

Deane's Children's Park Site Plan

AB 6902 | April 7, 2026



Purpose

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 City Council review and action.

Council Action Options

Option 1 – Adopt the Site Plan

Approve Resolution No. 1692 (see Exhibit 2) adopting Deane's Children's Park Site Plan.

Option 2 – Revise and Return

Direct the City Manager to revise the Site Plan and return to the City Council at a future meeting for review and adoption.

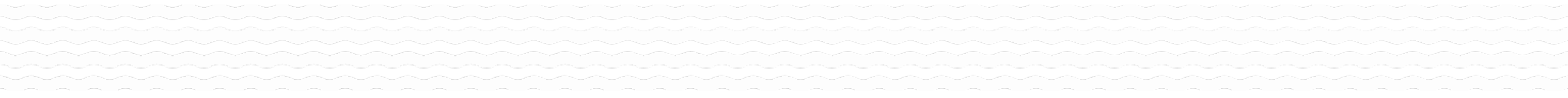
Meeting Agenda

- Inclusive Design Consultant
- Project Background
- Accessibility & Design Principles
- Planning Process Recap
- Site Plan Overview
- Phasing
- Discussion
- Next Steps





Inclusive Design Consultant



Introduction

- Ingrid Kanics, OTR/L, FAOTA, CPSI
- Owner, Kanics Inclusive Design Services
- 25 years of experience in inclusive design

Inclusive Design Experience

- Over 750 inclusive playground projects worldwide
- Inclusive playground initiatives include:
 - Able to Play Michigan | \$7.5M
 - Trillium Foundation Grant | 43 inclusive playgrounds to date
 - Jumpstart Charities | 19 inclusive playgrounds to date
 - Inclusive Playground Playbook



Inclusive Park Highlights

Examples of how inclusive design can be integrated into broader natural setting



Exploration Place, KS



Eastside Park, AL

Data Informing Design

- 1 in 4 Americans lives with a disability
- Over 1 billion people live with a disability worldwide
- 7.3 million school age children have a medical diagnosis
- 1 in 31 children lives with autism
- 1 in 20 children lives with a sensory processing disorder

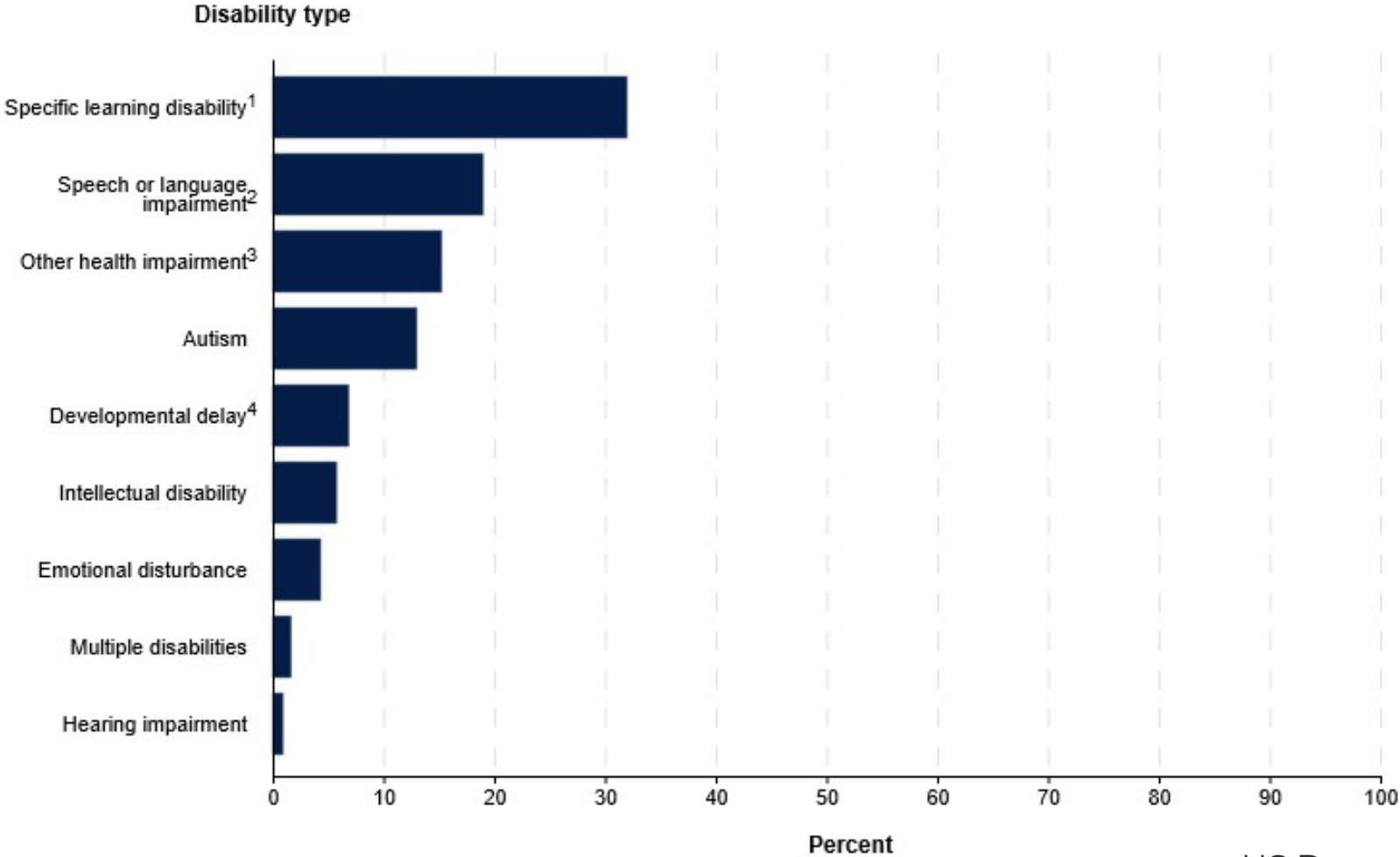
Disability: a complex interaction between features of a person's body and features of the environment and society in which he or she lives.

– World Health Organization



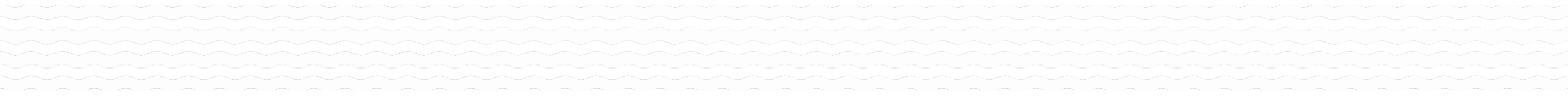
Data Informing Design

15% of children enrolled in Public School have a disability








Project Background



Site Context

- Located within Island Crest Park
- Playground built in 1962, effort led by Mercer Island Preschool Association (MIPA)
- City acquired Island Crest Park in 1968
- Park renamed in 1985 in honor of Lola & Phil Deane

LEGEND

-  ISLAND CREST PARK
Existing Park Boundary
-  BIKE SKILLS AREA
Existing Boundary
-  SITE PLAN LIMITS
Scope of Work



2022 Parks, Recreation & Facilities (PROS) Plan

Purpose

- 6-year blueprint for guiding growth, enhancement, and management of parks and recreation system
- Needs and priorities informed by community input
- Defines goals and objectives for future operations, maintenance, and planning
 - Accessibility identified as primary goal for park enhancements
- Conducts systemwide condition assessment to identify aging infrastructure and facility needs
- Establishes 6-year Parks Capital Improvement Plan (Parks CIP) to prioritize investments
 - 2023 – 2028 Parks CIP
- Maintains eligibility for state grants through the Washington Recreation & Conservation Office (RCO)



CITY OF MERCER ISLAND

PARKS, RECREATION & OPEN SPACE PLAN

March 2022



2022 PROS Plan

Conditions Assessment - Playground Equipment

- Anticipated lifespan of play equipment is 20 years
- 10 of 18 playgrounds are approaching end of useful life
- Majority of playground do not meet Americans with Disability (ADA) Standards, lack accessible features
- 5 playground replacements included in 2023-2028 Parks CIP:
 - Aubrey Davis Park – Lid B
 - Deane’s Children’s Park
 - First Hill Park (complete)
 - Roanoke Park (complete)
 - Secret Park



Roanoke Park Playground: Before & After

2022 Parks Levy

Summary

- Voters approved 16-year levy renewal in November 2022
- Funds park maintenance, forest management, and playground replacements
- Approximately \$415,000 per year is generated for replacing playgrounds

Why Deane's

- “Castle Playground” and “Platform Playground” intended for replacement during Levy
- Opportunities for accessibility and inclusive play



“Castle Playground”

What is a Site Plan?

