

## **ZOOM TIPS**

Here is how you can participate during the question and answer part of the presentation.

### **DURING THE PRESENTATION:**

### **DURING THE Q&A:**





VIA WEB: Turn video on / off.



### JOINING VIA PHONE?

Use \*9 to raise hand to ask for audio / video permission to ask questions or provide comments.



### VIA WEB:

Chat to ask questions / comments or provide responses to poll questions



Raise hand to ask for audio / video permission to ask questions or provide comments.

To use these non-verbal options click on participants (bottom of screen); these options will pop up in side bar.



## **AGENDA**

- PROJECT TEAM INTRODUCTION
- PROJECT OVERVIEW
- PRESENTATION
- LISTENING & DISCUSSION
- CLOSING REMARKS & NEXT STEPS

## **PROJECT TEAM**

## **B Chatfield, Boston Parks and Recreation Department**

Project Manager, City of Boston abigail.chatfield@boston.gov or 617-504-7709

### **Christine Brandao**

Outreach Coordinator Christine.Brandao@boston.gov

## Jade Cummings, PLA

Principal, Terraink Landscape Architecture

## **Kellie Anne Connelly, PLA**

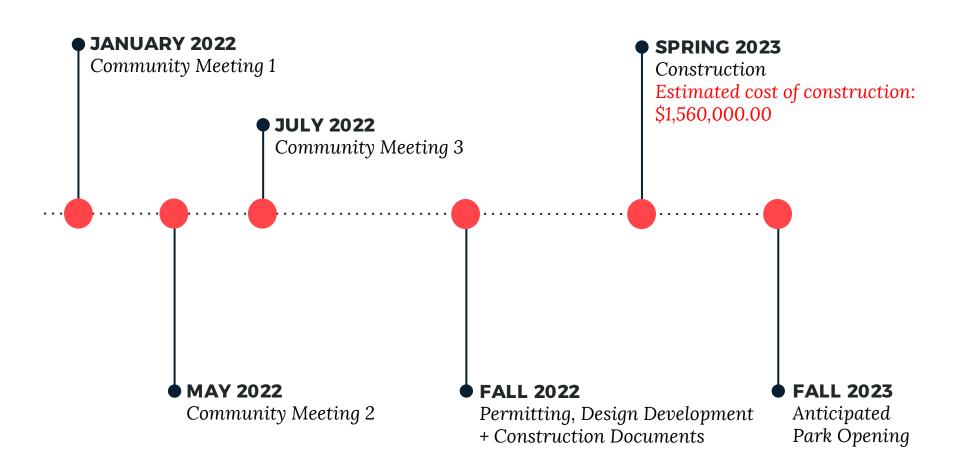
Principal, Terraink Landscape Architecture

### **Tiffani Caballero**

Mayor's Office of Neighborhood Service (ONS) Tiffani.Caballero@boston.gov or 617-635-2185



## **PROJECT SCHEDULE & FUNDING**









## **CITY OF BOSTON PRIORITIES**

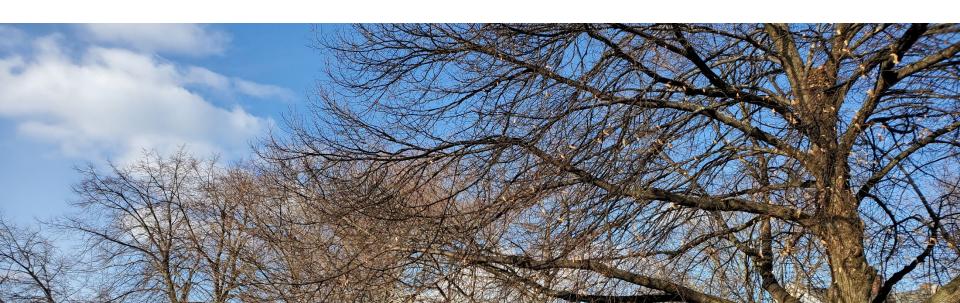
- Expanding walkable access to parks
- Addressing equity
- Climate resilience
- Health
- Housing and community building





