

Bosco Place Neighborhood Park

Preliminary Concept Plans Comment Summary

Comment Period: June 10-22, 2008

Please note that this is a summary of the verbal and written comments from the June 10, 2008 public meeting, and the written comments submitted through the project Web page June 11-22, 2008. This summary reflects a range of opinions, and is not intended to present a word-for-word transcript. Comments about issues outside the scope of the park project have been brought to the attention of the appropriate departments or agencies.

A proposed concept plan for the park will be developed based on neighborhood feedback, program needs, project funding and site requirements.

Staff presented three preliminary concept plans to neighbors for input:

- [Concept 1](#)
- [Concept 2](#)
- [Concept 3](#)

Safety and Security:

- Ensure that the park doesn't become a haven for homeless people and gangs.
- Humanely get rid of the peacocks. They are potentially dangerous to park visitors and may become a liability problem.
- 39th Street is extremely narrow and cars often use it as a shortcut when traffic on SR 500 gets backed up. This may create a safety problem for people trying to walk to the park due to a lack of shoulders and sidewalks. Need to provide sidewalk on 39th Street between St. Johns Road and 42nd Avenue.
- Post traffic advisory signs on 39th Street asking motorists to slow down while driving past the park.
- Paving the trails on the slopes will create unsafe conditions for other park users because bicyclists, skateboarders and skaters will be able to speed down the hill.
- Install streetlights along with the half-street improvements. This will help improve safety and visibility at night.

Access:

- Limit the number of access points to the park.

Trail Alignments:

- Prefer a paved trail throughout the park to provide better bicycle access between 39th Street and Petticoat Lane to the Discovery Trail. Most street or touring bicycles don't do well on gravel surfaces.
- Like the crushed rock trail in Concept 2.

- Break up the paved areas of the trail with gravel to prevent skateboarders from “hot dogging” down the hill.

Open Lawn Areas:

- Don't like the small open lawn area in Concept 1.
- Like the large open lawn area in Concepts 2 and 3.

Playground:

- Locate the playground closer to 39th Street.
- Like how the playground is close to the basketball court in Concept 1, but would prefer that they both be located closer to 37th Street.
- Don't like how far away the playground, basketball court and skate spot are from each other in Concept 2.
- Like the location of the playground near 37th Street in Concept 3.

Landscaping and Trees:

- Keep as many trees and native plants as possible.
- Get rid of the invasive plant species.

Skateboarding spot/basketball half court:

- Move the skateboarding spot and basketball half court in Concept 2 further south in the park to reduce the amount of noise to neighbors.
- Like the skateboarding spot and basketball court in Concepts 2 and 3.
- Don't include a skateboarding spot or basketball court.
- A skate spot and a basketball court will be too noisy. Because of the hill, sound really carries in this park.

Other Park Amenities:

- Include a community garden in the park like the one at Marshall Community Center.
- Include a practice wall/space for soccer, etc.
- Include dog waste bag dispensers.

New Park Name:

- Most respondents liked the idea of naming the park Bosco Farm Neighborhood Park after the farm that used to be on the property.

General:

- Keep the park peaceful and quiet.
- Like Concept 3 the best because everything is located close together and there isn't too much open space.
- Concept 1 meets our needs more completely.
- Keep noisy areas away from 39th Street (i.e. skateboarding spot and basketball court).
- Like Concepts 1 and 2 better than Concept 3.
- It is dangerous to walk to Truman Elementary School due to lack of sidewalks, so please provide recreation opportunities for children in this neighborhood age 5-14.
- Design the park to appeal to all ages and interests.

END