- Similar to a master plan, but differs in scale
- Establishes a long-term vision for improvements over the next 10 – 20 years
- Developed through a collaborative, community-wide planning process
- Defines key program elements to support overall project goals
- Provides framework for phased implementation as funding becomes available
- Strengthens the City's ability to compete for grant funding
- Results in a conceptual design and supporting report



West Mercer Elementary School Visit

A Long-Range Plan in Action

Luther Burbank Park Master Plan – 2006

- 15+ major and minor projects completed
- Improvements span shoreline, buildings, infrastructure
- Over \$15M invested since 2006
 - \$6.6M funded through grants & donations

Major Capital Projects

1. Off-leash Dog Area Improvements | 2009
2. Shoreline Improvements (Phase 1 – 3) | 2010 – 2023
3. Playground Renovation | 2014
4. Boiler Building Seismic Retrofit | 2025
5. Sport Courts Renovation | 2025
6. Waterfront Improvements Project | present



A Long-Range Plan in Action

Luther Burbank Park Master Plan

- 15+ major and minor projects completed
- Of those, only 2 required additional input due to changes in use or updated codes

Projects Requiring Additional Input

5. Sport Courts Renovation | 2025
6. Waterfront Improvements Project | present



Why Deane's Needs a Site Plan

2024 Assessment

- Play equipment near end of its useful life, not accessible, lacks diverse & inclusive features
- Disjointed play areas, lack clear sightlines
- Aging park amenities (picnic shelter, furnishings)
- Trails are undefined and not accessible
- Accessible parking stalls non-compliant

Opportunities

- Centrally located on the island, relatively flat, and forested setting
- Unique chance to create an inclusive playground
- Allows comprehensive, coordinated approach rather than piecemeal improvements





Accessibility & Design Principles



ADA Requirements

- Federal law to ensure equal access to public services and facilities
- Title II requires state and local agencies to evaluate and improve accessibility (ADA Transition Plan)

ADA Design Standards

- Adopted in 1991, updated in 2010
- Outlines minimum accessibility requirements
- Applies to public right-of-way, buildings, parks

Mercer Island ADA Transition Plan – 2022

- Identifies barriers, sets priorities and costs
- **Deane's Priorities:** ramp access to play areas, restrooms upgrades for ADA compliance



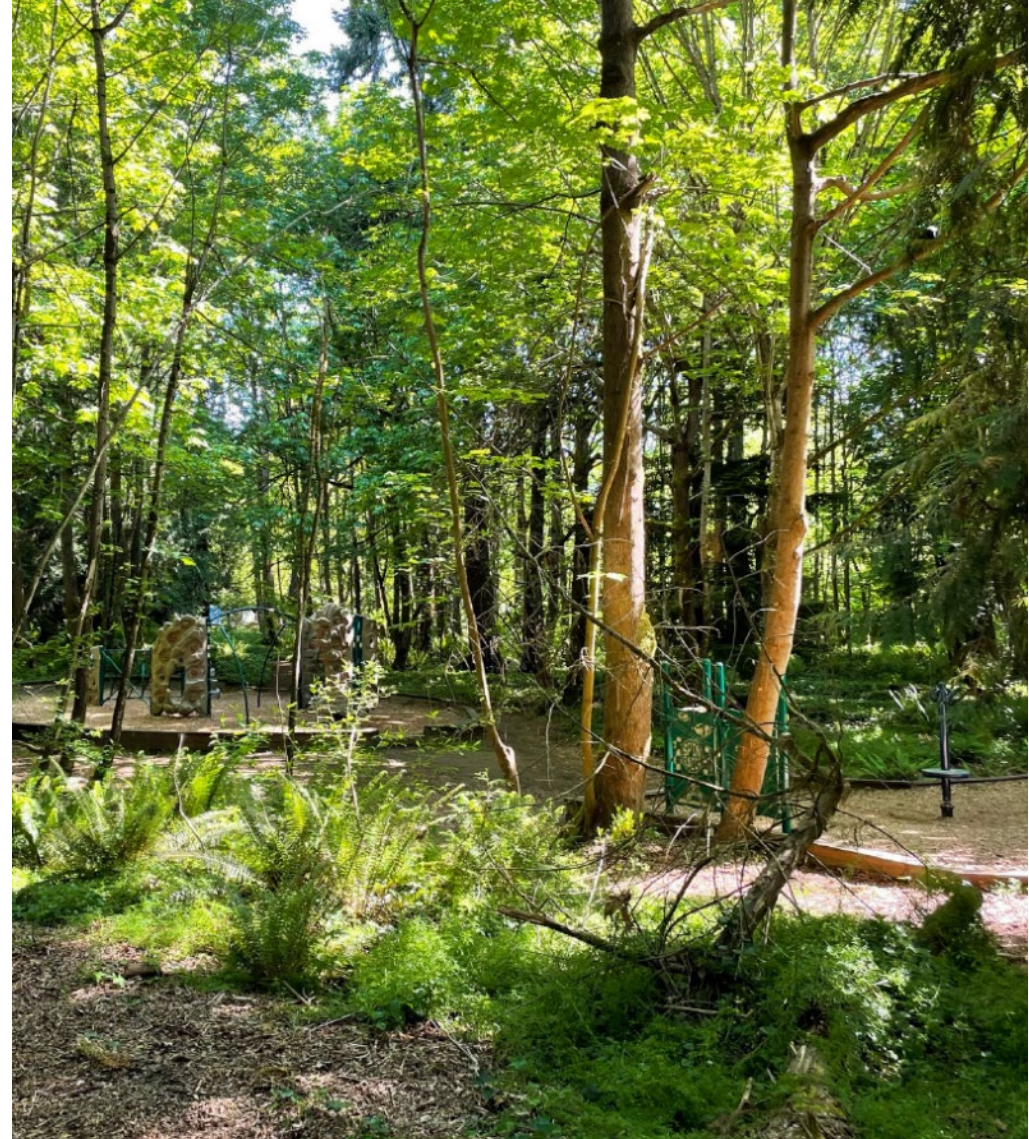
ADA Design Standards

Playgrounds

- ADA Compliance is the minimum requirement
- Must provide:
 - Continuous accessible paths linking entrances and play areas
 - Access to a minimum number and variety of play components

Key Standards

1. Accessible routes: firm, stable, slip-resistant
2. Play component access: via ramp or transfer system
3. Fall zones (safety surfacing) can be:
 - Unitary: poured-in-place rubber or artificial turf, or
 - Pervious: engineered wood fiber



Beyond Minimum Compliance

Playground Standards

- ADA Compliance
 - Primary focus is physical access
- Universal Design
 - Designed for broad usability by all
 - Considers multiple medical needs
 - Multigenerational access focused
- Inclusive Design
 - Built on universal design goals and principles
 - Driven by community input
 - Provides flexible solutions to ensure meaningful access



What is Inclusive Play?

“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.”

- Landscape Structures (2021)



Designing Inclusively - 7 Principles

1

ACCESSIBILITY, SAFETY, & COMFORT

- ENTIRE SITE IS ACCESSIBLE
 - PARKING LOT
 - PLAY AREAS AND ADJACENT SPACES
 - ACCESS TO PUBLIC TRANSPORTATION
- SAFETY IS ENSURE 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 AREAS
- PLAY ELEMENTS SUPPORT THE DEVELOPMENTAL SEQUENCE OF MULTIPLE SKILLS

3

FLEXIBILITY & VARIETY

- MULTITUDE OF PLAY OPPORTUNITIES
- MULTIPURPOSE AREAS
- RANGE OF FEATURES
- PLAY ELEMENTS SUPPORT THE DEVELOPMENT SEQUENCE OF MULTIPLE SKILLS

4

READABILITY & 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



Designing Inclusively - 7 Principles

5

SENSORY ENGAGEMENT

- OFFERING ACTIVITIES AND OPPORTUNITIES TO ENGAGE WITH ALL THE SENSES:
 - SIGHTS
 - TOUCH
 - SMELL
 - TASTE
 - SOUND
 - VESTIBULAR (INNER EAR, SENSE OF BALANCE)
 - PROPRIOCEPTION (INTERNAL BODY AWARENESS WHERE YOU ARE IN RESPECT TO YOUR SURROUNDINGS)



6

DEGREES OF SOCIAL INTERACTION

- 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



7

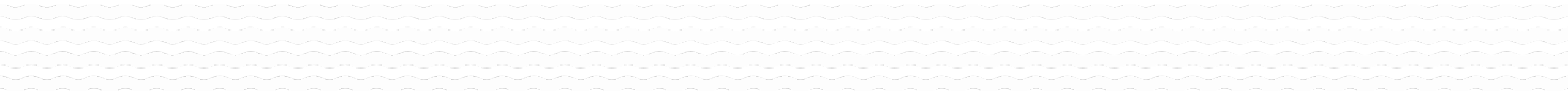
MULTI-GENERATIONAL CONSIDERATIONS

- PROVIDE EASY ACCESS TO THE PLAY ELEMENTS TO PROMOTE ENGAGEMENT
- CREATE A SPACE THAT PROMOTES:
 - SUPPORT
 - EMPATHY
 - SHARED EXPERIENCE
 - PERSPECTIVE