## **PARK & RECREATION GOALS**

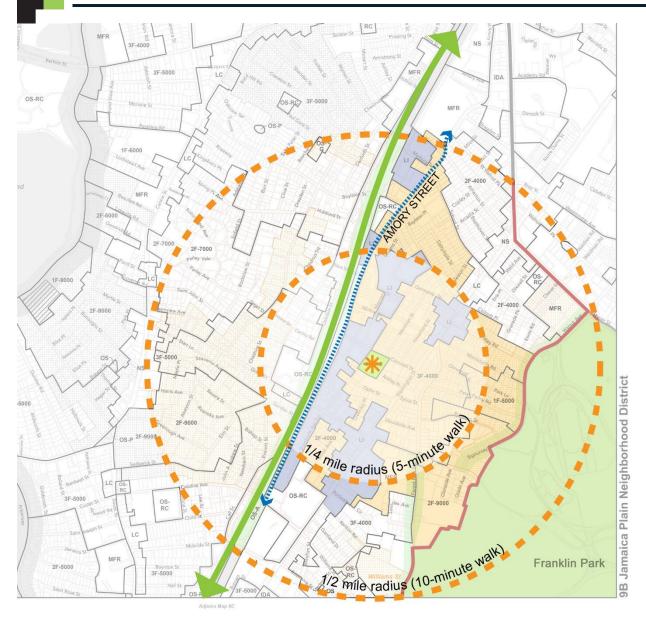
- Preserve And Protect Existing Trees
- Expand Usable Park Area
- Improve Universal Access
- Enhance Park Visibility
- Improve Access to Parks
- Design Flexible, Multi-functional Park Spaces





## **NEIGHBORHOOD CONTEXT**

### **WALKING DISTANCES**























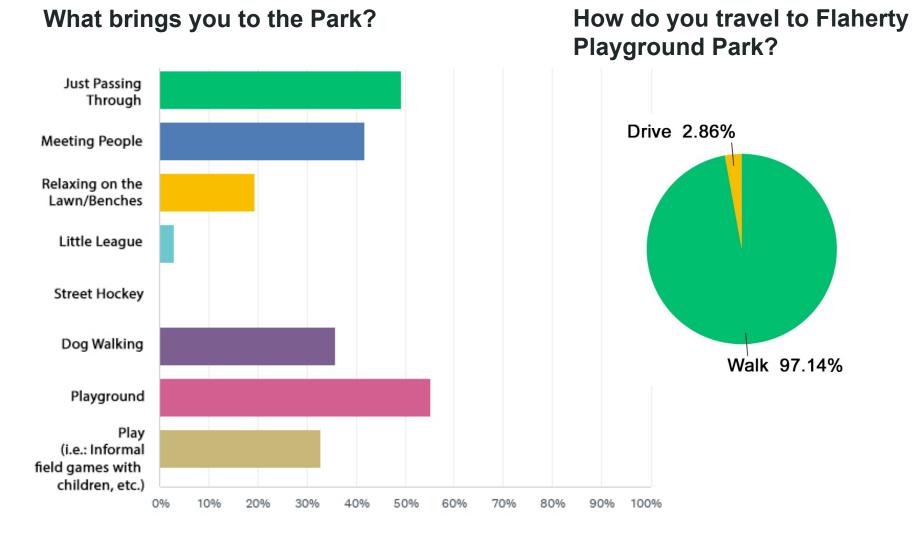




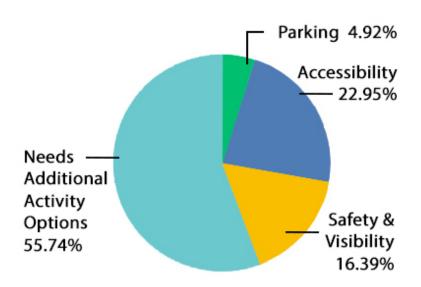




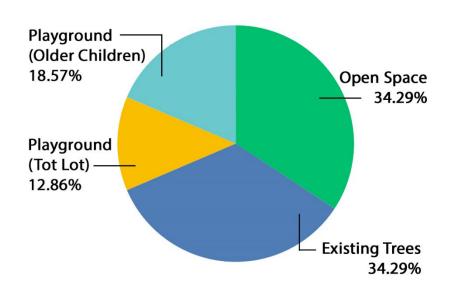




# What challenges do you see throughout the playground site?



# What is your favorite component of Flaherty Playground Park?





# TREE ANALYSIS





## TREE ANALYSIS





6. NORWAY MAPLE INVASIVE; TWISTING SPLIT TRUNK



11. YOSHINO' CHERRY SPLIT DECAY; FUNGUS



2. PINE SPARSE; UNBALANCED CROWN



INFECTION WITH DISEASE



12. ARBORVITAE AND YEWS DEAD; DYING



3. TREE OF HEAVEN INVASIVE; WEAK WOODED



FALL HAZARD; CARPENTER ANTS



13. ARBORVITAE AND YEWS DEAD; DYING



4. INVASIVE SPECIES GROVE INVASIVE; FENCE IN TRUNK



DEAD/DECAY ROT



14. EXISTING TREE STUMP **BASAL SPROUTS** 



5. EXISTING TREE STUMP BASAL SPROUTS



10. CRABAPPLE DEAD



15. YOSHINO' CHERRY **DEAD LIMBS** 



# **CONCEPT SKETCHES**

CONCEPT A:

