



W E L C O M E

PUBLIC MEETING #1
Thursday, October 24, 2019



AGENDA



INTRODUCTIONS

City of Cambridge Project Manager: Paul Ryder

Focus Group: Members of your community!

Design Team: Weston & Sampson

Landscape Architects

Aquatic Designers

Engineers

Architects

Environmental Scientists



INTRODUCTIONS

Also on Our Team... (Mitch) Ryerson Design









INTRODUCTIONS

In collaboration with...

Cambridge Arts Council Percent-for-Art Program

(developing site-responsive public artwork)

Dominic Killiany

NuVu Studio





PROJECT OVERVIEW, PROCESS, AND SCHEDULE



PROJECT OVERVIEW, PROCESS, AND SCHEDULE

Focus Group, Stakeholders, and Community Engagement

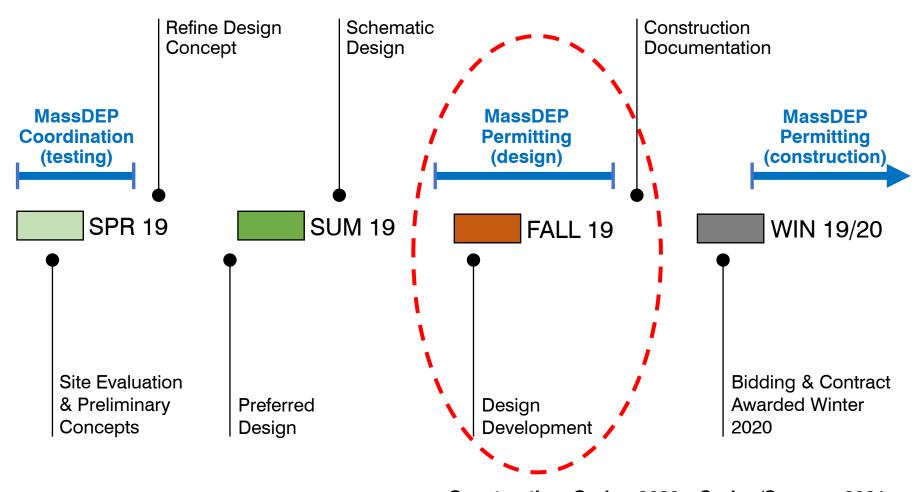








PROJECT OVERVIEW, PROCESS, AND SCHEDULE



Construction: Spring 2020 – Spring/Summer 2021



UNIVERSAL ACCESS AND INCLUSIVE DESIGN

Universal Access and Inclusive Design is about delivering an outstanding user experience to as many people as possible.

Design decisions have the potential to include or exclude people.

Understanding user diversity allows us to make informed **design** decisions.

User diversity covers variation in capabilities, needs and aspirations.



UNIVERSAL ACCESS AND INCLUSIVE DESIGN

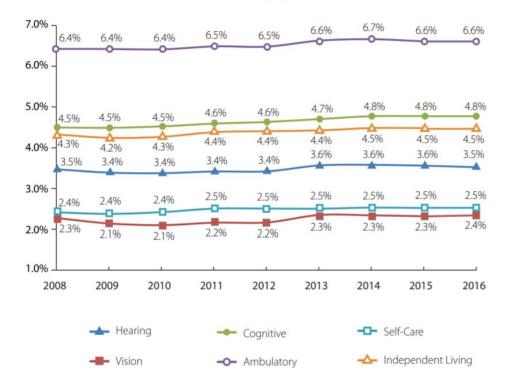
'Accessibility' aims to make sure things work for people with clinically recognized disabilities.

'Universal and Inclusive Design' aim to make sure things work for people, not forgetting those with clinically recognized disabilities.