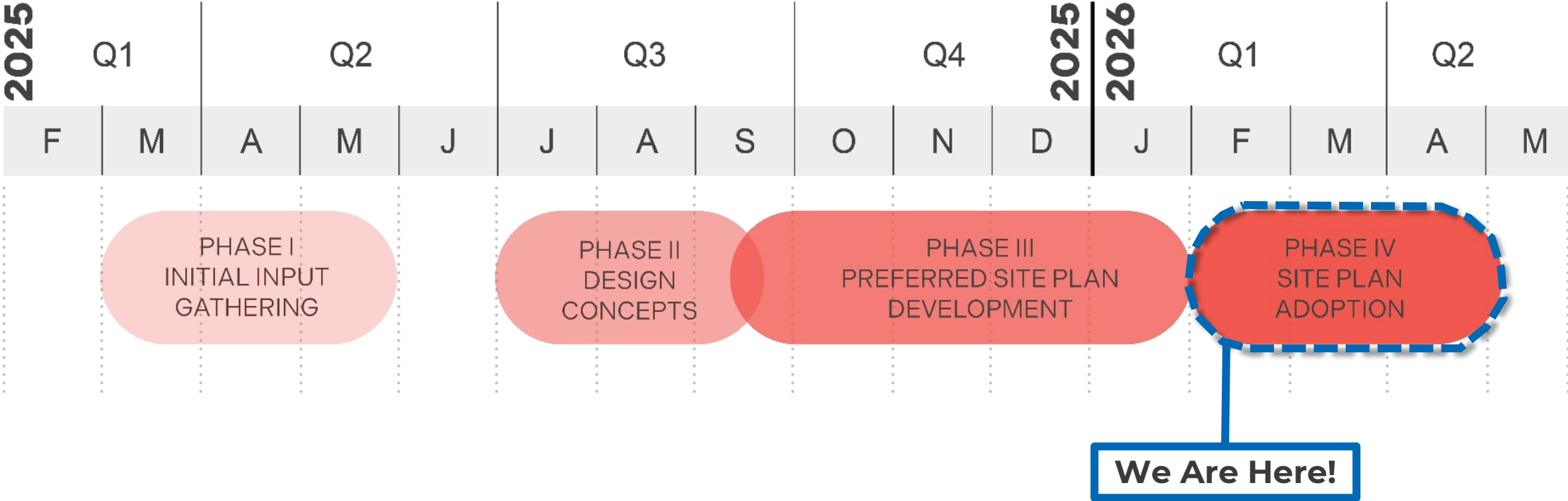




Planning Process - Recap



Process Timeline



Phase I: Initial Input

Overview

- Conducted April – May 2025
- One online survey: 102 responses
- One open house: 20 participants
- Two community event booths
- Four Elementary school visits, 1,200 students
- 160 ‘design your own park’ student submissions

Key Takeaways

- Strong support for inclusive & accessible play
- Active and diverse play features preferred
 - Swings, climbers, and spinners top choices
- *Treehouse Adventure and Fairytale Kingdom* top two themes
- Preserve park’s wooded character



Elementary School Voting: Play Equipment

Phase II: Design Concepts

Overview

- Conducted July – August 2025
- One online survey: 72 responses
- Four community event booths

Key Takeaways

- Broad support for *Woodsy Wonders*
- Support for imaginative play
- Climbing and sliding most popular play in larger structures



Summer Celebration & Pride in the Park Event Booths

Phase II: Design Concepts

THE QUEST

- ARRIVAL**
The main entrance welcomes visitors with a drawbridge inspired gateway, setting the tone for an imaginative adventure within the park.
- STORYBOOK VILLAGE**
Tucked near the park entrance, this village is designed for young children to begin their adventure with imaginative shops like a bakery, blacksmith, or forest cafe. Kids can enjoy:
 - Whimsical play houses that inspire creative storytelling (Building names could recognize community donors)
 - Multi-sensory, imaginative play with features like sand areas
- JOURNEY TO KENTON'S DRAGON**
This sensory-rich path invites kids to explore on their way to Kenton's Dragon. Along the way, kids can:
 - Navigate changing terrain or textures that mimic a river, with moments of quiet play in mushroom houses, log tunnels, and among woodland creatures
 - Just beyond Kenton's Dragon, a treasure chest awaits discovery!
- ADVENTURER'S GUILD**
Beyond the village lies the City - a central hub inspired by an Adventurer's Guild. This area includes a shelter, restrooms, and seating - offering a place to gather and rest. A central artistic wayfinding feature helps guide explorers on their quest through the park.
- CASTLES ALONG THE QUEST**
This area invites children to explore a series of castle-themed play structures, each offering a unique way to climb, imagine, and discover. Designed for a wide range of ages and abilities, these spaces blend inclusive design with imaginative adventures. From gently sloped ramps and sensory pathways to more challenging climbers - like the hilltop castle - kids can choose their own pace and path.
- THE FAIRY GLEN**
Tucked among trees and ferns, the Fairy Glen offers a peaceful woodland spot for quiet play, musical discovery, and gentle exploration.

LEGEND

- Bike Skills Area
- Park Boundary
- Island Crest Way Path
- Accessible Routes
- Adaptive Routes

Slopes meet standard ADA accessibility requirements
Slopes exceed standard ADA grades but meet applicable accessibility requirements for trail/play areas

WOOSY WONDERS

- ARRIVAL & FOREST PATH**
As you arrive, you'll be greeted by natural wood materials that set the tone for a forest-inspired, treehouse-themed experience. The forest path acts as the central spine, connecting major elements of the playground and ensuring accessibility for all visitors.
 - It begins at the park entrance, leads to various play areas, and ends at a large treehouse climber.
 - The northern part of the forest path can be designed as an elevated walkway, offering unique views and playful interactions.
- CRITTER CORNER**
Tucked near the park entrance, this play area is designed for children ages 2-5. Here little ones can discover forest animals, climb on nature inspired structures, and enjoy:
 - Spaces for exploration and imaginative play
 - Sensory tactile features
 - Cozy spots for quiet breaks
- DISCOVERY PATH**
Designed for younger explorers, this is a playful loop that weaves through nature-inspired activities - blending movement, imagination, and moments of calm. Along the way, kids can:
 - Balance, climb, and crawl through a woodland adventure
 - Pause for quiet moments and sitting "nest" in the woods
 - Find an accessible treehouse structure that connects to the adventure hub and leads to Kenton's Dragon
- PICNIC SHELTER & RESTROOM AMENITIES**
This central area will feature structures with a natural aesthetic to blend into the park's theme, forest inspired seating, and create a welcoming place for families to gather, rest, and connect. Better recognition could be integrated into the restroom walls - similar to a tile wall display.
- TREEHOUSE ADVENTURE HUB**
This playground brings the magic of the forest to life with a variety of treehouse style play experiences designed for a wide range of ages and abilities. From fully active, open-air platform structures to swings, every child can find their own way to play, explore, and connect. Highlights include a willow tunnel for quiet discovery, a rocking "river raft," and rope climbers for adventures.

LEGEND

- Bike Skills Area
- Park Boundary
- Island Crest Way Path
- Accessible Routes
- Adaptive Routes

Slopes meet standard ADA accessibility requirements
Slopes exceed standard ADA grades but meet applicable accessibility requirements for trail/play areas

The design blends challenge and accessibility, so every child can join the fun - at their own pace, in their own way.

Preferred Concept

Phase II: Play Equipment – Look & Feel



Top-Rated Overall



2nd Choice – Event Voting



2nd Choice – Online Survey

Phase III: Preferred Site Plan Development

Overview

- September – November 2025
- Focused on refining design concept, based on community and Commission input
- Parks & Recreation Commission touchpoints:
 - September 4: park tour and preferred concept
 - November 6: preferred plan and play equipment
- Arts Council touchpoint:
 - October 15: project overview and 1% for Public Art theme

Key Takeaways

- Future projects should be informed by students
- Balance active play, circulation, and open space
- Ensure inclusive, provide accessible trails



Examples of Public Art Opportunities

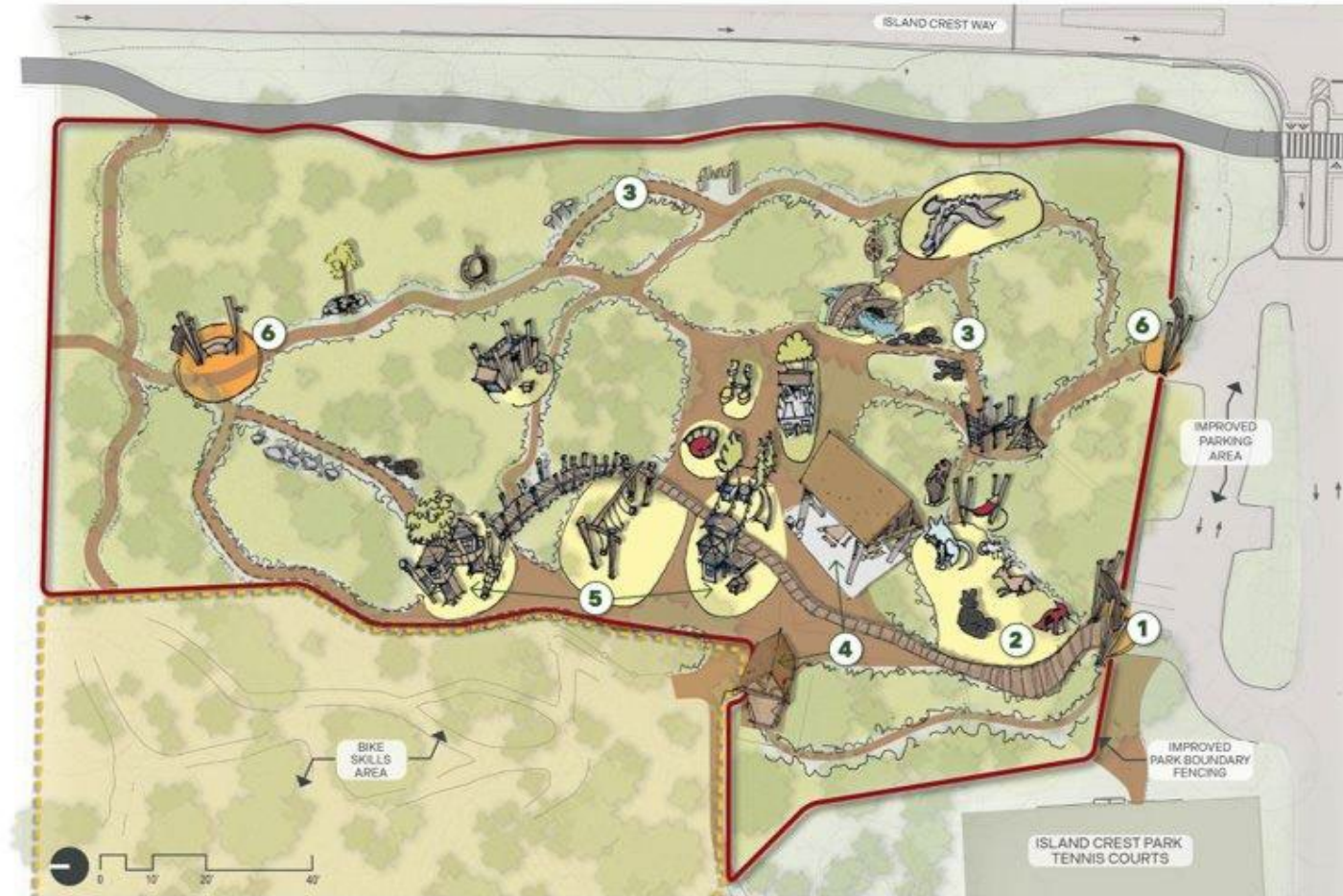
Phase III: Preferred Site Plan Development

