From: Purcell, Thomas <TPurcell@bellevuewa.gov>
Sent: Tuesday, March 28, 2023 1:06 PM
To: Gaby Girodo; parkboard <parkboard@bellevuewa.gov>; Neighborhood Outreach
<NeighborhoodOutreach@bellevuewa.gov>; ADATitleVI <ADATitleVI@bellevuewa.gov>
Cc: Indurkar, Kim <KIndurkar@bellevuewa.gov>; Amson, Blayne <BAmson@bellevuewa.gov>; McVein,
Shelley <SMcVein@bellevuewa.gov>; Schwisow, Mark <MSchwisow@bellevuewa.gov>
Subject: RE: Inclusive Playgrounds- Hidden Valley Park

Gaby, I will try and answer your questions:

## Could you please clarify what does it mean? This is completion date or the starting date?

We will look at budgeting to replace the playground in 2024 as it is due for replacement that year.

## When would you know if the date is 2024 or 2025? How are parks prioritized?

We will know during the 4<sup>th</sup> quarter of this year (2023) as we prioritize playground replacement. Priorities generally are reviewed by age of the structures, intensity of use and resources spent maintaining the play equipment. We currently have 49 playgrounds in the park's system and try and replace 2-3 a year.

## Is the project you are talking about a complete overhaul, can be done in steps and solve the accessibility issue before?

This will be a complete replacement of all the play equipment. This involves removal of all the engineered wood chips generally 18"-24" deep to then remove the heavy concrete foundation play equipment anchors that lay below the bottom of the wood chip surfacing then repairing any of the subsurface drainage. New concrete foundations are poured at the correct locations to accommodate the new play equipment followed by surfacing that meets fall attenuation heights for the new play equipment. Doing this work in steps is not practical or safe.

Please feel free to call me if you have additional questions.

Thomas (Tom) Purcell Structural Operations Manager, Parks & Community Services City of Bellevue 425-452-2036 Cell: 509-520-3209 *Planning-Procedures-Execute-Oversight* (*IAATP*) Est circa omni populo

From: Gaby Girodo
Sent: Sunday, March 19, 2023 5:40 PM
To: Purcell, Thomas <<u>TPurcell@bellevuewa.gov</u>>; parkboard <<u>parkboard@bellevuewa.gov</u>>;
Neighborhood Outreach <<u>NeighborhoodOutreach@bellevuewa.gov</u>>; ADATitleVI

## <<u>ADATitleVI@bellevuewa.gov</u>>

Subject: Re: Inclusive Playgrounds- Hidden Valley Park

Thomas, I appreciate your response.

I understand the benefits of the wood chips as I also understand the inclusive barrier that creates, there are currently other materials that provide the same benefits AND are not a roadblock for accessibility.

I appreciate you sharing that there are plans to work on this plan in 2024 or 2025:

- Could you please clarify what does it mean? This is completion date or the starting date?

- When would you know if the date is 2024 or 2025? How are parks prioritized?

- Is the project you are talking about a complete overhaul, can be done in steps and solve the accessibility issue before?

Looking forward to your response, Thanks, Gaby

El vie, 24 feb 2023 a las 12:14, Purcell, Thomas (<<u>TPurcell@bellevuewa.gov</u>>) escribió:

Gaby, I appreciate you taking the time to bring your concerns to our attention at the Hidden Valley Park playground. The City of Bellevue Parks adheres to the design and operations & maintenance standards of playgrounds as laid out by ASTM (American Society for Testing Materials). The engineered wood chip surfacing in use at Bellevue playgrounds serves two purposes in meeting the ASTM specifications for playground surfacing. The first requirement is that it provides fall impact attenuation for falls from the highest point on the play structure to minimize injury and the second requirement addresses ADA wheelchair access. The woodchips at the Hidden Valley Park playground meets both of these ASTM requirements. We are programming the replacement of this playground for 2024-2025 and will be looking to replace the woodchip surfacing with an alternative that is easier for wheelchairs and other mobility devices to access the play equipment.. Please feel free to call me if you any further questions.

Thomas (Tom) Purcell Structural Operations Manager, Parks & Community Services City of Bellevue 425-452-2036 Cell: 509-520-3209 *Planning-Procedures-Execute-Oversight* (IAATP) Est circa omni populo From: Gaby Girodo
Sent: Wednesday, February 22, 2023 11:56 AM
To: parkboard <parkboard@bellevuewa.gov>; Council <Council@bellevuewa.gov>; Parksweb
<parksweb@bellevuewa.gov>; Neighborhood Outreach <NeighborhoodOutreach@bellevuewa.gov>
Cc: ADATitleVI <ADATitleVI@bellevuewa.gov>
Subject: Inclusive Playgrounds- Hidden Valley Park

Dear Board & Members of the City of Bellevue

I'm reaching out in regards to the playground on the Hidden Valley Park, which has wood chips covering the ground area making it inaccessible for kids with mobility disabilities or physical limitations. I have a 6yo which is directly impacted by this and I'm bringing this to your attention with the hope we can find a solution.

Children who have limited movement might use a wheelchair, walker, crutches or other assistive device. Children who use assistive devices find it impossible to access the play structure due to the nature of the ground material in this playground (not rolling wheels to roll, unstable surface, if they can transfer to floor is painful for crawling too). In our case, not even with me (or teacher) pushing we can get his wheels rolling or risking falls is using other assisting device

This particular park is surrounded by many schools in the Bellevue Office Park and used for some of them as their park for recess time. The kids that can't access the structure have to stay on the sideline watching other kids play, which creates a big effect on engagement, socialization and overall impact on their mental health through creation of a big social barrier.

Inclusivity does not stop at accessible but not accessible isnt inclusive.

Appreciate the time reading this email, and I'm available at any time for further conversations.

I can also be reached at\_\_\_\_\_.

Thanks! Gaby Girodo