <ul style="list-style-type: none"> <li>- Envirofill is recommended for cooling, weight, &amp; anti microbial benefits. This Loose fill material distribution is critical to the surfacing's impact attenuation rating.</li> </ul> </li> <li>• Seams at edge conditions &amp; transitions</li> <li>• Uneven surface conditions</li> </ul> <p><b>Key Maintenance:</b></p> <ul style="list-style-type: none"> <li>• Routine visual inspections</li> <li>• Bi-annual inspections</li> </ul>	<p><b>Key Conditions to Monitor:</b></p> <ul style="list-style-type: none"> <li>• Debris &amp; organic matter accumulation</li> <li>• Material distribution &amp; migration</li> </ul> <p><b>Key Maintenance:</b></p> <ul style="list-style-type: none"> <li>• Routine visual inspections                             <ul style="list-style-type: none"> <li>- Particular emphasis should be placed at high-use locations (slide exits, running paths, swings, etc.)</li> </ul> </li> </ul> <p><b>Boardwalk Decking</b></p> <p><b>Key Conditions to Monitor:</b></p> <ul style="list-style-type: none"> <li>• Debris &amp; organic matter accumulation</li> </ul> <p><b>Key Maintenance:</b></p> <ul style="list-style-type: none"> <li>• Routine visual inspections</li> <li>• Annual inspections                             <ul style="list-style-type: none"> <li>- Sanding/washing</li> </ul> </li> </ul>



# Implementation

Introduction	103
Reference Precedent Projects	104
Phase 1	106
Phase 2	107
Phase 3	108
Phase 4	109
Extra Opportunities	110
Cost Summary	111
Additional Funding	112



**chapter**  
**8**

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# Introduction

Implementation of the Deane's Children's Park Site Plan will be approached as a phased process, recognizing that funding, partnerships, and opportunities will evolve over time. This chapter outlines how the Site Plan transitions from a long-term vision to on-the-ground implementation through strategic, achievable actions that can be advanced incrementally.

Reference precedent projects are included in this report to ground the Site Plan in real-world examples of inclusivity focused playgrounds with comparable goals, and complexity, offering insight into the order-of-magnitude construction costs required to move these projects from concept to completion.

Phasing diagrams and associated costs illustrate how the Deane's Children's Park Site Plan can be implemented in a thoughtful, incremental process. Phasing will be carefully considered to ensure that the temporary loss of play equipment and park amenities is minimized, with each phase designed to function independently while building toward the complete site plan vision.

In addition to capital funding considerations, this chapter identifies opportunities for donor engagement and partnerships that may support feature implementation, accelerate progress, and foster a sense of shared ownership. Complimentary grant funding strategies are also outlined to strengthen the Site Plan's competitiveness for external funding sources and philanthropic investment.



# Reference Precedent Projects

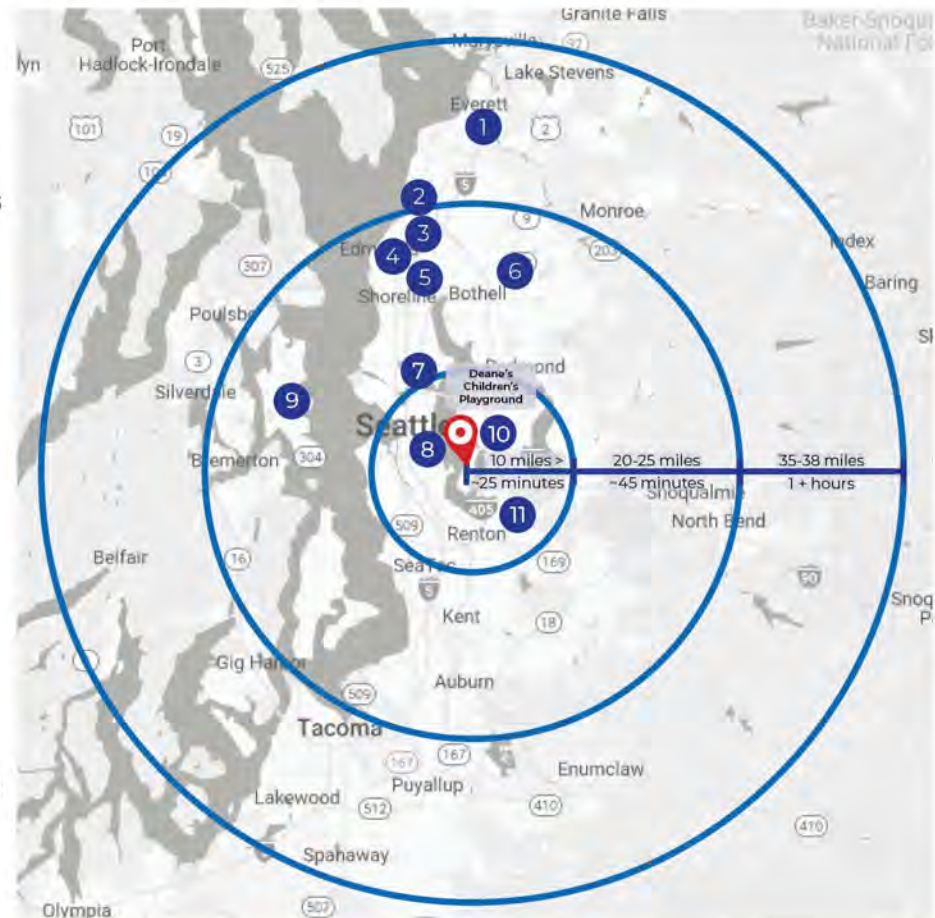
## A Community & Regional Asset

Inclusivity-focused playgrounds are becoming more prevalent throughout the Puget Sound region, though access remains uneven across communities, as shown on the map below. Due to its central location, Deane’s Children’s Park is well positioned to serve both the Mercer Island community and the broader region, strengthening the network of inclusive playground environments. Given the limited number of inclusive playgrounds in the Puget Sound region, this central location further strengthens Deane’s competitiveness for grant funding by expanding equitable access to inclusive play for families across multiple communities. Unlike many inclusive playgrounds that are located in expansive, open settings, Deane’s offers a distinctive experience rooted in a forested landscape, allowing inclusive play opportunities to be integrated

with a more intimate, nature-inspired setting. The following page includes the construction costs of select parks mentioned below, serving as a reference of the investments that were needed to create these community assets.

**Legend:**

- 1 **Forest Park**  
Everett
- 2 **Meadowdale Playfields**  
Lynnwood
- 3 **Seaview Park**  
Edmonds
- 4 **Mika’s Inclusive Playground**  
Edmonds
- 5 **Ballinger Park**  
Mountlake Terrace
- 6 **Miner’s Corner**  
Bothell
- 7 **Pathways Park**  
Seattle
- 8 **Seattle Children’s Play Garden**  
Seattle
- 9 **Owen’s Playground**  
Bainbridge Island
- 10 **Inspiration Playground**  
Bellevue
- 11 **Meadow Crest Playground**  
Renton



**MEADOW CREST PLAYGROUND**

Renton

**Size:** 46,000 SF

**Cost:** \$2.2 MIL (\$48/SF)

**Completed:** May 2014



**Program & Amenities:**

- Fully Adaptable Surfacing
- Sand Play
- Wee-Saw & Omni Swing
- Water Play
- Sensory and Sound Play
- Outdoor Classroom
- Fully Fenced
- Adaptive Swings
- Embankment Slide
- Shade Structure
- Painted Games
- Climbing Features
- Nature Play
- Landform Play

**INSPIRATION PLAYGROUND**

Bellevue

**Size:** 48,000 SF

**Cost:** \$5.5 MIL (\$115/SF)

**Completed:** June 2017



**Program & Amenities:**

- Entry Plaza
- Fully Adaptable Surfacing
- Wee-Saw and Omni Swing
- Water Play
- Sensory Garden
- Sound Play
- Partially Fenced
- Adaptive & Accessible Swings
- Shade Structure
- Climbing Features
- Art
- Tactile Paving
- Informational Signage

**OWEN'S PLAYGROUND**

Bainbridge Island

**Size:** 18,000 SF

**Cost:** \$550k (\$31/SF)

**Completed:** July 2016



**Program & Amenities:**

- Fully Adaptable Surfacing
- Sand Play
- Wee-Saw & Omni Swing
- Water Play
- Sensory & Sound Garden
- Partially Fenced
- Adaptive Swings with Companion Swing
- Embankment Slide
- Shade Structure
- Art
- Climbing Features

**PATHWAYS PARK**

Seattle

**Size:** 76,000 SF

**Cost:** \$6.5 MIL (\$85/SF)

**Completed:** June 2024



**Program & Amenities:**

- Fully Adaptable Surfacing
- Integration Carousel
- Water Table & Dig Pit
- Wavy Walk
- Rumble Walk
- Adaptive Swings & Companion Swing
- Sensory Garden
- Embankment Slide
- Rope Pull/Climb

# Phase 1

## Summary

Phase 1 targets foundational safety & accessibility improvements, including upgrading the park's southern perimeter fencing, new accessible parking stalls that meet current standards, and grading and boardwalk improvements along the 'Forest Path' to provide access to the 5-12+ tower combination. The new climbing structure replaces the existing 5-12 structure in the park to achieve no net loss of play value while introducing a signature inclusive feature to the park. Additionally, swings for all ages and abilities will be introduced in this phase, with supporting trail surfacing improvements. Prioritizing these play zones initiates a phasing approach driven by constructability, as they are the furthest formal play zones in the Site Plan from the anticipated staging and construction access point for the project (the parking lot). This strategy ensures sequencing that accounts for future phases and avoids future conflicts. Additionally, should funding allow, the phasing approach provides flexibility to advance elements from subsequent phases or individually implemented features, without compromising installed improvements. As part of Phase 1 design, a connection to the Island Crest parking lot will be explored further.

Phase 1 is anticipated to cost approximately \$2.20M.

## Phase 1 Goals

- 1A** Park boundary fencing upgrade with self latching gates at entries
- 1B** Existing ADA parking upgrade
- 1C** 'Forest Path' accessible pathway grading improvements
- 1D** 'Forest Path' accessible boardwalk path
- 1E** 5-12+ climbing tower structure
- 1F** Swing combination



# Phase 2

## Summary

Phase 2 focuses on constructing the central play area, installing the picnic shelter, completing parking lot improvements, and installing supporting utilities. This phase delivers the core park amenities that support inclusive play, gathering, and extended visits, while establishing the infrastructure needed for subsequent improvements. As in Phase 1, supporting trails and surfacing improvement connections will also be integrated.

The picnic shelter is included in this phase because grading for the central play area and associated site elements would impact the existing shelter. Constructing the new shelter during Phase 2 ensures there is no net loss of amenities between phases and allows utility connections to be coordinated efficiently with adjacent play and parking improvements.

Phase 2 is anticipated to cost approximately \$3.81M.

## Phase 2 Goals

- 2A** Foundational utility improvements
- 2B** Parking lot expansion
- 2C** New picnic shelter
- 2D** Central play area 2-12 climbing structure and adjacent components
- 2E** Mixing zone berms & seating
- 2F** 'Forest Path' specialty paving
- 2G** Improved accessible connection to Island Crest Elementary School



# Phase 3

## Summary

Phase 3 delivers the remaining amenity - the central restroom building - along with enhanced surfacing and access improvements in the southern portion of the park. A dedicated access route to the Bike Skills area from the primary entry will be installed, as well as accessibility upgrades that strengthen connections between the Critter Corner, Central Play Zone, & Kenton's Dragon. The formal play zones are also completed within this phase, with remaining equipment in the Critter Corner being the closest play zone to the anticipated staging and construction access location.

Phase 3 is anticipated to cost approximately \$1.16M.

## Phase 3 Goals

- 3A** 2-5 'Critter Corner'
- 3B** Alternate pathway access to bike skills area
- 3C** 2-5 'Discovery Path' surfacing improvements
- 3D** Restroom facility and bike skills area entry improvements



# Phase 4

## Summary

Phase 4 implements Kenton's Dragon improvements, aiming to focus on repairs and improved access to and within this zone.

Phase 4 will budget approximately \$100K.

## Phase 4 Goals

- 4A** Kenton's Dragon improvements






# Extra Opportunities

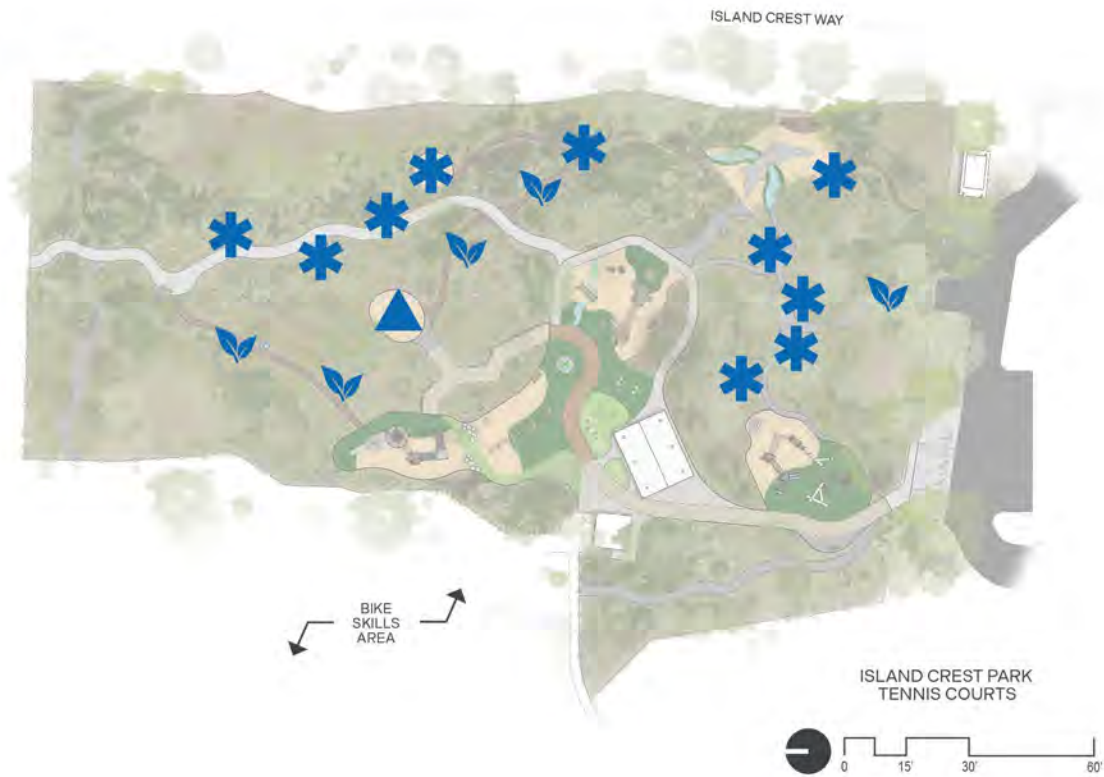
## Summary

To support implementation, play and experiential nodes distributed throughout the park have been identified as opportunities for incremental project expansion as funding becomes available. These strategic components may be implemented independently, or integrated into future construction phases. Installation of these features will be determined by funding source (for example, if a donation is provided for a particular element), otherwise recommendation for implementation will be based on constructability and sequencing factors.

Extra Opportunities are anticipated to cost approximately \$650k.

## Identified Opportunities:

-  Play equipment nodes along forest trails
-  Play structure within the glen
-  Organic 'found objects' along forest trails (boulders, large woody debris, etc.)



# Cost Summary

## Estimated Cost of Construction

The table below summarizes the estimated construction costs by the previously described phases. All costs are shown in 2027 dollars, inclusive of a 5.5% yearly escalation based on historical annual average. Construction costs include sales tax, a 15% design contingency, and contractor mark-ups. Soft costs - such as design, engineering, and permitting - are not included; these costs may vary by phase but are anticipated to be approximately 25% of construction costs.



# Additional Funding

## Donor Opportunities

Donations and partnerships play a vital role in bringing inclusivity-focused playground projects to life. Private funding provides meaningful opportunities for individuals and organizations to directly support project goals, while fostering a sense of shared community ownership and stewardship. Recommendations for donations and partnerships are organized into three strategic categories, designed to support phased implementation and maximize overall project outcomes:

### 1. Individual Components

As clearly defined elements, specific play components identified in the Site Plan are particularly well-suited for donor participation. Features that can be implemented independently enable the park to grow and evolve over time as funding becomes available. The Site Plan's wide variety of components provide many opportunities for impactful contributions. Smaller-scale elements offer more accessible entry points for a broad range of donors due to their modest cost, while larger signature features may also be appropriate for major donor or partnership support.

### 2. Legacy as Integrated Play

Honoring donor contributions in a personal, meaningful way provides an opportunity for lasting legacies to be recognized and celebrated within the park. Legacy features should be thoughtfully integrated into the Site Plan as functional site elements that also enhance sensory and inclusive play experiences. Partnerships to create these features strengthen community stewardship and support creative opportunities for artistic collaboration and custom design. Donation opportunities can be structured across a range of contribution levels and be intentionally scaled or adapted to reflect varying levels of investment.

#### Examples of Legacy as Integrated Play

##### Active Play Features:



Figure 12: Pathways Park

##### Community Event Projects:



Figure 13: Highland Park Mosaic

##### Functional Sensory Installations:



Figure 14: Adobe Stock

### 3. General Accessibility Improvement Fund

To further advance the park's commitment to inclusive play, the establishment of a General Accessibility Improvement Fund for Deane's Children's Park is recommended. This fund would provide a flexible funding mechanism to support site-wide accessibility enhancements that may not be attributable to a single, standalone feature, but are critical to achieving the project's overall inclusivity goals.

Accessibility priorities supported by this fund would be identified on a phase-by-phase basis, allowing investments to be aligned with construction sequencing, available funding, and evolving community needs. For example, contributions to this fund could help offset the higher upfront costs associated with unitary safety surfacing, which provides improved accessibility durability compared to engineered wood fiber.

### Grant Funding

In addition to local funding and private donations, the Site Plan positions Deane's Children's Park to pursue local, state, and federal grant opportunities that prioritize accessibility, inclusive recreation, health equity, and broad community benefit.

Grant funding provides a strategic opportunity to accelerate delivery of high-impact improvements, expand inclusive play features, and reduce reliance on local capital funding alone. The Site Plan demonstrates clear community need, strong public support for inclusive play, and measurable public benefit – key evaluation criteria for many grant programs – while advancing equitable access to recreation for users of all abilities.

The phased structure of the Site Plan strengthens grant competitiveness by allowing specific improvements – such as accessible surfacing, inclusive play equipment, public art restoration, or stormwater management – to be packaged as grant ready projects while remaining aligned with the long-term vision for the park. Where applicable, donor contributions may also be leveraged as matching funds, maximizing the combined impact of public and private investment.



# Appendix

## References

- A - Phase 1 Engagement Summary
- B - Phase 2 Engagement Summary
- C - Inclusive Design Review
- D - Site Plan Grading Diagram
- E - Utility As-Builts
- F - Site Drainage and Utilities Diagram
- G - Basin Map
- H - Non-Project SEPA Checklist
- I - Agenda Bills

## To Be Included in a Subsequent Update:

- J - Resolution Adopting the Deane's Children's Park Site Plan

# References

## Image References

Figure 1: Mercer Island Park. *Let'sTalk*, [letstalk.mercergov.org/parks-levy-renewal?page=2](http://letstalk.mercergov.org/parks-levy-renewal?page=2)

Figure 2: Pies, Kenton. "Kenton's Dragon." *Explore Mercer Island*, [mercerisland.stqry.app/1/list/978/story/10879](http://mercerisland.stqry.app/1/list/978/story/10879)

Figure 3: "Mercer Island Bike Skills Area." *Board & Vellum Portfolio*, [www.boardandvellum.com/portfolio/mercer-island-bike-skills-area/](http://www.boardandvellum.com/portfolio/mercer-island-bike-skills-area/)

Figure 4: "West Fenwick Park." *Playworld*, [playworld.com/inclusive-play/#gref](http://playworld.com/inclusive-play/#gref)

Figure 5: Brower, Greg. "Minor's Corner County Park."

Figure 6: Gorozpe, Eduardo. "Inclusive Swing." *Archinet: A-001 Taller de Arquitectura*, [archinect.com/a-001tda/project/inclusive-swing](http://archinect.com/a-001tda/project/inclusive-swing)

Figure 7: Missine, Kate. "Inspiration Playground." *ParentMap*, [www.parentmap.com/article/best-sensory-playgrounds-kids-all-abilities/10#content-top](http://www.parentmap.com/article/best-sensory-playgrounds-kids-all-abilities/10#content-top)

Figure 8: "Symbol Communication Sign." *Landscape Structures*, [www.PlayLSI.com](http://www.PlayLSI.com)

Figure 9: Lakovou, Konstantina. "Let them get their hands dirty." *Playground Equipment*, [www.playgroundequipment.com/multi-sensory-playgrounds/](http://www.playgroundequipment.com/multi-sensory-playgrounds/)

Figure 10: Buchanan, John. "Willow Work." *Landzine*, [landezine-award.com/tumbling-bay-playground/](http://landezine-award.com/tumbling-bay-playground/)

Figure 11: Woman and Boy on Inclusive Spinner at Holding Park. *Wake Forest NC*, [www.wakeforestnc.gov/parks-recreation-cultural-resources/parks-facilities/holding-park](http://www.wakeforestnc.gov/parks-recreation-cultural-resources/parks-facilities/holding-park)

Figure 12: "Pathways Park play area". *Seattle Parks and Recreation*, [www.seattle.gov/parks/allparks/pathways-park](http://www.seattle.gov/parks/allparks/pathways-park)

Figure 13: Interactions and building of tile mosaic sign for Highland Park. *Pittsburgh Glass Center*, 6 Dec. 2022, [www.pittsburghglasscenter.org/articles/see-the-glistening-highland-park-mosaic-in-sun-or-snow/](http://www.pittsburghglasscenter.org/articles/see-the-glistening-highland-park-mosaic-in-sun-or-snow/)

Figure 14: "Girl on Tile Bench". *Adobe Stock*, [stock.adobe.com](http://stock.adobe.com)

## Content References

1. Ross, T., Arbour-Nicitopoulos, K., Kanics, I.M., and Leo, J. 2022. "Creating Inclusive Playgrounds: A Playbook of Considerations and Strategies." Holland Bloorview Kids Rehabilitation Hospital. Available at: [www.hollandbloorview.ca/playgroundsplaybook](http://www.hollandbloorview.ca/playgroundsplaybook)
2. "All in: The Inclusive Play Guide - Landscape Structures." Landscape Structures Inc, 2021, [www.playlsi.com/en/view-playground-catalogs/inclusive-play-brochure/](http://www.playlsi.com/en/view-playground-catalogs/inclusive-play-brochure/).
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## Supporting Exhibits

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# Exhibit A

## Phase 1 Engagement Summary



# 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

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

### 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!

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

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

Does your playground have a theme? Medieval

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 it!  
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

The site plan shows a central playground area outlined with a dashed line. Inside this area, various symbols from the legend are drawn, including picnic shelters, restrooms, swings, towers, bridges, slides, climbing nets, and activity panels. The playground is surrounded by existing trees and paths. Key features include a 'BIKE SKILLS' area with a bicycle icon, 'TENNIS COURTS' with tennis racket icons, a 'MAIN ENTRY' with a double arrow, a 'PARKING LOT' at the bottom, an 'EXISTING RESTROOM' at the bottom right, and 'ISLAND CREST WAY' on the right side. A 'DRAGON' feature is marked with a blue dragon icon. 'FOREST TRAILS' are indicated with arrows pointing to a winding path.

**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 areas 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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.  
AWNSOME!!!

# 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!

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

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

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a central playground area outlined with a dashed line. Inside this area, various symbols from the legend are drawn, including picnic shelters, restrooms, swings, towers, bridges, slides, climbing nets, music notes, and activity panels. A 'BIKE SKILLS' area with a bicycle icon is located to the left, and 'TENNIS COURTS' are at the bottom left. A 'MAIN ENTRY' is marked at the bottom center, and a 'PARKING LOT' is at the bottom. An 'EXISTING RESTROOM' is marked on the right. 'FOREST TRAILS' are indicated at the top right, and 'ISLAND CREST WAY' is a road on the far right. A 'DRAGON' feature is marked with a blue dragon icon on the right side of the playground area. A scale bar at the bottom left shows 0, 40, and 80 feet, with a north arrow.

**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!

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

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

Does your playground have a theme? a castel

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

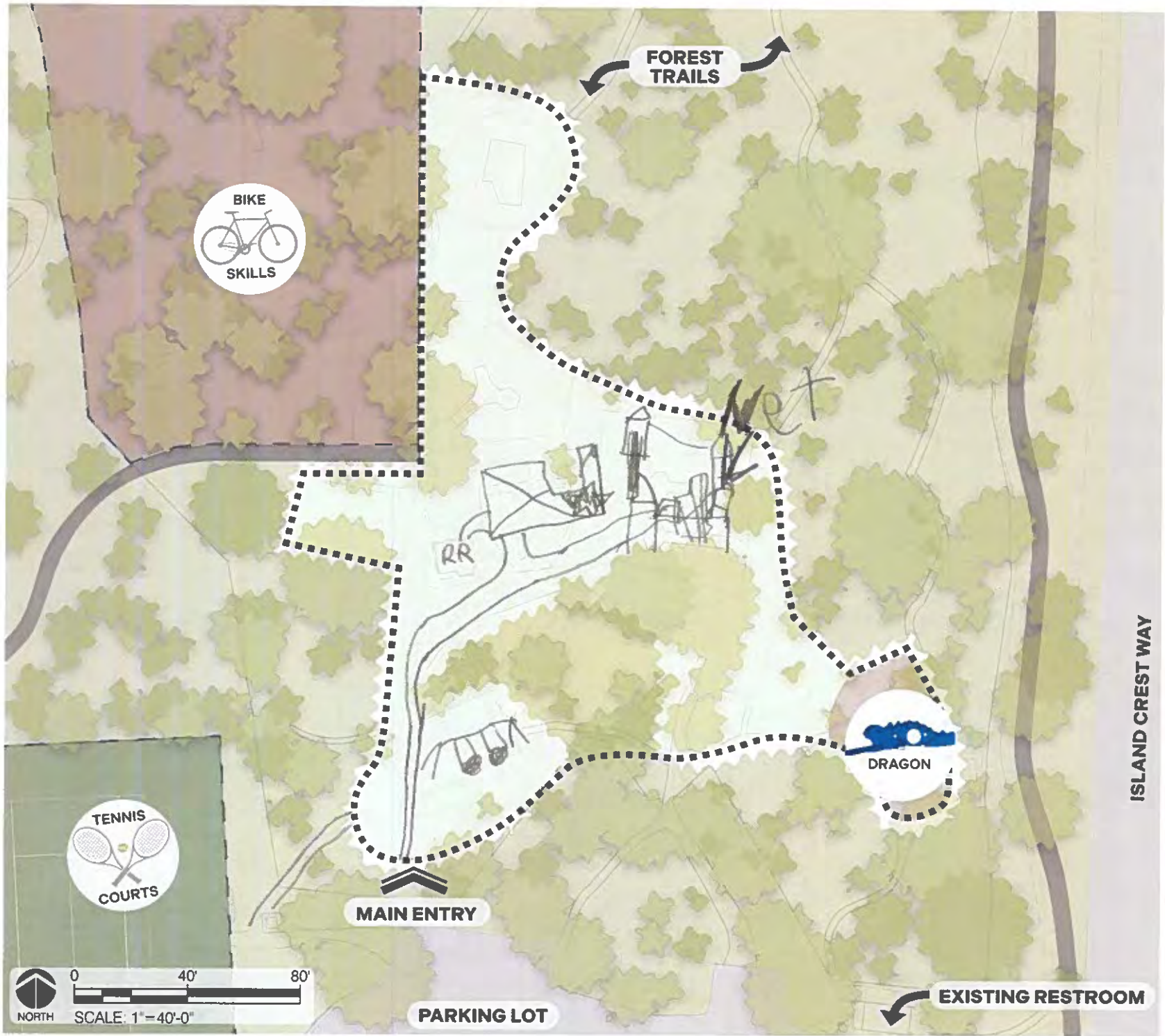
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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<b>LEGEND:</b>	EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA
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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. \_\_\_\_\_

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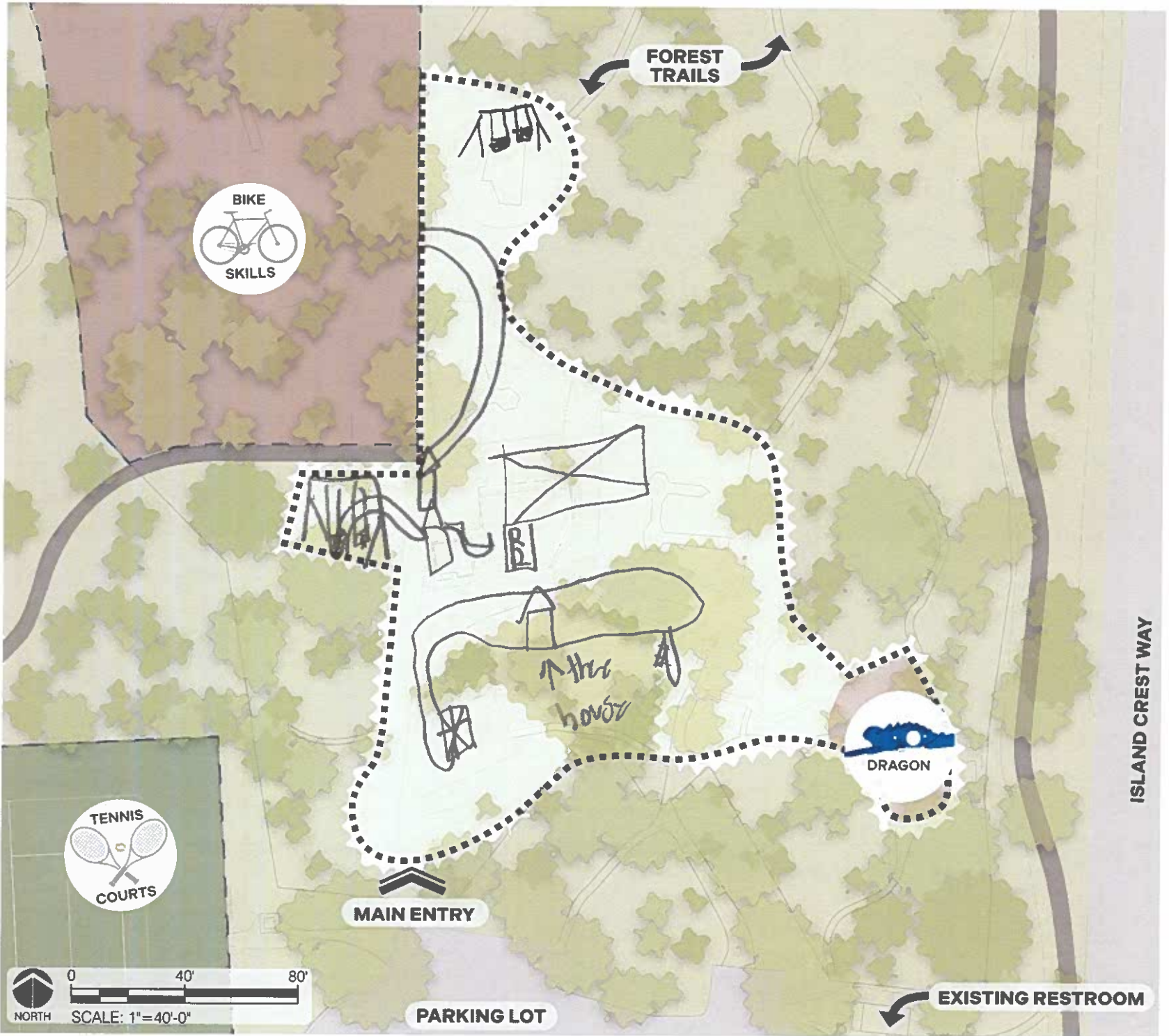
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

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

 EXISTING TREES	 EXISTING PATHS	 PLAYGROUND AREA
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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!

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

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

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

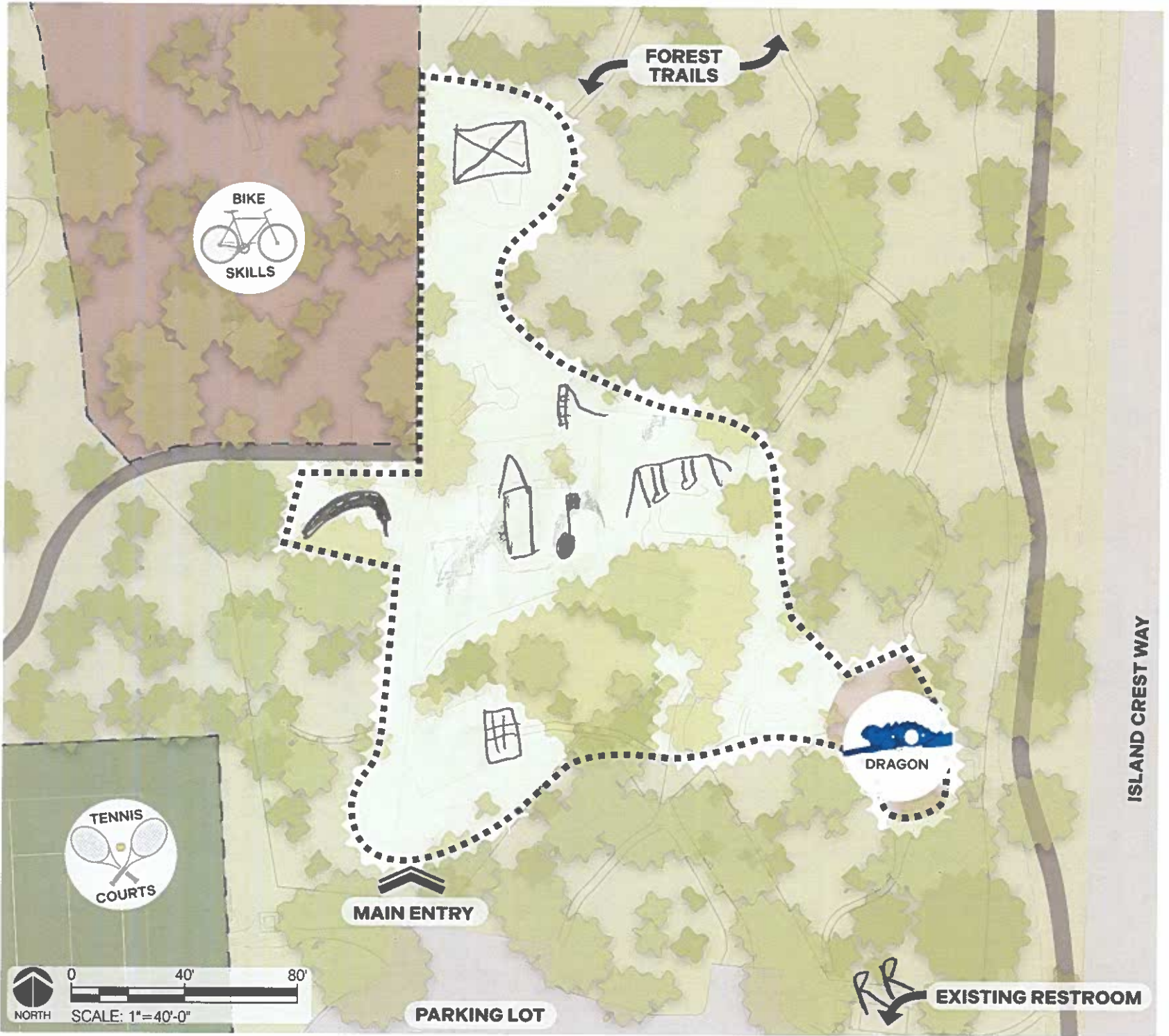
Please write a short description that describes what I have created. a castle with multiple buildings that are kinda big with a new 2 story dragon and bridges that connect buildings that have climbers

# 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



EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? yes, fun tasy,

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 <i>Spinner</i> 
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**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 (i do) climbing  
net and towers.

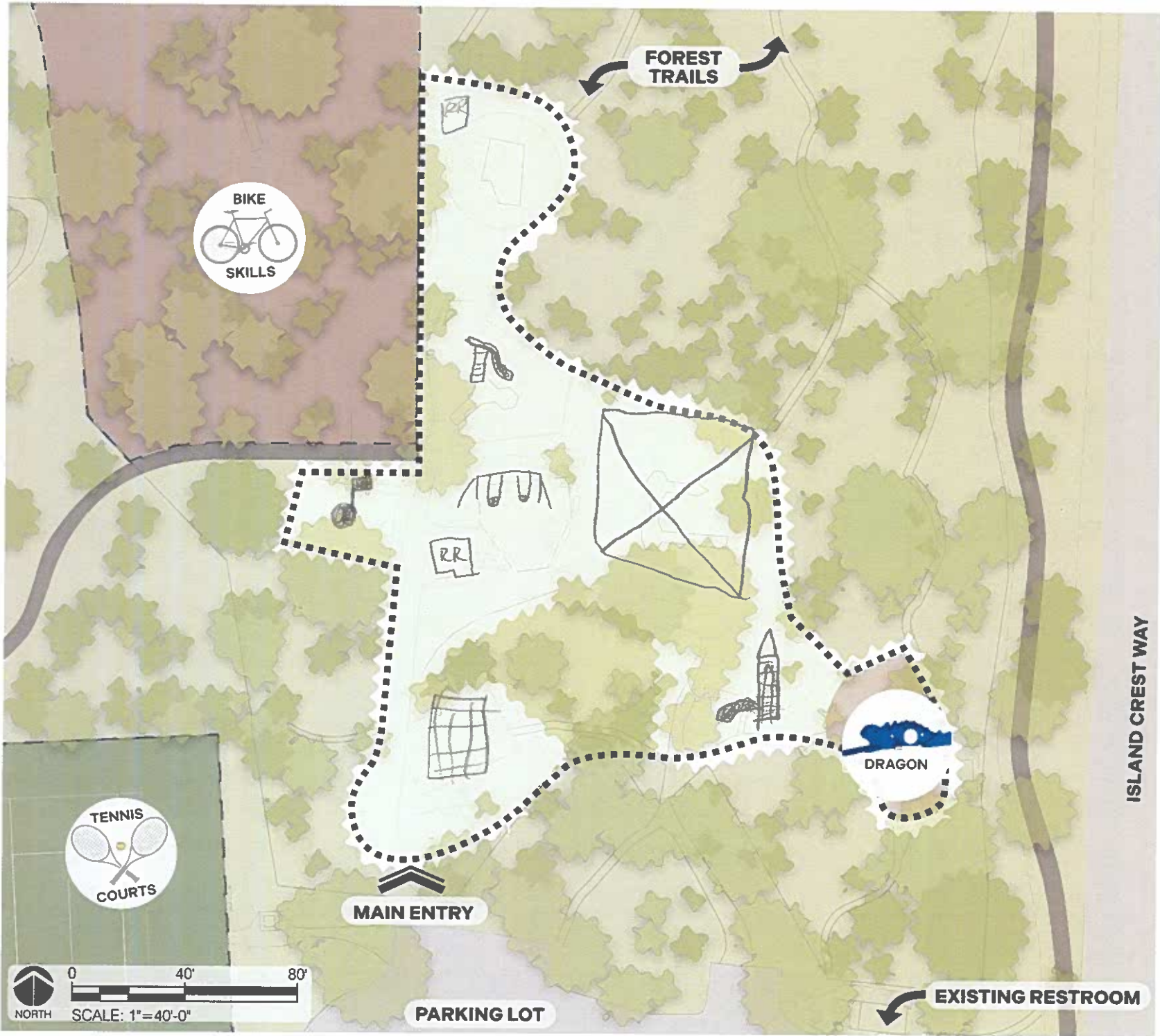
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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<b>LEGEND:</b>			
	<b>EXISTING TREES</b>	<b>EXISTING PATHS</b>	<b>PLAYGROUND AREA</b>

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?

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!

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

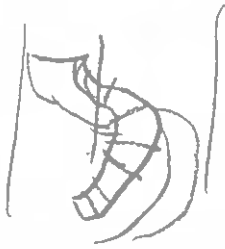
- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

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 playgrouns 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?

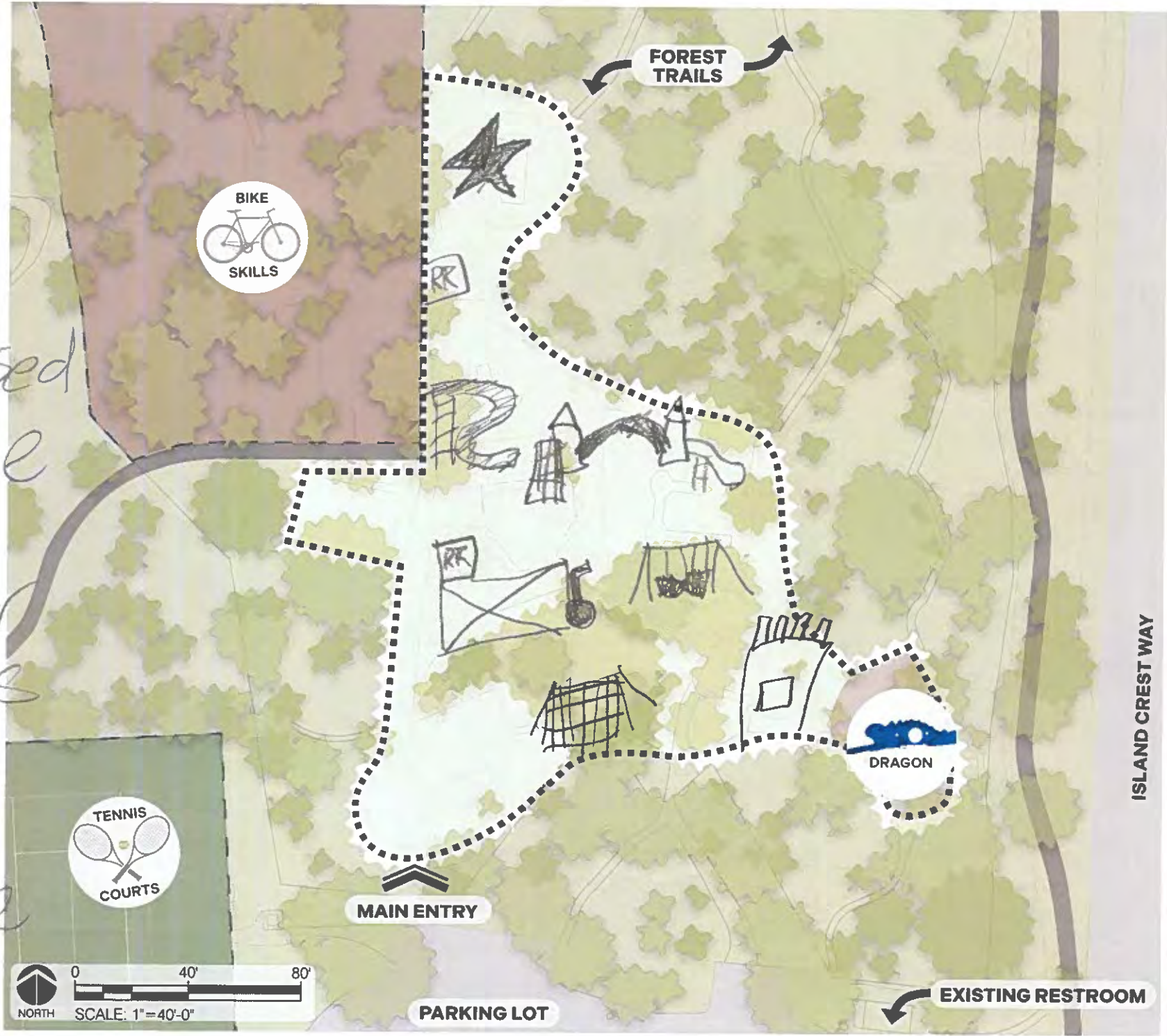
Student names have been omitted to protect individual  
Name: privacy

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!

<i>hugeside</i> 	<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 	<i>big castle</i> 
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*huge slide is a half enclosed slide for older kids and the slide is kind of crazy*



**LEGEND:**

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

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

~~Handwritten scribbles~~ 11

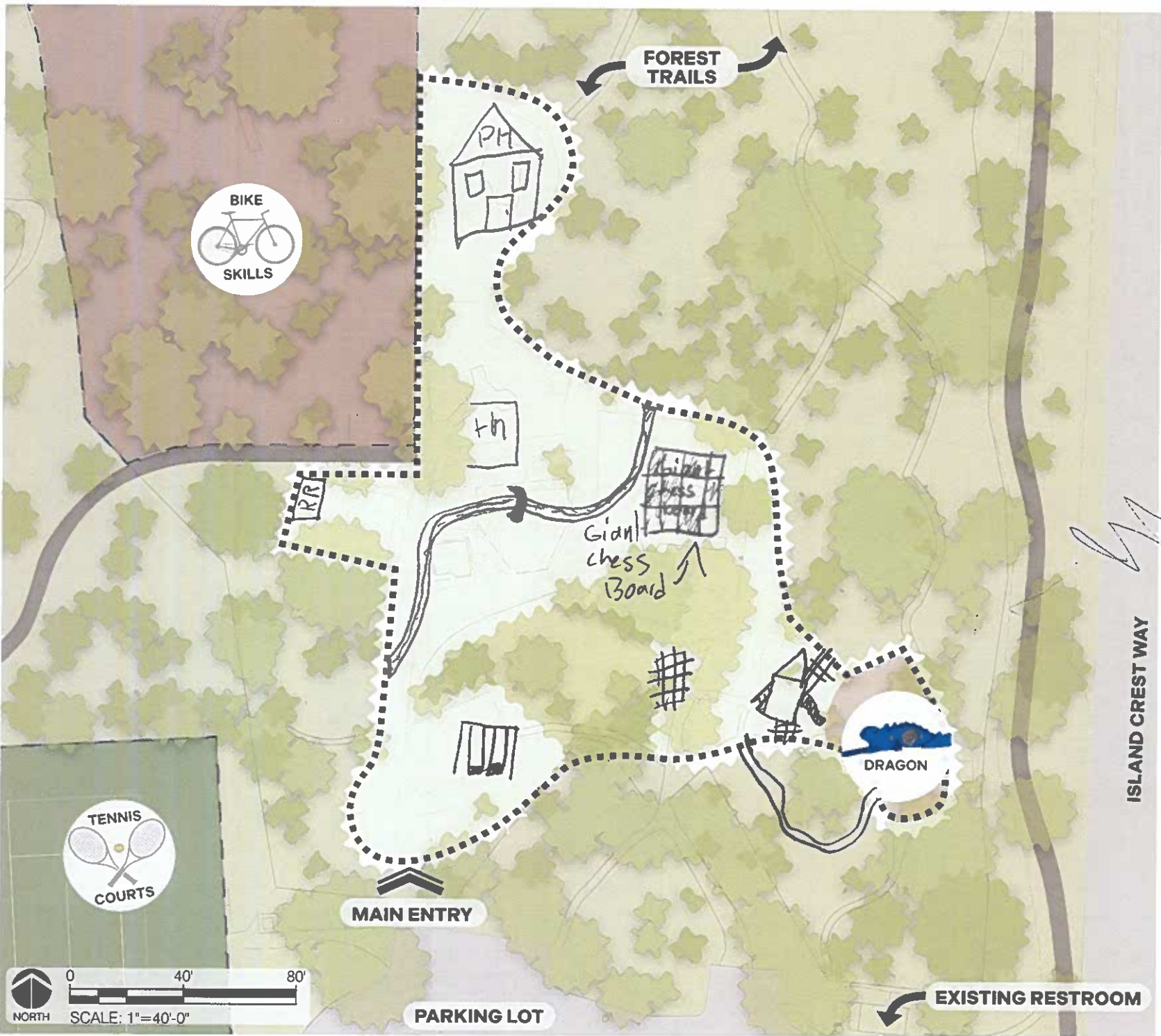
Using this site plan, draw us the playground YOU want to play at!  
Below are some symbols of typical of playground equipment you can reference or get creative and draw your own!

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

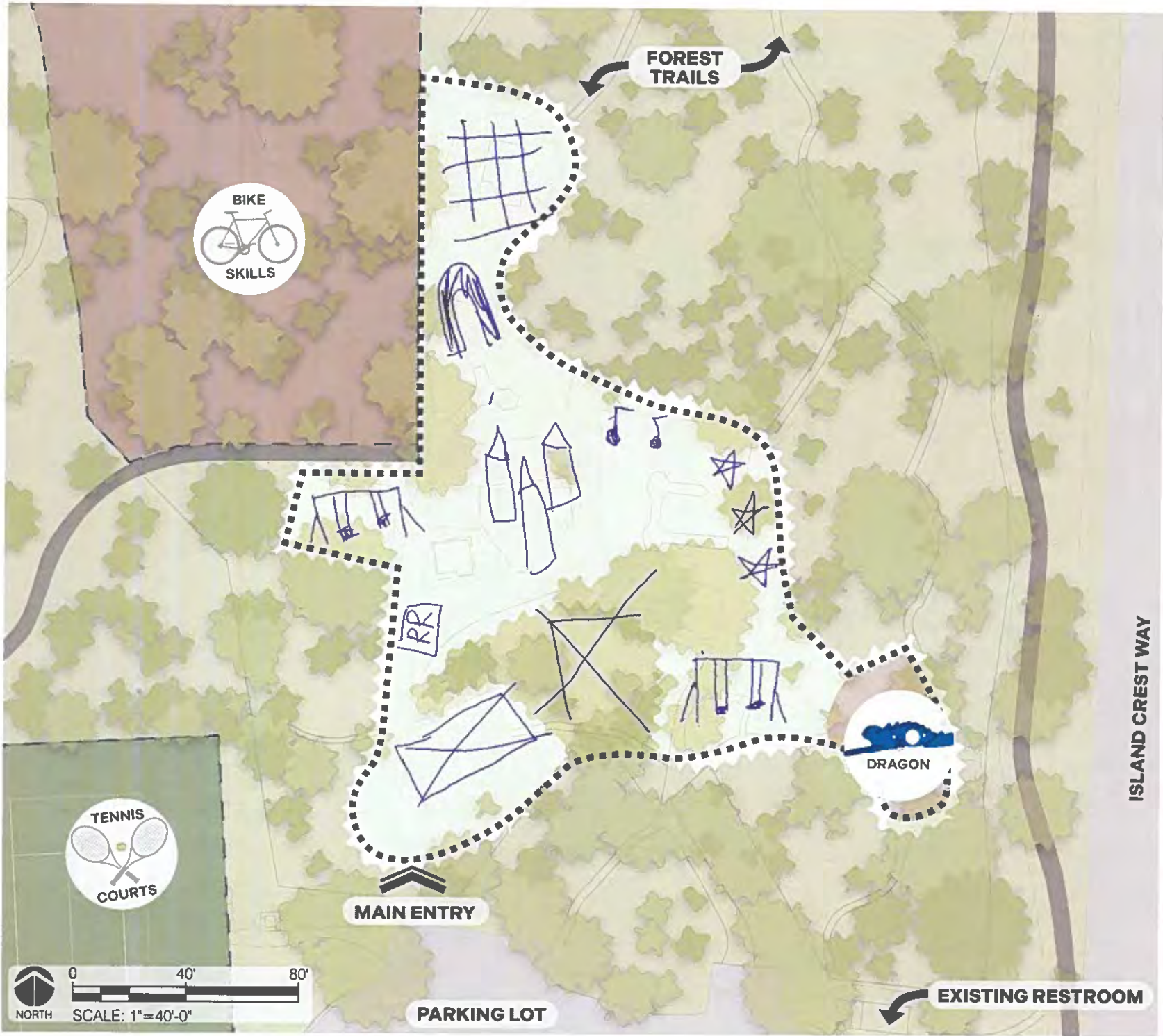
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual  
Name: privacy

Age: 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!

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

# DEANE'S CHILDREN'S PARK :

## HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual

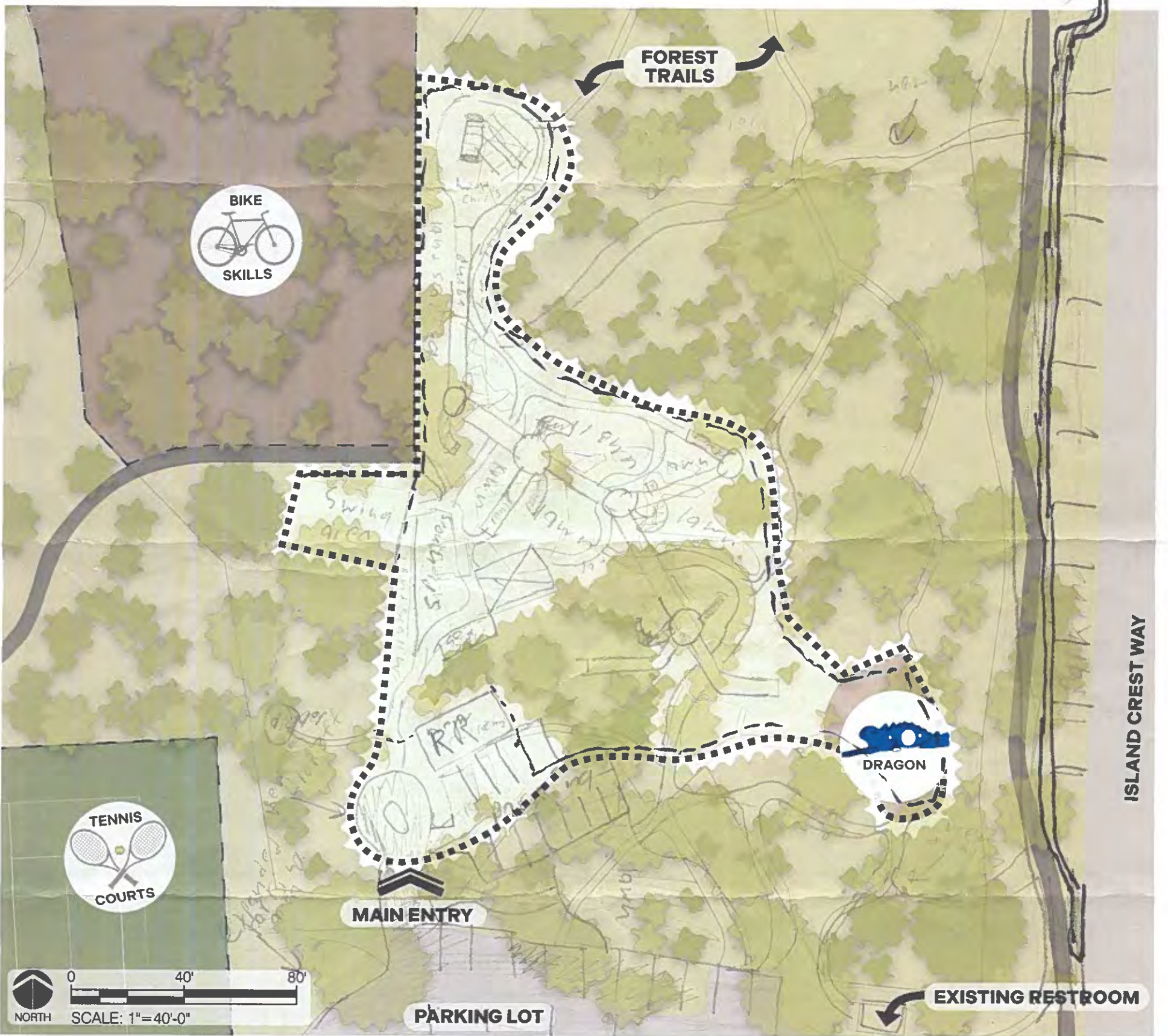
Name: privacy

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!

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



**LEGEND:**

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

Does your playground have a theme? The playground is a theme park

Does your playground have a unique feature you love? My playground includes dragons

Please write a short description that describes what I have created. The playground has a dragon theme with a dragon

# DEANE'S CHILDREN'S PARK :

## HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect individual

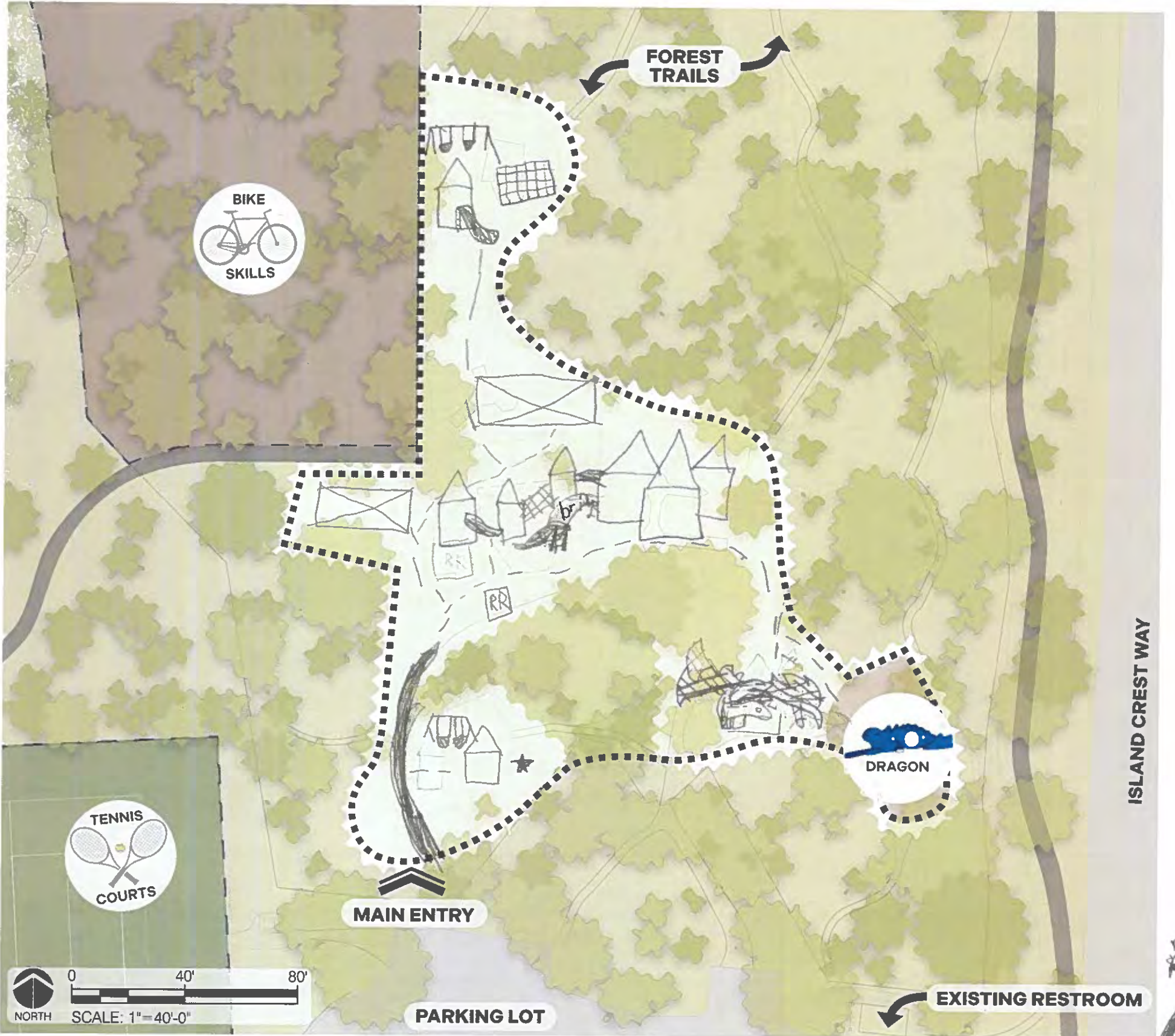
Name:            privacy

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!

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

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

trail pg i need  
it # useful

Does your playground have a theme?   magic/dragon  

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

4 Please write a short description that describes what I have created.   you come in & step on a brige walk to you right a play structure & activity & swing 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 play 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?

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

Age: 90

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!

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

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

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

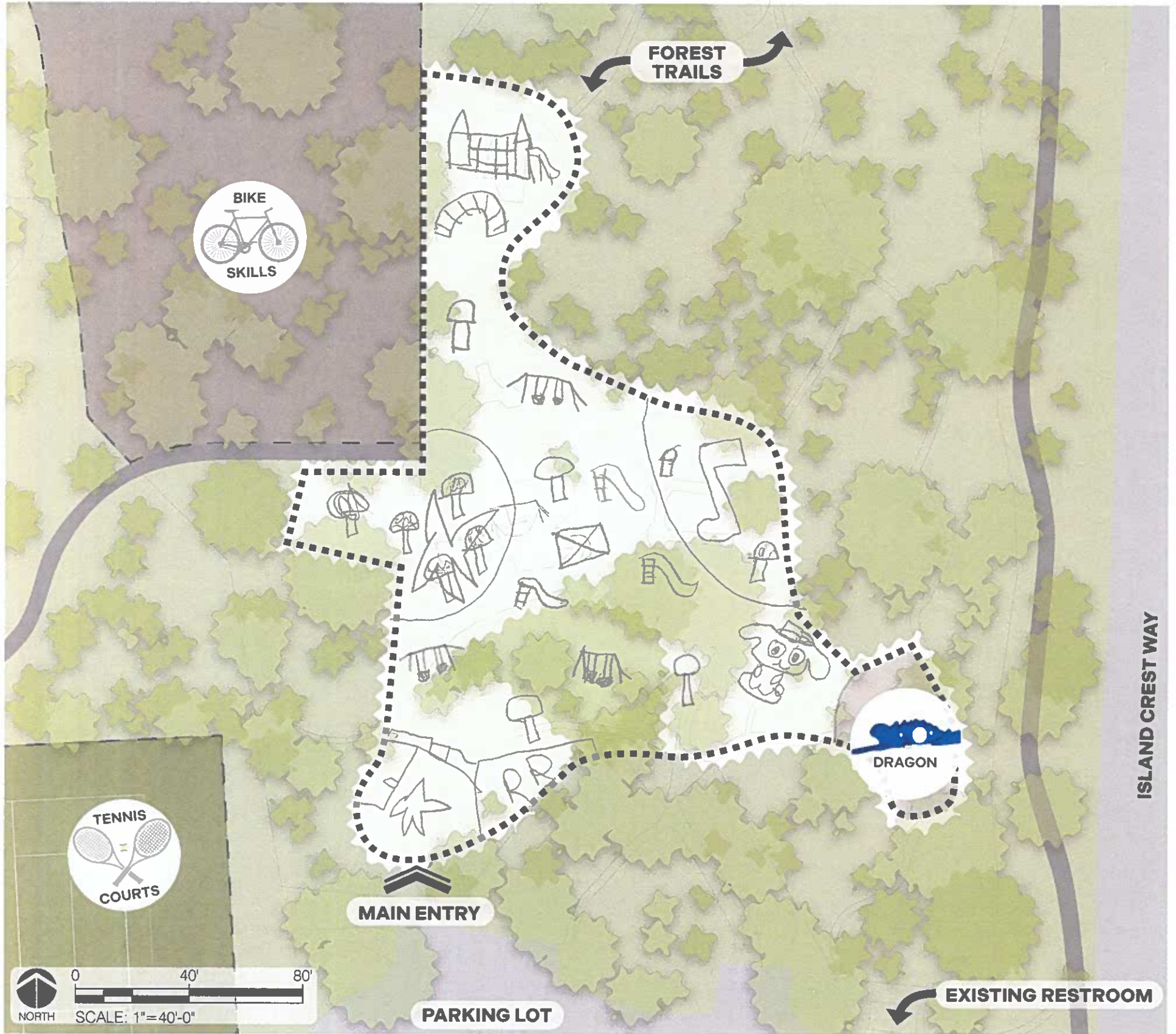
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

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

-  EXISTING TREES
-  EXISTING PATHS
-  PLAYGROUND AREA

Does your playground have a theme? magic mushroom

Does your playground have a unique feature you love? Yes

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

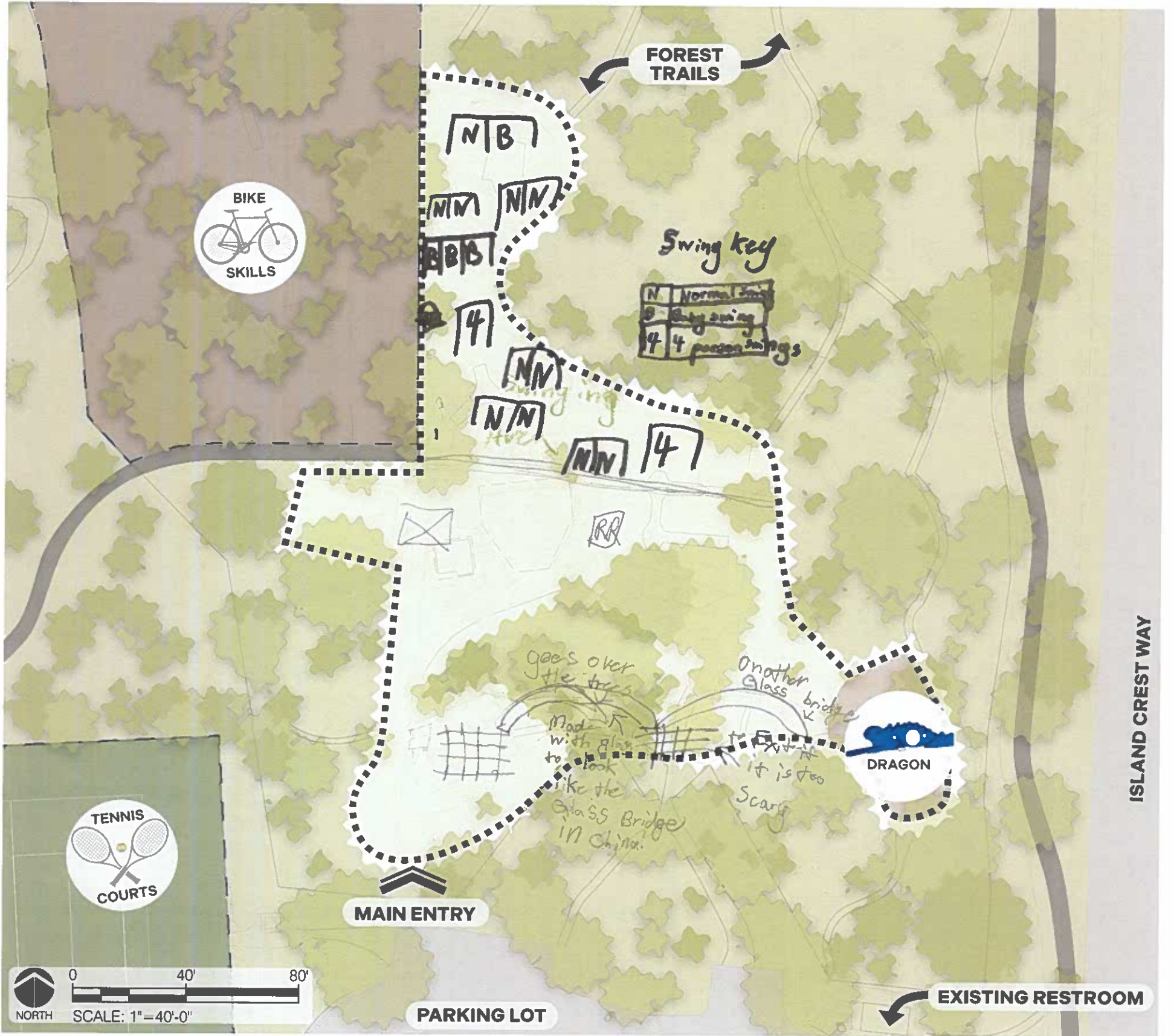
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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 cranking effects and hiccups 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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. \_\_\_\_\_

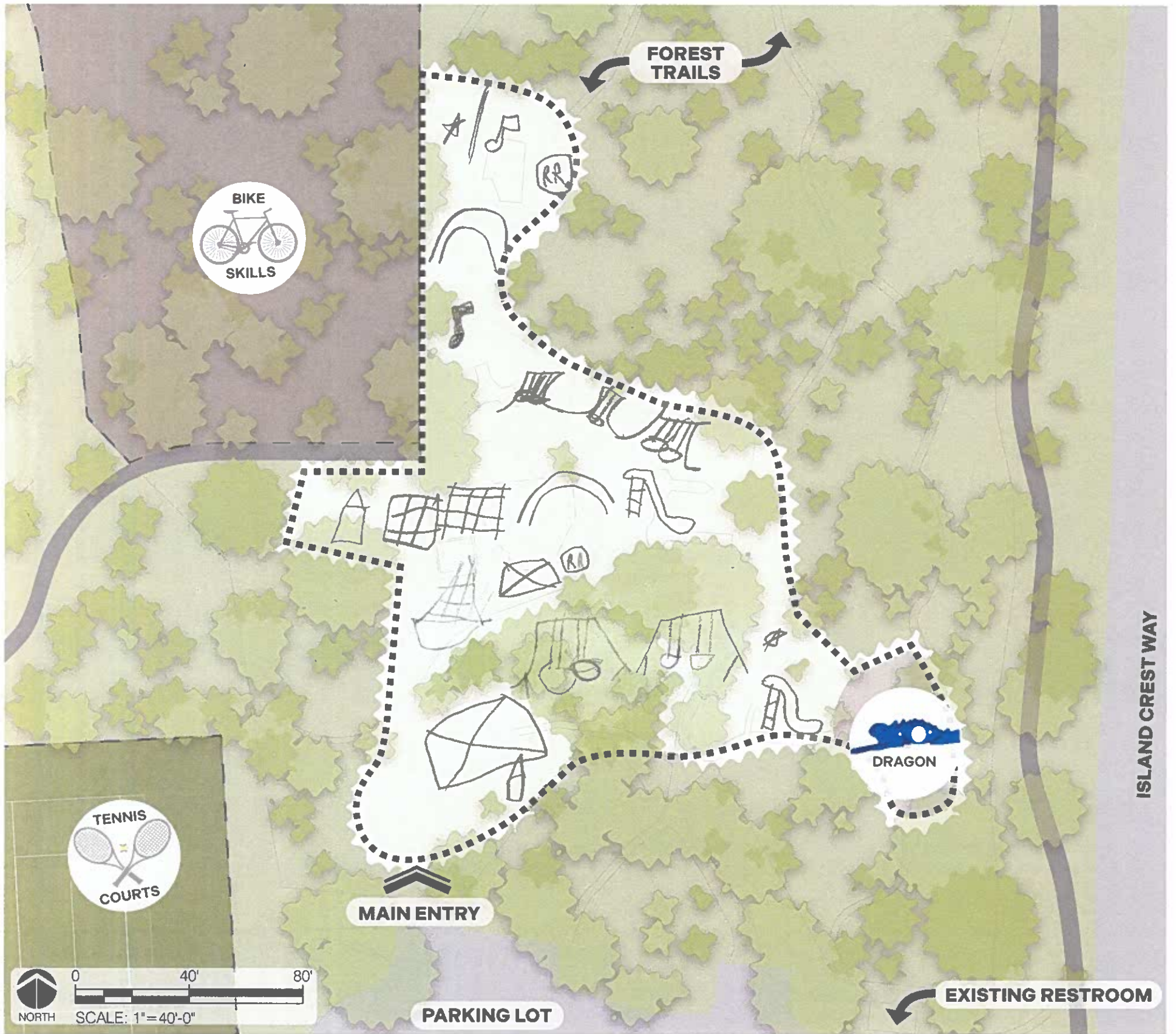
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined in a dashed line. Inside the area, there are hand-drawn symbols for a picnic shelter, restroom, swings, a tower, a bridge, a slide, a climbing net, a music note, and an activity/game panel. A 'BIKE SKILLS' area with a bicycle icon is located to the left. A 'TENNIS COURTS' area is shown in the bottom left. A 'MAIN ENTRY' is marked at the bottom of the playground area. A 'PARKING LOT' is located at the bottom center. 'FOREST TRAILS' are indicated by arrows pointing to the top right. An 'EXISTING RESTROOM' is marked with an arrow pointing to the bottom right. A 'DRAGON' feature is marked with a circular icon on the right side. 'ISLAND CREST WAY' is labeled on the right edge of the map. A scale bar at the bottom left shows 0, 40, and 80 feet, with a scale of 1" = 40'-0". A north arrow is also present.

**LEGEND:**

-  EXISTING TREES
-  EXISTING PATHS
-  PLAYGROUND AREA

Does your playground have a theme? fairy tale

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 fairy tale theme for boys and girls

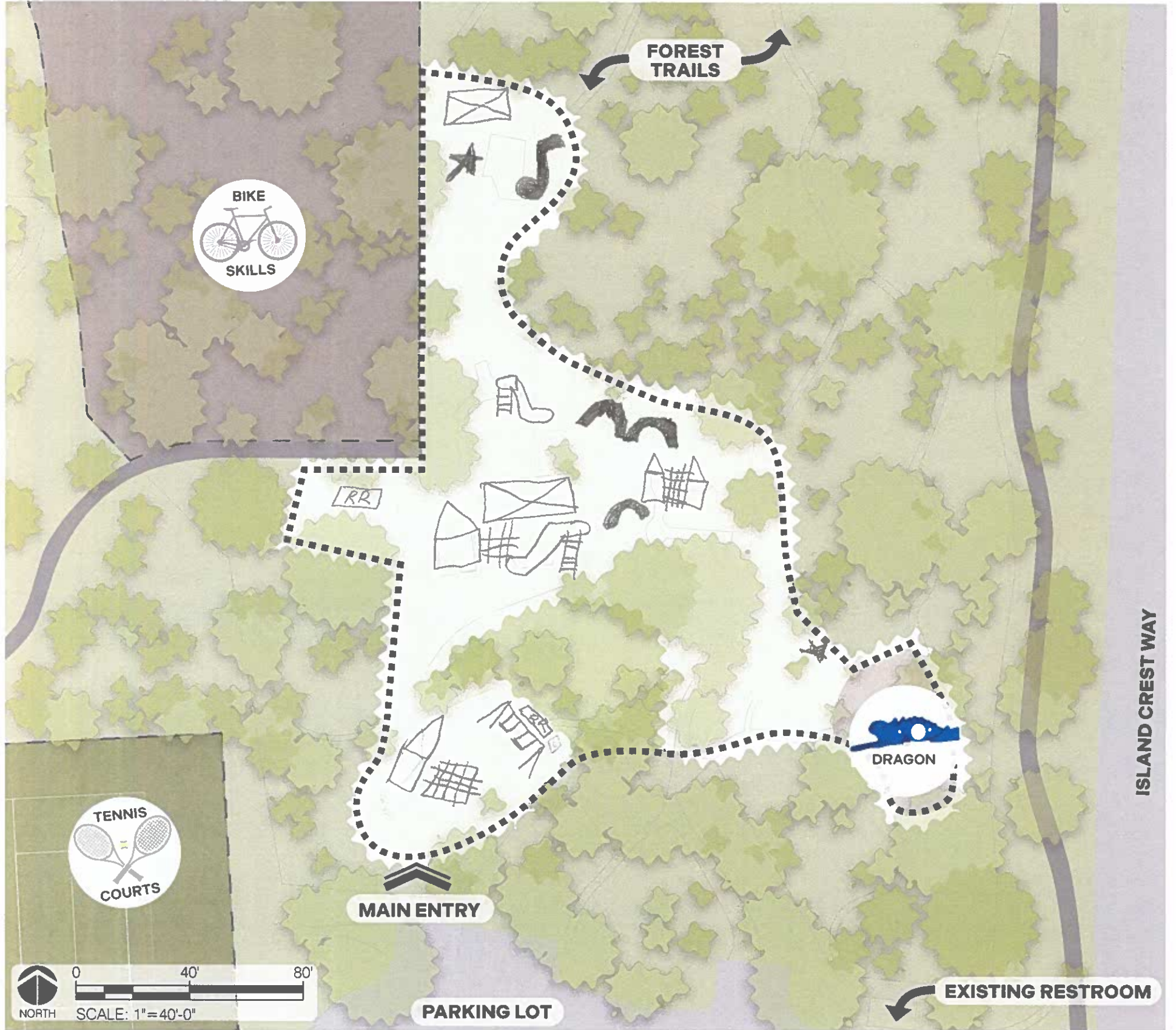
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined in a dashed line. Inside the area, there are hand-drawn symbols for a picnic shelter, a restroom, a swing set, a tower, a bridge, a slide, a climbing net, a music note, and an activity/game panel. A winding path labeled 'FOREST TRAILS' is shown. A 'BIKE SKILLS' area with a bicycle icon is on the left. A 'TENNIS COURTS' area is at the bottom left. A 'PARKING LOT' is at the bottom. A 'MAIN ENTRY' is marked with an arrow. An 'EXISTING RESTROOM' is marked with an arrow on the right. A 'DRAGON' feature is marked with a blue dragon icon. A road labeled 'ISLAND CREST WAY' is on the far right. A scale bar at the bottom left shows 0, 40, and 80 feet, with a scale of 1" = 40'-0". A north arrow is also present.

**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

# 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a central playground area outlined with a dashed line. Inside this area, various equipment symbols from the legend are drawn, including a picnic shelter, restroom, tower, bridge, slide, climbing net, and activity panel. A winding path labeled 'FOREST TRAILS' is shown. Other features include 'BIKE SKILLS' area, 'TENNIS COURTS', 'MAIN ENTRY', 'PARKING LOT', 'EXISTING RESTROOM', and 'ISLAND CREST WAY'. A scale bar indicates 1" = 40'-0" and a north arrow is present.

**LEGEND:**

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA



Does your playground have a theme? yes

Does your playground have a unique feature you love? abstrache course

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

zipline  
Hod

animal  
caves system

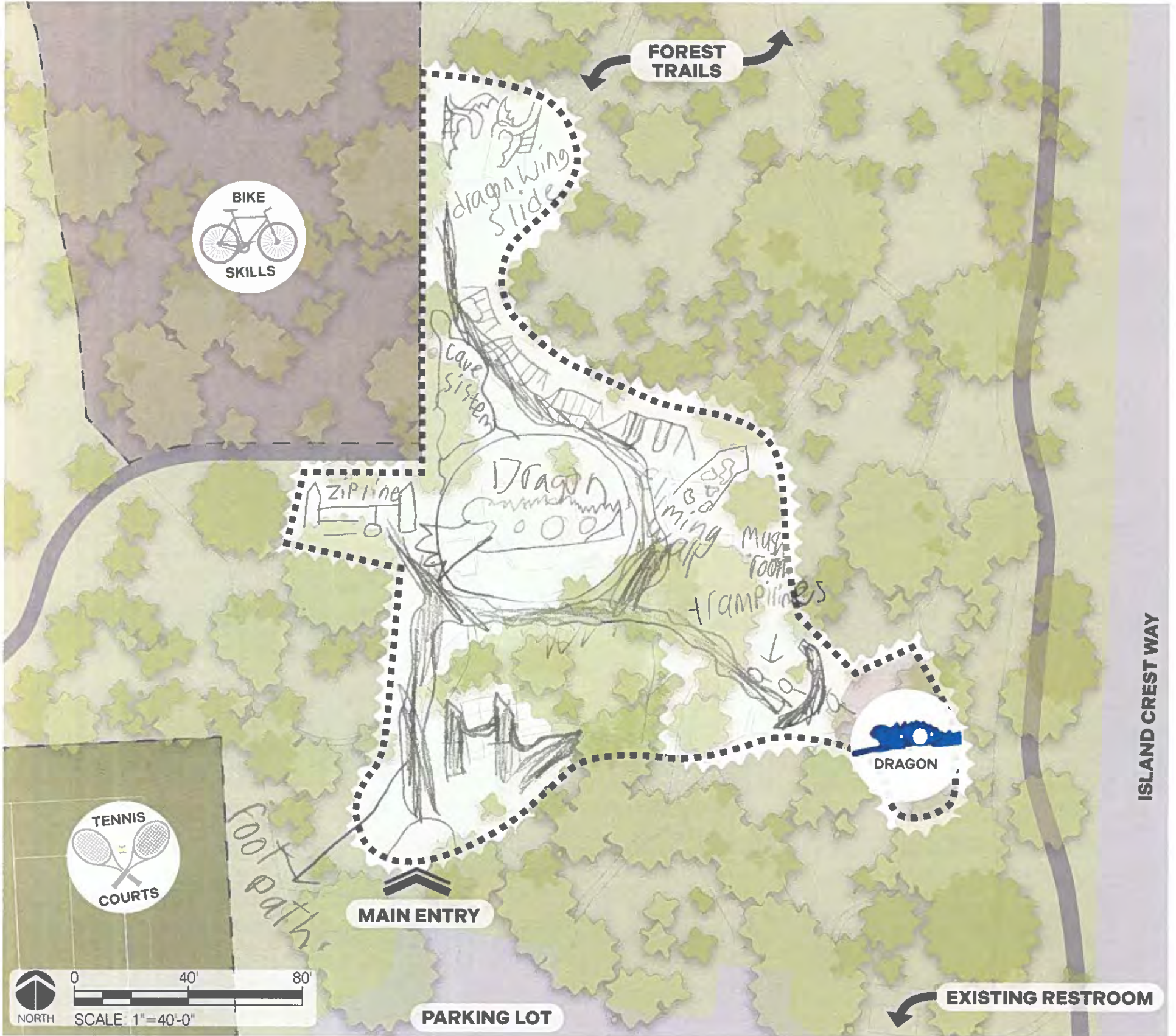
# DEANE'S CHILDREN'S PARK: HOW DO YOU WANT TO PLAY?