Summary

- Refined “Woodsy Wonders” concept
- Showcases the park’s woodland character with treehouse-inspired play
- Integrates select “Quest” elements — restroom and picnic shelter
- Adds a sensory bridge/pathway connecting to Kenton’s Dragon

Legend

- 1 MAIN ENTRY & FOREST PATH
- 2 THE CRITTERS
- 3 THE DISCOVERY PATH
- 4 SHELTER & RESTROOM AMENITIES
- 5 MAIN COMPONENT PLAY & TREEHOUSES
- 6 ALTERNATIVE PARK ENTRY



Phase IV: Site Plan Adoption

Overview

- November 2025 - Present
- Refined preferred plan to incorporate specific equipment, required fall zones, pathways, and facility footprints
- Parks & Recreation Commission touchpoints:
 - February 5: Site Plan recommendation
 - March 5: Hand-off memo
- Developed non-project SEPA Checklist following recommendation
- City Council touchpoint:
 - April 7: overview of process, present Site Plan for review and adoption

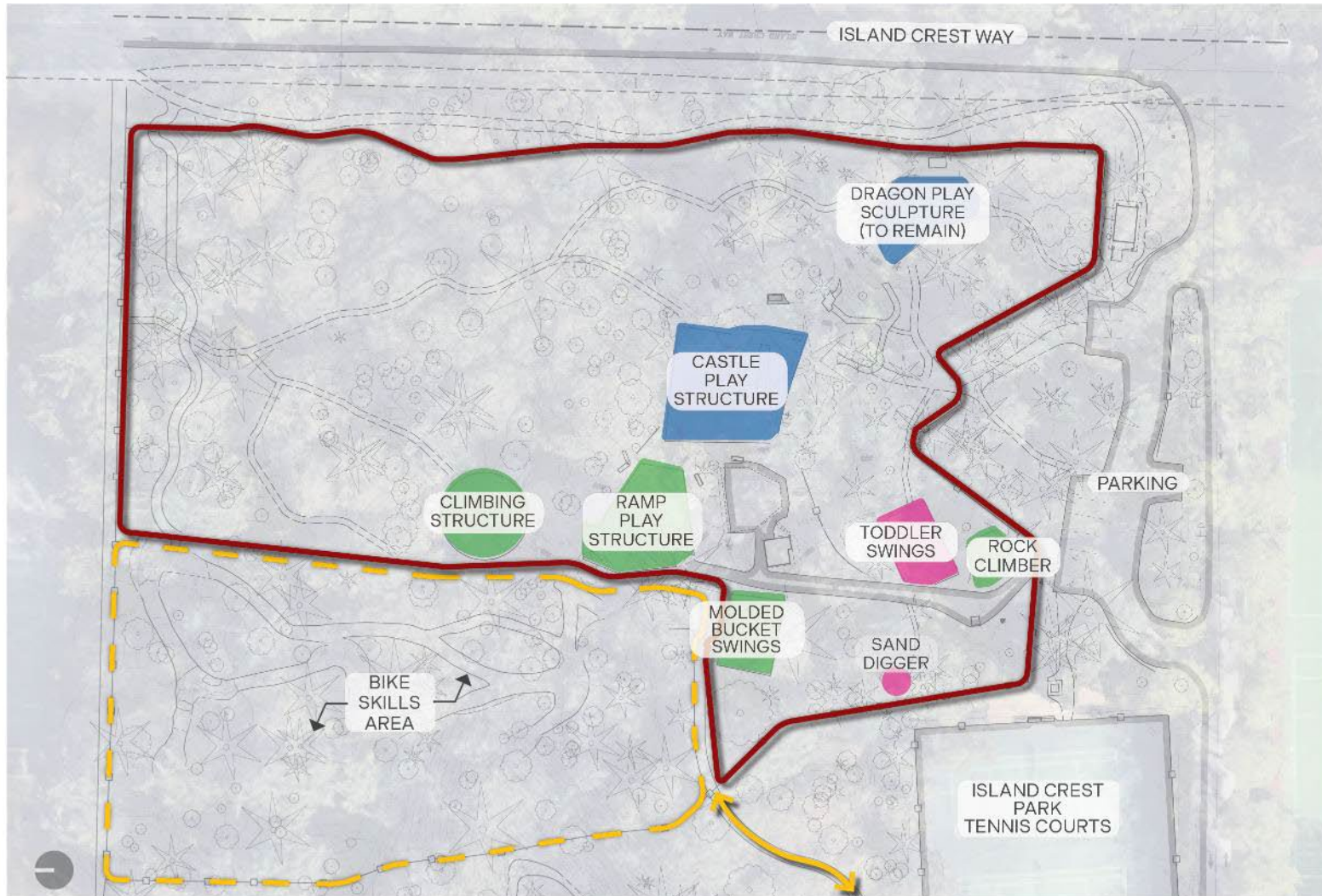




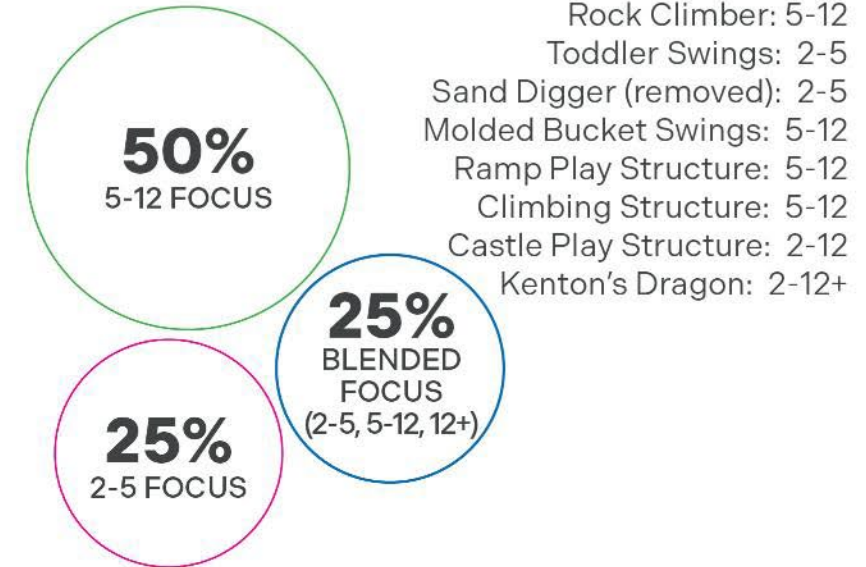
Site Plan



Existing Condition | Play Distributions



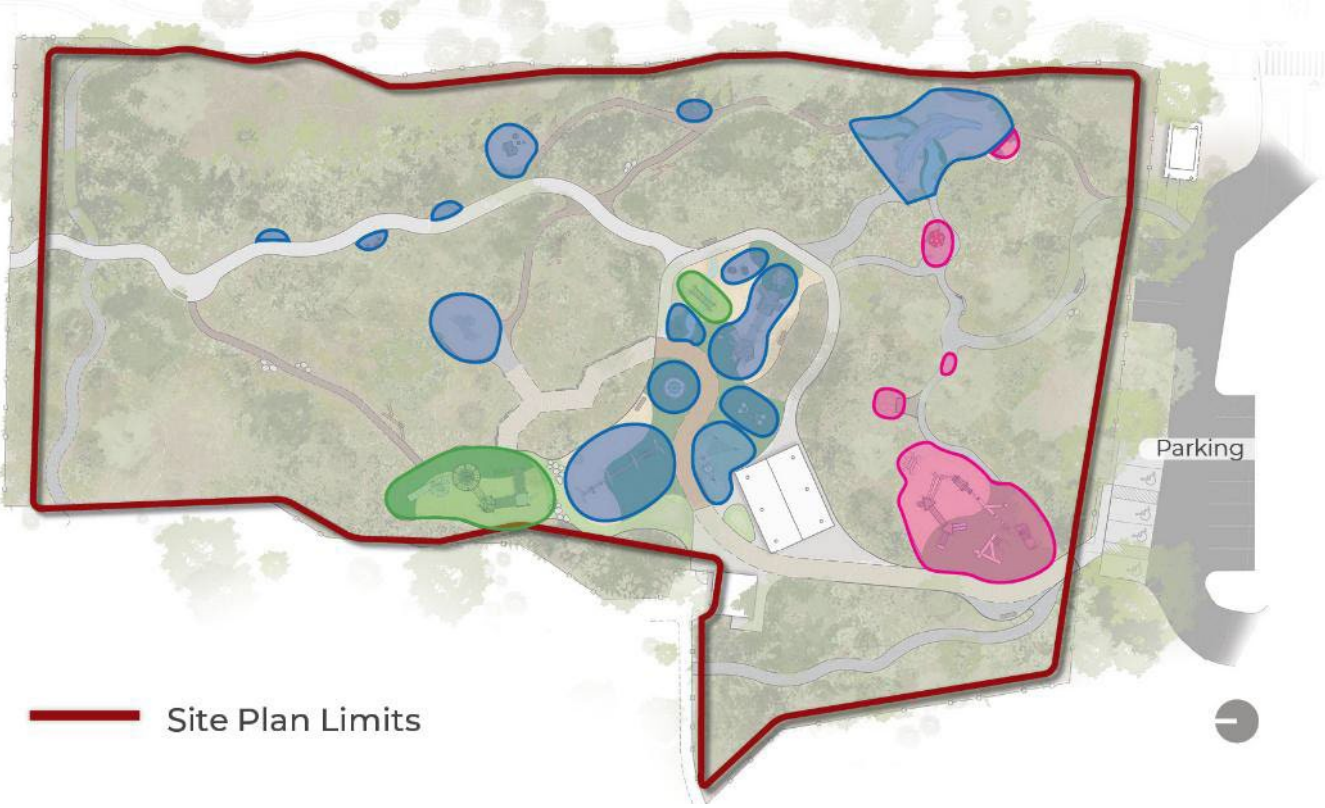
Distribution – Equipment Age Ranges



Distribution of Formal and Informal Play

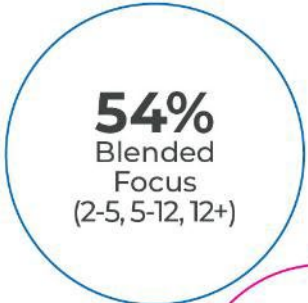


Site Plan | Play Distributions



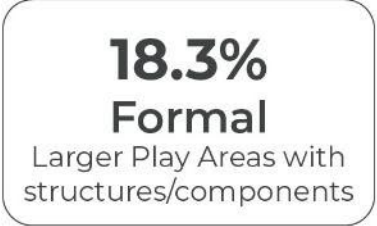
Distribution – Equipment Age Ranges

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

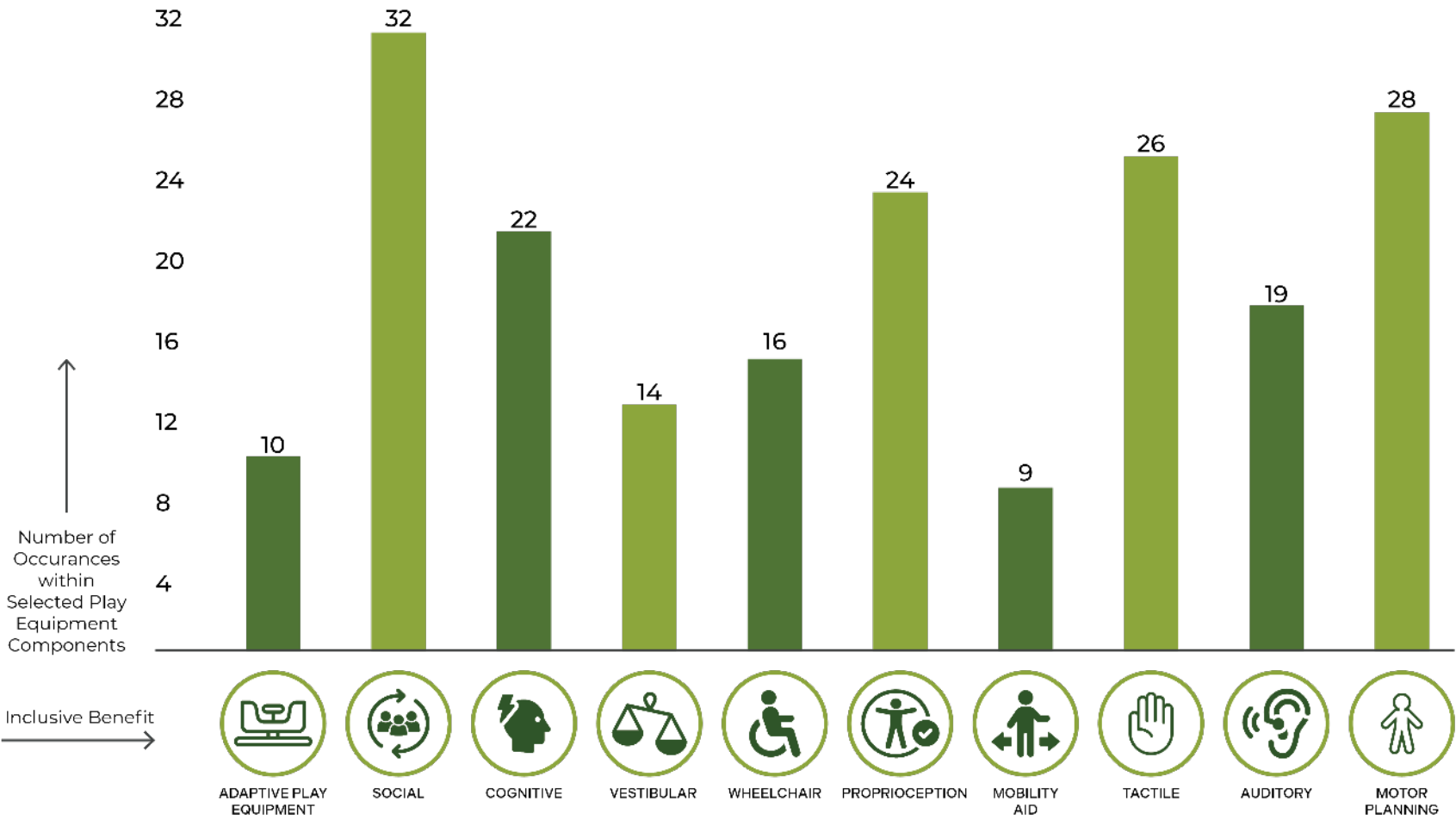


- Songbird: 2-5
- Howler: 2-5
- Log Tangle 2.2: 2-5
- Log Pile 3.2: 2-5
- 2-5 Log Steppers: 2-5
- Discovery Table: 2-5
- Alpine Hut: 2-5
- Activity Panel: 2-5
- Acorn Seats: 2-5
- Mushroom Playhouse: 2-5
- Harmony Flowers: 2-12+
- Tent Net: 2-12
- We-Saw: 2-12
- We-Go-Round: 2-12
- Swings: 2-12+
- Fallen 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



Site Plan | Inclusive Benefits Dispersion



Site Plan - Overview



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



2 – 5 Critter Corner



Overview

- Early-stage play
- Low, open, animal-themed equipment
- Connected loop layout encourages exploration
- Clear sightlines



Central Play Zone



Overview

- Hub for activity near park amenities
