

Shaw Skate Park Community Meeting

December 3, 2020

Chat Questions/Comments and Answers

Note: The meeting comments were organized in two separate sections: **FAQs** and **Comments/Ideas** to the project. They might not be in the exact order of the meeting.

I. FAQs

1. Is BMX going to be allowed in the park?

Originally, our skateparks don't allow BMX or scooters, just for safety security and potential liabilities. DPR project team will double check with the management team to see what will be allowed and will follow up with you afterwards. BMX tracks are a good suggestion to share in our Ready2Play Citywide Survey, please visit www.ready2playdc.com to fill the survey online.

2. Is there a potential for some fence areas to be turned into wall ride able material

That's not a bad idea. It'd be cool. I was thinking if there is a way you could wall, right over these pump pumps and type things, but we'd have to make it work around this flat bar, but we do like that idea. we can discuss about that.

3. Is the fence necessary along 11th street where the park is at grade with the street? what is the purpose?

This is a great question and this is something that we have discussed. Currently, the idea is to have fence around the park. The fence will be especially necessary between the basketball courts, the field/ track and the skatepark mostly for safety.

4. Is there a euro gap anywhere in there?

5. How long is the runway for the stairs?

it's 30 feet, which is kind of the typical of what we put into a escape park.

6. Where are the Bathrooms?

Unfortunately, we will not have public restrooms as most of our outdoor parks, where we don't have Public restrooms as well.

7. This is the "first draft" of the design not the final design

This is the conceptual design and we are still accepting comments for the final design, which will be presented in January and we hope with all the comments received in this meeting will be as close and reflective to on the desire for this great community. Date TBD. Stay tuned.

8. I feel like with a fence DPR will close the park more often

We will follow our same protocols in regard to the park opening. And make sure that the park has proper lighting when is open, for the users' safety. The park having a fence is more to make sure that the skaters have the flexibility.

9. On the subject of lighting the park now needs lighting!!

This is an exciting change in this project we are working with Musco Lighting which is the best provider in the country for sport lighting. They do a lot of skate parks so they understand that it's different than lighting a parking lot. Of course, we know all the troubles that we currently have had in the park lately, and we are working on that.

10. Generators?

Unfortunately, they and we won't be able to provide any temporary solution. However, we are working on that with the Department of general services to see if we can fix the lighting. We have been working on that.

11. Why is BMX left out? I ride every day at the park and will be a shame for the BMX community in D.C not to be considered for this project

Please see response to question 1

12. Can the water fountain be the kind that you can fill up a water bottle with? (a minor detail, I know...)?

The water fountain will have a water bottle and two bowls, one ADA accessible.

13. Just curious, are those textured sections on some of the ramps going to be stamped concrete/brick? Don't need stamped concrete/brick, thanks, I was just curious

We don't have any of that in the park right now, but we could do something like that. Maybe make this tight quarter pack like a tight brick bank.

Painting lead is fine, but slippery. Yeah, so we try to avoid, you know, actual paint on any writing surfaces. If we do color concrete, we call it integral color where it's, uh, basically color that's mixed into the concrete or we use concrete stain. So, and that that's not a slippery is like, paint.

14. Could you speak to the materials that are going to be used in the park? It would be great to use something that doesn't get super slippery in the rain/from moisture because it rains a fair amount and is very humid. Also want to second the need for more shade because summers are brutal here

It will be cast in place concrete with a smooth finish, so, it would be slippery in the rain, but it's kind of the tradeoff. Even like a rough street is pretty slippery in the rain. But the nice thing about the smooth concrete, it's it will all drain really quickly and so it'll dry very fast. So, pretty much an hour or 2 after it's done raining, you're going to be able to skate, depending on how much sun hits it. And then as far as the rest, everything, you see, in this pink color (referring to the renders), that's metal edging. So, you know, everything has metal edging on it.

15. The current park material is hollowed concrete, it breaks apart easily, and is very difficult for maintenance (which will be needed at some point). Will this type of material be avoided? How long will this new material last and will it be easy to maintain overtime?

The new skatepark will be cast in place concrete and not hollowed. And There'll be a gravel subbase under it or this would all, you know, these will all be solid or we'll have some type of material inside of them. So, it's basically what Grindline has been using for the past 20 years.

16. Will some of the ledges be marble ?

We're exploring that and if we can figure out how to make it fit into the budget where we'd like to cap some of the ledges with, uh, granted or marble.