Mushroom  
trampolines  
"flying"  
dragon  
slide

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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?

stage  
dragon  
zipline

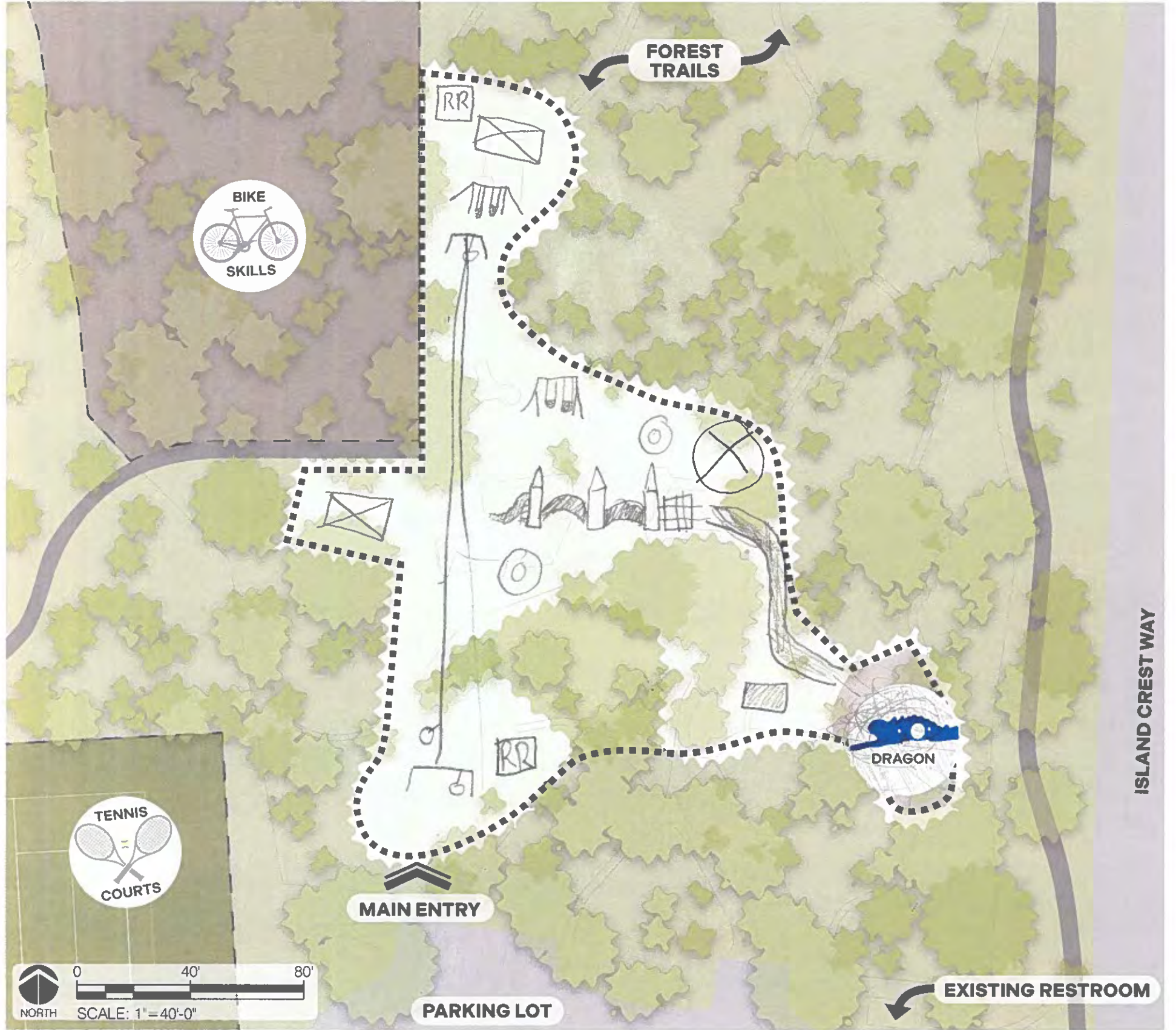
path  
Spinning thing

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!

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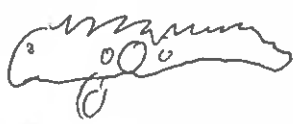
**LEGEND:**

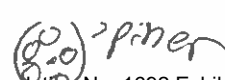
	<b>EXISTING TREES</b>		<b>EXISTING PATHS</b>		<b>PLAYGROUND AREA</b>
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Does your playground have a theme? woodland fantasy

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.

big dragon  


  
piner

  
leaf

mushroom  
trampolines  


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

Student names have been omitted to protect individual privacy

Bipline




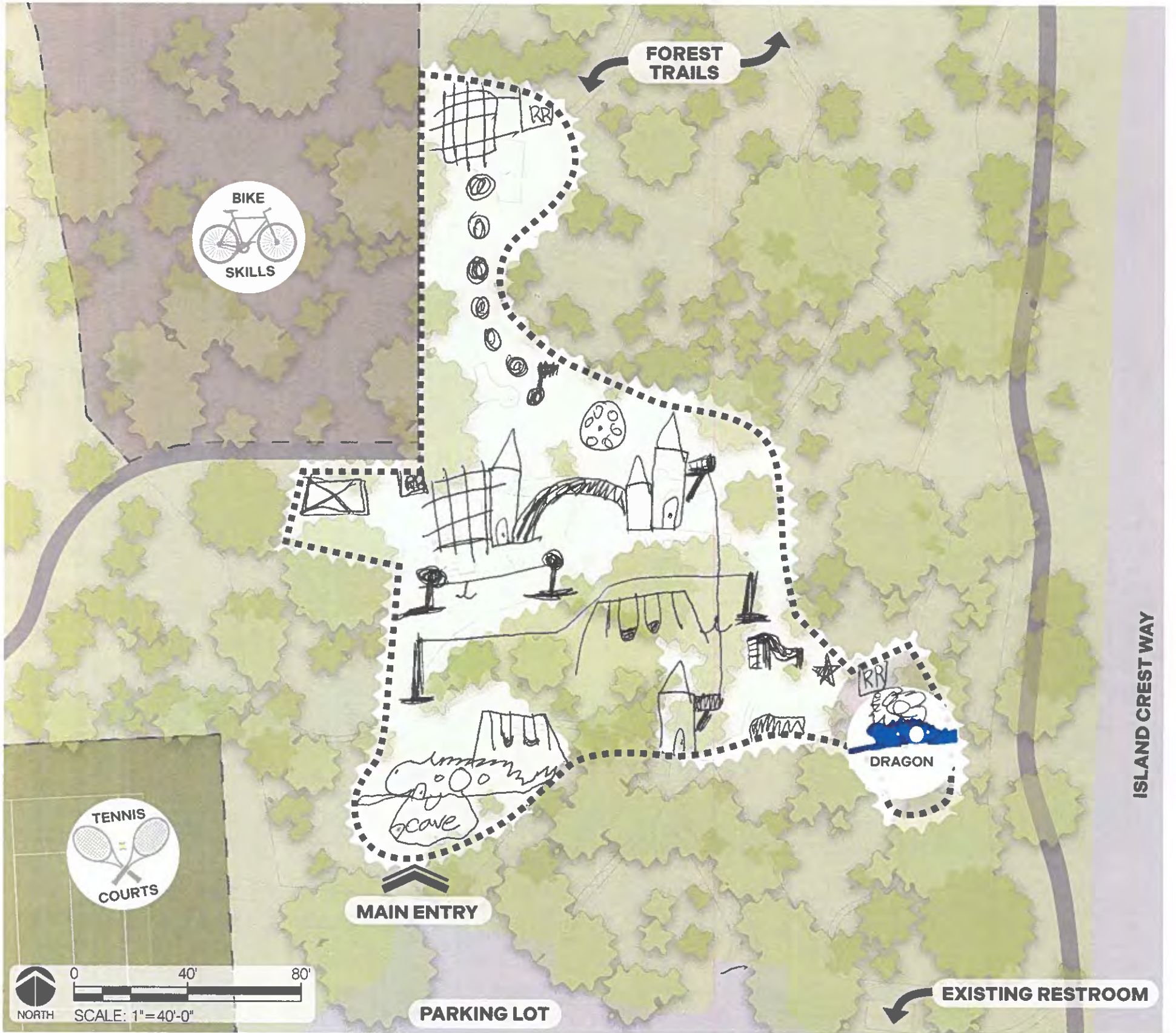
Name: \_\_\_\_\_

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 	big SLIDE 	CLIMBING NET 	MUSIC 	ACTIVITY/GAME PANEL 
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LEGEND:

	EXISTING TREES		EXISTING PATHS		PLAYGROUND AREA
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Does your playground have a theme? fantasy woodland sanddacy

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

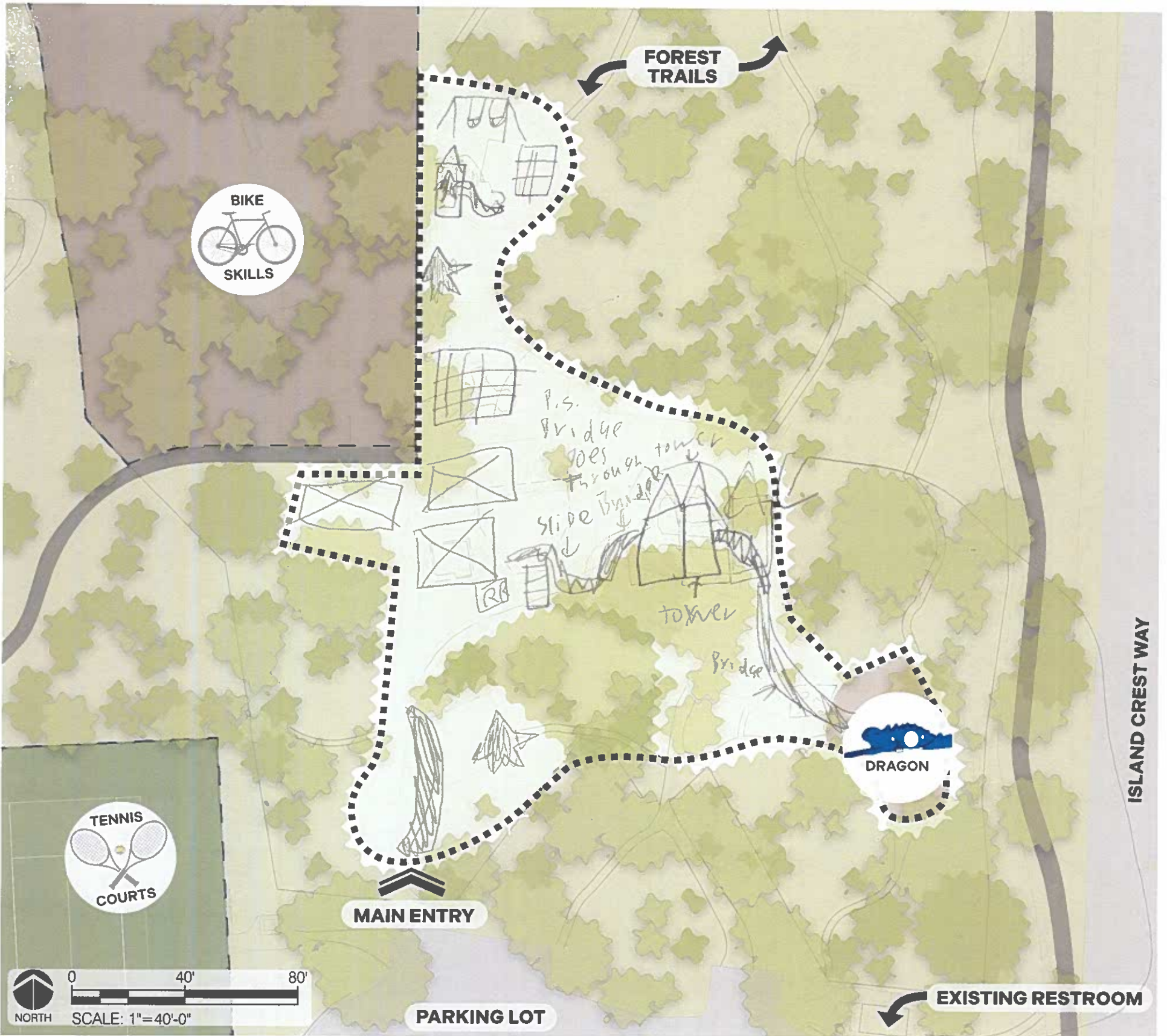
Please write a short description that describes what I have created. I made the  
Brand new Vragon Park!!!

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

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

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

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

Does your playground have a theme? fairytale towers & ~~picnic shelter~~ (one restroom)

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 bench at 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a central playground area outlined with a dashed line. Inside this area, several symbols from the legend are drawn: a picnic shelter, a restroom, two towers, a bridge, a slide, a climbing net, and a music note. A winding path labeled 'FOREST TRAILS' starts near the picnic shelter and winds through the playground area. To the left, there are 'BIKE SKILLS' and 'TENNIS COURTS'. At the bottom, there is a 'MAIN ENTRY' and a 'PARKING LOT'. To the right, there is an 'EXISTING RESTROOM' and 'ISLAND CREST WAY'. A scale bar at the bottom left indicates 1" = 40'-0" with a north arrow.

**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 <sup>some of</sup> 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a central playground area outlined with a dashed line. Inside this area, the student has drawn several symbols from the legend: a tower, a bridge, a slide, a climbing net, a picnic shelter, a restroom, a swing, and musical notes. The playground is surrounded by existing trees and paths. Key landmarks include a 'BIKE SKILLS' area with a bicycle icon, 'TENNIS COURTS' with tennis racket icons, a 'MAIN ENTRY' with a chevron symbol, a 'PARKING LOT' at the bottom, 'FOREST TRAILS' at the top, a 'DRAGON' feature with a blue dragon icon, and an 'EXISTING RESTROOM' at the bottom right. A scale bar at the bottom left shows 0, 40, and 80 feet, with a north arrow and the text 'SCALE: 1"=40'-0"'. 'ISLAND CREST WAY' is labeled on the right side of the map.

**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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a central playground area outlined with a dashed line. Inside this area, there are several hand-drawn structures: a large house-like structure with a grid on its side, a dome-shaped structure, and a star-shaped structure. Various symbols from the legend are placed throughout the playground area, including picnic shelters, restrooms, swings, towers, bridges, slides, climbing nets, and activity panels. Outside the playground area, there are labels for 'BIKE SKILLS' (with a bicycle icon), 'TENNIS COURTS' (with tennis racket icons), 'MAIN ENTRY' (with a double arrow icon), 'PARKING LOT', 'EXISTING RESTROOM' (with an arrow pointing to a building), and 'ISLAND CREST WAY' (a road on the right). 'FOREST TRAILS' are indicated with arrows pointing to tree clusters. A scale bar at the bottom left shows 0, 40, and 80 feet, with a scale of 1" = 40'-0". A north arrow is also present.

**LEGEND:**

-  EXISTING TREES
-  EXISTING PATHS
-  PLAYGROUND AREA

Does your playground have a theme? climight

Does your playground have a unique feature you love? zip limes 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?

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a central playground area outlined with a dashed line. Inside this area, several symbols from the legend are drawn: a tower, a bridge, a slide, a climbing net, a music note, and an activity/game panel. A winding path labeled 'FOREST TRAILS' runs through the area. To the left, there are 'TENNIS COURTS' and a 'BIKE SKILLS' area. At the bottom, there is a 'PARKING LOT' and a 'MAIN ENTRY'. To the right, there is an 'EXISTING RESTROOM' and 'ISLAND CREST WAY'. A scale bar at the bottom left indicates 1" = 40'-0".

**LEGEND:**

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

Does your playground have a theme? yes exper/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: 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!

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

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

Does your playground have a theme? Forest

Does your playground have a unique feature you love? Obstacals

Please write a short description that describes what I have created. I have created a forest obstacals with a swing and a net!










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

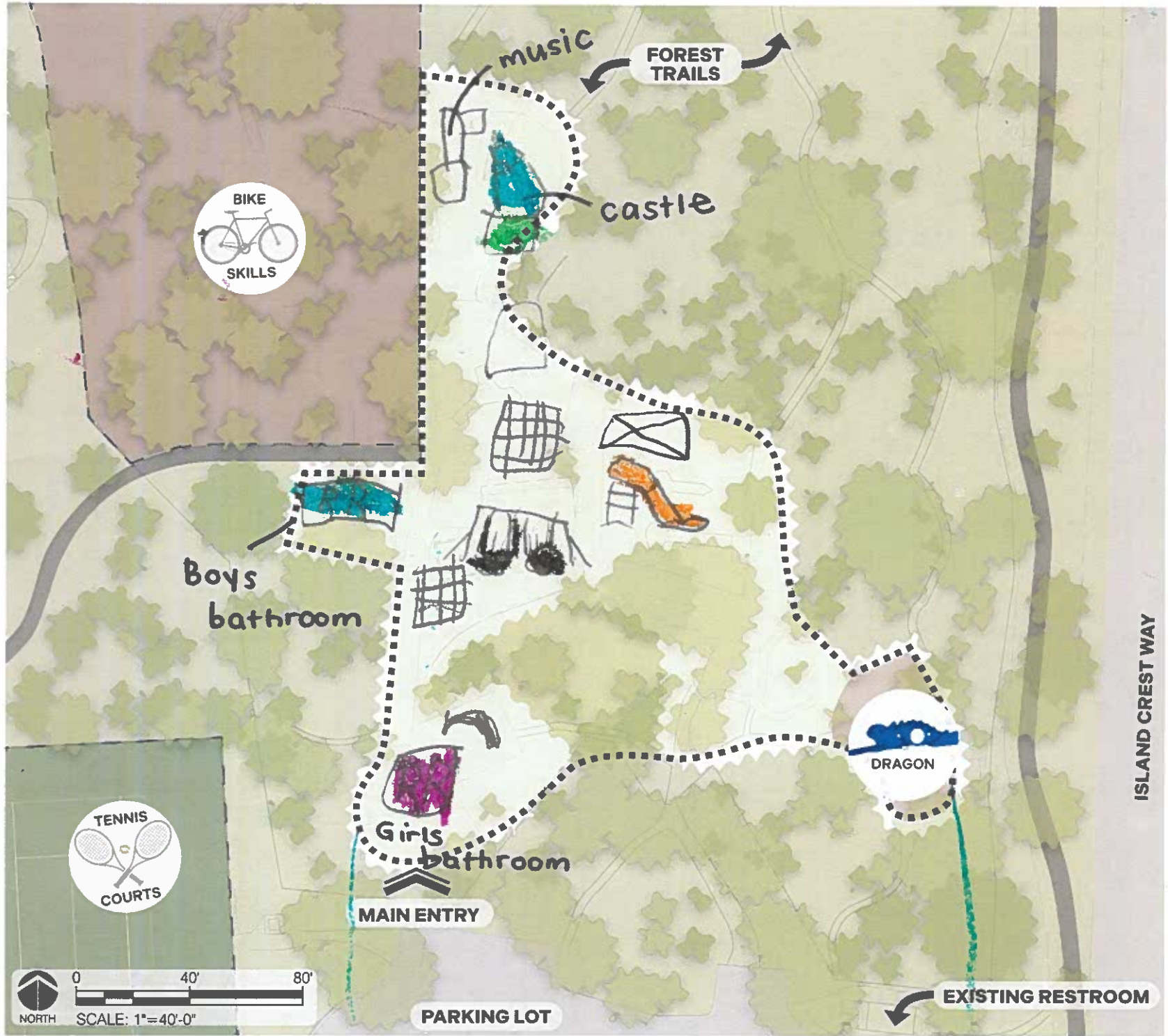
Name: privacy Student names have been omitted to protect individual privacy

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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<b>LEGEND:</b>	 EXISTING TREES	 EXISTING PATHS	 PLAYGROUND AREA
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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?

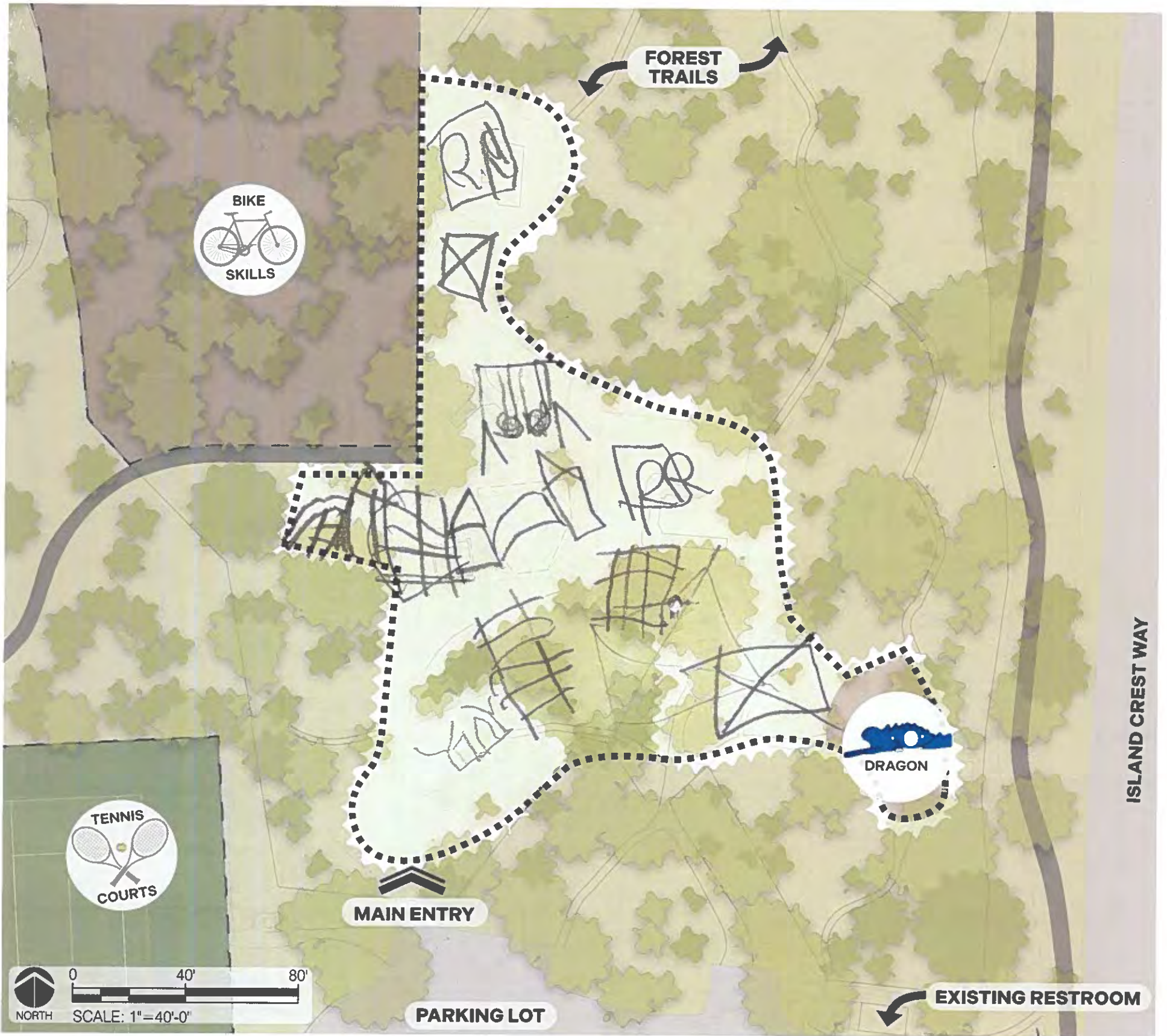
Student names have been omitted to protect individual

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!

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

-  EXISTING TREES
-  EXISTING PATHS
-  PLAYGROUND AREA

Does your playground have a theme? cashe

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

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

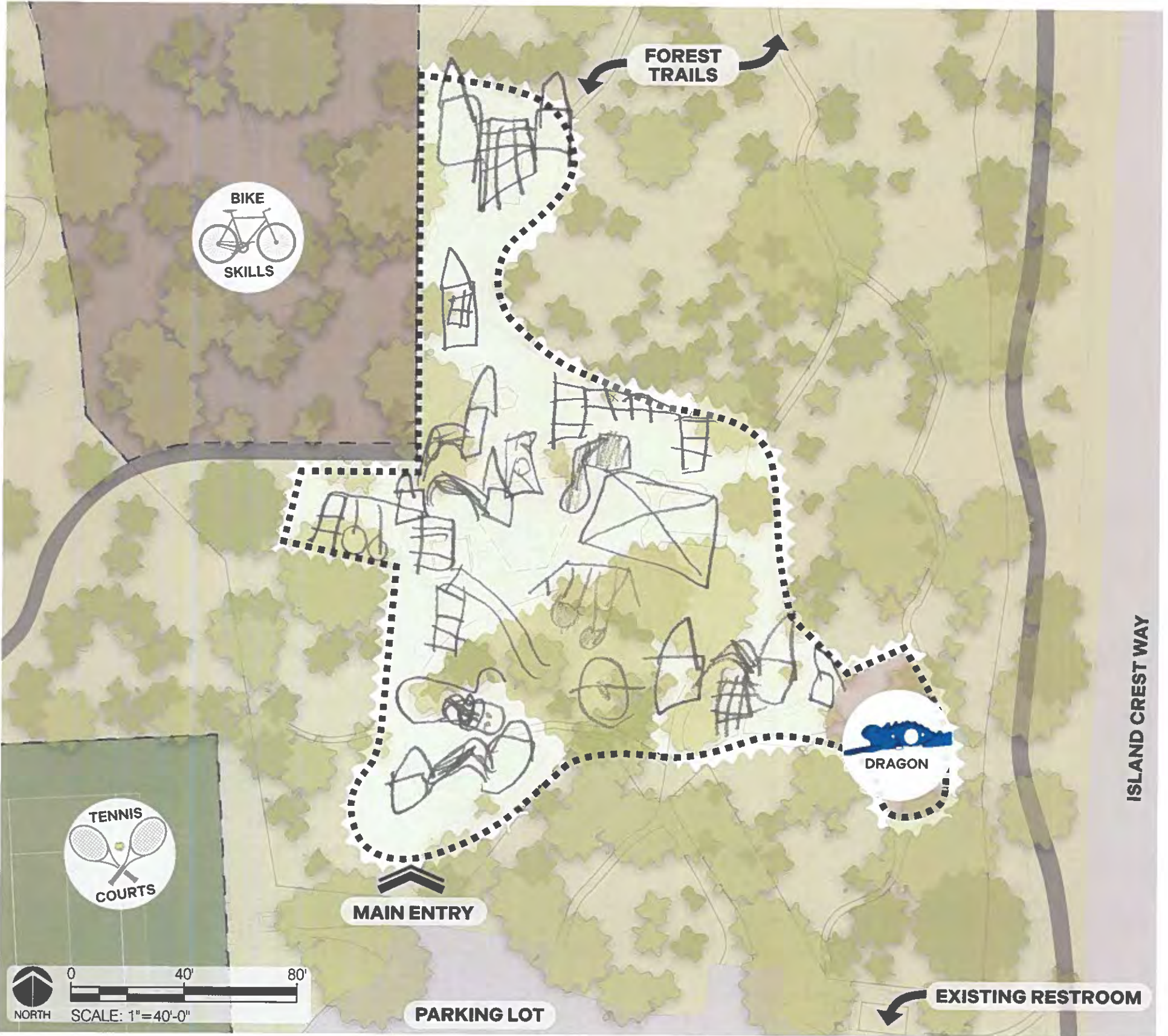
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

Student names have been omitted to protect  
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!

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

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!

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

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

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

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

Name:

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!

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

-  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?

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

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined in a dashed line. Inside the area, there are hand-drawn symbols for a picnic shelter, a restroom (labeled 'RR'), a tower, a bridge, a slide, a climbing net, and a music note. A 'DRAGON' feature is also marked. Outside the playground area, there are 'BIKE SKILLS' and 'TENNIS COURTS' areas. The map includes 'FOREST TRAILS', 'MAIN ENTRY', 'PARKING LOT', and an 'EXISTING RESTROOM'. A road labeled 'ISLAND CREST WAY' is on the right. A scale bar at the bottom left indicates 0, 40, and 80 feet, with a scale of 1"=40'-0". A north arrow is also present.

**LEGEND:**

-  EXISTING TREES
-  EXISTING PATHS
-  PLAYGROUND AREA

Does your playground have a theme? Cats / cats

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 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!

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

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

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. \_\_\_\_\_

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# DEANE'S CHILDREN'S PARK :










## HOW DO YOU WANT TO PLAY?

Name: *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!

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

-  EXISTING TREES
-  EXISTING PATHS
-  PLAYGROUND AREA

Does your playground have a theme? *CATS : 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a proposed playground area outlined in a dashed line. Hand-drawn symbols from the legend are placed within this area: a rest room (RR), a tower, a bridge, a slide, a climbing net, a music note, and an activity panel. A dragon-shaped area is also marked with a 'DRAGON' label. Other features on the map include 'BIKE SKILLS' (with a bicycle icon), 'TENNIS COURTS' (with tennis racket icons), 'MAIN ENTRY' (with a double arrow icon), 'PARKING LOT', 'EXISTING RESTROOM' (with an arrow pointing to a building), and 'ISLAND CREST WAY' (a road on the right). A scale bar at the bottom left indicates 0, 40, and 80 feet, with a scale of 1"=40'-0". A north arrow is also present.

**LEGEND:**

	<b>EXISTING TREES</b>		<b>EXISTING PATHS</b>		<b>PLAYGROUND AREA</b>
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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. \_\_\_\_\_

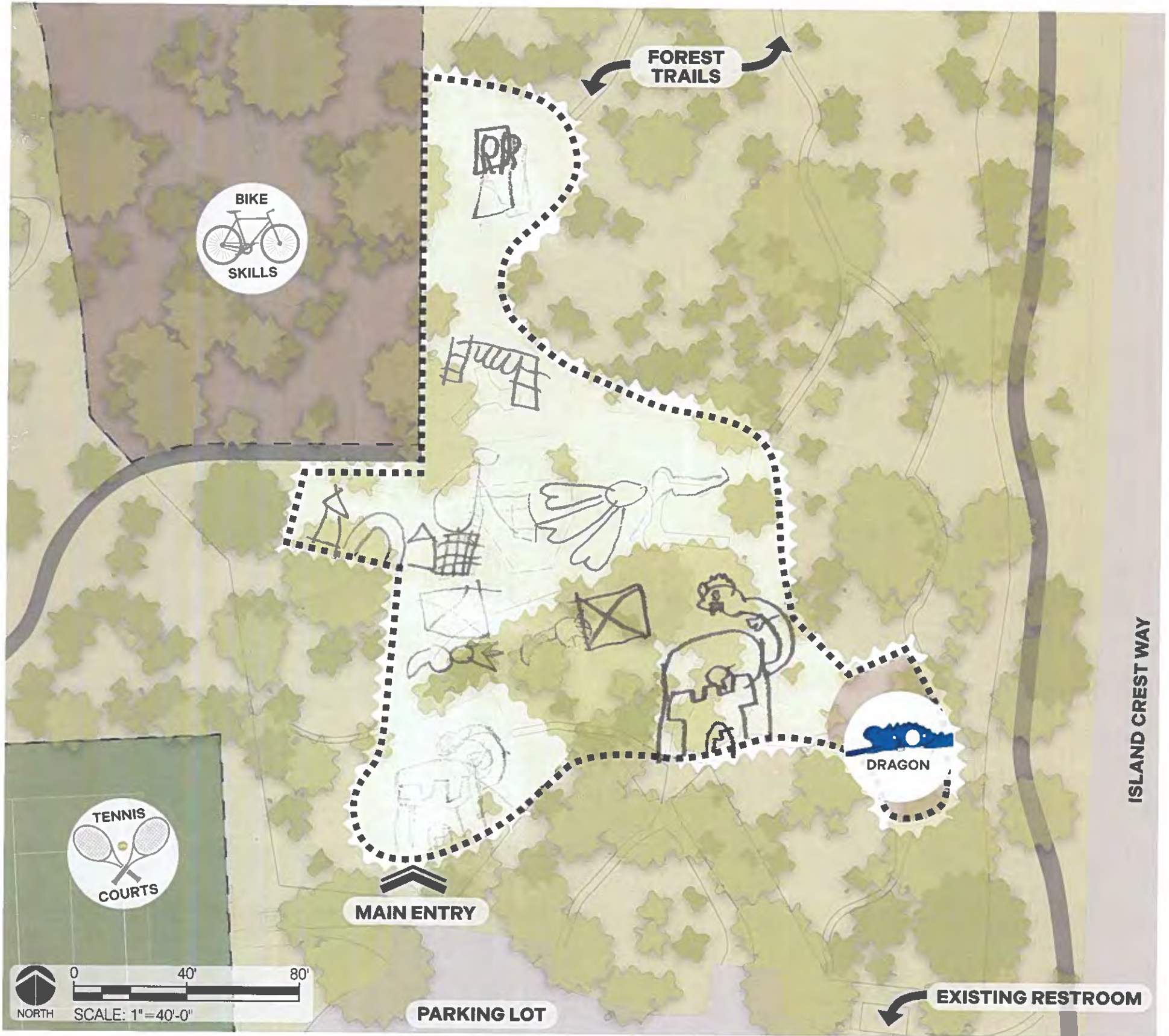
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!




<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined in a dashed line. Key features include:
 

- Forest Trails:** A winding path through the wooded area.
- Equipment:** A tower, bridge, slide, climbing net, picnic shelter, and music symbol are drawn within the playground area.
- Other Areas:** A 'BIKE SKILLS' area with a bicycle icon, 'TENNIS COURTS' with tennis racket icons, and an 'EXISTING RESTROOM'.
- Infrastructure:** A 'MAIN ENTRY' and 'PARKING LOT' are marked at the bottom.
- Boundaries:** 'ISLAND CREST WAY' is shown on the right side.

**LEGEND:**

-  EXISTING TREES
-  EXISTING PATHS
-  PLAYGROUND AREA

**Scale:** 1" = 40'-0" (0, 40, 80 feet)

Does your playground have a theme? Fairytales

Does your playground have a unique feature you love? Dragon

Please write a short description that describes what I have created. Playground with fairytales theme and dragon feature.

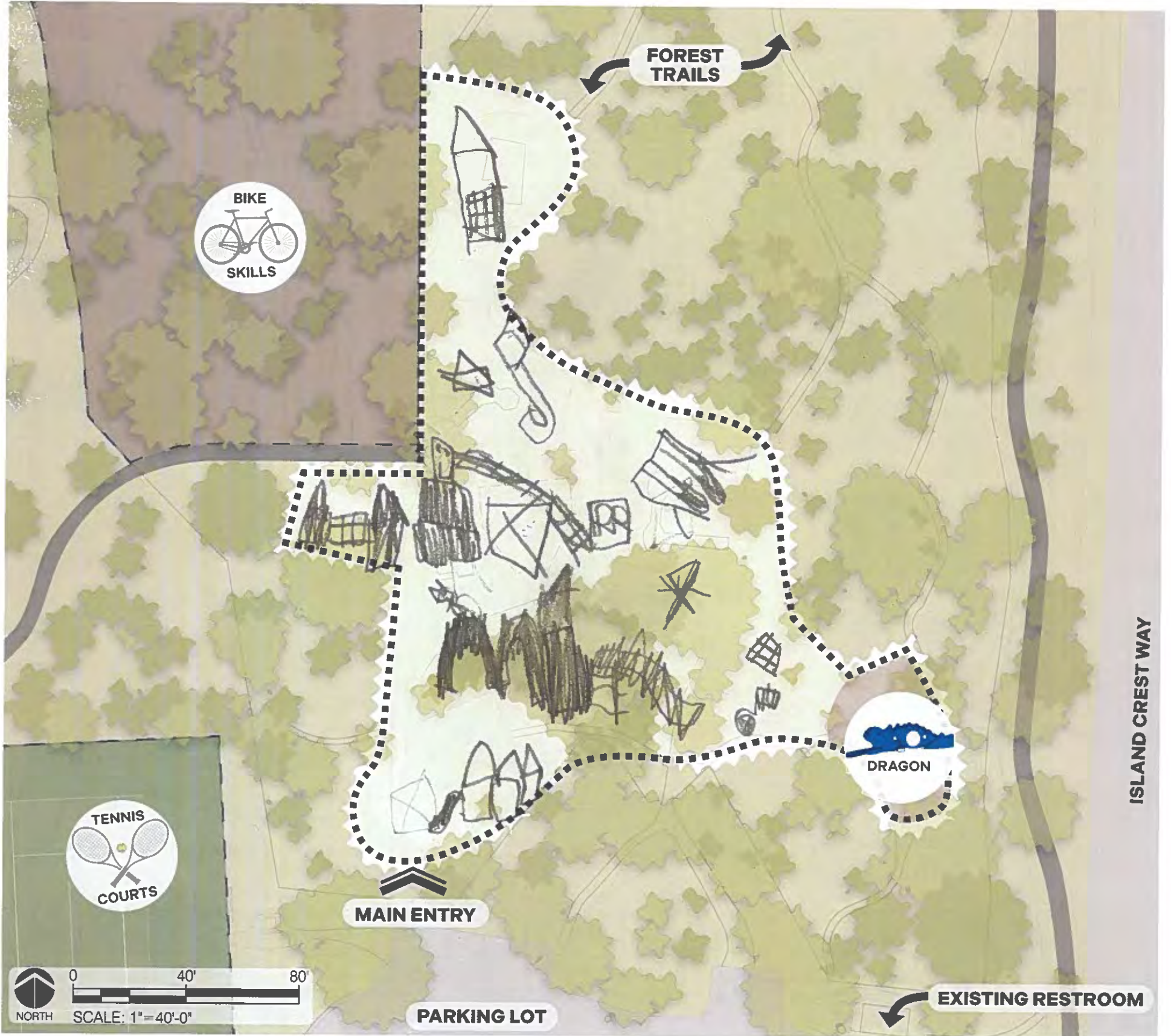
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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. \_\_\_\_\_

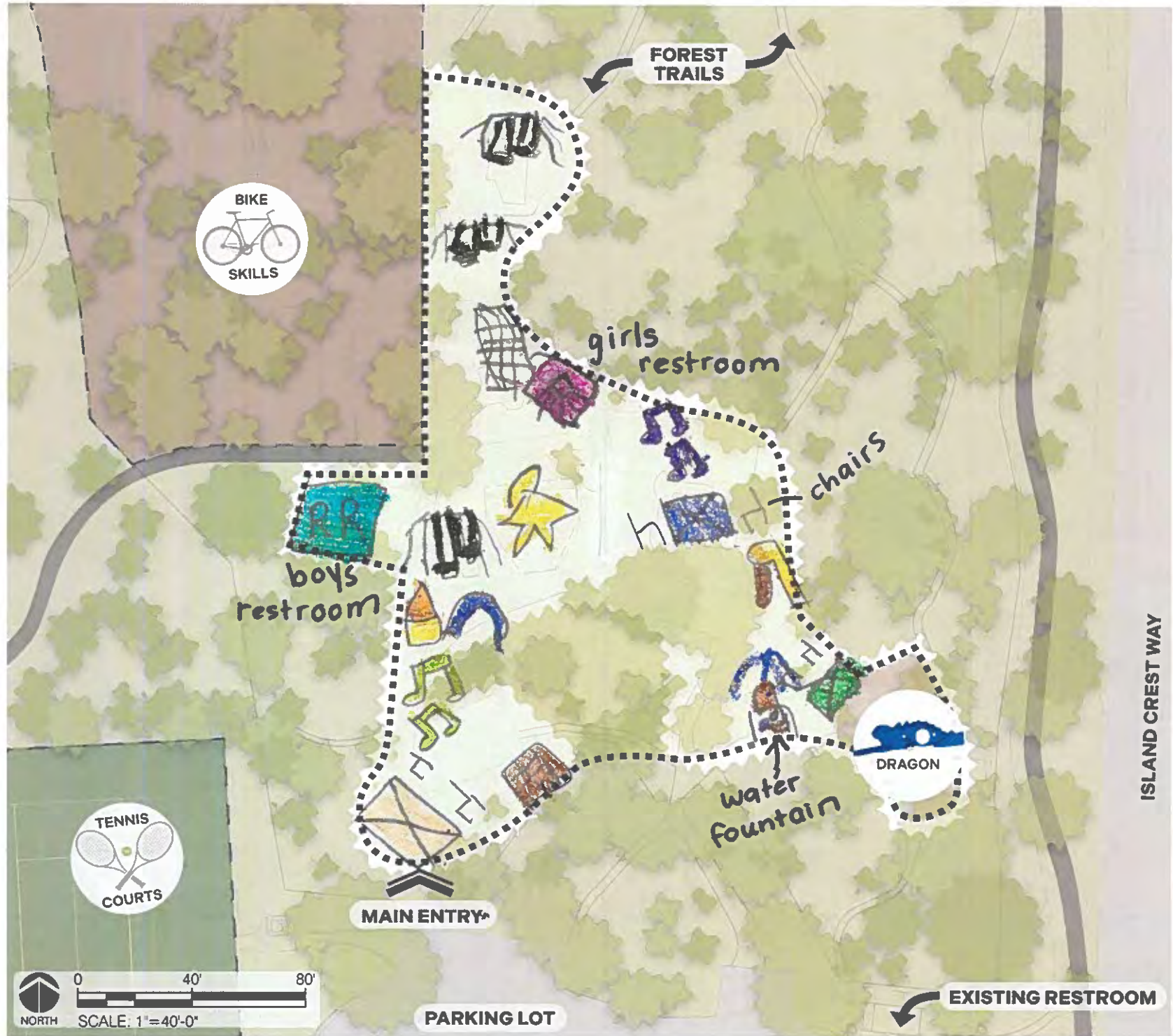
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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<b>LEGEND:</b>	 <b>EXISTING TREES</b>	 <b>EXISTING PATHS</b>	 <b>PLAYGROUND AREA</b>
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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?

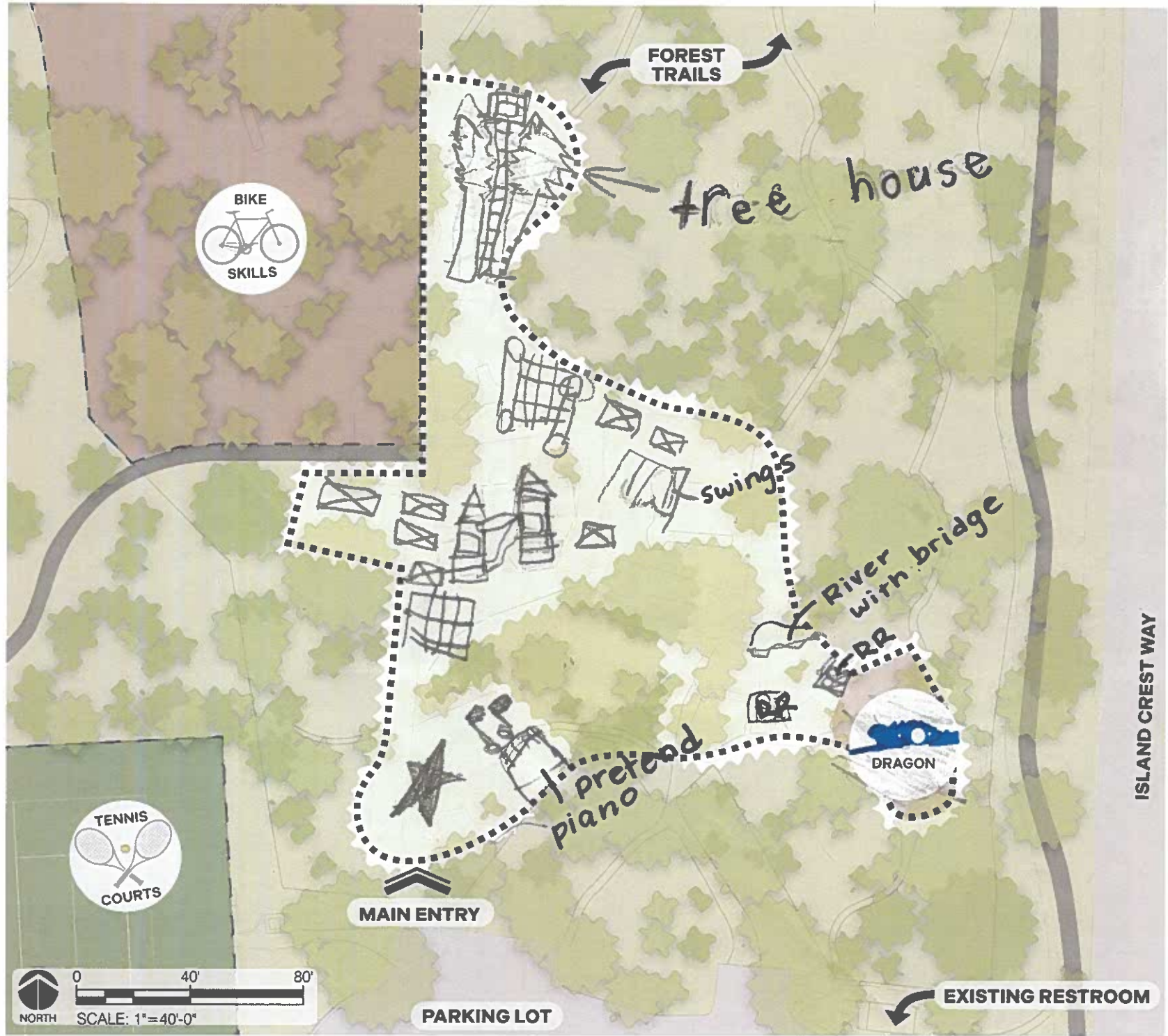
Name: *- privacy* Student names have been omitted to protect individual privacy

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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<b>LEGEND:</b>	EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA
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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

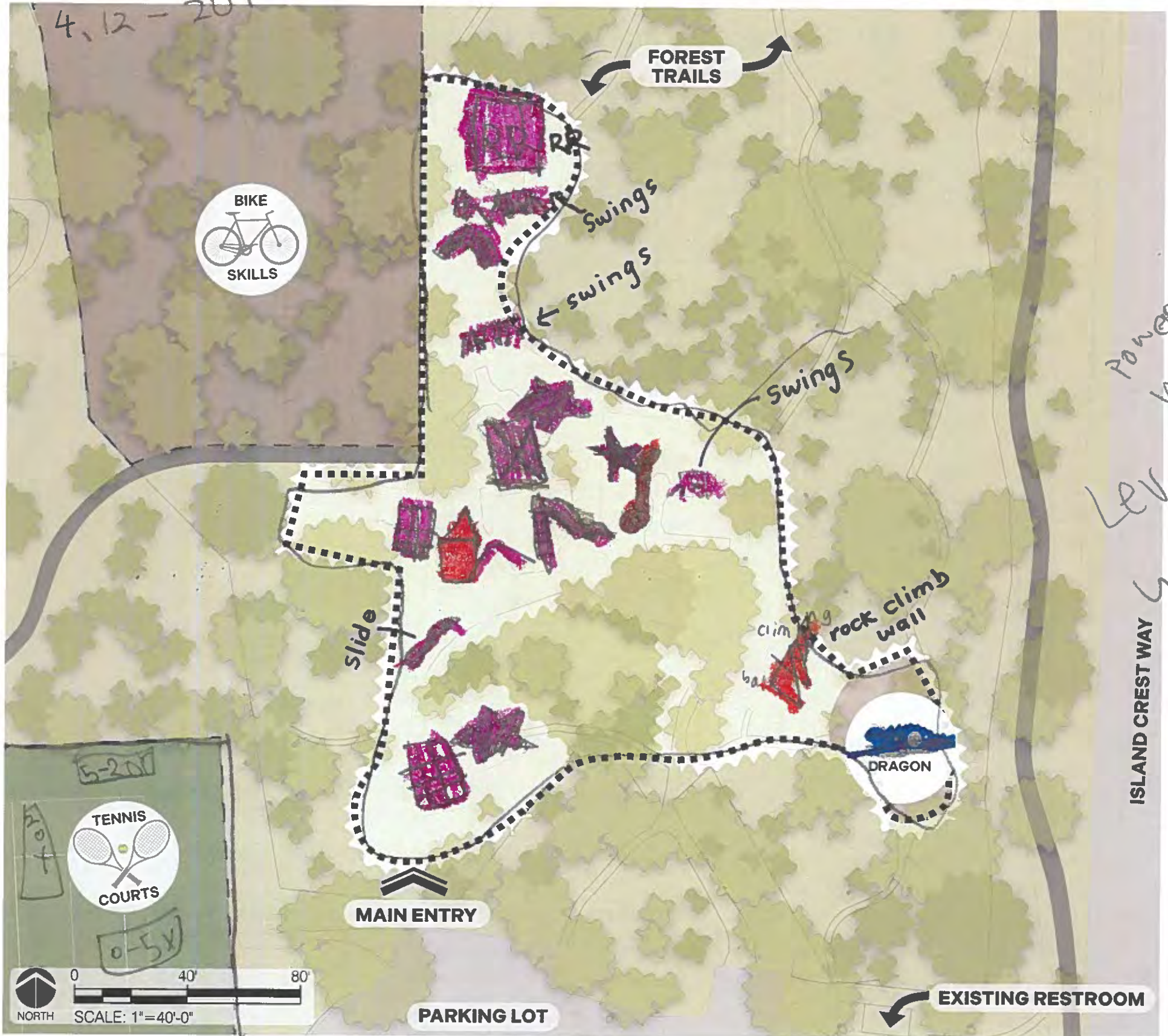
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

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

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

1 Does your playground have a theme? Tree house

2 Does your playground have a unique feature you love? Swings, Music

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

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

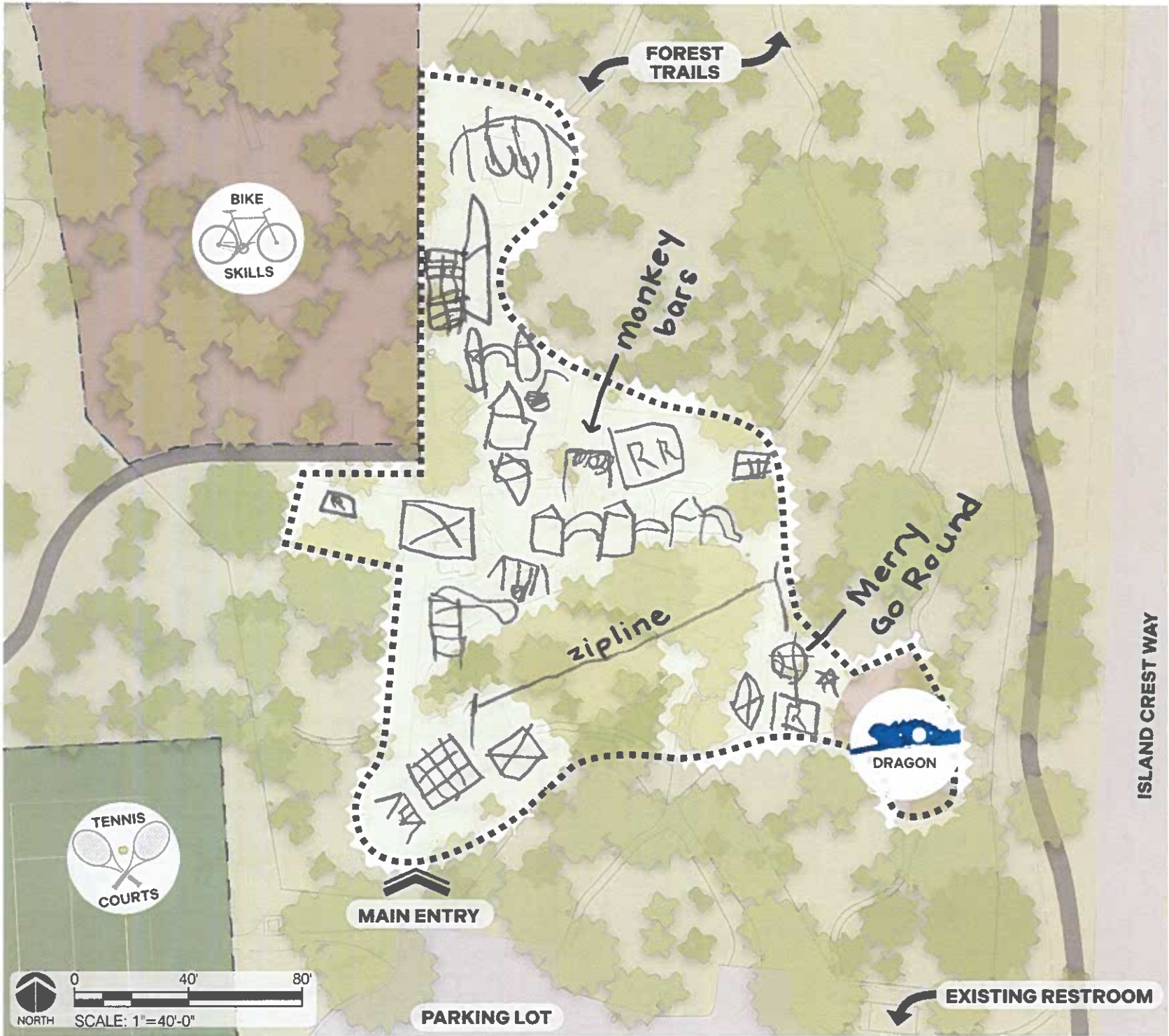
Student names have been omitted to protect individual  
Name: *privacy*

Age: *6-5 (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



EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? *wood like - 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*



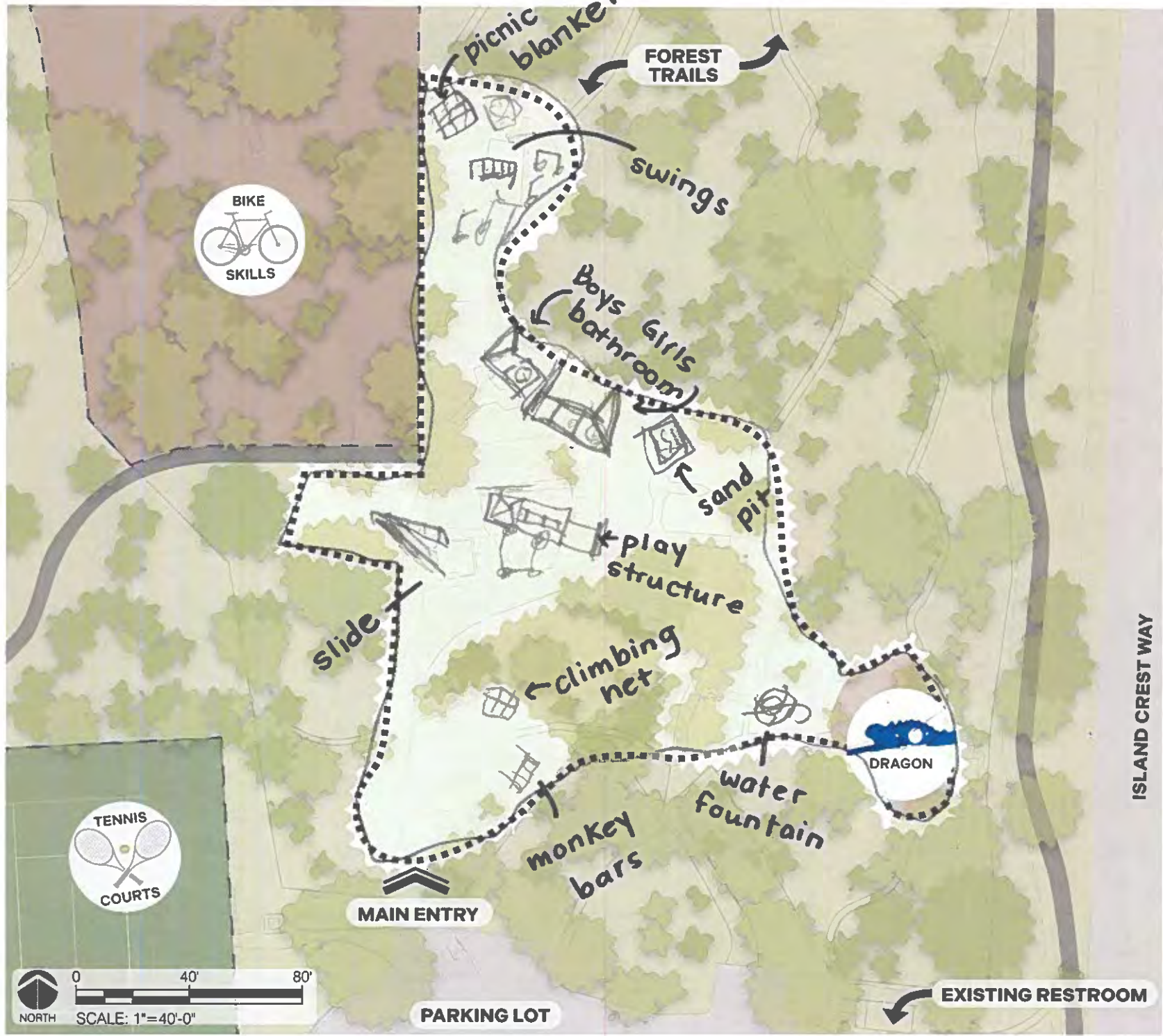
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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

Grade: 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
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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

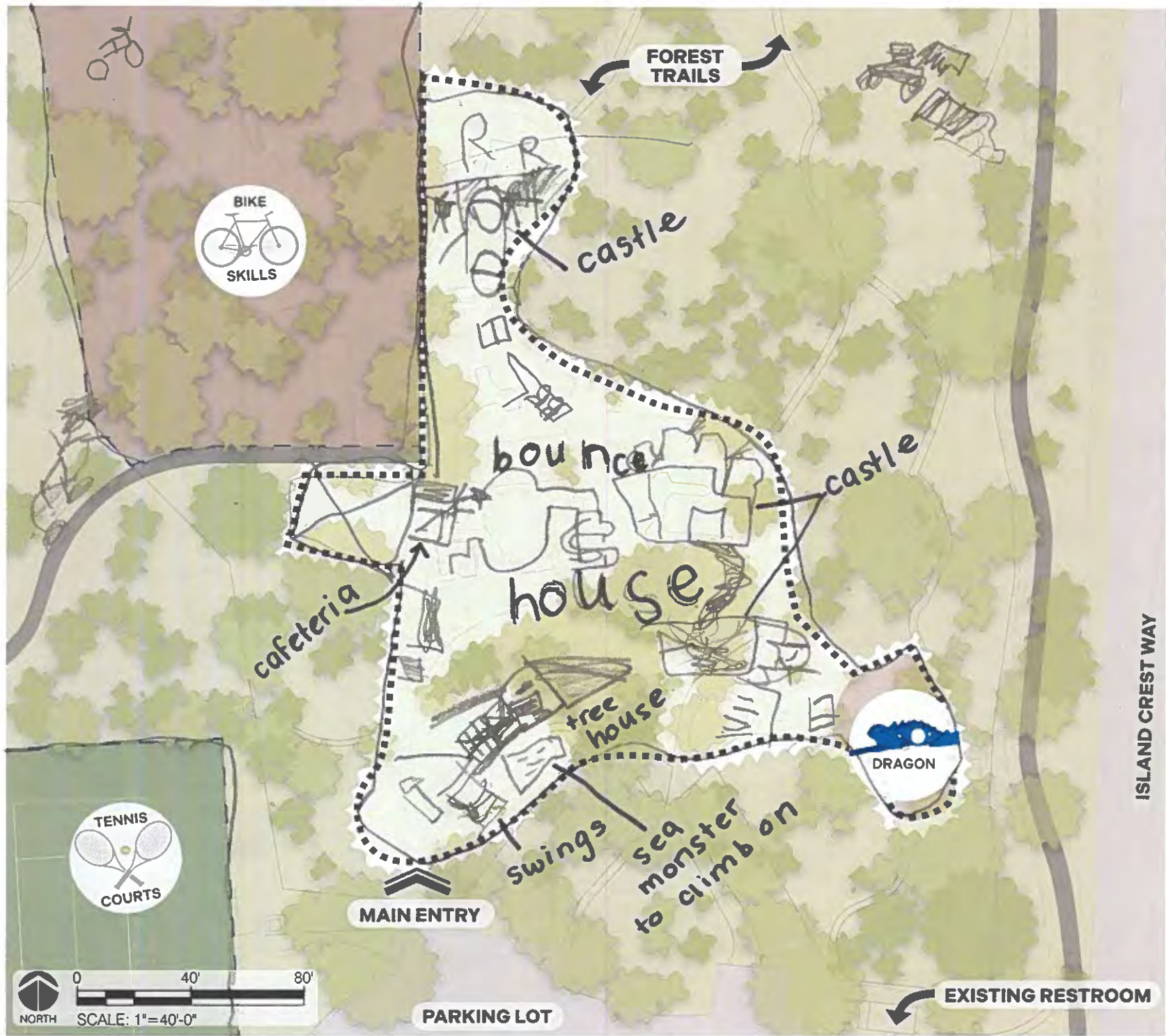
Age: 6+6

*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
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Does your playground have a theme? CASTLES

Does your playground have a unique feature you love? traps

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

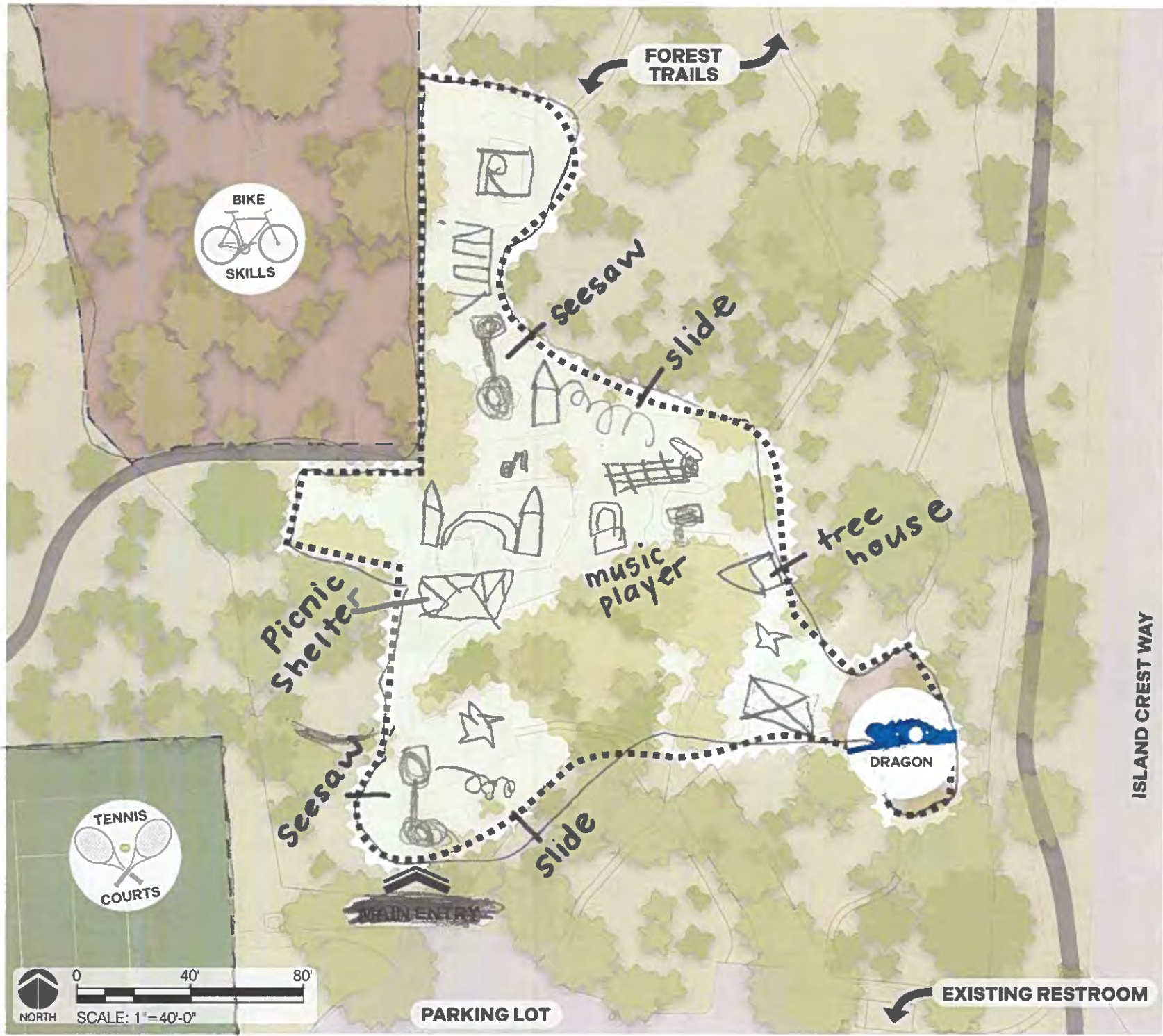
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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



EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? tree haws

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

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

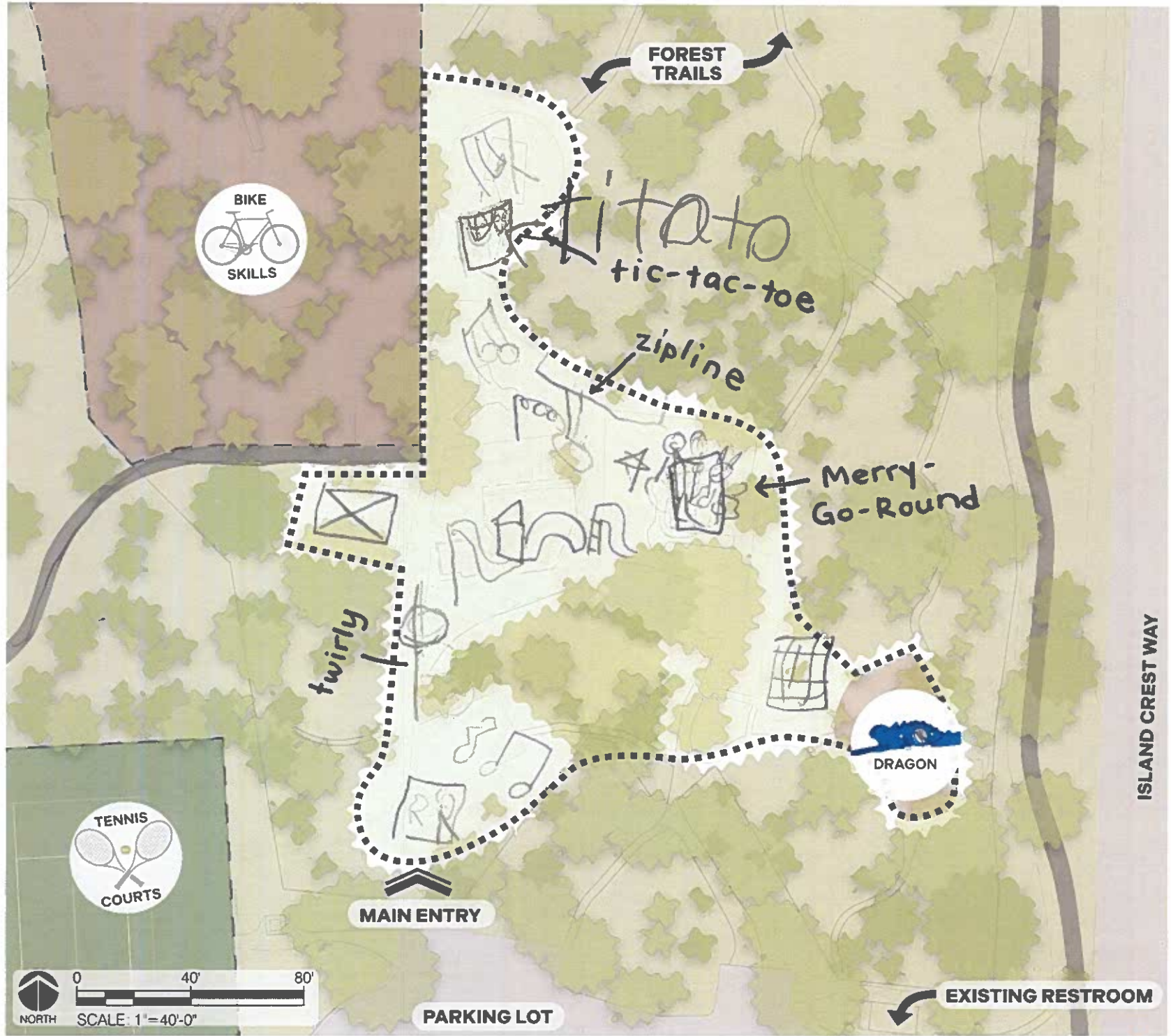
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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.  
\_\_\_\_\_  
\_\_\_\_\_

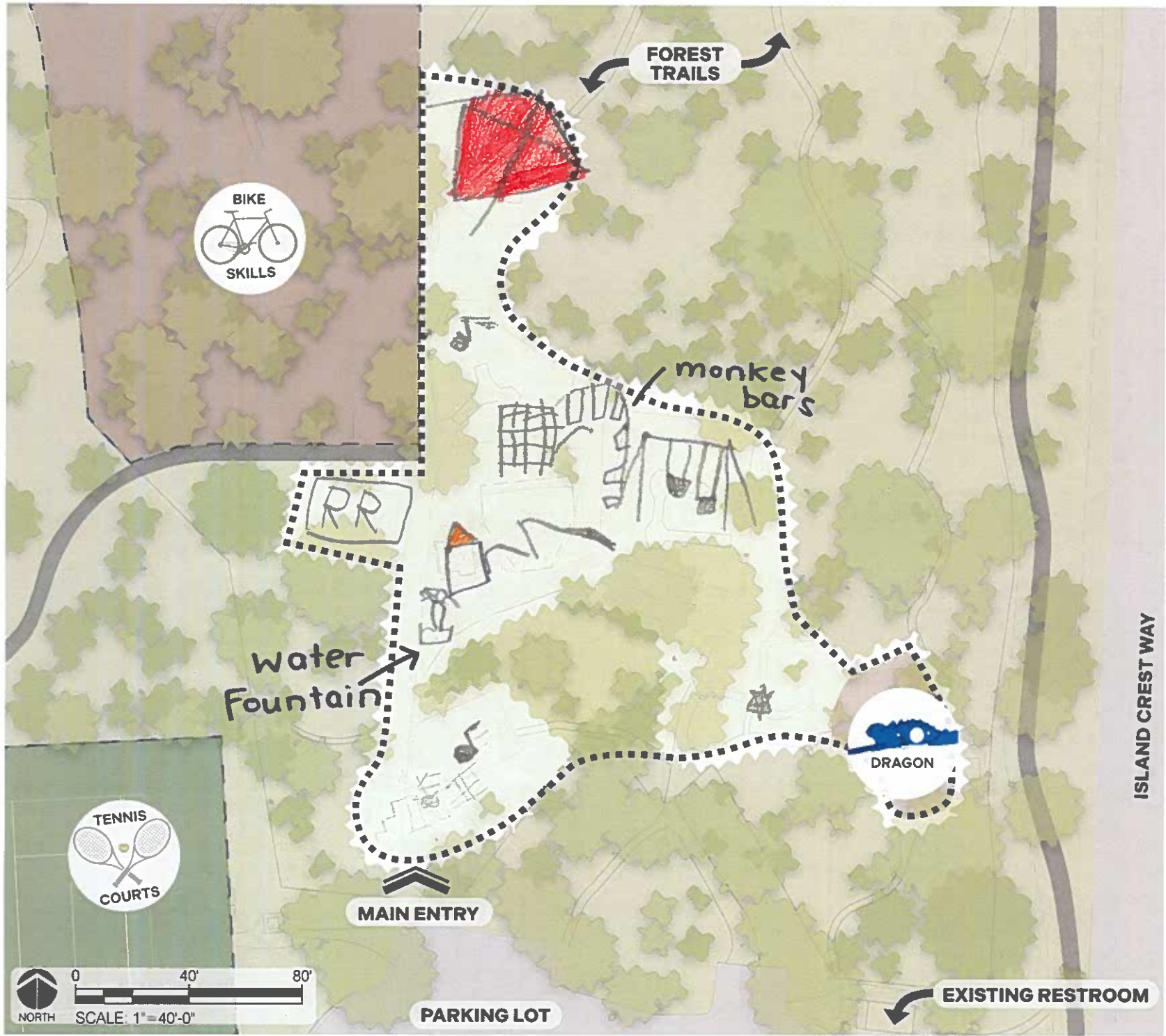
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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? tower (checkid 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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BIKE SKILLS

FOREST TRAILS

DRAGON

ISLAND CREST WAY

EXISTING RESTROOM

MAIN ENTRY

PARKING LOT

TENNIS COURTS

SCALE: 1"=40'-0"

0 40' 80'

NORTH

**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

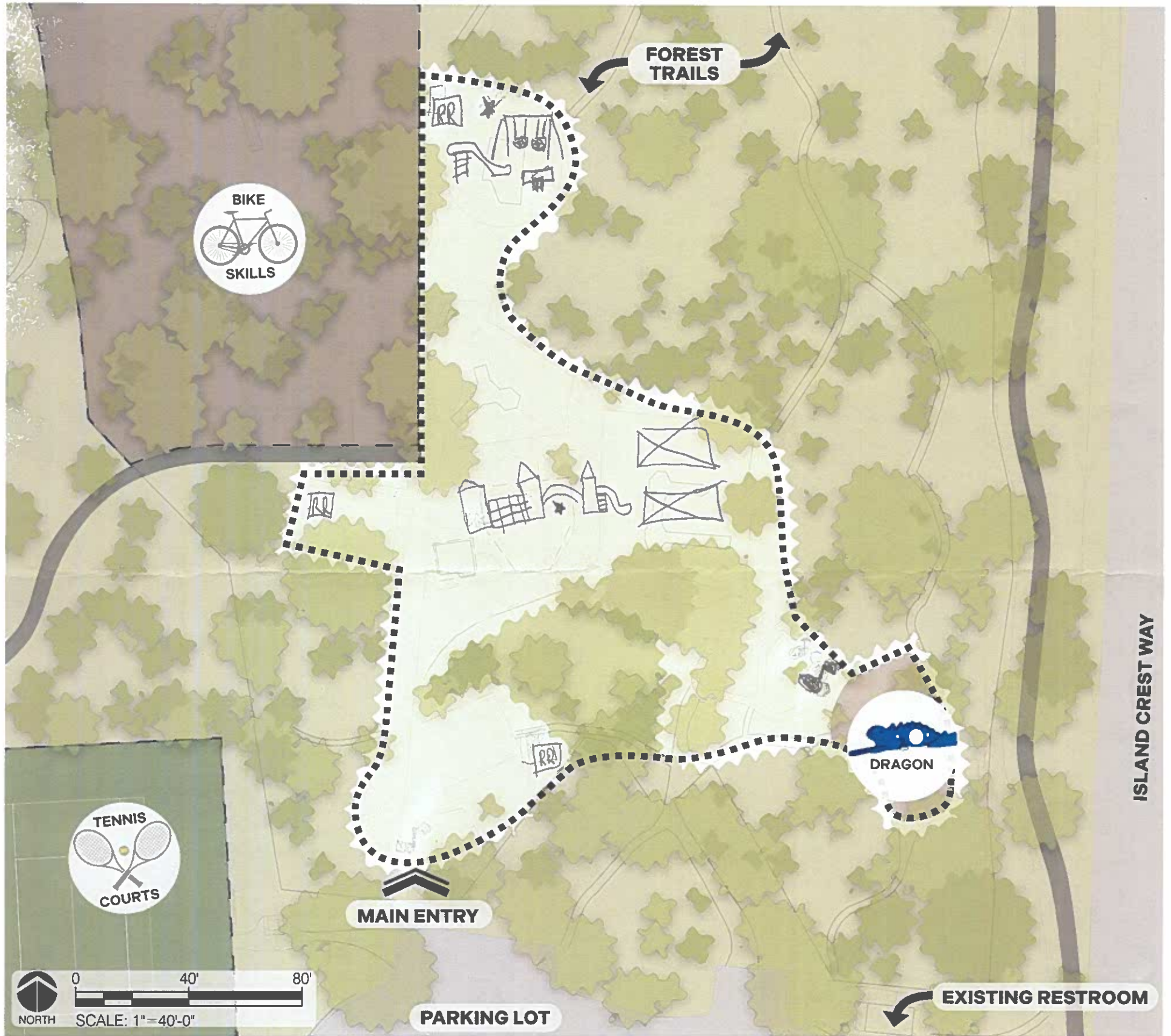
Please write a short description that describes what I have created. When you enter there is 1 shelter and a spiderweb. There are 4 castles, 3 bridges, 3 games, swings, 4 slides.

# 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!

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

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

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?