- Fallen log structure supports multiple interaction opportunities
- Diverse range of experiences:
 - Swinging
 - Spinning
 - Rocking
 - Balancing
 - Musical play



Central Play Zone



Overview

- Hub for activity near park amenities
- Fallen log structure supports multiple interaction opportunities
- Diverse range of experiences:
 - Swinging
 - Spinning
 - Rocking
 - Balancing
 - Musical play



5-12+ Play Zone



Overview

- Serves as visual landmark in the park
- Provides height and graduated challenge for range of abilities
- Spiral tight-mesh net leads to the slide
- Climbing ramp and rope bridge connect to treehouse pod
- Ground-level play includes hammock and activity panels




Materials, Maintenance & Safety

Equipment Selection and Safety

- All equipment meets rigorous safety standards (CSPC guidelines – federal safety guidance)
- Manufacturers must certify equipment is safe for public use, and routine inspections by certified safety inspectors ensure ongoing compliance

Materials and Maintenance

- Wood use varies by play element, incorporated within each play zone
- Wood elements need cleaning, staining, and sealing for durability.
- Variety of materials evaluated for durability, resistance to weather and wear, and ease of repair

| Berliner | Earthscape Play |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>Materials:</p>  <p>ROPE HDPE WOOD METAL</p> | <p>Materials:</p>  <p>WOOD RUBBER ROPE METAL</p> |
| <p>Anticipated Lifespan: ~50 years</p> | <p>Anticipated Lifespan: ~25 years</p> |
| <p>Key Maintenance:</p> <ul style="list-style-type: none">• Initial rope tensioning (~3 months after install)• Routine visual inspections• Operative inspections for rope tension and add-ons• Annual comprehensive inspection | <p>Key Maintenance:</p> <ul style="list-style-type: none">• Routine visual inspections<ul style="list-style-type: none">- Monitor for major wood splitting in the first 3 years• Quarterly inspections with cleaning<ul style="list-style-type: none">- Wood can be sanded- Washing• Annual inspections<ul style="list-style-type: none">- Stain applications- Sealants- Replacements |

