

**OVERVIEW**

The first milestone of this project is the completion of a 30% design that the Parks and Recreation Commission (PRC) recommends to the Mercer Island City Council. City Council expects PRC to develop this product with public input. The Design Team, KPG-Psomas, developed a public engagement plan to guide that process. The Design Team launched a public engagement campaign starting January 31, 2022 which included several email notifications, Let’s Talk updates, and ten information sandwich boards set outdoors around the City of Mercer Island. The various campaigning methods were used to promote public feedback and attendance to the Community Virtual Open House on February 17<sup>th</sup> at 5:30pm.

The Open House was attended by 24 participants. The discussion centered on three focus areas, including 2 alternative designs each, that were considered high priority. Polling during the meeting initiated discussions of public preferences for design elements on the project. The project page on the Let’s Talk social media platform was updated with the meeting materials and link to the online survey. Immediately after the Open House, the Design Team launched an online survey which ran until March 17, 2022. Eighty-six participants provided opinions about the design alternatives for the three focus areas.

Results from the Open House, Online Survey, and comments on Let’s Talk (LT) were collected, analyzed, and discussed internally among the Design Team and City staff. The compiled findings and feedback have been summarized below.

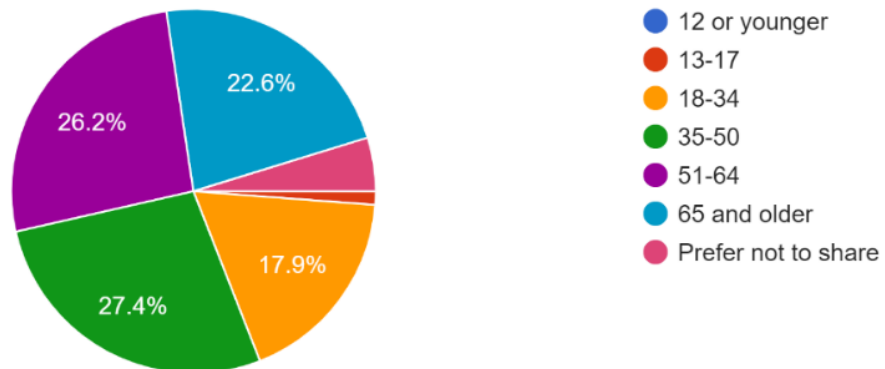
**PUBLIC ENGAGEMENT PROFILE**

There were a good mix of people of all ages contributing feedback during the Online Open House and Online Survey. Most of the public say they come to Aubrey Davis Park for general recreation (34% Open House and 50.6% Survey) as well as commute (22% Open House/9.4% Survey) and live (11% Open House/23.5% Survey) nearby.

Online Survey Responses (84 out of 85)

What is your age?