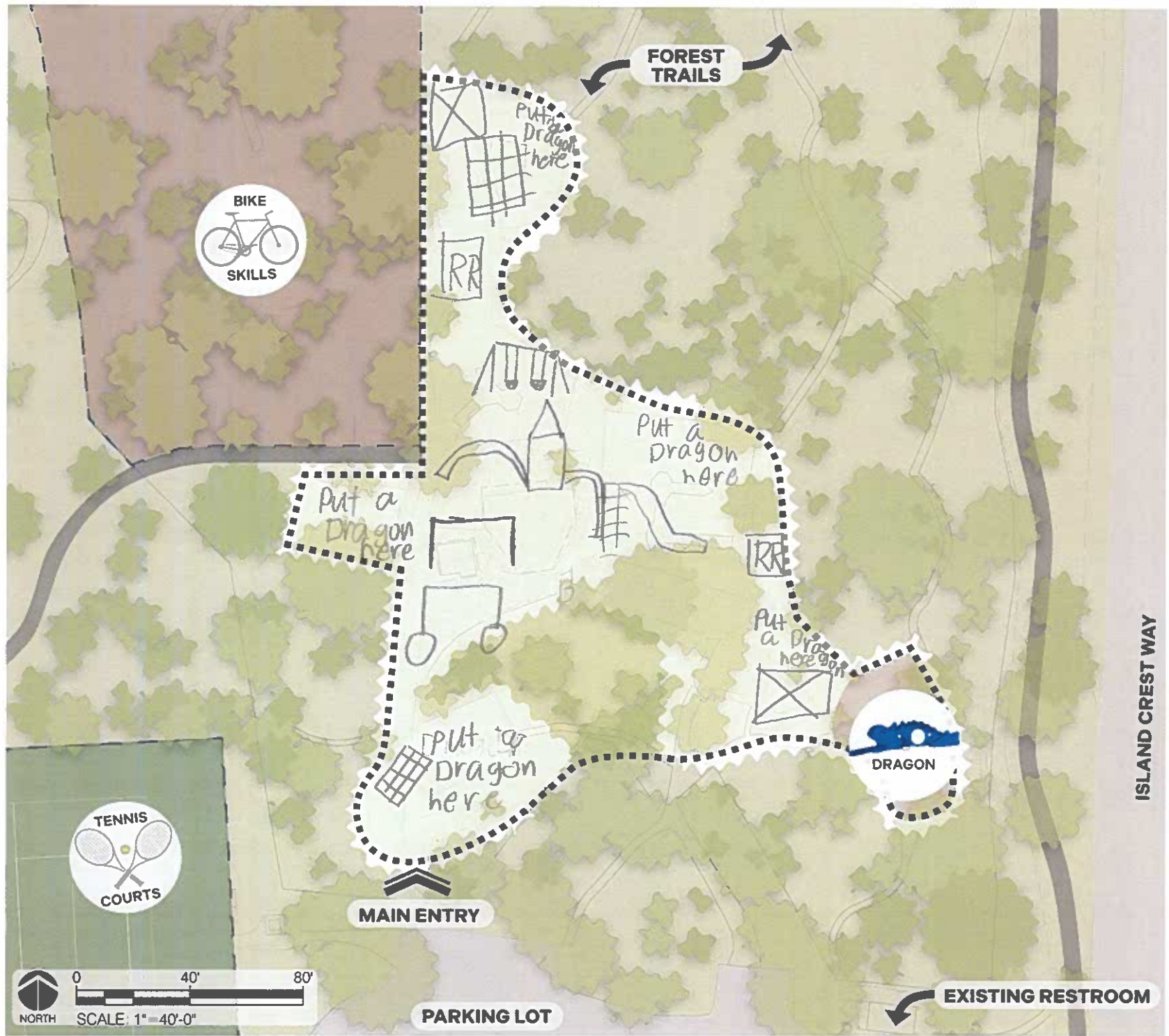
Name: *Student names have been omitted to protect individual privacy* 5/12/25

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*



<p><b>LEGEND:</b></p> <p>EXISTING TREES</p>	<p>EXISTING PATHS</p>	<p>PLAYGROUND AREA</p>
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Does your playground have a theme? wings of fire

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

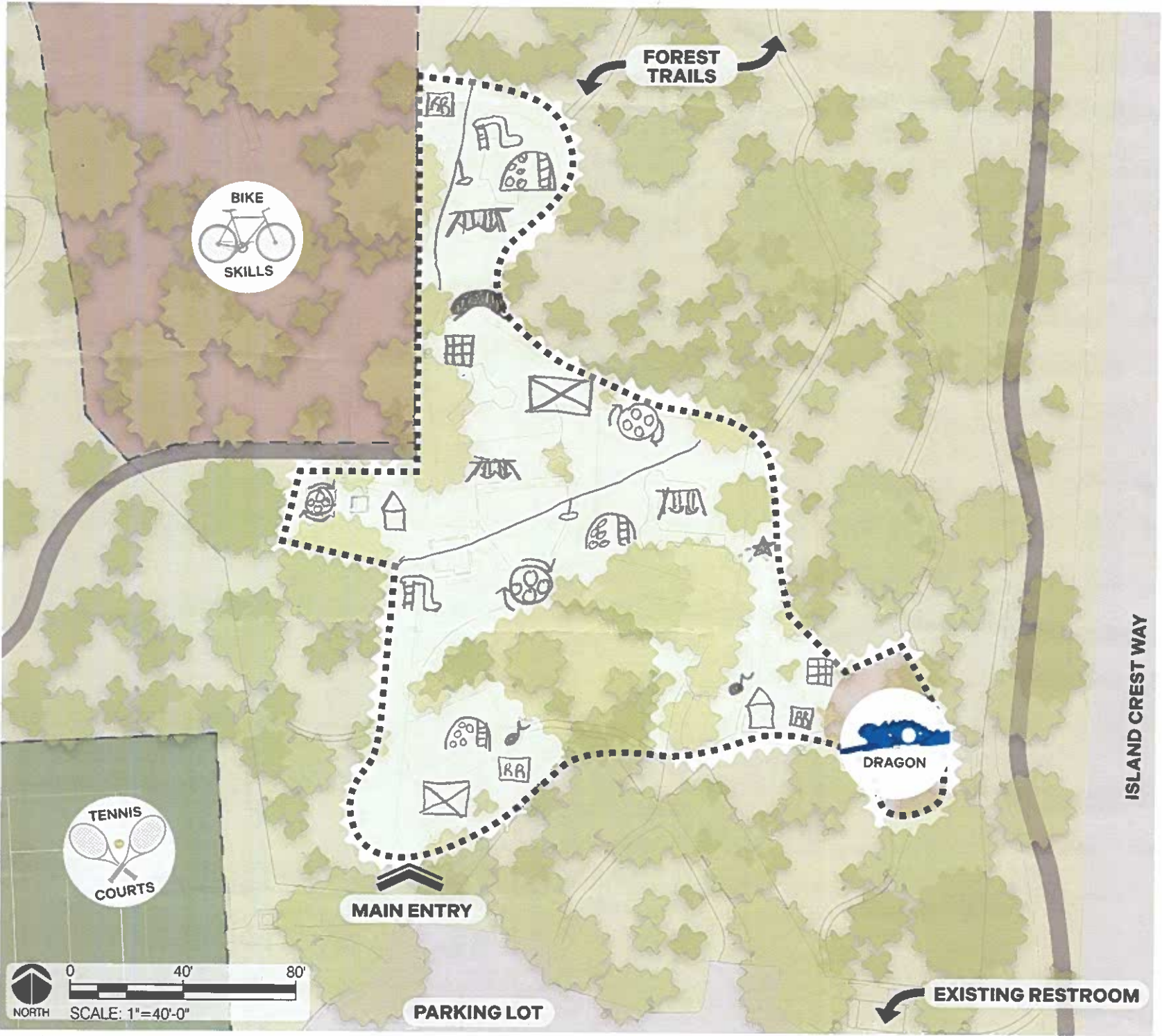
Please write a short description that describes what I have created. It is a playground that has some dragons placed there, and there is some gymnastics stuff there too!

# 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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<b>LEGEND:</b>	EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA
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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: 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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.

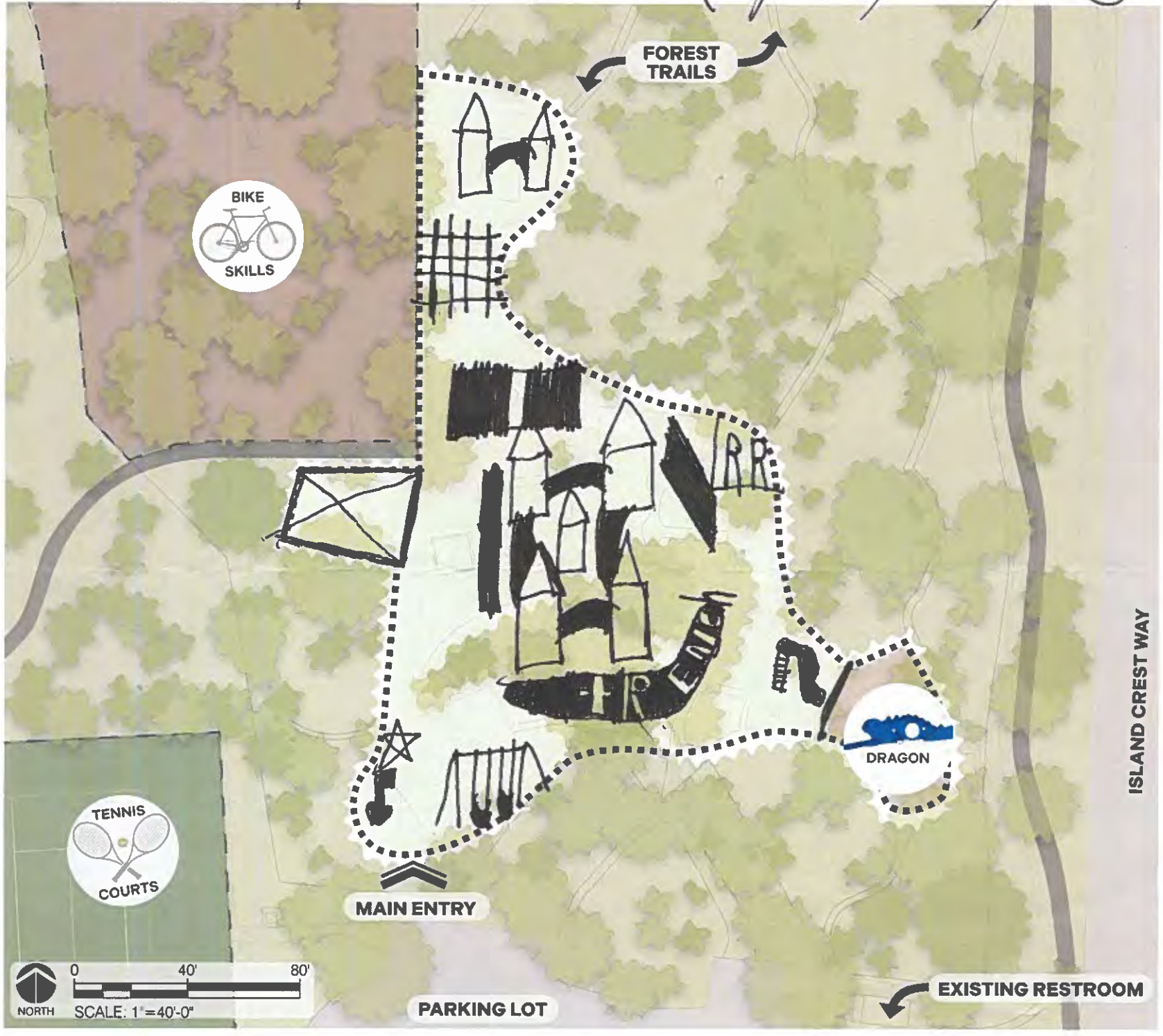
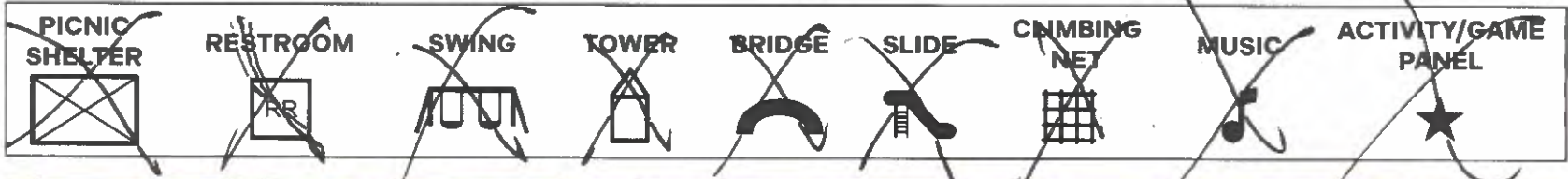
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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



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

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

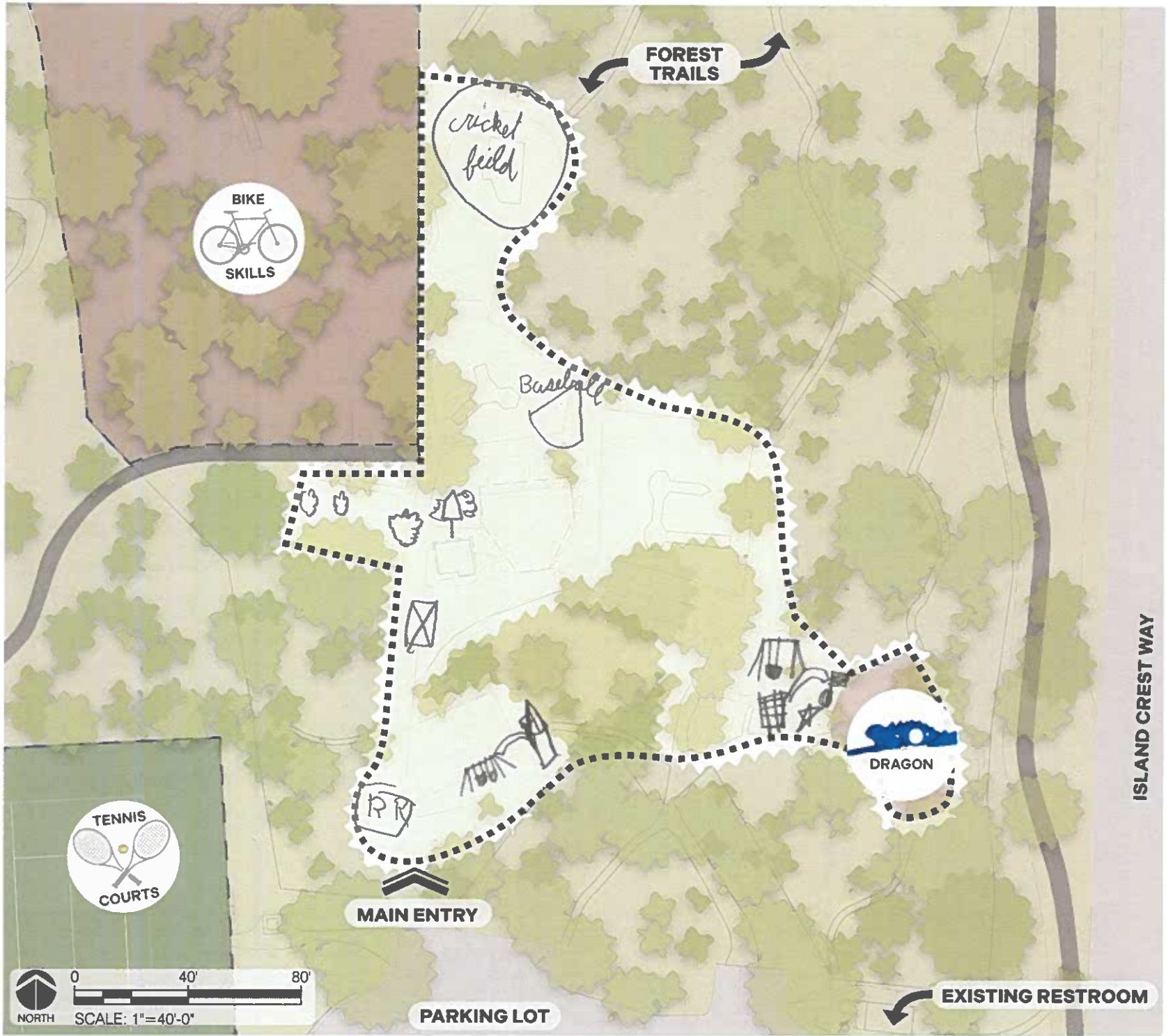
Please write a short description that describes what I have created. a central castle w/ cover around it in the main area, and a bunch of other things around the edge. Ideal to come w/ friends or enemies (or both).

# 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



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?

9!

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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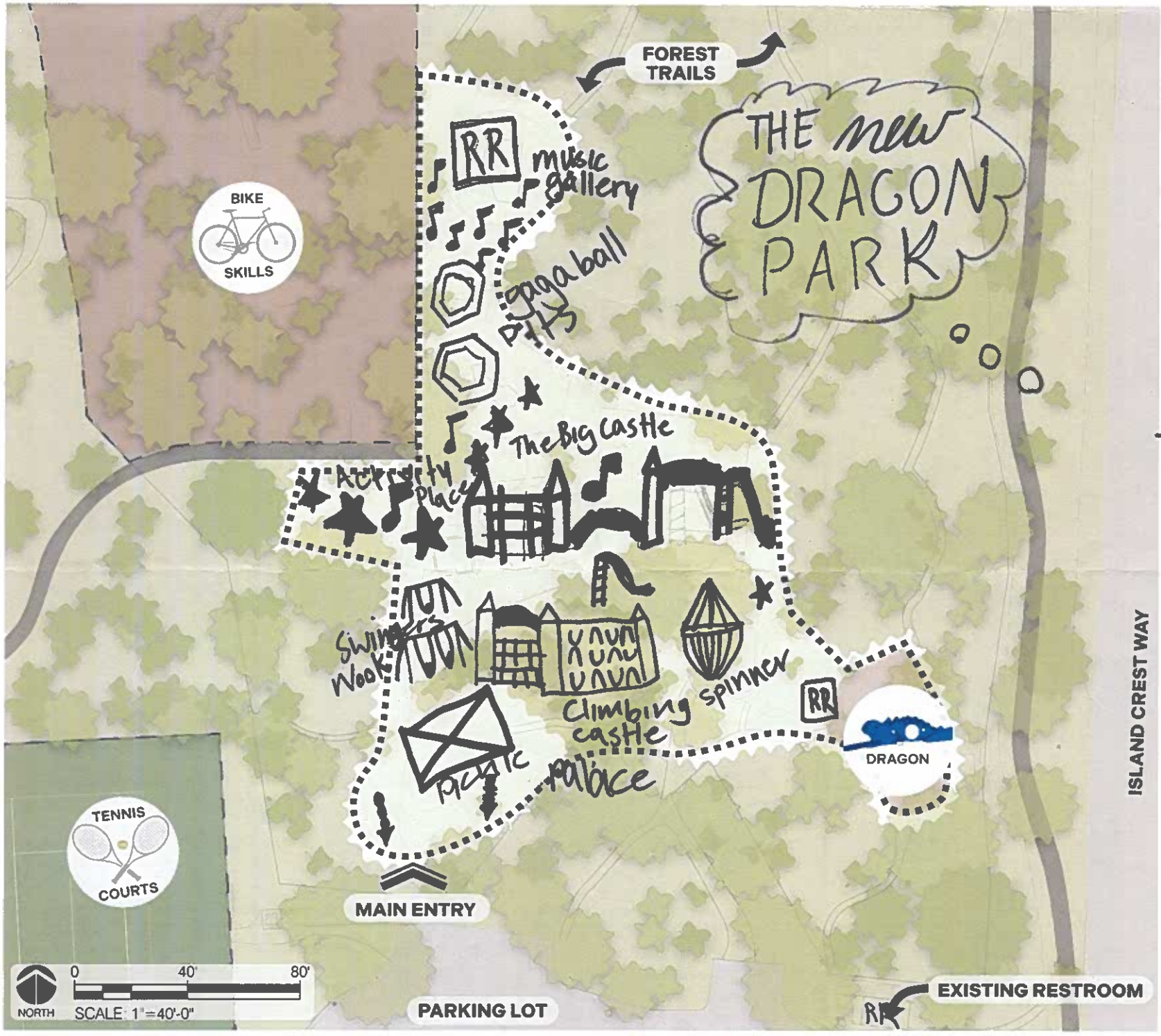
GAGA BALL PITS

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!

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

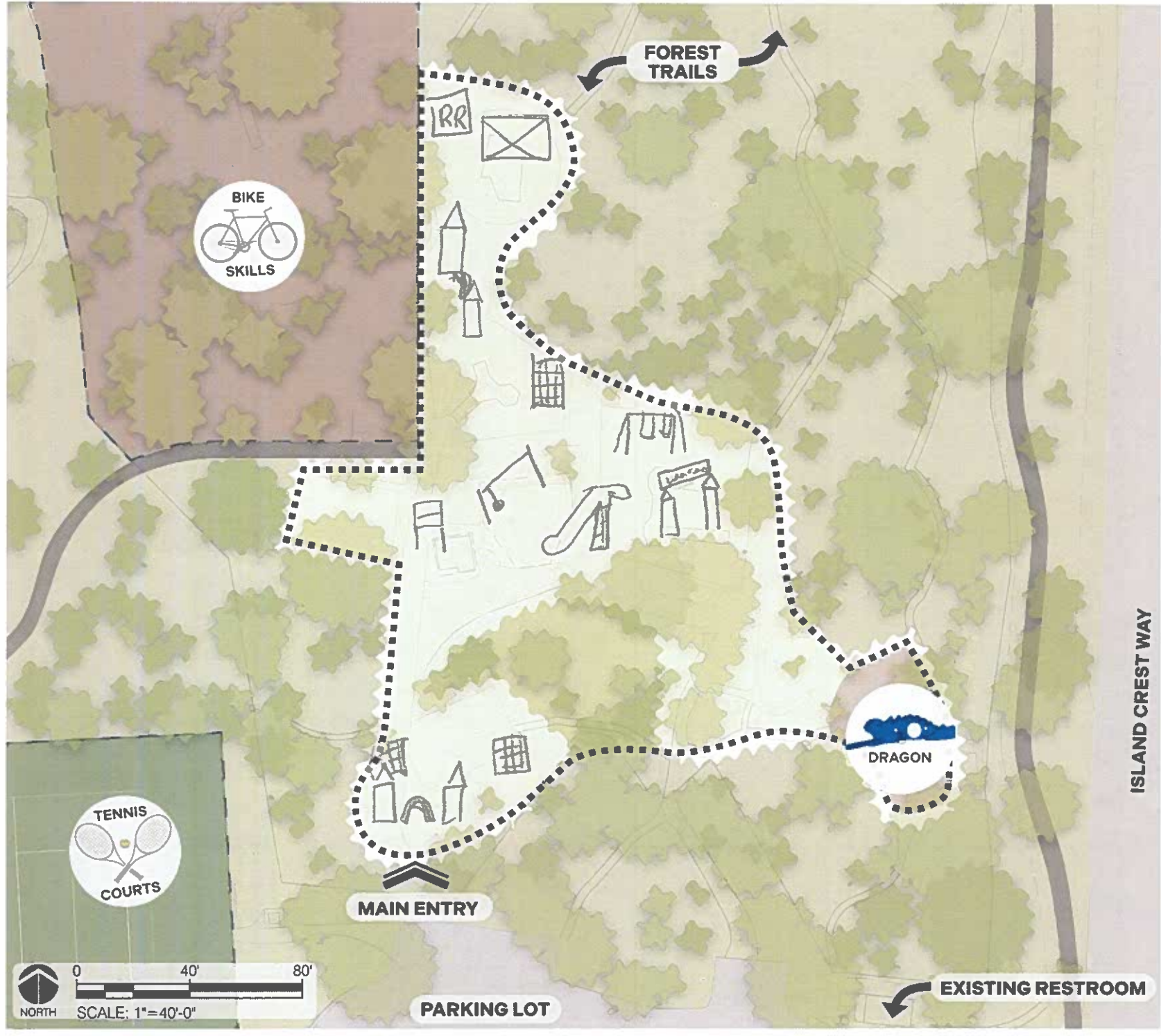
Using this site plan, draw us the playground YOU want to play at!

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

Warning Sign  
Warning  
Zip line

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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Play stands



<b>LEGEND:</b>	EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA
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Does your playground have a theme? Medival Kingdom

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

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: 9.9999999999

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a central playground area outlined in a dashed line. Inside this area, there are several hand-drawn symbols: a picnic shelter, a restroom, a tower, a bridge, a slide, a climbing net, a music note, and an activity/game panel. There are also some circular symbols with 'RR' and 'RP' inside. Outside the playground area, there are 'BIKE SKILLS' and 'TENNIS COURTS' areas. A 'MAIN ENTRY' is marked at the bottom of the playground area. A 'PARKING LOT' is located at the bottom center. 'FOREST TRAILS' are indicated at the top. 'ISLAND CREST WAY' is a road on the right side. An 'EXISTING RESTROOM' is marked on the right side. A 'DRAGON' symbol is also present. A scale bar at the bottom left shows 0, 40, and 80 feet. A north arrow is also present.

**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 quad, a dog park a picnic Plateau, and a spinner

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined with a dashed line. Key features include:

- Forest Trails:** A winding path through the trees.
- Dragon:** A circular feature with a dragon illustration.
- Existing Restroom:** Located near the bottom right.
- Main Entry:** Indicated by a double arrow at the bottom.
- Parking Lot:** Located at the bottom center.
- Island Crest Way:** A road on the right side.
- Other features:** Tennis courts, bike skills area, and various playground equipment symbols like picnic shelter, restroom, swing, tower, bridge, slide, climbing net, and music.

Scale: 1" = 40'-0" (0, 40, 80 feet). North arrow pointing up.

**LEGEND:**

- 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?

*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!

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

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

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!

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

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

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a central playground area outlined with a dashed line. Inside this area, there are hand-drawn symbols for a tower, a bridge, a slide, a climbing net, and a music panel. A 'MAIN ENTRY' is marked at the bottom of the playground area. To the left is a 'BIKE SKILLS' area with a bicycle icon. To the bottom left are 'TENNIS COURTS'. To the right is an 'EXISTING RESTROOM'. A 'PARKING LOT' is located at the bottom center. 'FOREST TRAILS' are shown as winding paths through the trees. 'ISLAND CREST WAY' is a road on the right side. A 'DRAGON' feature is marked with a blue dragon icon. A scale bar at the bottom left indicates 0, 40, and 80 feet, with a scale of 1" = 40'-0". A north arrow is also present.

**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 tail park

nick name all 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!

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

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

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. \_\_\_\_\_

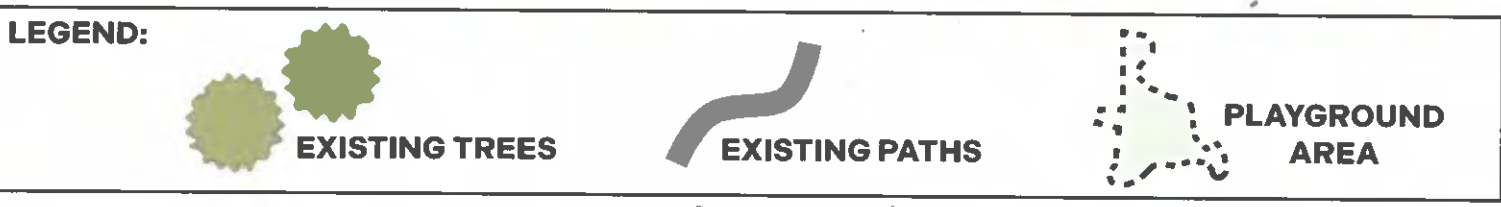
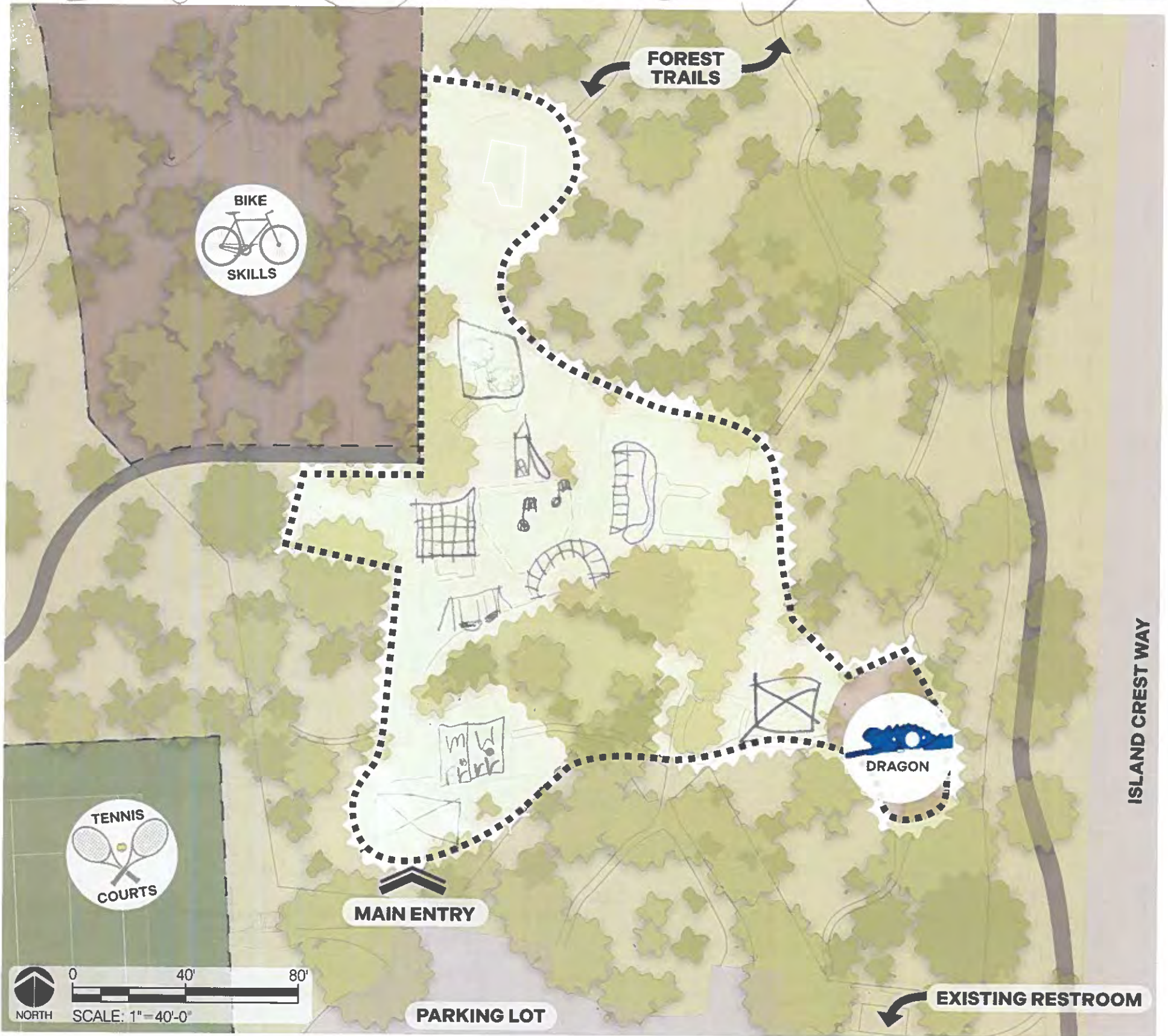
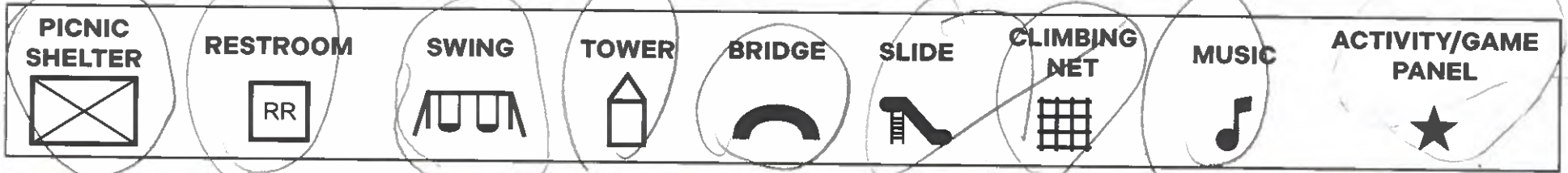
\_\_\_\_\_

# 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!



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 created 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a central playground area outlined with a dashed line. Features include:

- Forest Trails:** A winding path through the trees.
- Picnic Shelter:** A square with an 'X' inside.
- Restroom:** A square with 'RR' inside.
- Swings:** A set of three swings.
- Tower:** A house-like structure.
- Bridge:** A curved path over a stream.
- Slide:** A structure with a ramp.
- Climbing Net:** A grid pattern.
- Music:** A musical note.
- Activity/Game Panel:** A star.
- Dragon:** A blue dragon icon.
- Tree House:** A structure built in a tree.
- Slides:** A set of slides.
- Game Panel:** A star.
- Party Area:** A designated area for parties.
- Main Entry:** A path leading into the park.
- Parking Lot:** A designated area for cars.
- Existing Restroom:** A square with 'RR' inside.
- Island Crest Way:** A road on the right side.
- Tennis Courts:** A green area with tennis rackets.
- Bike Skills:** A circular area with a bicycle.

Scale: 1"=40'-0"

**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.

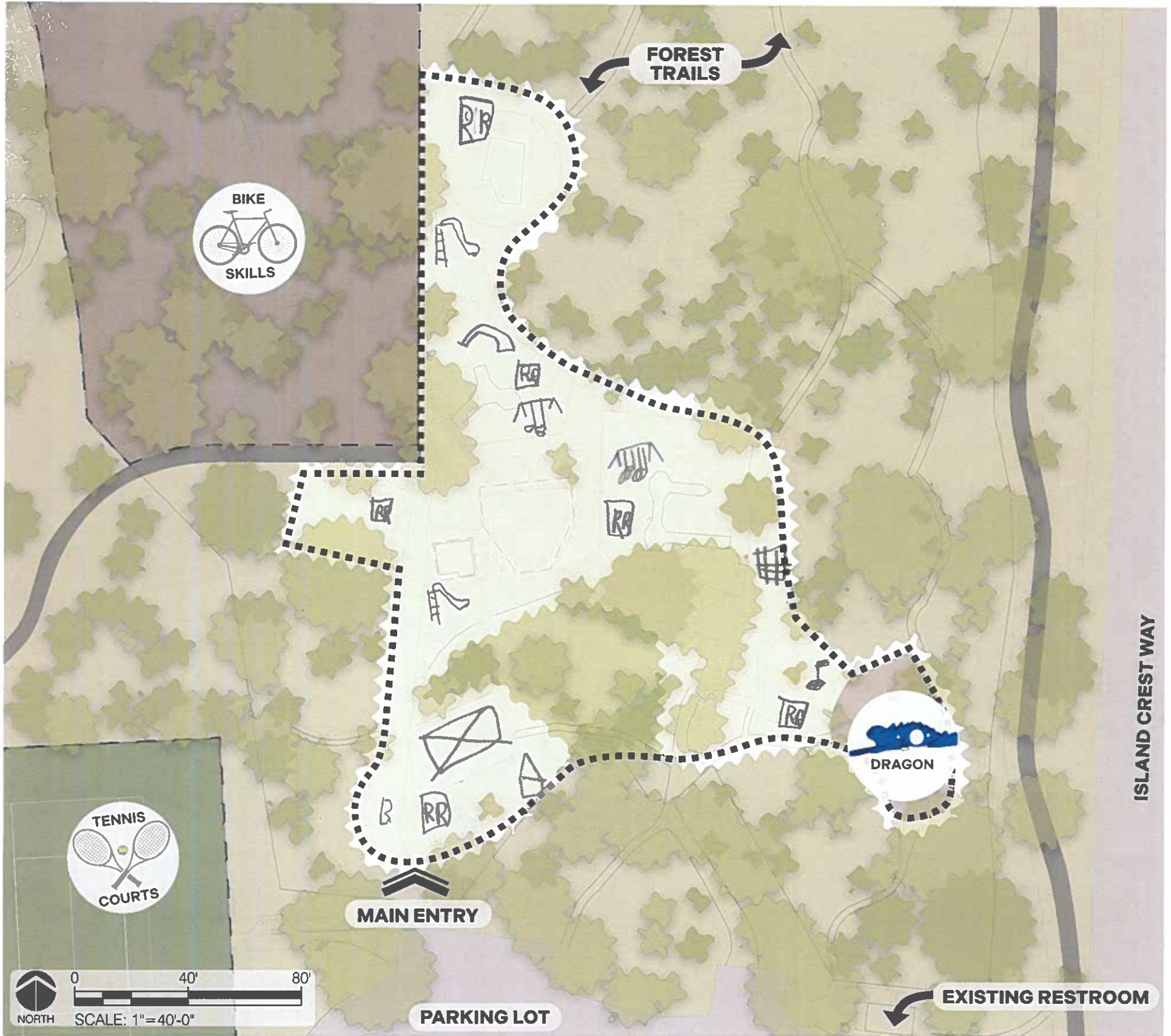
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 playground

# 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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!

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

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

Does your playground have a theme? woodland

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 woodland 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined with a dashed line. Inside the playground area, there is a picnic shelter, a restroom (RR), a tower, a bridge, a slide, a climbing net, a music note, and an activity/game panel (star). A winding path labeled 'FOREST TRAILS' runs through the area. A 'BIKE SKILLS' area with a bicycle icon is located on the left. A 'TENNIS COURTS' area is at the bottom left. A 'MAIN ENTRY' is marked at the bottom center, and an 'EXISTING RESTROOM' is at the bottom right. A 'PARKING LOT' is at the bottom center. A road labeled 'ISLAND CREST WAY' is on the right. A 'DRAGON' feature is marked with a blue dragon icon. A scale bar at the bottom left shows 0, 40, and 80 feet, with a scale of 1"=40'-0". A north arrow is also present.

**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 
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The site plan shows a large area outlined with a dashed line representing the playground area. Inside this area, there are several hand-drawn symbols from the legend: a climbing net, a music note, a swing set, a tower, and a bridge. The area is labeled with 'RR' in two locations. Outside the playground area, there are several circular icons: 'BIKE SKILLS' (with a bicycle icon), 'TENNIS COURTS' (with tennis rackets icon), and 'DRAGON' (with a dragon icon). Other features include 'FOREST TRAILS' (indicated by a dashed line and arrow), 'MAIN ENTRY' (with a chevron icon), 'PARKING LOT', and 'EXISTING RESTROOM' (with an arrow pointing to a building icon). The map also shows existing trees (green circles), existing paths (wavy lines), and 'ISLAND CREST WAY' on the right side. A scale bar at the bottom left indicates 0, 40, and 80 feet, with a scale of 1" = 40'-0".

**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>/<sub>7</sub>

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined with a dashed line. Inside the area, there is a drawing of a castle, a picnic shelter, a restroom, a climbing net, a slide, and a bridge. A path labeled 'FOREST TRAILS' winds through the area. A 'BIKE SKILLS' area with a bicycle icon is on the left. A 'TENNIS COURTS' area is at the bottom left. A 'MAIN ENTRY' is marked at the bottom center. A 'PARKING LOT' is at the bottom. An 'EXISTING RESTROOM' is marked on the right. A 'DRAGON' feature is marked on the right. 'ISLAND CREST WAY' is a road on the far right. A scale bar at the bottom left shows 0, 40, and 80 feet, with a scale of 1" = 40'-0". A north arrow is also present.

**LEGEND:**

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

Does your playground have a theme? fairy tale castle

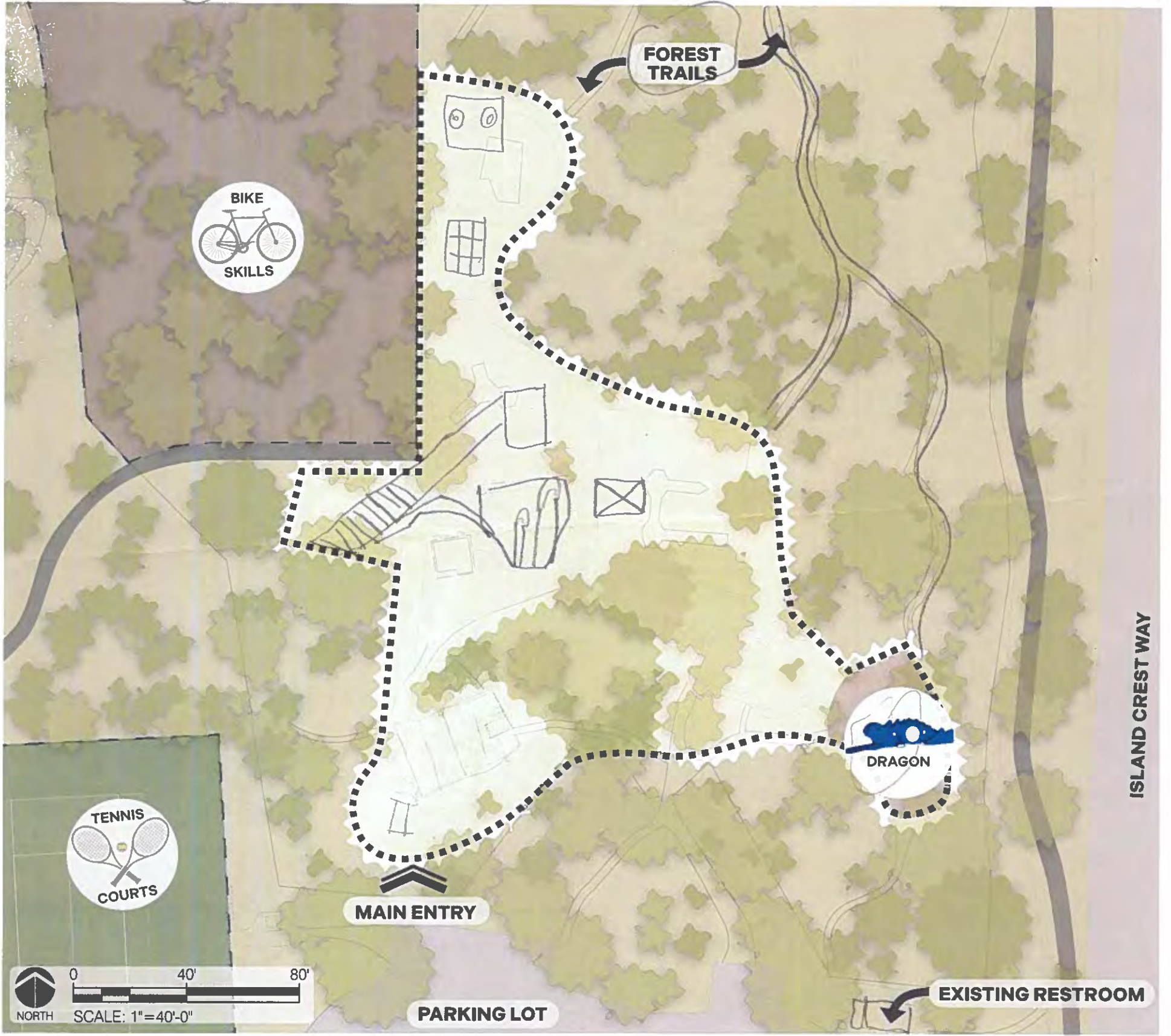
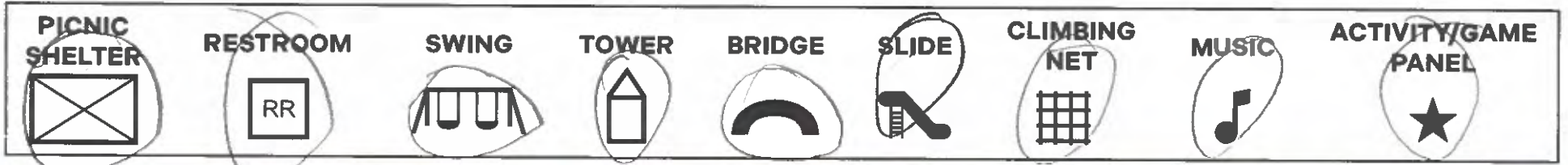
Does your playground have a unique feature you love? the bathrooms are clean

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

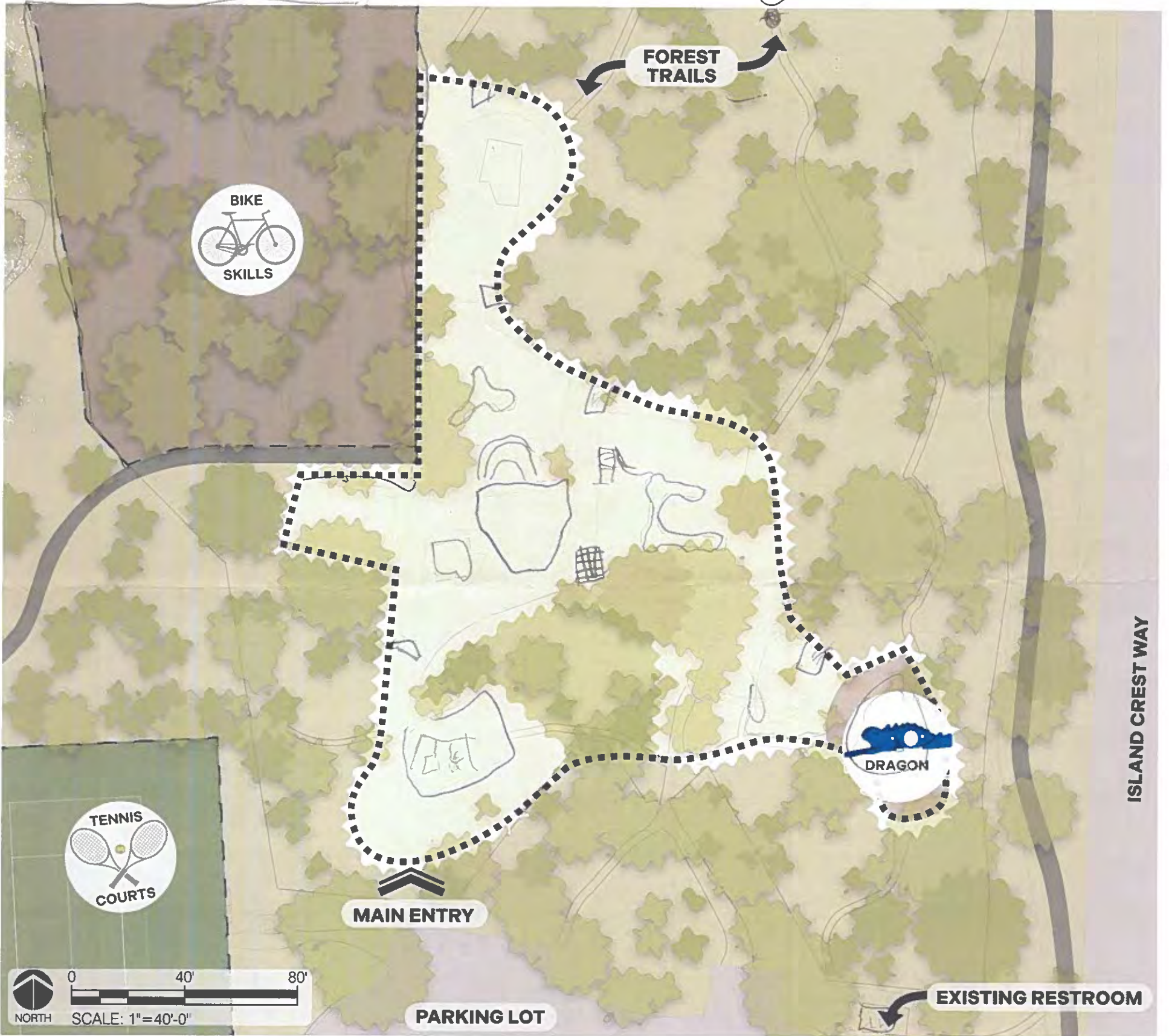
Please write a short description that describes what I have created. every thing.

# 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan map shows a large area with a dashed line indicating the proposed playground area. Key features include:

- BIKE SKILLS**: A circular area with a bicycle icon.
- TENNIS COURTS**: A rectangular area with tennis rackets.
- FOREST TRAILS**: A winding path through the wooded area.
- DRAGON**: A circular area with a dragon illustration.
- EXISTING RESTROOM**: A small building icon.
- PARKING LOT**: A rectangular area at the bottom.
- MAIN ENTRY**: A double arrow pointing to the playground area.
- ISLAND CREST WAY**: A road on the right side.

A scale bar at the bottom left indicates 0, 40, and 80 feet, with a scale of 1" = 40'-0". A north arrow is also present.

**LEGEND:**

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

Does your playground have a theme? Wild Life

Does your playground have a unique feature you love? climen gim

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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: *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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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!

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

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

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

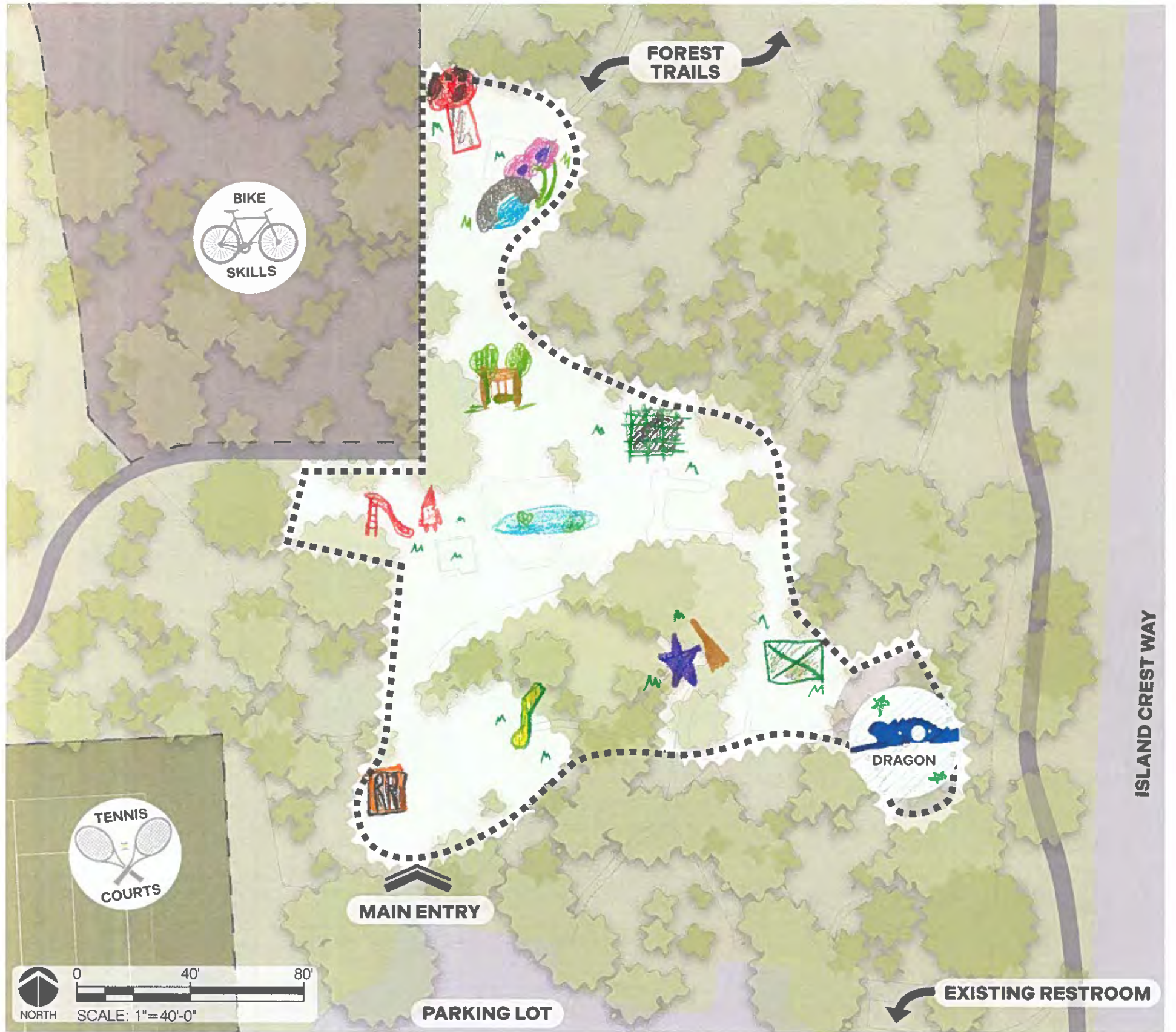
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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 GumbDrop play house!

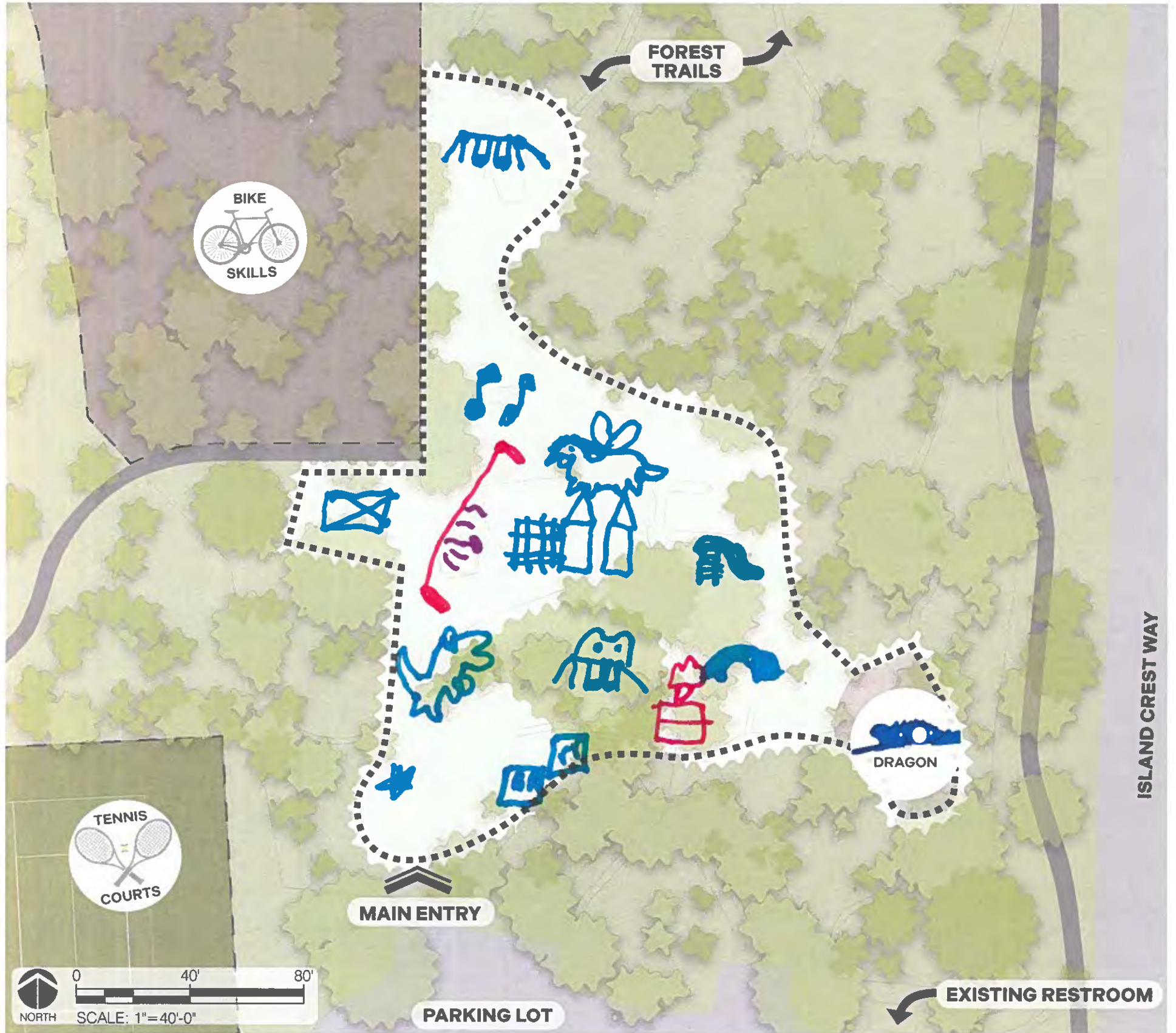
MA .Anderson / 3rd  
Item 10.

# 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? 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

standout, slide, restroom, picnic table, bridge, zipline, real ice cream

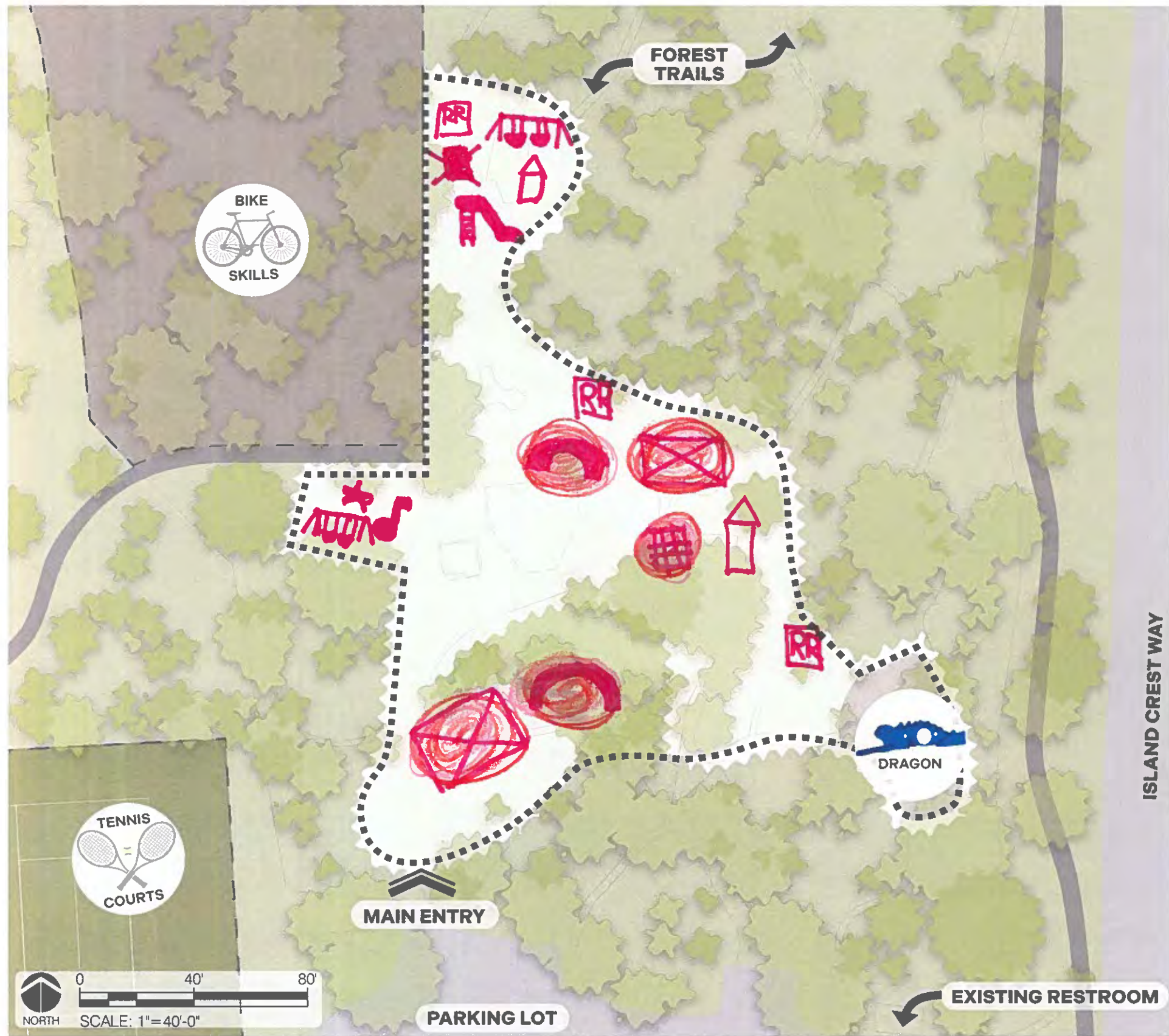
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

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 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.*

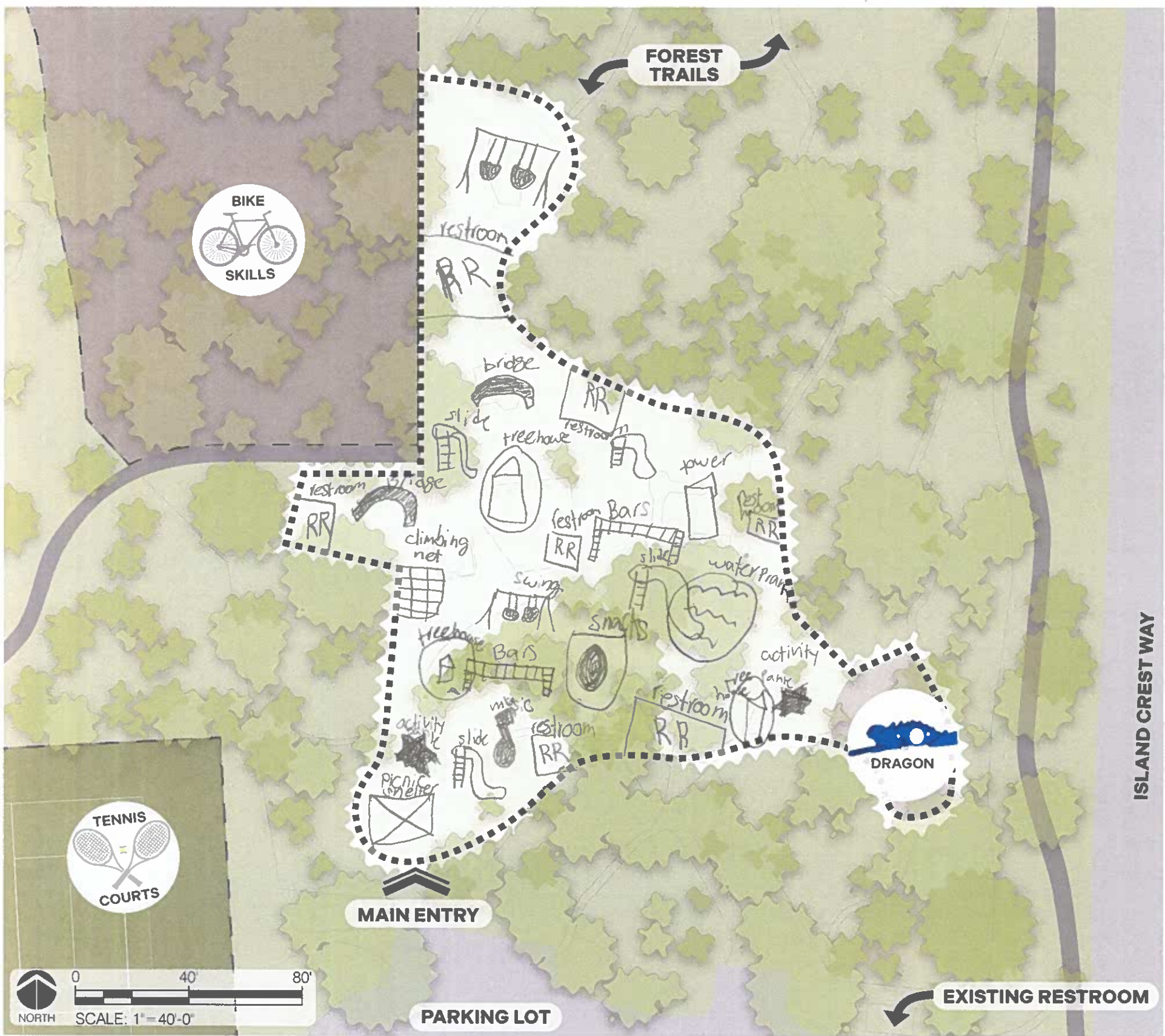
# DEANE'S CHILDREN'S PARK : Resolution No. 1692 Exhibit B HOW DO YOU WANT TO PLAY?

Item 10.

Name: 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
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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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined in a dashed line. Inside the area, there is a picnic shelter (S&S), a restroom (RR), a tower, a bridge, a slide, a climbing net, a spinner, and a dragon-shaped structure. Outside the area, there are forest trails, a bike skills area, tennis courts, a parking lot, and an existing restroom. A scale bar indicates 1" = 40'-0" and a north arrow is present.

**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,

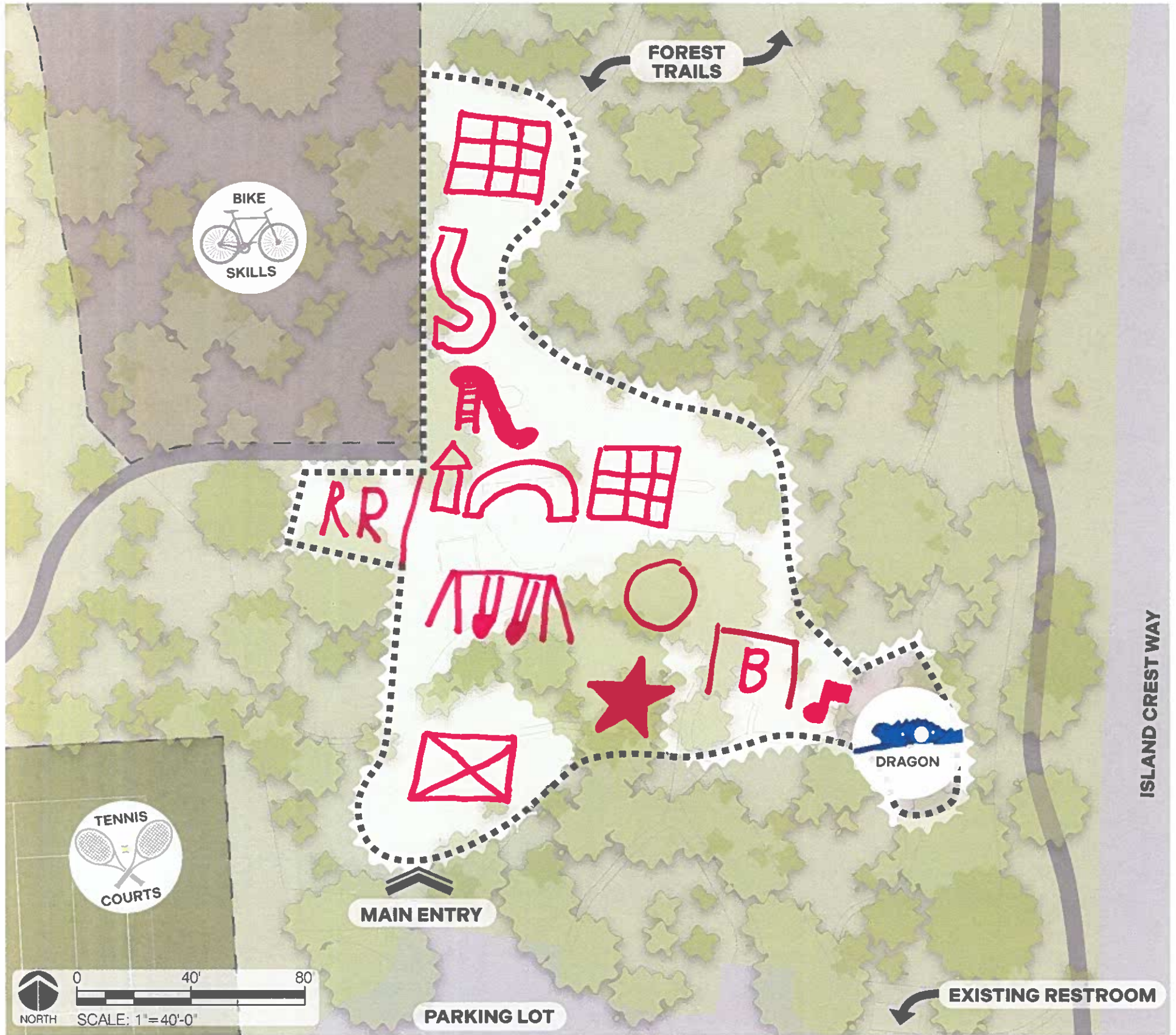
bars  
Giant slide  
B  
Spinner  
O

# 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 :

Resolution No. 1692 Exhibit B


## HOW DO YOU WANT TO PLAY?

Item 10.

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
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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?

= field  
 = 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

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

Spinner  
@



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

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a central playground area outlined in a dashed line. Hand-drawn equipment includes a picnic shelter, restrooms (RR), swings, a tower, a bridge, a slide, a climbing net, a music note, and an activity/game panel (star). There are also hand-drawn symbols for a basketball court, a bench, a spinner, and a dragon. The map includes labels for 'BIKE SKILLS', 'TENNIS COURTS', 'FOREST TRAILS', 'MAIN ENTRY', 'PARKING LOT', 'EXISTING RESTROOM', and 'ISLAND CREST WAY'. A scale bar at the bottom left indicates 1" = 40'-0" with markers at 0, 40, and 80 feet. A north arrow is also present.

**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's cool.*

# 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 
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**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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 : Resolution No. 1692 Exhibit B HOW DO YOU WANT TO PLAY?

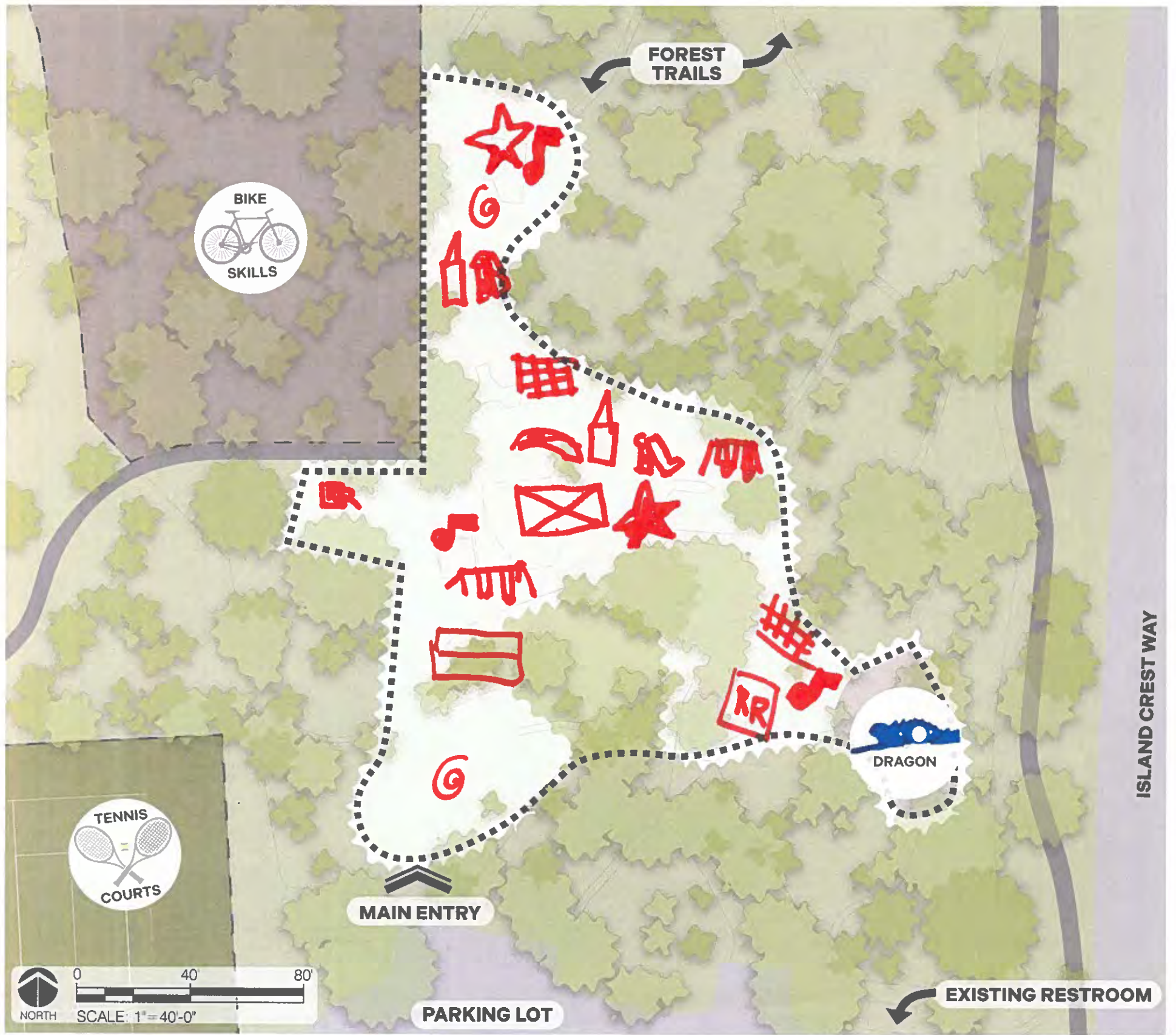
Item 10.

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

*W = Tekspl  
@ = Spinner*

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? 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~~ let the kids always have something to do and never get bored.

*climbing wall*

*basket ball court*

*tree house*  
*wooden spiny thing*

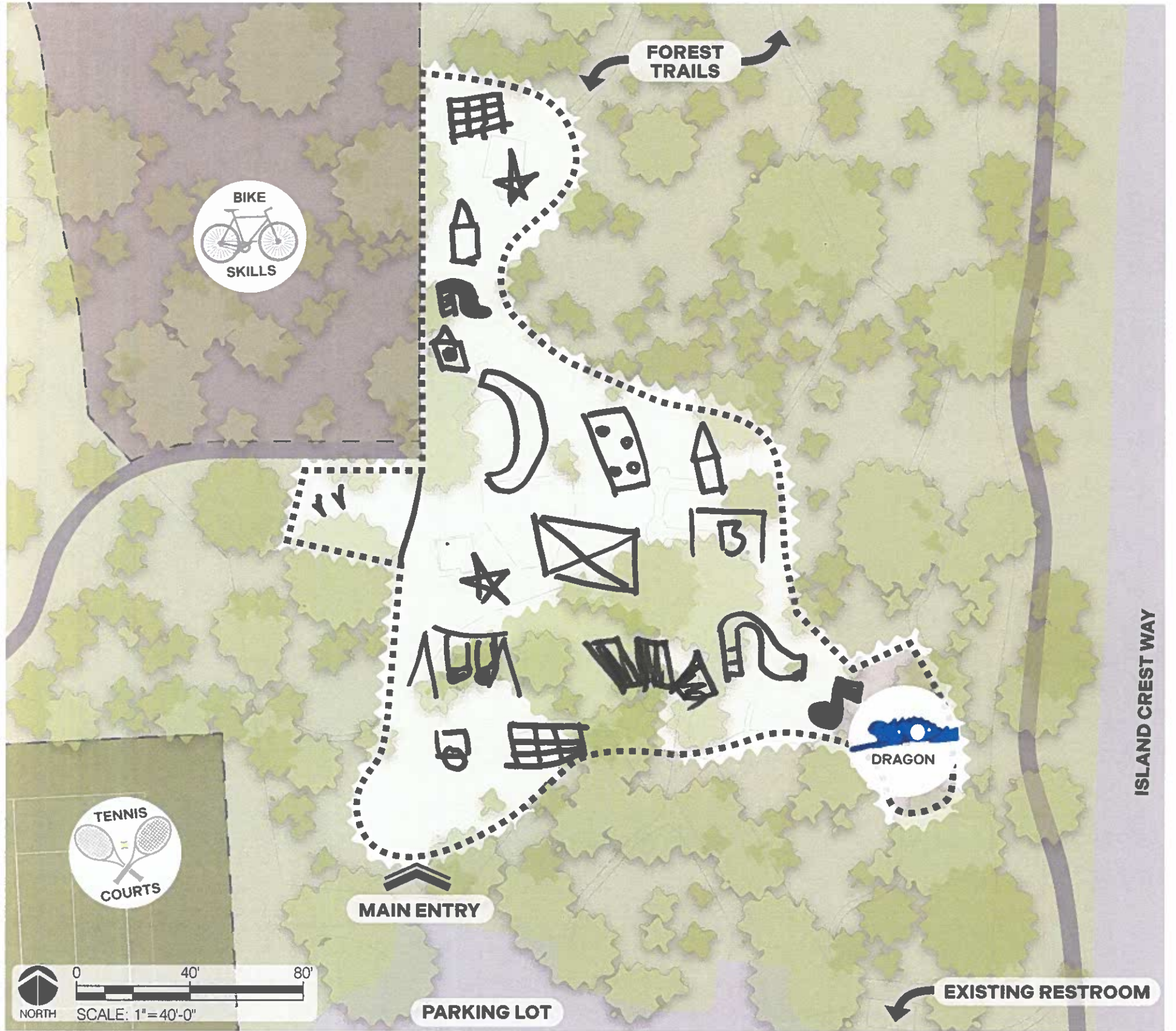
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 spiny 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

 = Spin Item 10.

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

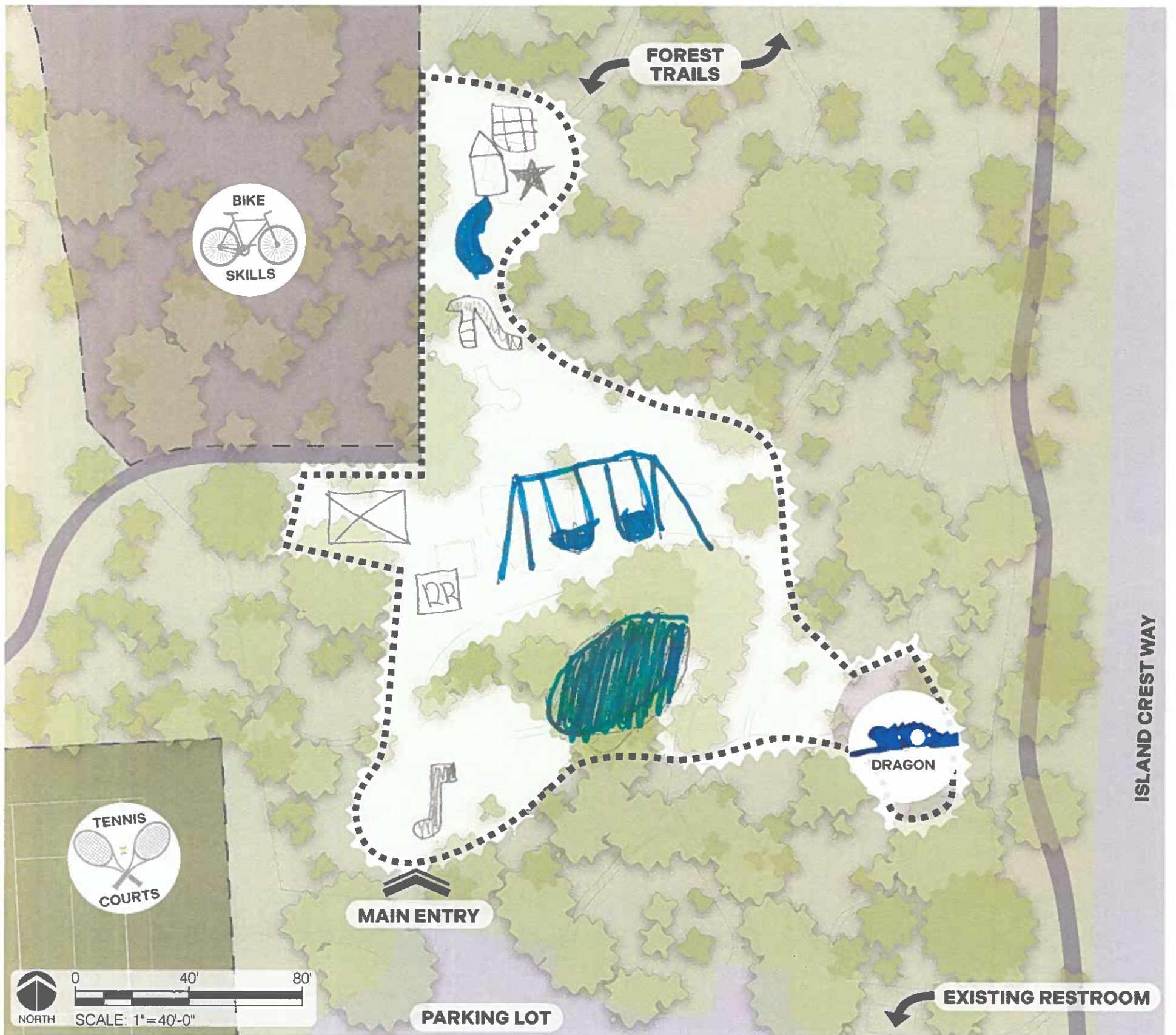
Name: *Student names have been omitted to protect individual privacy*

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!

