

MEMORANDUM

To: Honorable Chairperson and Members of the
Parks, Recreation and Community Resources Commission
Stephen Burrell, City Manager

Subject: Edith Rodaway Friendship Park

Date: 11/26/2003

Background

At the October 7, 2003 Recreation Commission meeting, concern was raised with regard to the condition of Edith Rodaway Friendship Park. Staff was directed to explore possibilities for aesthetic improvements to the park area and perimeter wall.

Prior to the parks' redevelopment in the early 1980's, City Administration and Public Works Department representatives conducted planning meetings with neighboring residents and concerned citizens. The predominant directive at the time was to design a 'passive' park without play equipment or lights.

Analysis

Perimeter Wall

Twenty years of vine growth along the perimeter wall resulted in a 'top heavy' plant formation. The vines fell due to instability. Replanting of the vines and repainting of the wall occurred in the fall of 2003. It will take approximately five years for greenery to recover the wall. An alternative would be to plant trees in the existing space, which would cover the wall more rapidly.

Basketball Court

The basketball court is in need of repair. Resurfacing of the court would aesthetically enhance the overall appearance of the park. The Clark basketball courts were resurfaced in 2002 for a cost of approximately \$10,000. The same estimate would apply to resurface the court at Edith Rodaway Friendship Park. Improvements to the Clark courts satisfied the user groups concern for safety and residential groups appreciation for the aesthetic.

Playground Equipment

There are many options for new playground equipment. The cost for installation of a basic play structure is approximately \$20,000. Please find attached current cost quotes submitted by playground equipment companies for Fort Lots -o- Fun Park. Bids are applicable because of size similarities between the two parks.

The additional playground equipment would adversely affect space available for open play.