Site Circulation

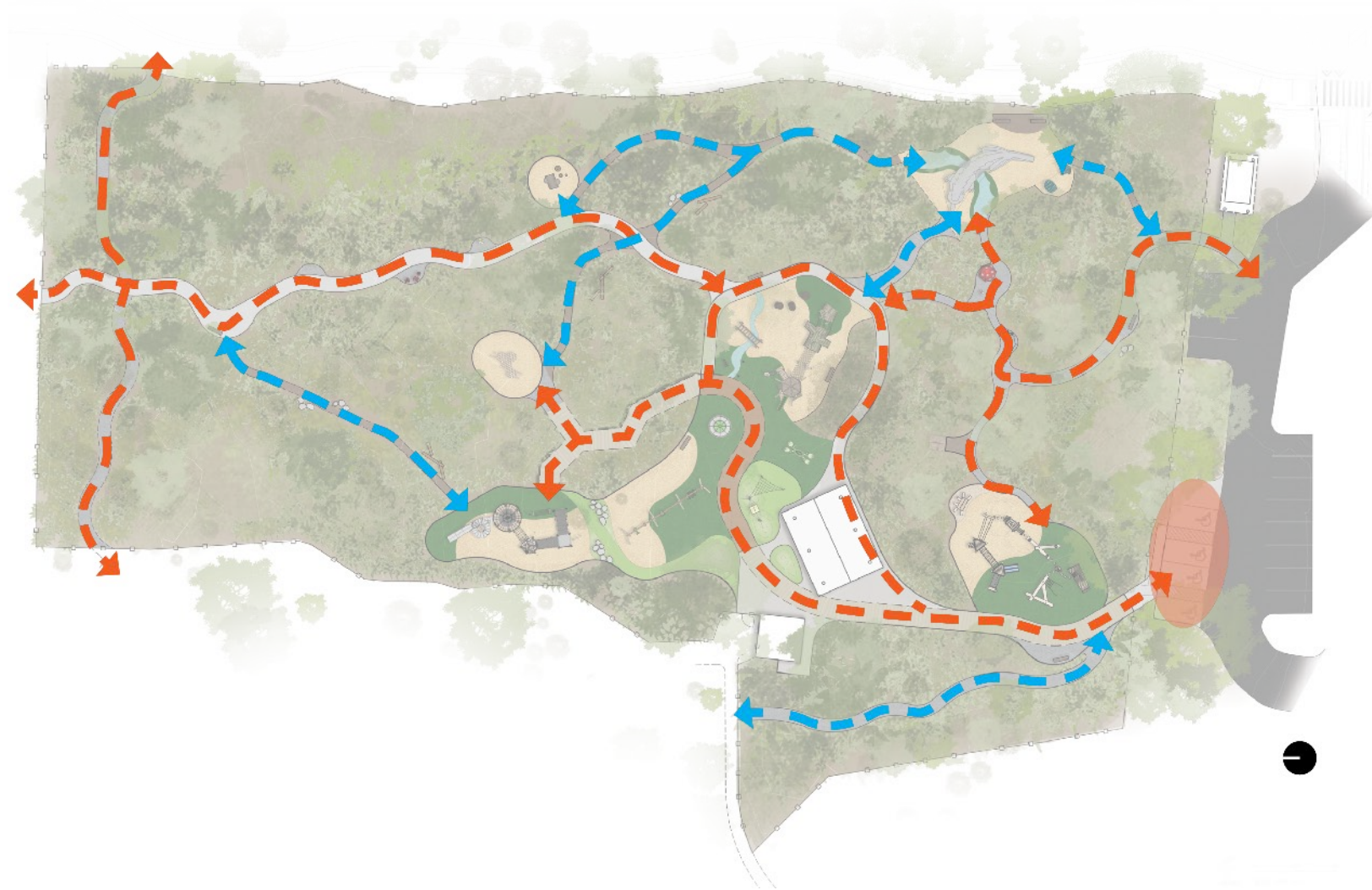
←- - - -> Accessible Routes

Slopes meet standard ADA accessibility requirements

←- - - -> Adaptive Routes

Slopes exceed standard ADA grades but meet trail and playspace accessibility requirements

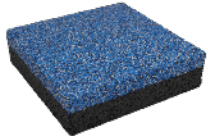
● Accessible Parking



Site Surfacing Materials & Strategies

MORE ACCESSIBLE

ACCESSIBLE SURFACING MATERIALS



Unitary Safety Surfacing (Pour-In-Place)



Asphalt Paving



Concrete Paving



Artificial Play Turf



Crushed Rock with Binder

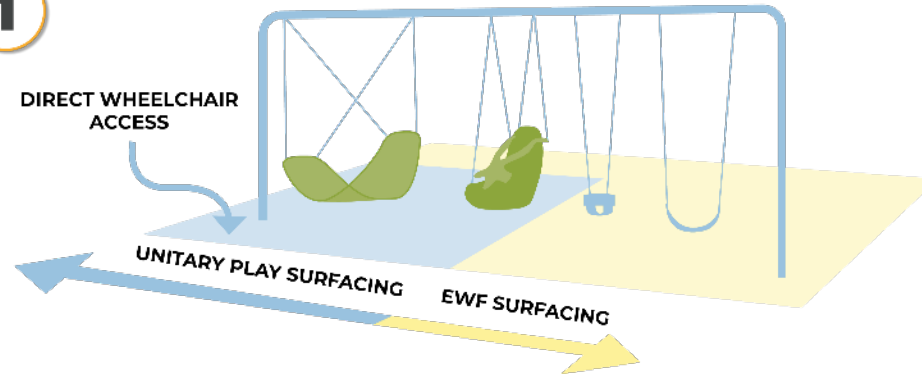


Engineered Wood Fiber Safety Surfacing (EWF)

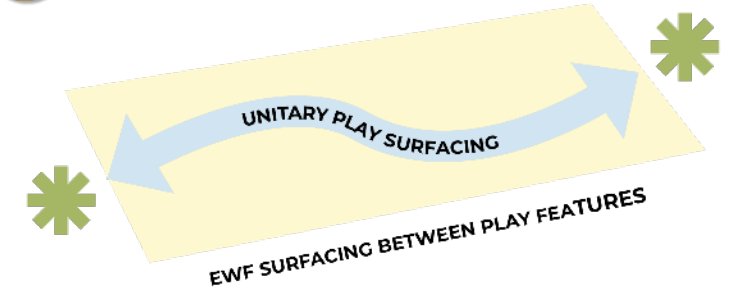
LESS ACCESSIBLE

MULTIPLE SURFACES TRANSITION CONDITIONS

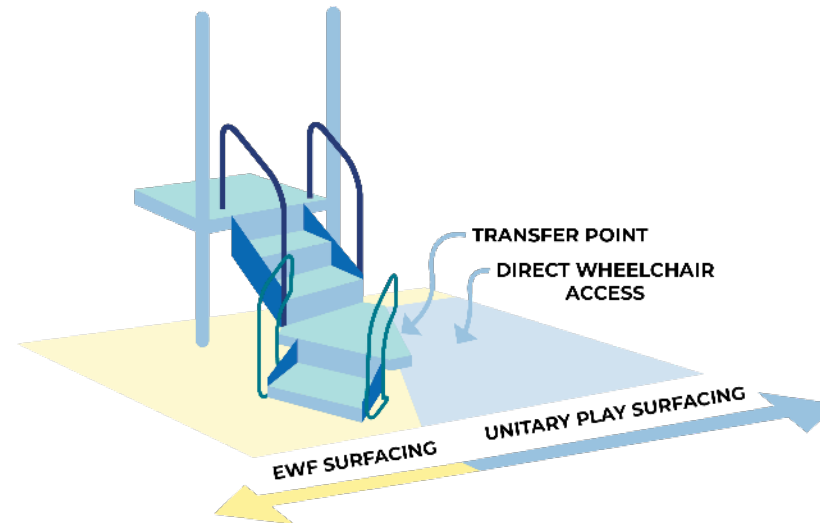
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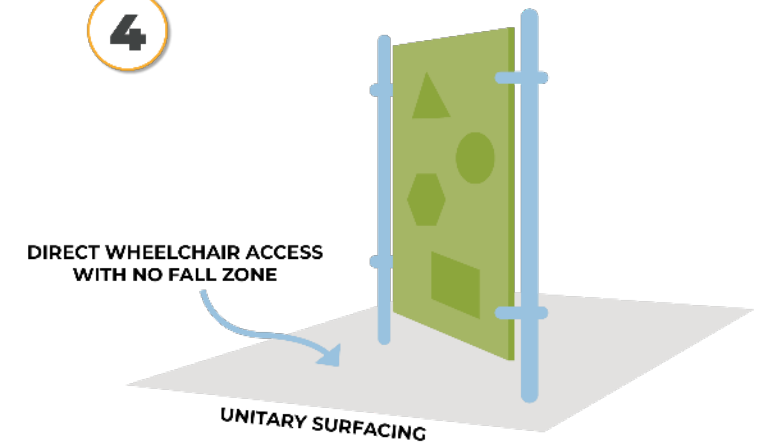
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3