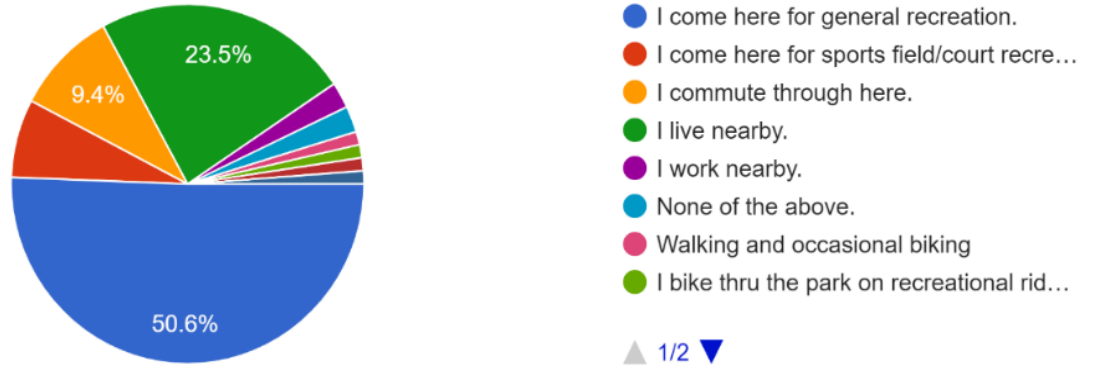
84 responses



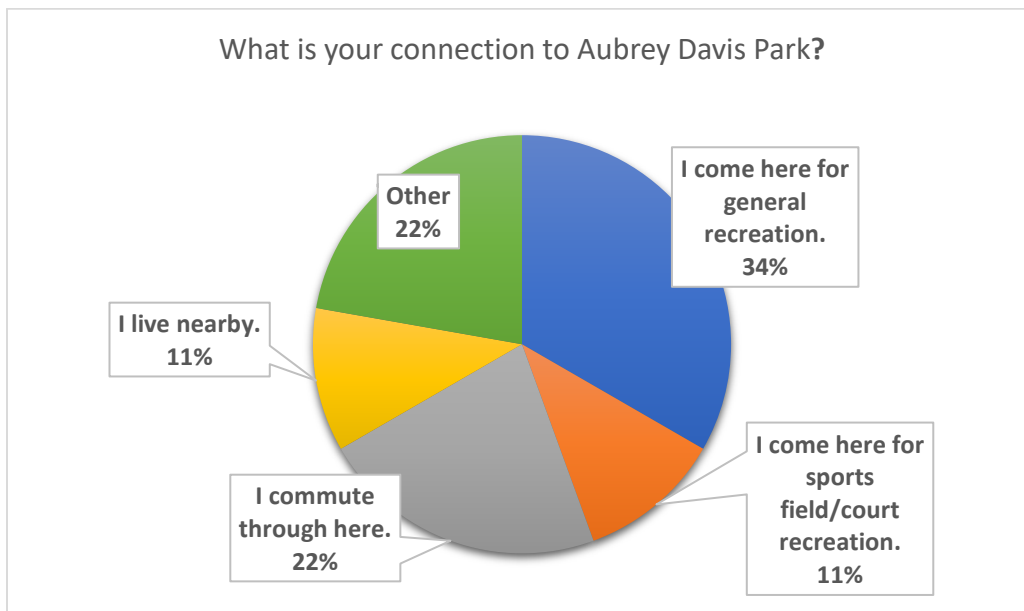
Online Survey Responses (85 out of 85)

What is your primary connection to Aubrey Davis Park?

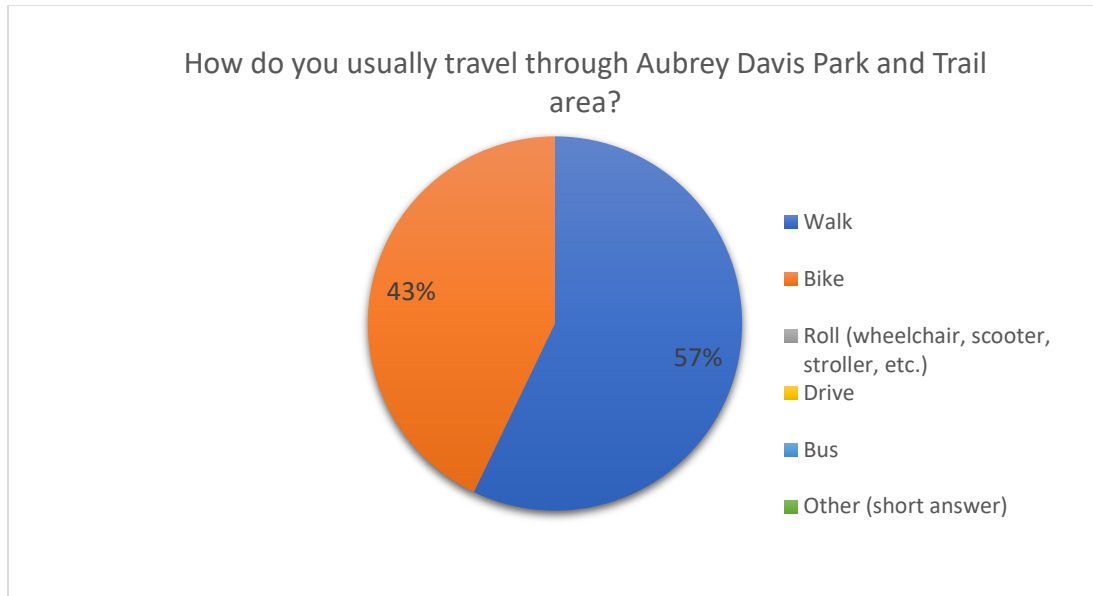
85 responses



Open House Responses (8 out of 9)