**TREEHOUSE** 

CONCEPT B:

### WATERFALL

CONCEPT C:

### **CLUBHOUSE**







### **KEY ATTRIBUTES**

- Maintain Existing Trees (greatest extent possible)
- Maintain Existing "Lady Bug Rock," Introduce Passive Nature Area
- (4) Entry Points into Park
- Lower Level: Open Court Play
- Upper Level: Play Equipment & Spray Pad
- Slope: Active Play (climbing, ropes, poured-in-place slope)
- Theme: 2-Story Treehouse with Extended Climber (spider) web and woodland creature spray pad features

### **KEY ATTRIBUTES**

- Maintain Existing Trees (greatest extent possible)
- Maintain Existing "Lady Bug Rock," Introduce Passive Nature Area
- (5) Entry Points into Park
- Lower Level: Play Equipment & Performance
- Upper Level: Spray Pad & Open Court Play
- Slope: Access, Amphitheater Seating with Boulders
- Theme: Central Spine Waterfall with Upper Spray Pad visually (not physically) cascading down the slope via layered walls and boulder inlays (dry river bed) to central performance stage

#### **KEY ATTRIBUTES**

- Maintain Existing Trees (greatest extent possible
- Maintain Existing "Lady Bug Rock," Introduce Passive Nature Area
- (4) Entry Points into Park
- Lower Level: Open Court Play
- Upper Level: Play Equipment & Spray Pad
- Slope: Central Clubhouse & Climbing Slope
- **Theme**: 2-Story Clubhouse with Climbing Rope into structure and related site elements

# **CONCEPT SKETCH**



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# **CONCEPT SKETCHES**

CONCEPT A:

**TREEHOUSE** 

CONCEPT B:

### WATERFALL

CONCEPT C:

### **CLUBHOUSE**







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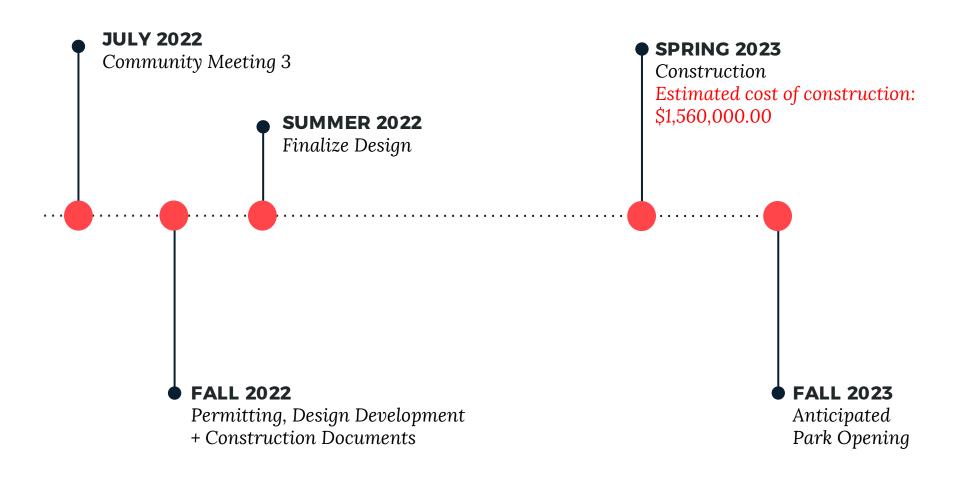
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## **NEXT STEPS**



### OPEN SPACE AND RECREATION PLAN

How well is Boston's park system working for you? How can we do better?

The Boston Parks and Recreation Department is updating our Open Space and Recreation Plan and we'd like to hear from you. Take our survey by May 31, 2022.



boston.gov/open-space





# **Next Meeting: July 2022**

Your voice matters! Please take our survey: https://www.surveymonkey.com/r/WHDFL62



Project Website: Boston.gov/Flaherty-playground

For any questions or comments, please contact:

B Chatfield . Project Manager . 617-504-7709 . abigail.chatfield@boston.gov