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

 EXISTING TREES	 EXISTING PATHS	 PLAYGROUND AREA
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 = favorite

Does your playground have a theme? yes, please have it be a tree house theme

Does your playground have a unique feature you love? No

Please write a short description that describes what I have created. I have a picnic shelter, Restroom, Swing, towers, Bridge, Slide, Climbing net, music, Activity/game panel, and Spined

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

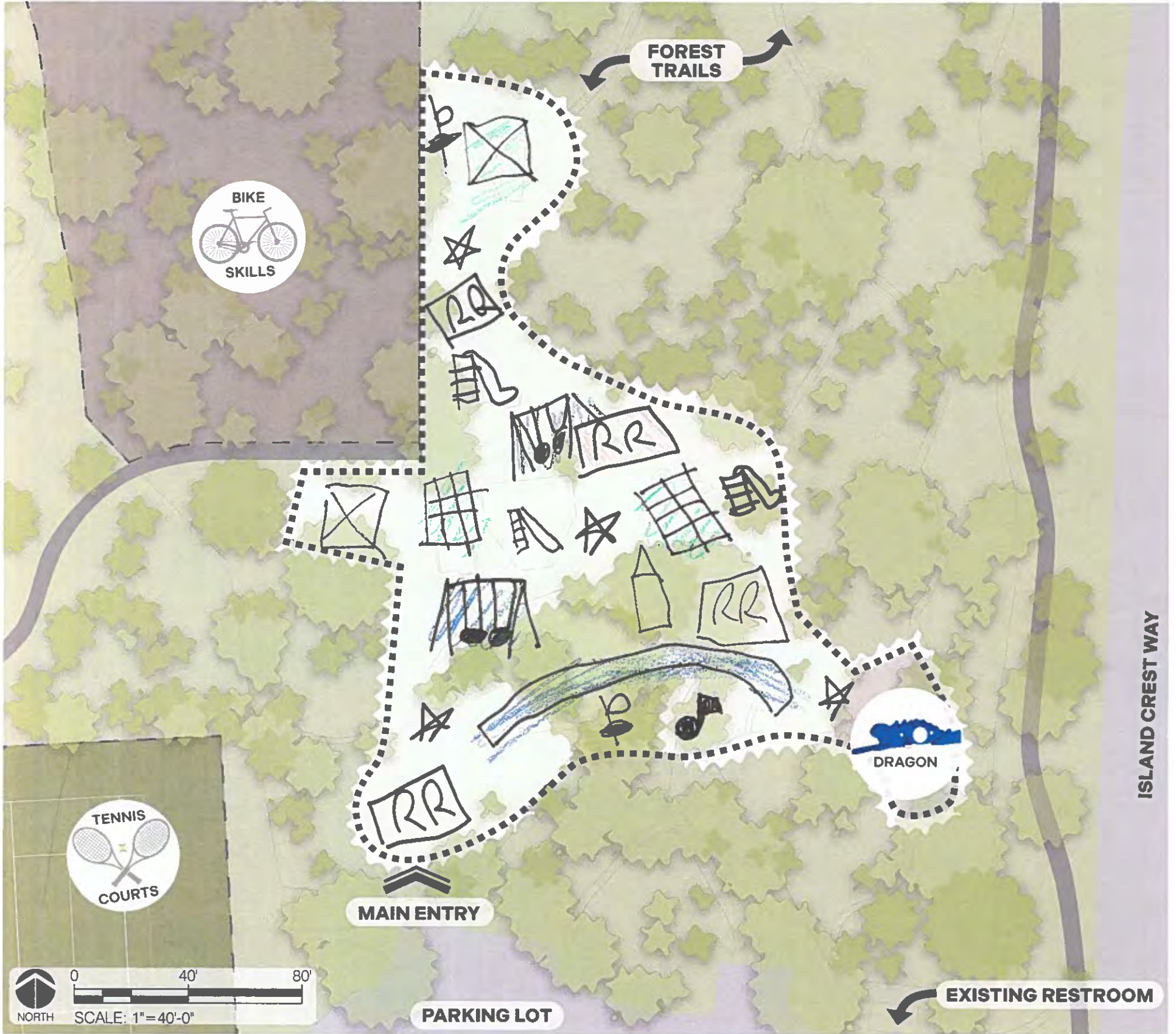
*b-spinners*

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 need*

# 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!

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

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

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!

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

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

Does your playground have a theme? The Jungle

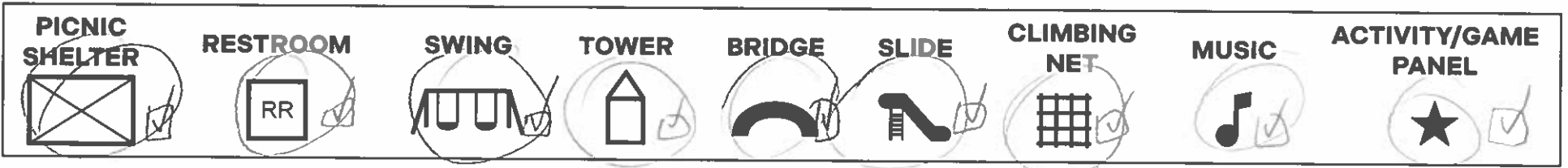
Does your playground have a unique feature you love? A zip line

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!



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!

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

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

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.

*love to play a field or area*

# 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 	
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The site plan shows a playground area outlined with a dashed line. Inside the area, there are several hand-drawn symbols: a picnic shelter, a restroom (RR), a swing set, a tower, a bridge, a slide, a climbing net, a music note, and a sand box. There are also several 'RRRR' symbols scattered throughout. Outside the playground area, there are 'BIKE SKILLS' and 'TENNIS COURTS' areas. A 'MAIN ENTRY' is marked at the bottom, and a 'PARKING LOT' is at the bottom center. 'FOREST TRAILS' are indicated by a dashed line with arrows. 'ISLAND CREST WAY' is a road on the right side. An 'EXISTING RESTROOM' is marked with an arrow at the bottom right. A scale bar at the bottom left shows 0, 40, and 80 feet, with a scale of 1" = 40'-0". A north arrow is also present.

**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.

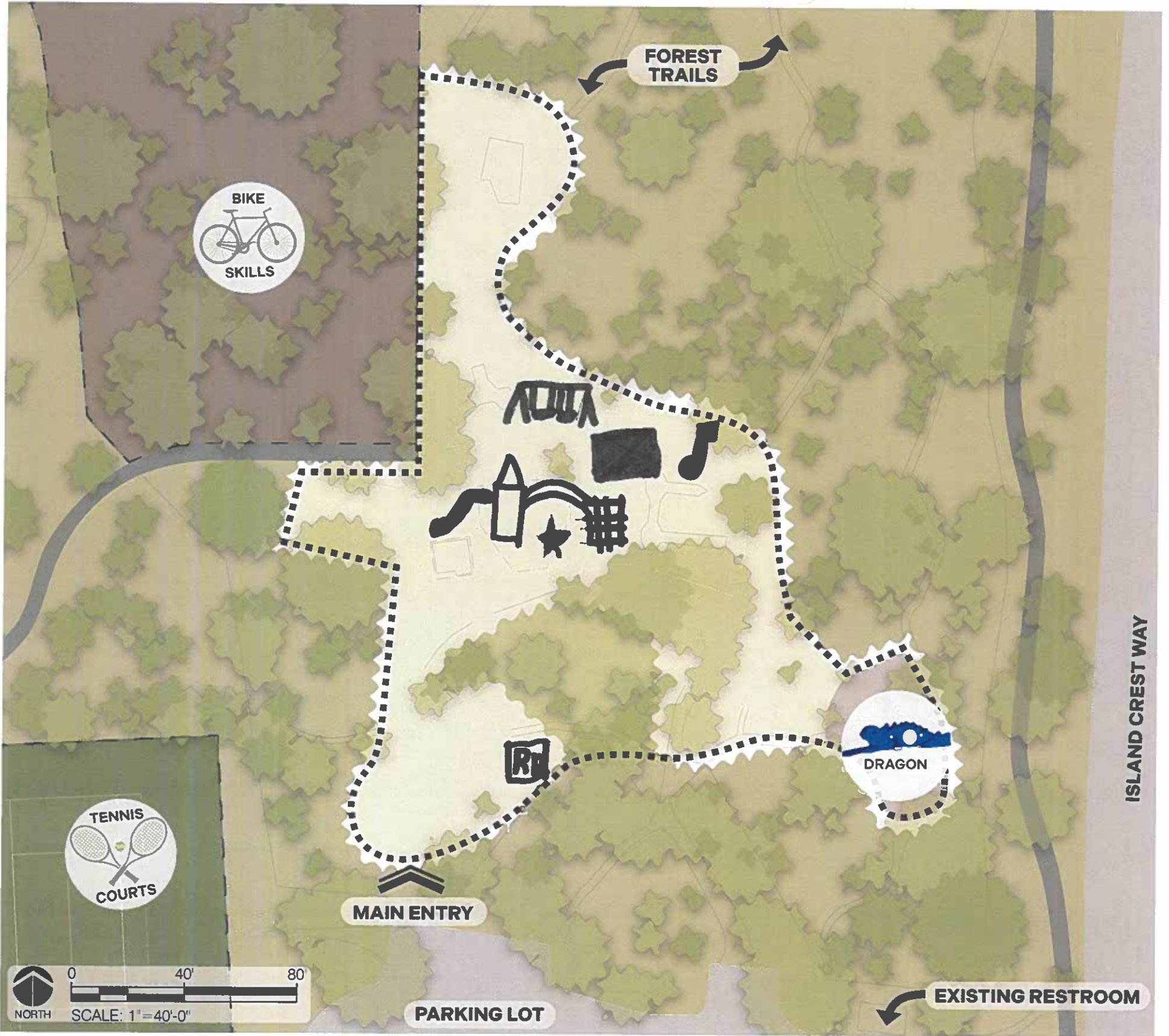
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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!

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

	<b>EXISTING TREES</b>		<b>EXISTING PATHS</b>		<b>PLAYGROUND AREA</b>
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Does your playground have a theme? Kingdom

Does your playground have a unique feature you love? Parcove

Please write a short description that describes what I have created. I love Parcove so I will like it so I can do parcove

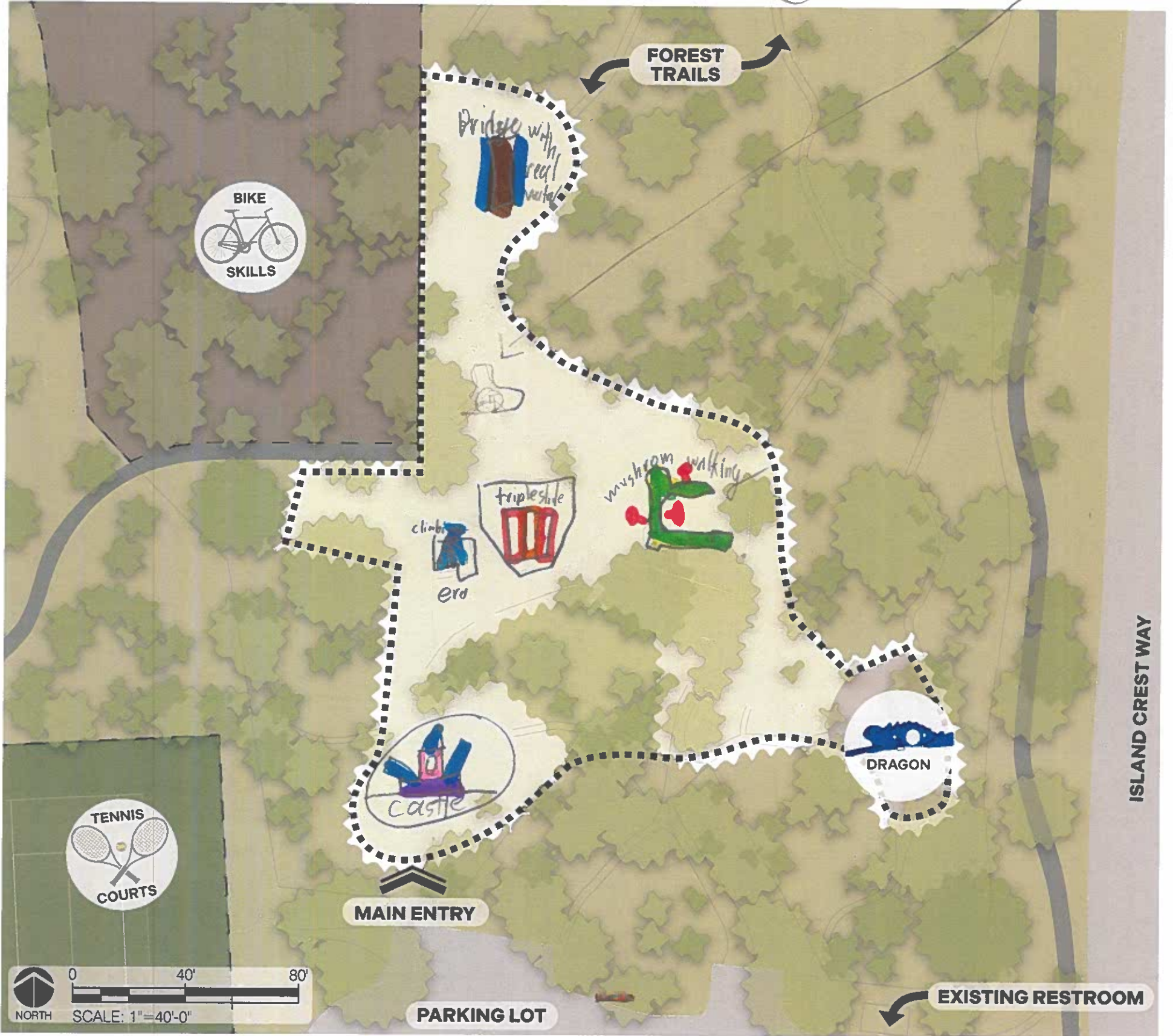
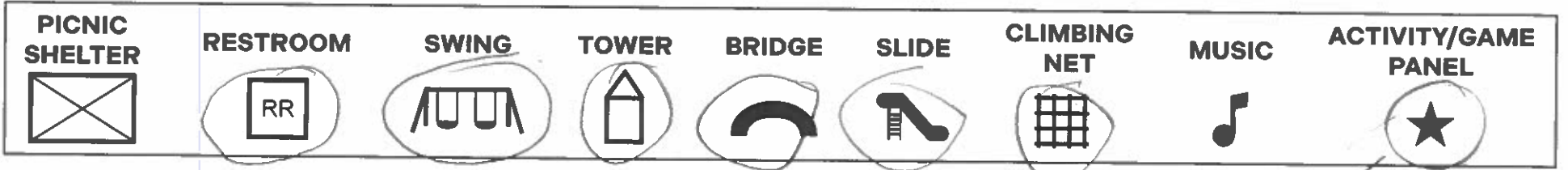
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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? 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

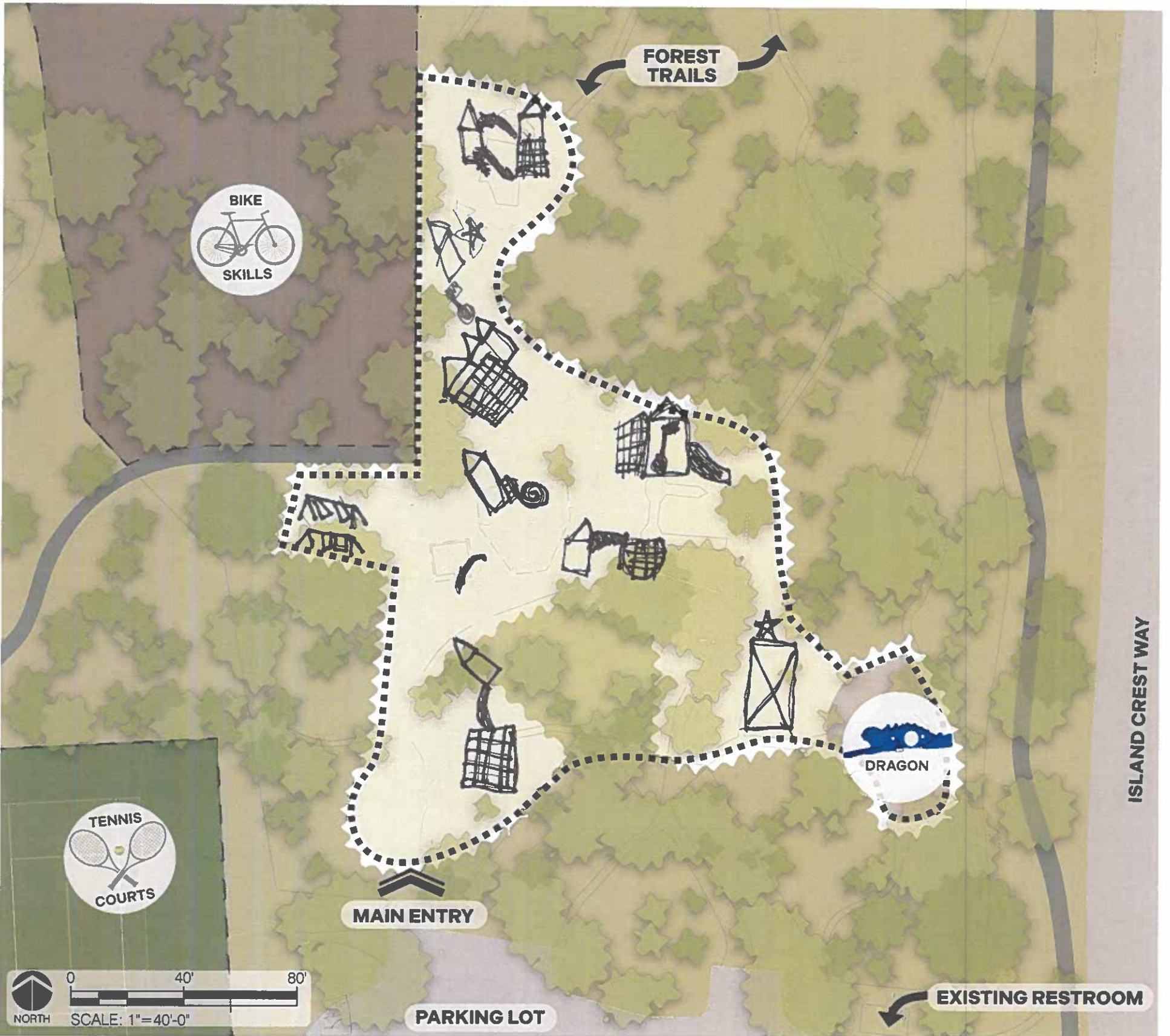
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

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

	<b>EXISTING TREES</b>		<b>EXISTING PATHS</b>		<b>PLAYGROUND AREA</b>
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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!

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

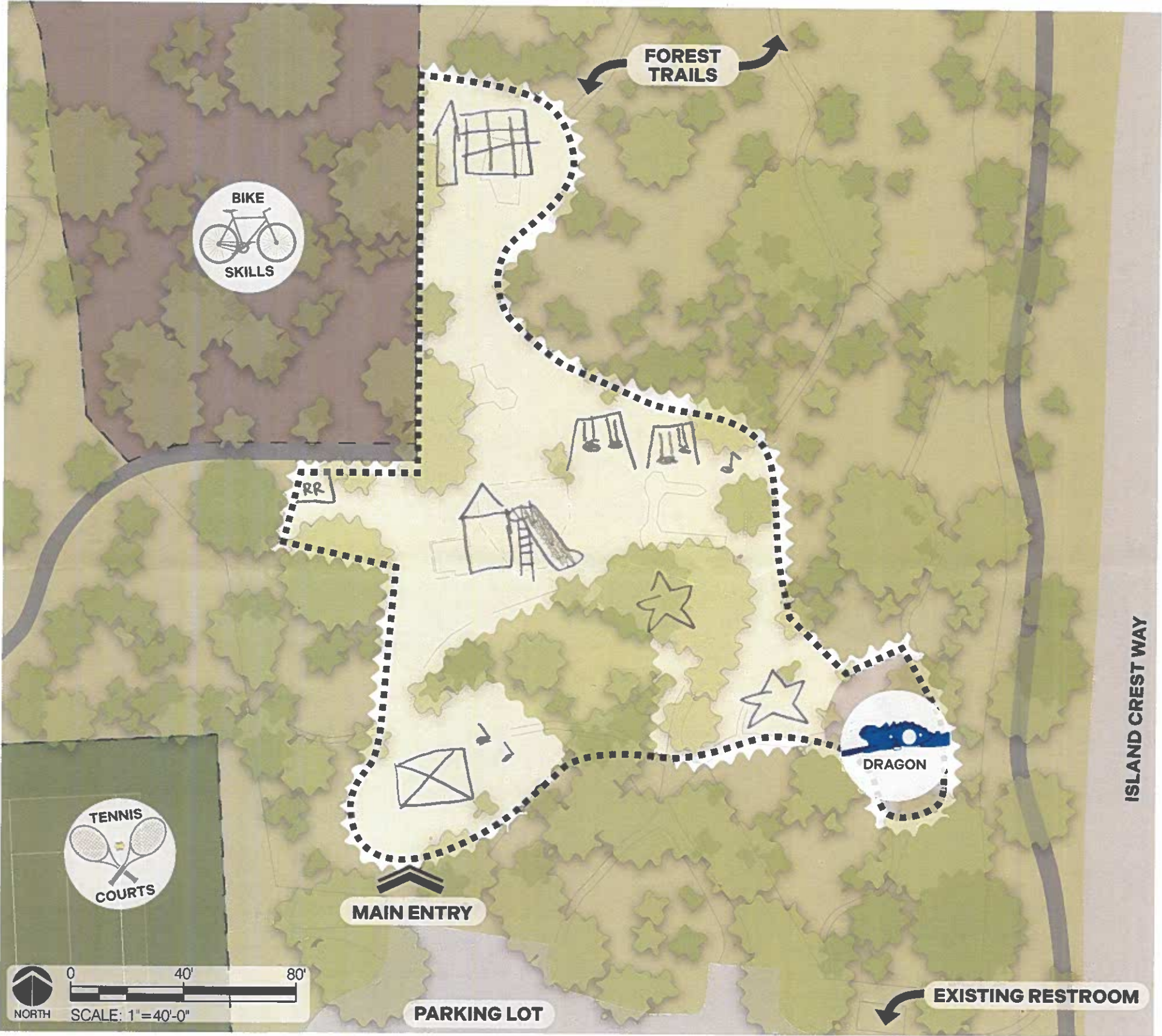
Please write a short description that describes what I have created. We have fun

# 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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?

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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.

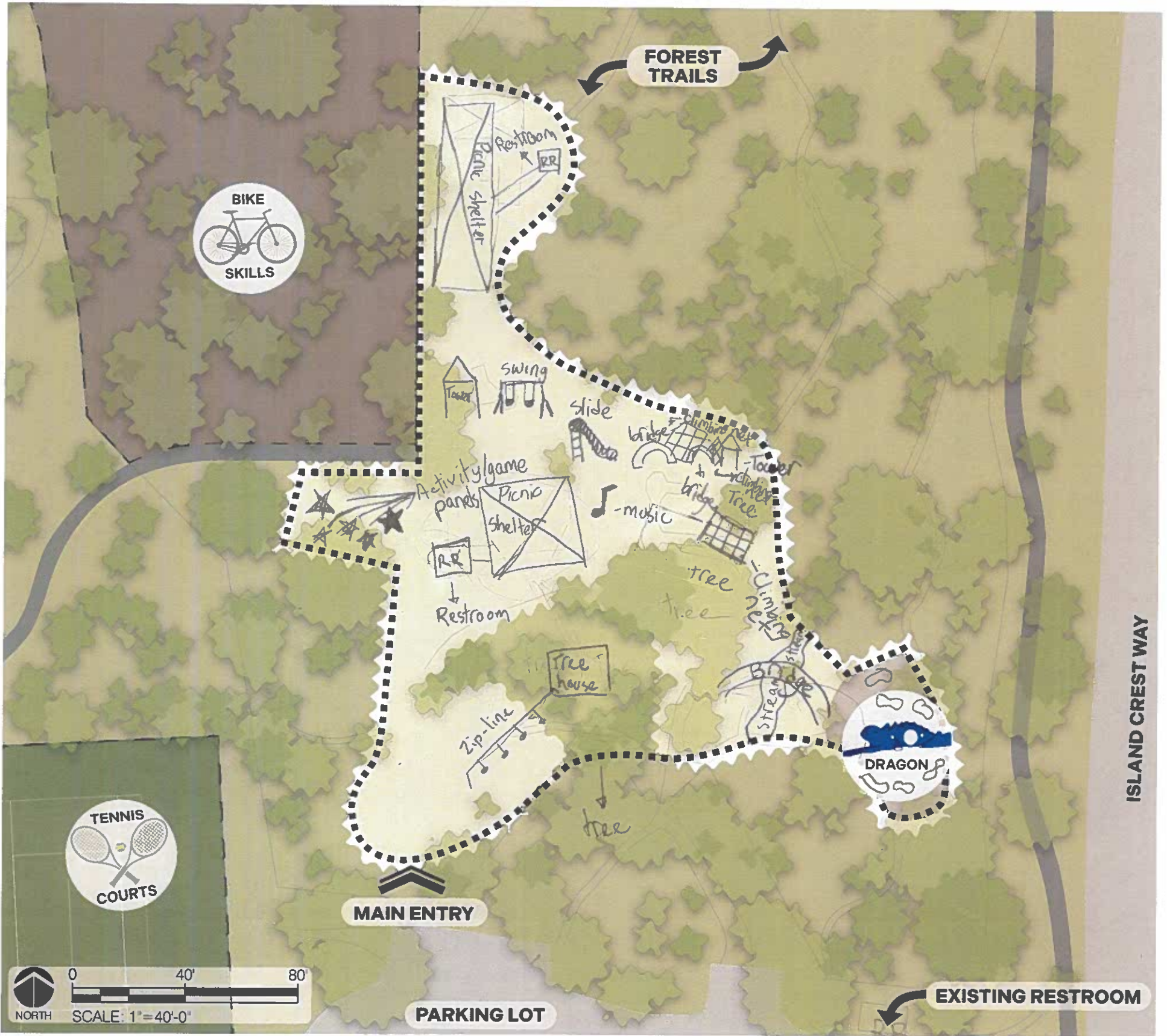
Please write a short description that describes what I have created. A playground

# 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined with a dashed line. Key features include:

- Forest Trails:** A winding path through the trees.
- Equipment:** Tower, Restroom, Picnic Shelter, Swing, Slide, Bridge, Climbing Net, Music, Activity/Game Panel, Tree House, Zip-line, and a Dragon-shaped structure.
- Other Areas:** Bike Skills area, Tennis Courts, and an Existing Restroom.
- Boundaries:** Main Entry, Parking Lot, and Island Crest Way.
- Scale:** 1" = 40'-0".

**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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined in a dashed line. Key features include:

- BIKE SKILLS**: A circular area with a bicycle icon.
- FOREST TRAILS**: A winding path through the wooded area.
- DRAGON**: A circular area with a dragon illustration.
- MAIN ENTRY**: A double arrow pointing to the playground boundary.
- PARKING LOT**: A rectangular area at the bottom.
- EXISTING RESTROOM**: A circular area with an arrow pointing to an existing facility.
- TENNIS COURTS**: A rectangular area on the left.
- ISLAND CREST WAY**: A road on the right side.

Hand-drawn equipment within the playground area includes a picnic shelter, a tower, a bridge, a slide, a climbing net, and a music symbol. There are also handwritten notes like "swing set" and "picnic shelter".

Scale: 1" = 40'-0"

**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 water










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!

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

-  EXISTING TREES
-  EXISTING PATHS
-  PLAYGROUND AREA

Does your playground have a theme? Fantasy (mush room 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 Robin 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 "DRAGONS!!!"

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

Student names have been omitted to protect

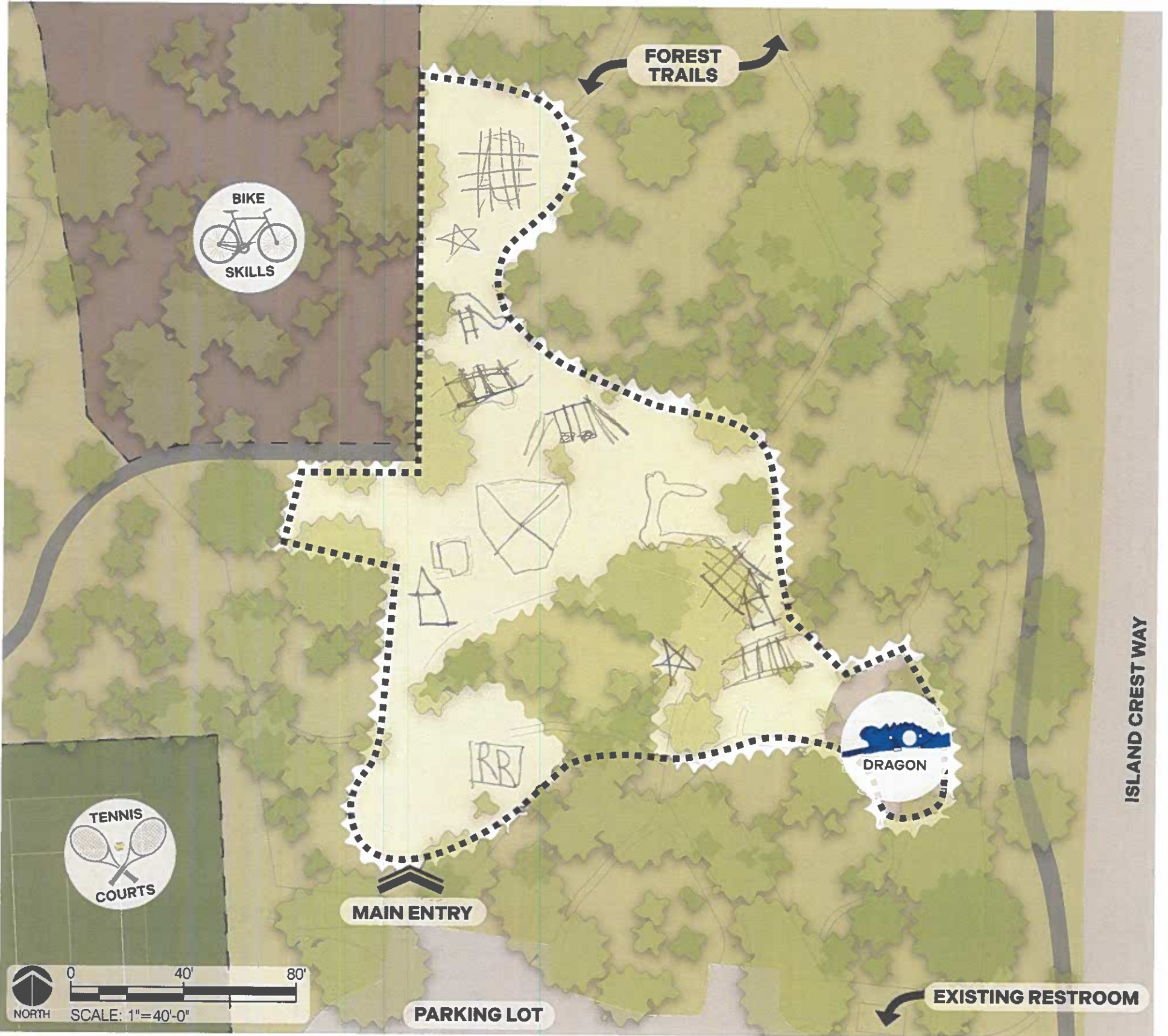
Name: *individual privacy*

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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<b>LEGEND:</b>			
	<b>EXISTING TREES</b>	<b>EXISTING PATHS</b>	<b>PLAYGROUND AREA</b>

Does your playground have a theme? Adventure

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

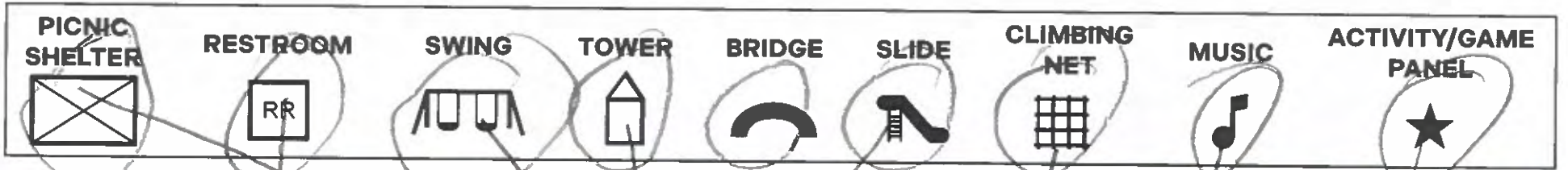
Please write a short description that describes what I have created. everything is dragon adventure themed

# 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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!

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

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

Does your playground have a theme? yes. It is a fantasy theme.










Does your playground have a unique feature you love? The feature is all abilities <sup>can</sup> come.

Please write a short description that describes what I have created. I have created a playground with slides and castles 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 Park










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

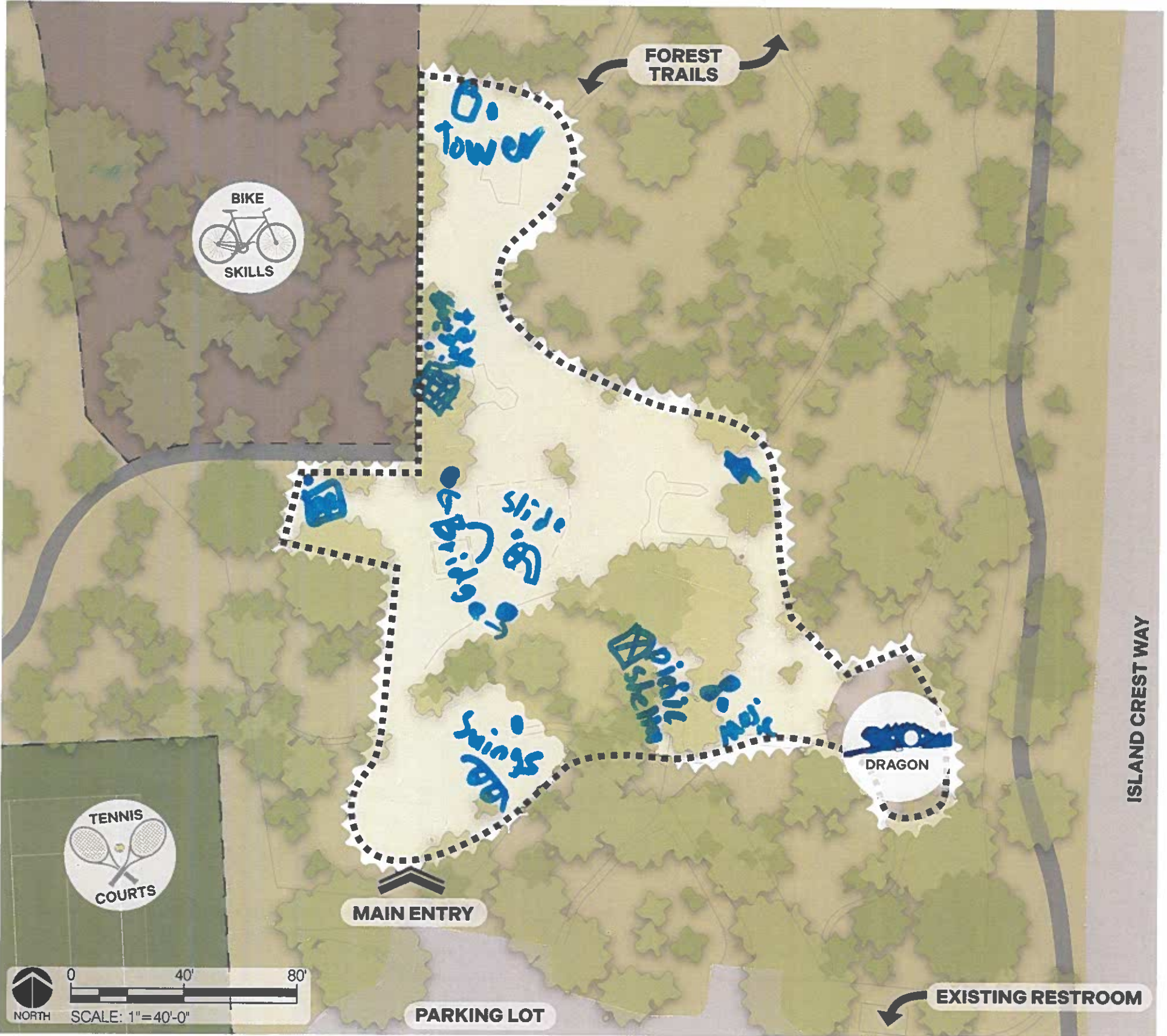
Name: *Student names have been omitted to protect individual privacy*

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!

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

	<b>EXISTING TREES</b>		<b>EXISTING PATHS</b>		<b>PLAYGROUND AREA</b>
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Does your playground have a theme? Fairytale Kingdom

Does your playground have a unique feature you love? Dragon

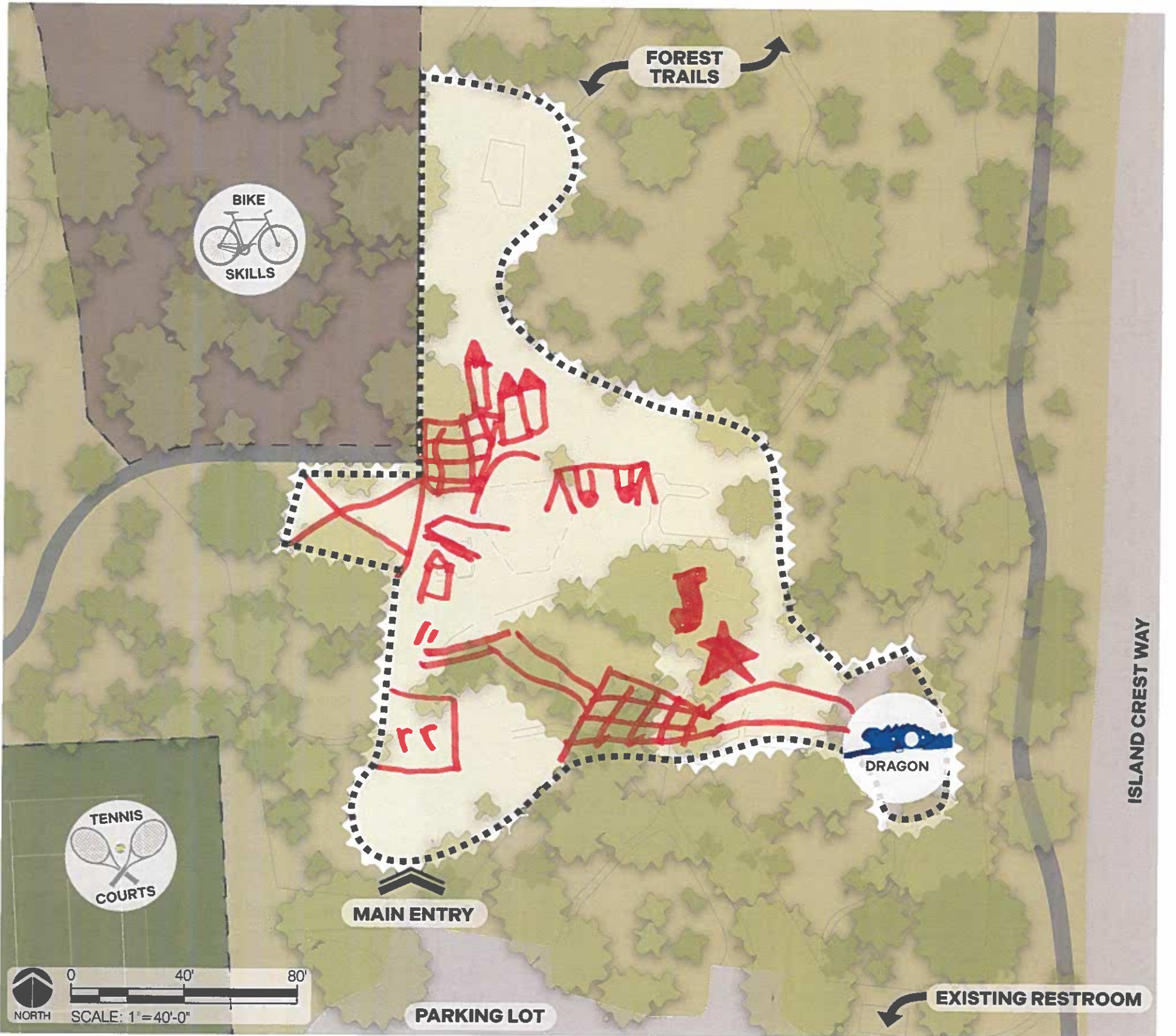
Please write a short description that describes what I have created. I have created usual playground equipment in different places than it was before.

# 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!

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

EXISTING TREES	EXISTING PATHS	PLAYGROUND AREA

Does your playground have a theme? yes fairy tail

Does your playground have a unique feature you love? obstick corse to tower

Please write a short description that describes what I have created. obsikl corss to struater  
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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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!

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

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

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, skatepark, ant 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 1 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 just the swings

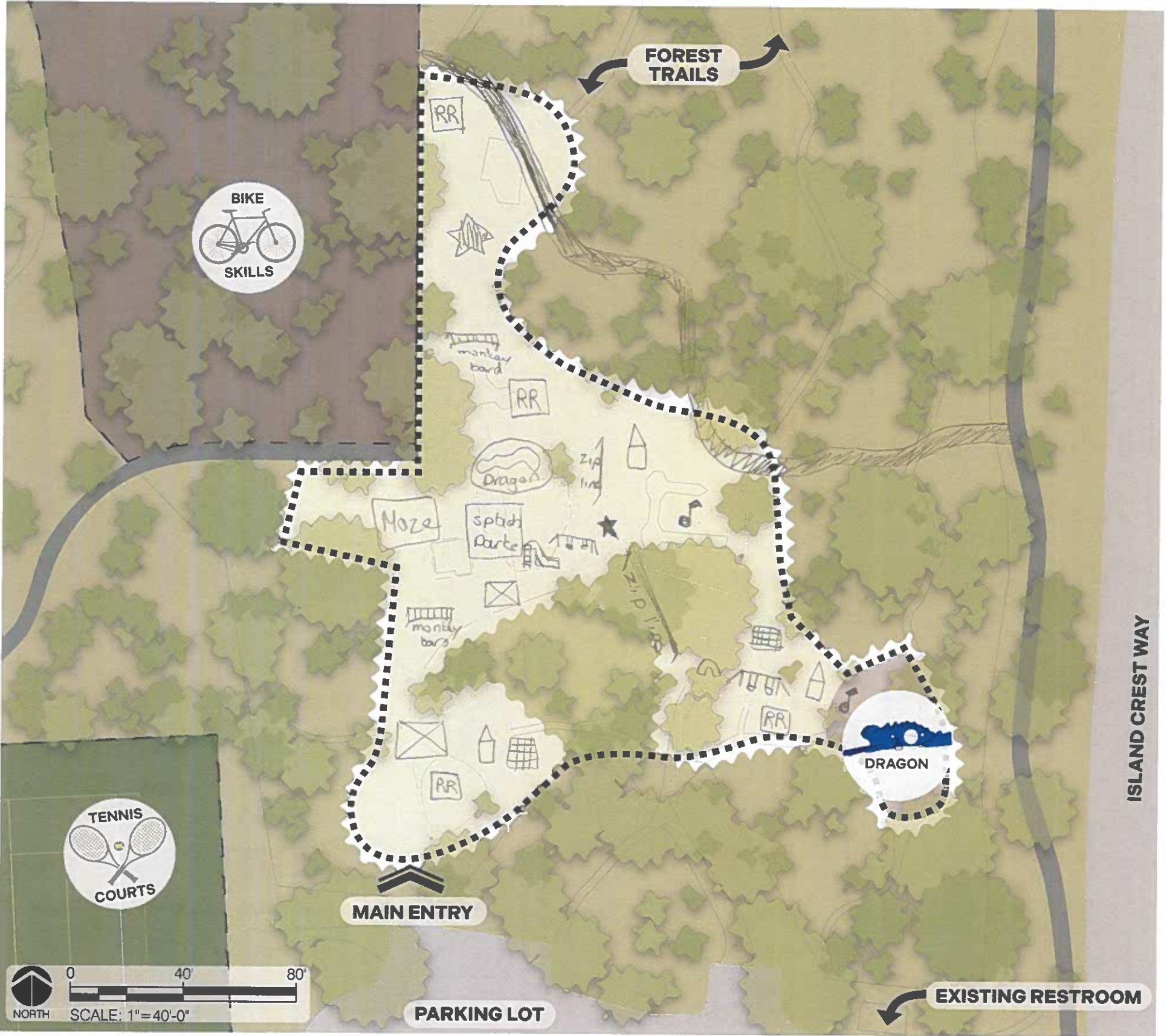
Please write a short description that describes what I have created. a chill and safe area.

# 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined with a dashed line. Features include:
 

- Forest Trails:** A winding path through the trees.
- Dragon:** A circular feature with a dragon illustration.
- Moze:** A rectangular feature.
- Spider:** A feature resembling a spider.
- Monkey Bars:** Two sets of monkey bars.
- Zip Line:** A line extending across the area.
- Restrooms (RR):** Several restroom symbols.
- Swings:** Two swing set symbols.
- Shelters:** Two picnic shelter symbols.
- Activity Panel:** A star symbol.
- Music:** A music note symbol.
- Bridge:** A curved bridge symbol.
- Slide:** A slide symbol.
- Climbing Net:** A grid symbol.
- Other:** A tower, a tower with a flag, and a tower with a flag.

 Surrounding features include:
 

- BIKE SKILLS:** A circular area with a bicycle icon.
- TENNIS COURTS:** A rectangular area with tennis rackets.
- MAIN ENTRY:** A double arrow pointing to the playground.
- PARKING LOT:** A rectangular area at the bottom.
- EXISTING RESTROOM:** A restroom symbol near the bottom right.
- ISLAND CREST WAY:** A road on the right side.

 A scale bar at the bottom left shows 0, 40, and 80 feet, with a scale of 1" = 40'-0". A north arrow is also present.

**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?

9 6 8 10

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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.

maz

Parlc

# 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 massive 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 underground 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!

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

-  EXISTING TREES
-  EXISTING PATHS
-  PLAYGROUND AREA

Does your playground have a theme? Woodland Fantasy

Does your playground have a unique feature you love? Zip line

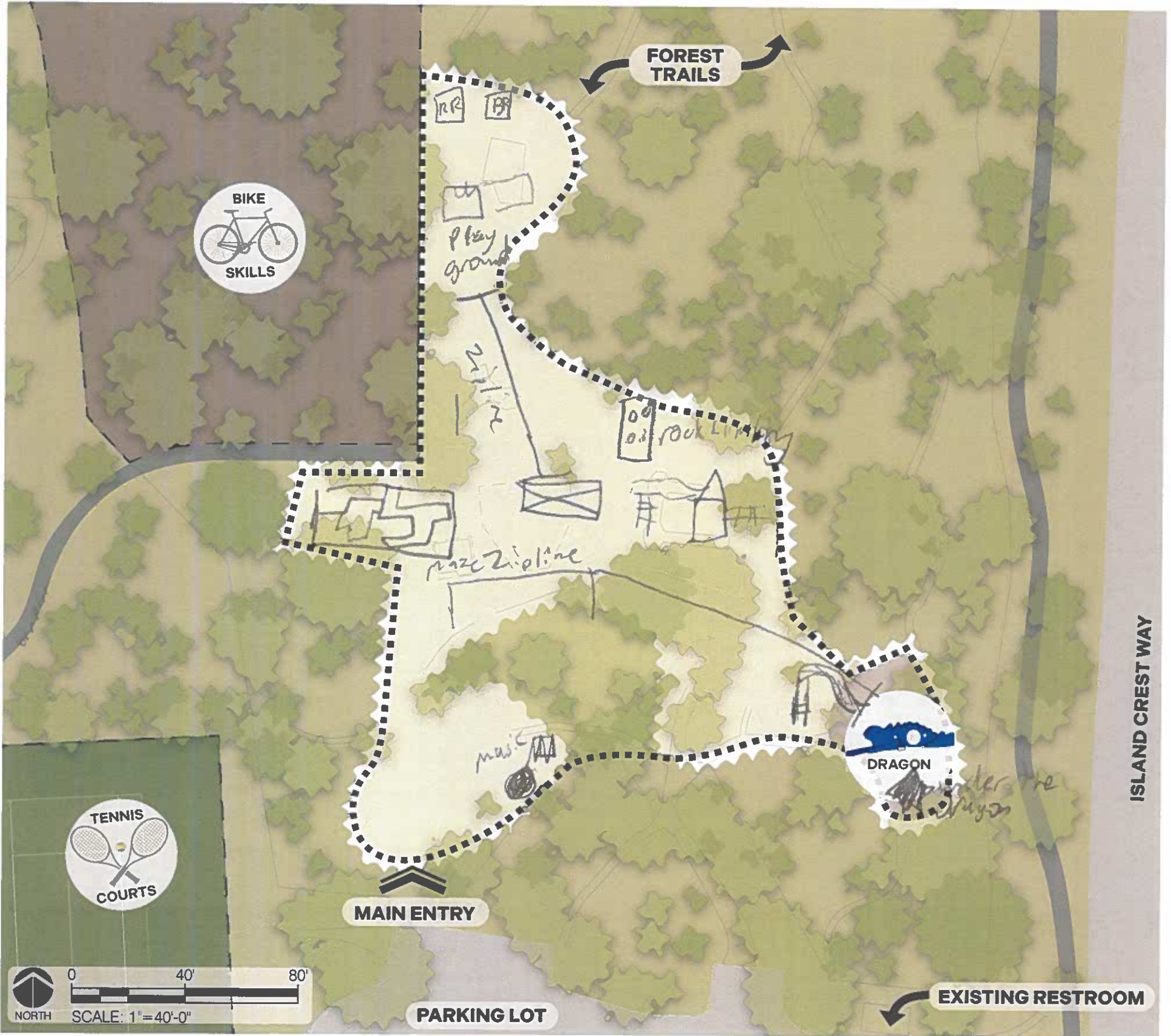
Please write a short description that describes what I have created.

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

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

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!

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

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND 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!

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

			<i>zip line, splash park.</i>
<b>EXISTING TREES</b>	<b>EXISTING PATHS</b>	<b>PLAYGROUND AREA</b>	

Does your playground have a theme? I want it to be a castle fairytale.

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 playground equipment you can reference or get creative and draw your own!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined with a dashed line. Inside the area, there are several hand-drawn symbols from the legend: a picnic shelter, a restroom, a swing set, a tower, a bridge, a slide, a climbing net, a music note, and an activity panel. There are also some additional symbols like a bicycle and a dragon. The map includes a scale bar (0 to 80 feet), a north arrow, and labels for 'BIKE SKILLS', 'TENNIS COURTS', 'MAIN ENTRY', 'PARKING LOT', 'FOREST TRAILS', 'DRAGON', and 'EXISTING RESTROOM'. A road labeled 'ISLAND CREST WAY' is on the right side.

**LEGEND:**

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

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.

# 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan map shows a large area with a hand-drawn playground boundary. Inside the boundary, there is a picnic shelter, a tower, a bridge, a slide, a climbing net, and an activity/game panel. Outside the boundary, there are existing trees, paths, a parking lot, a main entry, an existing restroom, and forest trails. A dragon-shaped feature is also marked. The map includes a scale of 1"=40'-0" and a north arrow.

**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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 park or park and a biger bike trail also a stat park and a roller coaster fur to 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan map shows a playground area outlined with a dashed line. Hand-drawn symbols include a rest room (RR), a tower, a bridge, a slide, a climbing net, a music note, and several stars. A 'BIKE SKILLS' area with a bicycle icon is on the left. A 'CASTLE PLAY STRUCTURE' is drawn in the center. A 'DRAGON' feature is on the right. Labels include 'FOREST TRAILS', 'MAIN ENTRY', 'PARKING LOT', and 'EXISTING RESTROOM'. A scale bar at the bottom left shows 0, 40, and 80 feet, with a scale of 1" = 40'-0". A north arrow is also present. A 'TENNIS COURTS' area is shown in the bottom left corner. 'ISLAND CREST WAY' is labeled on the right side of the map.

**LEGEND:**

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

Does your playground have a theme? Castle / fairy tale wonder land

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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The site plan shows a playground area outlined in a dashed line. Inside the area, there is a picnic shelter, a restroom (RR), a swing set, a tower, a bridge, a slide, a climbing net, a music note, and an activity/game panel. A path labeled 'FOREST TRAILS' winds through the area. A 'BIKE SKILLS' area with a bicycle icon is on the left. A 'TENNIS COURTS' area is at the bottom left. A 'MAIN ENTRY' is at the bottom center, and a 'PARKING LOT' is at the bottom. An 'EXISTING RESTROOM' is on the right. A 'DRAGON' feature is also marked. The map includes a scale bar (0, 40, 80 feet) and a north arrow. A road labeled 'ISLAND CREST WAY' is on the right side.

**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

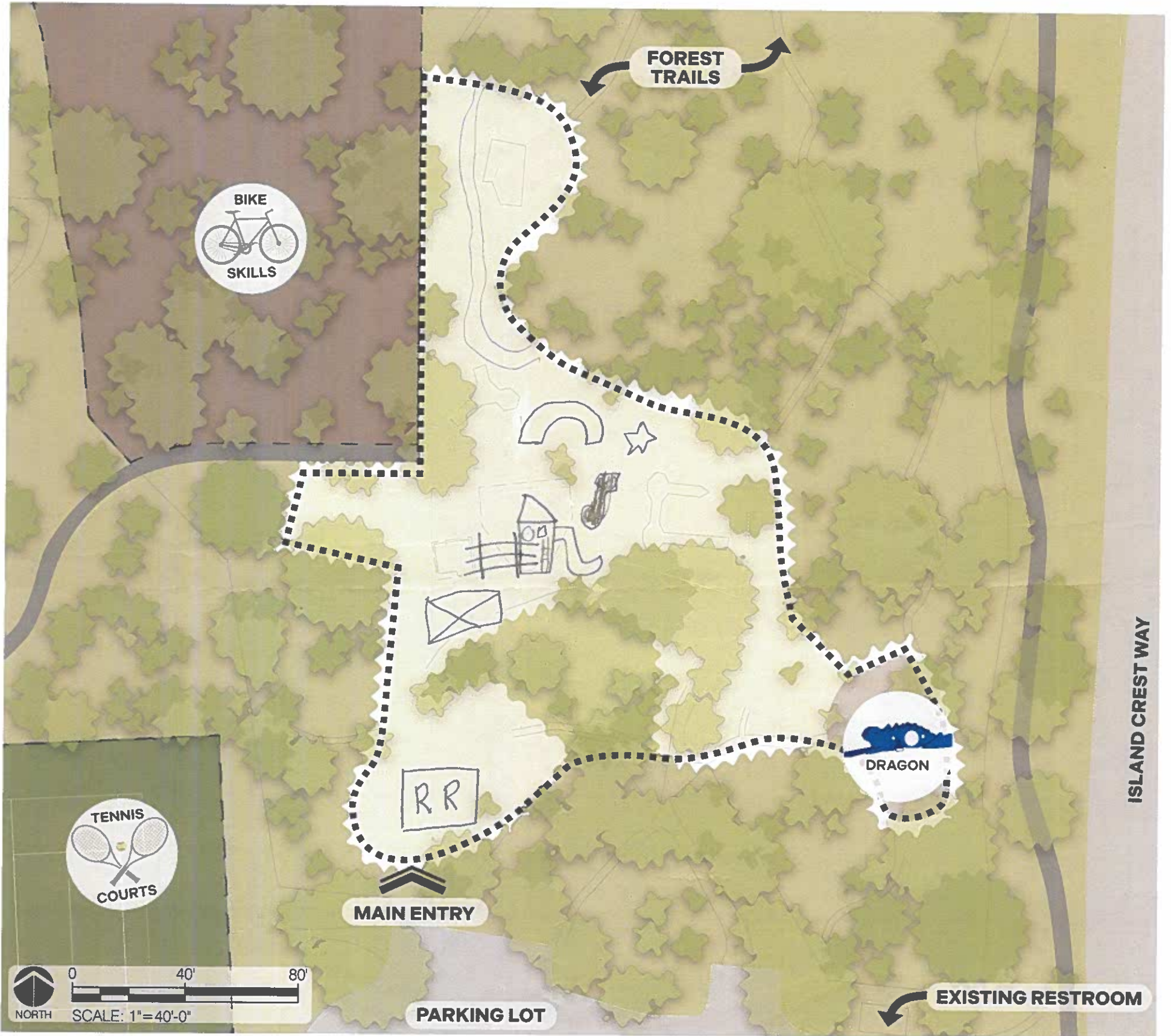
Please write a short description that describes what I have created. I get to swing with the monkeys!!!

# 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!

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

 EXISTING TREES	 EXISTING PATHS	 PLAYGROUND AREA
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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!

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

	<b>EXISTING TREES</b>		<b>EXISTING PATHS</b>		<b>PLAYGROUND AREA</b>
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Does your playground have a theme? NO










Does your playground have a unique feature you love? NO

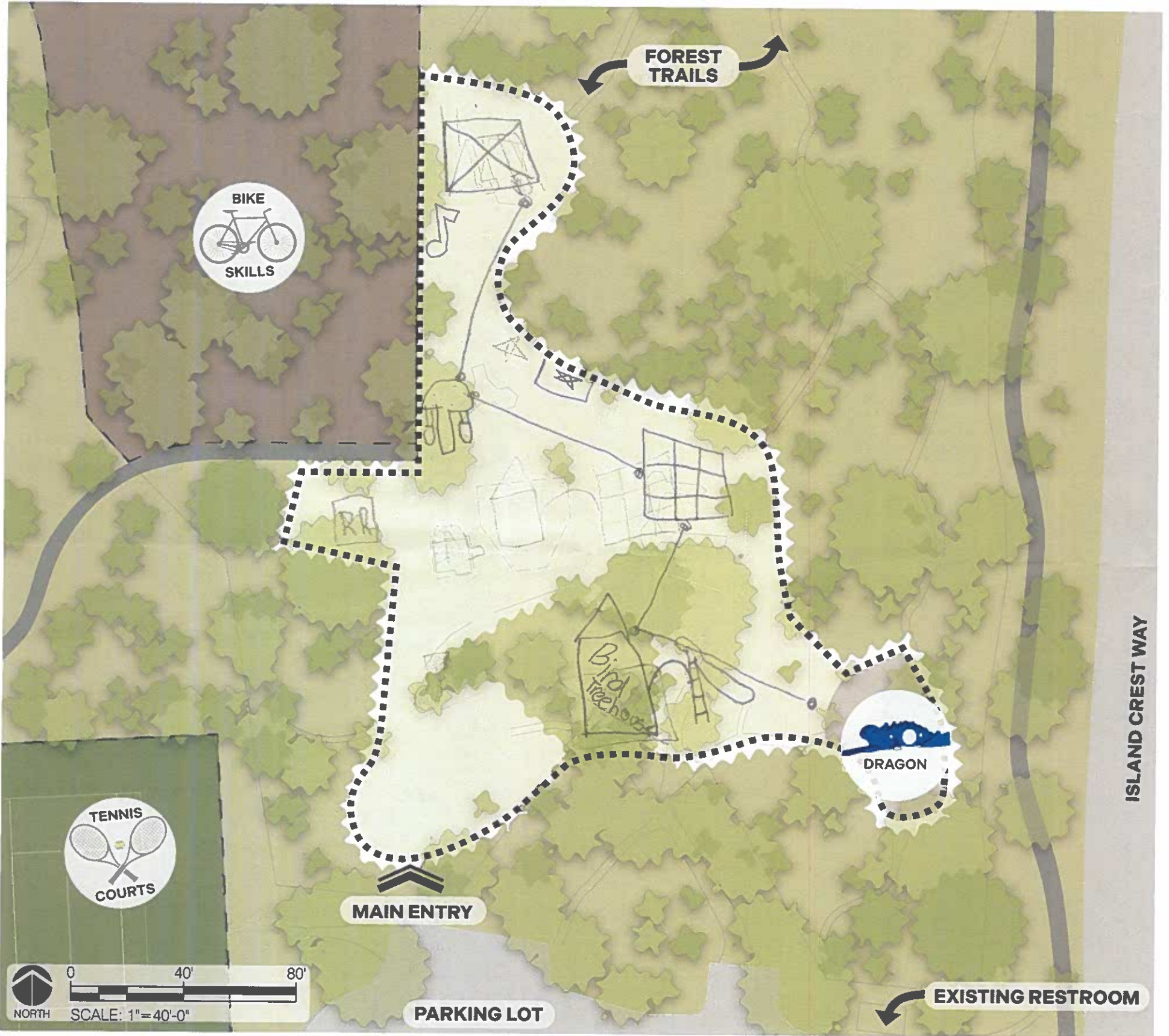
Please write a short description that describes what I have created. you made this  
paer, but BLANK (sad face)!

# 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!

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

-  EXISTING TREES
-  EXISTING PATHS
-  PLAYGROUND AREA

Does your playground have a theme? Yes, Woodland's (creatures, obstacles, etc.)

Does your playground have a unique feature you love? Yes, there's a zip line all throu 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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 mirplane on top of the trees and the a "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~~

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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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?

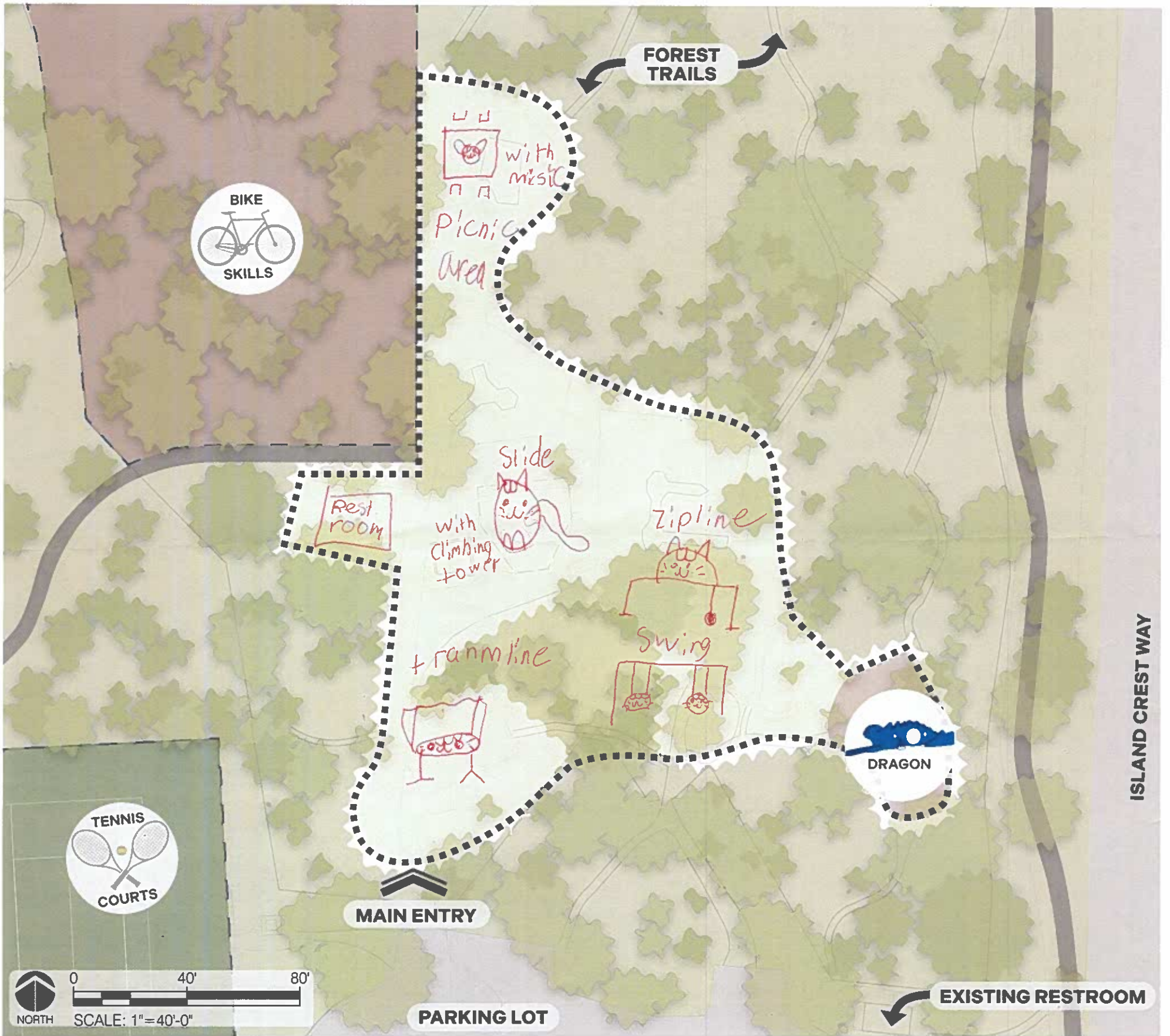
Name: *Student names have been omitted to protect individual privacy*

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

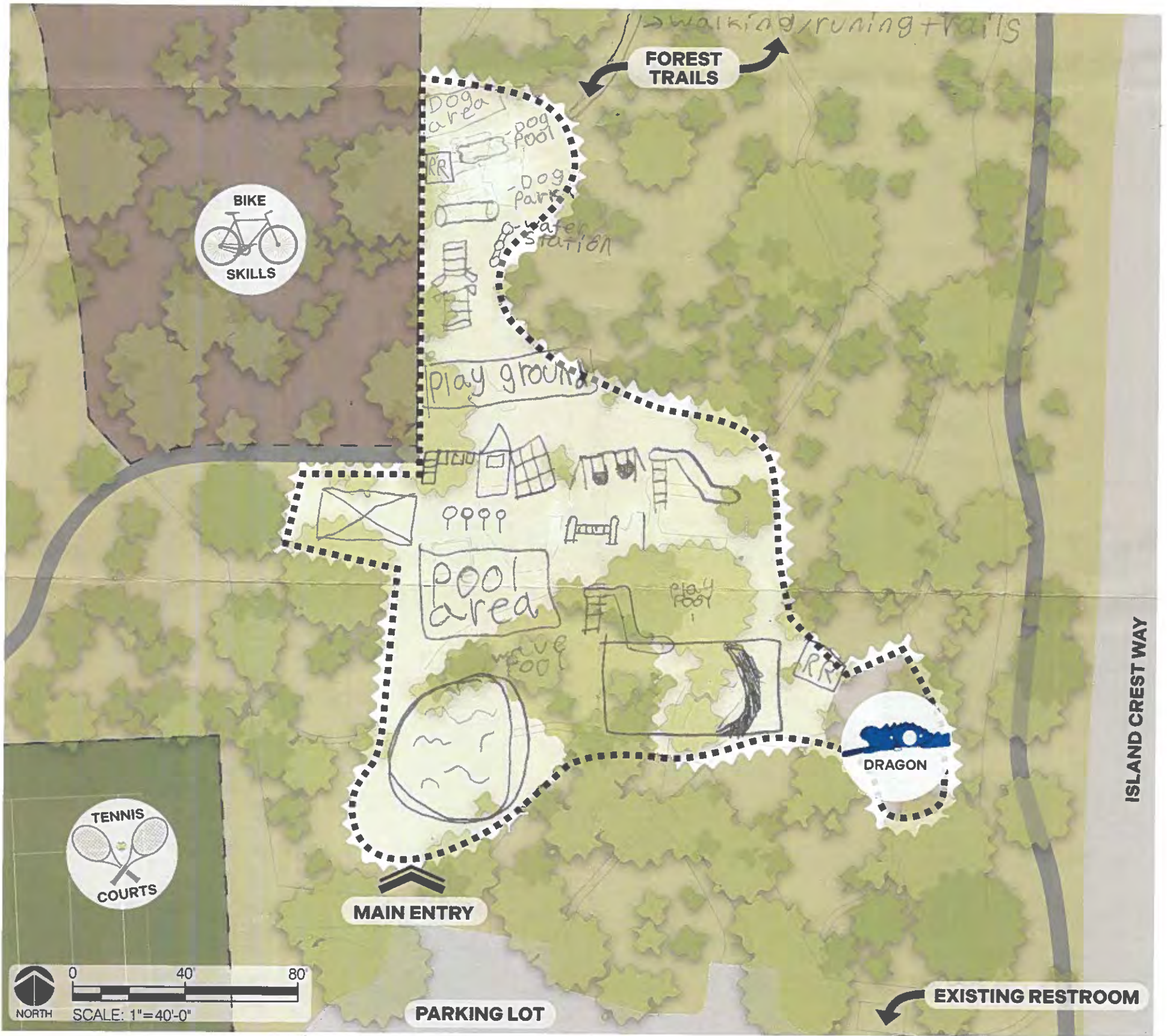
# DEANE'S CHILDREN'S PARK : HOW DO YOU WANT TO PLAY?

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!

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

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA
- mykey
- Jumper
- stepping stones
- monkey bars
- dog ramp
- water station
- dogTune

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!

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

# 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!

<b>PICNIC SHELTER</b> 	<b>RESTROOM</b> 	<b>SWING</b> 	<b>TOWER</b> 	<b>BRIDGE</b> 	<b>SLIDE</b> 	<b>CLIMBING NET</b> 	<b>MUSIC</b> 	<b>ACTIVITY/GAME PANEL</b> 
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**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-mushy*

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!

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

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

Does your playground have a theme? Fantasy Kingdom

Does your playground have a unique feature you love? every thing 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!

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

- EXISTING TREES
- EXISTING PATHS
- PLAYGROUND AREA

Does your playground have a theme? Yes. It ~~is~~ is a woodland 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?

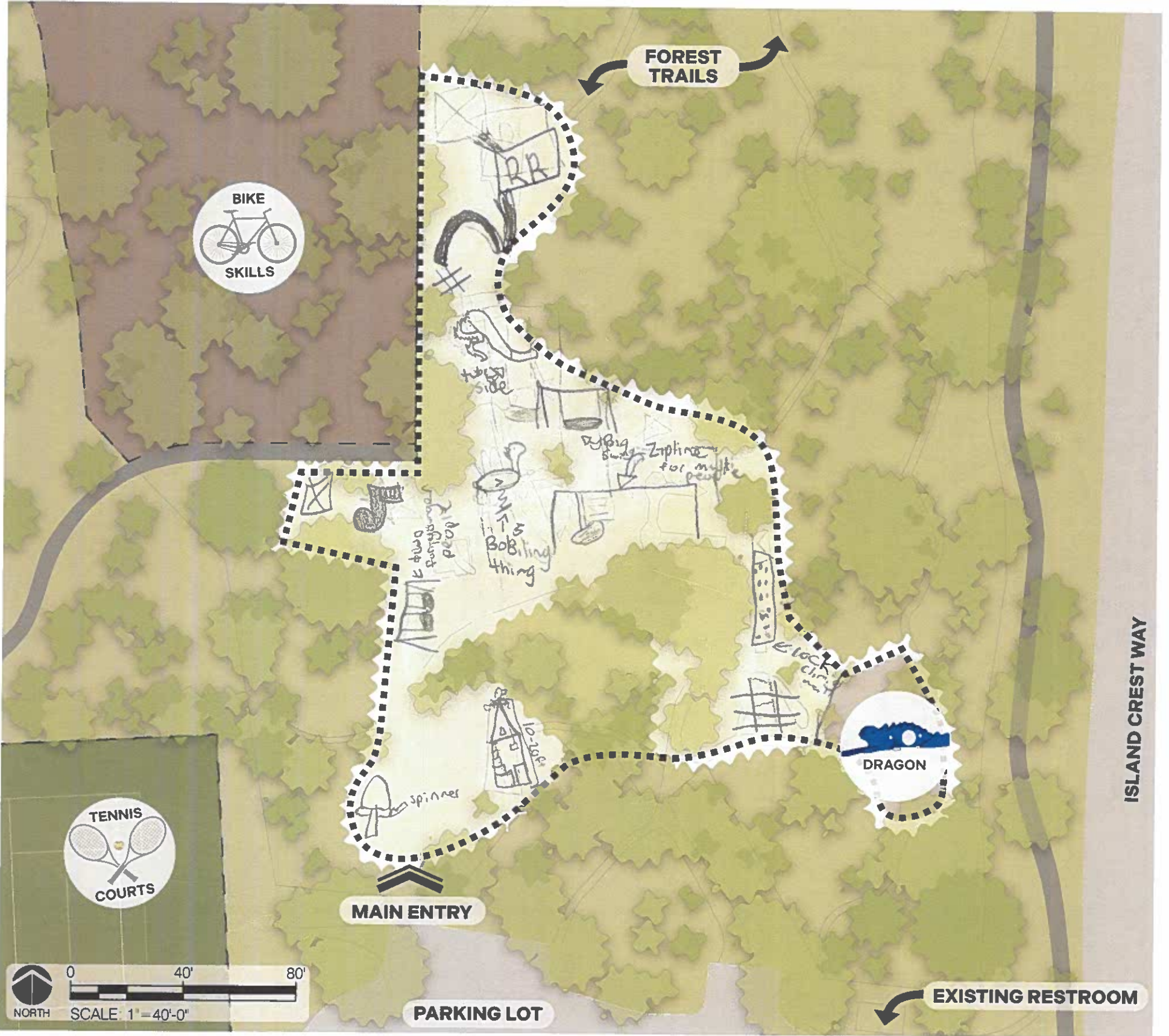
Name: *Student names have been omitted to protect individual privacy*

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!

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

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

# dragons DEANE'S CHILDREN'S PARK : Resolution No. 1692 Exhibit B HOW DO YOU WANT TO PLAY?

Item 10.



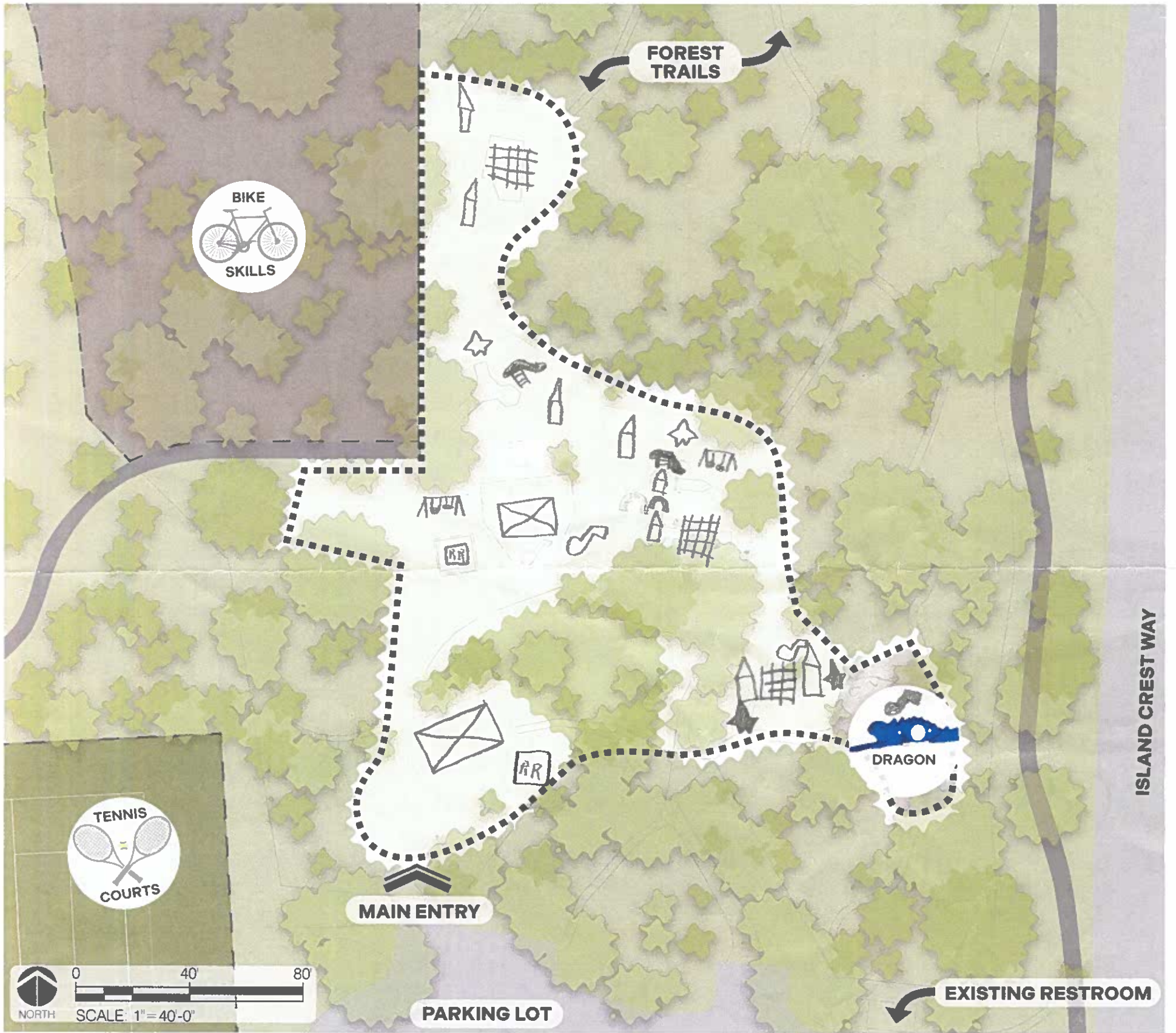
Name: \_\_\_\_\_ Student names have been omitted to protect individual privacy Age: 10yr old

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!

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

	<b>EXISTING TREES</b>		<b>EXISTING PATHS</b>		<b>PLAYGROUND AREA</b>
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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 with suspension music and dread you not the cover but continue and fight the dragon. you climb the gate

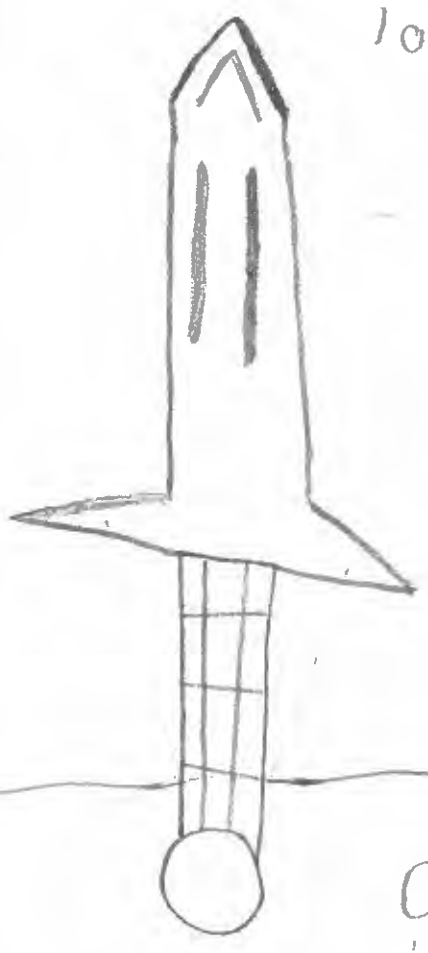
town thanks you, and after having a feast for  
kings and one of the bakerys, (picnic shelter) your  
journey is over, some Leave the kingdom, or stay. But  
know matter what...  
I magination is the best



You'll still be a hero...

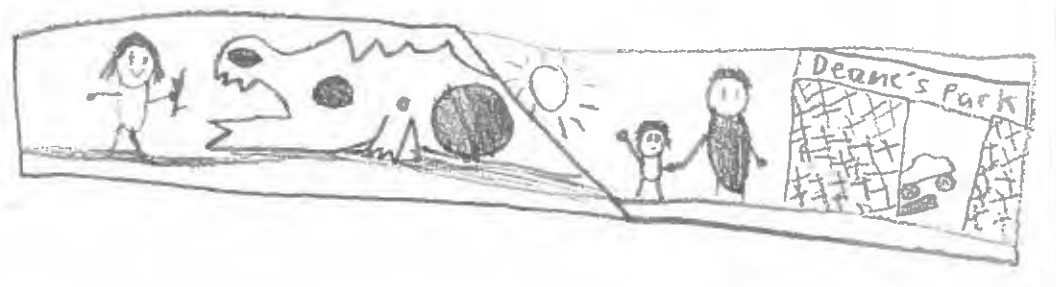
maybe the next time you come back, it might  
be better might have the dragon back or to  
challenge. But something I garentee, is that you'll gladly  
love the new deane's park.

# THE END



author - Jesse  
illustrator - Jesse

Even if you know its not real



... challenges! You then have saved the kingdom from the vicious  
herst

## Supporting Exhibits

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# Exhibit B

## Phase 2 Engagement Summary



# 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:** Open D

**Preferred Equipment Character – The Quest:** Open 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.

## Friends of Dragon Park

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.