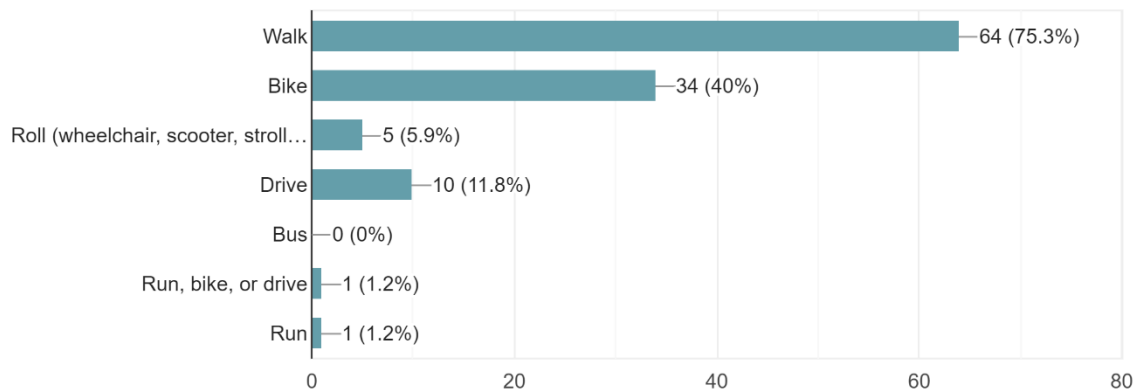


Over half of the public responded that they usually walk through the Aubrey Davis Park and Trail area (57% Open House and 75.3% Survey). Less than half usually bike through the park (43% Open House and 40% Survey).



How do you usually travel through the Aubrey Davis Park and Trail area? (Select all that apply)

85 responses



**PUBLIC INPUT SUMMARY**

Location Map of Prioritized Improvement Areas



Overall Public Comments on General Design

- *"...we need to think about the future usage levels" (LT)*
- *"...goal is still to make the trail safer for all users..." (LT)*
- *"Greater awareness among ALL users of the park and trail of the OTHER users is key to enhancing enjoyment and safety for ALL." (survey)*
- *"None of the "alternatives" alone are the best, but a mix and match of ideas is not bad if some of the park clutter is eliminated.." (survey & LT)*
- *"Having gravel shoulders for people who wish to be in a pedestrian only right of way, often with dogs on leash." (LT)*
- *"Covid has introduced many to walking and with increasing density on the north end, the trail needs to be considered having greater usage over years, not just for today or yesterday." (LT)*
- *"Unfortunately, the original shoulders have been allowed to deteriorate which makes the trail narrower, limits sight lines and makes passing more dangerous. There are no warning signs, painted lanes or normal safety elements." (LT)*
- *"It makes little sense to add 2' wide gravel shoulders through the lid park instead of the current grass and vegetation shoulders that will simply become vegetated in a few years." (LT)*

AREA 1 | WEST MERCER WAY TRAIL CROSSING

Conceptual Alternative A  
 A central node



- Potential Improvements:
- Addition of a pocket node with kiosk, bench, and cyclist amenities
  - Provide improved wayfinding
  - Provide improved connectivity to trail across I-90 ramps
  - Remove uncomfortable and under-utilized sidewalk along I-90 ramps