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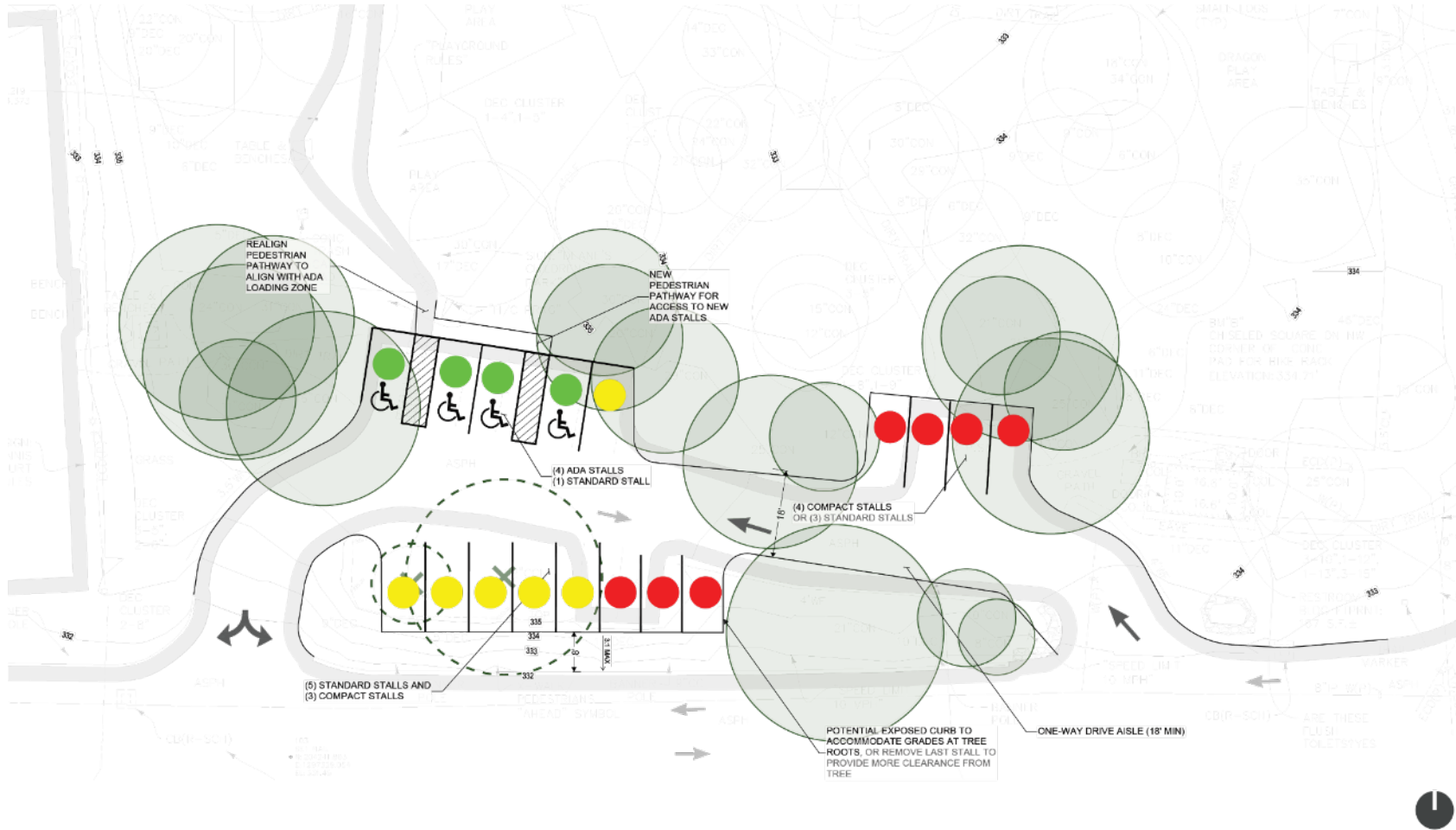
Site Surfacing - Playgrounds

Legend

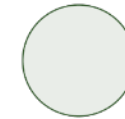
- 1** Selective Surface Placement
- 2** Component Access Paths
- 3** Equipment Transfer Point
- 4** No Fall Zone Access



Site Access & Parking



TREE LEGEND



Existing Tree



Existing Tree to be Removed

TOTAL PARKING COUNTS (17 TOTAL)

- ADA Stall (9'X18.5' MIN)
4 Total
- Standard Stall (9'X18.5' MIN)
6 Total
- Compact Stall (8.5'X16' MIN)
7 Total

Impervious vs. Pervious Surfaces

Table 1: Overview

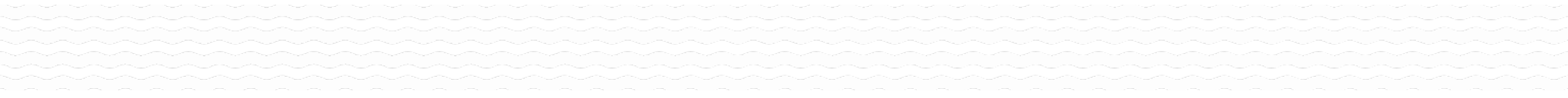
- Blend of play area safety surfacing
- Non-pollution generating impervious surfaces:
 - Trails and unitary surfacing (artificial turf, & poured-in-place)
- Pollution generating surfaces:
 - Parking lot
- Pervious area:
 - Engineered wood fiber (EWF)
 - Planting restoration

Table 1: Existing Site Plan

| 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 | 40,700 |
| Total area (SF) | 62,300 | 62,300 |



Implementation



Cost Summary

Site Plan

| | |
|----------------------------------------|---------------------|
| Phase 1 | \$ 2,200,000 |
| Phase 2 | \$ 3,810,000 |
| Phase 3 | \$ 1,160,000 |
| Phase 4 | \$ 100,000 |
| Estimated Cost of Construction* | \$ 7,270,000 |

Extra Opportunities \$ 650,000

**Costs are shown in 2027 dollars, and are inclusive of sales tax, a 15% design contingency, and contractor mark-ups. Soft costs – such as design, engineering, and permitting – are not included.*