17. Several people asked but i didn't hear: is there a euro gap somewhere in there?

18. When is demo of the current park expected to start?

January 18, 2021

19. Appreciate you all taking the comments into consideration

Sure! We really appreciate everybody providing all their comments and we are going to try to incorporate as much of it into the current design to come up with the final design.

20. How long will it take?

The park will reopen in August 2021. Approximately 8 months.

21. If the current park is going to close in about a month, can there be some kind of temporary lighting solution so people can skate it as much as possible before demo?

We are working on fixing the lighting as soon as possible with the Department of General Services.

22. Please reiterate your affiliation w/ DGS.. I did not hear. I see a lot of DGS-based constructions around town. what's it all about?

Tommie Jones and Dulce Naime represent the DC Department of Parks and Recreation, but the Department of general services, represented at this meeting by the project's manager Mr. Burt Jackson, is the District's agency responsible for building, maintaining, and sustaining the District's assets.

23. Yes, the timing is good to do it over the Winter

MCN (General contractor for the Banneker HS modernization) phased the construction to keep the DPR amenities open as much as possible.

II. Comments / Ideas on the conceptual design

- One thought: I think the ledges are too small. Freedom ledge is probably 24 in. Higher ledge should be at least 16.

That's an easy change.

- Second the suggestion to make some part of the fence skateable. Pump humps also tend to be the least used obstacle in any park I've skated.

All right make note of that.

- Ledges and flat bar are too small
- The main ledge as of now that would be skated is in kind of a weird spot (by the pump bumps). Would make sense to have that in the back and forth area at the entry.

And so the reason it's kind of over in that area is because it's, you know, we're trying to create where, like, more advanced skaters would be over towards SAS side of the park. And then, you know, uh, less advanced skaters would congregate more towards the opening side. Of the park.

- I like the slappy curb/easy ledges

Great!

- Good use of multiple obstacles for each park "area" but I feel the space could be used for more of this. E.g. the lone ledge could have banked sides.
Ok
- Should be no dead ends, there should always be something in your line even if you get off of your line....i.e. perimeter banks with curbs on top or quarters and corners
So, the 1 reason, you know, I haven't I don't have anything on the opening side here, or here is to really encourage traffic kind of to move like this through the park. Same thing on, on, on this, this area here. And so. You know, the idea is it that way wherever there is traffic, you do have a return that to send you back towards something else, except right here by the entrance, we're kind of, you know, you're thinking that would be a hanging out area.
- Also, bank to ledges or to walls is another option for more obstacles in the same space. What is the count for the stair set?
Uh, so it's the equivalent of like, probably like a 6 stare out in the in the natural environment.
- Extend the length of the flat bar in the center
We have a transition in the bowl.
- Smooth transition into the bowl would be nice
Ok
- And is there a way to have multiple opposed to one stair set?
- METRO benches
We have benches in 2 parts of the park. Can you please send us a photo of these benches?
- I completely agree with Ben: less flat, empty space
- Would be sick to add pool coping to the quarter pipe in the back kind of like LES in NYC
maybe we can make 1 here. Probably somewhere in this area where you would have your euro get up. And then you come over off the quarter pipe over the pyramid to it.
- The bowl may be overkill, it's a street plaza.
- Current park has lots of banks/pipes facing each other so you can do down/up fluidly, but this design has no banks/pipes that work together in combination
I think you go, you know, you kind of have this back and forth here. You know, or here to take you over this way (Grindline making reference to the render). That's kind of what I see as the back and forth.
- Maybe even view some images of the DC Skate Plaza in Kettering, OH.
- Could do euro on bank by stairs
- Could maybe turn one of those banks next to the set into a euro gap
- Nothing to add, I love the design, especially the bowl for transition skating.
Great!
- I guess when I say smooth transition, I mean a way to roll into the bowl
And rolling over the coping, actual, a roll in why we would I mean, maybe we can make 1 of these hips irrelevant.
- Thank you both so much for your hard work putting this together! can't wait to skate the park
- Something like powhattan springs