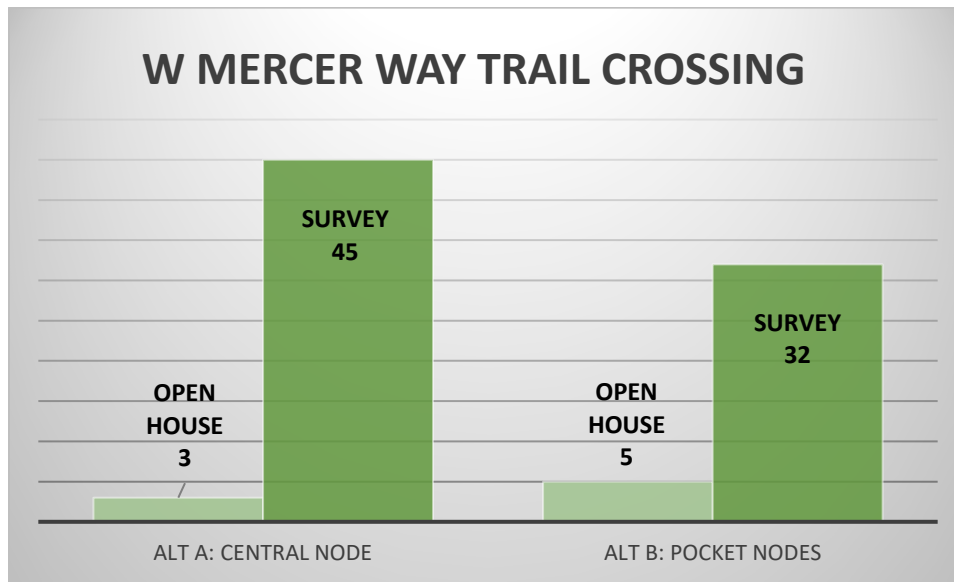
Conceptual Alternative B  
 Pocket nodes



- Improvements include:
- Three small nodes with kiosks, seating, and cyclist amenities
  - Provide improved wayfinding
  - Provide improved connectivity to trail across I-90 ramps
  - Remove uncomfortable and under-utilized sidewalk along I-90 ramps

Public Comments on General Design for Area 1

- *“The nodes are intended to give riders a resting area and access to bike amenities (pump/bike rack). At present, some cyclists gather in that area to regroup or meet up with other riders before circling the island and the nodes would enhance that option.” (LT)*
- *“Remove sidewalk along back of curb. That sidewalk is not used by cyclists (in my experience) and I don’t believe cyclists would miss it. Pedestrians may use it when walking down to the bottom of the hill.” (LT)*
- *“I’m ambivalent about the “nodes”, constructing a kiosk is a good idea. If we had a kiosk there (or near the restrooms as is also an option) the city could post cycling maps and the Island’s “Rules of the Road” document.” (LT)*



#### Area 1: Alternative A | Central Node

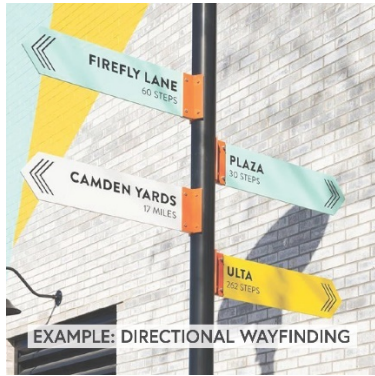
- *“Having a node closer to the streetside would allow for better access for maintenance and can provide more visibility from the road (have more eyes on it).” (City staff)*
- *“I also don't get the kiosk. Three nodes and a kiosk start to look like park clutter to me.” (LT)*
- *“I like Alternative A—one [central] node is less busy and the location I think works better for way finding and encouraging the use of the alternative route on West Mercer Way that goes around the park.” (Open House)*
- *“Seems best for how I see people use that area.” (Open House)*

#### Area 1: Alternative B | Pocket Nodes

- *Why can't we do both [alternatives] A and B? (Open House)*
  - *Design Team responded that the number of alternatives chosen are dependent on budget. The project team is looking for feedback on desired conceptual preferences which will help inform how many improvements can be made.*

Placemaking Treatments for Area 1

Out of 85 people, most of the public liked the following top 4 examples of placemaking treatments:



48 (58.5%)



47 (57.3%)