FIG 3. Age Distribution of Disability in the US Population, 2016 99.3% 100% 94.4% 89.4% 80% 64.8% 60% 40% 35.2% 20% 10.6% 5.6% 0.7% Ages 65 and over **Under 5 years** Ages 5-17 Ages 18-64 With Disability Without Disability

A Publication of the Rehabilitation Research and Training Center on Disability Statistics and Demographics

FIG 9. People with Disabilities, by Type and Year, 2008-2016



UNIVERSAL ACCESS AND INCLUSIVE DESIGN

Universal Access and Inclusive Design Approach







- Taking into consideration experience of caretakers
- Understanding that sometimes the caretaker is the one with the disability (parent w/ able-bodied child at playground)
- Needs of all users and activities for all ages

UNIVERSAL ACCESS AND INCLUSIVE DESIGN

Balancing Universal Access and Inclusive Design with Operations and Maintenance



UNIVERSAL ACCESS AND INCLUSIVE DESIGN

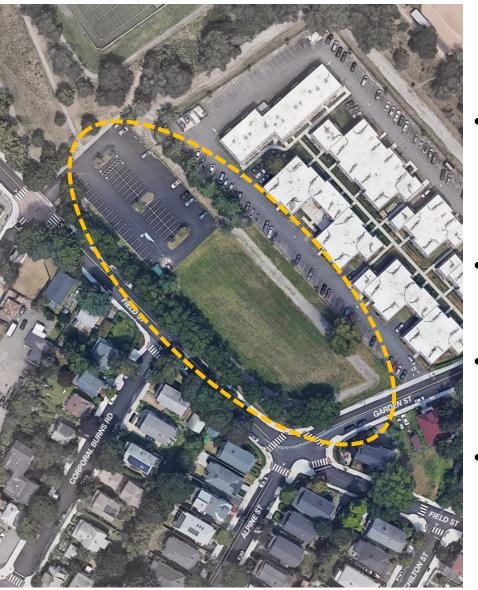
In summary, our mission is to: Design a Welcoming Open Space



- The process of listening and leading
- Making the place legible and safe through sequencing of experience
- Sight lines
- Prospect and refuge
- Focus on the human experience with flexibility for use and interpretation
- Universal language of play



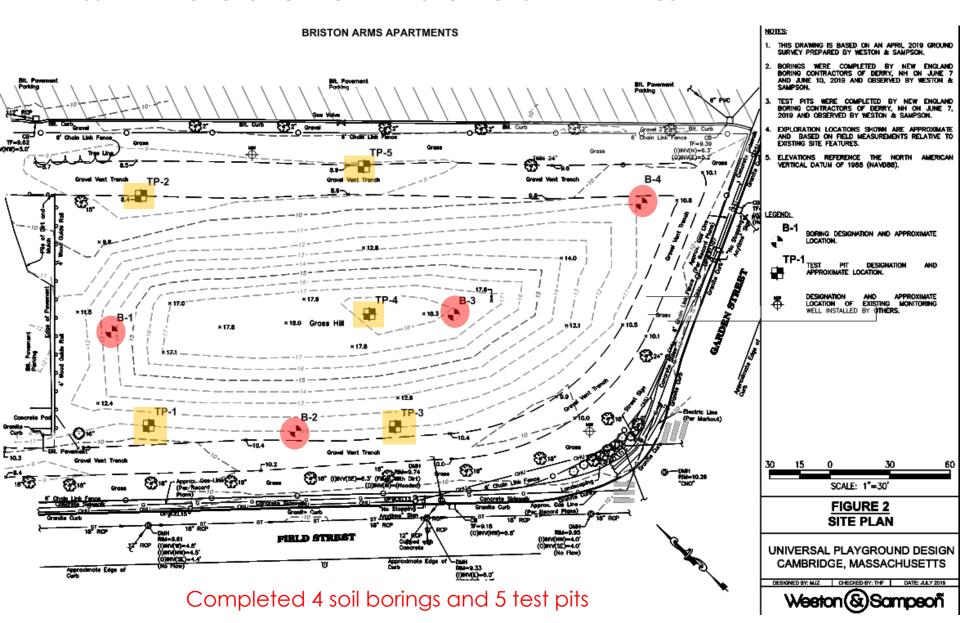
THE SITE AND ENVIRONMENTAL CONSIDERATIONS