## Supporting Exhibits

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# Exhibit C

## Inclusive Design Review

**Design Review**  
**Deane's Playground**  
**Mercer Island, WA**

The following is a review of the design of the Woodsy Wonders design concepts in design package 2025 12 31. Based on best practices in inclusive playground design this report is set up in the following format (Inclusive Playgrounds Playbook <https://hollandbloorview.ca/research-education/bloorview-research-institute/research-centres-labs/epic-lab-inclusive> ):

1. **Getting There:** It shares how the park design helps visitors “get there” ensuring that they can comfortably get into and around the park.
2. **Playing There:** It describes the types of play experiences, benefits and design considerations for each play element. The “play there” elements include the benefit of a wide range of sensory preferences which engage the visual, auditory, and tactile play that can be done alone or with friends and family.
3. **Stay There:** It includes details about the features and amenities in the park that allow visitors to stay and play for long periods of time.

### **Getting There**

There are multiple elements that help families get to the park and enjoy all that it has to offer. These include park/playground information on the park district website, multiple ways to access the park, signage/wayfinding elements, entry points along pathways around the park and finally an orienting feature within the park.

1. **Website:** The park district will be able to use elements of this review to create website content that will help families be able to get to the park including directions to get to the park, parking options, play features and amenities.
2. **Ways to access the park:** Visitors have multiple ways that they can get to this park. These include a variety of trails and walkways from the surrounding neighborhoods with designated crosswalks. There is public transport with stops within walking distance of the park. Finally, visitors can choose to drive to the park. Parking near the playground is part of the park renovation and will add more family and ADA parking options for visitors.
3. **Signage and wayfinding:** Wayfinding and signage elements are provided at key entrance points and junctions within the park to help visitors orient themselves quickly within the park, allowing them to travel from play region to play region or to amenities as needed. This park includes a symbol communication panel that allows visitors who use non-verbal communication methods to communicate with others while they play at the park.
4. **Entry points:** The park has a clearly defined main entry point off the parking lot which helps visitors enter this lush tree-covered park. Secondary entry points are included for those who might be entering the park from the walking trails at other sides of the park. These additional entry points will include signage to help visitors with wayfinding within the park.

5. **Pathways:** The main pathway into the park is eight (8) feet in diameter which provides ample room to move into center of the park and provides access to several play areas of the park. This main pathway acts as the spine of the park taking visitors into the heart of the park.

Secondary pathways are five (5) feet in width allowing for someone using a mobility device to be able to turn around along the pathway should they need to do so. These allow visitor to circle around the park and step away from more active play and engage in a variety of peripheral play experience.

Tertiary pathways like the 2-5 Discovery trail range from three (3) feet wide on the general pathway up to six (6) wide in areas where play elements are located to ensure traffic flow happens freely around those areas where children might be playing with play elements.

Areas off the pathways that have interactive play element (panel or music) provide enough space to approach and play at this element without blocking the flow of traffic along the pathway ensuring that play is not interrupted when others move by to other play areas. These secondary play areas really support the wide variety of play that children may seek while visiting the park.

The slopes of pathways allow for easy roll access for stroller users and mobility device users. Topography is used to access height into play areas while added play value in hillside play and seating options for visitors during play.

Accessible pathway utilizes easy roll materials while other pathways are more organic in nature providing children with elements of challenge and risk while they move and play within the park.

6. **Orienting Elements:** The boardwalk and main tower provide the main orienting feature in this park. The height of the tower will be visible from all areas of the park, giving visitors an immediate landmark to orient themselves within the park. The boardwalk and the restroom and shelter also act as an orienting element and will be a central location for caregivers to hang out in while their children play all around them.






## Design Review

### Playing There



There are multiple elements that help families play at the park. This includes a variety of play structures and standalone elements that are described in detail in the table included in this section of this review. Surfacing within the park and around the play elements is also a very important part of ensuring that all visitors can explore the full range of opportunities provided within the park.

1. **Surfacing:** There is a variety of surfaces within the park from hard, easy roll surfaces for main pathways to natural ground surfaces that allow visitors to explore the nature within the park. Some pathways use topography and a boardwalk to create access into play areas ensuring access to height for those visitors using wheeled devices like stroller, walkers, and wheelchairs. Playground safety surfacing varies from unitary surfacing to engineered wood fiber ensuring that ADA access is available to all visitors. Poured-in-place (PIP) surfacing is being strategically used along key access points and routes to ensure maximum access to inclusive play elements within the park. Changes in surfacing are done as seamlessly as possible to ensure that movement from surface to surface has reduced tripping hazards for visitors and making wheel access easy for all.
2. **Sensory Diverse:** The natural setting of park provides a wide range of natural sensory experiences for visitors including a wonderful opportunity for children to play with nature's loose parts like branches and pinecones. The play elements found in the table below strive to supplement what the natural environment provides. The many textures of these elements from wood to netting to belting provide multiple textures during play as well as possible transfer opportunities for those who can leave their mobility devices behind. The play elements provide a variety of movement and motor planning opportunities for children of a wide age range and ability level allowing children to build skills through play. Children will have the chance to explore sound and music within the park. Finally, there are multiple "time inn" spaces where children can step away from very active play areas to calm their nervous system developing self-regulation skills during play. These spaces allow children to take a breather, reflect, and observe others at play. They can then actively re-enter the more active play experience within the park.
3. **Play Elements:** The following table looks at each play element within the park, highlighting the type of play that the element provides as well as the overall inclusive benefits of those play elements. These are organized based on the design layout of the play elements within the park plan.



2-5 Critter Corner

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
1	<p>Playful Animal Structures</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>Each animal structure provides a fun play space that creates cozy spaces for parent/child and child/child gathering.</p> <p>Some have some simple climbing experiences while others provide more of a “time inn” space for children to take a breather during play.</p>
2	<p>Balance Leaf</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>The Balance Leaf can help children work on their balance skills as they move from one leaf to the next on the playground. They can also be a fun place to sit with a friend and take a breather during play. (Note: the base of these steppers will not be springs but solid per CPSI requirements)</p>
3	<p>Log Stepper</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>The Log Steppers will help children work on their balance and motor planning skills as they step up and down on these logs of different heights. They also can be used as seats if one needs a quick break from play.</p>

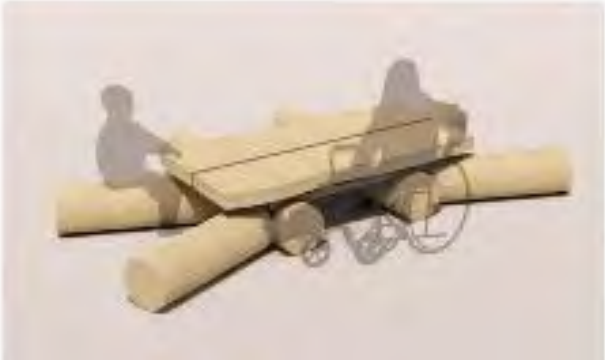
**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
4	<p>Log Pile 3.2</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>This collection of logs builds balance skills in children of all ages as they play and move across the log in different directions and challenge each other to successfully cross the log without falling.</p> <p>Lower logs allow for wheel up and transfer onto a log play opportunity for a child that uses a wheelchair.</p> <p>Netting provides different sensory climbing experiences. Netting could be a possible place to lay a child with more complex medical issues.</p>
5	<p>Log Tangle 2.2</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>The log Tangle builds on the climbing skills that children develop on the Log Pile. It provides multiple ways to climb up to the deck level including a transfer point onto the belting for children who can self-transfer.</p> <p>Children will experience different texture and movement as they move through the tangle helping them build motor planning and muscle strength as they play.</p> <p>The design is simple, allowing children to make the tangle into a structure of their imagination, a boat, a fort or whatever they dream it to be.</p>



**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
6	<p>Log Pile 2.1</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>This collection of logs builds balance skills in children of all ages as they play and move across the log in different directions and challenge each other to successfully cross the log without falling.</p> <p>Lower logs allow for wheel up and transfer onto a log play opportunity for a child that uses a wheelchair.</p>
7	<p>Howler</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>The Howler provides a fun gathering space that creates cozy spaces for parent/child and child/child gathering.</p> <p>It has a simple climbing experience that will help younger children develop motor planning skills and muscle strength as they play.</p> <p>The animal theme fits with the other animals in this region helping children learn about wildlife while they play</p> <p>This element also provides a “time-inn” opportunity for young children to take a breather while they play.</p>



**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
8	<p>Play Table</p> 	<p>Tactile Visual Auditory Pretend Play</p>	<p>Provides a place for children to engage in pretend play as well as sort the many natural things they find in the park.</p> <p>Table height is set so there will be wheel-in access for those using mobility devices. Unitary surfacing will be used on the side of the table that is wheel-in accessible for maximum access. (Note: the image shows side access for wheelchair users while this design will have roll-in access)</p>


2-5 Discovery Path

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
9	<p>Playhouses</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>The Playhouse is a fun gathering space that creates cozy spaces for parent/child and child/child gathering.</p> <p>In this structure children can explore the world of their imagination.</p> <p>The design is flexible enough that they can pretend to be seated at a restaurant, school, or kitchen table.</p> <p>It is a great “time inn” space where children can take a breather before heading back out to play.</p>
10	<p>Acorn Seats</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>The Acorn Seat provides all with a place to sit and enjoy watching others play on the playground. Placement in the design allows those with wheeled devices (strollers and wheelchairs to sit with their friends).</p>


**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
11	<p>Triple Wonder Play Panel</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>Each panel provides a fun pretend play experience for parent/child and child/child gathering.</p> <p>The Store Front Panel design allows children to engage in a large variety of pretend play experiences.</p> <p>These panels will be on a unitary surfacing from one side so that wheel-up access is provided for all.</p>
12	<p>Harmony Flowers</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>The Harmony Flowers provides children with a fun musical experience that they can explore alone or with friends.</p> <p>The angled design of the flowers allows for easy roll-up access for those using wheelchairs.</p> <p>Design has natural décor that adds to the woody theme.</p>



**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
13	<p>Mushroom House</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>The Mushroom House is a fun gathering space that creates cozy spaces for parent/child and child/child gathering.</p> <p>In this structure children can explore the world of their imagination and feel like they are part of the natural world.</p> <p>The design is flexible enough that they can pretend to be seated at a restaurant, school, or kitchen table.</p> <p>It is a great “time inn” space where children can take a breather before heading back out to play.</p>



Central Play Zone

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
14	<p>Log Structure</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>The Log Structure provides a wide variety of climbing with challenge and risk for younger children. They can climb on solid surfaces, building motor planning skills and strength. They can move onto the more challenging net climbers that challenge the balance and movement in space.</p> <p>The Log has a variety of different textures the allow sensory play opportunities while children play.</p> <p>In this structure the netting that links the two log pieces on the side will be removed so that those using mobility devices have access into the log. This ensures that call children can explore the world of their imagination and feel like they are part of the natural world.</p> <p>The different areas of the log also create great “time inn” space where children can take a breather before heading back out to play.</p>


**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
15	Pinecone 	Tactile Visual Auditory Motor Play	<p>The Pinecone is a fun gathering space that creates cozy spaces for children to gather.</p> <p>It is a great “time inn” space where children can take a breather before heading back out to play.</p>
16	Log Bridge 	Tactile Visual Auditory Motor Play	<p>The Log Bridge allows children to enjoy hours of games involved in crossing this bridge.</p> <p>Children will work on balance skills as they play with their friends.</p>



**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
17	<p>Akadinda Marimba</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>The Akadinda Marimba provides children with a fun musical experience that they can explore alone or with friends.</p> <p>The angled design of the flowers allows for easy roll-up access for those using wheelchairs.</p> <p>The wood notes provide calming tones that some children might find comforting.</p> <p>Design has natural décor that adds to the woody theme.</p>
18	<p>Cattail Chimes</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>The Cattail Chimes provides children with a fun musical experience that they can explore alone or with friends.</p> <p>The angled design of the cattails allows for easy roll-up access for those using wheelchairs.</p> <p>Design has natural décor that adds to the woody theme.</p>



**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
19	<p>We-Go-Round</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>The We-Go-Round™ is a merry-go-round where everyone can spin!</p> <p>It is designed so that children using wheeled mobility devices can wheel right in and enjoy the rotation that comes from a merry-go-round experience. They can contribute to the spinning of We-Go-Round™ by using the center post wheel which allows children to create spin from the inside and outside of this merry-go-round.</p> <p>The design encourages social play by all children as riders and pushers cooperate to make this a fun vestibular experience for every child.</p> <p>Those pushing get to work on motor planning and coordination through the engagement of their proprioceptive receptors in their muscles and joints.</p>


**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
20	<p>We-Saw</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>The We-Saw provides children with movement up and down in space. Children can find the “just right” movement experience by sitting in the molded seats or on the center platform. Both seating options provide varying degrees of support that can be used as children need or want to engage in movement. The design allows two children or a group of children to join in the We-Saw experience. The seats are large enough to accommodate teens and adults, allowing the experience to become a true group hangout. Regardless of the number who play on the We-Saw they will all get to experience a fun vestibular experience in the presence of friends.</p>
21	<p>Tent Net Hammock in Hillside</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>The Tent Net Hammock is built on to the hillside providing a robust balance play experience with lots of movement.</p> <p>Netting provides good tactile play experience as well as possible transfer points for those who can transfer out of their mobility device.</p>



**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
22	<p>Communication Board</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>This Communication Board is designed to provide children who use Augmentative and Alternative Communication (AAC) systems with a way to communicate to their friends how they would like to play on the playground.</p> <p>Symbols include activities, playground components, feelings, as well as letters and numbers so that children can quickly share what they would like to do and where they would like to play with their friends. This sign incorporates good color contrast for those with low vision.</p> <p>It may be located at the entry to the playground or at several locations on larger playgrounds to enhance communication during play.</p>
23	<p>Swings (mix collection of swings)</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>The vestibular system has opportunities for development through the swings found on the playground.</p> <p>Swing structures often include a variety of swings so that children can find their “just right” swing.</p>



**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
24	<p>5-12 Tower</p> 	<p>Tactile                      Visual                      Auditory                      Motor Play                      Pretend Play                      Motor Play</p>	<p>The 5-12 year old tower is the main orienting and play feature within the park.</p> <p>It is linked by the accessible boardwalk and topography to create access for all.</p> <p>Children are challenged to climb in an infinite number of ways as they move up, down and all around this unique tower.</p> <p>A variety of different climbers can be used in the interior to provide access for all to the upper levels.</p> <p>There is a variety of textures in the materials used to make this tower which children can engage in while they play.</p> <p>Stainless steel slide is a benefit for those with static electricity issues that are related to cochlear implants and insulin patch monitoring systems.</p>



Forest Surprises

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
25	<p>Moku-Yama 4.1</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>The Moku-Yama is the ultimate log climbing element within this playgrounds space. It builds on the log stepper climbing skills that children will develop in other areas of the park.</p> <p>This element provides much more challenge for older children, ensuring that they continue to fine tune their climbing skills while they play.</p> <p>The design allows children define what it is as they play, a fort, a mountain or whatever they imagine.</p>
26	<p>Handpipes</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>The Handpipes provides children with a fun musical experience that they can explore alone or with friends.</p> <p>The pipes provide calming tones that many children might find calming.</p> <p>Design has natural décor that adds to the woodsy theme.</p>


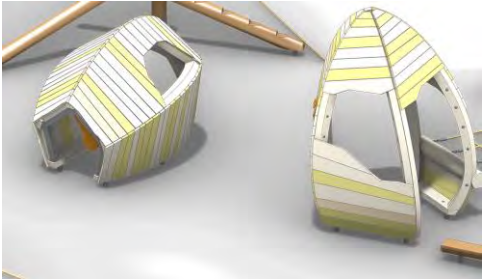
**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
27	<p>Mushroom Ensemble</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>The Mushroom Ensemble provides children with a fun musical experience that they can explore alone or with friends.</p> <p>The angled design of the mushrooms allows for easy roll-up access for those using wheelchairs.</p> <p>Design has natural décor that adds to the woody theme.</p>
28	<p>Honeycomb Conga</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>The Honeycomb Conga provides children with a fun drum experience. Children can explore this drum alone or with friends.</p> <p>The angled design of the drum allows for easy roll-up access for those using wheelchairs.</p> <p>Design has natural décor that adds to the woody theme.</p>

**Design Review**

Play Number	Play Element	Play Type	Inclusive Benefit Narrative
29	<p>Log Stepping Forms</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>The Log Stepping Forms will help children work on their balance and motor planning skills.</p> <p>The visual look and texture bring the wilderness inspired aspect into the playground.</p> <p>Children often use their fingers to explore the different textures of these steppers as they play.</p>
30	<p>Hollow Log Link</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>The Hollow Log Link creates a nice quiet space where children of different ages can hang out during their play experience.</p> <p>It provides a natural looking log element to climb on and into where children can pretend to be in a tree.</p> <p>Children often use their fingers to explore the different textures on the log while they play.</p>

**Design Review**

Play Number	Play Element	Play Type	Design Considerations
31	<p>Stone Abacus</p> 	<p>Tactile Visual Auditory Motor Play</p>	<p>The Stone Abacus is an engaging tactile visual play element that builds motor planning and eye – hand coordination skills while children play.</p> <p>Children find the different textures and weight of the stones fascinating and will spend hours shifting them around while they play with concepts of numbers while they play.</p>
32	<p>Dragon Eggs</p> 	<p>Tactile Visual Auditory Motor Play Pretend Play</p>	<p>The Dragon Eggs are fun gathering space that creates cozy spaces for parent/child and child/child gathering.</p> <p>In these structures children can enter the dragon world of Deane's Dragon.</p> <p>They are also great "time inn" spaces where children can take a breather before heading back out to play.</p>

## Staying There

Research shows that the amenities that are provided in the park are key to helping families stay in the park longer (<https://issuu.com/studioludoorg/docs/nsopbooklet?fr=sM2I5NzM0OTA4MjQ>). Research shows that shade, especially from mature trees, has twice as many users as parks without them. The investment in quality restrooms and shelter with picnic tables will have a long-lasting impact on this park and ensure use by community members. Key elements that allow visitors to stay longer include containment of the park space, shade, and the variety of amenities like shade and restrooms. The park renovation enhances all these elements in the park.

1. **Containment:** Fencing is already integrated into the park design. This ensures that visitors enter the park at the main or secondary entrances. Natural plantings within the park also add a secondary layer of containment, especially along the fence that borders the main road that parallels the park. These plants also add a sound barrier to the noise of street traffic. Fencing will include accessible self-latching gates to control access into and out of the park.
2. **Shade:** This park has beautiful mature trees, and every effort is being made to ensure that these trees are protected during the park renovation process. Trees provide huge sensory play benefits from cooling the air in the play areas, provide filtered light and variety of colors throughout the seasons, provide sounds of wind in the trees and an abundance of natural elements that children will be able to use for loose play throughout the park.
3. **Shelters:** The renovation includes a new overall shelter which will be centralized within the park allowing easy views of all the different play areas of the park. It will include picnic tables that are accessible to all while they take a break from playing in the park.
4. **Seating:** The renovation includes a variety of seating options throughout the park ensuring that those who need to take a bit of a rest during play have a place to do this. Seating options also provide the opportunity to just sit and enjoy the majesty of the large trees in this park.
5. **Restrooms:** The renovation includes new restroom centrally located by the shelter. These will include universal change stations that can be used by visitors of all abilities for their restroom needs.

**Conclusion**

Overall, the renovations of Deane's Children Park Playground will provide many opportunities for play for any child regardless of their medical diagnosis. Children will find their "just right" fit on this playground as it is designed to support their physical, sensory and cognitive needs while it provides them with a world of fun to acquire new skills in all these areas. It provides them with great space to work on their socialization and self-esteem as they walk, run, roll, slide, climb, swing and spin together at the inclusive Deane's Children Park Playground!

Respectfully Submitted,



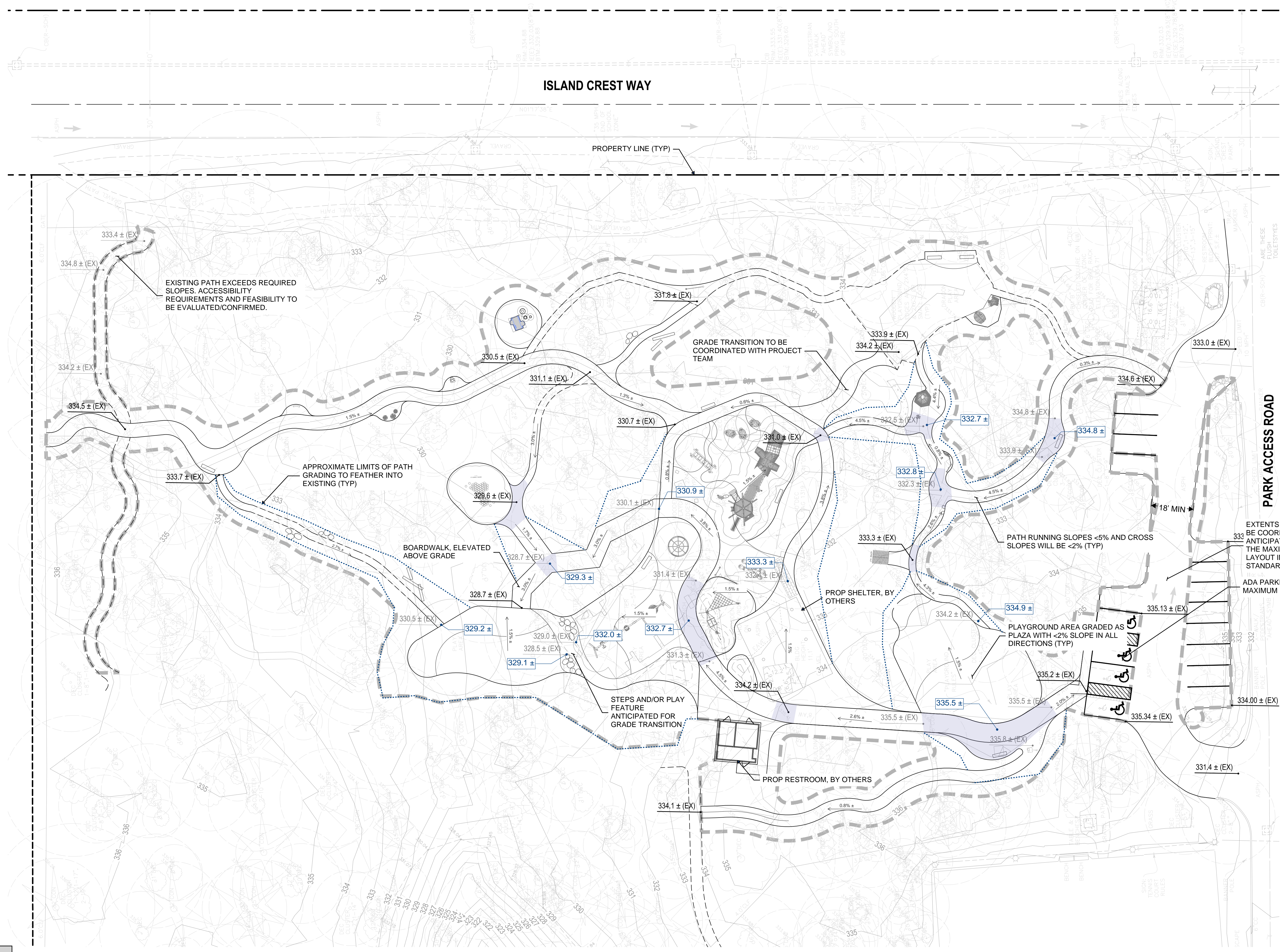
Ingrid M. Kanics, OTR/L, FAOTA  
Kanics Inclusive Design Services, LLC

## Supporting Exhibits

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# Exhibit D

## Site Plan Grading Diagram



- LEGEND**
- XX — EXIST CONTOUR, FOR REFERENCE
  - XX.X ± (EX) APPROX EXIST GRADE, FOR REFERENCE
  - XX.X ± (EX) APPROX EXIST GRADE TO BE MAINTAINED
  - XX.X ± APPROX FINISHED GRADE
  - ← X.X% ± APPROX SLOPE
  - ▭ FLAT LANDING ZONE (<2% IN ALL DIRECTIONS)
  - W — PROPOSED WATER SERVICE
  - SS — PROPOSED SEWER SERVICE

EXISTING PATH EXCEEDS REQUIRED SLOPES. ACCESSIBILITY REQUIREMENTS AND FEASIBILITY TO BE EVALUATED/CONFIRMED.

GRADE TRANSITION TO BE COORDINATED WITH PROJECT TEAM

APPROXIMATE LIMITS OF PATH GRADING TO FEATHER INTO EXISTING (TYP)

BOARDWALK, ELEVATED ABOVE GRADE

PROP SHELTER, BY OTHERS

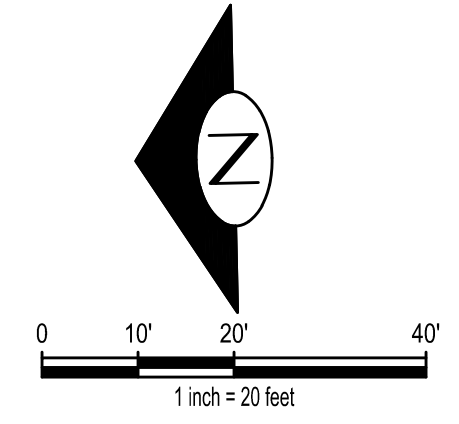
STEPS AND/OR PLAY FEATURE ANTICIPATED FOR GRADE TRANSITION

PROP RESTROOM, BY OTHERS

PLAYGROUND AREA GRADED AS PLAZA WITH <2% SLOPE IN ALL DIRECTIONS (TYP)

PATH RUNNING SLOPES <5% AND CROSS SLOPES WILL BE <2% (TYP)

EXTENTS OF PARKING LOT IMPROVEMENTS WILL BE COORDINATED WITH THE PROJECT TEAM. WE ANTICIPATE PRESERVING EXISTING ASPHALT TO THE MAXIMUM EXTENT FEASIBLE. PROPOSED LAYOUT INCLUDES (4) ADA STALLS, (6) STANDARD STALLS, AND (7) COMPACT STALLS  
ADA PARKING STALLS GRADED AT 2% MAXIMUM IN ALL DIRECTIONS



**DEANE'S CHILDREN'S PARK**  
SITE PLAN AND GRADING  
INITIALS: SJB

**PRELIMINARY**  
1/22/2026



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Jan 22, 2026 - 4:26pm

# Supporting Exhibits

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# Exhibit E

## Utility As-Builts

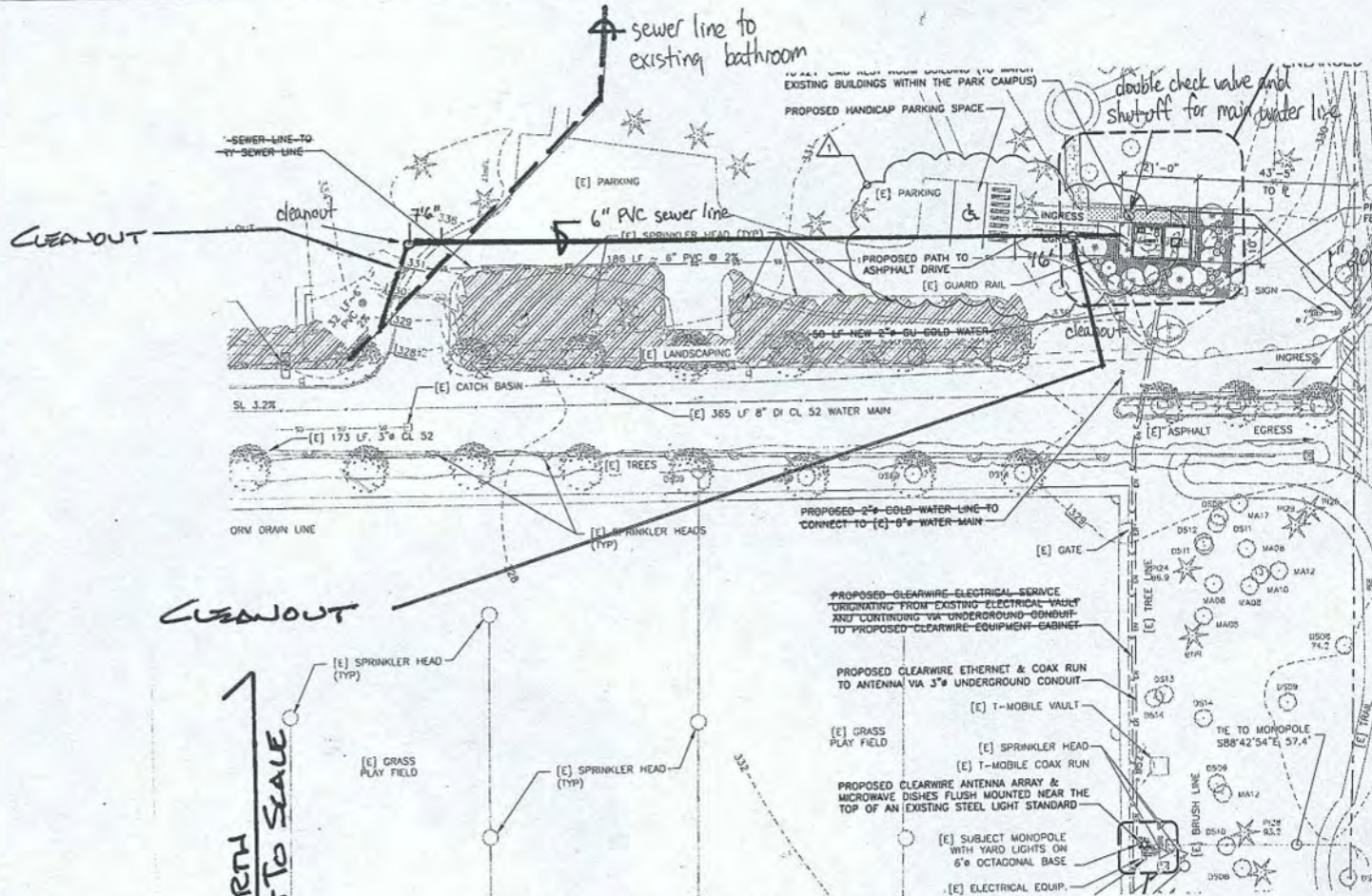
New  Repair  Reconnect

MAIN PERMIT NO. 0612-121

SKETCH NTS

Owner CITY OF MERCER ISLAND Address 5650 ISLAND CREST Contractor \_\_\_\_\_

Date Permit Issued 3/28/2007 Date Job Completed and Accepted 8/7/2007 By P. MURPHY  Copy Maintenance



1. Type of pipe PVC 3034 SDR 35 Size 6"
2. New manhole No. nearest downstream manhole \_\_\_\_\_
3. Old manhole No. nearest downstream manhole \_\_\_\_\_
4. Map No. 94 Number of dwelling units \_\_\_\_\_



**CITY OF MERCER ISLAND**

9611 SE 36<sup>th</sup> Street, Mercer Island, Washington 98040-3732

❖ PHONE (206) 236-5300 ❖ FAX (206) 236-3645 ❖ TDD (206) 232-9598

[www.mercergov.org](http://www.mercergov.org)

# Water As-Built / Field Survey

Type of As-Built (check one):  New Water Service  Service Line Repair  Main Line Repair

Homeowner's Name: CITY OF MERCER ISLAND Date: 8/7/2007 Work Order: \_\_\_\_\_

Address: 5650 ISLAND CREST WY Map Page: G-4 Permit: \_\_\_\_\_

Contractor's Name: \_\_\_\_\_

Pavement Type: \_\_\_\_\_ Area Cut: \_\_\_\_\_

Main Size: 8" Type: AC: \_\_\_\_\_ DI: X CI: \_\_\_\_\_ PVC: \_\_\_\_\_ STL: \_\_\_\_\_

Depth of Line: UNK Service Line Size: \_\_\_\_\_ Service Line Material: \_\_\_\_\_

Main Line Location: UNK

Main Line Condition: UNK

Supply Line Size: 1" Supply Line Material: POLY, 200 PSI

Meter Location: GRAVEL WALKWAY NORTH OF DRIVEWAY ENTRANCE

Old Meter Number: \_\_\_\_\_ Size: \_\_\_\_\_ Make: \_\_\_\_\_

New Meter Number: \_\_\_\_\_ Size: 1" Make: \_\_\_\_\_

MXU: \_\_\_\_\_ REG: \_\_\_\_\_

Comment: 1" METER & 1" SUPPLY / 1" SERVICE LINES

(Turn Page Over for Map)

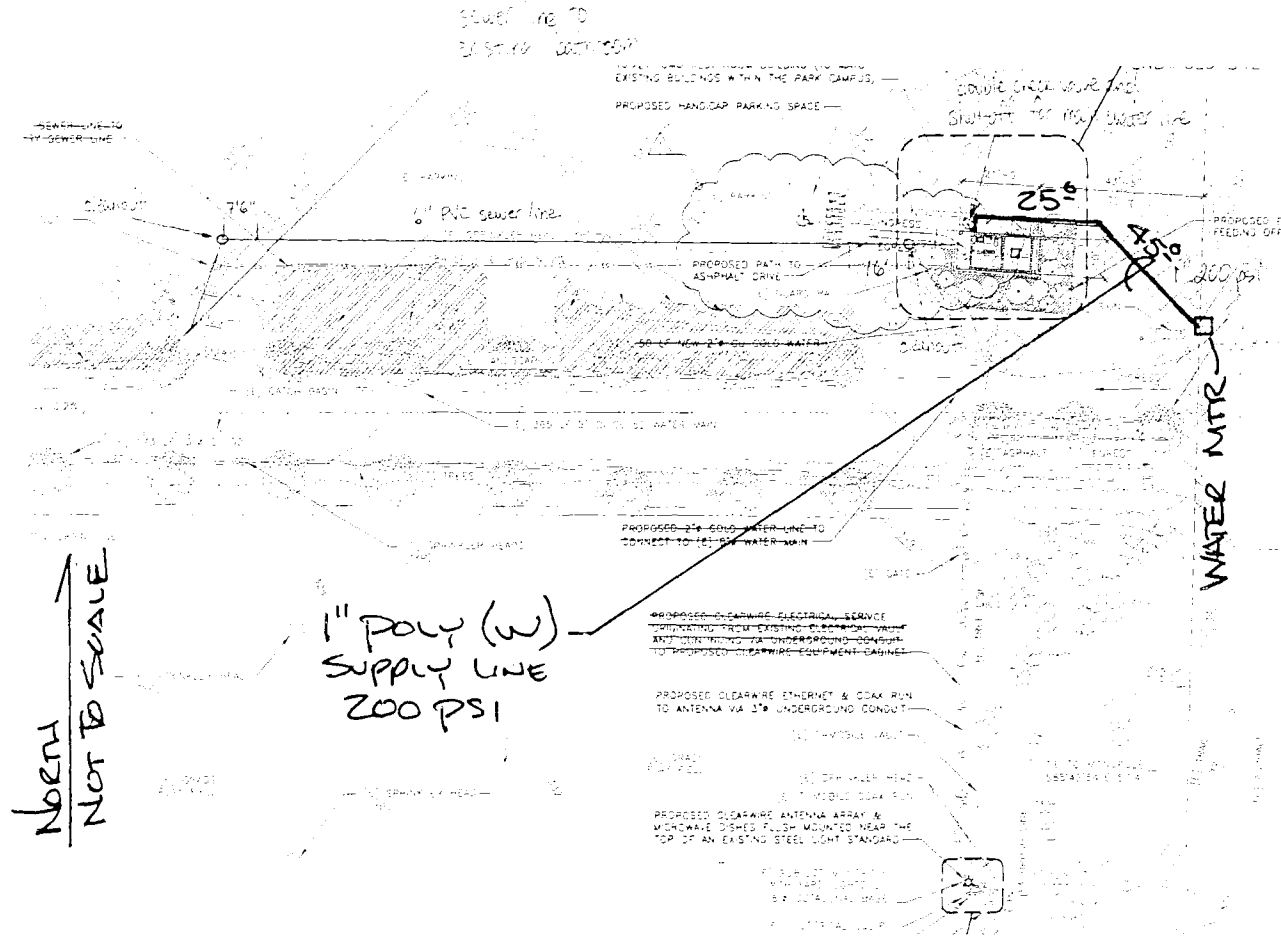
Please Return Form to GIS: Mike Onzay or Leah Demetillo in DSG.

Definitions: Service Line = Main to Meter

Supply Line = Meter to House

W1023

Sketch Map Below:



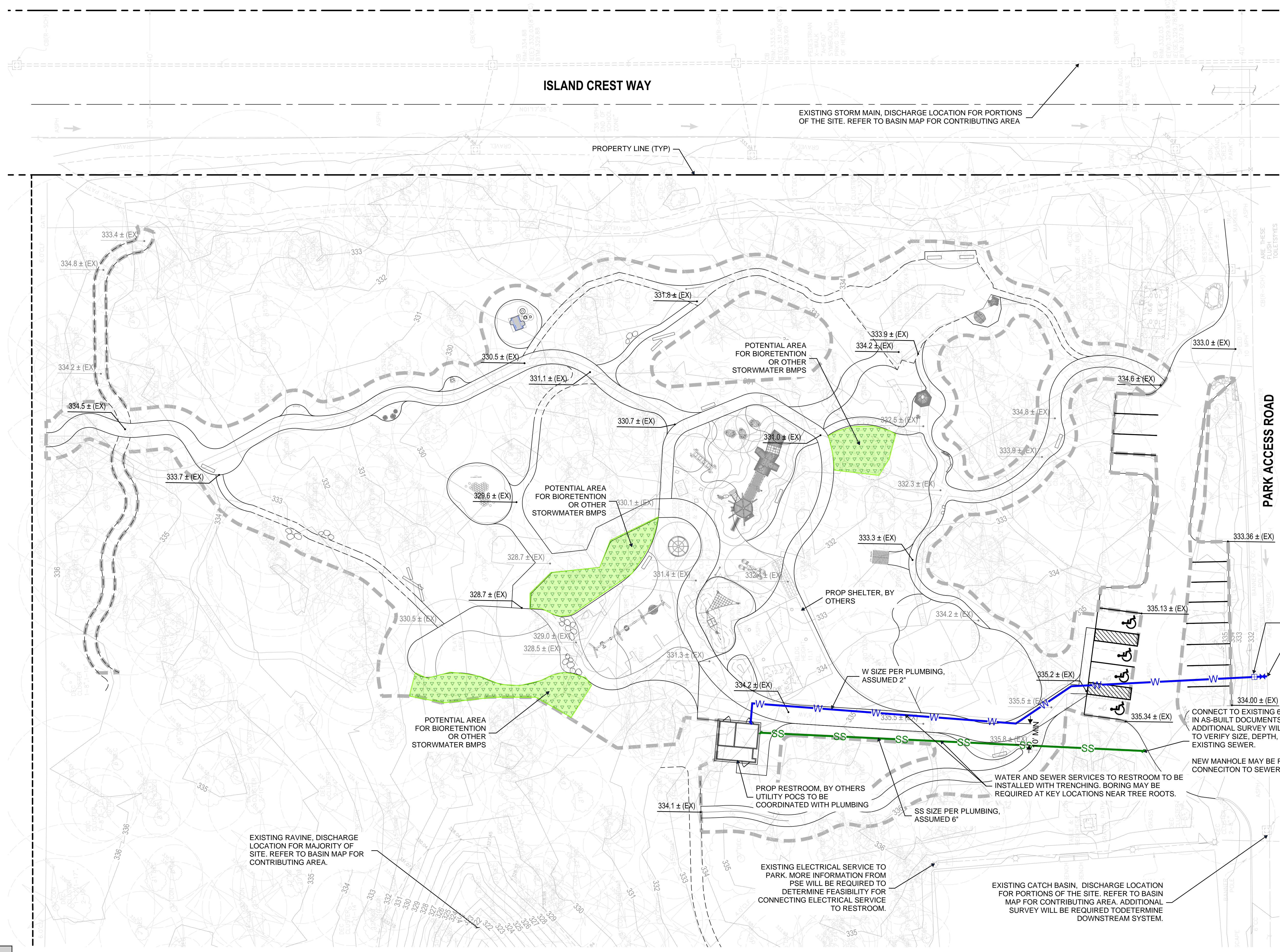
Note: When drawing meter locations or other NEW utility features, if possible, please measure off two existing features (example: hydrant, valve, manhole, catch basin, utility pole, etc.) so we can update GIS as accurately as possible. Thank you!

## Supporting Exhibits

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# Exhibit F

## Site Drainage and Utilities Diagram



**LEGEND**

- XX — EXIST CONTOUR, FOR REFERENCE
- XX.X ± (EX) APPROX EXIST GRADE, FOR REFERENCE
- XX.X ± (EX) APPROX EXIST GRADE TO BE MAINTAINED
- POTENTIAL STORMWATER MANAGEMENT FACILITY
- W PROPOSED WATER SERVICE
- SS PROPOSED SEWER SERVICE

**STORMWATER NOTES**

THIS PROJECT IS REQUIRED TO FOLLOW STORMWATER REQUIREMENTS PER THE 2019 STORMWATER MANAGEMENT MANUAL OF WESTERN WASHINGTON (SWMMWW) AND CITY OF MERCER ISLAND DRAINAGE REQUIREMENTS.

THIS PROJECT PROPOSES 2,500 SQUARE FEET OF POLLUTION GENERATING IMPERVIOUS AREA (PGIS) AND 25,400 SQUARE FEET OF NON-POLLUTION GENERATING IMPERVIOUS AREA (NPGIS). WE ASSUME THAT THE PLAYGROUND SURFACING WILL BE CLASSIFIED AS NPGIS. THIS ASSUMPTION WILL BE CONFIRMED WITH THE CITY OF MERCER ISLAND.

THE PROJECT PROPOSES LESS THAN 5,000 SQUARE FEET OF PGIS AND IS NOT REQUIRED TO PROVIDE WATER QUALITY TREATMENT. IF ADDITIONAL PARKING LOT AREA IS REPLACED AND THIS 5,000 SQUARE FOOT THRESHOLD IS EXCEEDED, WATER QUALITY TREATMENT WILL BE REQUIRED.

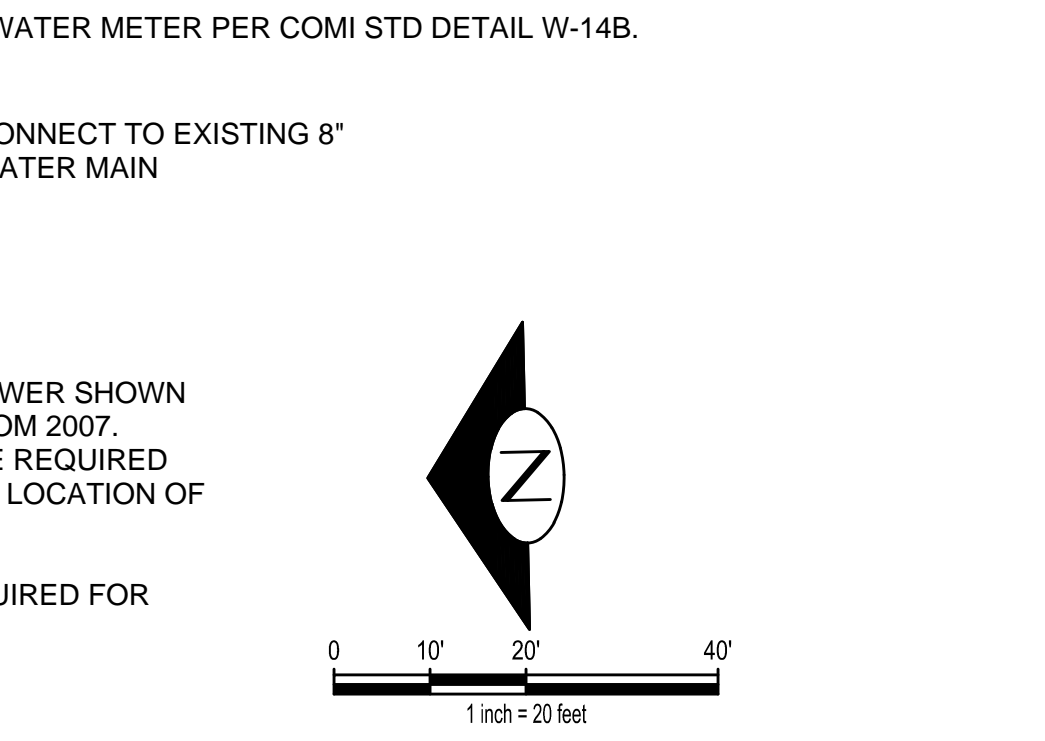
THE PROJECT WILL BE REQUIRED TO PROVIDE ON-SITE STORMWATER MANAGEMENT FOR ALL IMPERVIOUS AREAS. ONCE A GEOTECHNICAL REPORT IS PROVIDED, INCLUDING INFILTRATION RATES AND GROUNDWATER LEVELS, THE FEASIBILITY OF INFILTRATION WILL BE EVALUATED. IF INFILTRATION IS NOT FEASIBLE ON THE SITE, WE ANTICIPATE THAT DISPERSION AND BIORETENTION WILL BE USED TO MITIGATE SITE RUNOFF.

THE MAJORITY OF THE SITE DRAINS TO AN EXISTING RAVINE WITHIN THE PARK. PER CITY GIS, THIS RAVINE DRAINS VIA A NATURAL WATERCOURSE TO LAKE WASHINGTON. THE PROJECT WILL INVESTIGATE USING FULL DISPERSION TO MEET THE FLOW CONTROL AND OSM REQUIREMENTS FOR THIS BASIN. FULL DISPERSION, IF ALLOWED, WOULD REQUIRE A DISPERSION AREA TO BE PLACED IN A SEPARATE TRACT OR PROTECTED THROUGH RECORDED EASEMENTS. IF FULL DISPERSION IS NOT FEASIBLE, AN ABOVE OR BELOW GRADE STORMWATER FLOW CONTROL FACILITY BE REQUIRED.

THE REMAINDER OF THE SITE DRAINS TO THE PUBLIC SYSTEM. COORDINATION WITH THE CITY OF MERCER ISLAND IS REQUIRED TO DETERMINE THE FLOW CONTROL REQUIREMENTS FOR THIS PORTION OF THE SITE, BUT WE ANTICIPATE THAT A FLOW CONTROL FACILITY WILL BE REQUIRED.

REFER TO THE ATTACHED BASIN MAP FOR THE SITE AREAS DRAINING TO EACH SYSTEM. BASINS ARE BASED OFF OF EXISTING GRADES. PROPOSED IMPROVEMENTS WILL MIMIC EXISTING DRAINAGE PATTERNS TO THE MAXIMUM EXTENT FEASIBLE.

THE PROJECT WILL PROPOSE UNDERDRAINS, PIPING, CATCH BASINS, TRENCH DRAINS, AND OTHER DRAINAGE ELEMENTS TO CONVEY STORMWATER FLOW TO THE DOWNSTREAM SYSTEMS.



**DEANE'S CHILDREN'S PARK**  
 DRAINAGE AND UTILITIES  
 INITIALS: SJB

**PRELIMINARY**  
 1/22/2026



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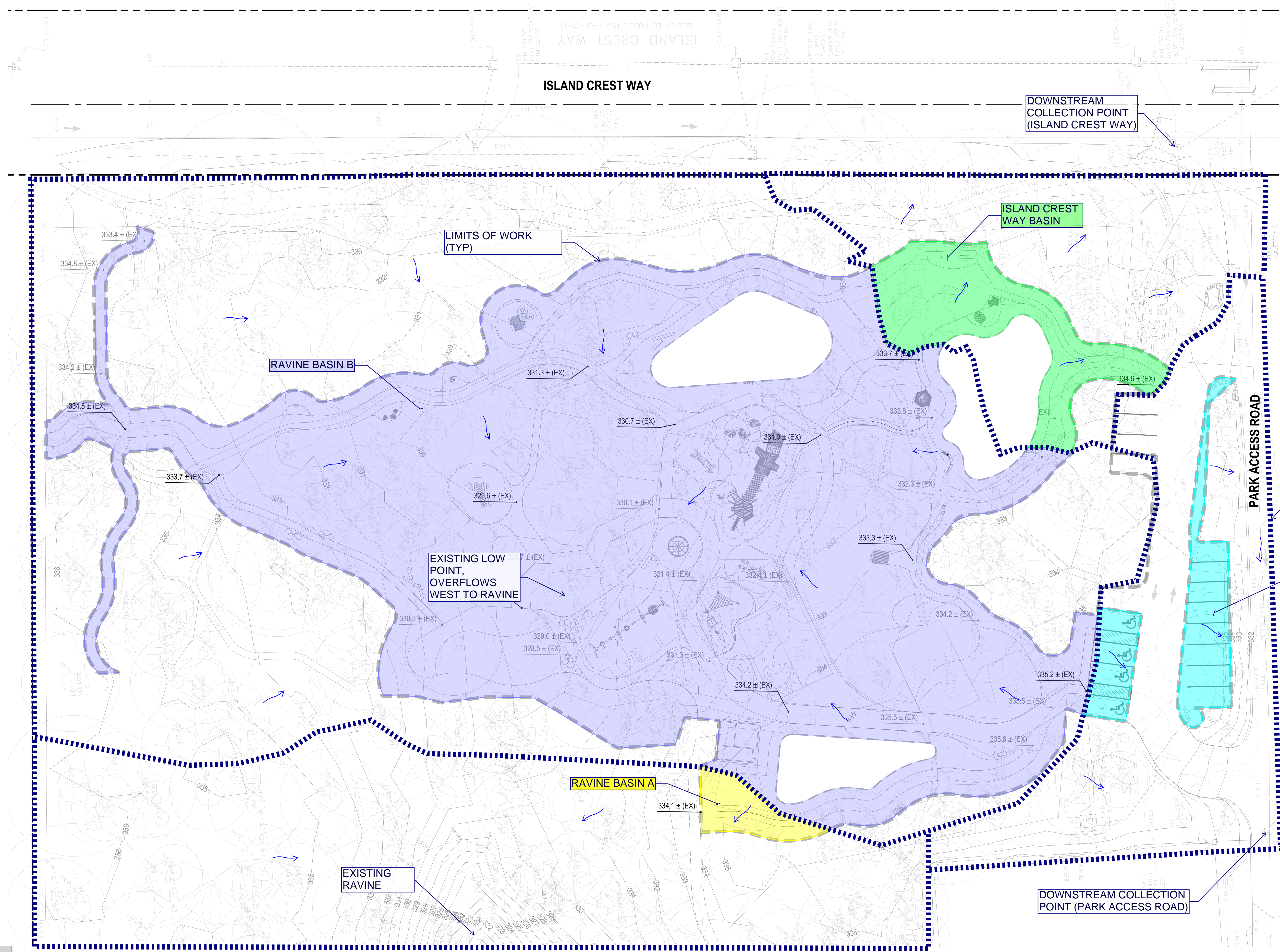
Jan 22, 2026 - 4:26pm

# Supporting Exhibits

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# Exhibit G

## Basin Map

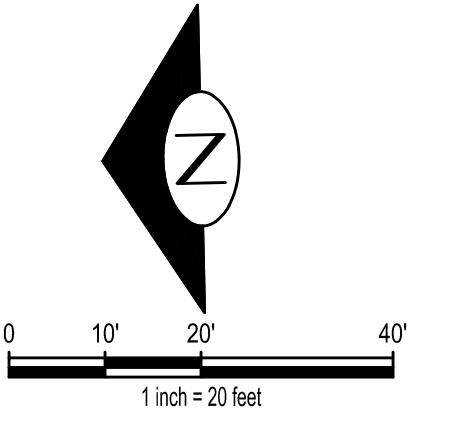


- LEGEND**
- XX — EXIST CONTOUR, FOR REFERENCE
  - XX.X ± (EX) APPROX EXIST GRADE, FOR REFERENCE
  - XX.X ± (EX) APPROX EXIST GRADE TO BE MAINTAINED
  - RAVINE BASIN A - 890 SF
  - RAVINE BASIN B - 55,000 SF
  - ISLAND CREST WAY BASIN - 3,900 SF
  - PARK ACCESS ROAD BASIN - 2,500 SF

DRAINAGE BASINS ARE BASED OFF OF EXISTING GRADES. PROPOSED IMPROVEMENTS ARE SHOWN FOR REFERENCE ONLY. PROJECT WILL MIMIC EXISTING DRAINAGE PATTERNS TO THE MAXIMUM EXTENT FEASIBLE.

SUB BASIN BOUNDARY (TYP)

PARK ACCESS ROAD BASIN



**DEANE'S CHILDREN'S PARK**  
BASIN MAP  
INITIALS: TJB

**PRELIMINARY**  
1/22/2026



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Jan 22, 2026 - 1:47pm

## Supporting Exhibits

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# Exhibit H

## Non-Project SEPA Checklist

**CITY OF MERCER ISLAND**  
**COMMUNITY PLANNING & DEVELOPMENT**  
 9611 SE 36TH STREET | MERCER ISLAND, WA 98040  
 PHONE: (206) 275-7605 | [www.mercerisland.gov](http://www.mercerisland.gov)



CITY USE ONLY		
PROJECT NO.	RECEIPT NO.	FEE
Date Received:		
Received By:		

**SEPA REVIEW**

The State Environmental Policy Act (SEPA), chapter [43.21C RCW](#), requires all governmental agencies to consider the environmental impacts of a proposal before making decisions. An environmental impact statement (EIS) must be prepared for all proposals with probable significant adverse impacts on the quality of the environment. The purpose of this checklist is to provide information to help you and the agency identify impacts from your proposal (and to reduce or avoid impacts from the proposal, if it can be done) and to help the agency decide whether an EIS is required.

**REVIEW PROCESS – TYPE III LAND USE REVIEW**

Type III reviews require the exercise of discretion about nontechnical issues. Type III reviews require a pre-application meeting, letter of complete application, notice of application mailing and posting, a 30-day public comment period, notice of decision, and the decision is made by the Code Official. Type III reviews do not require a public hearing.

SEPA reviews are also subject to the environmental procedures outlined in [MICC 19.21](#). When the city is the lead agency for a proposal, the responsible official shall supervise compliance with the threshold determination requirements and, if an EIS is necessary, shall supervise preparation of the EIS.

Upon the receipt of an application for a proposal, the receiving city department shall, and for city proposals, the initiating city department shall, determine whether the proposal is an action potentially subject to SEPA and, if so, whether it is categorically exempt. This determination shall be made based on the definition of action ([WAC 197-11-704](#)), and the process for determining categorical exemption ([WAC 197-11-305](#)). As required, city departments shall ensure that the total proposal is considered. If there is any question whether or not a proposal is exempt, then the responsible official shall be consulted.

**PRE-APPLICATION MEETING**

A Pre-Application Meeting is used to determine whether a land use project is ready for review, to review the land use application process, and to provide an opportunity for initial feedback on a proposed application. Some land use applications require a pre-application meeting – in particular: short and long subdivisions, lot line revisions, shoreline permits, variances, and critical area determinations. The City strongly recommends that all land use applications use the pre-application process to allow for feedback by City staff.

For more information on the Pre-Application Meeting process, please refer to the [Pre-Application Meeting Request Form](#).

**FEES**

Fees applicable to this project:

- SEPA Review
- Environmental Impact Statement

Refer to the City of Mercer Island [Fee Schedule](#) for current permit fees.

**PROPERTY INFORMATION**

Property Address: 5701 Island Crest Way, Mercer Island, WA 98040

Parcel Number(s): 192405-9013

Gross Lot Area(s): 3.04 acres

Net Lot Area(s): 2.53 acres

Zone: P

Shoreline Environment Designation (if located within 200 feet of Lake Washington):  Urban Residential  
 Urban Park

**CRITICAL AREAS ON PROPERTY**

GEOLOGICALLY HAZARDOUS AREAS	WATERCOURSES	WETLANDS
<input type="checkbox"/> Potential Landslide Hazard	<input type="checkbox"/> Type F	<input type="checkbox"/> Category I
<input type="checkbox"/> Erosion Hazard	<input type="checkbox"/> Type Np	<input type="checkbox"/> Category II
<input type="checkbox"/> Seismic Hazard	<input type="checkbox"/> Type Ns	<input type="checkbox"/> Category III
<input type="checkbox"/> Steep Slope	<input type="checkbox"/> Piped	<input type="checkbox"/> Category IV
<input checked="" type="checkbox"/> None	<input type="checkbox"/> Unknown	<input type="checkbox"/> Unknown

**SUBMITTAL CHECKLIST**

In addition to the items listed below, the code official may require the submission of any documentation reasonably necessary for review and approval of the land use application. An applicant for a land use approval and/or development proposal shall demonstrate that the proposed development complies with the applicable regulations and decision criteria.

- 1. Development Application Form.** Provide a completed and signed [Development Application Form](#).
- 2. Pre-Application Meeting.** [Pre-Application Meetings](#) are required for Type III & IV Land Use Permit Applications.
- 3. Project Narrative.** The project narrative should describe the proposed development, including any anticipated phases.
- 4. Title Report.** Less than 30 days old.
- 5. Affidavit of Ownership.** An Affidavit of Ownership, signed before a notary.
- 6. Affidavit of Agent Authority.** An Affidavit of Agent Authority, signed before a notary, if applicable.
- 7. Development Plan Set.** Refer to the [Land Use Application Plan Set Guide](#) for preparing plans.
- 8. Concurrent Review Form.** Provide a completed [Concurrent Review Form](#) if the applicant wishes to request consolidated review for two or more land use applications. Refer to [MICC 19.15.030\(F\)](#) for land use application reviews that may be consolidated.
- 9. SEPA Checklist.**
- 10. Fees.** Payment of required fees.

## INSTRUCTIONS FOR APPLICANTS

This environmental checklist asks you to describe some basic information about your proposal. Governmental agencies use this checklist to determine whether the environmental impacts of your proposal are significant, requiring preparation of an EIS. Answer the questions briefly, with the most precise information known, or give the best description you can.

You must answer each question accurately and carefully, to the best of your knowledge. In most cases, you should be able to answer the questions from your own observations or project plans without the need to hire experts. If you really do not know the answer, or if a question does not apply to your proposal, write "do not know" or "does not apply." Complete answers to the questions now may avoid unnecessary delays later. Some questions ask about governmental regulations, such as zoning, shoreline, and landmark designations. Answer these questions if you can. If you have problems, the governmental agencies can assist you. The checklist questions apply to all parts of your proposal, even if you plan to do them over a period of time or on different parcels of land. Attach any additional information that will help describe your proposal or its environmental effects. The agency to which you submit this checklist may ask you to explain your answers or provide additional information reasonably related to determining if there may be significant adverse impact.

## USE OF CHECKLIST FOR NONPROJECT PROPOSALS

For nonproject proposals complete this checklist and the supplemental sheet for nonproject actions (Part D). The lead agency may exclude any question for the environmental elements (Part B) which they determine do not contribute meaningfully to the analysis of the proposal. For nonproject actions, the references in the checklist to the words "project," "applicant," and "property or site" should be read as "proposal," "proposer," and "affected geographic area," respectively.

### A. BACKGROUND

1. Name of proposed project, if applicable:

*Deane's Children's Park Site Plan*

2. Name of applicant:

*City of Mercer Island*

3. Address and phone number of applicant and contact person:

*Shelby Perrault, 206-939-0907, 9611 SE 36th Street 98040*

4. Date checklist prepared:

*February 27, 2026*

5. Agency requesting checklist:

*City of Mercer Island*

6. Proposed timing or schedule (including phasing, if applicable):

*The Site Plan for Deane's Children's Park outlines a series of park improvements anticipated to be implemented over several years, as funding becomes available and City priorities allow. This plan includes both the replacement of existing features and the installation of new park elements.*

*A conceptual phasing plan has been prepared to illustrate the anticipated sequencing of improvements over*

*time. The purpose of the phasing plan is to inform current and future decision makers of the overall long-term vision, allowing flexibility to adjust sequencing as needed. Specific timing and scope of individual phases will be further refined through the City's budget process and during grant application preparation. Phases may be restructured or combined to respond to evolving community needs, shifting priorities, and available City funding at the time of implementation.*

*The current phasing plan identifies four phases. As noted, the timing and specific elements within each phase are subject to change based on fiscal conditions and policy direction during budget cycles.*

7. Do you have any plans for future additions, expansions, or further activity related to or connected with this proposal? If yes, explain:

*No.*

8. List any environmental information you know about that has been prepared, or will be prepared, directly related to this proposal:

*Deane's Children's Park - Site Drainage and Utilities Diagram*

9. Do you know whether applications are pending for governmental approvals of other proposals directly affecting the property covered by your proposal? If yes, explain:

*There are no known applications by other projects affecting the site.*

10. List any government approvals or permits that will be needed for your proposal, if known:

*City of Mercer Island City Council consideration and Site Plan adoption.*

11. Give brief, complete description of your proposal, including the proposed uses and the size of the project and site. There are several questions later in this checklist that ask you to describe certain aspects of your proposal. You do not need to repeat those answers on this page. (Lead agencies may modify this form to include additional specific information on project description.)

*Deane's Children's Park is an existing 3.04-acre neighborhood park centrally located on the island. The proposed Site Plan conceptual design includes replacement of existing play equipment and installation of new inclusive and adaptive play features organized into distinct play zones. Improvements include a 2–5-year-old discovery play area; a central inclusive play area with adaptive swings, spinning and rocking elements, climbing structures, musical and sensory play components; a 5–12+ play area; distributed small-scale play features; improved playground seating; and enhanced sightlines for supervision.*

*Additional proposed improvements include construction of a picnic shelter, installation of a restroom, development of informal gathering spaces, and parking lot and site access improvements.*

12. Location of the proposal. Give sufficient information for a person to understand the precise location of your proposed project, including a street address, if any, and section, township, and range, if known. If a proposal would occur over a range of area, provide the range or boundaries of the site(s). Provide a legal description, site plan, vicinity map, and topographic map, if reasonably available. While you should submit any plans required by the agency, you are not required to duplicate maps or detailed plans submitted with any permit applications related to this checklist.

*Deane's Children's Park is approximately 3.04 acres and is located within Island Crest Park. The park includes a parking lot, restrooms, a picnic shelter, part of the Bike Skills Area, and a variety of play*

equipment. The site planned portion covers approximately 2.53 acres.

See Exhibit 1 for overall park boundary and Exhibit 2 for project area boundary (Site Plan portion).

## B. ENVIRONMENTAL ELEMENTS

### 1. Earth

- a. General description of the site (check one):

Flat  Rolling  Hilly  Steep Slopes  Mountainous  Other

- b. What is the steepest slope on the site (approximate percent slope)?

*Deane's Children's Park is generally flat, with localized areas of steep slope. The majority of the park, including the playground area (which comprises more than half the site) contains relatively gentle grades. Within the playground area, slopes are approximately 8% or less, with the steepest portion located just north of the central play area.*

*Within the project area, the steepest slope occurs along the park entry drive and is approximately 33%. Within the overall project boundary, the steepest slope is located within the Bike Skills Area and is approximately 40%. Based on these conditions, the site is best characterized as generally flat with localized steep slopes.*

- c. What general types of soils are found on the site (for example, clay, sand, gravel, peat, muck)? If you know the classification of agricultural soils, specify them and note any agricultural land of long-term commercial significance and whether the proposal results in removing any of these soils.

*According to NRCS mapping, the surface soils within the park are classified into two general types:*

- *Alderwood gravelly sandy loam (AgC), 8 to 15 % slopes*
- *Arents, Alderwood Material (AmB), 0 to 6% slopes*

- d. Are there surface indications or history of unstable soils in the immediate vicinity? If so, describe.

*This is a non-project action. There are no indications of unstable soils at the site. A geotechnical report may be required during future development of Deane's Children's Park; the City will determine the need for such report through the pre-application conference process associated with future development permits. Any future development associated with the Site Plan will be required to comply with applicable land use and development standards, including those related to clearing and grading.*

- e. Describe the purpose, type, total area, and approximate quantities and total affected area of any filling, excavation, and grading proposed. Indicate source of fill.

*This is a non-project action. Future development of Deane's Children's Park may involve filling, excavation, and grading, although specific quantities and methods have not yet been determined. Site grading is anticipated to generally maintain existing grades where feasible and to balance cut and fill on site. The City will evaluate requirements for filling and grading during implementation of the Site Plan, associated construction permit applications, and project-level environmental review.*

- f. Could erosion occur as a result of clearing, construction, or use? If so, generally describe.

*This is a non-project action. While the site is relatively flat, erosion may occur in the future as a result of construction activities to implement elements of the Site Plan due to clearing and grading activities. The project will incorporate necessary BMP's and Temporary Erosion and Sediment Control (TESC) planning to mitigate potential runoff during construction activities.*

- g. About what percent of the site will be covered with impervious surfaces after project construction (for example, asphalt or buildings)?

*This is a non-project action. A conceptual Site Plan has been developed for planning purposes, showing that approximately 16 - 21% of the site would be covered by impervious surfaces following construction of all phases of the Site Plan. The plan anticipates roughly between 21,200 to 27,900 square feet of new impervious surfaces, including parking areas, playground safety surfacing, pathways and trails, and seating areas.*

- h. Proposed measures to reduce or control erosion, or other impacts to the earth, if any:

*This is a non-project action. All phases of development at Deane's Children's Park will be stabilized during construction and monitored in accordance with the City of Mercer Island City Code (MICC). Best Management Practices (BMPs) consistent with the City erosion control standards will be employed to minimize temporary site disturbance.*

*Erosion and sediment control measures will be developed and implemented in accordance with the Stormwater Management Manual for Western Washington. These measures may include site stabilization, slope protection, drainage protection, inlet protection, and sediment retention.*

*As required for each phase of development, A Stormwater Pollution Prevention Plan (SWPPP) and a Temporary Erosion and Sediment Control Plan (TESC), meeting the requirements of the City of Mercer Island, would be developed and implemented.*

## 2. Air

- a. What types of emissions to the air would result from the proposal (i.e., dust, automobile, odors, and industrial wood smoke) during construction, operation, and maintenance when the project is completed? If any, generally describe and give approximate quantities if known.

*This is a non-project action. During construction of any future component of the Site Plan, there may be a small increase in exhaust emissions from standard construction vehicles and equipment and a temporary increase in dust due to clearing and grading activities. Construction employees and equipment traffic to and from the site would also generate modest increases in exhaust emissions.*

- b. Are there any off-site sources of emissions or odor that may affect your proposal? If so, generally describe.

*This is a non-project action. There are no known off-site sources of emissions or odors affecting this project.*

- c. Proposed measures to reduce or control emissions or other impacts to air, if any:

*This is a non-project action. Measures that may be incorporated during construction to minimize impacts to air quality include watering of construction surfaces to reduce airborne dust, other approved dust suppressants over exposed soils, temporary stabilization practices upon completion of grading, and covering materials in stockpiles on the site or during transport.*

*Vehicles may utilize wheel wash stations before leaving the construction site. Automobile emission standards are regulated by the State of Washington.*

## 3. Water

- a. Surface:

- i. Is there any surface water body on or in the immediate vicinity of the site (including year-round and seasonal streams, saltwater, lakes, ponds, wetlands)? If yes, describe type and provide

names. If appropriate, state what stream or river it flows into.

*There are no surface water bodies on or in the immediate vicinity of Deane's Children's Park.*

- ii. Will the project require any work over, in, or adjacent to (within 200 feet) the described waters? If yes, please describe and attach available plans.

*This is a non-project action. Any future development to implement components of the Site Plan will not involve work over, in, or adjacent to (within 200 feet) any surface water body.*

- iii. Estimate the amount of fill and dredge material that would be placed in or removed from surface water or wetlands and indicate the area of the site that would be affected. Indicate the source of fill material.

*Not applicable, there are no surface waters or wetlands located at Deane's Children's Park.*

- iv. Will the proposal require surface water withdrawals or diversions? Give general description, purpose, and approximate quantities if known.

*This is a non-project action. None proposed.*

- v. Does the proposal lie within a 100-year floodplain? If so, note location on the site plan.

*The project site is not located within a 100-year floodplain.*

- vi. Does the proposal involve any discharges of waste materials to surface waters? If so, describe the type of waste and anticipated volume of discharge.

*This is a non-project action. No discharges of waste materials to surface waters are proposed.*

b. Ground

- i. Will groundwater be withdrawn from a well for drinking water or other purposes? If so, give a general description of the well, proposed uses and approximate quantities withdrawn from the well? Will water be discharged to groundwater? Give general description, purpose, and approximate quantities if known.

*This is a non-project action. No groundwater will be withdrawn for drinking water or other purposes, and no water will be discharged to groundwater.*

- ii. Describe waste material that will be discharged into the ground from septic tanks or other sources, if any (for example: Domestic sewage; industrial, [containing the following chemicals...]; agricultural; etc.). Describe the general size of the system, the number of such systems, the number of houses to be served (if applicable), or the number of animals or humans the system(s) are expected to serve.

*This is a non-project action. No waste material will be discharged to the ground. The site will be served by municipal sewer; no septic system is proposed.*

c. Water runoff (including stormwater):

- i. Describe the source of runoff (including stormwater) and method of collection and disposal, if any (include quantities, if known). Where will this water flow? Will this water flow into other waters? If so, describe.

*This is a non-project action. Any future land use actions must comply with stormwater and flow control regulations of the MICC and Stormwater Management Manual of Western Washington. There will be runoff from both pollution generating and non-pollution generating surfaces. Stormwater will drain to an approved stormwater system.*

*The Site Plan proposes less than 5,000 square feet of new or replaced pollution-generating impervious surfaces; therefore, water quality treatment is not anticipated to be required. On-site stormwater management and flow control will be provided, with surface areas and drainage details documented in a Drainage Report submitted for City review and approval prior to each phase of development, as required.*

- ii. Could waste materials enter ground or surface waters? If so, generally describe.

*This is a non-project action. That said, as with any site-related construction activity, runoff from the construction site has the potential to enter ground or surface waters. The project's TESC plan would be implemented to minimize runoff leaving the site during construction.*

- d. Proposed measures to reduce or control surface, ground, runoff water, and drainage pattern impacts, if any:

*This is a non-project action. Future development permits would be required to comply with City requirements relating to stormwater runoff control and treatment. The proposed project will require City approval of a Drainage control plan, with construction BMPs, and Temporary Erosion and Sediment Control Plan as part of a clearing and grading permit.*

#### 4. Plants

- a. Check types of vegetation found on the site
- Deciduous tree: Alder, Maple, Aspen, other
  - Evergreen tree: Fir, Cedar, Pine, other
  - Shrubs
  - Grass
  - Pasture
  - Crop or grain
  - Wet soil plants: Cattail, buttercup, bulrush, skunk cabbage, other
  - Water plants: Water lily, eelgrass, milfoil, other
  - Other types of vegetation

- b. What kind and amount of vegetation will be removed or altered?

*This is a non-project action. Future development to construct elements of the Site Plan may involve some clearing and grading, including the removal of existing vegetation to create trails and park amenities. Vegetation will be managed in accordance with Chapter 19.10 MICC, with removal limited to trees, shrubs, and grasses that conflict with planned improvements or are assessed by a licensed arborist to be unhealthy or unstable. Wherever feasible, existing trees and vegetation will be retained and protected. The exact quantities of vegetation requiring removal have not yet been determined. This will be determined at the time development permits are submitted for project level work.*

- c. List threatened or endangered species known to be on or near the site.

*None are known.*

- d. Proposed landscaping, use of native plants, or other measures to preserve or enhance vegetation on the site, if any:

*This is a non-project action. Project landscaping will feature native and climate-adapted plant species. Tree replacement will be provided as required pursuant to MICC 19.10.070. Invasive vegetation will be*

*removed to the greatest extent feasible.*

- e. List all noxious weeds and invasive species known to be on or near the site.

*Cherry laurel, English holly, and English Ivy.*

## 5. Animals

- a. State any birds and animals which have been observed on or near the site or are known to be on or near the site. Examples include:

Birds: hawk, heron, eagle, songbirds, other:

Mammals: deer, bear, elk, beaver, other:

Fish: bass, salmon, trout, herring, shellfish, other:

*Various small birds have been observed on or near the site. Mammals such as deer, squirrel, and rodents have been observed on or near the site.*

- b. List any threatened or endangered species known to be on or near the site.

*None are known to occur on or near the site.*

- c. Is the site part of a migration route? If so, explain.

*Mercer Island lies within the Pacific Flyway, a major north–south migratory route extending from Alaska to Mexico and South America. However, no element of the proposed project would alter or interfere with this migration corridor.*

- d. Proposed measure to preserve or enhance wildlife, if any:

*This is a non-project action. To preserve or enhance wildlife habitat, the project proposes removing invasive plant species within the site and re-planting those areas with native and climate-adapted plantings.*

- e. List any invasive animal species known to be on or near the site.

*None are known.*

## 6. Energy and Natural Resources

- a. What kinds of energy (electric, natural gas, oil, wood stove, solar) will be used to meet the completed project's energy needs? Describe whether it will be used for heating, manufacturing, etc.

*This is a non-project action. Energy usage is anticipated to be limited to electricity necessary to maintain the restrooms and picnic shelter. The specific energy source will be determined during final site design and at the time project development applications are prepared. Solar energy may not be feasible in some areas due to the dense tree canopy.*

- b. Would your project affect the potential use of solar energy by adjacent properties? If so, generally describe.

*This is a non-project action. Future development will not limit or interfere with the potential use of solar energy on nearby properties.*

- c. What kinds of energy conservation features are included in the plans of this proposal? List other proposed measures to reduce or control energy impacts, if any:

*This is a non-project action. Park lighting is limited to the restroom and picnic shelter and will utilize LED efficient fixtures. Lighting may be controlled by timers or photocells to reduce energy consumption. The*

*feasibility of solar-powered lighting will be evaluated during future development to implement elements of the Site Plan.*

## 7. Environmental Health

- a. Are there any environmental health hazards, including exposure to toxic chemicals, risk of fire and explosion, spill, or hazardous waste that could occur as a result of this proposal? If so, describe.

*This is a non-project action and there are no environmental health hazards that could occur as a result of this project. The City will evaluate this potential further during the permit process and in the accompanying project level SEPA checklist.*

- i. Describe any known or possible contamination at the site from present or past uses.

*This is a non-project action. There are no known hazardous chemicals/conditions on the project site from present or past uses.*

- ii. Describe existing hazardous chemicals/conditions that might affect project development and design. This includes underground hazardous liquid and gas transmission pipelines located within the project area and in the vicinity.

*This is a non-project action. There is no known or possible contamination at the site from present or past uses.*

- iii. Describe any toxic or hazardous chemicals that might be stored, used, or produced during the project's development or construction, or at any time during the operating life of the project.

*This is a non-project action. No toxic or hazardous chemicals are expected to be produced or stored during construction.*

- iv. Describe special emergency services that might be required.

*This is a non-project action. No special emergency services are anticipated beyond routine fire protection and spill response already available on Mercer Island.*

- v. Proposed measures to reduce or control environmental health hazards, if any:

*This is a non-project action. Standard precautions would be taken to ensure the safety of the work crew during construction if a spill occurred:*

- *Construction BMPs: Apply best management practices during construction, including spill-prevention kits, covered fueling areas, dust suppression, stormwater controls (SWPPP), and fire-prevention measures (e.g., extinguishers, hot-work permits).*
- *Training and oversight: Require contractors to prepare and follow a site-specific health and safety plan addressing hazardous materials, spill prevention, and emergency response.*

- b. Noise

- i. What types of noise exist in the area which may affect your project (for example: traffic, equipment, operation, other)?

*There are no known major sources of noise which may affect the project. Ambient noise is primarily related to traffic and will not affect the project.*

- ii. What types and levels of noise would be created by or associated with the project on a short-term or a long-term basis (for example: traffic, construction, operation, other)? Indicate what hours noise would come from the site.

*This is a non-project action. Construction of the project would require the use of a variety of heavy*

*and light construction machinery and equipment. Construction activities will adhere to the City of Mercer Island noise and working hours ordinance requirements. The increased noise generated during construction of the project would be temporary in nature. Long-term noise would result from use of the park by the public, generally taking place from dawn to dusk.*

- iii. Proposed measures to reduce or control noise impacts, if any:

*This is a non-project action. During construction, standard noise reduction equipment on heavy or light machinery will be utilized where required. Construction activities will adhere to the City of Mercer Island noise ordinance requirements.*

## 8. Land and Shoreline Use

- a. What is the current use of the site and adjacent properties? Will the proposal affect current land uses on nearby or adjacent properties? If so, describe.

*The site is currently developed and used as a public park. Deane's Children's Park is located within Island Crest Park and is bordered by parkland to the west and south. Island Park Elementary School is located to the north, and residential properties lie to the east across Island Crest Way. Beyond Island Crest Park to the north, south, and west are additional residential properties, some directly adjacent to park boundaries and others separated by public roadways. The proposal is not expected to adversely affect existing land uses on nearby or adjacent properties.*

- b. Has the project site been used as working farmlands or working forest lands? If so, describe. How much agricultural or forest land of long-term commercial significance will be converted to other uses as a result of the proposal, if any? If resource lands have not been designated, how many acres in farmland or forest land tax status will be converted to nonfarm or nonforest use?

*No. The project site has not been used as working farmland or forest land, and it does not contain agricultural or forest land of long-term commercial significance. No acreage in farmland or forest land tax status will be converted to non-farm or non-forest use as a result of the proposal.*

- c. Describe any structures on the site.

*Existing structures on the site include:*

- *One picnic shelter (approximately 1,010 square feet)*
- *Two restroom buildings*
  - *One single stall restroom building adjacent to the parking lot (approximately 281 square feet)*
  - *One decommissioned building, used for storage (approximately 144 square feet)*

- d. Will any structures be demolished? If so, what?

*This is a non-project action. Yes, two structures will be removed as part future park development. The decommissioned building and picnic shelter will be demolished. A new picnic shelter will be constructed.*

- e. What is the current zoning classification of the site?

*Parcel 1924059013 is zoned P for Park*

- f. What is the current comprehensive plan designation of the site?

*The parcel is designated as a Public Park in the City of Mercer Island Comprehensive Plan.*

- g. If applicable, what is the current shoreline master program designation of the site?

*Not applicable. The site is not located within a shoreline jurisdiction.*

- h. Has any part of the site been classified as an “environmentally sensitive” area? If so, specify.  
*No environmentally sensitive areas have been identified in the park.*
- i. Approximately how many people would reside or work in the completed project?  
*None.*
- j. Approximately how many people would the completed project displace?  
*None.*
- k. Proposed measures to avoid or reduce displacement impacts, if any:  
*Not applicable. The project will not displace residents or businesses.*
- l. Proposed measures to ensure the proposal is compatible with existing and projected land uses and plans, if any:  
*The current use is a park. The proposed use as a park is consistent with the existing land use for the area.*

## 9. Housing

- a. Approximately how many units would be provided, if any? Indicate whether high, middle, or low-income housing.  
*Not applicable. The proposal does not include residential units.*
- b. Approximately how many units, if any, would be eliminated? Indicate whether high, middle, or low-income housing.  
*Not applicable. No housing units will be removed as part of the project.*
- c. Proposed measures to reduce or control housing impacts, if any:  
*Not applicable. The project will not result in any housing impacts.*

## 10. Aesthetics

- a. What is the tallest height of any proposed structure(s), not including antennas? What is the principal exterior material(s) proposed?  
*This is a non-project action. The proposed play structure is anticipated to have a maximum height of approximately 35 feet above the relative grade plane and will be constructed of metal, wood, rope, and high-density polyethylene (HDPE). Other site structures are expected to consist primarily of wood and natural materials, while the restroom and picnic shelter may include metal roofing. Final structure heights will be determined at the time of project-level design and will comply with the applicable height requirements of the Mercer Island City Code (MICC).*
- b. What views in the immediate vicinity would be altered or obstructed?  
*This is a non-project action. The project is not expected to alter or obstruct views in the immediate vicinity.*
- c. Proposed measures to reduce or control aesthetics impacts, if any:  
*This is a non-project action. The existing wooded perimeters along the park boundary will be maintained and park amenities will utilize natural materials to blend into the park's surroundings. Additional native plant restoration activities will occur during each phase of development to improve understory*

vegetation.