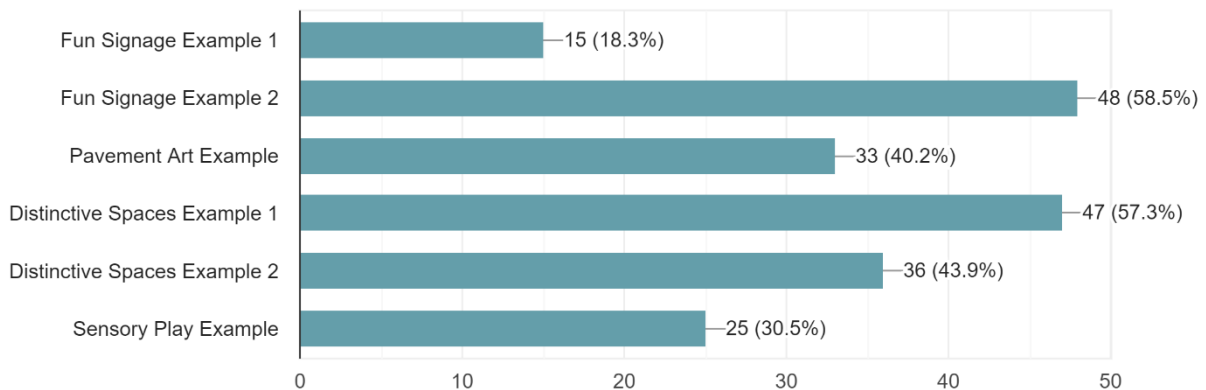
36 (43.9%)



33 (40.2%)

In your opinion, which additional placemaking treatments would improve the user experience at the West Mercer Way Trail Crossing? (select all th...t actual depictions of the placemaking treatments.

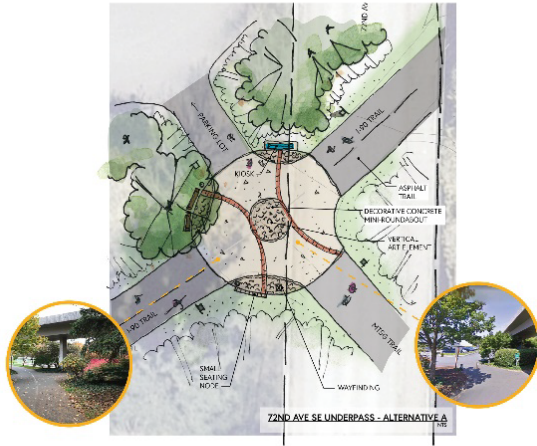
82 responses



## AREA 2 | TRAIL CONNECTION UNDER THE 72<sup>ND</sup> AVE SE OVERPASS

### Conceptual Alternative A

#### Circulation Mindset

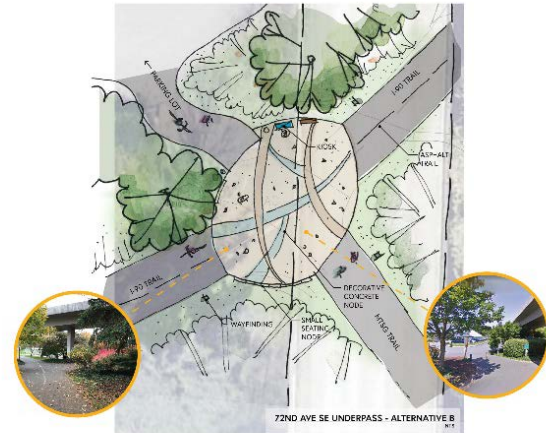


#### Potential improvements:

- Realign trail from parking lot to improve sight distance for left turn onto I-90 trail
- Create seating node with trail kiosk
- Reduce vegetation on either side of trail from parking lot

