

Rassekh Park Skatepark TAC Meeting #2



MEETING SUMMARY

Project:	Rassekh Skatepark	Project No:	5050
Meeting / No:	TAC #2	Meeting Date:	3/21/2022
Location:	Zoom (Virtual)	Meeting Time:	5:00 PM – 7:00 PM
Archive	Video Archive of TAC Mtg #1		

Attendees

Kyra Haggart (City of Lake Oswego)	Jaxon Statzell (California Skateparks)	Zach Wormhoudt (California Skateparks)
Technical Action Committee Members	Alberto Carrasco (California Skateparks)	

Item	Introduction and Power-Point Presentation
Meeting Introduction	<ul style="list-style-type: none"> Kyra Haggart started the meeting by welcoming the TAC Members and reviewing the meeting guidelines. The introduction was followed up by a brief history of the Rassekh Property and the Project history, including current status of the project with background information on the park plans, project team and project schedule. Zach Wormhoudt and Jaxon Statzell introduced California Skateparks as a design + build firm and via a Power-Point Presentation covered the following topics: <ul style="list-style-type: none"> Skatepark Design Current Status and Process Site Overview; Constraints, Opportunities Design Survey Results Summary Design Presentation
	General Discussion and Comments
Skatepark Design Input Open Discussion Led by Zach, Jaxon and Kyra.	<p>With the Skatepark Design still being still viewable the following design suggestions were brought up and discussed:</p> <ul style="list-style-type: none"> It was asked if the bowl could be moved to one side of the park instead of the middle of the park to provide more street skating area? The Design Team shared that careful consideration had been given to the layout to maximize the street area skating opportunities and the layout that provided the most street skating areas is one that locates the bowl in the middle. However, the Design Team encouraged anyone with ideas for moving the bowl location to print and draw the proposed location and return to the Design Team. Further, the Design Team committed to giving the relocation of the bowl further review and consideration. There was a comment to eliminate the bowl and provide more street skating opportunities. The Design Team shared that the proposed skate park design was based directly on the survey data and information gathered from the TAC Meeting #1. Numerous TAC Members noted that they liked the bowl location and design as shown. Input was provided from various TAC Members for the Design Team to attempt to include the following additional skating features: flat rail, slappy curb, 6-stair, flat ledge, manual pad, hubba ledge in lieu of railings for one of the stair sets. The subject of providing shelter for skating in raining or wet conditions was brought up and discussed. The Design Team pointed out that providing a shelter is not part of the current scope of work, but that the proposed design is compatible with standard



	<p>shelter dimensioning.</p> <ul style="list-style-type: none"> • The subject of including sports lighting was brought up and the Design Team noted that sports light was not part of the current scope of work. • Including a roll-in feature was brought up and discussed but determined to be unnecessary based on review of the transition elements and access opportunities that already exist in the design. • Adding and escalator to the bowl in the location of the deep end was discussed and will be assessed during the design refinement. • It was suggested to make the bowl decks skateable and add some bigger gaps from the bowl deck to the street area.
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Item	Closing and Summary
Closing and Summary by Zach, Jaxon and Kyra	<ul style="list-style-type: none"> • The Design Team encouraged all TAC Members to email any ideas for design changes or suggestions by Wednesday 4/27/2022 • The upcoming Public Meeting dates were shared.

Question Report

#	Question	Asker Name	Asker Email	Answer
1	Out of the 10,000 sq. ft of space, how much concrete will actually be placed in the park?	RJ COOK	RICKJCOOK@FRONTIER.COM	The park is 10K SF as measured in plan view.
2	So, the entire 10k SF will be concrete? And how thick will it be?	Anonymous Attendee		Correct. 10K SF of concrete as measured in plan view. Average concrete thickness is 5-inches.
3	To Ivan and his crew, Has there been any discussion about two viewing mounds/berms, looks like in your design it is mostly used for skatepark, and the athletic fields are across the walkway/pathway away from field viewing?	Anonymous Attendee		The mound/berm south of the skatepark would be available for people to sit on either side, looking toward the skatepark to the north or to the athletic field in the south.
4	Concern of what side the path will be on. will it be a paved pathway like is shown on early design? Entrance walkway paved/gravel or just a natural berm. Looks like it has been moved towards skate area.	Anonymous Attendee		The pathway will pass on the south side of the berm connecting to Stafford Road.
5	Ivan, Bruce, when will the park application be resubmitted to the city, and how will the skatepark be included for approval?	RJ COOK	RICKJCOOK@FRONTIER.COM	The LU has been resubmitted and it is part of the current application.
6	Are all LO parks open from 6 am - 10 pm?	Anonymous Attendee		Yes, all parks are open 6am - 10pm with the exception of Millenium Plaza 6am = 12am.
7	NOt sure this came out, but how about split the viewing mound into two different with the path running down the middle. /Users/cookri/Desktop/two viewing.png Will emial to ivan and bruce	RJ COOK	RICKJCOOK@FRONTIER.COM	I think in tha context of the entire park the fields are surrounded by viewing mounds to keep the overall feel natural. There will also be traditional viewing of the field included behind the backstops for baseball/softball. and our experience with the field sports is that most of the spectators come and sit on near the field in folding chairs.
8	thought it was also foir overall viewing of the area, towards Luscher and view of the rest of the park.	RJ COOK	RICKJCOOK@FRONTIER.COM	It is, the mound at the SE side of the skatepark is larger than the other mounds around the park.