- They mean smooth transition/hump instead of a spine for the bowl.
Yeah, yeah, I mean, I could see something like opening up the bowl into this. The only thing then it becomes, right now it's kind of this closed thing that can I say if you're skating the bowl. It's not as likely that people are going to go shooting into it, whereas if we open it up, I could see that becoming something that like. People will use it. It'll be kind of it will get a lot more traffic into it.
And not to say, that's a bad thing. You know, a lot of these suggestions are great suggestions. It's always kind of like a tradeoff. For, like, you know, it's 1, it's not that one's better. One's worse. It's, you know, it's just one's different than the other.
Maybe that's something if people can vote and just say, hey, I would like the bowl to be open, or I would like, the bowl to be close. And then we can kind of see where, where kind of lands, uh, as far as kind of that preference.
- Maybe a qp for speed would help.
- The spine does add an extra danger factor for skating the bowl itself.
Yeah, that's fine because, you know, obviously the spine is a little, you know, it makes a little more danger than having us to full on deck there. But I would say it's probably Safer than having the bowl actually open, you know, because it's traffic.
But if you guys, you know, I'd love to hear from everybody if it's something people are interested in. And I would, I'm more than happy to open up the bowl. Because I think it gives you some other, there's some other potential combinations with that of cool features.
- I doubt outside traffic would be a bigger issue.
- Bmxers are going to be there, and scooter kids. People come in with their kids and they have roller blades and scooters. So it's just taking that into an account because they do that with the current Shaw. Current users include scooters, bikes, and rollerblades as well as skateboarders
Scooters and bikes were not allowed in the park in the past. We will double check if will be allow in this one.
- What's the problem with the spine danger wise?
- Don't need more room for the stair set, the current run up at Shaw is almost nonexistent, this has plenty
30 feet is kind of our standard distance that we use for a stare set and we're kind of this limited on space here.
- could be cool to paint the bowl green... a nod to green skate lab...
- The curved ledge at the entrance is great but people skating it will collide with people coming in. Can you make it curve earlier, before the gate?
it'd be more of a seating area, but if there weren't people there, someone could skate it. Um, but we are still talking about, maybe this entrance is going to move a little bit and then, maybe this becomes more of a scalable area.
- you could use the fence perimeter to add some kind of pump track feature.
There really isn't any space for it right now because of everything else that people were requesting at the previous meeting.
- Bump up the street aspect.

- The park design looks great overall. we all want more of a flow park where we all can blast around and hit all the things. Thanks Micah and Grindline. Please consider putting as many nooks and crannies in as long as this design evolves. The younger folks will need something to grow into so please consider that. this is a skate elders' perspective
- Use stronger angle-iron for ledge builds. Ledges don't have to be the same height as manual pads to accommodate youngers.
- I want to add again that the 14-inch ledge could be something more. An idea I have is the Washington monument on its side with steep banks to replicate Welfare but also be a ledge.
[Okay](#)
- We need multiple trash cans in different parts of the park
[Thanks for this comment.](#)
- A pump track would be lovely
[There really isn't any space for it right now because of everything else that people were requesting at the previous meeting.](#)
- Pump track wouldn't make sense if they have a bowl. Pump track take up a lot of space.
- Already two pump bumps
- Full transparency, I'm learning how to pump so maybe that's why
- There's is plenty to pump
- just my opinion - trying to cram in a pump track isn't realistic
- Adam: the QPs are small for beginners. You can make you way up to other ramps and the bowl.
- aight if there are a lot of places to pump than nvm
- Two stair obstacles closest to fence kind of confusing.
- I hear you Tommie. The park needs something which'll refresh its original structure without pacifying its existence. Something fresh and new but brought together well enough in order to not have advanced skaters deter away.
- We also need some areas with shade
- The bowl is basically a mini ramp
- just a thought, the runway to the stair set is big. At RFK, it basically functions as flatground / hangout because not that many people jump down the stairs or skate the golden rail... so some of that space could have some other feature
[It's not as big as you think it's, I mean, it's 30 feet long and probably 30 feet wide. I would probably I'm trying to avoid putting any features on this side. So, it kind of discourages people skating this way. But also, uh, maybe we can do something right up here next to the bowl.](#)
- Could u add a long rail that goes hi to low kind of shaped like a U?
- The curved ledge could have a shade structure. Curved ledges are pretty much designated seating at many parks.
True
- Could an overhanging shade structure be added to the back of the stair's run-up?
[Yeah, you could have something back here.](#)
- I think that's a nice space for flat

- Also, at the back of the stair run-up, you could put a quarter pipe so you don't have to worry about speed
- painting surfaces, please don't paint the actual ground. Painting ledges/etc is fine but Maloof is SUPER slippery and has a terrible glare from the sun in the afternoon/evening.
Painting lead is fine, but slippery. Yeah, so we try to avoid, you know, actual paint on any writing surfaces. If we do color concrete, we call it integral color where it's, uh, basically color that's mixed into the concrete or we use concrete stain. So and that that's not a slippery is like, paint.
- could also use trees for shade - like when they have a volcano with a tree growing out of the middle
- Very smooth concrete. I hate cracked concrete
Grindline don't do any expansion joint. All the slabs, cracking is controlled through sockets instead of a expansion joint
- slappy curb is great
- Micah, your preparation towards structural change is impressive. I think the community will benefit from these enhancements.