### Conceptual Alternative B

#### Realigned mindsets



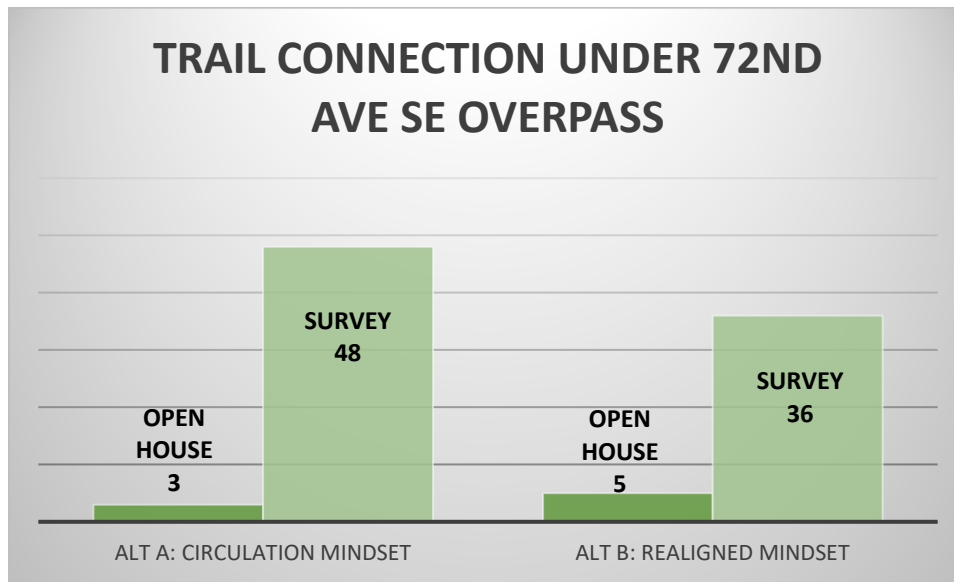
#### Potential improvements:

- Create two distinct seating nodes
- Add artist treatment in middle that maintains sight lines

### Public Comments on General Design for Area 2

- Reduce impervious surface area as well as reduce traffic to this mixing zone by providing better access and provide better connection to ballfield area on the north. (Design Team)
- *"I do think some traffic calming measure will be necessary at the backstop which is the "Y" for both trails going to the town center. If bicycles are slowed at this juncture, I don't think they can create more speed by the bathroom."* (LT)
- *"Or why would you run the path from the parking lot to the roundabout? This is the one area we want to separate slowing bikes and pedestrians, not mix them... And eliminate the current path from the parking lot to where the roundabout will be located, and as noted below route those pedestrians to a marked crossing closer to the bathroom where bike speeds will have slowed."* (LT)





Area 2: Alternative A | Circulation Mindset

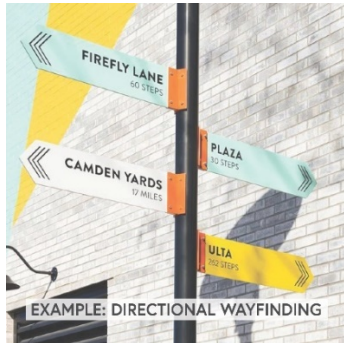
- *“I’m a fan of the roundabout option, even if it’s not raised, it could still signal people to pay attention to who has the right of way.” (City staff)*
- *“I like the roundabout. Strollers and dogs tend to wander across the path, and this is the worst sightline area, in my opinion. If installed though, there would have to be some very strong pavement paint to encourage turning short.” (Open House)*
- *“...We want to slow bicyclists...The roundabout has to be designed to allow a bicyclist who did not slow enough earlier to recover...” (LT)*

Area 2: Alternative B | Realigned Mindset

- *“...while roundabouts are often used on streets (and cyclists are familiar with them), they are hardly ever used on trails.... don’t know where pedestrians are supposed to be on the roundabout.” (LT)*
- *“This node should continue to have the striping that separates the sides of the trail, but otherwise this option is fine.” (LT)*
- *“I like Alternative B because it realigns the trail from the parking lot and improves sight lines. That could be accommodated in Alternate A, couldn’t it?” (Open House)*

Placemaking Treatments for Area 1

Out of 85 people, most of the public liked the following top 4 examples of placemaking treatments:



EXAMPLE: DIRECTIONAL WAYFINDING

49 (59%)



EXAMPLE: STAMPED OR COLORED PAVEMENT TREATMENTS

45 (54.2%)



EXAMPLE: GLOW IN THE DARK PAVEMENT SURFACING

45 (54.2%)