## 11. Light and Glare

- a. What type of light or glare will the proposal produce? What time of day would it mainly occur?  
*This is a non-project action. The project is not expected to result in significant light or glare impacts. Limited lighting may be installed on the restroom and/or picnic shelter exterior to support visibility during winter months when daylight hours are reduced. Any lighting will be minimal, downward-directed, and designed to avoid glare or spillover onto adjacent properties.*
- b. Could light or glare from the finished project be a safety hazard or interfere with views?  
*This is a non-project action. Any future land use actions must comply with lighting regulations of the MICC. Light or glare from the completed project will be fully shielded to not create safety hazards or interfere with surrounding views.*
- c. What existing off-site sources of light or glare may affect your proposal?  
*This is a non-project action. Sources of off-site light would come from the following: vehicular traffic along Island Crest Way, ballfields at Island Crest Park, and lighting at Island Park Elementary. These sources are not anticipated to impact the proposed project.*
- d. Proposed measures to reduce or control light and glare impacts, if any:  
*This is a non-project action. Any exterior lighting will be fully shielded and directed downward to minimize spillover and glare, consistent with the principles of Dark Sky–friendly design, such as those outlined by the International Dark-Sky Association. Ground-level exterior surfaces will use non-reflective finishes to further reduce glare potential.*

## 12. Recreation

- a. What designated and informal recreational opportunities are in the immediate vicinity?  
*Island Crest Park is located immediately adjacent to the site and provides a range of designated recreational facilities, including baseball fields, soccer fields, and tennis courts, as well as informal recreational opportunities such as trails and open space for passive use. Island Park Elementary is located directly north of Deane’s Children’s Park and includes a small playground.*
- b. Would the proposed project displace any existing recreational uses? If so, describe.  
*No. The project will not displace or limit access to any existing recreational uses.*
- c. Proposed measures to reduce or control impacts on recreation, including recreation opportunities to be provided by the project or applicant, if any:  
*The project is not expected to adversely affect recreational opportunities; therefore, no mitigation measures are proposed. This project will add new playground amenities to the park system.*

## 13. Historic and Cultural Preservation

- a. Are there any buildings, structures, or sites, located on or near the site that are over 45 years old listed in or eligible for listing in national, state, or local preservation registers? If so, specifically describe.  
*This is a non-project action. There are no known buildings, structures, or sites, located on or near the site that are over 45-years old and that are listed, or eligible to be listed in national, state, or local preservation registers.*
- b. Are there any landmarks, features, or other evidence of Indian or historic use or occupation? This may

include human burials or old cemeteries. Are there any material evidence, artifacts, or areas of cultural importance on or near the site? Please list any professional studies conducted at the site to identify such resources.

*This is a non-project action. No professional cultural resource surveys have been conducted for the site, and no landmarks, artifacts, burials, or other evidence of historic or Tribal use have been identified to date. The site has been developed as a playground since the 1960's, and no areas of known cultural importance are mapped in its vicinity. An inadvertent discovery protocol will be followed if any cultural resources are encountered during ground-disturbing activities.*

- c. Describe the methods used to assess the potential impacts to cultural and historic resources on or near the project site. Examples include consultation with tribes and the department of archeology and historic preservation, archaeological surveys, historic maps, GIS data, etc.

*This is a non-project action. No formal assessment of potential impacts on cultural or historic resources has been completed for this project to date. A WISAARD search was conducted through the Washington State Department of Archaeology and Historic Preservation (DAHP) mapping tool, and no designated historic resources are noted in the vicinity. The predictive model for archaeological resources is considered "moderately low" to "moderate" with a survey recommended. The City will evaluate potential impacts and consult with interested tribes to determine whether an archaeological survey or additional review is warranted. If any cultural materials, human remains, or archaeological deposits are discovered during construction, work in the area will stop, and DAHP and affected tribes will be notified immediately so that appropriate measures can be implemented before work resumes.*

- d. Proposed measures to avoid, minimize, or compensate for loss, changes to, and disturbance to resources. Please include plans for the above and any permits that may be required.

*This is a non-project action. No cultural or historic resources have been identified on the project site to date. To avoid or minimize potential impacts if such resources are discovered during project level ground-disturbing activities, the City will:*

- *Pre-construction coordination: Consult with the Washington State Department of Archaeology and Historic Preservation (DAHP) and interested tribes prior to site grading to determine whether additional review or an archaeological survey is warranted.*
- *Unanticipated discovery plan: Include in the construction specifications an inadvertent-discovery protocol requiring that if archaeological materials, human remains, or other cultural resources are encountered, work in the area will stop, the find will be protected, and DAHP and affected tribes will be notified immediately.*
- *Qualified professional oversight: If warranted by consultation or site sensitivity, retain a professional archaeologist to monitor excavation or review discoveries.*
- *Permitting: Should archaeological materials or human remains be identified, work will not resume until appropriate approvals—such as an Archaeological Excavation or Removal Permit under RCW 27.53 are obtained and mitigation measures recommended by DAHP or tribes are implemented.*

*Documentation and reporting: Any confirmed resources will be documented in accordance with DAHP standards, and mitigation (avoidance, data recovery, or other measures) will be developed in consultation with DAHP and tribes.*

#### 14. Transportation

- a. Identify public streets and highways serving the site or affected geographic area and describe proposed access to the existing street system. Show on site plans, if any.

*The site is served by Island Crest Way along its eastern frontage and shares an entry with Island Crest Park.*

*The proposed site plan maintains this access.*

- b. Is the site or affected geographic area currently served by public transit? If so, generally describe. If not, what is the approximate distance to the nearest transit stop?

*The site is served by two nearby King County Metro bus routes, 204 and 630, operating along Island Crest Way. The nearest bus stops are located at Island Crest Way and SE 58th Street (approximately 0.05 miles from the site) and at Island Crest Way and SE 54th Street (approximately 0.18 miles from the site).*

- c. How many additional parking spaces would the completed project or non-project proposal have? How many would the project or proposal eliminate?

*This is a non-project action. The existing parking lot has 12 parking spaces. The project will add approximately 5 parking spaces, for a total of 17 spaces.*

- d. Will the proposal require any new or improvements to existing roads, streets, pedestrian, bicycle or state transportation facilities, not including driveways? If so, generally describe (indicate whether public or private).

*This is a non-project action. No.*

- e. Will the project or proposal use (or occur in the immediate vicinity of) water, rail, or air transportation? If so, generally describe.

*The project will not use, nor is it located in the immediate vicinity of any waterborne, rail, or air transportation facilities. Access will be provided solely by existing public streets. No impacts to, or reliance on, marine, rail, or aviation transportation are anticipated during construction or operation.*

- f. How many vehicular trips per day would be generated by the completed project or proposal? If known, indicate when peak volumes would occur and what percentage of the volume would be trucks (such as commercial and non-passenger vehicles). What data or transportation models were used to make these estimates?

*This is a non-project action. A traffic impact analysis may be required to be submitted as part of the future project level permits for City review. Trip generation for the proposed inclusive playground was estimated using Land Use Code 411 – Public Park from the Trip Generation Manual, 11th Edition (Institute of Transportation Engineers, ITE). Accordingly, the PM peak hour of trip generation was estimated using the ITE suburban PM peak average rate of approximately 5.3 vehicle trips per acre. The park is 3.04 acres in size. The project is expected to generate approximately 16 PM peak hour vehicle trips, with a roughly balanced directional split of entering and exiting vehicles.*

- g. Will the proposal interfere with, affect or be affected by the movement of agricultural and forest products on roads or streets in the area? If so, generally describe.

*Not applicable.*

- h. Proposed measures to reduce or control transportation impacts, if any:

*This is a non-project action. Implementing elements of the Site Plan in phases will aid in reducing transportation impacts. A traffic impact analysis may be required to be submitted as part of the future project level permits for City review.*

## 15. Public Services

- a. Would the project result in an increased need for public services (for example; fire protection, police protection, health care, schools, other)? If so, generally describe.

*This is a non-project action. No increased need for public services will result from this project. The site is already in use as a park,*

- b. Proposed measures to reduce or control direct impacts on public services, if any.

No such measures are necessary.

**16. Utilities**

a. Check utilities currently available at the site:

- Electricity
- Natural Gas
- Water
- Refuse Service
- Telephone
- Sanitary Sewer
- Septic System
- Other

b. Describe the utilities that are proposed for the project, the utility providing the service, and the general construction activities on the site or in the immediate vicinity which might be needed.

*Power provided by Puget Sound Energy, water supplied by City of Mercer Island and Seattle Public Utilities, sewer provided by City of Mercer Island, refuse service provided by Recology, telephone provided by Lumen*

**C. SIGNATURE**

I certify (or declare) under penalty of perjury under the laws of the State of Washington that the answers to the attached SEPA Checklist are true and complete to the best of my knowledge. I understand that the lead agency is relying on them to make its decision.

Signature: Shelby Perrault

Date Submitted: 2/27/2026

**SEPA RULES****SUPPLEMENTAL SHEET FOR NONPROJECT ACTIONS**

(do not use this sheet for project actions)

Because these questions are very general, it may be helpful to read them in conjunction with the list of the elements of the environment.

When answering these questions, be aware of the extent the proposal, or the types of activities likely to result from the proposal, would affect the item at a greater intensity or at a faster rate than if the proposal were not implemented. Respond briefly and in general terms.

1. How would the proposal be likely to increase discharge to water; emissions to air; productions, storage, or release of toxic or hazardous substances; or production of noise?

*The proposal is not likely to significantly increase discharge to water or production of noise. It will not increase emissions to air; production, storage, or release of toxic or hazardous substances. Future development activities will be required to comply with applicable provisions of the Mercer Island City Code, including Titles 15 and 19, and the Stormwater Management Manual for Western Washington, as adopted by the City. See Part B, sections 2, 3, and 7 for additional information.*

Proposed measures to avoid or reduce increases are:

*Future development activities will be subject to applicable provisions of the Mercer Island City Code (MICC), including Titles 15 and 19, and the Stormwater Management Manual for Western Washington, as adopted by the City. Compliance with these regulations will avoid or reduce potential increases in impacts related to stormwater runoff, erosion, grading, critical areas, and water quality. During project-level permitting, required mitigation measures may include preparation and implementation of a Stormwater Pollution Prevention Plan (SWPPP), Temporary Erosion and Sediment Control (TESC) Plan, drainage report, and source control best management practices. Construction activities will be required to comply with City clearing and grading standards, erosion control requirements, and noise regulations.*

*Specific mitigation measures will be further defined during future project-level environmental review and permit applications. See Part B, sections 2, 3, and 7 for additional information.*

2. How would the proposal be likely to affect plants, animals, fish, or marine life?

*Construction activities may disturb some animals during construction. Some plants and trees may be removed or displaced for the construction of various play equipment or park amenities. Fish and marine*

*life will not be affected by this project. Any future land use actions must comply with regulations of MICC Chapter 19.*

Proposed measures to protect or conserve plants, animals, fish, or marine life are:

*Any plant or tree disturbances resulting from future improvements would be restored, and permanent impacts would be mitigated in accordance with an approved mitigation plan. The City also plans to enhance the park's natural areas by removing invasive species and planting native or beneficial adaptive vegetation to support wildlife habitat. These measures include:*

- *Mitigate any impacts on site with equal or greater benefit;*
- *Limit development to areas already in use where feasible to protect natural areas;*
- *Incorporate native or adaptive plantings;*
- *Minimize impervious surfaces where feasible.*

3. How would the proposal be likely to deplete energy or natural resources?

*Future development could result in modest increases in resource consumption associated with park improvements, including increased electrical usage for lighting and restroom facilities, and increased water usage for a new restroom. Any future land use actions will be required to comply with applicable provisions of the Mercer Island City Code (MICC), including requirements related to resource conservation and environmental protection. See Part B Section 6 for additional information.*

Proposed measures to protect or conserve energy and natural resources are:

*Future project design and permitting will incorporate measures to conserve energy and natural resources where feasible. Such measures may include minimizing impacts to existing trees and vegetation; using recycled, locally sourced, or sustainable construction materials when practicable; installing energy-efficient lighting and plumbing fixtures; and incorporating lighting controls such as timers or motion sensors to reduce energy use. Additional resource protection measures will be evaluated during project-level design and review. See Part B, Section 6 for additional information.*

4. How would the proposal be likely to use or affect environmentally sensitive areas or areas designated (or eligible or under study) for governmental protection; such as parks, wilderness, wild and scenic rivers, threatened or endangered species habitat, historic or cultural sites, wetlands, floodplains, or prime farmlands?

*This proposal would not affect environmentally sensitive areas. The site is currently used as a park and will continue to function as one. See Part B sections 4, 5, 12, and 13 for additional information.*

Proposed measures to protect such resources or to avoid or reduce impacts are:

*This proposal would not affect environmentally sensitive areas. The site is currently used as a park and will continue to function as one. See Part B sections 4, 5, 12, and 13 for additional information.*

5. How would the proposal be likely to affect land and shoreline use, including whether it would allow or encourage land or shoreline uses incompatible with existing plans?

*The project is currently zoned as a Park and will remain the same. There are no shorelines on the property. Implementation of the Site Plan will not affect nearby land uses and is consistent with Mercer Island's 2022 Parks, Recreation, and Open Space Plan (PROS Plan).*

Proposed measures to avoid or reduce shoreline and land use impacts are:

*No measures are necessary.*

6. How would the proposal be likely to increase demands on transportation or public services and utilities?

*The implementation of the Site Plan is anticipated to add some traffic trips during the peak hour. Some demand for police and fire services would continue. The restrooms would use power, water, and sewer. The picnic shelter would use power. See Part B, sections 6, 14, 15, and 16 for additional information.*

Proposed measures to reduce or respond to such demand(s) are:

*Impacts would be minimized through design measures described in Part B, sections 6, 14, 15, and 16, including utility-efficient design, timed and shielded lighting, and operational considerations for traffic and public safety.*

7. Identify, if possible, whether the proposal may conflict with local, state, or federal laws or requirements for the protection of the environment.

*There are no conflicts with local, state, or federal laws or requirements for the protection of the environment.*

[Statutory Authority: RCW [43.21C.110](#). WSR 16-13-012 (Order 15-09), § 197-11-960, filed 6/2/16, effective 7/3/16. Statutory Authority: RCW [43.21C.110](#) and [43.21C.100](#) [43.21C.170]. WSR 14-09-026 (Order 13-01), § 197-11-960, filed 4/9/14, effective 5/10/14. Statutory Authority: RCW [43.21C.110](#). WSR 13-02-065 (Order 12-01), § 197-11-960, filed 12/28/12, effective 1/28/13; WSR 84-05-020 (Order DE 83-39), § 197-11-960, filed 2/10/84, effective 4/4/84.]



# SEPA THRESHOLD DETERMINATION OF NON-SIGNIFICANCE (DNS)

**NOTICE IS HEREBY GIVEN** that a determination has been issued for the application described below:

**File No.** SEP26-004

**Permit Type:** Non-project Action

**Description of Request:** Review under the State Environmental Policy Act (SEPA) for a non-project action for a proposed "Site Plan", conceptual design for the Deane's Children's Park.

**Applicant/Owner:** Shelby Perrault (City of Mercer Island) / City of Mercer Island

**Location:** 5701 Island Crest Way, Mercer Island, WA 98040  
King County Assessor tax parcel number(s): 192405-9013

**Lead Agency:** City of Mercer Island, Department of Community Planning & Development

**Project Documents:** <https://mieplan.mercergov.org/public/SEP26-004>

Use the camera on your smartphone to scan the QR code to easily access the project documents.



**Environmental Documents:** Copies of all studies and/or environmental documents are available through the above project documents link.

**Application Process Information:**

Date of Application:	February 27, 2026
Determination of Complete Application:	March 11, 2026
Weekly Permit Bulletin Notice:	March 23, 2026
Date Mailed:	March 23, 2026
Date Posted on Site:	March 23, 2026
Comment Period Ends:	5:00PM on April 6, 2026

The lead agency determined that the proposed development will not have a probably significant adverse impact on the environment. An environmental impact statement (EIS) is not required pursuant to RCW 43.21C.031(2). This decision was made after review of a completed environmental checklist and other information on file with the lead agency. This information is available to the public on request.

<input type="checkbox"/>	There is no comment period for this DNS.
<input type="checkbox"/>	This DNS is issued after using the optional DNS process in WAC 197-11-355. There is no further comment period on the DNS.
<input checked="" type="checkbox"/>	This DNS is issued under WAC 197-11-340(2); the lead agency will not act on this proposal for 14 days from the date below. Comments must be submitted by <u>April 6, 2026 at 5:00 PM.</u>

**Responsible Official:**

Molly McGuire, Senior Planner | molly.mcguire@mercerisland.gov | (206) 275-7712

**Issued Date: March 23, 2026**

**Signature: /s/ Molly McGuire, Senior Planner**

**APPEAL INFORMATION**

This decision to issue a Determination of Non-significance (DNS) rather than to require an EIS may be appealed pursuant to Section 19.21 of the Mercer Island Unified Land Development Code, Environmental procedures.

<input type="checkbox"/>	<p>Any party of record may appeal this determination to the City Clerk at 9611 SE 36<sup>th</sup> Street, Mercer Island, WA 98040 no later than <b>5pm on N/A</b> by filing a timely and complete appeal application and paying the appeal fee. You should be prepared to make specific factual objections. Contact the City Clerk to read or ask about the procedures for SEPA appeals. To reverse, modify, or remand this decision, the appeal hearing body must find that there has been substantial error, the proceedings were materially affected by irregularities in procedure, the decision was unsupported by material and substantial evidence in view of the entire record, or the decision is in conflict with the city's applicable decision criteria.</p>
<input checked="" type="checkbox"/>	<p>There is no agency appeal.</p>
<input type="checkbox"/>	<p>Any person aggrieved by the issuance of this decision may seek review from the <b>Shorelines Hearings Board</b> by filing a petition for review within twenty-one days from the date of filing of the decision as defined in <a href="#">RCW 90.58.140</a>(6).</p> <p>Within seven days of the filing of any petition for review with the Board, the petitioner shall serve copies of the petition on the Washington State Department of Ecology, the Office of the Attorney General, and the City of Mercer Island.</p> <p>More information on this process can be found on the Shoreline Hearing Board's website: <a href="http://www.eho.wa.gov/">http://www.eho.wa.gov/</a> or by calling (360) 664-9160.</p>

# Supporting Exhibits

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# Exhibit I

## Agenda Bills

## Exhibit I: Agenda Bills

### City Council

- March 18, 2025 (AB6641)
  - Meeting Materials: [Agenda Item](#)
  - Summary: City Council authorized staff to develop a Site Plan
- April 7, 2026 (to be added)
- May 5, 2026 (to be added)

### Parks and Recreation Commission (PRC)

- September 4, 2025 (PRC25-10)
  - Meeting Materials: [Agenda Item](#) & [Presentation](#)
  - Summary: Commission site tour; PRC recommended refining *Woodsy Wonders* into preferred plan.
- November 6, 2025 (PRC25-15)
  - Meeting Materials: [Agenda Item](#) & [Presentation](#)
  - Summary: Refined preferred plan presented to PRC, highlighting inclusive design, play features, parking improvements, and phasing. PRC affirmed plan direction.
- February 5, 2026 (PRC26-04)
  - Meeting Materials: [Agenda Item](#) & [Presentation](#)
  - Summary: Site Plan presented to PRC; PRC voted to recommend the Site Plan, as presented, to City Council for adoption and directed the Chair and Vice Chair to develop a hand-off memo.
- March 5, 2026 (PRC26-06)
  - Meeting Materials: [Agenda Item](#)
  - Summary: Hand-off memo finalized and approved.

### Arts Council

- October 15, 2025 (AC25-05)
  - Meeting Materials: [Agenda Item](#) & [Presentation](#)
  - Summary: Arts Council review; supported Treehouse Adventure theme and recommended student engagement for art elements.

## Supporting Exhibits

# Exhibit J

## Resolution Adopting the Deane's Children's Park Site Plan



**PARKS AND RECREATION COMMISSION**  
**CITY OF MERCER ISLAND, WASHINGTON**  
2040 84<sup>th</sup> Ave SE | Mercer Island, WA 98040-3732  
(206) 275-7793 | [www.mercergov.org](http://www.mercergov.org)

DATE: March 5, 2026

TO: City Council

FROM: Parks and Recreation Commission  
Ashley Hay, Chair  
Rory Westberg, Vice Chair  
Sara Marxen  
Jodi McCarthy

Mar Brettmann  
Don Cohen  
Peter Struck  
Craig Reynolds, Council Liaison

SUBJECT: Deane’s Children’s Park Site Plan

**Introduction**

The Parks and Recreation Commission (PRC) is pleased to forward its recommendation to the City Council for adoption of the proposed Site Plan, which consists of the Overall Site Plan and the Play Equipment Site Plan (Plan), as presented. At its February 5, 2026, meeting, the Commission voted to recommend the Plan following review of the public engagement process, design framework, and long-term vision outlined in the Site Plan Report. The PRC was not tasked with making a budgetary recommendation and therefore did not consider the feasibility of the proposed project budget.

The Commission believes the proposed Site Plan reflects extensive community input, thoughtful analysis, and alignment with the City’s broader parks and recreation goals. This memorandum provides context regarding the purpose, scope, and function of the Site Plan to support Council’s consideration of adoption.

The Commission approved recommending the proposed design to the City Council for adoption by a vote of 4 in favor and 2 opposed (with one commissioner absent). A minority of the Commissioners expressed concerns about whether the proposed design sufficiently preserves the forested natural character of the park and whether it includes play structures and equipment that would be expected to keep children in older age groups interested over time, while still substantially achieving the City’s inclusivity goals. The Commission felt these considerations should be among those referenced in this memo.

**Background and Planning Process**

The need for a Site Plan at Deane’s Children’s Park was driven by two key factors: the age and condition of existing playground equipment, and broader opportunities identified through a site assessment.

A systemwide assessment completed as part of the City’s 2022 Parks, Recreation, and Open Space (PROS) Plan identified Deane’s as one of five playgrounds prioritized for replacement in the six-year Parks Capital Improvement Program (Parks CIP). The assessment noted that much of the playground equipment across the park system was nearing the end of its useful life, and many sites, including Deane’s, did not meet current ADA or universal accessibility standards. What set Deane’s Children’s Park

apart was not only the condition of the equipment, but also the site’s relatively flat layout, which offered an opportunity to create a more inclusive and accessible play experience.

The on-site assessment conducted in 2024 confirmed that the needs of Deane’s Children’s Park extended beyond the playground itself. Most of the park’s amenities, including the restroom, picnic shelter, furnishings, paths and parking are outdated, in disrepair, or do not meet accessibility standards. The assessment also highlighted opportunities to integrate the nearby Bike Skills area, completed in 2023, improving circulation, amenities, and programming to serve all park users more effectively.

Given this combination of planning needs, staff made the decision to pause the playground replacement project and instead pursue the development of a comprehensive Site Plan for Deane’s Children’s Park.

The City Council directed staff to develop the Site Plan on March 18, 2025, ensuring that improvements are coordinated, strategic, and reflective of community priorities. As part of that direction, Council identified the Parks and Recreation Commission’s role to review proposed alternatives and forward a recommendation to the City Council for consideration and adoption.

#### Community Engagement and Planning Process:

- April–May 2025: First round of outreach – online survey, open house, school visits, and community event booths. Key input: inclusive and accessible play, preserving natural character, nature-based play.
- May – June 2025: Developed two preliminary concepts: *The Quest* and *Woodsy Wonders*.
- July–August 2025: Second round of outreach via survey, community events, and Friends of Dragon Park meeting. Strong support for *Woodsy Wonders*.
- September 4, 2025: Commission site tour; PRC recommended refining *Woodsy Wonders* into preferred plan.
- October 15, 2025: Arts Council review; supported Treehouse Adventure theme and recommended student engagement for art elements.
- November 6, 2025: Refined preferred plan presented to PRC, highlighting inclusive design, play features, parking improvements, and phasing. PRC affirmed plan direction.
- February 5, 2026: Site Plan presented to PRC; Commission voted to recommend the Site Plan, as presented, to City Council for adoption.

#### Data Collected:

- Reached over 1,200 students across 54 K – 5 classes at four elementary schools to vote on play features and park themes.
- Collected nearly 160 ‘Design Your Own Park’ submissions from elementary students providing insight into students’ park ideas and vision.
- Led one Open House at Island Park Elementary, attended by approximately 20 community members.
- Conducted two online community surveys, received a total of 174 responses:
  - Survey #1 available April 21 – May 23, 2025, and received a total of 102 responses
  - Survey #2 available July 12 – August 12, 2025, and received a total of 72 responses
- Hosted project booths at four community events to gather input and vote on design concepts and play equipment themes; engaging over 500 attendees.
- Engaged an inclusive design consultant to inform Site Plan development using universal design principles and evidence-based best practices for inclusive playgrounds, applying key design considerations and inclusive design principles throughout equipment selection and site layout refinement to remove barriers to participation and support development across physical, social-emotional, sensory, cognitive, and communicative domains for a variety of ages and abilities.

### **What is a Site Plan?**

A Site Plan establishes the long-term vision for a park, providing a strategic roadmap for how the park can evolve over time. It is grounded in a comprehensive understanding of how the park is used today and how the community would like it to function in the future. Staff engaged the broader community, user groups, PRC, Arts Council, and City Council to evaluate opportunities, constraints, and long-term potential.

The result is a clear design program and framework to guide improvements over time. A Site Plan identifies desired park offerings and their general locations and relationships, but it is not a detailed design, construction document, funding authorization, or fixed implementation schedule. Detailed design, engineering, and permitting occur later, as individual project phases move toward implementation.

An adopted Site Plan is also critical for grant eligibility, enabling strategic pursuit of funding and phased, coordinated improvements. While adoption does not commit the City to specific funding or timelines, it establishes an aspirational vision and positions the City to advance improvements in phases as resources become available, ensuring future investments are intentional and reflect community priorities.

### **Site Plan Recommendation and Future Considerations**

The PRC commends City Staff's extensive engagement with our community in the development of this Site Plan. The Commission recommends this Site Plan for adoption by the City Council and has identified a few key considerations to guide future detailed design and implementation of the Site Plan. These reflect PRC priorities to ensure that the aspirational vision is carried forward thoughtfully and is reflective of community desires. These considerations are organized into the following categories for City Council contemplation:

#### **Preservation of Natural Character**

- a. Preserve the forested character of the park, including mature trees and understory vegetation.
- b. Minimize impacts to tree roots and other natural features during design and construction.
- c. Limit the expansion of impervious surfaces where feasible to preserve natural habitat, to protect natural drainage patterns and ecological function.
- d. Consider future Island Crest road/sidewalk development to improve accessibility between Island Park and Island Crest Park rather than addition of a paved concrete pathway through Deane's Park between Island Crest Park and Island Park Elementary School.
- e. Utilize natural colors and materials for play equipment and surfacing to complement and integrate with the surrounding landscape.

#### **Accessibility and Inclusivity**

- a. Ensure the park is accessible and welcoming to people of all ages and abilities. Provide accessible connections to formal play zones and key amenities to meet project accessibility goals, while preserving the forested character of the park.
- b. Maintain a strong emphasis on imaginative, nature-based, and inclusive play experiences throughout detailed design.
- c. Incorporate play equipment that supports both early childhood development (ages 2–5) and increasing levels of physical challenge, height, coordination, and social interaction

for children ages 5–12+, thoughtfully organized to encourage movement-oriented and imaginative play (such as circuit play) and long-term engagement as children grow.

### **Design Review and Phasing**

- a. The Commission requests the opportunity to review and provide input to the City Council on each phase of improvements at the 30% design stage to confirm alignment with community priorities and this memo.
- b. The Commission requests that the City Council consider providing additional community engagement opportunities at the 30% design review.
- c. For each phase of improvements, the project consultant shall prepare a report confirming the design meets accessibility requirements and inclusive design standards.
- d. Direct staff to seek and develop opportunities for alternative funding – to include grant and donor recognition opportunities, non-profit and corporate sponsorships, and establish ways to support community-led fundraising efforts.
- e. The PRC believes the “Forest Surprises” phase of the Site Plan should be reduced and substituted by using Organic ‘Found Objects’.

### **Conclusion**

The proposed Site Plan represents a shared vision for the long-term evolution of Deane’s Children’s Park. It reflects extensive community engagement, careful site analysis, a strong commitment to accessibility and inclusivity, and preservation of the park’s natural character. Adoption of the Site Plan affirms this vision and establishes a clear framework to guide future improvements in a coordinated and strategic manner. Indeed, the PRC encourages the thematic aspects of the ‘Woodsy Wonder’ concept anchor the planning process as it moves forward.

The Commission recognizes that implementation will occur incrementally. Individual phases will advance as funding becomes available through the Parks CIP, grants, partnerships, and other resources. As such, the timing, sequencing, and specific scope of improvements may evolve to reflect funding realities, regulatory requirements, and emerging community needs.

Because the Site Plan provides a programmatic framework rather than detailed construction documents, certain elements may be refined during future design phases. Specific play equipment or materials identified conceptually may change due to product availability, cost considerations, or advancements in inclusive play design standards. Any refinements should remain consistent with the Plan’s guiding principles: fostering imaginative and nature-based play, enhancing accessibility for users of all ages and all abilities, preserving the forested character of the site, and integrating improvements thoughtfully within the landscape.

With these considerations in mind, the Parks and Recreation Commission is pleased to forward this Site Plan to the City Council for adoption, confident that it provides a durable and flexible roadmap for creating an inclusive, nature-centered, and community-supported park for generations to come.



# FAQS

## DEANE'S CHILDREN'S PARK SITE PLAN

### 1. What is the purpose of the Deane's Children's Park Site Plan?

The Deane's Children's Park Site Plan is a long-range planning document that establishes a clear vision and roadmap for how the park can be improved and enhanced over time. These types of plans typically guide improvements over a 10 to 20-year horizon, allowing the City to take a thoughtful, cohesive approach rather than making piecemeal decisions. Elements included in the Site Plan help define future capital reinvestment needs and will be programmed within the City's Capital Improvement Program over time.

The Site Plan also reflects direction from the City Council to take a more comprehensive approach to this project. While originally scoped as a playground replacement, staff identified the need to broaden the effort to address aging infrastructure, accessibility barriers, and overall site functionality - including play areas, the Bike Skills area, restrooms, picnic shelter, and circulation throughout the park. This ensures the park is modernized to meet universal play standards and provide a more cohesive and accessible experience (see [AB 6641](#)).

A key benefit of having a Site Plan is that it allows improvements to be implemented in phases, aligned with available funding, and supported by grants and partnerships over time. The plan will include a phasing strategy, preliminary cost estimates, and a funding approach to guide implementation. This approach has been successfully used in Mercer Island - for example, the Luther Burbank Park Master Plan has guided phased investments over many years, resulting in a cohesive, well-integrated park that is highly valued by the community.

The Site Plan for Deane's serves a similar purpose by:

- Advancing inclusive design principles to create a park experience that is welcoming and usable for people of all ages and abilities
- Replacing aging infrastructure, including outdated playground equipment and amenities
- Improving accessibility by removing barriers and enhancing connectivity throughout the park
- Establishing a cohesive vision that integrates play areas, pathways, gathering spaces, and natural features
- Reflecting extensive community input gathered through the planning process
- Guiding phased implementation over time as funding becomes available

Rather than representing a single project, the Site Plan provides a flexible, long-term framework to ensure future improvements are coordinated, efficient, and aligned with community priorities.

## **2. What was included for Deane's Children's Park in the PROS Plan Capital Project List, and why has it changed?**

The 2022 PROS Plan identified \$281,000 for improvements at Deane's Children's Park, focused on replacing the aging castle, swings, and climbing rock playground structures and providing basic ADA access from parking to the play area. This scope was based on a narrow set of improvements and did not account for the broader range of park amenities that are also nearing the end of their useful lives. As a result, it reflected a limited, lifecycle replacement effort rather than a comprehensive park redesign.

Since then, the City's approach has evolved based on a stronger understanding of accessibility needs and requirements. The PROS Plan itself acknowledges that many parks have ADA barriers and that a more comprehensive ADA Transition Plan would be needed to address them. It also reflects that when park improvements are made, they must meet broader ADA standards, which extend beyond a single feature to include routes, amenities, and overall usability. Given the unique topography of the island and locations of other park playgrounds, Deane's Children's Park provides a unique opportunity to address a larger number of ADA barriers compared to other park facilities.

In response, the Site Plan adopts a more integrated approach - moving beyond isolated equipment replacement to deliver connected, park-wide accessibility, reflect extensive community input, and define a cohesive, phased vision for the park's evolution. This ensures improvements are made strategically and efficiently, rather than in a piecemeal way.

In short, the PROS Plan assumed a smaller, targeted replacement project, while the Site Plan reflects a more comprehensive approach driven by ADA requirements, community priorities, and the need to plan the park as a whole.

## **3. How was the Site Plan developed and what are the next steps?**

The Site Plan reflects a thoughtful, multi-step process that combines community input, expert design, and public review.

Over the course of more than a year, the City conducted comprehensive outreach through events, surveys, and school engagement to understand community priorities. A summary of these efforts is included in [Question 5](#). The City also used a Request of Qualification (RFQ) process and selected Berger Partnership and inclusive design expert Ingrid Kanics to help shape the design.

The Parks & Recreation Commission (PRC) completed its review and recommended the Site Plan to City Council, with a review scheduled for April 7, 2026.

At this stage, the Site Plan serves as a long-term roadmap. The City Council will determine phasing and funding, and each phase will undergo further design, review, and approval before construction begins.

#### **4. Is the City Council approving construction of the park at the April 7 meeting?**

No. The City Council is being asked to review and consider adoption of the Site Plan as a long-term vision.

If adopted, improvements would occur over time in phases and will be included in the City's Capital Improvement Plan. Each phase would include additional design work, funding decisions, and City Council approval before construction moves forward.

#### **5. How was the community involved, and what impact did that input have?**

Community engagement was a central part of developing the Deane's Children's Park Site Plan. Between April and September of 2025, the City conducted a robust outreach effort to ensure the plan reflects the ideas and priorities of the Mercer Island community. Participation included:

- Hosting project booths at two community events (Leap for Green and Mercer Island Preschool Association Circus) to introduce the project and share survey information
- Outreach to more than 1,200 students across 54 K–5 classes at the four island elementary schools, where students voted on preferred play equipment and park themes
- Collecting nearly 160 "Design Your Own Park" submissions from students, offering creative insight into how children envision the park
- Hosting an open house at Island Park Elementary, attended by approximately 20 community members
- Conducting two online surveys with a total of 174 responses:
  - Survey #1 (April 21 – May 23, 2025): 102 responses
  - Survey #2 (July 12 – August 12, 2025): 72 responses
- Hosting project booths at four community events (Summer Celebration, Mostly Music in the Park, Pride in the Park, and National Night Out), engaging more than 500 attendees to gather input and feedback on design concepts and equipment aesthetic

Community input consistently emphasized the importance of inclusive and accessible play for all ages and abilities, along with a strong desire for nature-based experiences, a mix of active and quiet spaces, and preservation of the park's unique character. This feedback directly shaped the Site Plan by prioritizing inclusive design, accessible pathways, interconnected play zones, and a range of amenities that support diverse users and play styles. The result is a

plan that balances enhanced play opportunities with the park's natural setting—reflecting what we heard from children, families, and community members - and providing a thoughtful, inclusive vision for the park's future.

In addition to community events, this project was discussed at the following City Council, Arts Council, and Parks & Recreation Commission meetings:

- City Council
  - [March 18, 2025](#): City Council authorized staff to develop a Site Plan and approved the community engagement plan
- Parks & Recreation Commission (PRC)
  - [September 4, 2025](#): park tour; PRC recommended refining *Woodsy Wonders* into preferred plan.
  - [November 6, 2025](#): Refined preferred plan presented to PRC, highlighting inclusive design, play features, parking improvements, and phasing. PRC affirmed plan direction.
  - [February 5, 2026](#): Site Plan presented to PRC; PRC voted to recommend the Site Plan, as presented, to City Council for adoption and directed the Chair and Vice Chair to develop a hand-off memo.
  - [March 5, 2026](#): Hand-off memo finalized and approved.
- Arts Council
  - [October 15, 2025](#): Arts Council review; supported Treehouse Adventure theme and recommended student engagement for art elements.

## 6. Why develop a full Site Plan instead of just replacing the playground?

Replacing the existing playground equipment alone would not address broader challenges such as layout, accessibility, limited play variety, and aging park amenities.

A Site Plan allows improvements to be considered holistically - ensuring that play areas, pathways, amenities, and accessibility are coordinated within a clear, long-term vision rather than addressed piecemeal. This cohesive approach supports more integrated play experiences, improves sightlines and connectivity for caregivers, and creates a safer, more intuitive park layout.

Most importantly, it creates a park where children and caregivers of all abilities can play, connect, and share experiences together - setting a foundation for more inclusive improvements across the park system over time.

## 7. Why is accessibility a primary focus of this project?

Accessibility is a key priority identified in the City's adopted [2022 Parks, Recreation & Open Space \(PROS\) Plan](#), which calls for reducing barriers and creating a more inclusive park

system for people of all ages and abilities. Community input reinforced this need, highlighting that many existing playgrounds do not fully support inclusive play experiences.

Focusing on accessibility at Deane's Children's Park helps advance these goals by creating a space where children and caregivers of all abilities can play, connect, and share experiences together - setting a foundation for more inclusive improvements across the park system.

## 8. Why was Deane's Children's Park selected for accessibility improvements instead of another park?

While the City is committed to improving accessibility across the entire park system, not all parks can be enhanced to the same level due to site constraints such as steep terrain, limited space, or lack of supporting amenities, such as parking.

Deane's Children's Park was identified as a priority because it is particularly well-suited for inclusive play improvements. Its relatively flat layout, central location, and existing amenities - such as restrooms, a picnic shelter, and parking—provide a strong foundation for creating a more accessible and connected park experience.

These conditions also make it a more cost-effective location to implement accessibility improvements compared to parks with steeper slopes or more complex site constraints that would require significantly greater construction effort to achieve similar outcomes. As a result, the City can maximize its investment at this site - delivering a more fully accessible park experience while also creating a model for how accessibility can be thoughtfully integrated into other parks over time.

## 9. Why are impervious surfaces increasing in the Site Plan?

The current playground area is characterized by numerous natural and informal trails that limit accessibility across the site. An accessible play environment requires stable, durable surfaces.

- The park is 3.04 acres (132,400 SF)
- The impacted project area remains the same at 62,300 SF under both existing and proposed conditions
- The woodland area also remains at 70,100 SF, with no net loss of natural space, and will include restoration planting in the understory as well as targeted removal of invasive species to support ecological health
- Impervious surface increases from about 6,200 SF today to ~21,000 SF proposed (about 16% of the park)
- Most of this (~18,700 SF) is non-pollution generating and is designed to support accessibility and safety (accessible paths and playground safety surfacing)

Impervious surfaces in the plan include portions of pathways, play safety surfacing, and improvements to amenities such as the picnic shelter, restrooms, and parking area. These

elements are necessary to provide safe, stable, and ADA-compliant access for people of all abilities.

These improvements are consistent with the City's adopted Parks Zone code, which allows for recreational facilities, trails, parking, and park amenities such as restrooms and picnic shelters. The code also regulates impervious surfaces but provides specific allowances and exemptions for park-related improvements.

Under the Parks Zone regulations ([Ordinance 25C-16](#)), impervious surfaces are permitted when included in an adopted planning document - such as this Site Plan - and several elements included in the plan are explicitly exempt from impervious surface limitations. These include public trails, ADA accessibility improvements, and required surfaces for playground equipment.

A key feature is the accessible pathway through the park, which connects the parking lot to Island Park Elementary. This provides a safe, direct route that avoids travel along Island Crest Way and ensures all visitors can move through the park and share in the same inclusive play experience and woodland setting.

While some increase in impervious surface is necessary to support accessibility and connectivity, the design intentionally limits and strategically locates these areas to balance access with preservation of the park's natural character. Pour-in-place surfacing is used selectively to provide access to play equipment and transfer points for individuals using mobility devices. In other areas, pervious materials - such as engineered wood fiber - are used beneath play structures to reduce overall impervious coverage while still meeting safety standards.

Overall, the proposed improvements align with the Parks Zone regulations by supporting recreation, accessibility, and safe use of the park, while ensuring that impervious surfaces are limited, intentional, and consistent with adopted City standards.

## 10. Will the Site Plan impact the park's natural woodland character?

Preserving the park's natural character has been a top priority throughout the project.

- The overall footprint of the developed area does not change
- The woodland area remains the same—there is no net loss of natural space
- Improvements are carefully placed within the existing footprint to minimize impacts
- Trails and features are designed to reduce disturbance and maintain the forested setting

This plan reflects the community's priorities by preserving the park's woodland character while enhancing accessibility - demonstrating that both goals can be achieved together. The park will remain a wooded, natural space while becoming more accessible for all users. City staff remain confident and committed to achieving both at Deane's Children's Park.

## 11. Will the Site Plan change the classification of this park to a “Regional Park”?

No. The Site Plan does not change the park’s classification.

Chapter 5 of the 2022 Parks Recreation and Open Space (PROS) Plan provides a list of park classifications, which defines sites’ function and expected level of service within the system. These classifications help guide how the parks are planned and used but are not changed through individual site planning efforts.

The Deane’s Children’s Park Site Plan focuses on improving the existing park - updating aging infrastructure, enhancing accessibility, and expanding play opportunities - while maintaining its role within the broader park system. The planning effort was initiated to address site-specific needs such as accessibility, aging equipment, and overall park layout, not to redefine the park’s classification.

While the Site Plan may enhance the park’s features and usability, it does not change its classification. Any change to park classification would require a broader policy decision and update to the PROS Plan, not a site-specific plan.

In short, the Site Plan improves how the park functions—it does not change what the park is within the City’s park system.

## 12. How many trees in the park could be removed?

The Site Plan is currently at a conceptual level and does not identify specific trees for removal. Minimizing impacts and preserving the park’s forested character has been a priority throughout the process.

Tree impacts will be limited and targeted, primarily related to accessibility improvements, safety, and necessary infrastructure. Specific trees will be identified during the 30% design for each project phase, with evaluations guided by a professional arborist and based on a site-specific analysis.

Any tree removal and replacement must comply with the City’s tree ordinance as part of the permitting process. The overall goal is to balance improvements with preservation - enhancing accessibility while maintaining the natural setting that defines Deane’s Children’s Park.

Each phase will also include coordination with the City’s Natural Resources team to develop restoration plans for trees and native understory plantings. Project improvements will provide opportunities to remove invasive species, such as ivy, to prevent overgrowth on trees and support the establishment of healthy understory vegetation.

## 13. What if I don’t support the proposed play equipment in the Site Plan?

The proposed play equipment reflects a balanced, community-informed approach shaped heavily by input from children and designed to create a fun, inclusive, and engaging play environment for all ages and abilities. While individual preferences may vary, the plan is intended to serve a wide range of users - especially children, who are the primary audience for this park.

Throughout the engagement process, the City heard directly from more than 1,200 elementary school students, along with families and community members, about the types of play experiences they value. That input played a major role in shaping how the play equipment was selected and organized within the park.

- The current park includes eight pieces of play equipment, four of which primarily serve the 5–12+ age range
- The Site Plan expands this to 32 pieces of play equipment, distributed throughout the park, to provide a broader range of play opportunities
- The equipment is intentionally designed to support age progression, with increasing levels of challenge and complexity as children grow
- The plan is organized into three types of play zones:
  - 2–5 focus areas (Critter Corner and Discovery Path) with low-lying, developmentally appropriate equipment that supports early strength, balance, and coordination
  - 5–12 focus areas with more challenging play opportunities
  - Blended 2–12+ areas that allow children of different ages to play together
- Overall distribution on play features include:
  - 62% (18 of 29) serving a broad age range (2–12+, including 5–12)
  - 38% (11 of 29) focused on ages 2–5

As children move through the park, play opportunities evolve - from introductory elements to more complex features in the Central Play Zone, supporting balancing, sliding, climbing, spinning, sensory, and social play for a wide range of ages and abilities. Importantly, age labels on equipment do not fully reflect how children use the space, as many elements are intentionally designed for overlapping use, sibling play, and shared experiences.

This approach reflects consistent community feedback supporting:

- Play opportunities for both younger and older children
- Blended, multi-generational play rather than strict separation by age
- Clear lines of sight for caregivers

The Site Plan also incorporates inclusive design principles, ensuring play opportunities support a wide range of physical, sensory, and social experiences for children of all abilities.

#### **14. Why does the Site Plan include a large climbing tower?**

The large climbing tower is a key feature of the Site Plan and reflects both community input and PRC direction. It was selected as a signature play element for the 5–12+ play zone based on its ability to provide challenge, creativity, and a unique experience within the park.

Why is it included:

- Selected through PRC review: The PRC was presented with two options for a signature play feature for the 5-12 play zone and ultimately preferred the tower. The proposed tower is approximately 30 feet tall, with a slide starting at about 17 feet
- Reflects community preferences: During voting exercises across the four community events, the tower-style structure closely aligned with one of the top preferred equipment aesthetics
- Strong interest from children: Feedback from the engagement process—including input from more than 1,200 elementary school students—showed that children were excited about taller, more adventurous play elements, and the tower was a favorite
- Provides age-appropriate challenge: The tower helps meet the needs of older children (5–12+), offering a level of challenge that is currently limited in the park
- Creates a unique experience: The tower allows children to experience the park's woodland setting from a different vantage point, reinforcing the nature-based design theme
- Serves as a landmark feature: Its forest-inspired design also helps create a sense of place and identity within the park
- Reflects the park's history: The tower also pays tribute to the park's past Adventure Playground program - a grant-funded initiative where children constructed forts and elevated structures using natural and loose materials - carrying forward a spirit of creativity, exploration, and imaginative play

Part of a balanced play environment:

- The tower is just one element within a broader system of play that includes accessible, lower-height, and sensory-focused features for younger children and users of all abilities
- The plan includes multiple play zones to support a wide range of ages and play styles

Design will continue to be refined:

- Play equipment selection and details will continue to be refined during the 30% design stage for each phase of improvements

The tower was selected because it responds to strong community interest- especially from children - and adds a unique, challenging, and memorable play experience, while still being part of a diverse and inclusive park design.

### **15. Why include an accessible pathway through the park instead of using the sidewalk along Island Crest Way?**

The internal pathway provides a safe and direct connection within the park, allowing people to move between key areas without needing to travel along the street.

While the sidewalk along Island Crest Way is designed as a multimodal transportation route that accommodates pedestrians and bicycles, it is not intended to support the way young children and families move through a park environment. The internal pathway is designed specifically for park use, creating a more comfortable, intuitive, and age-appropriate experience for children - particularly those moving between play areas.

It supports a more comfortable, accessible experience and helps ensure that all visitors can navigate the park in a way that is consistent with its design and setting.

### **16. Will there be opportunities to refine the design?**

Yes. The Site Plan establishes an overall vision, but details will continue to be refined as the project moves forward.

Each phase will include additional design development, technical review, and standard permitting processes before construction occurs.

### **17. Why is the park designed for a wide range of ages?**

The park serves the broader community, not just nearby schools.

The design reflects input supporting play for multiple age groups, shared family experiences, and a park that functions as a community destination.

It is also intentionally designed to complement - not replicate - the play equipment at Island Park Elementary School. The goal is to provide a diverse range of play opportunities and experiences that expand what is available in the immediate area.

### **18. Why include designed play features instead of only natural elements?**

The plan incorporates play structures made from natural materials, selected to complement the park's natural setting. It includes both designed and nature-based elements to provide a balanced, inclusive play environment. Design features help ensure accessibility, safety, and a wider range of play experiences for children of all ages and abilities.

Natural elements remain an important part of the park and are incorporated where appropriate. However, relying solely on natural play features can present challenges related

to durability, maintenance, and long-term usability. In addition, heavily shaded, forested environments can limit the effectiveness and longevity of certain natural materials.

By combining designed play equipment with nature-based elements, the plan creates a more resilient and sustainable play environment - one that supports accessibility, provides diverse play opportunities, and responds to the park's woodland setting.

## 19. How much will the project cost?

The Site Plan includes preliminary cost estimates to guide future investment decisions. The phased approach allows improvements to be implemented incrementally, providing flexibility to align with available funding, partnerships, and grant opportunities over time.

Four phases have been identified to implement the Site Plan. The phasing approach is driven by constructability and site logistics, with initial phases focused on areas furthest from the anticipated staging and construction access point (the parking lot). This sequencing minimizes conflicts and is also intended to maintain a no-net loss of park amenities between phases. This approach provides flexibility to advance elements from later phases or implement individual features as funding becomes available, without compromising previously completed improvements.

A summary of preliminary construction costs is provided below. These estimates include escalation, design contingency, and contractor mark-ups. Soft costs are not included, as they may vary by phase and depend on whether phases are combined. Soft costs are generally anticipated to account for 25% of construction costs.

- Phase 1: \$2.2M
  - 5-12+ play zone, central pathway construction, ADA parking upgrades, park fencing, and identification of a path connection to the Island Crest Park parking lot.
- Phase 2: \$3.81M
  - Central play zone, picnic shelter, utility infrastructure, central pathway improvements, and parking lot improvements
- Phase 3: \$1.16M
  - 2 – 5 play area (critter corner) and discovery path, new restroom, and secondary entry to Bike Skills Area
- Phase 4: \$100k allowance
  - *Kenton's Dragon* accessibility improvements

Total: \$7,270,000 (not including extra opportunities)

Extra Opportunities: \$650k

- Play components along trails, a play structure within the glen, and natural features like boulders and logs along accessible and adaptive routes.

- These components may be implemented independently (such as through donations and grants) or integrated into construction phases

## 20. Why is the estimated cost for this park so high?

The estimated cost reflects current construction pricing and the long-term nature of the Site Plan. It is important to remember that this is not a single near-term construction project, but a long-range plan that identifies potential improvements that could be implemented in phases over time.

Construction costs have risen significantly in recent years due to inflation, supply chain disruptions, tariffs, and uncertainty in construction markets, contributing to significant increases in materials and labor costs. Like many public projects, park improvements are more expensive today than they were just a few years ago, and those rising costs are reflected in current planning-level estimates.

As a public agency, the City is also required to follow state procurement laws ([RCW 39.04.010](#)), which require a competitive bidding process that awards the construction work to the lowest responsive, responsible bidder. This ensures fairness and transparency but limits the ability to negotiate pricing in the same way as private projects.

These estimates are intended to help the City understand the potential scale of investment, plan responsibly, and pursue funding over time. As the project advances into future phases, costs will be refined based on the specific scope, timing, design, and available funding.

## 21. How will this project be funded?

This project will be funded through a combination of sources, including the City's Capital Improvement Program (CIP) Fund, the 2022 City of Mercer Island Parks Levy (which includes \$426,490 for playground replacement at Deane's), the 2025 King County Parks Levy, as well as grants and private donations.

As a long-range plan, implementation will occur over time, with funding assembled in phases as the project advances.

Grant funding is an important part of this strategy. The City regularly pursues funding through programs such as the Washington State Recreation and Conservation Office (RCO), which provides competitive grants for park and recreation projects. Mercer Island has a strong track record of success - most recently, more than 30% of the Luther Burbank Park Waterfront Improvements project was funded through RCO grants.

Many grant programs require matching funds, which may come from City funds, levy dollars, or community contributions. Having an adopted Site Plan is also critical to securing grants, as it demonstrates a clear vision, strong community engagement and support, and readiness to

move forward. Community partnerships and donations can further strengthen grant applications and help advance specific phases of the project.

This phased, multi-source approach allows the City to deliver improvements over time while leveraging outside funding wherever possible.



**BUSINESS OF THE CITY COUNCIL  
CITY OF MERCER ISLAND**

**AB 6891  
April 7, 2026  
Regular Business**

**AGENDA BILL INFORMATION**

<b>TITLE:</b>	AB 6891: City Hall Facility Full Renovation Cost Estimate and City Council Direction on Next Steps	<input type="checkbox"/> Discussion Only <input checked="" type="checkbox"/> Action Needed: <input checked="" type="checkbox"/> Motion <input type="checkbox"/> Ordinance <input type="checkbox"/> Resolution
<b>RECOMMENDED ACTION:</b>	Direct the City Manager to prepare a demolition plan for City Hall and return to the City Council for review and approval.	

<b>DEPARTMENT:</b>	City Manager
<b>STAFF:</b>	Jessi Bon, City Manager Jason Kintner, Chief of Operations Kellye Hilde, Public Works Deputy Director Robbie Cunningham Adams, Senior Management Analyst Connor Dimick, CIP Project Manager
<b>COUNCIL LIAISON:</b>	n/a
<b>EXHIBITS:</b>	1. Draft City Hall Facility Review Presentation
<b>CITY COUNCIL PRIORITY:</b>	3. Make once-in-a-generation investments to update and modernize aging infrastructure, capital facilities, and parks.

<b>AMOUNT OF EXPENDITURE</b>	\$ n/a
<b>AMOUNT BUDGETED</b>	\$ n/a
<b>APPROPRIATION REQUIRED</b>	\$ n/a

**EXECUTIVE SUMMARY**

The purpose of this agenda item is to provide an overview of the existing City Hall facility, revisit the facility assessment findings, and review the full renovation cost estimate (see Exhibit 1 for presentation). This will inform City Council direction on whether to renovate the existing building or demolish and continue to pursue other facility replacement strategies.

- The existing City Hall building, constructed in 1957, is nearly 70 years old and does not meet modern building codes, has failing systems, seismic deficiencies, and does not meet Level IV facility standards. The project team prepared a full cost estimate to renovate the City Hall facility and the preliminary cost estimate is between \$60M and \$63M, with details on the scope of the renovation provided in Exhibit 1 and to be further discussed at the meeting.
- The extensive history related to the closure of City Hall and the planning and design of the Public Safety and Maintenance (PSM) Facility is included in background section of this agenda bill.

- Proposition No. 1, included on the November 4, 2025, General Election ballot to fund the PSM Facility received 54.61% voter approval, which was short of the 60% needed for a successful bond measure.
- During the January 16, 2026, City Council Planning Session, the City Council debriefed the November 2025 bond measure and provided initial feedback on the framework to guide the facility planning work anticipated this year.
- As part of this discussion, the City Council reviewed preliminary cost estimates from 2023, which indicated that renovating City Hall would likely be too expensive given the building's age and condition ([AB 6840](#)). At the time, a full cost estimate had not been completed.
- Based on this discussion, the City Council directed staff to prepare a full cost estimate for renovation of City Hall. Given the failure of the bond measure, the City Council wanted to ensure they had complete information on the building's condition to inform facility planning next steps.

The staff is seeking City Council direction on whether to renovate City Hall or demolish and continue to pursue other facility replacement strategies. Based on development of the full renovation cost estimate and review of the facility conditions assessment, which confirms previous findings, the City Manager is recommending demolition of the City Hall facility.

## BACKGROUND

### Long-Range Facility Planning Begins in 2023

In early 2023, the City began a planning process to complete a Facilities Conditions Assessment for various municipal buildings and to develop a Long-Range Facilities Plan for select City facilities.

The Long-Range Facility Planning project was intended to be completed in two phases, the first phase focusing on a comprehensive Facilities Conditions Assessment (FCAs) for six buildings in 2023: Mercer Island City Hall, the Public Works Building, the Mercer Island Community and Event Center Annex Building, the Luther Burbank Administrative Building, the Mercer Island Thrift Shop, and the former Tully's Building. A second phase will include Facility Conditions Assessments for Fire Station 91, Fire Station 92, and the Mercer Island Community and Event Center.

The purpose of an FCA is to inventory and evaluate building and site infrastructure conditions, document observed deficiencies and develop a recommended strategy to ensure continuity of services, extend the life of each facility, or alternatively prepare to replace existing assets.

The second phase of facilities planning work included developing a Long-Range Facilities Plan for these six facilities based on assessment and data collected from the FCA process. The Long-Range Planning Work was intended to be completed in 2024 and anticipated an extensive public engagement process. Unfortunately, just as the facilities planning work was kicking off in early 2023, City Hall was closed due to asbestos contamination.

### City Hall Permanently Closed in 2023

In April 2023, City Hall was temporarily closed after asbestos was detected in several locations in the building, including in the HVAC system. Although airborne asbestos was not detected during air quality tests, abatement at City Hall would be required to re-open the facility. City staff and outside experts worked extensively to identify solutions to address the asbestos contamination and evaluate the best path forward for City Hall. Two scenarios for re-occupying the City Hall building, either fully or partially, were evaluated for timeline, preliminary costs, and impact to City operations. Unfortunately, the cost of both scenarios to re-

occupy City Hall exceeded the benefits due to the age and condition of the building. On October 2, 2023, [Resolution No. 1650](#) was approved to cease City operations at City Hall and permanently close the building.

#### **Facility Conditions Assessment Completed on Public Works Building in 2024**

Given the age and condition of the Public Works Building, the City Manager directed the staff and consulting teams to proceed with the Facilities Conditions Assessment (FCA) for this building. The Preliminary Facility Conditions Assessment FCA for the Public Works building was presented to the City Council on February 6, 2024 ([AB 6402](#)). The FCA identified multiple systems that are failing or in need of significant repair or investment.

Based on these findings, the City Manager recommended that the City Council prioritize the replacement of the Public Works Building. The Public Works building houses many essential services and some short-term reinvestment was needed to extend the useful life of the building until a replacement strategy was could be identified as discussed in [AB 6477](#) at the May 21, 2024 City Council meeting.

At the July 16, 2024 City Council meeting, the City Council appropriated funds and authorized staff to proceed with seismic repairs to the Public Works Building that were necessary to keep the building safely operating in the short-term ([AB 6517](#)).

#### **Public Safety and Maintenance Building Pre-Design Phase Completed in 2024**

During the March 1, 2024, Planning Session, the City Council contemplated the replacement strategy for City Hall and the Public Works Building. The City Council directed the City Manager to commence planning for a new Public Safety and Maintenance Facility (PSM) on the current City Hall Campus ([AB 6420](#)). This new facility was intended to replace the existing Public Works Building and provide a new combined home for the City's Public Works teams, Police Department, Emergency Operations Center, and the IT and GIS team.

City staff provided a design progress update on the PSM Facility during the May 21, 2024 City Council meeting ([AB 6476](#)). The presentation provided an overview of the workshops conducted with the staff teams expected to be housed in the future facility, highlighted how a combined facility for these teams would provide operational efficiencies, and explained why the new building is intended to be a Level IV Risk Category Building.

Pre-design work was completed during the summer of 2024, confirming the programming and conceptual framework for the PSM Facility. During this initial planning phase, the City Manager also directed the Project Team to include an expanded customer service area at the main PSM Building to house the City's Customer Service team. This was to ensure that the City had a "store front" given that no other City facilities were suited for this type of function.

#### **Public Safety and Maintenance Facility Schematic Design Phase Begins in 2024**

Design work for the PSM Facility shifted to the schematic design phase in fall of 2024. Schematic design is the first step in developing a concept into a specific design plan, including architectural drawings and a site plan. During this time the Project Team also toured other public safety and maintenance buildings in the region, completed numerous site visits to City facilities, and held ongoing design meetings with staff.

Specifically, the Project Team and select Councilmembers participated in tours of the Shoreline, University of Washington, and Kirkland police departments in October 2024. The team heard about both successes and

“lessons learned” from the construction or renovation of these police facilities to help inform the design work on the PSM Facility. The Project Team and select Councilmembers also attended a tour of the Kitsap County Public Works facility in December of 2024. This tour included the workspace and training space layout, ingress/egress for large vehicles and equipment, covered storage, lighting, security, and staff amenity spaces.

### **PSM Schematic Design Updates at City Council Meetings - February and March 2025**

During the February 4, 2025 City Council Planning Session, the Project Team presented the initial design concept and preliminary cost estimate for the PSM Facility ([AB 6604](#)). The Project Team also previewed the likely need for a rezone of the property.

During the March 4, 2025, City Council meeting, the Project Team presented a progress update on the PSM Facility ([AB 6634](#)). City staff and City Council discussed moving the main PSM Building forward (north) on the property to expanding the capacity of the secure areas (parking and maintenance yard) behind the main PSM Building.

### **Updated Public Safety and Maintenance Facility Sizing, Placement, and Zoning – April 2025**

At the April 15, 2025, City Council meeting, the Project Team presented a recommended change to the site layout that would move the PSM Building (main administrative building) and the Operations Building north on the site ([AB 6656](#)), reducing construction costs, improving efficiency, and increasing future flexibility of the properties.

The proposed PSM Facility layout included the placement of the Operations Building on top of the property line between the existing City Hall and Public Works parcels. The Project Team recommended a boundary line adjustment to move the parcel line north - closer to SE 36th Street.

Additionally, both parcels comprising the current City Hall Campus had the correct comprehensive plan land use designation, which is “Public Facility.” The zoning, however, was different and this was identified for resolution as part of the PSM Facility development process. The City Manager recommended the new south parcel created by the boundary line adjustment be re-zoned to “Public Institution” (PI), consistent with other public facilities on Mercer Island. The north parcel was recommended to remain as CO to preserve flexibility for its future use.

The City Council approved the revised PSM Facility site layout and directed the City Manager to pursue a boundary line adjustment between the City Hall and Public Works parcels based on the final site layout and directed the City Manager to prepare and submit an application for a re-zone of the south City Hall parcel to Public Institution (PI).

### **Council Direction on PSM Design Choices – May 2025**

During the May 6, 2025, City Council meeting, the Project Team provided follow-up analysis on roof-mounted solar panels for on-site energy generation, rainwater harvesting for on-site use, potable water storage for emergency operations, and facility structural systems initially presented during the February 4, 2025, City Council meeting. The City Council directed to staff to include a rainwater harvesting system and potable water storage in the schematic design ([AB 6677](#)).

### **Council Review of PSM Schematic Design – June 2025**

During the June 3, 2025, City Council meeting, the Project Team presented the schematic design and updated cost estimate for the PSM Facility, highlighting how the proposed design aligned with core objectives and supported public safety and maintenance operations ([AB 6701](#)). The Project Team also reported on the outcomes of the retention of an independent peer-review group to conduct a value methodology-based review (aka value engineering) aimed at optimizing the PSM Facility design. Many of the value engineering team's recommendations were incorporated into the schematic design, resulting in reduced project costs and an improved design. The estimated cost of the PSM Facility project was \$103,900,000.

At the June 17, 2025, City Council meeting, staff addressed City Council questions raised during the prior meeting including questions about the schematic design of the Operations Building and 1% for Art in Public Spaces ([AB 6712](#)). At the meeting the City Council unanimously approved the project scope and budget and directed the City Manager to prepare a bond measure ordinance for first reading at the July 1, 2025, Council meeting. The City Council also directed staff to commence recruitment of a Pro and Con Committee to prepare respective statements and rebuttals for inclusion in the election guidebook.

During the June 17, 2025, City Council meeting staff also reviewed the 1% for the Arts program requirements for the PSM Facility, which would entail a \$739,633 contribution to the Fund. Under the current City code, there was not an option for an exemption for this project.

The City Council directed the City Manager to prepare an ordinance modifying the 1% for the Arts code to allow the City Council to fully or partially exempt projects from the 1% for the Arts requirements.

### **9655 Building Acquisition – June 2025**

In early June 2025, the City announced the strategic acquisition of a 22,000 square-foot commercial office building located at 9655 SE 36<sup>th</sup> Street (adjacent to the City Hall Campus). The City acquired the building for \$9.06 million. The City closed on the property in the summer of 2025 and, following the expiration of with the conclusion of the lease for the prior tenant's lease at the end of September 2025, is now fully in possession of the building.

Before opening the 9655 Building for City use, several improvement projects are needed to ensure the space is ready to support the staff and the community. The near-term and long-term occupancy of the building will be discussed and re-evaluated as a result of the outcome of the Proposition 1 in November 2025. The building will likely house the Community Planning and Development Department, the Public Works Capital Projects and Engineering teams, the Youth and Family Services Department, the Customer Service Team, and other services.

The acquisition of the 9655 Building was funded primarily with available funds and \$1.5 million through outside financing. No new taxes were used to acquire the building. The available funds are the result of years of conservative budgeting, disciplined spending, and prior year savings.

For a comprehensive summary of the planning and design of the PSM Facility completed from 2023 through September 2025, please refer to the materials from the City Council Planning Session on January 16, 2026 ([AB6840](#)).

### **City Council First Reading of Bond Ordinance – July 1, 2025**

At the July 1, 2025, City Council meeting, Ordinance No. 25-13 related to the Public Safety and Maintenance Facility Bond was presented to the City Council for first reading. Staff received City Council feedback on the draft Ordinance No. 25-13, which included the ballot title, ballot description, and the length of the repayments scheduled for the Bonds ([AB 6715](#)).

With the passage of the 1% for Art in Public Places Fund Code Amendments ([AB 6725](#)) earlier in the meeting, the City Council directed staff to fully exempt the PSM Facility from the 1% for Art contribution requirement. This reduced the project budget by an estimated \$740,000, from \$103,900,000 to a total project budget of \$103,160,000.

The City Council unanimously approved a motion to schedule Ordinance No. 25-13 for second reading at the July 15, 2025, Council meeting.

### **City Council Approval of Bond Ordinance – July 15, 2025**

At its regular meeting on July 15, 2025, the City Council adopted an ordinance providing for the submission of a ballot measure in the November 2025 election to issue bonds to fund the design and construction of a Public Safety and Maintenance Facility that will replace the existing Public Works building, maintenance yard, and temporary police facilities.

### **Updated Council Direction on PSM Facility Site Zoning – September 2025**

During the September 16, 2025, City Council meeting staff informed the Council that the revised site plan confirmed that the full 13.62 acres of the City Hall campus were needed to accommodate the relocated PSM Building, Operations Building, associated parking, and maintenance and operations activities. Earlier site plan versions left some portions of the property outside the core functional footprint, but the northward migration of the buildings made clear that the entire property is integral to the long-term functioning of the civic campus.

For this reason, it was no longer practical to retain any portion of the City Hall parcel in the CO zone. The Council directed the City Manager to submit an application to rezone both parcels to Public Institution (PI) zone ([AB 6779](#)).

### **PSM Proposition No. 1 Result – November 2025**

During the November 4, 2025 General Election the City held an election on Proposition No. 1 related to the proposed [Public Safety and Maintenance Facility](#). Proposition No. 1 received 54.61% voter approval, which fell short of the 60% required for approval of a bond measure.

At the end of 2025, staff began reassessing facility replacement strategies to inform future policy direction and decision-making by the City Council. To support this work, the City Manager recommended that the Council hold a Planning Session in early January to allow sufficient time to prepare for a potential second bond measure in November 2026, should the Council choose to pursue that direction.

### **City Council Approves Rezone of City Hall and Public Works Building Parcels – December 2025**

During the December 2, 2025, City Council meeting the Council approved the rezone application of both City Hall and Public Works Building parcels to Public Institution (PI) ([AB 6827](#)).

### City Facilities Survey – January 2026

During the January 6, 2026, City Council meeting, the Council authorized the City Manager to conduct a statistically valid survey of Mercer Island residents to collect community input on the recent Public Safety and Maintenance Facility Bond Measure to inform priorities for future City facility planning ([AB 6844](#)).

### Post Bond Measure Facility Planning

At the January 16, 2026, City Council Planning Session, the City Council discussed the outcome of the November 2025 Bond Measure for the Public Safety and Maintenance (PSM) Facility and identified next steps for facility planning ([AB6840](#)). As part of this discussion, the Council reviewed preliminary cost estimates developed in 2023 following the closure of City Hall. While a high-level estimate had been prepared at that time, it was not advanced to a fully developed estimate after early figures indicated that renovation of the existing building would likely be cost prohibitive given its age and condition.

During the January 2026 session, the Council directed staff to revisit and complete the cost estimating exercise to provide a clearer understanding of the building's condition and full renovation costs, and to inform a decision on whether to pursue renovation of the existing facility or construction of a new facility. The Council also provided feedback to guide revisiting the scope and scale of the PSM Facility. To support this work, the City retained an architect to conduct a space planning analysis and review the proposed PSM Facility project, including identifying opportunities to reduce project scope.

### City Facility Community Survey Results – March 2026

During the March 3, 2026, City Council meeting, staff presented the results of the statistically valid survey of Mercer Island residents, authorized by the City Council to gather input on the recent Public Safety and Maintenance Facility Bond Measure and to inform priorities for future City facility planning ([AB6881](#)). Conducted from January 28 to February 11, 2026, the survey included 400 interviews with a statistically valid and representative sample of Mercer Islanders, resulting in a margin of error of +/- 4.9 points.

In addition to a statistically valid survey, the City offered an 'open' survey that all residents could access through the City's regular communication channels. Results from both surveys were generally similar and will help inform future policy development for facility replacement strategies. Together, these surveys represent one component of the City's broader community engagement strategy for City facilities, with additional opportunities for future public input planned.

## ISSUE/DISCUSSION

At the January 2026 City Council Planning Session, the Council directed staff to prepare a full cost estimate for renovation of City Hall. Given the failure of the bond measure, the City Council wanted to ensure they had complete information on the building's condition to inform facility planning next steps.

The project team reviewed previously completed studies and conducted site visits to verify existing conditions. Additional facility assessment work was performed to support development of the renovation cost estimate. The findings are included in the presentation attached as Exhibit 1 and include the following:

- Cost breakdown and estimated total facility renovation cost
- Executive findings: Facility deficiencies, seismic risks and limitations, and remaining lifespan of existing mechanical, electrical, and plumbing systems
- Existing condition, deficiencies, and renovation approach for all major building systems, including:

- Architectural
- Structural
- Mechanical
- Electrical
- Plumbing

The existing City Hall building, constructed in 1957, is nearly 70 years old and does not meet modern building codes, has failing systems, seismic deficiencies, and does not meet Level IV facility standards. The preliminary cost estimate to fully renovate City Hall is between \$60M and \$63M, with additional details on the scope of the renovation provided in Exhibit 1 and to be further discussed at the meeting.

Based on cost estimate to fully renovate City Hall, which confirms previous findings, the City Manager is recommending demolition of the City Hall facility.

### **NEXT STEPS**

The next presentation to the City Council will include the Public Works Building condition assessment and estimated renovation costs. The project team is also working on the assessment and space planning for the newly acquired 9655 Building, which will also be discussed with the City Council at a future meeting. This work will provide additional information to support ongoing facility planning discussions with the City Council.

### **RECOMMENDED ACTION**

Direct the City Manager to prepare a demolition plan for City Hall and return to the City Council for review and approval.

DRAFT

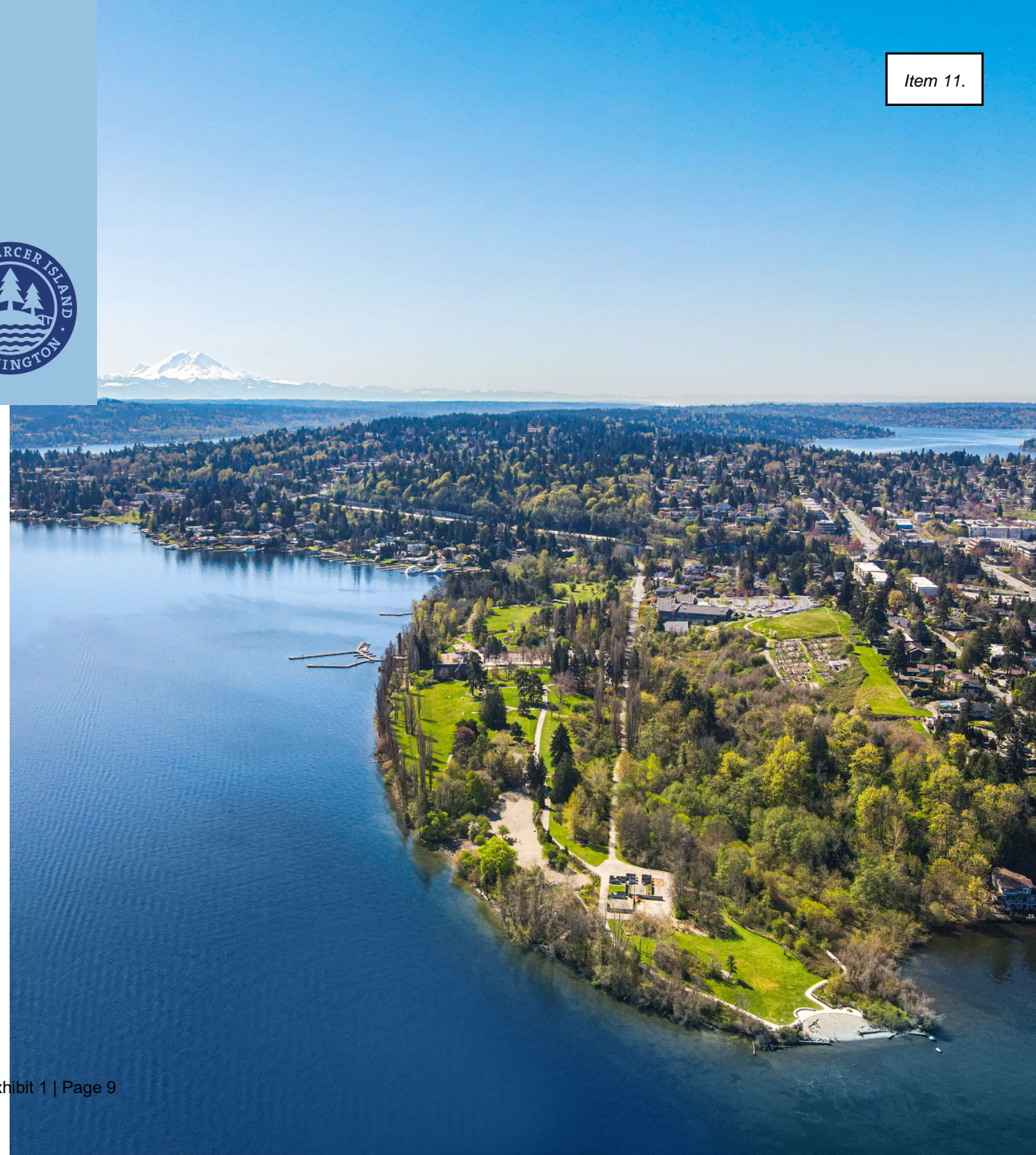
Item 11.



# City Hall Facility Review

City Council Study Session  
April 7, 2026

AB 6891



# Agenda

- Purpose
- Introduction to Mackenzie
- Project Introduction
- Executive Findings
- Building Assessment
  - Architectural
  - Structural
  - Mechanical & Plumbing
  - Electrical & Low Voltage
- Recommendation
- Next Steps



# Purpose

## Agenda Bill Summary

The purpose of this agenda item is to:

- Provide an overview of the existing City Hall building,
- Summarize facility assessment findings and outline anticipated renovation costs and challenges, and
- Seek City Council direction on whether to renovate the existing building or demolish and construct a new facility

Item 11.



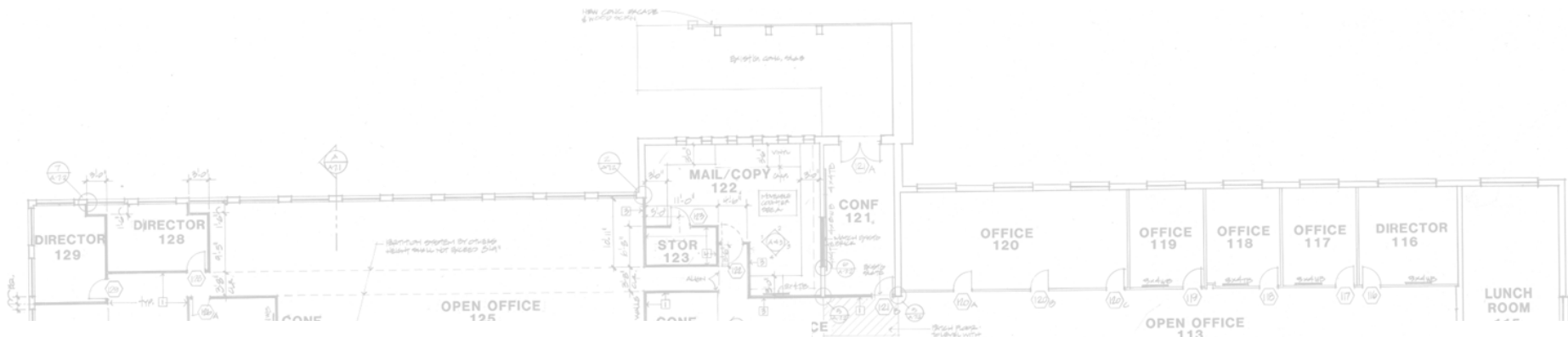
# MACKENZIE.

UNIFIED IN THE DELIVERY OF DESIGN EXCELLENCE  
SINCE 1965



# Project Introduction

## 1957 to Present



TODAY



1957

1966

1988

2023

2026

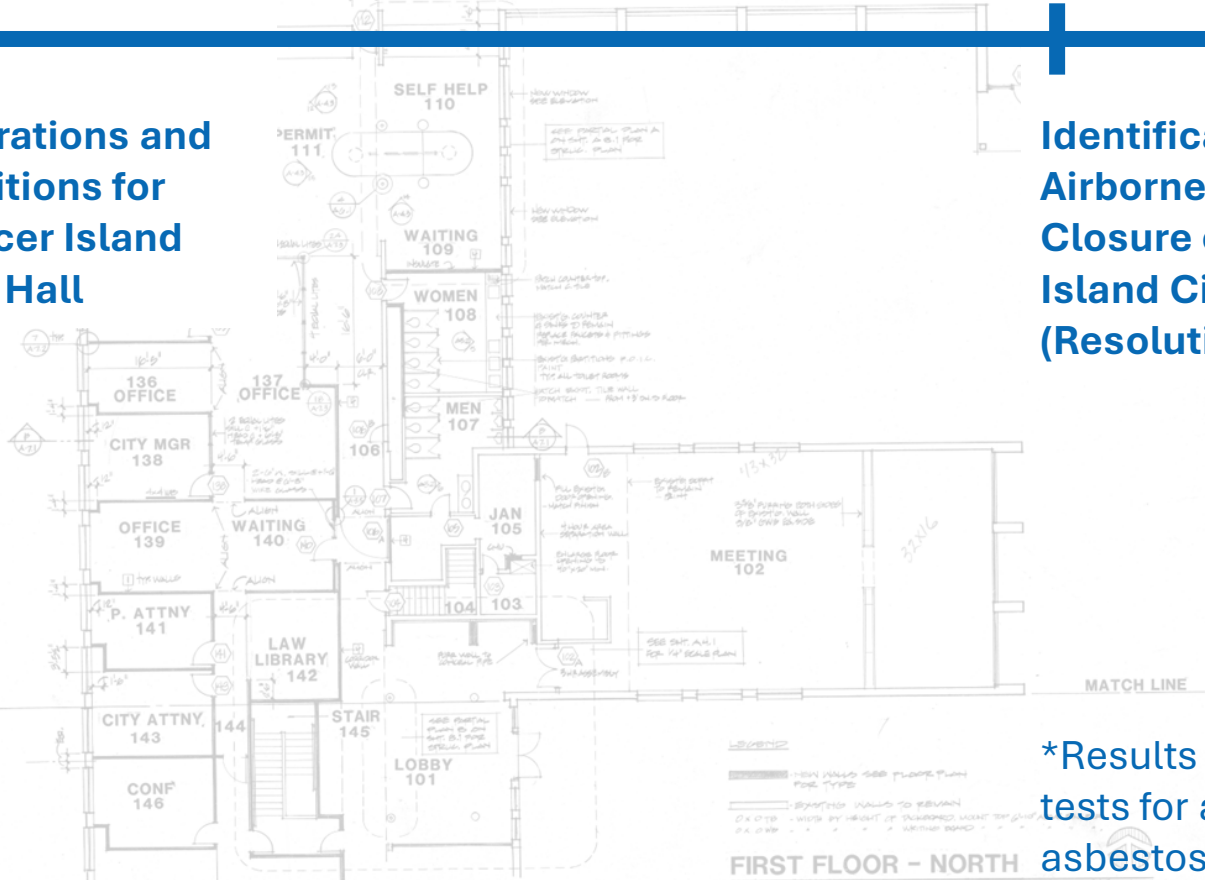
Built for Farmer's New World Life Insurance Company

Addition for Farmer's New World Life Insurance Company

Alterations and Additions for Mercer Island City Hall

Identification of Non-Airborne Asbestos\* & Closure of Mercer Island City Hall (Resolution No. 1650)

- WALL TYPE**
- 1. TYPICAL PARTITION TYPE 1 - 5/8" GNB ON EACH SIDE OF 3 5/8" STEEL STUDS AT 16" O.C. TO SUSPENDED CEILING WITH "L" METAL AT TOP.
  - 2. PARTITION TYPE 2 - ADD FULL BATT SOUND INSULATION TO THE STUD CAVITY OF TYPICAL PARTITION TYPE 1. PROVIDE ACOUSTIC SEALANT AT ALL PERIMETERS TOP AND BOTTOM.
  - 3. PARTITION TYPE 3 - ADD FULL BATT SOUND INSULATION ABOVE THE CEILING AND PARTITION TYPE 2. SOUND INSULATION BATTIS TO BE LAID 1'-0" TO EACH SIDE OF PARTITION.
  - 4. PARTITION TYPE 4 - 3 5/8" STEEL STUDS AT 16" O.C. UP TO UNDERSIDE OF FLOOR OR ROOF DECK, WITH 5/8" TYPE X GNB UP TO UNDERSIDE OF DECK ON BOTH SIDES. SEAL AT PENETRATIONS OF STRUCTURE, CONDUIT, COCKS, ETC.
  - 5. PARTITION TYPE 5 - 6" CMU REINFORCED AS NOTED ON DRAWINGS UP TO + 3'-4".
  - 6. PARTITION TYPE 6 - 6" CMU REINFORCE AS NOTED ON DRAWINGS UP TO UNDERSIDE OF ROOF DECK.