Phase 1

1A Park boundary fencing upgrade with self latching gates at entries

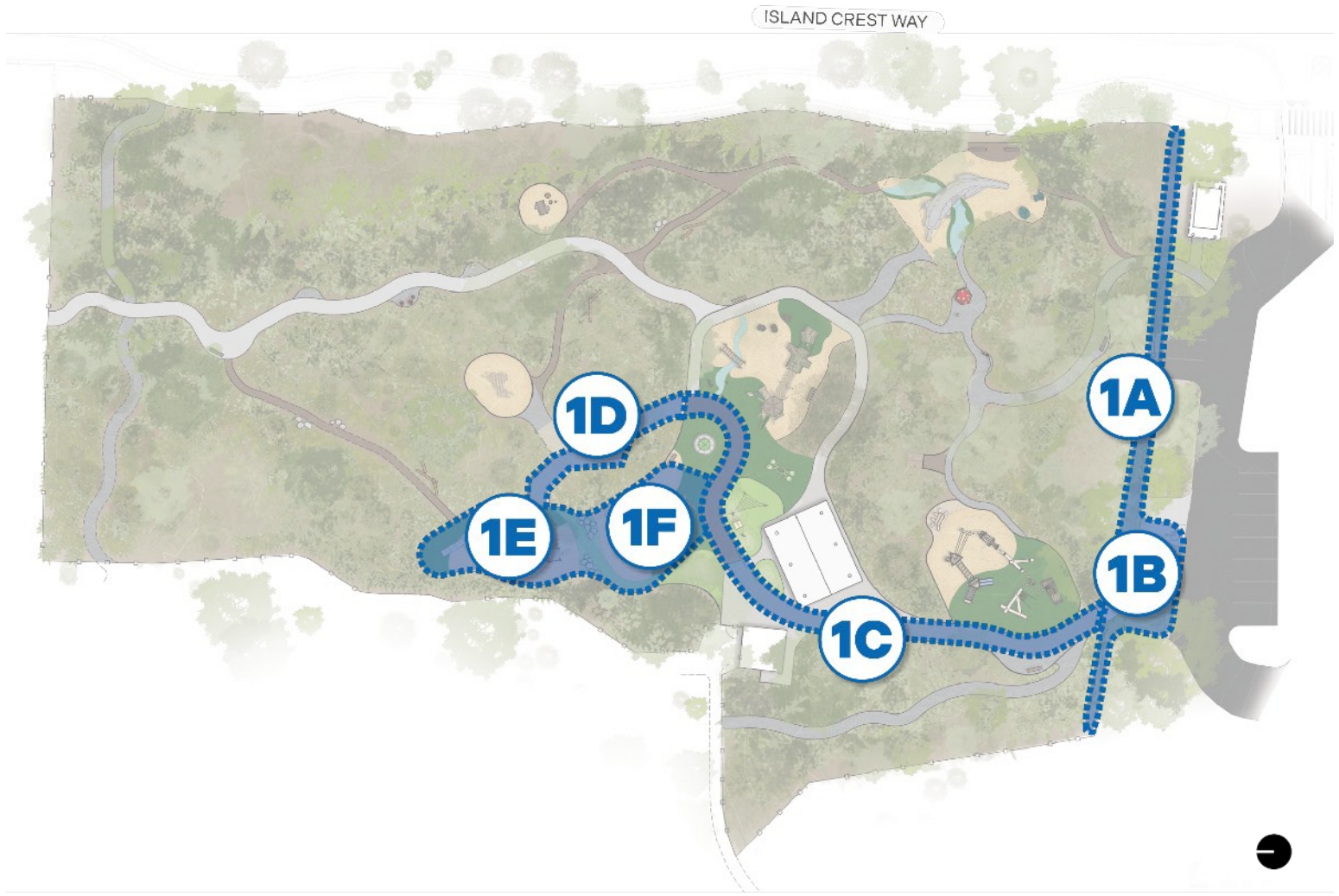
1B Existing ADA parking upgrade

1C 'Forest Path' accessible pathway grading improvements

1D 'Forest Path' accessible boardwalk path

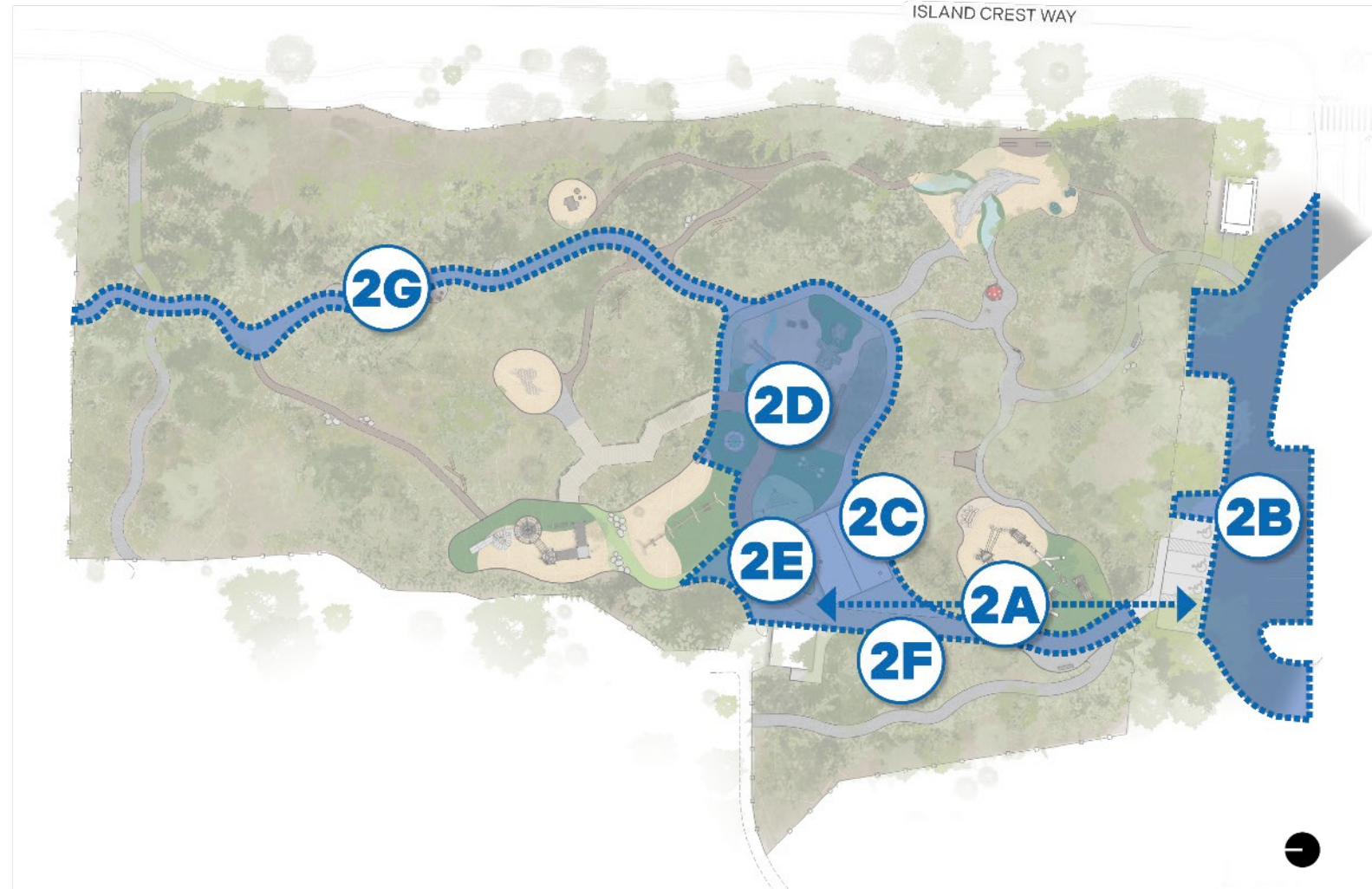
1E 5-12+ climbing tower structure

1F Swing combination



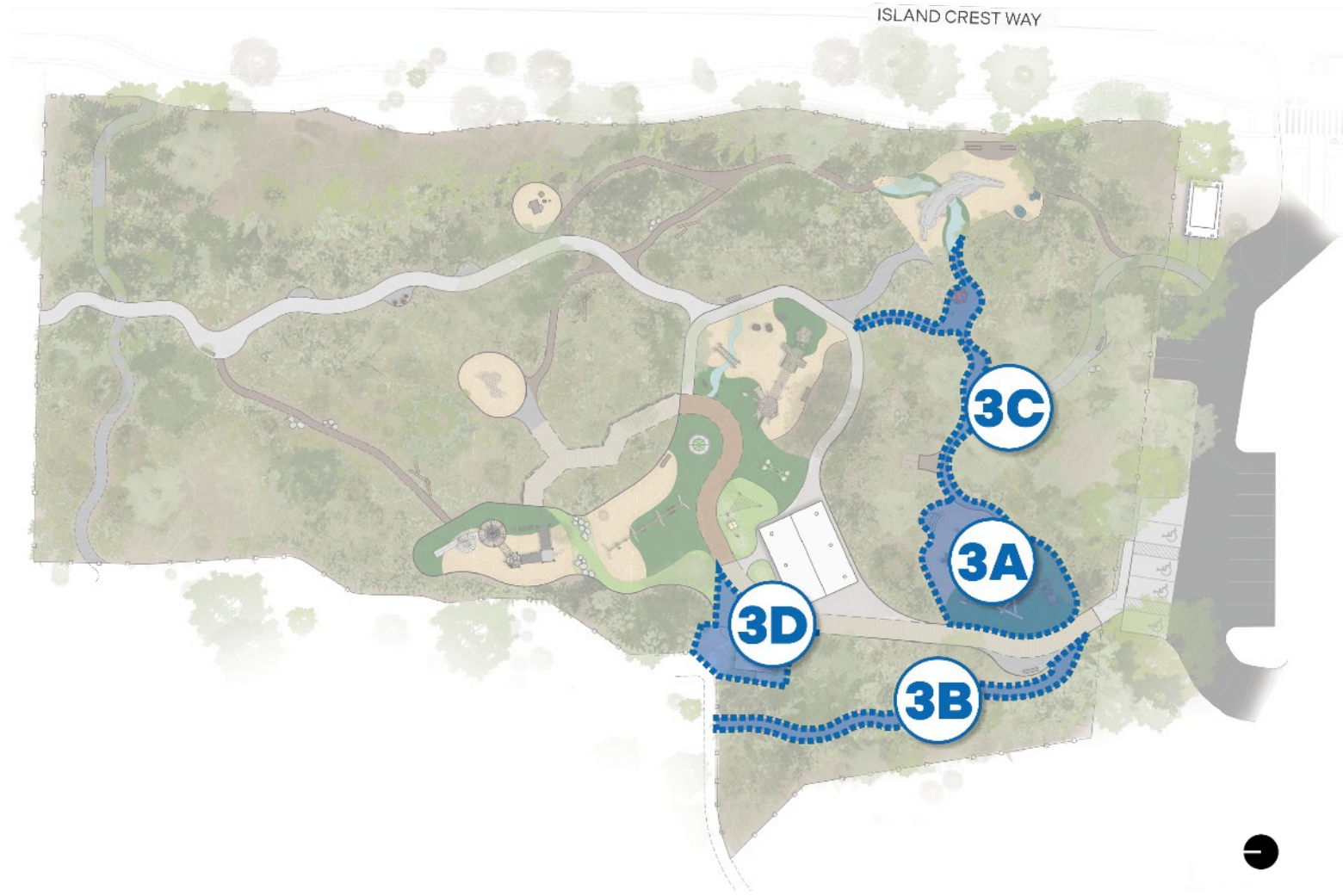
Phase 2

- 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

- 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

4A

Kenton's Dragon improvements



Extra Opportunities – Forest Surprises



Play equipment nodes along forest trails



Play structure within the glen



Organic 'found objects' along forest trails (boulders, large woody debris, etc.)



Funding Approach

Overview

- \$1.5M allocated, \$1.3M remaining after Site Plan
- Multiple funding sources
 - 2022 Parks Levy, King County Parks Levy, Parks Capital Improvement Fund, grants, and private donations
- Grant funding is key component
 - Donations and City funding may be leveraged as matching funds
- Adoption of the Site Plan is critical
 - Demonstrates clear vision and community support
 - Phasing allows specific elements to be submitted as stand-alone, grant-ready projects



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).



Discussion



Purpose

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 City Council review and action.

Council Action Options

Option 1 – Adopt the Site Plan

Approve Resolution No. 1692 (see Exhibit 2) adopting Deane's Children's Park Site Plan.

Option 2 – Revise and Return

Direct the City Manager to revise the Site Plan and return to the City Council at a future meeting for review and adoption.



Thank You!