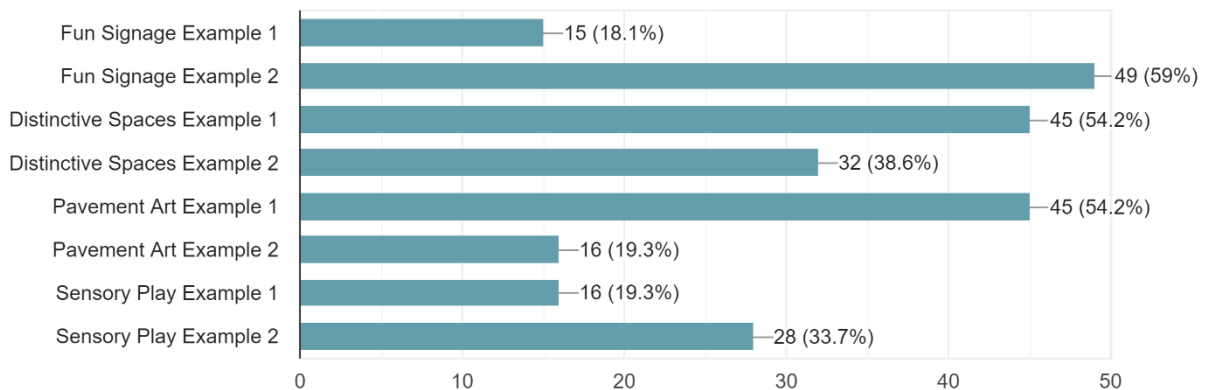
EXAMPLE: TEXTURED PAVEMENT

32 (38.6%)

*"Some very strong pavement paint to encourage turning short." (Open House)*

In your opinion, which additional placemaking treatments would improve the user experience at the Trail Connection under the 72nd Ave SE Overpa...actual depictions of the placemaking treatments.

83 responses



**AREA 3 | RESTROOM FACILITIES NEAR FERGOLIA PLAYFIELDS**

Conceptual Alternative A  
 Trail confluence



- Potential improvements:
- Manage the flow of pedestrians and cyclists around the restroom and ballfield areas
  - Reduce conflict points by combining dugout and parking lot access at a single mixing zone
  - Addition of low fencing between ballfields and restroom area to direct people to predictable mixing zones
  - Create a node surrounding restroom for pedestrian and cyclist amenities

Conceptual Alternative B  
 Delineated paths

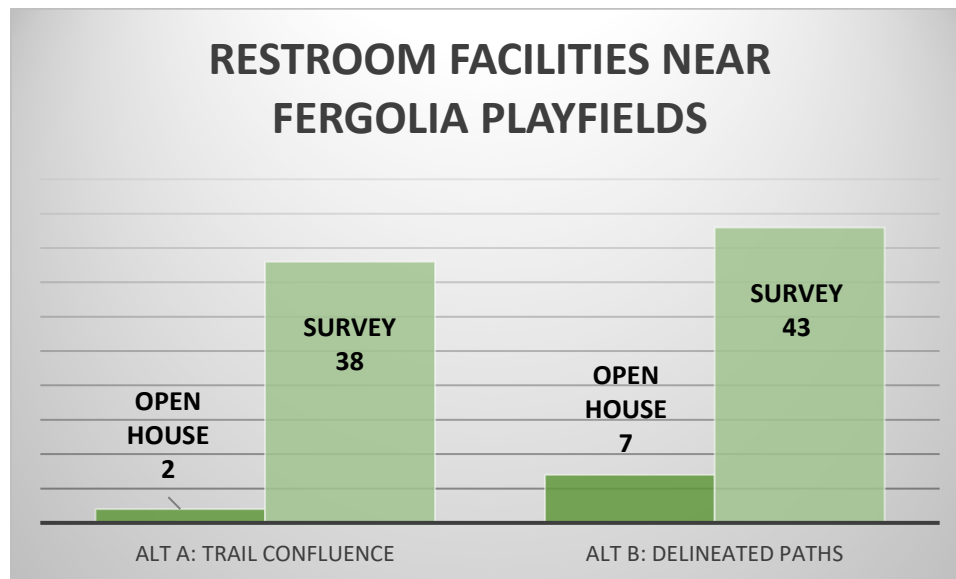


- Potential improvements:
- Provide separate concrete sidewalk for pedestrians from the dugout to the restrooms
  - Create an enlarged plaza space around the restroom for pedestrian/bicycle amenities and additional maneuvering space
  - Provide distinct nodes at mixing zones with trail/sidewalk in between