**LEGEND**

- NEW WALLS SEE FLOOR PLAN FOR TYPE
- EXISTING WALLS TO REMAIN
- WALLS BY HEIGHT OF DAMAGED WORK TOP OF WALL
- PARTIAL WALL

FIRST FLOOR - NORTH

\*Results of multiple tests for airborne asbestos were negative

# Mackenzie's Tasks

## Task: Existing Facility Conditions Assessment Consolidation

- Review collection of existing information completed over the past few years
- Conduct site visit to examine and verify existing reports against current conditions
- Prepare **additional** assessments:
  - Facility Condition
  - Structural Assessment
  - Mechanical/Electrical/Plumbing Supplemental Assessment

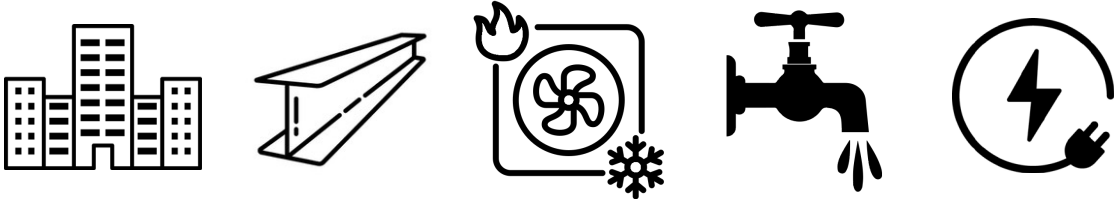
# Mackenzie's Tasks

## Task: Existing Facility Conditions Assessment Consolidation

- Prepare a **consolidated** building evaluation report:
  - **Executive summary** of general condition of the existing buildings
  - Summary of **structural** deficiencies
  - Summary of **mechanical, electrical, and plumbing** deficiencies
  - Summary of **building code and accessibility** non-conformance
  - **Cost estimate** capturing consolidated improvements, including hard and soft costs

# Executive Findings

A breakdown of the City Hall Building Assessment



# Estimated Total Project Cost

## Project costs for the renovation of the existing building

### Estimated Total Project Cost Range

(includes **Construction Costs** & anticipated **Owner Soft Costs**)

Note: All figures are escalated to a **Construction Midpoint of Q4, 2028**

#### Full Building Renovation & Seismic Upgrade

\$55,427,000 to \$57,407,000

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#### Additive Alternate 1

Complete space reconfiguration for a full Police & EOC occupancy

\$2,855,000 to \$2,957,000

#### Additive Alternate 2

Fencing for secure parking, automatic gates, and covered parking canopy

\$1,764,000 to \$1,827,000

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\$60,046,000 to \$62,191,000

# Key Deficiencies

Item 11.



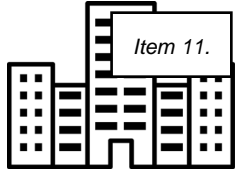
**Non-Airborne Asbestos**  
identified throughout  
the building



**Seismic deficiency** of the existing building  
structure + inability to meet Seismic  
Category IV requirements for essential  
facilities



Mechanical & electrical systems  
are at **end-of-service-life**



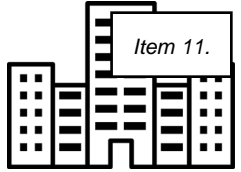
# Building Assessment

## Architectural

Analysis of the existing City Hall Architectural Systems

# Architectural

## Existing conditions



The existing City Hall building was constructed in 1957.

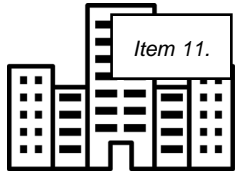
The building is Construction Type III-N (non-combustible).

The building is **not** equipped with an automatic sprinkler system.

The building is a two-story structure with a total building area of 34,737 square feet (SF).

The original occupancy classification of the building is B-2 (business) and A-3 (assembly). There are fire-rated door assemblies throughout the space, but overall fire separations between the spaces was not easily identified onsite.

# Architectural Deficiencies

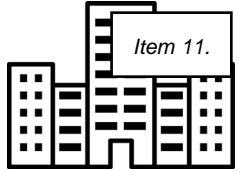


## Building life safety & egress not up to current building code standards:

- **No automatic sprinkler system**
- **No accessible egress pathway** at the Basement Level of the building
- **Fire separations** between occupancies unable to be verified and most-likely not compliant with current building code standards
- **Lack of signage** for wayfinding and emergency egress
- **Non-Airborne Asbestos** identified in several building elements listed below. If these elements were to break or become disturbed that would present additional challenges to occupancy:
  - Misc. vinyl flooring tile
  - Misc. mastic and residual black mastic
  - Fire-rated wood doors
  - Concealed pipe insulation
  - Window putty
  - Ductwork insulation and lining



# Architectural Deficiencies

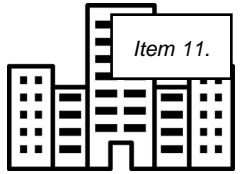


## Building envelope deficiencies and non-compliance with current energy code:

- **Moisture intrusion** at numerous existing CMU (concrete masonry unit) block walls and interior gypsum wallboard (typical interior) walls leading to **breakdown of wall construction**
- **Mildew, mold, and rust** along the exterior building facades
- Discoloration from **water damage** at ceilings throughout the building
- Flashing/weatherproofing of the window and door openings, wall joints, and roof edges **does not meet current standards** and is providing additional areas for water intrusion and leakage
- Overall, **under-insulated exterior wall and roof assemblies** which do not comply with current energy code standards

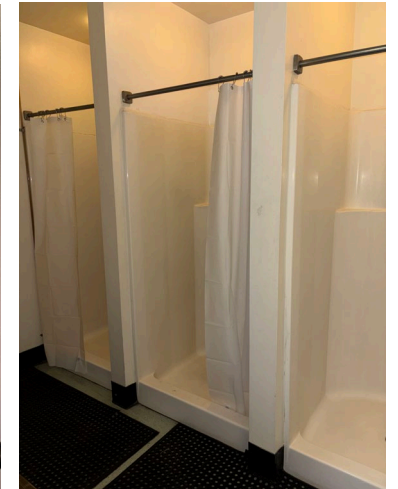
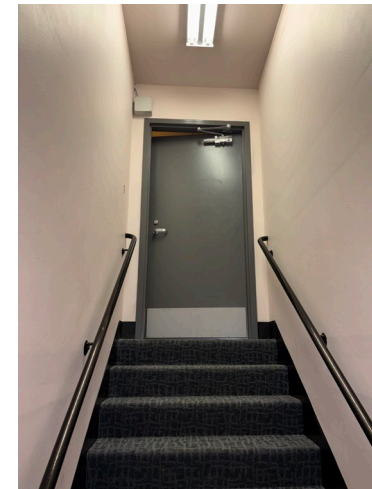
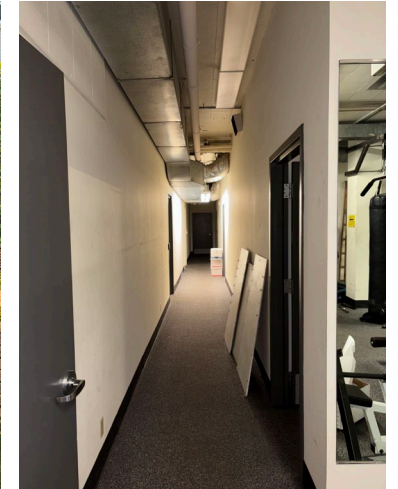
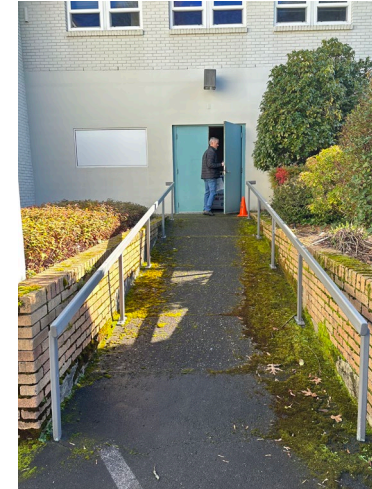


# Architectural Deficiencies

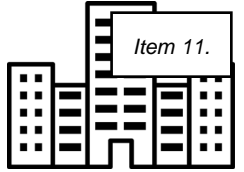


## Accessibility restrictions:

- Stairway treads and ramp slopes, landings, guardrails and handrails **do not comply** with current building code and accessibility standards
- **No accessible egress path** via elevator or wheelchair path to lower level
- **No ADA accessible toilets, showers, or lockers** which comply with current accessibility standards



# Architectural Renovation approach



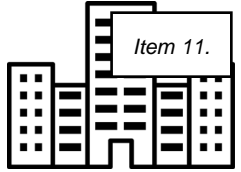
## **Building life safety & egress updates:**

- New automatic sprinkler system
- Abatement/removal of non-airborne asbestos materials
- Complete space reconfiguration for Police & EOC occupancy

## **Accessibility updates:**

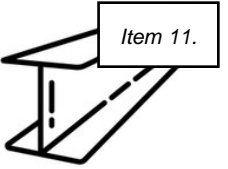
- Addition of an elevator and replacement of existing stairs and ramp
- Addition of ADA compliant restrooms and fixtures

# Architectural Renovation approach



## **Building envelope updates:**

- Full exterior enclosure replacement:
  - Waterproofing measures at basement walls
  - Wall framing improvements with rigid insulation; new windows, exterior doors, and flashing
  - New standing seam metal roofing with insulation



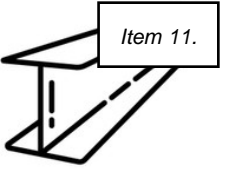
# Building Assessment

## Structural

Analysis of the existing City Hall Structural Systems

# Structural

## Existing conditions



### Gravity System:

- Steel roof trusses and corrugated metal roof deck
- Trusses bear on concrete masonry unit (CMU) walls, reinforcement unknown
- Foundation consists of shallow concrete footings

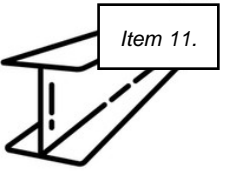
### Lateral System:

- Unreinforced masonry shear walls
- Metal roof deck serves as a flexible diaphragm

### Additional Systems:

- Interior masonry walls appear non-load bearing and not properly braced at top-of-wall = overturning potential
- Lower-level CMU bearing walls supporting assumed upper-level cantilevered concrete floorplate on all four sides
- Partial mechanical mezzanine in basement area, likely flat plate cast-in-place concrete and concrete columns

# Structural Deficiencies



## Seismic Deficiencies – structural components :

- Existing masonry shear walls are likely **not grouted or reinforced**
  - These shear walls do not provide enough capacity to meet the demands during a seismic event either for in-plane or out-of-plane forces
- Truss seats likely **do not provide adequate out-of-plane wall anchorage** for the top of masonry walls
- Unknown extent of fastening of the metal roof deck to the steel trusses and to adjacent sections of deck - these **connections may be overstressed** when subjected to earthquake forces
- Unlikely that roof construction can withstand diaphragm chord forces
- The type of connection(s) between the roof diaphragm and masonry shear walls make an **incomplete lateral load path**



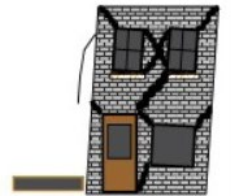
Operational



Immediate  
Occupancy

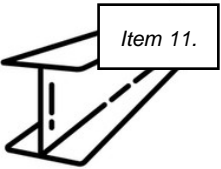


Life  
Safety



Collapse  
Prevention

# Structural Deficiencies



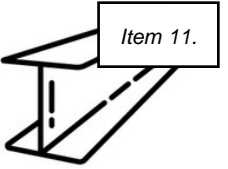
## Seismic Deficiencies – building layout:

- Building layout has multiple wings, each framed with perimeter shear walls, results in **reentrant corners**
- Each wing likely has different shear wall stiffnesses (based on wall length, thickness, aspect ratio) - this issue creates different sections of the building resulting in incompatible amounts of movement, **causing the building to tear apart** at these corner locations
- Northwest wing has a vertical offset irregularity where the shear wall is offset between the upper and lower levels - this offset indicates a **soft-story irregularity** for stiffness and/or strength of this wing
- Subject to slope stability, lateral spreading, and/or **liquefaction concerns**

**Table 17-3. Immediate Occupancy Basic Configuration**

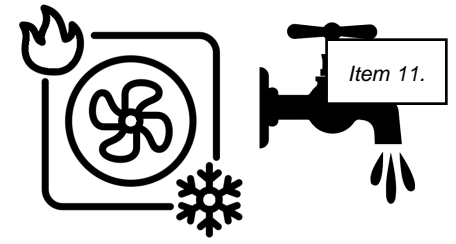
Status	Evaluation Statement	Tier 2 Reference	Commentary Reference
<b>Very Low Seismicity</b>			
<b>Building System—General</b>			
C NC N/A U	LOAD PATH: The structure contains a complete, well-defined load path, including structural elements and connections, that serves to transfer the inertial forces associated with the mass of all elements of the building to the foundation.	5.4.1.1	A.2.1.1
C NC N/A U	ADJACENT BUILDINGS: The clear distance between the building being evaluated and any adjacent building is greater than 0.5% of the height of the shorter building in low seismicity, 1.0% in moderate seismicity, and 3.0% in high seismicity.	5.4.1.2	A.2.1.2
C NC N/A U	MEZZANINES: Interior mezzanine levels are braced independently from the main structure or are anchored to the seismic-force-resisting elements of the main structure.	5.4.1.3	A.2.1.3
<b>Building System—Building Configuration</b>			
C NC N/A U	WEAK STORY: The sum of the shear strengths of the seismic-force-resisting system in any story in each direction is not less than 80% of the strength in the adjacent story above.	5.4.2.1	A.2.2.2
C NC N/A U	SOFT STORY: The stiffness of the seismic-force-resisting system in any story is not less than 70% of the seismic-force-resisting system stiffness in an adjacent story above or less than 80% of the average seismic-force-resisting system stiffness of the three stories above.	5.4.2.2	A.2.2.3
C NC N/A U	VERTICAL IRREGULARITIES: All vertical elements in the seismic-force-resisting system are continuous to the foundation.	5.4.2.3	A.2.2.4
C NC N/A U	GEOMETRY: There are no changes in the net horizontal dimension of the seismic-force-resisting system of more than 30% in a story relative to adjacent stories, excluding 1-story penthouses and mezzanines.	5.4.2.4	A.2.2.5
C NC N/A U	MASS: There is no change in effective mass of more than 50% from one story to the next. Light roofs, penthouses, and mezzanines need not be considered.	5.4.2.5	A.2.2.6
C NC N/A U	TORSION: The estimated distance between the story center of mass and the story center of rigidity is less than 20% of the building width in either plan dimension. This statement does not apply to buildings with flexible diaphragms.	5.4.2.6	A.2.2.7
<i>continues</i>			
<b>Table 17-3 (Continued). Immediate Occupancy Basic Configuration Checklist.</b>			
Status	Evaluation Statement	Tier 2 Reference	Commentary Reference
<b>Low Seismicity (Complete the Following Items in Addition to the Items for Very Low Seismicity)</b>			
<b>Geologic Site Hazards</b>			
C NC N/A U	LIQUEFACTION: Liquefaction-susceptible, saturated, loose granular soils that could jeopardize the building's seismic performance do not exist in the foundation soils at depths within 50 ft (15.2 m) under the building.	5.4.3.1	A.6.1.1
C NC N/A U	SLOPE FAILURE: The building site is located away from potential earthquake-induced slope failures or rockfalls so that it is unaffected by such failures or is capable of accommodating any predicted movements without failure.	5.4.3.1	A.6.1.2
C NC N/A U	SURFACE FAULT RUPTURE: Surface fault rupture and surface displacement at the building site are not anticipated.	5.4.3.1	A.6.1.3
<b>Tsunami Hazards</b>			
C NC N/A U	TSUNAMI: The building is not located within a Tsunami Design Zone as defined by ASCE 7 Chapter 6 or is located in a Tsunami Design Zone where the inundation depth per ASCE 7 Chapter 7 is less than 3 ft (0.9 m).	5.4.3.1	A.6.1.4
<b>Moderate and High Seismicity (Complete the Following Items in Addition to the Items for Low Seismicity)</b>			
<b>Foundation Configuration</b>			
C NC N/A U	TIES BETWEEN FOUNDATION ELEMENTS: For buildings supported on soils classified as Site Class D, DE, E, or F, the individual pile caps, piles, and piers are restrained by concrete beams or slabs adequate to resist seismic forces. For buildings supported on soils classified as Site Class E or F, individual spread footings are restrained by concrete beams or slabs adequate to resist seismic forces.	5.4.3.4	A.6.2.2
C NC N/A U	DEEP FOUNDATIONS: Piles that are required to transfer lateral and/or overturning forces between the structure and the soil shall have a positive connection between the piles and the pile cap, foundation mat, grade beam, or other element of the building foundation system. Cast-in-place and precast non-prestressed piles shall have a minimum longitudinal reinforcement ratio of 0.0025 and transverse reinforcing spaced at no more than 6 in (152.4 mm) within a distance of three times the pile diameter from the bottom of the pile cap. Precast prestressed piles shall have a minimum effective prestress of 400 psi and transverse reinforcing spaced at no more than 6 in (152.4 mm) within a distance of 20 ft (6 m) from the top of the pile.		A.6.2.3
C NC N/A U	SLOPING SITES: The exterior grade difference from one side of the building to another does not exceed one story in height.		A.6.2.4
Note: C = Compliant, NC = Noncompliant, N/A = Not Applicable, and U = Unknown.			

# Structural Renovation approach



## Seismic Remediation:

- Micropile deep foundations
- Supplemental footings for seismic upgrade
- Shotcrete of existing masonry shear walls with new reinforcement to increase the flexural and shear strength
- Reinforce joist seat connections to strengthen out-of-plane connection of existing masonry walls
- Adding new diaphragm fastening or replacing the metal roof deck to provide adequate diaphragm capacity
- New steel angles or channels welded between the trusses to act as diaphragm chord members
- Additional steel channels, wide flange shapes, etc. to act as collector elements



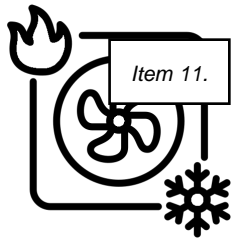
# Building Assessment

## Mechanical & Plumbing

Analysis of the existing City Hall Mechanical & Plumbing Systems

# Mechanical

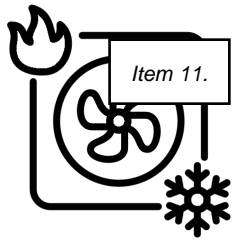
## Existing conditions



### General:

- The HVAC system consists of two supply air handling units (direct outside air ventilation only) and,
- An air-to-water heat pumps which are served by a two-pipe condenser system
- A boiler and a cooling tower tie into the condenser loop to act as a source of heat during cooler weather and a means of heat rejection during hotter weather
- Heat pumps recirculate and mix zone air with the ventilation air supplied by the air handlers. There is no central return air system for the air handlers, nor is there any means of heat recovery
- Exhaust is removed from the spaces via belt drive fans to maintain a relatively neutral pressure balance within the zones
- Supplemental relays on a mix of several split system heat pumps
- There is no central direct digital control system present; all the installed systems currently operate on standalone/package controls

# Mechanical Deficiencies

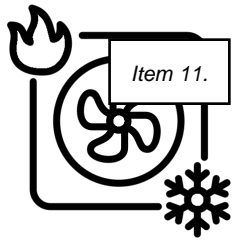


Generally, all the mechanical systems are at or nearing the end of their useful service life:

- The two primary air handlers appear to be original and are well past their useful service life
- The existing heat pump units are all at or nearing the end of their anticipated useful service life though they look to have likely been replaced or installed around the 2000's, rather than being original
- The boiler and cooling tower were likely installed or replaced at the same time as the heat pumps; nearing the end of their useful service life
- The pumps for the condenser loop are original to the loop



# Mechanical Deficiencies



## Non-airborne asbestos:

- Ductwork was found to **include asbestos** lining/insulation

## Installation errors:

- The hydronic piping serving all the heat pumps was installed in PVC. **PVC is not appropriate** for this type of installation and is showing signs of sagging/warping



# Mechanical

## Renovation approach

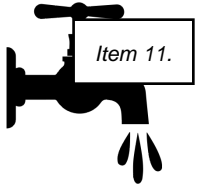


**Due to the near or at end-of-life condition observed for the majority of the systems AND the poor condition of the supporting infrastructure (piping and ductwork), it would not be recommended that any of these systems be retained for reuse as part of a renovation**

- Remove and install new mechanical systems that meet current energy code
- Remove and install new supporting infrastructure (piping and ductwork)
- Install direct digital control system for system control and monitoring

# Plumbing

## Existing conditions

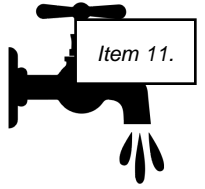


**Currently the facility is served by multiple electric tank-style water heaters, ground water sump pump and non-low flow fixtures.**

### **Existing fixture counts:**

- Basement:
  - Women's: 1 toilet fixtures, 1 lavatory, 3 showers
  - Men's: 2 toilet/urinal fixtures, 2 lavatories, 3 showers
- First floor:
  - Women's: 6 toilet fixtures, 7 lavatories
  - Men's: 12 toilet/urinal fixtures, 4 lavatories
  - Unisex: 2 toilet fixtures, 2 lavatories

# Plumbing Deficiencies



Generally, all the systems are at or nearing the end of their useful service life; additional concerns include:

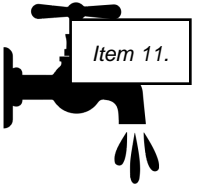
- **Inadequate number of plumbing fixtures** for occupancy of building
- There are **no accessible water closets/toilets, lavatories, showers, or lockers** which meet current ADA accessibility standards

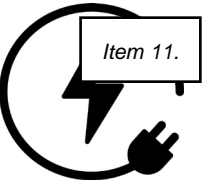


# Plumbing

## Renovation approach

- Replacement of the electric water heaters with heat pump technology
- Provide ADA accessible restrooms
- Provide additional plumbing fixtures to adequately serve occupancy of the building
- Install modern low-flow plumbing fixtures
- Replace ground water sump pump within basement level
- Wholesale re-piping of the domestic water system for programmatic changes





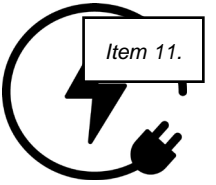
# Building Assessment

## Electrical & Low Voltage

Analysis of the existing City Hall Electrical & Low Voltage Systems

# Electrical

## Existing conditions



### **Main Electrical Service:**

- The facility is served by a 1200 Amp, 208Y/120V, 3-phase, 4-wire main service switchboard located in the basement electrical room. The service is fed from an exterior pad-mounted utility transformer. The switchboard appears to be original to the 1988 renovation.

### **Distribution Panels and Feeders:**

- The facility contains multiple 208/120V branch circuit panelboards distributed throughout the building. The panels and associated breakers appear to date back to the 1988 renovation.

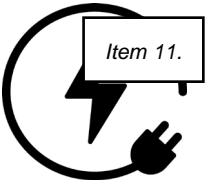
### **Emergency Power System:**

- 100 kW outdoor diesel generator & 800 Amp Automatic Transfer Switch (ATS) located in the main electrical room

### **Lighting System & Controls:**

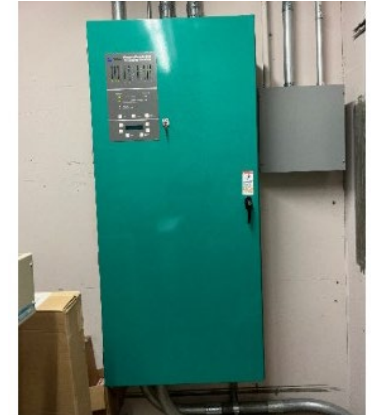
- Lighting systems consist primarily of fluorescent fixtures and incandescent sources. Lighting controls appear limited and do not reflect modern energy management practices.

# Electrical Deficiencies

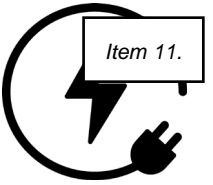


Generally, all the systems are at or nearing the end of their useful service life; major power system concerns include:

- Aging protective devices and bus components
- Limited availability of replacement parts
- Increased probability of failure due to age
- Absence of modern monitoring and metering capabilities
- Elevated arc flash risk relative to modern equipment
- Breaker failure under fault conditions
- Nuisance tripping
- Obsolete breaker models with limited availability
- Inaccurate or outdated panel schedules
- Limited spare capacity



# Electrical Deficiencies



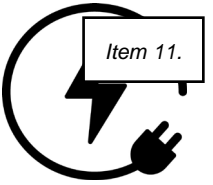
## Lighting system deficiencies:

- **Non-compliance** with current Washington State Energy Code
- Aging ballasts and **lamp failures**
- Reduced lighting quality
- **High energy consumption** lighting fixtures
- Lack of occupancy and daylight controls



# Low Voltage

## Existing conditions



### **Low Voltage Systems:**

- The Local Area Network (LAN) system appears to be in fair condition
- The Main Distribution Frame (MDF) room equipment is in good condition and continues to support the City's central data systems

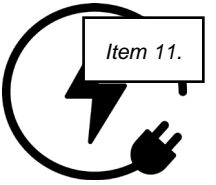
### **Access Control and Surveillance Systems:**

- Electronic access control and video surveillance systems are installed and operational

### **Fire Alarm system:**

- The facility is equipped with a Potter PFC 6200 addressable fire alarm system

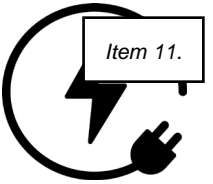
# Low Voltage Deficiencies



**Generally, the low voltage, access control, and fire alarm systems are in fair condition, but some concerns include:**

- Cabling category compliance
- Backbone capacity
- Redundancy and resiliency
- Main Distribution Frame (MDF) cooling and power sufficiency
- A security systems audit is recommended to evaluate modernization opportunities and integration with future infrastructure improvements

# Electrical & Low Voltage Renovation approach



**The electrical infrastructure at the City Hall / Police Station facility is largely at or beyond its intended service life, particularly the primary power distribution systems dating from the 1988 renovation. Renovation work required:**

- Full replacement of branch panelboards is recommended
- Feeder conductors should be evaluated and replaced where insulation condition or capacity limitations are identified
- Updated panel schedules and labeling should be provided as part of modernization
- Generator replacement should be planned within approximately five years, with evaluation of increased capacity for resiliency
- The ATS may remain in service if compatible with replacement equipment
- A comprehensive LED retrofit is recommended. The upgrade should include occupancy sensors, daylight controls where applicable, and improved lighting levels in operational police areas
- A security systems audit is recommended to evaluate modernization opportunities and integration with future infrastructure improvements

# Building Assessment Summary

- **Architectural** - building & life safety non-compliance, energy code non-compliance, lack of accessibility
- **Structural** - seismic deficiencies
- **Mechanical** – non-airborne asbestos materials, installation errors, energy code non-compliance, systems are at or nearing the end of their useful service life
- **Plumbing** - inefficient fixtures, energy code non-compliance, systems are at or nearing the end of their useful service life
- **Electrical** - energy code non-compliance, systems are at or nearing the end of their useful service life
- **Low Voltage** – outdated systems, non-compliance with current codes, lack of capacity & resiliency

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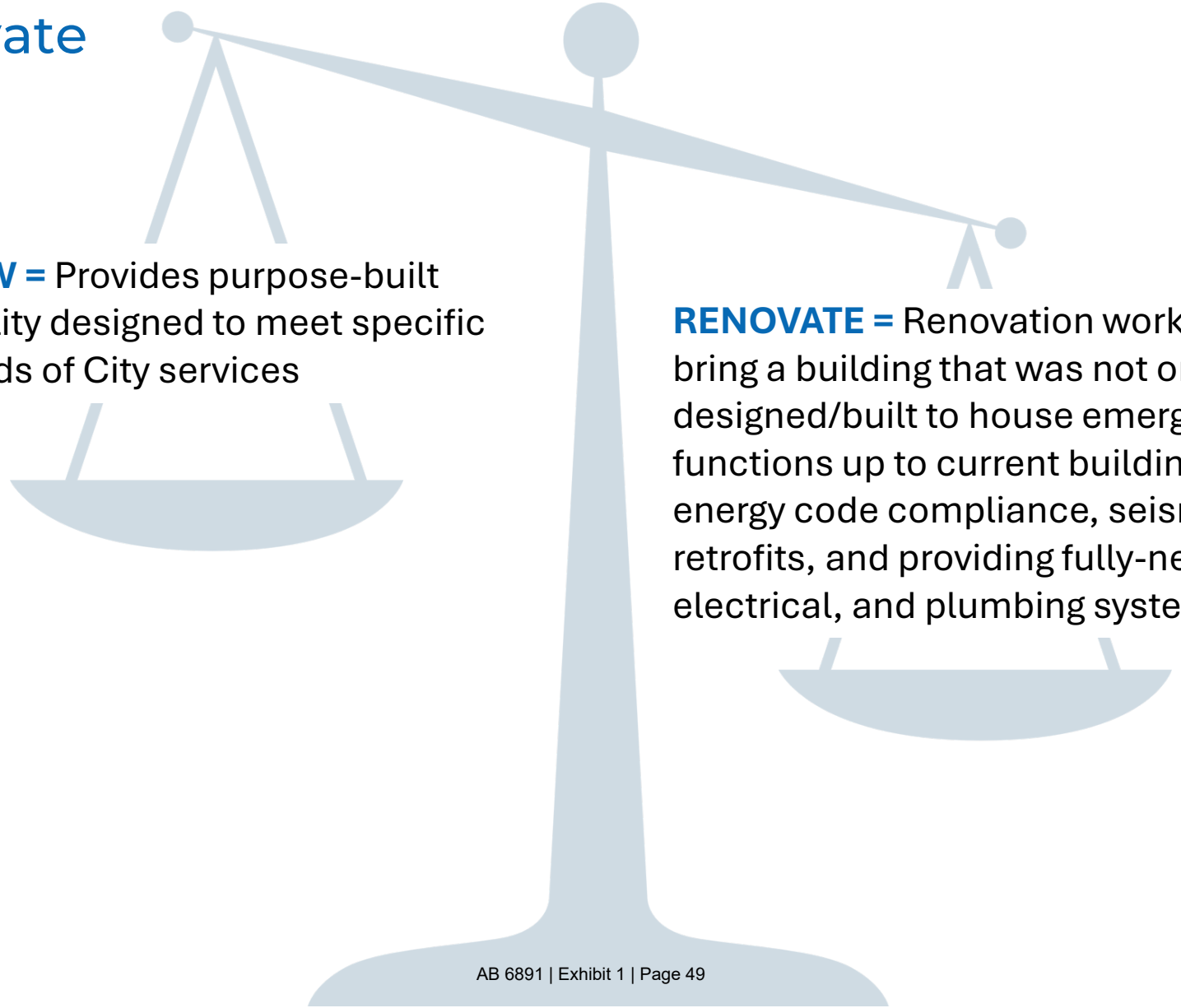
\$60,046,000 to \$62,191,000

# Recommendation

Findings based recommendation for the existing City Hall

# Considerations

## New vs Renovate



**NEW** = Provides purpose-built facility designed to meet specific needs of City services

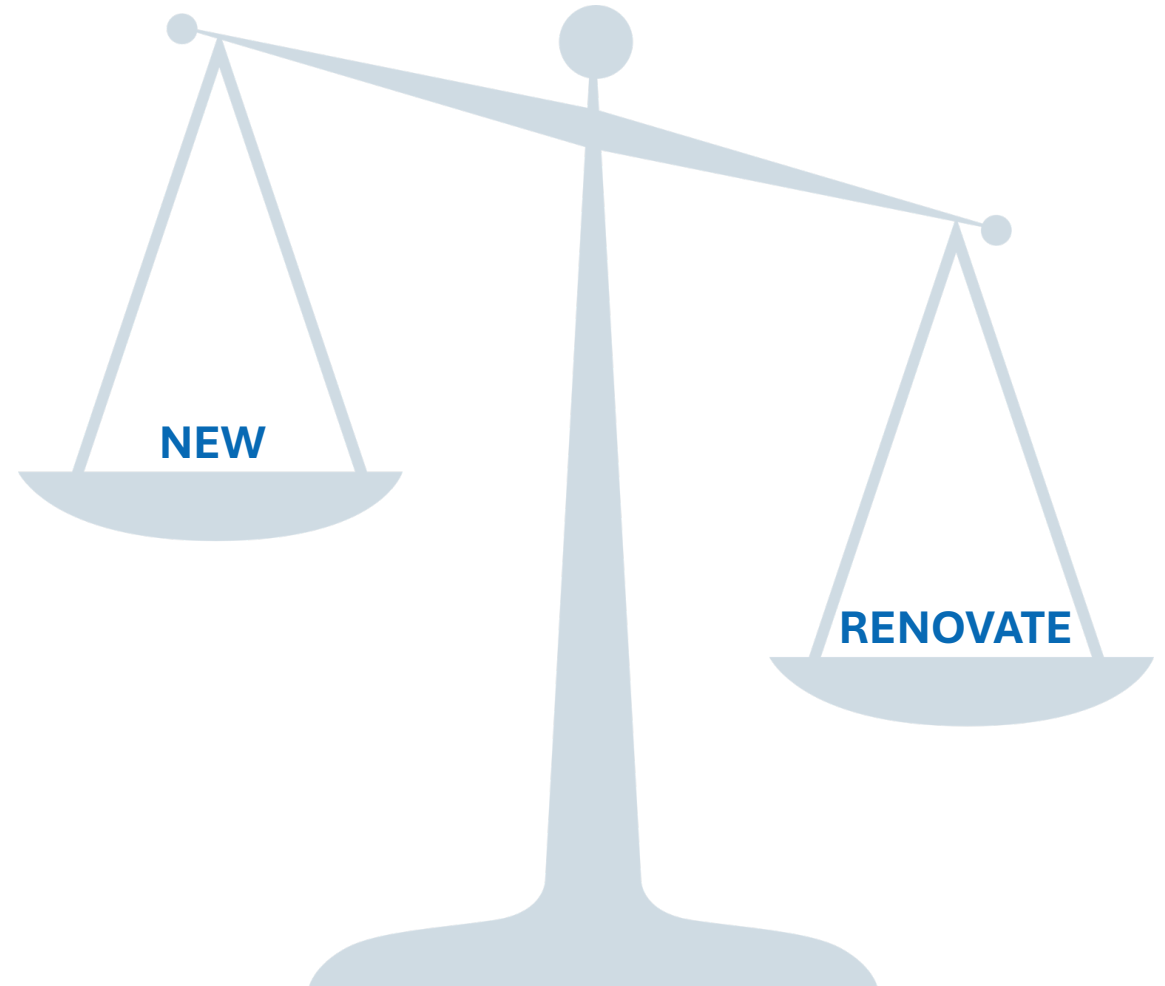
**RENOVATE** = Renovation work required to bring a building that was not originally designed/built to house emergency response functions up to current building code and energy code compliance, seismic category IV retrofits, and providing fully-new mechanical, electrical, and plumbing systems.

## Recommended Action

Based on the cost estimate to fully renovate City Hall, which confirms previous findings, the City Manager is recommending demolition of the City Hall facility.

## Recommended Motion

Direct the City Manager to prepare a demolition plan for City Hall and return to the City Council for review and approval.



# Next Steps

## Future Discussions

# Next Steps

## Future Discussions

- The next presentation to the City Council will include information on the Public Works Building condition assessment, an update on the recently completed seismic work, and follow-up discussions on replacement or renovation.
- The project team is also working on the assessment and space planning for the newly acquired 9655 Building, which will also be discussed with the City Council at a future meeting.
- This additional information and analysis will support ongoing facility planning discussions with the City Council.



# Questions?



**BUSINESS OF THE CITY COUNCIL  
CITY OF MERCER ISLAND**

**AB 6903  
April 7, 2026  
Regular Business**

**AGENDA BILL INFORMATION**

<b>TITLE:</b>	AB 6903: 2027-2032 Transportation Improvement Program (TIP) Preview and Public Hearing	<input checked="" type="checkbox"/> Discussion Only <input type="checkbox"/> Action Needed: <input type="checkbox"/> Motion <input type="checkbox"/> Ordinance <input type="checkbox"/> Resolution
<b>RECOMMENDED ACTION:</b>	Receive comments from public hearing and provide feedback to staff.	

<b>DEPARTMENT:</b>	Public Works
<b>STAFF:</b>	Jason Kintner, Chief of Operations Matt Mornick, Finance Director Kellye Hilde, Deputy Public Works Director Clint Morris, Interim Public Works Director Rebecca Corigliano, Transportation Engineer Ian Powell, Street Engineer
<b>COUNCIL LIAISON:</b>	n/a
<b>EXHIBITS:</b>	1. Summary of Public Comments Received Prior to March 19 2. Street Fund (110) Six-Year Forecast 3. Detail of Proposed TIP Expenditures 2027-2032 4. Project Descriptions 5. Map of Proposed Roadway and PBF Improvements 6. Map of Mercer Way Shoulder Improvements
<b>CITY COUNCIL PRIORITY:</b>	3. Make once-in-a-generation investments to update and modernize aging infrastructure, capital facilities, and parks.

<b>AMOUNT OF EXPENDITURE</b>	\$ n/a
<b>AMOUNT BUDGETED</b>	\$ n/a
<b>APPROPRIATION REQUIRED</b>	\$ n/a

**EXECUTIVE SUMMARY**

The purpose of this agenda item is to conduct a public hearing on the 2027-2032 Transportation Improvement Program (TIP) and for the City Council to provide feedback on the draft TIP.

- RCW 35.77.010 requires cities to formally adopt a TIP annually and submit it to Washington State Department of Transportation (WSDOT) and the Puget Sound Regional Council (PSRC) by July 1.
- The 2026-2031 TIP was adopted by the Council on June 17, 2025.
- The public comment period to solicit community input on the updated 2027-2032 TIP is January 13 to April 21, 2026. Exhibit 1 summarizes feedback received as of the City Council April 7, 2026 agenda packet publication.

- A public hearing is scheduled for the April 7, 2026 City Council Meeting and will be continued to the May 5 meeting, when the City Council is scheduled to adopt the TIP.
- TIP-defined transportation projects will be integrated into the City's Capital Improvement Program (CIP). Exhibit 2 outlines the associated six-year forecast and 2027–2028 budgetary actions. Once the City Council approves the biennial budget this year, funding will be appropriated for the 2027–2028 biennium.
- Exhibits 3 and 6 outline the estimated costs, overall description, and location for each transportation-focused capital project within the six-year TIP period. An update on the status of current construction projects will be included in the staff presentation to City Council.

Staff will incorporate City Council feedback and return at the May 5, 2026 City Council Meeting for continuation of the Public Hearing and adoption of the 2027-2032 TIP.

## BACKGROUND

The Six-Year TIP is a planning tool used to identify specific projects that serve to maintain, preserve, and maximize use of the existing roadway and pedestrian/bicycle facility network. The TIP balances revenues and expenditures within the Street Fund through programming and phasing project design and construction over a six-year period.

RCW 35.77.010 requires cities to formally adopt a TIP annually and submit it to WSDOT and the PSRC by July 1st. A public hearing on the draft TIP as part of the City Council meeting is a requirement of State law. Once adopted, transportation-focused capital projects are included in the City's Capital Improvement Program (CIP), which the City Council reviews and adopts during the biennial budget process.

The TIP also coordinates underground utility improvements in conjunction with roadway projects. By synchronizing these efforts, the City achieves reduced overall costs and public disruption by avoiding the need to reopen the same roadway for separate utility and surface improvements. Furthermore, all arterial street and pedestrian and bicycle facility (PBF) projects must be included in the TIP to be eligible for State and Federal funding.

The draft 2027-2032 TIP is an update of the 2026-2031 TIP ([AB 6711](#)) adopted by the City Council in June 2025. Individual projects and programs are combined, where feasible, to create economies of scale for construction. The draft TIP includes transportation improvements in the following categories:

- A. Residential Street Preservation Program
- B. Arterial Street Improvements
- C. New Pedestrian and Bicycle Facilities (PBF)
- D. Other TIP-related projects

At the April 7, 2026 City Council meeting, the Council will conduct a public hearing on the draft 2027-2032 TIP and provide feedback to staff to guide development of the final TIP. An updated version of the 2027-2032 TIP will be presented for review and adoption at the May 5, 2026 City Council meeting.

## ISSUE/DISCUSSION

### PUBLIC COMMENTS

The 2026 TIP public comment period runs for fourteen weeks from January 13 to April 21, 2026. Notices advertising the opportunity for public comment were posted on the City's website, in the Mercer Island Reporter, in the City's weekly newsletter (MI Weekly), and on [Let's Talk](#). Additional information is available on the City's TIP webpage at <https://www.mercerisland.gov/tip>. Let's Talk and the City's TIP webpage provide users with access to TIP maps, FAQs, and related information to learn more about the TIP process and to submit comments online.

Prior to this agenda bill's publication, 32 public comments were received. These comments are summarized in Exhibit 1. Staff will continue to review, log, and consider all public comments submitted between now, the April 7, 2026 public hearing, and the end of the 58-day public comment period on April 21, 2026.

### STREET FUNDING

The Street Fund is a restricted fund that accounts for revenues and expenditures for the maintenance, preservation, and construction of improvements related to the City's transportation network. Street Fund revenues support transportation-focused capital improvements outlined in the TIP.

Exhibit 2 is the latest six-year Street Fund financial forecast. It outlines anticipated expenditures associated with TIP capital projects, revenues restricted by state law or local policy to support these improvements, and the year-over-year financial impact to complete this work through 2032.

Resources that fund TIP projects include:

1. Real Estate Excise Taxes (REET-2) Revenues
2. Mercer Island Transportation Benefit District
3. State Grants (when available)
4. State-shared Motor Vehicle Fuel Taxes (MVFT)
5. State-shared Multimodal Transportation Fees
6. Transportation Impact Fees
7. Tree Replacement Fees
8. Interfund Transfers (Utility improvements within street projects)

### Real Estate Excise Taxes (REET) Revenues

REET is a 0.5% tax paid on the sale or transfer of real estate (land and buildings) paid by the seller at the time of sale. Mercer Island imposes two 0.25% taxes on property transactions – REET-1, the "first quarter percent," and REET-2, the "second quarter percent." Passed in 2025, [HB 1791](#) modified state statutes addressing the use of local REET revenues on capital investments. The new law expands eligible uses of REET tax revenues on any public infrastructure project, parks, and affordable housing.

Per the City's current budget policy, all REET-1 revenues go to the Capital Improvement Fund to fund capital improvements including parks, open space, and public building maintenance projects. REET-2 revenues are split with ten percent being directed to the Capital Improvement Fund and the remaining 90 percent committed to the Street Fund for construction and maintenance of streets, pedestrian, and bicycle facilities.

## **Mercer Island Transportation Benefit District**

City Council adopted [Ordinance No. 14C-11](#), which directs annual vehicle license fees collected under the Transportation Benefit District (TBD) to support the operation, preservation, and maintenance of principal arterials, high-capacity transportation, and/or public transportation on the island. Street right-of-way maintenance and operations, and arterial street improvements are the kind of projects typically funded with vehicle license fees.

### **Grants**

In 2023, staff secured a U.S. Department of Transportation (USDOT) Safe Streets and Roads for All (SS4A) grant in the amount of \$160,000 to develop a Transportation Action Plan in 2027-2028. Once developed, the Transportation Action Plan will serve as a building block to improve roadway safety. It will also allow staff to apply for implementation, planning, or demonstration grants based off the Plan's projects and strategies that address roadway safety problems. In 2024, staff secured a SS4A supplemental planning grant in the amount of \$320,000 to update the Pedestrian and Bicycle Facilities (PBF) Plan in 2026-2027. Ultimately, the PBF Plan will inform and support the Transportation Action Plan.

In 2024, staff secured a Transportation Improvement Board (TIB) grant in the amount of \$850,000 to design and construct the Island Crest Way Shared Use Path Phase 1 in 2026-2027. Staff may continue to pursue TIB funds for additional Island Crest Way Corridor Improvement (90.20.0013) project elements.

Staff are currently pursuing WSDOT's Pedestrian Bicycle Program (PBP) grant for the Aubrey Davis Mountains to Sound Trail Lighting (90.25.0008) project. Funding is available for 2027-2029 projects that aim to improve pedestrian and bicyclist safety and mobility. This project may only proceed if staff secures grant funding.

Staff also plan to pursue WSDOT's Safe Routes to School (SRTS) grant in 2028 to improve safety and mobility for children by providing safe walking and bicycle routes to school. Projects that may be eligible for Safe Routes to School funding in Exhibit 3 include 84<sup>th</sup> Avenue SE Pedestrian Improvements (90.20.0025), 78<sup>th</sup> Avenue SE Sidewalk Improvements (90.20.0029), Mercerwood Drive Pedestrian Improvements (90.20.0030), Island Crest Way Crosswalk Enhancement (90.20.0031), and 92<sup>nd</sup> Avenue SE Sidewalk Improvements (90.20.0043).

### **State-shared Motor Vehicle Fuel Taxes (MVFT)**

MVFT is a fixed tax, currently making up ~~49.4 cents~~ 55.4 cents of the per gallon price of gasoline, diesel, and other fuels. Effective July 1, 2025, SB 5801 increased fuel taxes by \$0.06 per gallon and special fuel taxes by \$0.03 per gallon. Beginning July 1, 2026, fuel taxes will increase by 2%. July 1, 2027, the special fuel tax is increased by an additional \$0.03 per gallon and beginning July 1, 2028, the increase will be 2% annually.

The tax is not based on the dollar amount of the fuel, but rather on the volume of fuel sold. Hence, there is no revenue benefit from higher gas prices. The state shared revenue is distributed based on population and other set allocation methods.

MVFT is to be spent on salaries and wages, materials, supplies, equipment, purchase or condemnation of right-of-way, engineering or any other proper highway or street purpose in connection with the construction, alteration, repair, improvement, or maintenance of city streets, bridges, viaducts, or underpasses. The share of the motor vehicle fuel tax distributed to the City of Mercer Island is projected to decline over time.

### State-shared Multimodal Transportation Fees

Like MVFT, Multimodal Transportation funds are a state shared revenue. Distributions are shared equally between cities and counties. The City portion is made on a per capita basis. In general, Mercer Island's population grows at a slower rate than surrounding cities, so this revenue is projected to remain relatively flat over time.

### Transportation Impact Fees

Washington State law (RCW 82.02.050) specifies that Transportation Impact Fees are to be spent on "system improvements", which can include physical or operational changes to existing roadways, as well as new roadway connections. These are generally projects that add capacity (new streets, additional lanes, widening, signalization, etc.), but can also include bicycle, pedestrian, and transit-supportive projects that provide capacity for future growth and are within the right of way of 'streets and roads' as defined by the Growth Management Act.

Past practice with funding transportation infrastructure improvements has been to utilize the more restrictive resources in the Street Fund – such as transportation impact fees – before using the less restrictive resources (such as REET-2 or revenues from the State's Motor Vehicle Fuel Tax).

### Tree Replacement Fee

Per [MICC 19.10.070\(C\)](#), this fee-in-lieu is a payment made by developers when they cannot meet required tree-retention or replacement standards on-site. These funds serve as a "substitution" for physical trees and are restricted to urban forestry projects, such as planting new trees or maintaining the existing canopy in other locations.

### Interfund Transfers

Interfund transfers are the shift of resources from utility funds into the Street Fund. In capital construction, they represent a revenue allocation where a utility fund (e.g., the "originating fund") provides its share of a multi-objective project's cost to the Street Fund (e.g., the "receiving fund"). This ensures that different project costs tied to utility upgrades are attributed to the specific infrastructure being improved when a street overlay project is completed.

## PROGRAM ELEMENTS

Below are descriptions of TIP categories which follow the same order as the Detail of Expenditures in Exhibit 2. The proposed TIP projects fall under two main categories: "Preservation & Maintenance Projects" and "New Construction Projects." The Capital Improvement Program includes a budget policy that prioritizes capital reinvestment projects (preservation & maintenance) over capital facilities projects (new facilities). Staff utilize this policy when prioritizing projects in the TIP to maintain a positive Street Fund balance. Refer to the [City's website](#) for more information about the Street Resurfacing Program and how streets are prioritized. For specific project descriptions, refer to Exhibit 4. For a map of these projects, refer to Exhibit 5.

### Preservation & Maintenance Projects

#### Residential Street Preservation Program

This program restores and resurfaces the City's 58.2 miles of public residential streets on an approximate 35- to 40-year cycle. During the last 15 years, over 13 miles of residential streets have been resurfaced with a Hot Mix Asphalt ("HMA") overlay and 2.8 miles have been resurfaced with a chip seal. This combined 19.6 miles

accounts for almost 34% of the residential street network. The residential program also improves substandard streets in public right-of-way at the rate of roughly one per biennium, as the need arises. Selection and timing of residential resurfacing work is based on Pavement Condition Index (“PCI”) ratings performed every three years, as well as planned water, sewer, and storm drainage utility work. The most recent PCI ratings were collected in September 2025.

### Arterial Street Improvements

This category provides preservation and improvement of the City’s 25.4 miles of arterial streets on an approximate 25- to 30-year cycle. This includes the 2.6 miles of Town Center arterial streets. Over the last 15 years, approximately 10 miles of arterial roadways (nearly 40%) have been resurfaced. Project priorities are based on PCI, the need for underground utility improvements, condition of pedestrian and bicycle facilities, and timing of other large projects. These projects incorporate reinvestment in existing pedestrian and bicycle facilities. Residential street overlays are linked when feasible to arterial street projects to create an economy of scale. In the next six years, resurfacing projects are planned on portions of North, West, and East Mercer Ways as well as SE 27<sup>th</sup> Street, 76<sup>th</sup> Avenue SE, 78<sup>th</sup> Avenue SE, and SE 24<sup>th</sup> Street.

The Arterial Preservation Program extends the lifespan of arterial streets by proactively addressing isolated pavement failure areas. Techniques include crack sealing, square cut patching, and full-lane-width grinding and repaving.

### **New Construction Projects**

#### Pedestrian and Bicycle Facilities (“PBF”)

This category improves and adds to the pedestrian and bicycle facilities network. Specific projects are based primarily on those identified in the [2010 PBF Plan](#), with input from the community and the School District. PBF “reinvestment” projects, such as asphalt overlays of existing pedestrian paths adjacent to arterial street improvements, are not included in this category. Rather, they are included in the scopes of their associated arterial street improvement projects. This category also includes ongoing program funding to implement smaller scale PBF improvements and Americans with Disabilities Act (ADA) compliance improvements guided by the [ADA Transition Plan](#).

The Roadside Shoulder Development Program was established in 2002 to create new paved shoulders suitable for pedestrian and bicycle use on the Mercer Ways. Since that time, numerous phases of work have been completed. Exhibit 6 shows the status of the Roadside Shoulder Development Program. Since 2003, the City has constructed at least one shoulder project per biennium. The East Mercer Way Roadside Shoulders Phase 11 project scheduled for 2027 will complete the Roadside Shoulder Development Program, for a lifetime program cost of approximately \$5.3 million.

#### Transportation Improvements Program (TIP) Other

This category covers transportation projects outside the scope of residential street preservation, arterial improvements, and pedestrian/bicycle facilities (PBF). It includes studies, plan updates, standard details, and various roadway, parking, or non-motorized projects.

### **Capital Project Management**

In prior years, staff costs for capital project management were included in each project’s overall costs as outlined in the TIP. With the transition to the City’s new financial accounting software, staff are no longer

accounting for project management costs at the project level, but rather at the fund level. This is reflected in reduced proposed expenditures in Exhibit 3.

### **Street Operations**

Many day-to-day operating expenses that are not associated with the TIP are also accounted for in the Street Fund. These include operating supplies, staff time unrelated to capital projects, and administrative overhead to operate and maintain public streets, pedestrian, and bicycle facilities. These operating expenses are tracked in this expenditure category of the Street Fund.

### **NEW PROJECTS AND CHANGES TO CONSIDER FROM THE PREVIOUS TIP**

The following is a summary of the noteworthy changes incorporated into the draft 2027-2032 TIP. Refer to Exhibit 4 for project descriptions in the draft 2027-2032 TIP.

#### Water Supply Line Replacement

In April 2024, the Seattle Public Utilities (SPU) water supply line showed evidence of leaking near SE 40<sup>th</sup> Street and 95<sup>th</sup> Court SE. Repairs were successfully completed by SPU in 2024, and a Water Supply Pipeline project was included in the 2025-2026 Capital Improvement Program budget (90.40.0032). The Water Supply Pipeline project constructs approximately 5,000 feet of new City-owned 24-inch water pipeline starting on the Boat Launch Access Road, proceeding northward along East Mercer Way, then west along SE 36<sup>th</sup> Street, up Gallagher Hill Road, and then east along SE 40<sup>th</sup> Street to 92<sup>nd</sup> Avenue.

Pedestrian and Bicycle Facilities projects impacted by the new Water Supply Pipeline work include Gallagher Hill Road Sidewalk Improvements (90.20.0009) and SE 40<sup>th</sup> Street Sidewalk Improvements (90.20.0006). During last year's update to the TIP, staff anticipated construction to begin in late 2025. Now further along in the design process, construction is planned to begin in late Spring 2026. Therefore, staff reprogrammed construction of Gallagher Hill Road and SE 40<sup>th</sup> Street Sidewalk Improvements to 2027, which aligns with completion of the Water Supply Pipeline.

Arterial Street Overlay projects on SE 36<sup>th</sup> Street (previously project 90.20.0023 in the 2025 TIP update), Gallagher Hill Road (previously project 90.20.0008 in the 2025 TIP update) and SE 40<sup>th</sup> Street (previously project 90.20.0010 in the 2025 TIP update) were removed from the TIP project list, as they will be budgeted through the Water Fund as restoration following the water improvements.

#### Puget Sound Energy Work in the Town Center

In early 2026, staff were informed of upcoming Puget Sound Energy (PSE) underground power work in the Town Center. The PSE project will trench and install underground power conduit along SE 27<sup>th</sup> Street, where an overlay was planned for 2026 (90.20.0014). Staff are postponing this overlay project, along with nearby overlay work at 76<sup>th</sup> Avenue SE and North Mercer Way (90.20.0017) to occur in 2027, allowing PSE underground work to be completed prior to the resurfacing.

#### Project Timeline and Budget Adjustments to Stabilize Street Fund

Staff propose adjusting several project timelines and budgets to prioritize certain capital improvements within the City's limited Street Fund resources in 2027 and 2028 as well as to balance investments over the six-year planning period.

Current Pavement Condition Index (PCI) data collected in 2025 support this timeline delay, as the City-wide overall average score has increased since data was last collected in 2022 (PCI data results are discussed later in this agenda bill). Projects impacted by budget reductions will require staff to reduce the scope of work. Projects with timeline and budget adjustments are as follows:

- Residential Street Resurfacing (90.20.0001): Annual program budget reduced by \$100,000 for all six years (2027-2032).
- ADA Transition Plan Implementation (90.20.0003): Annual program budget reduced by \$50,000 for all six years (2027-2032).
- North Mercer Way Overlay & Sidewalk Improvements (90.20.0015 and 90.20.0034): Construction moved from 2027 to 2029.
- 78<sup>th</sup> Avenue SE Sidewalk Improvements (90.20.0007): Construction moved from 2027 to 2030.
- 81<sup>st</sup> Avenue SE Sidewalk Improvements (90.20.0020): Construction moved from 2027 to 2029.
- West Mercer Way Overlay (90.20.0021): Construction moved from 2029 to 2030.
- 78<sup>th</sup> Avenue SE Overlay & Sidewalk Improvements (90.20.0026 and 90.20.0029): Construction moved from 2030 to 2031.
- SE 24<sup>th</sup> Street Overlay & Sidewalk Improvements (90.20.0027 and 90.20.0028): Construction moved from 2030 to 2031.
- 77<sup>th</sup> Avenue SE Channelization Upgrades (90.20.0022): Design moved from 2030 to 2031.
- Island Crest Way Corridor Improvements (90.20.0013): Construction moved from 2030 to 2031.
- SE 27<sup>th</sup> Street Sidewalk Improvements (90.20.0032): Construction moved from 2030 to 2031.
- West Mercer Way Overlay (90.20.0033): Construction moved from 2031 to 2032.

### Emerging Needs

Staff added two new projects to the TIP project list based on emerging needs of the City as well as partner public agencies. Brief project descriptions are provided below (see Exhibit 4 for complete project descriptions):

- Street Standard Details (90.20.0042): Identified by staff as a priority for upcoming planning and design efforts, this project will establish standard details to ensure all infrastructure aligns with City goals. Street Standard Details – often called "Standard Plans" or "Standard Drawings" – are the technical "blueprints" that define exactly how Mercer Island's streets, storm drainage, and the transportation network must be built or repaired.
- 92<sup>nd</sup> Avenue SE Sidewalk Improvements (90.20.0043): Identified by Mercer Island School District as a priority "safe route to school", this project will construct concrete curb, gutter and sidewalk along the west side of 92<sup>nd</sup> Avenue SE in 2030. To prioritize limited financial and staff resources to complete this new project, staff delayed other "safe route to school" projects to take place between 2030 and 2032. These projects include 84<sup>th</sup> Avenue SE Pedestrian Improvements (90.20.0025), Mercerwood Drive Pedestrian Improvements (90.20.0030), and Island Crest Way Crosswalk Enhancement (90.20.0031). Starting this project in 2029 also allows for the sidewalk connection to be completed on SE 40<sup>th</sup> Street (90.20.0006).

### **LOOKING AHEAD – UNFUNDED PEDESTRIAN AND BICYCLE FACILITIES ("PBF") PROJECTS BEYOND 2032**

Several PBF projects are unfunded pending further evaluation of scope, confirmation of need, and availability of funding. They include 86<sup>th</sup> Avenue SE Sidewalk Improvements (SE 42<sup>nd</sup> Street to Island Crest Way), Merrimount Drive Sidewalk Improvements (Island Crest Way to West Mercer Way), SE 34<sup>th</sup> Street Sidewalk Improvements (78<sup>th</sup> Avenue SE to 80<sup>th</sup> Avenue SE), and Mercerwood Drive Pedestrian Improvements (96<sup>th</sup> Avenue SE to East Mercer Way). Refer to Exhibit 4 for project descriptions of these unfunded projects.

## **MOBILE ASSET DATA COLLECTION & PAVEMENT CONDITION RATINGS**

As part of the ongoing effort to cost-effectively maintain the City's street network, staff have contracted for pavement condition assessment of City roadways at regular intervals (completed in 2013, 2016, 2019, 2022, and 2025). The data collected produces a Pavement Condition Index (PCI) value for each of the over 700 segments of pavement within the City's 83.6-mile public road network.

This rating process is based on collecting visual pavement distress information and computing it into numerical deduction values which are subtracted from a highest possible score of 100, resulting in a PCI score between 0 and 100. These numerical scores are bracketed into six condition ranges: Good (PCI 100-86), Satisfactory (85-71), Fair (70-56), Poor (55-41), Very Poor (40-26), and Failed (25-0).

The overall health of Mercer Island's road network can be determined by three general indicators: the average network PCI, the amount of network backlog (defined as a PCI below 40), and the amount of network in Good condition (PCI of 100-86).

PCI data from 2025 gave the City's road network an average PCI of 80. This is considered an above-average grade in the pavement rating industry. The backlog was 3.5%, which is considered low (below 15% is desirable) and the amount of good condition streets at 45% was considered somewhat high (should be at least 15%). The 2025 PCI data show an overall increase in network scores. This increase is mostly attributed to new distress detection technology that improves data collection and reduces errors in the data. Also, over the last six years, road projects have repaved numerous streets in the Poor and Failed categories, which has significantly lowered the backlog.

Staff use PCI information as the primary basis for prioritizing street resurfacing projects within the TIP. Other factors that are considered when scheduling roads for repaving are upcoming utility projects (storm drainage, water mains, natural gas work) and coupling with PBF improvements. Because pavement conditions change over time, data collection needs to be an ongoing process. Staff are planning to collect PCI data again in the summer of 2028. Staff will then evaluate the data consultant's new distress detection technology by comparing the 2028 data against the 2025 and 2022 datasets.

## **NEXT STEPS**

Develop the final 2027-2032 TIP based on feedback from the Council. Continue public hearing and present the updated TIP to the Council on May 5, 2026, for adoption.

## **RECOMMENDED ACTION**

Receive comments on the 2027-2032 TIP from the public hearing and provide feedback to staff.

Log #	Category	Location	Comment/Question	Staff Response
1	Pedestrian and Bicycle Project	City-wide	Hello. I am a long-time resident, pedestrian, and bicyclist. In the past year, I have noticed increasing rudeness from bicyclists and lack of sharing the road with vehicles. I would appreciate clearer rules on road-sharing between bicyclists and drivers, and an encouragement for both parties to share the road. It is becoming increasingly stressful to drive here, and I have been unfairly cursed and yelled at by bikers several times. I love our island and would like to keep it civil. In my opinion, drivers have first priority on roads. As a biker, I bike on designated trails. Thank you.	Thank you for your comment. City staff are looking for opportunities for bicycling education, including Road Safety Best Practices based on Resolution 1452 ( <a href="https://www.mercerisland.gov/publicworks/page/road-safety-best-practices">https://www.mercerisland.gov/publicworks/page/road-safety-best-practices</a> ). The Transportation Action Plan, planned for 2027-2028, will also recommend projects and strategies to improve roadway safety City-wide.
2	Pedestrian and Bicycle Project	West Mercer Way between SE 33 <sup>rd</sup> and SE 34 <sup>th</sup> Street	This corner is extremely dangerous for pedestrians. Cars often speed well beyond the 25 mph limit, and there is no line of sight into walkers. I am concerned an accident will happen. Thank you.	Crews recently trimmed back hedges and bushes on West Mercer Way near SE 33 <sup>rd</sup> and SE 34 <sup>th</sup> Street in late December 2025 to improve sight lines and maintain shoulder clearance. City staff will continue to monitor this location through the Neighborhood Traffic Program for further vegetation trimming and possible pavement marking improvements. City staff will also share speeding concerns with MIPD.
3	Pedestrian and Bicycle Project	West Mercer Way north of 72 <sup>nd</sup> Place SE	It does not feel safe to walk this corner, going southward on West Mercer Way from where I live at 3805 West Mercer Way. Rebecca Corigniano and Brian Hartvigson have been helping me with this, but additional work is needed. Thank you!	Additional improvements to be considered by City staff upon development of the Pedestrian and Bicycle Facilities (PBF) Plan Update in 2026-2027. In the meantime, City staff will monitor the trimmed vegetation and double-edge line pavement markings that were installed as part of the Neighborhood Traffic Program.
4	Non-TIP	Fruitland Landing	I saw in the report, "In 2027, likely residential paving work will occur in the Mercerwood neighborhood on portions of 95th, 96th, and 97th Avenues, following watermain replacement work." Other neighborhoods were also included. However, my neighborhood, the Fruitland Landing neighborhood (especially along 97th Ave at SE 34th St), was not noted to be repaved. There has been several years of extensive water main work. I want to make sure this is repaved. We've been told the work was to have already been completed, including the roads being repaved, but it's still a mess.	Fruitland Landing roads impacted by King County's Sewer Upgrade Project will be repaved by Walsh Construction during the next permitted weather window (which begins mid-March). Please find updates regarding Fruitland Landing restoration work here: <a href="https://content.govdelivery.com/accounts/WAKING/bulletins/4044746">https://content.govdelivery.com/accounts/WAKING/bulletins/4044746</a>
5	Non-TIP	Various Locations	Not sure this is the right place for this suggestion. With the rail opening soon, I request a bus run on the North & NE corner of MI to the MI Park and Ride. A stop would include the mini-village between Gallagher Hill & the intersection of EMW & SE 36th St (accommodating SJCC, French American School, and the various office complexes at the bottom of Gallagher Hill), and run along North Mercer Way, with a few other stops (e.g. 35th and N. Mercer Way). I think there is a DART bus, but it seems there are some restrictions with DART.	Please request additional bus routes through Metro.

Log #	Category	Location	Comment/Question	Staff Response
6	Pedestrian and Bicycle Project	SE 68 <sup>th</sup> Street & Island Crest Way	<p>Comment on SE. 68th St/ICW improvements.</p> <p>I live on SE 68th and travel through the SE 68/ICW intersection daily as a driver and as a pedestrian. There is substantial pedestrian activity at the intersection from the trails; there are also frequent/ongoing car/ped conflicts and close calls. The proposed pedestrian improvements appear to be focused on ADA compliant crossings ramps. That's appropriate but I feel strongly that some additional pedestrian safety improvements — such as enhanced crosswalks, flags/activated ped light — are also needed now. The ped crossing at SE 61st/ICW was upgraded last year and it has much less ped activity compared to SE 68th. Please consider adding additional safety improvements in this planning cycle. They are long overdue.</p>	<p>SE 68<sup>th</sup> Street intersection improvements will be considered as a stand alone project or combined with SE 53<sup>rd</sup> Place intersection improvements or a future phase of the shared use path (first phase from Island Park Elementary to SE 60<sup>th</sup> Street will be constructed in 2027). There is currently a construction placeholder for this work in 2030. Please note that rectangular rapid-flashing beacons (RRFBs) are meant for enhancing visibility at locations where a stop is unexpected. Since this intersection is stop-controlled, RRFBs are not included in the proposed pedestrian improvements.</p>
7	Pedestrian and Bicycle Project	Island Crest Way from SE 53 <sup>rd</sup> Place to SE 68 <sup>th</sup> Street	<p>Building a separated, safe north-south bike and pedestrian path along the "missing link" of Island Crest Way (from 53rd to 68th) should be a top priority for the Transportation Improvement Program (TIP).</p> <p>This project would provide a vital, protected connection for commuters heading to the Town Center and light rail station, as well as students traveling to and from school. As the use of bicycles and new forms of micromobility continues to rise, the city's Comprehensive Plan explicitly calls for a fully connected network for non-motorized travel.</p> <p>Currently, Mercer Island lags behind our neighboring Lake Washington communities in providing separated bike infrastructure. Without these dedicated paths, conflicts between cars, cyclists, and pedestrians are inevitable. The state and county have increased grant funding for this infrastructure; we should take advantage of this opportunity.</p>	<p>Thank you for your comment in support of the ped/bike connection on Island Crest Way between SE 53<sup>rd</sup> Place and SE 68<sup>th</sup> Street.</p>

Log #	Category	Location	Comment/Question	Staff Response
8	Pedestrian and Bicycle Project	East Mercer Way and West Mercer Way	<p>Walking and cycling should be promoted and supported in Mercer Island. We are fortunate to have a community where most of our needs are only a short distance away. However, walking and cycling in our main thoroughfares of EMW and WMW (the most direct and level routes to town center from many residences) is a dangerous undertaking. I think many parents do not feel comfortable letting their children walk on WMW to West Mercer Elementary however short the distance. Thus, parents feel obliged to drive their kids to and from school, creating more traffic, and more unnecessary trips, and depriving the children from outdoor physical exercise. Motorized vehicles are not looking for pedestrians and cyclist around the many blind curves on Mercer Way (and many do not heed the 25 MPH limit on many of the curves,) this danger discourages walking and cycling.</p> <p>Please consider improving the main thoroughfares with a physical separation between dedicated pedestrian-cycling paths and motor vehicles.</p>	<p>Improvements to the Mercer Ways will be considered as part of the Pedestrian and Bicycle Facilities (PBF) Plan Update.</p>
9	Other Transportation Project	Town Center-wide	<p>Preparing for the perfect storm.</p> <p>Before COVID ridership at the Mercer Island Transit Center was so great that a bus would roll into the stop every 10 minutes. You didn't have to run to catch a bus to Seattle because you knew there would be another even before you got to the loading zone. Covid changed this but for how long? I think everything will return to normal when the new Light Rail Station opens, only more so. The question is "Will we be ready?"</p> <p>Mayor Bassett ten years ago understood this challenge. He promoted more commuter parking in the Town Center. He pushed for more sidewalk lighting so North end residents could walk to our transit hub instead of driving. He looked for local churches to partner with to help create resident only commuter parking near the transit hub. He personally lobbied for local buses to help transport residents on the south end to the north so they didn't need to drive. He worked directly with residents to solve community challenges.</p> <p>Since this time, many options for commuters have gone. Especially the number of public commuter parking spaces that existed on our Town Center streets. Along with this, private parking spaces that helped commuters have gone away as well with the new two hour parking limits that have forced our business community to</p>	<p>Lighting enhancements for crosswalks and sidewalks are included in the City's pedestrian and bicycle facilities projects. The Town Center Parking Area opened in late July 2025 with an additional 33 new stalls for all day parking and bike locker storage. Utilization of this lot is being monitored.</p>

Log #	Category	Location	Comment/Question	Staff Response
			<p>move their employee and business parking to their private customer parking, forcing their customers out on the street to public parking. While sharing of private parking at one time was common, today almost every private parking lot is patrolled. The days of sharing are over. Today it is every business doing what it must to stay alive.</p> <p>While some lighting has improved next to the new Light Rail Station, almost all other sidewalks are still unlit, requiring driving for north end residents when the sun is down. This includes not just north end neighborhoods like Shorewood Heights, around the Roanoke Inn and First Hill but actual residents living directly next to the Town Center.</p> <p>What we can do in short order is to ask the few churches that haven't partnered with Sound Transit to help out until the storm has passed. We can also in very short order just use paint to add extra public parking to our streets with dead center lanes. As well we can pretty quickly fix all the street lights in Town Center to shine both on the street and the sidewalk as is being done at the new rail station. Then long term we can get serious about lighting all our sidewalks coming into the Town Center from the north end. None of these sidewalks should ever again be unsafe to use after dark.</p> <p>Above all though, I think we need to consider what it was that Mayor Bassett and the city manager of the time did that was best. They never tried to do it alone. They never felt that they alone held all the answers. They formed the Town Center Stakeholder Group, the Citizen Advisory Group (CAG), the Mercer Island Wayfinding Committee,... They brought together residents of all backgrounds, viewpoints and skill-sets and asked them to help out. They asked them to work with them to make sure we had a wonderful home to live in. It is this teamwork of residents and city that made our community a great place to live. It is this attitude that will also help us to avoid the storms that lie ahead of us in the future.</p> <p>Thanks, Jim</p>	

Log #	Category	Location	Comment/Question	Staff Response
10	Pedestrian and Bicycle Project	City-wide	<p>Mercer Island needs much more (and better) infrastructure to support bicycles and related forms of transportation. Many of our roads and intersections are unsafe for cyclists. Yet, the number of bikes, e-bikes, and e-scooters on our roads has been rapidly growing.</p> <p>My family of five lives by Lakeridge Elementary School. And across all of us, we own and regularly use five traditional bicycles, two e-bikes with top speeds of around 20 mph, and an e-scooter with a similar top speed of around 20 mph.</p> <p>One observation I have from living here for the last 14 years and watching my children grow up is that the most important roadways on Mercer Island, such as Island Crest Way and East and West Mercer Way, are not particularly safe for children (or adults for that matter) who are riding bikes, e-bikes, and e-scooters.</p> <p>I appreciate the work the City has done to widen some of the shoulder areas of East and West Mercer Way. And I'd very much like that work to continue, ideally at a more aggressive pace. And I'd like the Island Crest Way Corridor Improvements Project to be fully approved and move forward at a more aggressive pace as well.</p> <p>Other areas around the Island are similarly unsafe. As an example, the intersection of 40th Street and Island Crest Way is unsafe for cyclists even though the east/west corridor is a designated bike route with bicycles painted on the roadway. But if you actually use the lane as it suggests on a bike, you'll find yourself surrounded by cars and needing to navigate a complicated, multi-lane intersection.</p> <p>I worry every time my wife and kids ride from our home on the south end of Mercer Island to the north end and back. My kids make that trip regularly by bike and scooter in all weather conditions and sometimes outside of daylight hours. There really isn't a safe way right now for kids to get around the Island on bikes and scooters.</p> <p>Meanwhile, King County actively encourages cycling and e-cycling, and has been building infrastructure to support it. The cities of Seattle and Bellevue have made safe bike routes a priority, and both have come a long way in the last ten years. It's time we do the same.</p>	<p>Thank you for your comment in support of the Mercer Way Roadside Shoulders and Island Crest Way Corridor Improvements. As the Pedestrian and Bicycle Facilities (PBF) Plan is updated in 2026-2027 with prioritized projects and strategies to increase multi-modal safety, we plan to add additional improvement projects to the Six-Year TIP list.</p>

Log #	Category	Location	Comment/Question	Staff Response
11	Pedestrian and Bicycle Project	City-wide	<p>I would like to echo other comments about the lack of cycling infrastructure on Mercer Island. What exists, is often dangerous (e.g. the ICW/40th intersection) or piecemeal and non-specific (e.g ICW is entirely a bumpy, sometimes narrow, unmarked path shared with pedestrians with no right of way specifications). Almost all bike route sections are unlit, to boot.</p> <p>Establishing one quality north south route with an east west connector to EMW and WMW is my strong recommendation, as a parent who would love to bike to any on island destination, thereby minimizing traffic through arterials for those that drive.</p>	The Shared Use Path Phase 1 is a step toward a north/south route, but additional planning work through the Pedestrian and Bicycle Facilities (PBF) Plan will be crucial for completing connections.
12	Pedestrian and Bicycle Project	Island Crest Way	<p>I am encouraged the city is moving forward on completing the north-south bike/ped route. This project has been on the city's radar since at least 1996. The current update is to construct a route on the west side of ICW, from IP school's new crosswalk light to SE 60th. That helps access to IP school and the bike skills area. But it is an isolated section, with gaps at both ends.</p> <p>On the north end, the current route ends at ICW and 90th SE/the mailbox. Southbound cyclists have to make a dangerous crossing of 90th to continue to the new crosswalk, on a narrow sidewalk; or try to cross ICW at 90th despite the lack of a crosswalk.</p> <p>Suggestion: make the southbound bike route from the Ellis Pond/library area cross ICW at 47th, using the existing crosswalk light. Cyclists could continue south on ICW, using the existing shoulder, marked and adequately separated from traffic.</p> <p>South of SE 60th is another gap, until the route turns west along SE 62nd. Doubtless, many peds and bikes will continue to use the existing dirt path on the west side, but that path is narrow for bikes and peds going both directions. Suggestion: make the route one way southbound for bikes on the west side of ICW; bidirectional for peds. Continue it along ICW to SE 68th, either making a bike lane along ICW or using one of the two parallel paths in Pioneer Park for bikes, the other for peds. That would be safer than bidirectional for bikes and peds, and should allow a narrower path, = fewer trees impacted.</p> <p>South of 68th, the bike route could continue along ICW to SE 71st. A route safer than the current one would go through the Estates neighborhood to the middle school, Lakeridge, the ball fields etc.</p>	Thank you for your comment in support of Island Crest Way Shared Use Path Phase 1, and for your suggestions to improve the network to the north and south of the first phase extents. Your suggestions will be considered as the first phase is completed.

Log #	Category	Location	Comment/Question	Staff Response
			If the route on the east side of ICW were one way northbound for bikes, bidirectional for peds, beginning at SE 68th, the existing sidewalk could be widened. If needed, additional area could be gained by cutting back the laurel that encroaches on city property. As cyclists reach 90th/the mailbox, they could continue north along ICW (using the shoulder on ICW, marked and separated as a bike lane), or go up 90th along the current route.	
13	Pedestrian and Bicycle Project	Island Crest Way and City-wide	<p>Please stop researching and start making community safe biking and walking infrastructure on the island. It's a public island and this talking is taking too long to get er done please:</p> <p>Completing the North-South Route: Establishing a safe bike route along Island Crest Way and filling the "missing link" between 53rd and 68th.</p> <p>Intersection Safety: Clearly marking the intersection of Island Crest Way and 40th to safely guide cyclists through the junction.</p> <p>Building a Connected Network: Fulfilling the City's Comprehensive Plan by connecting the current "chopped up" segments into a cohesive, island-wide bicycle network.</p> <p>Thank you for making the island safe and usable for a healthy happy community of outdoor and fitness lovers. Reduce our Stress!</p>	<p>The Shared Use Path Phase 1 (to be constructed in 2027) will complete the first "missing link" from 53<sup>rd</sup> going south to 60<sup>th</sup>. Additional phases will be considered in future updates to the TIP as funding is available.</p> <p>The current bicycle route on SE 40<sup>th</sup> Street shares the roadway with vehicles. Improvements to this route may be considered as part of the PBF Plan Update.</p> <p>Our goal with the PBF Plan Update is to plan for a safe, island-wide pedestrian and bicycle network.</p>
14	Pedestrian and Bicycle Project		<p>I've been cycling across the Puget Sound Region for 25 years and on long rides it's always disheartening when I cross the bridge and get back on the island. So little has been done in our community to improve cycling infrastructure or support bike commuting since I moved here. By contrast, when I cycle through the cities around us I'm constantly finding new bits of bike paths, revised signalling, new bike lanes or other improvements. The rest of the region is moving ahead: Mercer Island feels stuck.</p> <p>If I would focus on one thing it would be creating a safe path along Island Crest Way, filling in the "missing link" between 68th street and 55th. School kids, bike commuters, and recreational cyclists all need a more direct and safer path through this section. The progress announced so far is modest, and the plans are moving ahead at a disturbingly slow speed.</p>	<p>The Shared Use Path Phase 1 (to be constructed in 2027) will complete the first "missing link" from 53<sup>rd</sup> going south to 60<sup>th</sup>. Additional phases will be considered in future updates to the TIP as funding is available.</p>

Log #	Category	Location	Comment/Question	Staff Response
			<p>Two things make this gap even worse than before: (a) the availability of e-bikes makes convenient, comfortable bike commuting even more attractive than before and (b) the opening of light rail will dramatically increase the desire for south end residents to make it to the north end without a car.</p> <p>I know there are plans to address this. They're too modest. They are moving too slow.</p>	
15	Other Transportation Project	93 <sup>rd</sup> Avenue SE south of SE 70 <sup>th</sup> Place	Road surface on 93rd Ave SE is in EXTREMELY POOR condition and is well past its useful lifespan. Please fully resurface this road (the numerous attempts at spot repairing the gigantic potholes is not working).	Staff will utilize Pavement Condition Index (PCI) data from September 2025 for consideration in the upcoming resurfacing schedule.
16	Other Transportation Project	93 <sup>rd</sup> Avenue SE south of SE 70 <sup>th</sup> Place	On 93rd Ave SE, the section south of SE 70th Pl, is in *very* poor repair. Lots of sections that are starting to look unpaved with the amount of road damage and potholes. Several of our biggest potholes were spot repaired last summer, and within a month they had already reappeared. This section of road is badly in need of repaving.	Staff will utilize Pavement Condition Index (PCI) data from September 2025 for consideration in the upcoming resurfacing schedule.
17	Other Transportation Project	93 <sup>rd</sup> Avenue SE south of SE 70 <sup>th</sup> Place	I've lived here sine 2006 and our little section of 93rd Ave gets hardly any traffic, but is always in disrepair with potholes and other issues. They've tried spot repairs but it never works. The road surface needs to be torn up and replaced with something permanent. I'm fed up with having to weave my way home from work every day to avoid the road damage!	Staff will utilize Pavement Condition Index (PCI) data from September 2025 for consideration in the upcoming resurfacing schedule.
18	Non-TIP	93 <sup>rd</sup> Avenue SE south of SE 70 <sup>th</sup> Place	On this city-owned corner, there are several Utility Access panels that are frequently damaged and buried in dirt by cars and trucks that cut the corner. The dirt fills up the meter and valve boxes with mud so they can't easily be accessed. The corner needs a small curb or concrete bollard installed to prevent vehicles from leaving the roadway.	Comment to be shared with Operations & Maintenance team.
19	Other Transportation Project	93 <sup>rd</sup> Avenue SE south of SE 70 <sup>th</sup> Place	93rd Ave SE has deteriorated to a condition that warrants immediate repaving. The current state of the roadway poses ongoing concerns for residents and should be addressed without further delay. Prompt action to restore the pavement would improve safety, accessibility, and overall quality of life in the neighborhood.	Staff will utilize Pavement Condition Index (PCI) data from September 2025 for consideration in the upcoming resurfacing schedule.