- Are some ledges pretty low
Maybe we can check. So right now, this ledge here is 12 inches tall, so it's kind of a small beginner ledge. The manual pad is 8 inches tall. So, that also serves as a really small ledge for people that are trying to learn how to skate, to jump on or to try to grind, then this 1 here is 14, but people are wanting to maybe be a little bigger. So, we're might look at making this 16. what else do we got this ledge here?
- Also, just a general thank you to Micah/Grindline and everyone at DCDPR for your work on this
Thanks!
- Quinn the slappy curb and the 8" many pad are both quite low
- Manual pad can be the beginner ledge I think
Um, yeah
- Should have more than one ledge over 12 inches
- 16 to 18 inches would be good instead of 14
- The out ledge is over 12 inches though
- Yea but you don't learn tricks on an out ledge
- And you can grind right over the 12-inch ledge
- Shaw Skatepark doesn't have to resemble Pulaski. Just make a conscientious effort towards build. The aspect of arriving to the Shaw Skatepark and community will ultimately stride beginners towards learning/adaption.
I would agree. Yeah, we're not going to recreate that here. We don't have that kind of space. And I think that comment about embracing the beginners and the learning adaptation is very much what Shaw will be.
- you gotta jump to the out ledge tho.
- Pump track instead of a fence
- I feel like the ledges shouldn't be so high
- Use 17 in.-based dimensions. 17-23 in.-based dimensions.

- There's an 8" ledge, a 12" ledge, a 26" ledge
- We have Pulaski and will always have it. This park needs to be its own.
- We don't need to totally recreate spots that we can still go skate
- I cannot stress that enough. Inspiration from Pulaski but no replica.
- Shouldn't need as much maintenance, based on the way they plan to build this. Current park the ramps were built hollow.

That is correct. The team has been discussing about having a service entrance, so a maintenance truck could get in here easily. We are also considering having some type of broom closet or a DPR standard lockable storage that an organized group like "Friends of Shaw skate park" or a similar figure would have access to.

- The brooms are a good idea to clean some areas
- if you make a closet, it's going to get broken into...
- Sadly, it will get broken into
- ^not for brooms 🧑
- Yes, for brooms or just to keep the park clean and not have to wait for maintenance to do it... the closet will not stay intact
- People will take anything
- Will it be easy to fix graffiti?
- It's Shaw !!! Graffiti is the backbone lowkey it will always have graffiti because the people who pass away. To remember them like morals
- The park looks amazing thanks everyone. At this point I think what's most important to add is shading areas, trash cans, and the maintenance shed. Crushed is still interested in maintaining the park in partnership with DPR
- good looks Brian... if crushed is involved with maintenance, we'll be good
- Thanks, Tommie & DPR!

Sure!

- Thank you to all! I'm excited to have a real bowl to roll into
Amazing, we are excited too!
- big ribbon cutting party!
We agree, we should have a ribbon cutting party with the skateboard community.
- Thank you all. You're doing great so far
A. Thank you!
- Thank you so much!
Sure!
- Make sure it's smooth. Smooth ground no cracks lol
Sure!
- Yeah thank you all for this project looking forward to see all of the final decisions
We really appreciate everybody providing all their comments and we are going to try to incorporate as much of it into the current design to come up with the final design. We'll have a meeting in January to present a final concept, follow DPR in social media @DCDPR for updates.



DEPARTMENT OF PARKS AND RECREATION
Capital Projects, Planning and Design

- Great job everyone!
Thanks!
- Appreciate y'all tremendously
Thanks!
- Dulce what's your e-mail?
dulce.naime@dc.gov
- Thank you so much Grindline. You guys deserve so much more recognition
Thanks everybody for coming and providing all the comments and it's an honor to get to design a skate park in DC.
- Really appreciate everyone's time tonight!
Thanks!
- Thanks for sharing all this and listening to comments - much appreciated!
Sure! We really appreciate everybody providing all their comments.