**Public Comments on General Design for Area 3**

- Awareness goes both ways for all users (bikers, walkers, strollers, etc.) (Design Team)
  - *“All users could benefit everyone by being more self-aware of how their actions affect others.” (LT)*
- *“You want them (users) to walk along the grass part of the field to cross closer to the bathroom in a central marked crossing where bike speeds are low, not near the roundabout.” (LT)*
- *“These would funnel pedestrians (and dogs) from the parking lot to a central main crossing in the trail after the roundabout, so bike speeds are slow and this part of the trail crossing is marked. Another (low) ranch style fence along the grass next to the field would funnel pedestrians wanting to use the bathroom or cross the trail away from the roundabout and towards the marked crossing.” (LT)*
- *“In several places the plan calls for ‘informal fencing’ to control where pedestrians can cross the trail. This is an effective, low-tech way, of giving users of the trail predictability as to where pedestrians will cross. That is a good option. I would additionally add raised cross walk markings on the trail in those locations.” (LT)*
- *“I don't like the plan to expand the gathering area with impervious surfaces that extend into the grass field.” (LT)*

- *“I like the idea of colored concrete there.... My advice to Jessi and the council is this project should still go before the parks commission when a design is selected because the parks commission has never had an opportunity to review the design, and my guess is the council would like to have the parks commission review the design first so there is consensus when it reaches the council.” (LT)*
- *“Instead of two trails at Feroglia just make the area wider so that area of significant use gives users more room to spread out. Widen trails per the preferences expressed in the extensive public process that occurred to develop the Master Plan.” (Survey)*



Area 3: Alternative A | Trail Confluence

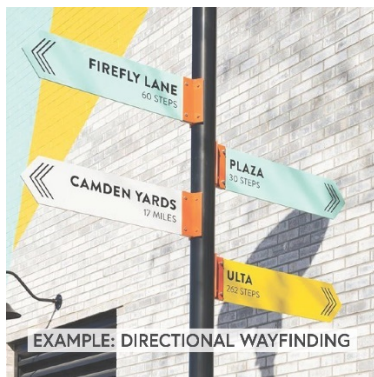
- There are fewer numbers of mixing zones (compared to Alt B) and minimized points of conflict. (Design Team)
- Alt A is more straightforward and will require less signage than Alt B – providing less park clutter. (Design Team)
- Alt A has no separated landscape buffer and will require less maintenance than Alt B. (Design Team)
- *“Why would a pedestrian cross a paved path from the dugout to reach another path when they can just walk on the main path and have legal priority?” (LT)*
- *“If you need to meet the letter of the law, make a 12' trail through the plaza and then give it a 6' apron. Or call it a plaza. Trail, asphalt. Plaza, concrete. Two different things...The separate trail just means you'll have pedestrians on both trails.” (LT)*
- *“It REQUIRES anyone on the field wanting to use the bathroom to cross the trail to get to the walking trail at all different points, exactly what you don't want to do.” (LT)*

Area 3: Alternative B | Delineated Paths

- People who preferred option B liked it because it provided more space and ultimately the public had a perceived notion that the separated pedestrian and bike paths provide more space. (Design Team)
- *“In constrained areas where widening a single trail is not practical, the multi-use pathway separates into two trails so walkers and bikes can still be separated.” (LT)*

Placemaking Treatments for Area 3

Out of 85 people, most of the public liked the following top 4 examples of placemaking treatments:



EXAMPLE: DIRECTIONAL WAYFINDING

40 (49.4%)



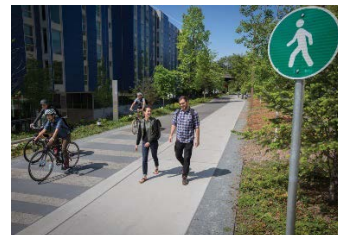
EXAMPLE: GLOW IN THE DARK PAVEMENT SURFACING

39 (48.1%)



EXAMPLE: ATTENTION GRABBING 3D PAVEMENT PAINT

39 (48.1%)



EXAMPLE: STAMPED OR COLORED PAVEMENT TREATMENTS

32 (39.5%)

*“Love the 3D paint idea! I’ve ridden over that before and it definitely grabs your attention and makes you slow down.” (Open House)*

In your opinion, which additional placemaking treatments would improve the user experience at the area around the Restroom Facilities near the F...t actual depictions of the placemaking treatments.

81 responses