Log #	Category	Location	Comment/Question	Staff Response
20	Pedestrian and Bicycle Project	77 <sup>th</sup> Avenue SE, SE 22 <sup>nd</sup> Street, Lid Park	<p>"[90.20.0022] 77th Avenue SE Channelization (SE 32nd Street to North Mercer Way). The scope is consistent with the current Town Center street standards described in MICC 19.11.120. The 2022 Town Center Parking Study adopted by AB 6369 recommends studying options for street reconfiguration on 77th Avenue SE as a good candidate but no specific design or timeframe was recommended. The City Council directed staff in Exhibit 2, AB 6711   Exhibit 4   Page 26log #2 of AB 6369 (Summary of Discussion Items + Follow Up Actions) to adjust the scope of this project if the Council ultimately decides to pursue an alternative design option in the future. This project will remain in the "out-years" as a placeholder until such a decision is made. Alternatively, the Council could choose to remove the project from the TIP, however, it would result in private development projects such as Xing Hua on 77th Avenue SE, north of SE 29th Street to build the code required street improvements along their property frontage – replace the bike lanes and center turn lane with on-street parking and sharrows. If the project remains in the TIP, developers could pay the City their fair share of the improvement in lieu of building them".</p> <p>This is from the TIP. I think the city and council have done a good job over the last four years on our infrastructure including trails and roads.</p> <p>But the key factor going forward we learned from the \$500,000 WSDOT grant to improve pedestrian safety through the Lid Park is just how expensive these projects are (even for just mixed use paved trails that are already paved), or can be if the plans become unrealistic (the original request by NIM's was for a separate dedicated bike path running along the east side of the park that would have cost at least \$10 million). Just the design cost was over \$125,000. Anything that requires design and new concrete will cost a fortune.</p> <p>Re: the quote above I don't quite understand eliminating the dedicated bike lanes on 77th that are the only dedicated north/south bike lanes to and from the light rail station and south end of the Island through the town center.</p> <p>There are major intersections along 77th at 29th and 27th, and numerous business driveways including Met Market and McDonalds that create a lot of ingress and</p>	<p>Thank you for your feedback on the placeholder 77<sup>th</sup> Avenue SE Channelization project.</p> <p>Regarding bikes rerouting to SE 22<sup>nd</sup> Street instead of using North Mercer Way – preferred routes and improvements will be investigated as part of the PBF Plan Update (occurring in 2026-2027).</p> <p>Restroom facilities will need to be incorporated into other plans (such as Parks, Recreations, and Open Space Plan).</p>

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			<p>egress traffic on 77th plus deliveries. If cars are parked along 77th (and the SEPA review for MICA parking showed a maximum of 37 parking spots being created) they are going to create a blind spot for cars entering and exiting these businesses with bikes riding fast along in the sharrows, especially if the parked vehicles are tall like vans or SUV's, which means there would have to be a no parking zone on either side of each driveway to create sight lines. The issue is cars have to inch into the bike path/sharrows just to see traffic coming along the street (which will be a problem for the north/south "gap" trail on ICW). There will also be significant backups from cars trying to turn left. Imagine 27th with no turn lanes.</p> <p>This project is based on criteria from long ago. The parking study was updated with the council's recent parking management plan, and work from home has significantly reduced parking pressures from commuters on town center streets. The new lot on the old Tully's property has hardly any cars parked in it, and the park and ride is usually half full on weekdays., 78th is not a good north/south arterial (and should not be used as one), and the Island lost SOV access westbound from ICW due to poor negotiations during the SEPA permitting process for light rail which puts more pressure on 77th.</p> <p>Finally I would like to see bikes removed from the Lid Park as much as possible and signage that directs bicyclists onto 22nd instead of along a sidewalk on NMW, especially after light rail opens and there could be many bus riders disembarking on the north side of NMW onto the sidewalk to cross NMW to catch the train in a hurry. Using the sidewalk for a mixed use trail for the Sound to Mountains Trail makes little sense, especially since it crosses a park and ride and two very busy lighted intersections. It is very difficult for a car turning onto 81st or from 81st to NMW to identify bicyclists riding fast along the sidewalk while looking for traffic from both directions moving quickly from exiting I-90 westbound.</p> <p>The city manager during the Aubrey Davis Park Master Plan suggested a bathroom on the far west side of the parking lot in the lower field where the porta potty is today, and I agree that would be a good station for bicyclists crossing the bridge to stop and use the bathroom without creating new impervious surfaces in the park, get water, and for signage directing them onto West Mercer Way toward 22nd rather than into the Lid Park which is really only appropriate for very slow or novice riders.</p>	

Log #	Category	Location	Comment/Question	Staff Response
21	Other Transportation Project	Tully's Lot	The city of Mercer Island is actually making it more difficult for Islanders to commute via mass transit with their changes to the permitting in the downtown core for parking and also the open access parking lot where the old Tully's used to be. This parking lot remains mostly empty, derailing the narrative that it is necessary for downtown businesses to thrive. The more pressing need is for Islanders outside of major transit lines to be able to drive to the north end and Park so that they can take mass transit. This lot, which the city owns, should be reserved solely for Islanders. Whether the City charges for this or not is a separate question, but it should be for Islanders only, and in my view that is a non-negotiable ingredient to Islanders being able to take advantage of mass transit.	Comment to be shared with staff managing parking enforcement in the Town Center.
22	Pedestrian and Bicycle Project	Island Crest Way	I'm urging support for the Island Crest Way Trail. Access to the south end of the island by bicycle is limited to East or West Mercer Ways followed by a significant hill to the shopping center. The Island Crest corridor contains access to many significant island resources--churches, virtually all the public schools, the library--yet it is not safely rideable by bicycle. Seems making access easier would be a genuine benefit to many plus reduce car trips. With electric bicycles becoming way more popular, in the immediate future there will be much more need for safe bicycle routes. Island Crest is the main thorough on the Island and is not safely rideable. Time for a change there.	Thank you for your comment in support of the Island Crest Way path improvements.
23	Pedestrian and Bicycle Project	West Mercer Way	Please address the safety issues along the West Mercer Way corridor next to West Mercer Elementary. This area between Merrimount and 78th Ave SE has been brought to the attention of the Mercer Island PD, the City, and the School District multiple times by community members over the past 10+ years. This is due to frequent vehicle speeding and lack of safe walking and biking space for children and community members to reach West Mercer Elementary and Homestead Park. The School District installed a solar speed radar sign years ago, which does not function because of lack of sun light. The School District also updated School Zone signage and the City has updated School Zone road painting and years ago put No Parking signs during school hours. However, these efforts have not made the area sufficiently safe for walking and biking. Each time that the police department patrols the zone, they pull over speeding violators. The School Zone is too small to be effective and needs to be extended to 78th Ave SE and Merrimount so that drivers are forced to slow down and to watch for children. There also needs to be dedicated walking and biking areas (such as what is found near Luther Burbank	Improvements to the West Mercer Way corridor for West Mercer Elementary will be analyzed as part of the PBF Plan Update. In the meantime, Staff will monitor the efficacy of the neighborhood traffic measures installed in 2025 (School Zone pavement markings and sign enhancements). Staff will also continue coordination with MISD for safe routes to school priorities.

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			<p>Park on North Mercer Way or sidewalks) that allow children to walk to and from school independently and safely. As it is, parents walk with their children because vehicles do not slow down through the area. The other schools on the island have safe walking and biking routes on the surrounding roads, and lengthier school zones to control traffic.</p> <p>Even if the School Zone is improved, children and other community members still need to be able to access the park and playground at West Mercer Elementary and Homestead Park. The entire area needs to have the speed clearly reduced to 25mph with traffic mitigation to force vehicles to slow down such as what is seen in similar school areas in Seattle (speed bumps, painted lines, etc.).</p> <p>It is vital that this West Mercer Way corridor near West Mercer Elementary and Homestead Park is improved so that it is safe for children and all community members. West Mercer Elementary should have the same safe walking and biking routes that other elementary schools on the island have.</p>	
24	Pedestrian and Bicycle Project	Various	<p>To align our infrastructure with the Comprehensive Plan’s multimodal goals, we ask the Council to prioritize the following:</p> <p>Accelerate the PBF Update: Ensure the 2026–2027 update to the Pedestrian and Bicycle Facilities (PBF) Plan remains on track to identify and bridge high-stress gaps.</p> <p>Execute the Island Crest Way Corridor: Fully utilize secured grant funding to transform this high-stress corridor. This project must not be an isolated segment; it must be extended to create a seamless connection from Mercer Island Middle School (IMS) to the Town Center.</p> <p>Fund Protected "Last-Mile" Links: Prioritize dedicated, separated infrastructure on 77th Ave SE and other Town Center feeder routes to ensure safe access to regional transit.</p> <p>Clearly Mark Key Intersections: Designate and mark safe bike passages through high-conflict intersections, such as Island Crest Way and SE 40th Street.</p> <p>Our goal of a "pedestrian-friendly and transit-oriented environment" will only be realized when our most vulnerable cyclists—our children and seniors—feel safe</p>	<p>The PBF Plan Update is on track for completion in 2026-2027.</p> <p>The Shared Use Path Phase 1 is also still on track for construction in 2027. Additional phases will be considered in future updates to the TIP as funding is available.</p> <p>“Last-mile” links and marked intersections will be evaluated as part of the PBF Plan Update.</p>

Log #	Category	Location	Comment/Question	Staff Response
			<p>navigating the entirety of the Island.</p> <p>Thank you for your continued commitment to a safer, more connected Mercer Island.</p>	
25	Pedestrian and Bicycle Project	Various	<p>Dear Mercer Island City Council,</p> <p>As you finalize the <b>2027–2031 Transportation Improvement Program (TIP)</b>, we urge the Council to move beyond "routine accommodation" and prioritize the completion of a truly connected, low-stress bicycle network.</p> <p>The City’s own data demonstrates a clear mandate for action. The <b>2024 Community Survey</b> shows that while 91% of residents feel safe generally, only <b>42%</b> are satisfied with our safe biking facilities—a "satisfaction gap" that has persisted since at least 2018. Notably, the condition of bicycle infrastructure is now a <b>top-three</b> streets and infrastructure priority for MI residents.</p> <p>To align our infrastructure with the Comprehensive Plan’s multimodal goals, we ask the Council to prioritize the following:</p> <ul style="list-style-type: none"> <li>• <b>Accelerate the PBF Update:</b> Ensure the 2026–2027 update to the Pedestrian and Bicycle Facilities (PBF) Plan remains on track to identify and bridge high-stress gaps.</li> <li>• <b>Execute the Island Crest Way Corridor:</b> Fully utilize secured grant funding to transform this high-stress corridor. This project must not be an isolated segment; it must be extended to create a seamless connection from <b>Mercer Island Middle School (IMS)</b> to the <b>Town Center</b>.</li> <li>• <b>Fund Protected "Last-Mile" Links:</b> Prioritize dedicated, separated infrastructure on <b>77th Ave SE</b> and other Town Center feeder routes to ensure safe access to regional transit.</li> <li>• <b>Clearly Mark Key Intersections:</b> Designate and mark safe bike passages through high-conflict intersections, such as <b>Island Crest Way and SE 40th Street</b>.</li> </ul> <p>Our goal of a "pedestrian-friendly and transit-oriented environment" will only be realized when our most vulnerable cyclists—our children and seniors—feel safe navigating the entirety of the Island.</p> <p>Thank you for your continued commitment to a safer, more connected Mercer Island.</p> <p>Sincerely, Debbie Bertlin, Jim Shannon, Don Mochtel, Steve Frazier</p>	<p>The PBF Plan Update is on track for completion in 2026-2027.</p> <p>The Shared Use Path Phase 1 is also still on track for construction in 2027. Additional phases will be considered in future updates to the TIP as funding is available.</p> <p>“Last-mile” links and marked intersections will be evaluated as part of the PBF Plan Update.</p>

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			<p>Jose Oncina, Shelly Bowman, Jolanne Stanton, Cali Ridolfi, Carl Platou, Jay Greer, Mark Clausen Jim Stanton, Jeff Koontz, Kirk Griffin, Kevin Hockley Alan Bunin</p>	
26	Pedestrian and Bicycle Project	SE 35 <sup>th</sup> Street	<p>we should use the 95th Ave right-of-way to provide through access for bikes + peds (multi-use-path from SE 36th to S3 40th St. This would greatly improve access from Mercerwood neighborhood to businesses and facilliates along SE 36th St; the I-90 trail; and Gallagher Hill. Mercerwood has no walkable parks whatsoever.It would provide a quiet, safe, and more direct alternative to walking/biking along Mercerwood Dr or E Mercer Way, both of which are more highly trafficked arterial streets. Via this route, hundreds of homes would have safer bike access to Town Center and the light rail stations.An additional pocket-park with playground in the back of the City's parcel would greatly add to the neighborhood as well.Now is the time, so peds/bikes/people are kept in mind as the City rebuilds its utility shops on this parcel.Illustrated a direct alignment of the path, as well as an alternative that would avoid moving any existing city facillities.</p>	<p>This comment will be shared with staff managing the City Hall project.</p>
27	Pedestrian and Bicycle Project	East Mercer Way	<p>Paved shoulders are not "Pedestrian Bike Facillities" if people are allowed to park on them. They're also not very safe or pleasant, especially for bikes, if they are not level from side-to-side and are interrupted by large unmarked holes and storm drains. We should build real side-walks/paths along EMW, at least as far as Mercerwood shoreclub - as cars travel at much higher speeds in these straighter sections (and often floor it to pass cyclists at their first opportunity after miles of curves).Picture doesn't capture it, but storm drains like the one at corner of 40th and EMW is sunken considerably below grade, making it quite dangerous to bike over. But calling this a "paved shoulder" that is a "pedestrian bike facillity" only encourages drivers to bully/intimidate any cyclist who isn't fully riding on this shoulder, despite the danger. Our city suggesting that people are supposed to walk/bike in the shoulder is breeding a dangerous culture of entitlement, where drivers feel they should be able to rip through EMW at 30+. Personally, I bike on the roadway because it's much safer than the shoulder, and I'm fit enough to reach 25 mph on flats, or use e-bike assist on climbs. But even then I have been yelled at by motorists to "share the road" - even though I biking at nearly the 30 mph speed limit.</p>	<p>Improvements to the Mercer Ways will be considered as part of the Pedestrian and Bicycle Facilities (PBF) Plan Update.</p>

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28	Pedestrian and Bicycle Project	West Mercer Way	<p>We would love to see the school zone extended for West Mercer Elementary on West Mercer way. Our kids and lot of kids in the neighborhood walk to school and we would like the neighborhood to be safe for kids. We would love a crosswalk to cross West Mercer Way safely and metal reflectors that clearly demarcate the sidewalk. There isn't a sidewalk on west Mercer way and that may be the solution. This will help school kids but everyone else in the neighborhood.</p>	<p>Improvements to the West Mercer Way corridor for West Mercer Elementary will be analyzed as part of the PBF Plan Update. In the meantime, Staff will monitor the efficacy of the neighborhood traffic measures installed in 2025 (School Zone pavement markings and sign enhancements). Staff will also continue coordination with MISD for safe routes to school priorities.</p>
29	Pedestrian and Bicycle Project	Various	<p>I agree with many of the other proposals including the Island Crest Way Corridor and adding protected bikeways on major roads such as Island Crest Way and 78th Ave SE.</p> <p>I also urge the MI City Council to request Metro to terminate the low-ridership route 630 and reinvest all the service hours into making route 204 more frequent. The MI City Council must also urge Metro to change the routing of 204 to better serve MIHS (Mercer Island High School) as currently the bus stop is over half a mile away from the school, a change in routing would massively improve the overall usefulness of the route and boost student ridership. To achieve a "transit-oriented environment" we must make our transit a viable option this means it must be at a usable frequency and serve the destinations that MI residents and students want.</p> <p>As a more long term plan we must build out and expand our downtown area to allow more residents to be within walking distance to everyday amenities, this will massively reduce overall traffic on the island and allow people who can't drive to be more independent.</p> <p>Thank you for making Mercer Island a safer more convenient place for all.</p>	<p>Thank you for your comments in support of Island Crest Way Corridor and bike enhancements on major roads.</p> <p>For Metro coordination, please use the following link:  <a href="https://kingcountymetro.my.salesforce-sites.com/customers/cs_app#/cs/general">https://kingcountymetro.my.salesforce-sites.com/customers/cs_app#/cs/general</a></p> <p>Staff will continue to identify mobility and gap completion projects.</p>

Log #	Category	Location	Comment/Question	Staff Response
30	Pedestrian and Bicycle Project	East Mercer Way	<p>I am writing to request improvements to East Mercer Way (EMW).</p> <p>1- Student Safety Crosswalks: School pick-up occurs on the southbound lane of EMW at SE 38th St. There are no sidewalks past the EMW side street (EMW-SS) which is unnamed on the map (it lies between Frontage Road and SE 38th Street) and 38th Street. Students have no safe way to cross the street. The sidewalk needs extending, crosswalks needs to be added (beyond the 2 that exists, and flashing signs need to be added to the area for pedestrians, ideally like the new signs installed in the city center that pedestrians can press to indicate they intend to cross so that traffic can stop. Right now, although there are 2 crosswalks (one just north of EMW-SS and the other just south of EMW-SS), but cars don't always stop for the pedestrians (either because they don't see them or because they are driving too fast). This type of signage would also be ideal for SE 38th St, SE 39th St, the unnamed street south of SE 39th St, and SE 40th St. In total, there would be 6 of these flashing pedestrian signs as follows:</p> <ul style="list-style-type: none"> <li>a. North of EMW-SS (there's already a crosswalk here, it just needs a flashing sign)</li> <li>b. South of EMW-SS (there's already a crosswalk here, it just needs a flashing sign)</li> <li>c. Crosswalk and Flashing Sign at SE 38th and EMW</li> <li>d. Crosswalk and Flashing Sign at SE 39th and EMW</li> <li>e. Crosswalk and Flashing Sign at the unnamed street south of SE 39th St</li> <li>f. Crosswalk and Flashing Sign at SE 40th St and EMW</li> </ul> <p>2- Slowing Down Traffic: Vehicles travel over the speed limit along EMW, especially as they are approaching the entrance to I-90. Some form of speed mitigation needs to be implemented. One suggestion: a minimum of 2 speed bumps, one just north of Frontage Rd and one just south of SE 39th St.</p> <p>3- Managing Ingress &amp; Egress onto EMW (from JCC parking, EMW-SS, &amp; SE 39th St): EMW-SS lies just north of the JCC parking exit. Vehicles exiting the JCC are often seeking to turn north onto EMW. Vehicles traveling along EMW are often traveling over the speed limit. Moreover, traffic has increased in the area. EMW-SS lies just north of the JCC ingress/egress. The vehicles exiting the JCC often turn left (north onto EMW) with disregard to vehicles exiting EMW-SS, even though vehicles turning right (north) from EMW-SS have right of way. Trying to turn onto EMW-SS from EMW also creates challenges. In order to safely do so, one has to</p>	<ol style="list-style-type: none"> <li>1. Crosswalk enhancements will be considered as part of the resurfacing project on East Mercer Way. Staff will evaluate pedestrian routes following completion of adjacent construction work and will also consider the recommendations established by the PBF Plan Update (to be completed in 2026/2027).</li> <li>2. Traffic calming measures will be evaluated on East Mercer Way through the City's Neighborhood Traffic Program. Please note the adopted criteria for speed humps does not consider arterial streets for installation.</li> <li>3. Ingress and egress concerns will be shared with staff who review the annual Transportation Management Plans that are submitted by adjacent facilities.</li> <li>4. Traffic flow concerns will be shared with staff who review the annual Transportation Management Plans that are submitted by adjacent facilities.</li> </ol>

Log #	Category	Location	Comment/Question	Staff Response
			<p>station there car in front of the JCC exit and U-turn onto EMW-SS, otherwise the cars exiting the JCC often will try to turn north onto EMW in front of the vehicles turning onto EMW-SS. I have reached out to the JCC on several instances regarding this issue, but each time they have indicated the public roadway is under City of Mercer Island jurisdiction. Therefore, I am requesting that the City of Mercer Island make improvements to the area to mitigate this traffic concern before there's an accident. Perhaps signage (and the speed bumps in No. 2 above) will help mitigate the situation.</p> <p>4- Traffic Flow along EMW due to JCC: EMW has one lane northbound and one lane southbound. There is a left turn lane onto SE 36th St. During high use of the JCC, particularly during summer camps, it's nearly impossible to travel southbound along EMW. EMW is not meant for this level of traffic without modifications.</p>	
31	Other Transportation Project	East Mercer Way	<p>I am extremely concerned about the Traffic for Mercer Island Residents and Pedestrian injury risk on East Mercer Way. Traffic is already an issue at the intersections between Frontage road and SE 39th during school drop off and pick up hours for FAS, JCC, as well as in the summers for Summer camp/school. Traffic backs up in both Southbound and Northbound directions and often appears to be an accident just waiting to happen. It appears Herzl-Ner Tamid has been permitted to build a pre-K to 8th grade school which will only multiply the traffic with hundreds of additional vehicles entering and exiting the Island on top of actual Mercer Island Residents trying to exit the Island to go to work in the morning or to return home in the afternoon. I agree with many of the comments and suggestions by Ronil below. Something certainly has to be done to provide a solution for the traffic and to minimize safety risks for motor vehicle accidents and pedestrian vs motor vehicle accidents. Is it possible to reroute the JCC/FAS exit directly across from Frontage road/HNT and put up a 4-way stop light at a clear 4-way intersection? Additionally there should be individual extended length left and right turn lanes for each direction along with a main central lane at the intersection.</p>	<p>Traffic mitigation measures will be constructed on East Mercer Way as part of conditions of permit approval. Please note private development impact analyses are not evaluated as part of the Six-Year TIP.</p>

Log #	Category	Location	Comment/Question	Staff Response
32			<p>I am writing to request improvements to East Mercer Way (EMW). 1-Student Safety Crosswalks: School pick-up occurs on the southbound lane of EMW at SE 38th St. There are no sidewalks past the EMW side street (EMW-SS) which is unnamed on the map (it lies between Frontage Road and SE 38th Street) and 38th Street. Students have no safe way to cross the street. The sidewalk needs extending, crosswalks needs to be added (beyond the 2 that exists, and flashing signs need to be added to the area for pedestrians, ideally like the new signs installed in the city center that pedestrians can press to indicate they intend to cross so that traffic can stop. Right now, although there are 2 crosswalks (one just north of EMW-SS and the other just south of EMW-SS), but cars don't always stop for the pedestrians (either because they don't see them or because they are driving too fast). This type of signage would also be ideal for SE 38th St, SE 39th St, the unnamed street south of SE 39th St, and SE 40th St. In total, there would be 6 of these flashing pedestrian signs as follows:</p> <ul style="list-style-type: none"> <li>a. North of EMW-SS (there's already a crosswalk here, it just needs a flashing sign)</li> <li>b. South of EMW-SS (there's already a crosswalk here, it just needs a flashing sign)</li> <li>c. Crosswalk and Flashing Sign at SE 38th and EMW</li> <li>d. Crosswalk and Flashing Sign at SE 39th and EMW</li> <li>e. Crosswalk and Flashing Sign at the unnamed street south of SE 39th St</li> <li>f. Crosswalk and Flashing Sign at SE 40th St and EMW</li> </ul> <p>2-Slowing Down Traffic: Vehicles travel over the speed limit along EMW, especially as they are approaching the entrance to I-90. Some form of speed mitigation needs to be implemented. One suggestion: a minimum of 2 speed bumps, one just north of Frontage Rd and one just south of SE 39th St. 3-Managing Ingress &amp; Egress onto EMW (from JCC parking, EMW-SS, &amp; SE 39th St): EMW-SS lies just north of the JCC parking exit. Vehicles exiting the JCC are often seeking to turn north onto EMW. Vehicles traveling along EMW are often traveling over the speed limit. Moreover, traffic has increased in the area. EMW-SS lies just north of the JCC ingress/egress. The vehicles exiting the JCC often turn left (north onto EMW) with disregard to vehicles exiting EMW-SS, even though vehicles turning right (north) from EMW-SS have right of way. Trying to turn onto EMW-SS from EMW also creates challenges. In order to safely do so, one has to station there car in front of the JCC exit and U-turn onto EMW-SS, otherwise the cars exiting the JCC often will try to turn north onto EMW in front of the vehicles turning onto EMW-SS. I have reached out to the JCC on several instances regarding this issue, but each time they have indicated the public roadway is under City of Mercer Island jurisdiction. Therefore, I am requesting that the City of Mercer Island make improvements to</p>	<ol style="list-style-type: none"> <li>1. Crosswalk enhancements will be considered as part of the resurfacing project on East Mercer Way. Staff will evaluate pedestrian routes following completion of adjacent construction work and will also consider the recommendations established by the PBF Plan Update (to be completed in 2026/2027).</li> <li>2. Traffic calming measures will be evaluated on East Mercer Way through the City's Neighborhood Traffic Program. Please note the adopted criteria for speed humps does not consider arterial streets for installation.</li> <li>3. Ingress and egress concerns will be shared with staff who review the annual Transportation Management Plans that are submitted by adjacent facilities.</li> <li>4. Traffic flow concerns will be shared with staff who review the annual Transportation Management Plans that are submitted by adjacent facilities.</li> <li>5. Private development traffic impact analyses are not evaluated as part of the Six-Year TIP.</li> </ol>

Log #	Category	Location	Comment/Question	Staff Response
			<p>the area to mitigate this traffic concern before there's an accident. Perhaps signage (and the speed bumps in No. 2 above) will help mitigate the situation. 4-Traffic Flow along EMW due to JCC: EMW has one lane northbound and one lane southbound. There is a left turn lane onto SE 36th St. During high use of the JCC, particularly during summer camps, it's nearly impossible to travel southbound along EMW. EMW is not meant for this level of traffic without modifications.5-Traffic Issues related to the Herzl Permit for a New School: Improvements are needed due to the pre-K to 8th grade school on the Herzl Synagogue property that was permitted in 2025 by the City of Mercer Island. The property owner is getting ready to build the school, with an expected opening date for the fall of 2026. Traffic will be impacted as a result of the school, as noted in the Traffic Impact Analysis conducted by the property owner, but the property owner is not making these improvements, viewing it as the City's responsibility. I would like to direct the City of Mercer Island to that Traffic Impact Analysis (TIA), dated January 2025, and conducted by TranpoGroup, which can be found in the permitting file for the project. As a resident in this area, I have reviewed the study and it fails to grasp the true traffic conditions in this area. It is deficient and a new one is required. For example, we already face significant traffic challenges that are not captured here due to traffic issues with the JCC camps (see No. 4), along with other activities in the synagogue and JCC. Moreover, the TIA doesn't adequately describe EMW, indicating that there are sidewalks when there are not. There are many others. The hearing examiner also noted resident comments expressing concerns, but did not address them, viewing them instead as "outside the scope of the design review criteria." (Page 16 of the November 21, 2025 Design Review decision). The hearing examiner did provide for some recommendations regarding the traffic impact, which include the following (along with some additional recommendations by me):a.Provide a left turn lane from southbound East Mercer Way to the Frontage Road serving the site.b.The addition of the southbound left turn lane may reduce the length of adjacent northbound left turn lane at the SE 36th Street/East Mercer Way intersection. Verify with a traffic operations analysis that, with the addition of the southbound left turn lane to the Frontage Road, the northbound left turn lane at the SE 36th Street/East Mercer Way intersection will have sufficient storage length to accommodate vehicles, including buses, which currently pick-up students along EMW, starting at the intersection for SE 38th St. If it cannot, then the City needs to determine how it will address the traffic issues. c.The left turn lane from southbound East Mercer Way to the Frontage Road serving the site may</p>	

Log #	Category	Location	Comment/Question	Staff Response
			<p>consequently require narrowing of the northbound lane on East Mercer Way, especially as approaching the Frontage Road serving the site. Confirm adequacy of curb radii for right turning vehicles exiting from the Frontage Road onto northbound East Mercer Way based on lane width designed for East Mercer Way, if said East Mercer Way lane width is narrower than existing condition. The design vehicle shall be a S-BUS-40 (school bus). Modify curb radii if reasonably warranted.d.A study and plan are needed to protect Mercer Island public school students whose buses will also be traveling along EMW south to pick them up for school within the timeframes that traffic will be heightened due to the Herzl private school. Traffic congestion will likely result in late arrivals at school if this issue isn't addressed.e.Traffic flow patterns that allow for egress/ingress into the Herzl property at the same time that JCC usage/camps are at their highest (see No. 4).f.A requirement that all vehicle parking for traffic related to use of the Herzl property be accommodated on-site. Overflow parking will not be allowed on public/side streets, including weekdays, weeknights and weekends. (We currently have issues with overflow parking, particularly during high usage times of the synagogue.) Signs need to be installed. g. "No Parking During School Days" signage and prevention of vehicle parking along the roadway, side streets, and shoulders. (When vehicles park along EMW, pedestrians are relegated to walking along EMW because there are no sidewalks and those shoulders are used by pedestrians.)h.Signs and enforcement to prevent parking along EMW and side streetsBased on the City of Mercer Island's 2025-2030 Six-Year Transportation Improvement Plan, the only planned improvements to EMW include resurfacing. Thus, improvements on EMW are of prime importance, especially if they impact Mercer Island Public Students as a result of the traffic congestion at this new private school – the City of Mercer Island has allowed the permit to be granted and the private school to be built without making the necessary improvements to the roadway and therefore this point requires immediate attention.</p>	

## Street Fund Financial Forecast

2027-2032

Item 12.

RESOURCES	2027F	2028F	2029F	2030F	2031F	2032F
<b>Beginning Fund Balance</b>	\$ 4,516,412	\$ 805,112	\$ 664,999	\$ (625,479)	\$ (4,380,875)	\$ (10,319,022)

REVENUES						
Appropriated Fund Balance						
REET-2	1,782,709	1,824,817	1,918,382	2,017,645	2,122,953	2,234,674
TBD Vehicle Fees	355,000	355,000	355,000	355,000	355,000	355,000
State Grants	240,000	665,600				
WA State TIB Grant	743,000					
WA State DOT Grant	80,000	80,000				
State Multimodal Transport	33,000	33,000	33,000	33,000	33,000	33,000
Motor Vehicle Fuel Tax	444,900	449,300	453,800	458,300	462,900	467,500
Transportation Impact Fees	85,000	85,000	85,000	85,000	85,000	85,000
Tree Replacement Fee	35,000	35,000	35,000	35,000	35,000	35,000
Interfund Transfer Revenue	705,360	567,070	512,940	792,159	450,000	450,000
<b>Total Revenues</b>	4,503,969	4,094,787	3,393,122	3,776,104	3,543,853	3,660,174
<b>Total Street Fund Resources</b>	<b>9,020,381</b>	<b>4,899,899</b>	<b>4,058,121</b>	<b>3,150,625</b>	<b>(837,022)</b>	<b>(6,658,848)</b>

EXPENDITURES						
A. Residential Streets Preservation Program	895,000	922,500	950,100	977,600	1,005,200	1,032,800
B. Arterial Street Improvements	953,143	536,400	925,600	2,556,700	1,255,000	786,300
C. Pedestrian & Bicycle Facilities - New	4,491,589	360,600	1,016,200	2,134,100	3,904,600	1,286,600
D. TIP Other	365,000	794,100	53,000	-	1,322,400	-
E. Capital Project Management	509,563	546,200	585,000	626,100	669,500	715,400
F. Street Operations	1,000,975	1,075,100	1,153,700	1,237,000	1,325,300	1,418,800

<b>Total Expenditures</b>	8,215,270	4,234,900	4,683,600	7,531,500	9,482,000	5,239,900
<b>Ending Fund Balance (including reserves)</b>	<b>\$ 805,112</b>	<b>\$ 664,999</b>	<b>\$ (625,479)</b>	<b>\$ (4,380,875)</b>	<b>\$ (10,319,022)</b>	<b>\$ (11,898,748)</b>

\* 2028-2032 includes an inflation factor based on PPI by commodity, highways and streets.

**Six-Year Transportation Improvement Program**

**Detail of Proposed Expenditures**

2027-2032

Item 12.

Projects	Project ID	Status	Note	2027F	2028F	2029F	2030F	2031F	2032F
<b>Preservation and Maintenance Projects</b>									
<b>A. Residential Streets Preservation Program</b>									
Residential Street Resurfacing	90.20.0001	Modified	Annual program to resurface residential streets. <i>Reduced by \$100,000 all six years.</i>	895,000	922,500	950,100	977,600	1,005,200	1,032,800
<b>A. Subtotal Residential Streets Preservation Program</b>				<b>895,000</b>	<b>922,500</b>	<b>950,100</b>	<b>977,600</b>	<b>1,005,200</b>	<b>1,032,800</b>
<b>B. Arterial Street Improvements</b>									
Arterial Preservation Program	90.20.0002		Annual program to extend life of arterial streets through targeted repairs and patching.	80,500	82,900	85,400	87,900	90,400	92,800
SE 27th Street Overlay (76th Avenue SE to 80th Avenue SE)	90.20.0014	Modified	Resurface with HMA overlay (Town Center). <i>Moved from 2026 to 2027.</i>	647,643	-	-	-	-	-
North Mercer Way Overlay (8400 Block to SE 35th Street)	90.20.0015	Modified	Resurface with HMA overlay. Includes SE 26th Street (ICW - 84th Ave SE). Tied to sidewalk project. <i>Moved from 2027 to 2029.</i>	-	-	840,200	-	-	-
76th Avenue SE & NMW Overlay	90.20.0017	Modified	Resurface with HMA overlay (Westbound I-90 on ramp). <i>Moved from 2026 to 2027.</i>	225,000	-	-	-	-	-
East Mercer Way Overlay (SE 36th to SE 40th Street)	90.20.0019		Resurface with HMA overlay.	-	453,500	-	-	-	-
West Mercer Way Overlay (SE 56th to EMW)	90.20.0021	Modified	Resurface with HMA overlay. <i>Moved from 2029 to 2030.</i>	-	-	-	2,468,800	-	-
78th Ave SE Overlay (SE 40th Street to WMW)	90.20.0026	Modified	Resurface with HMA overlay. Tied to sidewalk project. <i>Moved from 2030 to 2031.</i>	-	-	-	-	466,100	-
SE 24th Street Overlay (72nd Avenue SE to 76th Avenue SE)	90.20.0027	Modified	Resurface with HMA overlay. Tied to sidewalk project. <i>Moved from 2030 to 2031.</i>	-	-	-	-	631,200	-
West Mercer Way Overlay (I-90 to SE 24th Street and 32nd to 28th)	90.20.0033	Modified	Resurface with HMA overlay. <i>Moved from 2030-2031 to 2031-2032.</i>	-	-	-	-	67,300	693,500
<b>B. Subtotal Arterial Street Improvements</b>				<b>953,143</b>	<b>536,400</b>	<b>925,600</b>	<b>2,556,700</b>	<b>1,255,000</b>	<b>786,300</b>
<b>New Construction Projects</b>									
<b>C. Pedestrian &amp; Bicycle Facilities - New</b>									
ADA Transition Plan Implementation	90.20.0003	Modified	Plan, enhance, and construct pedestrian facility improvements to comply with the ADA Transition Plan. <i>Reduced by \$50,000 all six years.</i>	200,000	206,100	212,300	218,400	224,600	230,800
Traffic Safety and Operations Improvements	90.20.0004		Minor transportation improvements to address traffic operation and safety issues and concerns.	100,000	103,000	106,100	109,200	112,300	115,400
PBF Plan Implementation	90.20.0005		Annual program to identify, prioritize, design and construct small spot improvements and gap completion projects to pedestrian and bicycle facilities citywide, as identified in the PBF Plan.	50,000	51,500	53,000	54,600	56,100	57,700
SE 40th Street Sidewalk Improvements (Gallagher Hill to 93rd Avenue SE)	90.20.0006	Modified	Replace/improve existing sidewalk, construct bike lanes supporting SRTS. Tied to overlay project. <i>Updated to follow Water Supply Pipeline Project.</i>	893,000	-	-	-	-	-
78th Avenue SE Sidewalk Improvements (SE 32nd to SE 34th Street)	90.20.0007	Modified	Replace existing curb, sidewalk & ADA ramps. Replace street trees and street lighting. <i>Moved from 2026-2027 to 2029-2030.</i>	-	-	82,600	777,700	-	-
Gallagher Hill Road Sidewalk Improvements (SE 36th to SE 40th Streets)	90.20.0009	Modified	New sidewalk, gap completion. In conjunction with resurfacing project. <i>Updated to follow Water Supply Pipeline Project.</i>	869,000	-	-	-	-	-
East Mercer Way Roadside Shoulders - Ph 11 (SE 79th Street to 8400 block)	90.20.0016		Final phase of Mercer Ways Roadside Shoulders project. Year and cost updated to match 2025-2026 CIP.	470,589	-	-	-	-	-
81st Ave SE Sidewalk Improvement (NMW to SE 24th Street)	90.20.0020	Modified	Replace/improve existing sidewalk. Cost updated to include ramp enhancement at SE 24th Street. <i>Moved from 2027 to 2029.</i>	-	-	286,600	-	-	-
77th Ave SE Channelization Upgrades (SE 32nd Street to North Mercer Way)	90.20.0022	Modified	This is a placeholder to implement street standards required by MICC 19.11.120. Scope will be modified when/if Council modifies the standard. <i>Moved from 2030 to 2031.</i>	-	-	-	-	84,200	-
84th Ave SE Pedestrian Improvements (SE 33rd Place to SE 36th Avenue SE)	90.20.0025	Modified	Improve pedestrian area. <i>Moved from 2029 to 2032.</i>	-	-	-	-	-	310,400
SE 24th Street Sidewalk Improvements (72nd to 76th Avenue SE)	90.20.0028	Modified	Replace/improve existing sidewalk, ADA ramps, and crosswalks. Tied to overlay project. <i>Moved from 2030 to 2031.</i>	-	-	-	-	783,900	-
78th Avenue SE Sidewalk (SE 40th Street to WMW)	90.20.0029	Modified	New sidewalk. Tied to overlay project. TIB or SRTS grant eligible. <i>Moved from 2030 to 2031.</i>	-	-	-	-	423,400	-
Mercerwood Drive Pedestrian Improvements (93rd to 96th Avenue SE)	90.20.0030	Modified	New sidewalk, ADA ramps, and crosswalk. <i>Moved from 2029-2030 to 2030-2031.</i>	-	-	-	220,000	1,335,400	-

**Six-Year Transportation Improvement Program**

**Detail of Proposed Expenditures**

2027-2032

Item 12.

Projects	Project ID	Status	Note	2027F	2028F	2029F	2030F	2031F	2032F
Island Crest Way Crosswalk Enhancement (SE 46th Street)	90.20.0031	Modified	Enhance crossing with pedestrian signal and ADA ramps. SRTS grant eligible. <b>Moved from 2029-2030 to 2031-2032.</b>	-	-	-	-	90,200	572,300
SE 27th Street Sidewalk Improvements (74th to 76th Avenue SE)	90.20.0032	Modified	Replace/improve existing curb, sidewalk & ADA ramps. <b>Replace street trees and street lighting. Moved from 2029-2030 to 2030-2031.</b>	-	-	-	129,200	794,500	-
NMW Sidewalk (Fortuna to SE 35th Street)	90.20.0034	Modified	New sidewalk. Removal guardrail. Tied to overlay project. <b>Moved from 2027 to 2029.</b>	-	-	175,100	-	-	-
ICW Shared Use Path Phase 1	90.20.0040		Construction of the Shared Use Path Phase 1 (SE 60th Street to Island Park Elementary) accelerated from 2030. Funding includes a \$743,007 Washington State Transportation Improvement Board (TIB) grant.	1,909,000	-	-	-	-	-
92nd Avenue SE Sidewalk Improvements (SE 40th to SE 41st St)	90.20.0043	New	New sidewalk. TIB or SRTS grant eligible.	-	-	100,500	625,000	-	-
<b>C. Subtotal Pedestrian &amp; Bicycle Facilities - New</b>				<b>4,491,589</b>	<b>360,600</b>	<b>1,016,200</b>	<b>2,134,100</b>	<b>3,904,600</b>	<b>1,286,600</b>
<b>D. TIP Other</b>									
ICW Corridor Improvements (SE 68th Street to SE 53rd Place)	90.20.0013	Modified	Placeholder for construction of intersection safety improvements at SE 68th Street and SE 53rd Place. <b>Moved from 2030 to 2031.</b>	-	-	-	-	1,322,400	-
Pedestrian & Bicycle Facilities Plan Update	90.20.0018		Comprehensive update will incorporate ADA Transition Plan, evaluate projects and priorities based on current standards, and provide a roadmap and foundation for future improvements. Funding includes \$320k Safe Streets and Roads for All grant. \$80k City contribution to come from 90.20.0004.	160,000	-	-	-	-	-
Transportation Action Plan	90.20.0041		This plan will recommend projects and strategies to improve roadway safety on Mercer Island. Funding includes \$160k Safe Streets and Roads for All grant. 90.20.0018 grant funds are tied to this Action Plan. \$40K City contribution to come from 90.20.0004.	80,000	82,400	-	-	-	-
Aubrey Davis Park Mountains to Sound Trail Lighting (Island Crest Way to Shorewood Dr)	90.25.0008		Install lighting to enhance safety for trail users. Pursuing WSDOT Pedestrian Bicycle Program grant.	75,000	608,700	-	-	-	-
Street Standard Details	90.20.0042	New	Update Public Works street standard details to assist with planning and design efforts.	50,000	103,000	53,000	-	-	-
<b>D. Subtotal TIP Other</b>				<b>365,000</b>	<b>794,100</b>	<b>53,000</b>	<b>-</b>	<b>1,322,400</b>	<b>-</b>
<b>E. Capital Project Management</b>									
Capital Project Management				509,563	546,200	585,000	626,100	669,500	715,400
<b>E. Subtotal Capital Project Management</b>				<b>509,563</b>	<b>546,200</b>	<b>585,000</b>	<b>626,100</b>	<b>669,500</b>	<b>715,400</b>
<b>F. Street Operations</b>									
Non-TIP Operations + Overhead				1,000,975	1,075,100	1,153,700	1,237,000	1,325,300	1,418,800
<b>F. Street Operations</b>				<b>1,000,975</b>	<b>1,075,100</b>	<b>1,153,700</b>	<b>1,237,000</b>	<b>1,325,300</b>	<b>1,418,800</b>
<b>Total Project Costs</b>				<b>\$ 8,215,270</b>	<b>\$ 4,234,900</b>	<b>\$ 4,683,600</b>	<b>\$ 7,531,500</b>	<b>\$ 9,482,000</b>	<b>\$ 5,239,900</b>

# SIX-YEAR TRANSPORTATION IMPROVEMENT PROGRAM

## Project Descriptions (2027-2032)

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### ***[90.20.001] - Residential Street Resurfacing***

Historically, this program consists of hot mix asphalt (HMA) overlays on an average of 1.0 mile of residential streets annually. The HMA overlay program began in 1989. Prior to that, the City's primary pavement resurfacing program was chip sealing and slurry sealing. In 2011, the City returned to using chip sealing (on a limited basis) as another tool for street pavement preservation. To date, chip seal projects have been performed in 2011, 2013, and 2018. The Residential Street Preservation Program also performs large size roadway patching, occasional crack sealing projects, and improves about one substandard street per biennium, all as the needs arise.

The City's pavement condition data is an integral part of determining the locations and schedule of future residential street asphalt overlays and chip seal work. Pavement Condition Index (PCI) data was collected in 2013, 2016, 2019, 2022, and most recently in 2025. When PCI falls below a score of 70, staff considers a roadway for resurfacing. For roadways with resurfacing needs that also have pending utility work (storm drainage, new watermain, etc.), these roadways are typically scheduled for paving in the years following completion of that major utility work. The timing and limits of residential street resurfacing work in future TIPs may change, as determined by updated pavement condition information.

Some of the residential roadways planned for future HMA repaving are listed below. Other roadways may be added or the timing of these streets below may change based on when and where watermain construction, storm drainage construction, franchise utility work, and major housing projects occur.

- In 2027, residential paving work will occur in the Mercerwood neighborhood on portions of 93<sup>rd</sup> and 94<sup>th</sup> Avenues, following watermain replacement work. Portions of 70<sup>th</sup> and 74<sup>th</sup> Avenues in the First Hill Neighborhood will also be paved.
- In 2028, residential paving work will occur in the Mercerwood neighborhood on portions of 95<sup>th</sup>, 96<sup>th</sup>, and 97<sup>th</sup> Avenues, following watermain replacement work.
- In 2029, the residential streets of SE 60<sup>th</sup> and SE 61<sup>st</sup> Streets and 90<sup>th</sup>, 92<sup>nd</sup>, 93<sup>rd</sup>, and 94<sup>th</sup> Avenues (east of Island Crest Way) are planned for repaving. A portion of SE 78<sup>th</sup> Street west of 84<sup>th</sup> Avenue SE will also be paved.
- In 2030, the residential streets of SE 72<sup>nd</sup> Place, 91<sup>st</sup> Ave SE, 91<sup>st</sup> Place SE and 92<sup>nd</sup> Place SE are planned for repaving.
- In 2031, the residential streets of SE 58<sup>th</sup> and SE 59<sup>th</sup> Streets and 91<sup>st</sup> Avenue (lying east of Island Crest Way) are planned for paving.

- Street resurfacing to occur in 2032 will be determined during development of the TIP in 2027, utilizing PCI data collected in September 2025.

### **Arterial Street Improvements**

- **[90.20.0002] Arterial Preservation Program** work continues annually. The purpose of this program is to extend the life of arterial streets proactively, by repairing isolated pavement failure areas through crack sealing, square cut patching, and grinding and repaving of full-lane-width segments. Crack sealing extends the life of existing pavements by sealing out water intrusion.
- **[90.20.0014] SE 27<sup>th</sup> Street (76<sup>th</sup> Avenue SE to 80<sup>th</sup> Avenue SE)** will resurface SE 27<sup>th</sup> Street from 76<sup>th</sup> Avenue to 80<sup>th</sup> Avenue in the Town Center with a grind and HMA overlay of the existing roadway. This roadway was last resurfaced in 1994, and its current PCI is in the Fair range. Puget Sound Energy (PSE) has underground utility work planned on SE 27<sup>th</sup> Street in 2026, therefore staff are planning resurfacing work to occur in 2027.
- **[90.20.0015] North Mercer Way (8400 Block to SE 35<sup>th</sup> Street).** This project will resurface North Mercer Way with an HMA overlay in 2029. Work will also include sidewalk repairs for ADA compliance and resurfacing of nearby SE 26<sup>th</sup> Street (Island Crest Way to 84<sup>th</sup> Avenue). This portion of North Mercer was last repaved in 1994 by WSDOT at the end of the I-90 freeway construction. While its PCI ratings are in the Satisfactory and Fair ranges, staff believes PCI scores will drop into the Poor range by 2029, after completion of the King County North Mercer Interceptor Sewer pipeline project.
- **[90.20.0017] 76<sup>th</sup> Avenue SE and North Mercer Way.** This project will resurface the intersection of North Mercer Way and 76<sup>th</sup> Avenue SE at the westbound I-90 freeway on-ramp as well as North Mercer Way up to SE 22<sup>nd</sup> Street with a grind and hot mix asphalt overlay. The intersection is nearing the end of its pavement life and the Sound Transit traffic signal project currently under construction has impacted the area with utility cuts. It will need resurfacing after completion of the signal project and is therefore planned for 2027.
- **[90.20.0019] East Mercer Way (SE 36<sup>th</sup> Street to SE 40<sup>th</sup> Street).** This project will resurface this portion of East Mercer Way with a HMA overlay in 2028. Last repaved in the mid-1980's by WSDOT, this roadway's current PCI is in the Fair range and is expected to decline during water supply pipeline construction.
- **[90.20.0021] West Mercer Way (SE 56<sup>th</sup> Street to East Mercer Way)** is planned for resurfacing in 2030 with an HMA overlay. This roadway was last repaved in 1995 with an HMA overlay. Its current PCI scores are in the Fair to Satisfactory range and its condition will continue to slowly decline. Patching and crack sealing have both been performed in recent years. The actual timeframe for repaving could be later, based on future PCI data to be collected in 2028.
- **[90.20.0026] 78<sup>th</sup> Avenue SE (SE 40<sup>th</sup> Street to West Mercer Way)** will resurface this portion of 78<sup>th</sup> Ave SE with a HMA overlay in 2031. Last repaved in 2001, this roadway's current PCI is in the Fair range. The overlay project will be tied to the 78<sup>th</sup> Ave SE sidewalk improvements project [90.25.0029], also proposed for 2031.

- **[90.20.0027] SE 24<sup>th</sup> Street (72<sup>nd</sup> Avenue SE to 76<sup>th</sup> Avenue SE)** will resurface this portion of SE 24<sup>th</sup> Street with a HMA overlay in 2031. Last repaved in 1993, this roadway's current PCI is in the Fair range but is expected to decline further in the coming years. Project limits could increase based on future pavement conditions. This project will be tied to the SE 24<sup>th</sup> sidewalk improvements project [90.25.0028] also proposed for 2031.
- **[90.20.0033] West Mercer Way (I-90 to SE 24<sup>th</sup> Street and SE 28<sup>th</sup> to SE 32<sup>nd</sup> Streets)** will resurface portions of West Mercer Way with a HMA overlay in 2032, with design planned in 2031. These sections of roadway were last resurfaced in 1994, 2003, and 2013. While current PCI scores are in the Satisfactory and Fair ranges, staff believe this area of West Mercer Way will be in need of resurfacing by 2032. Future PCI data in 2028 may revise this future project's limits.

### ***Pedestrian and Bicycle Facilities – New***

- **[90.20.0003] ADA Transition Plan Implementation** is an annual program to design and construct spot improvements to pedestrian facilities citywide to meet compliance standards established by the Americans with Disabilities Act (ADA) and documented in the City's ADA Transition Plan. ADA upgrades will be focused in Town Center, then expand throughout the City.
- **[90.20.0004] Minor Capital – Traffic Operations Improvements** is an annual program to provide minor capital transportation improvements City-wide to address traffic operations issues and concerns. Typical projects include upgrading signs to new mandated standards, channelization modifications or improvements, roadway safety improvements, upgrading traffic signals for increased efficiency and safety, and new or revised street lighting. It may also fund traffic data collection or City contributions to grants.
- **[90.20.0005] PBF Plan Implementation** is an annual program to identify, prioritize, design and construct small spot improvements and gap completion projects to pedestrian and bicycle facilities citywide as identified in the PBF Plan. Specific projects for this program have not yet been identified or prioritized for construction. Additional pedestrian and bicycle facility projects, besides those listed in the PBF Plan, may be considered if the goals of the PBF Plan are met.
- **[90.20.0006] SE 40<sup>th</sup> Street Sidewalk Improvements (Gallagher Hill Road to 93<sup>rd</sup> Avenue SE)**. This project will replace sidewalks and create bike lanes on SE 40<sup>th</sup> Street from Gallagher Hill Road to 93<sup>rd</sup> Avenue SE following water supply pipeline installation. Work will include constructing new curbs, gutters, and sidewalks along both sides of the roadway; minor drainage improvements; landscaping; and new pavement markings. Construction is planned for 2027.
- **[90.20.0007] 78<sup>th</sup> Avenue SE Sidewalk Improvements (SE 32<sup>nd</sup> Street to SE 34<sup>th</sup> Street)**. This project will reconstruct curbs, sidewalks, and ADA ramps, and replace street trees along the east side of 78<sup>th</sup> Avenue SE from SE 32<sup>nd</sup> to SE 34<sup>th</sup> Streets. It will also replace street lighting on both sides of the street and address tree root damage along the west side of the street (minor storm and water system repairs may be needed). Construction is planned for 2029 following Mercerdale Sewer Upsizing.
- **[90.20.0009] Gallagher Hill Road Sidewalk Improvements (SE 36<sup>th</sup> Street to SE 40<sup>th</sup> Street)**. This project will construct a new sidewalk along the downhill lane and a bike lane

along the uphill lane of Gallagher Hill Road between SE 36th and SE 40th Streets following water supply pipeline installation. Sidewalk and bike lane elements will be designed to meet current ADA standards. Work will include installing new curbs, gutters, sidewalks, street lighting, and storm drainage. Construction is planned for 2027.

- **[90.20.0016] East Mercer Way Roadside Shoulders - Phase 11 (SE 79th Street to 8400 block).** This project will create a new paved shoulder from SE 79<sup>th</sup> Street to the 8400 block. This is the final phase of the Mercer Way Roadside Shoulder Improvement projects and will remove the last gap in pedestrian and bicycle facilities along East Mercer Way's entire 4.8-mile length. Construction is planned for 2027.
- **[90.20.0020] 81<sup>st</sup> Avenue SE Sidewalk Improvements (North Mercer Way to SE 24<sup>th</sup> Street).** This project proposes to reconstruct concrete curb, gutter, sidewalk and ADA ramps along the east side of 81<sup>st</sup> Avenue SE to provide a safe walk route to the park and ride as well as to the new Sound Transit station and is planned for 2029. An additional ramp wing will also be added to the existing ADA-compliant ramp on the north leg of SE 24<sup>th</sup> Street.
- **[90.20.0022] 77<sup>th</sup> Avenue SE Channelization (SE 32<sup>nd</sup> Street to North Mercer Way).** The scope is consistent with the current Town Center street standards described in MICC 19.11.120. The 2022 Town Center Parking Study adopted by [AB 6369](#) recommends studying options for street reconfiguration on 77th Avenue SE as a good candidate but no specific design or timeframe was recommended. The City Council directed staff in Exhibit 2, log #2 of [AB 6369](#) (Summary of Discussion Items + Follow Up Actions) to adjust the scope of this project if the Council ultimately decides to pursue an alternative design option in the future. This project will remain in the "out-years" as a placeholder until such a decision is made. Alternatively, the Council could choose to remove the project from the TIP. If the project remains in the TIP, developers could pay the City their fair share of the improvement in lieu of building them.
- **[90.20.0025] 84<sup>th</sup> Avenue SE Pedestrian Improvements (SE 33<sup>rd</sup> Place to SE 36<sup>th</sup> Street).** This project will construct a new sidewalk or path along the east side of 84th Avenue SE from SE 33rd Place to SE 36th Street. This section of 84th Avenue SE has a 20 ft-wide paved roadway and is signed as a bike route. There are intermittent sections of shoulder with gravel and grass, but there is not a consistent pedestrian facility on the east side of 84th Avenue SE. Construction is planned for 2032.
- **[90.20.0028] SE 24<sup>th</sup> Street Sidewalk Improvements (72<sup>nd</sup> Avenue SE to 76<sup>th</sup> Avenue SE).** This project will reconstruct concrete curb, gutter and sidewalk along SE 24<sup>th</sup> Street to upgrade the current walking facility. This project is tied to the SE 24<sup>th</sup> Street overlay project (90.25.0027). Construction is planned for 2031.
- **[90.20.0029] 78<sup>th</sup> Avenue SE Sidewalk Improvements (SE 40<sup>th</sup> Street to West Mercer Way).** This project proposes to install concrete curb, gutter and sidewalk along the west side of 78<sup>th</sup> Ave SE from SE 40<sup>th</sup> to SE 41<sup>st</sup> Streets to provide a walking facility where none currently exists. The project will also upgrade an existing walkway on the east side of the roadway with concrete curbs and sidewalks to improve the connection from the adjacent neighborhood to SE 40<sup>th</sup> Street, providing access to the Town Center and West Mercer Elementary School. This project is tied to the 78<sup>th</sup> Ave SE overlay project [90.25.0026]. Construction is planned for 2031.

- **[90.20.0030] Mercerwood Drive Pedestrian Improvements (93<sup>rd</sup> to 96<sup>th</sup> Avenue SE).** In 2027, sidewalk will be installed on the south side of SE 40th Street from its existing terminus near Gallagher Hill Road to 93rd Avenue SE, the start of Mercerwood Drive. This project will continue new sidewalk from 93rd Avenue SE to 96th Avenue SE on the south side of Mercerwood Drive, with ADA ramps and a new pedestrian crossing at 96th Avenue SE. Bike lane installation may also be considered. Construction is planned for 2031.
- **[90.20.0031] Island Crest Way Crosswalk Enhancement (SE 46<sup>th</sup> Street).** This project will enhance the existing crosswalk on Island Crest Way just north of SE 46th Street. Improvements to the existing facility include a pedestrian signal and ADA enhancements to the two curb ramps on each side of Island Crest Way and the center median. This project may also include intersection safety elements at 86<sup>th</sup> Avenue SE. Construction is planned for 2032.
- **[90.20.0032] SE 27<sup>th</sup> Street Sidewalk Improvements (74<sup>th</sup> Avenue SE to 76<sup>th</sup> Avenue SE).** This sidewalk improvement project is located at the western edge of Town Center, along the south side of SE 27th Street, from 76th Avenue SE to the west approximately 325 feet. New curb and gutter, sidewalk, driveways, and ADA curb ramps will be constructed. Street trees will be replaced to allow space for new street trees to mature without sidewalk damage. This project will also replace street lighting and storm drainage systems where needed upon replacement of the sidewalk. Construction is planned for 2031 in an “out-year” in case the frontage is re-constructed during property improvements.
- **[90.20.0034] North Mercer Way Sidewalk Improvements (Fortuna Drive to SE 35<sup>th</sup> Street).** This project proposes to remove the existing guardrail behind the existing curb and gutter and construct a new concrete sidewalk and ADA ramps along the north side of North Mercer Way to provide a walking facility where none currently exists. This project will close a gap in the City’s existing sidewalk infrastructure and is planned for 2029, in conjunction with the North Mercer Way overlay [90.20.0015].
- **[90.20.0040] ICW Shared Use Path Phase 1** will construct the Shared Use Path from Island Park Elementary to SE 60<sup>th</sup> Street in 2027, which will have design completed in 2026 through 90.20.0013. Construction is planned for 2027 due to \$743,007 of construction funding secured through a Washington State Transportation Improvement Board grant.
- **[90.20.0043] 92<sup>nd</sup> Avenue SE Sidewalk Improvements (SE 40<sup>th</sup> Street to SE 41<sup>st</sup> Street).** This project will build concrete curb, gutter, and sidewalk along the west side of 92<sup>nd</sup> Avenue to provide a “safe walk route” for Northwood Elementary and the High School, as well as a bus stop location for Islander Middle School. It will also complete a missing link on 92<sup>nd</sup> Avenue by connecting with sidewalks the School District constructed in 2015 along the High School frontage, creating a continuous sidewalk from SE 40<sup>th</sup> to SE 42<sup>nd</sup> Streets. This project may be eligible for Transportation Improvement Board or Safe Routes to School grant funding. Construction is planned for 2030.

## Other

- **[90.20.0013] ICW Corridor Improvements (SE 68<sup>th</sup> Street to SE 53<sup>rd</sup> Place).** This project will construct the traffic safety and operation improvements identified as part of the Island

Crest Way Corridor Safety Analysis in 2022 and Island Crest Way Corridor Improvements (90th Avenue SE to SE 63rd Street) in the 2023-2024 biennium. A construction placeholder is shown in 2031 for SE 68<sup>th</sup> Street or SE 53<sup>rd</sup> Place intersection improvements until funding is secured.

- **[90.20.0018] Pedestrian and Bicycle Facilities Plan (PBF Plan) Update** is proposed for the 2026-2027 biennium to provide a comprehensive update to the current PBF Plan, last updated in 2010 from the original 1996 plan. Over time, construction standards have changed and new facilities have been built. Updates to the Plan will incorporate the results of the ADA Transition Plan, evaluate the use of urban street design guidelines such as the National Association of City Transportation Officials (NACTO), and identify/evaluate projects, provide a preliminary scope of work, and establish priorities of work with the intention of providing a roadmap, foundation, and timeline for future improvements. Mercer Island has been awarded \$320,000 through the Safe Streets and Roads for All (SS4A) FY24 grant program to support this project.
- **[90.20.0041] Transportation Action Plan** is proposed for 2027-2028 to recommend projects and strategies to improve roadway safety on Mercer Island. Findings from 90.20.0018 will inform development of the Transportation Action Plan. Mercer Island has been awarded \$160,000 through the Safe Streets and Roads for All (SS4A) FY23 grant program to support this project. Supplemental grant funds for 90.20.0018 are tied to the Transportation Action Plan grant funds.
- **[90.25.0008] Aubrey Davis Park Mountains to Sound Trail Lighting (Island Crest Way to Shorewood Dr)**. This project will illuminate the Mountains to Sound Greenway (I-90) Trail along the north side of the tall retaining wall from Shorewood to Island Crest Way, a distance of approximately half a mile, as part of Mercer Island's Parks, Recreation, and Open Space (PROS) Plan. Staff is currently pursuing grant funding through WSDOT's Pedestrian & Bicycle program. Construction is planned for 2028.
- **[90.20.0042] Street Standards Details**. This project will update Mercer Island Public Works streets standard details to assist with planning and design efforts. The standard details will provide engineering drawings and specifications to ensure uniform construction of streets, storm drainage, and the transportation network. Currently, staff rely on other agency details for reference (such as the Washington State Department of Transportation). Establishing comprehensive standard street details ensures all infrastructure, whether built by the City or private developers, aligns with long-term safety, sustainability, and aesthetic goals based on best practices for maintaining a multimodal transportation network.

### ***Unfunded PBF Projects – Beyond 2032***

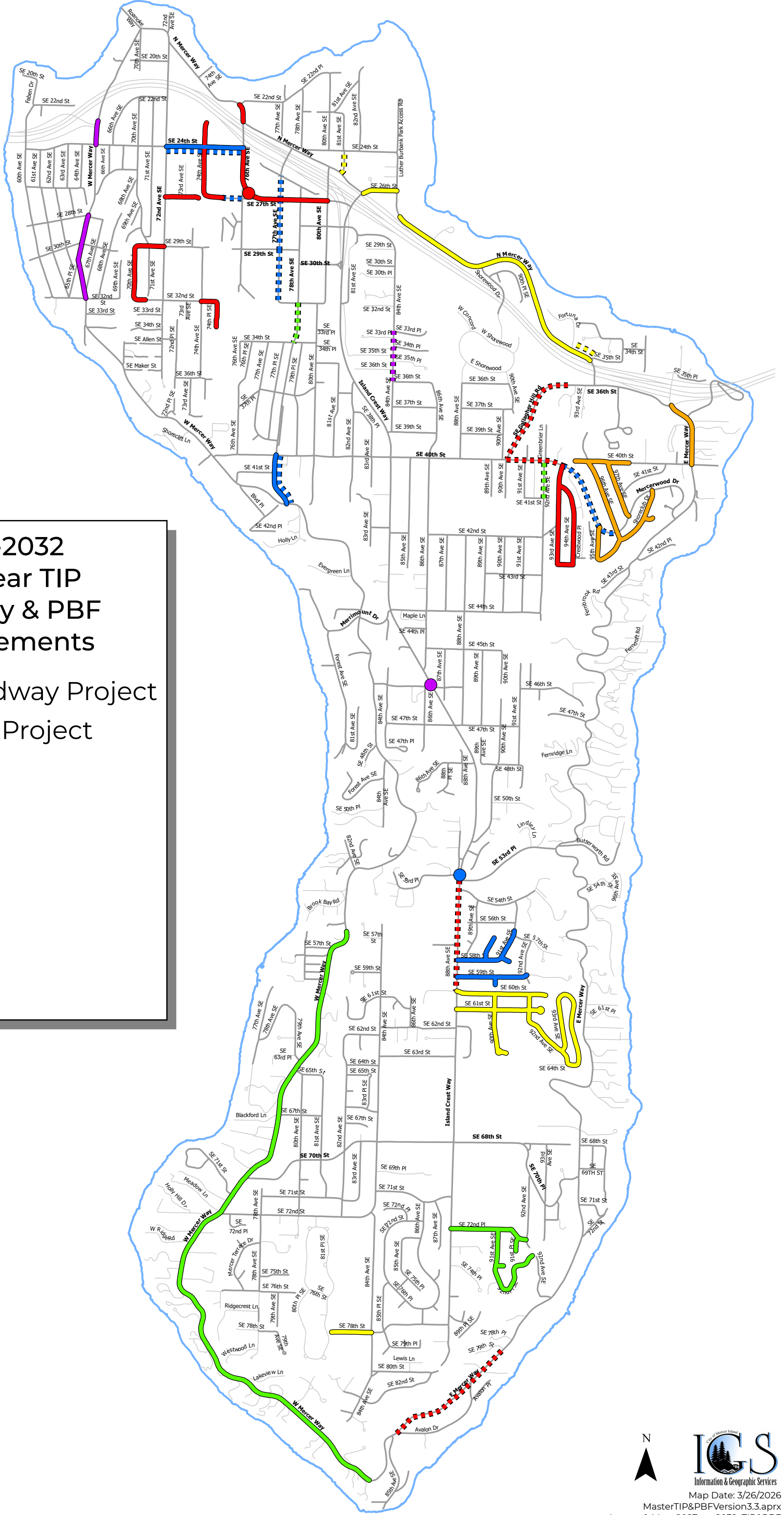
- **Merrimount Drive Sidewalk Improvements (Island Crest Way to West Mercer Way)**. The project proposes to install concrete curb, gutter, and sidewalk along both sides of Merrimount Drive. The project improves walkability by providing a defined route and place for school kids to walk and wait for the school bus or walk to West Mercer Elementary.

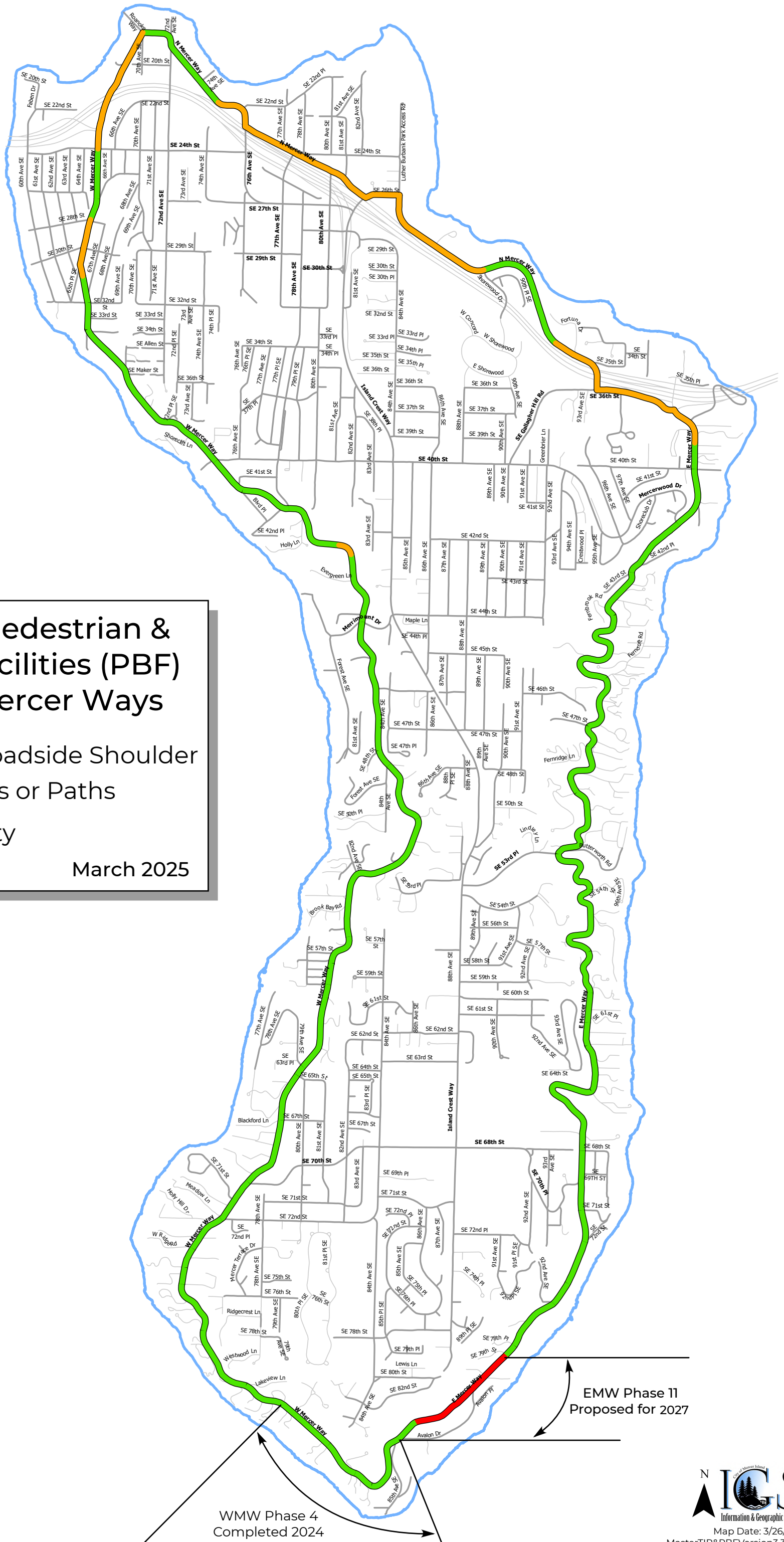
- **86<sup>th</sup> Avenue SE Sidewalk Improvements (SE 42<sup>nd</sup> Street to Island Crest Way).** This project proposes to install concrete curb, gutter, and sidewalk along the east side of 86<sup>th</sup> Avenue SE to provide a walking facility where none currently exists. The project will complete a missing link in the sidewalk network and connect Island Crest Way and adjacent neighborhoods to the High School, Northwood Elementary School, the Mary Wayte Pool, and PEAK.
- **SE 34<sup>th</sup> Street Sidewalk Improvement (78<sup>th</sup> Avenue SE to 80<sup>th</sup> Avenue SE) –** This project will reconstruct curbs, sidewalk, ADA-compliant ramps, and street trees with silva cells along the north side of SE 34<sup>th</sup> Street where the existing sidewalk currently has significant root damage and heaving due to nearby street trees. This project will improve pedestrian mobility in Town Center.
- **Mercerwood Drive Pedestrian Improvements (96<sup>th</sup> Avenue SE to East Mercer Way) –** This project will install a pedestrian facility on both sides of Mercerwood Drive, to connect to the 90.25.0030 new sidewalk and East Mercer Way. This project will improve pedestrian safety, especially for students and families accessing schools and other gathering places on SE 40<sup>th</sup> Street and East Mercer Way. This pedestrian improvement is included in the 2010 PBF Plan.

# 2027-2032 Six - Year TIP Roadway & PBF Improvements

- Roadway Project
- - - - - PBF Project
- 2027
- 2028
- 2029
- 2030
- 2031
- 2032

558





**Current Pedestrian & Bicycle Facilities (PBF) on the Mercer Ways**

- Paved Roadside Shoulder
- Sidewalks or Paths
- No Facility

March 2025

559



WMM Phase 4 Completed 2024

EMW Phase 11 Proposed for 2027



Map Date: 3/26/2025  
 MasterTIP&PBFVersion3.3.aprx  
 Map & Layout: 2025WMMercerWaysPBF

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



# 2026 PLANNING SCHEDULE

Item 13.

Please email the City Manager & City Clerk when an agenda item is added, moved, or removed.

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

APRIL 21, 2026		DD	FN	CA	Clerk	CM
ABSENCES:		4/9	4/10	4/10	4/13	4/13
ITEM TYPE   TIME   TOPIC				STAFF		
<b>CONSENT AGENDA</b>						
--	AB 6905: April 10, 2026 Payroll Certification			Ali Spietz/Nicole Vannatter		
--	AB 6906: Certification of Claims March 16-31, 2026			LaJuan Tuttle/Ashley Olson		
--	AB 6907: Earth Day, Proclamation No. 383			Mayor Rosenbaum/Alanna DeRogatis		
<b>REGULAR BUSINESS</b>						
30	AB 6908: Fee Schedule Amendments (Resolution No. 1693)			Jessi Bon/Robbie Cunningham Adams/Amelia Tjaden		
60	AB 6909: GMA Compliance Strategy			Jeff Thomas/Alison Van Gorp		
30	AB 6904: Water Supply Pipeline Project Update			Jason Kintner/Kellye Hilde/Clint Morris/Ian Powell		
<b>EXECUTIVE SESSION</b>						

MAY 5, 2026		DD	FN	CA	Clerk	CM
ABSENCES:		4/23	4/24	4/24	4/27	4/27
ITEM TYPE   TIME   TOPIC				STAFF		
<b>STUDY SESSION</b>						
<b>SPECIAL BUSINESS</b>						
<b>CONSENT AGENDA</b>						
--	AB xxxx: April 24, 2026 Payroll Certification			Ali Spietz/Nicole Vannatter		
--	AB xxxx: Certification of Claims April 1-15, 2026			LaJuan Tuttle/Ashley Olson		
--	AB xxxx: Affordable Housing Week Proclamation No. xxx			Mayor Rosenbaum/Alison Van Gorp		
--	AB xxxx: Deane's Children's Park Site Plan Adoption Resolution No. XX			Jason Kintner/Kellye Hilde/Shelby Perrault		
<b>REGULAR BUSINESS</b>						
30	AB xxxx: 2027-2032 Six-Year Transportation Improvement Program (TIP) Adoption			Jason Kintner/Matt Mornick/Clint Morris/Rebecca Corigliano/Ian Powell		
90	AB xxxx: HOLD FOR CITY FACILITIES AGENDA ITEM			Jessi Bon/Jason Kintner/Kellye Hilde/Robbie Cunningham Adams		
30	AB xxxx: 2025 Year-end Financial Status Update and Budget Amending Ordinance			Matt Mornick/ LaJuan Tuttle		

<b>EXECUTIVE SESSION</b>					

<b>MAY 19, 2026</b>			<b>DD</b>	<b>FN</b>	<b>CA</b>	<b>Clerk</b>	<b>CM</b>
ABSENCES:			5/7	5/8	5/8	5/11	5/11
<b>ITEM TYPE   TIME   TOPIC</b>						<b>STAFF</b>	
<b>STUDY SESSION</b>							
<b>SPECIAL BUSINESS</b>							
<b>CONSENT AGENDA</b>							
--	AB xxxx: May 10, 2026 Payroll Certification				Ali Spietz/Nicole Vannatter		
--	AB xxxx: Certification of Claims April 16-30, 2026				LaJuan Tuttle/Ashley Olson		
<b>REGULAR BUSINESS</b>							
15	AB xxxx: 2026 Board and Commission Appointments (Resolution Nos xxxx & xxxx)				Mayor Rosenbaum/Andrea Larson		
<b>EXECUTIVE SESSION</b>							

<b>JUNE 2, 2026</b>			<b>DD</b>	<b>FN</b>	<b>CA</b>	<b>Clerk</b>	<b>CM</b>
ABSENCES:			5/20	5/21	5/21	5/22	5/22
<b>ITEM TYPE   TIME   TOPIC</b>						<b>STAFF</b>	
<b>STUDY SESSION</b>							
<b>SPECIAL BUSINESS</b>							
10	AB xxxx: 2025 Community Member of the Year				Mayor Rosenbaum/Andrea Larson		
<b>CONSENT AGENDA</b>							
--	AB xxxx: May 25, 2026 Payroll Certification				Ali Spietz/Nicole Vannatter		
--	AB xxxx: Certification of Claims May 1-15, 2026				LaJuan Tuttle/Ashley Olson		
--	AB xxxx: Pride Month, Proclamation No. xxx				Mayor Rosenbaum/Merrill Thomas-Schadt		

REGULAR BUSINESS		
15	AB xxxx: Public Hearing and Renewal of Interim Regulations related to Middle Housing and ADU's (HB 1110 / HB 1337) (First Reading Ord. No. 26-xx)	Jeff Thomas/Molly McGuire
15	AB xxxx: Public Hearing and Renewal of Interim Regulations related to Unit Lot Subdivisions (SB5258) (First Reading Ord. No. 26-xx)	Jeff Thomas/Molly McGuire
30	AB xxxx: Q1 2026 Financial Status Update and Budget Amending Ordinance	Matt Mornick/ Ben Schumacher
90	AB xxxx: HOLD FOR CITY FACILITIES AGENDA ITEM	Jessi Bon/Jason Kintner/Kellye Hilde/Robbie Cunningham Adams
30	AB xxxx: Luther Burbank Park Waterfront Improvements – Bid Award	Jason Kintner/Kellye Hilde/ Shelby Perrault/Sarah Bluvas
EXECUTIVE SESSION		

JUNE 16, 2026		DD	FN	CA	Clerk	CM
ABSENCES:		6/4	6/5	6/5	6/8	6/8
ITEM TYPE   TIME   TOPIC				STAFF		
STUDY SESSION						
SPECIAL BUSINESS						
CONSENT AGENDA						
--	AB xxxx: June 10, 2026 Payroll Certification			Ali Spietz/Nicole Vannatter		
--	AB xxxx: Certification of Claims May 16-31, 2026			LaJuan Tuttle/Ashley Olson		
--	AB xxxx: Renewal of Interim Regulations related to Middle Housing and ADU's (HB 1110 / HB 1337) (Second Reading Ord. No. 26-xx)			Jeff Thomas/Molly McGuire		
--	AB xxxx: Renewal of Interim Regulations related to Unit Lot Subdivisions (SB5258) (Second Reading Ord. No. 26-xx)			Jeff Thomas/Molly McGuire		
REGULAR BUSINESS						
60	AB xxxx: GMA Compliance Strategy			Jeff Thomas/Alison Van Gorp		
EXECUTIVE SESSION						