



## Ketchum-Libolt Park Expansion

### Community Outreach Meeting

**Date & Time:** 05/08/24 at 6:00 pm

**Client Name:** City of Costa Mesa

**City Staff:** Raja Sethurman, Irina Gurovich, Monique Villasenor, Robert Ryan, Angel Garcia, Brian Gruner

**City Officials:** Councilman Manuel Chavez, Parks Commissioner Terry Wall

**ADG:** Gregg Denson, Kay Kite

**Location:** Ketchum Libolt Park, Costa Mesa

Boards showing proposed conceptual layouts & theming were displayed on easels. Boards for voting on theming, play components, and other park elements were displayed on tables behind the layout easels. Community members were provided with 8 stickers to place on preferred options. Design personnel from ADG and City staff were present to explain the process, go over the boards with attendees, and answer questions.

- **Results of Community Voting:**
  - **Park Layout Options (choose 1):**
    - Option 1 (play area at corner) – 8 votes
    - Option 2 – (turf area at corner) 26 votes
  - **Theming (choose 1):**
    - Whimsical or Other – 31 votes
    - Police & First Responders – 28 votes
    - Ocean & Beaches – 8 votes
    - Nature & Garden – 4 votes
  - **Play Components (choose 3):**
    - Slides – 20 votes
    - Movement – 16 votes
    - Spinners – 15 votes
    - Swings – 13 votes

## ATTACHMENT 2

- Net Play – 9 votes
- Sensory Walls – 6 votes
- Climbers – 4 votes
- Crawlers & Tubes – 3 votes
- **Additional Components (choose 3):**
  - Butterfly Garden – 19 votes
  - Integrated Shade – 18 votes
  - Nature Play – 16 votes
  - Animals & Insects – 14 votes
  - Educational & Music – 9 votes
  - Integrated Slope Play – 7 votes
  - Whimsical Play – 5 votes
  - Art Activity Wall – 4 votes









- **Additional feedback from residents.**

- Residents on the adjacent street would like to see some sort of access from the adjacent cul-de-sac.
  - Only access is to go around the entire block.
  - Potential of adding a pedestrian gate for direct connection from Miner Street to Butterfly Garden.
- Kids running into the street is a large concern.

## ATTACHMENT 2

- Make sure all access points have gates that are self-closing but still conform to ADA requirements for opening force.
- Concern with possible vehicle intrusion into park.
  - Intersection of Victoria & Maple has become a 'street takeover' location.
  - Reckless & impaired driving could result in errant cars entering the park.
  - Include boulders in streetscape area to help stop vehicles.
- Concern with homeless persons living in play equipment & park amenities.
  - Avoid tunnels & benches that allow for sleeping.
  - Avoid any dark corners while minimizing light spill onto adjacent properties.
  - Shade should be designed to limit shelter for camping.
- Overall preference for Option 2 layout.
- Feedback from Public Safety personnel.
  - Approve of removing wall to allow visibility into the park.
    - Keep sight lines as clear as possible to limit hiding/camping places.
  - Concerned that theming of the park might not honor fallen officers.
    - Make sure to include elements for police aerial force.
  - Like the activation of the north-east corner with sculpture garden/play walls from Option 1 but prefer layout of Option 2.
  - Provide drinking fountain with Hydroflask/Bottle filler.

If you should have any questions or would like to add some additional items, please let me know.

Kay Kite PLA

Project Manager

Architerra Design Group