- Summary of Geotechnical Investigations and Findings
- Options for Gravel Vent Trench
- Review of Environmental Controls
- Next Steps



SUMMARY OF GEOTECHNICAL INVESTIGATIONS AND FINDINGS



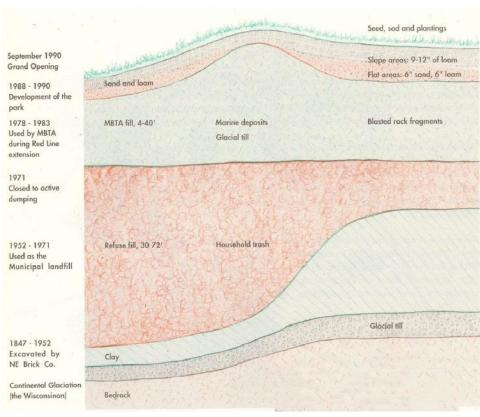


SUMMARY OF GEOTECHNICAL INVESTIGATIONS AND FINDINGS

Subsurface conditions generally similar to that described in past reports

- Variable cover thickness: 1.5 ft. to 14 ft.
- Cover fill soils typically sand or silt with gravel and trace to little debris
- Geotechnical recommendations being carried into design:
 - Foundation design depth and type;
 - Loading; and
 - Cover thickness 2 ft. minimum
- Gravel vent trench found to be silted



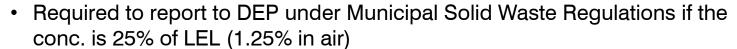


Source: Danehy Overview Report

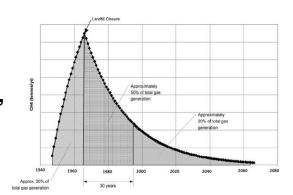
SUMMARY OF GEOTECHNICAL INVESTIGATIONS AND FINDINGS

Landfill Gas Management

- Methane (CH4) colorless, odorless, tasteless, flammable gas, widely distributed in nature; natural gas, landfill gas.
 - Lower Explosive Limit (LEL) for Methane is 5% in air



- This has not occurred since Dec 2012 in a single catch basin (CB-6) ventilation was found to be impeded, immediately fixed
- Methane is toxic at concentrations much higher than the LEL 60 to 70% in air
 - Asphyxiant when allowed to accumulate in an enclosed space
 - Headache, nausea and vomiting at levels that cause asphyxia
- Concentrations at Danehy Park are generally below the LEL and well below a level that would pose a health risk
 - Majority of monitoring wells at 0.0%
 - Catch basins, hydrants, probes at 0.0%

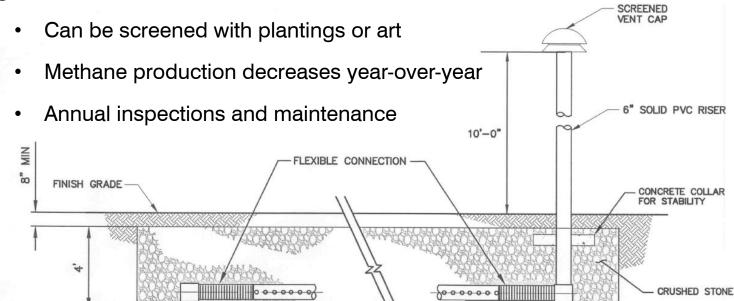


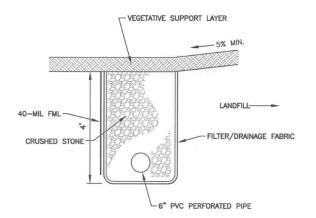


Methane CH₄

REROUTING GAS COLLECTED FROM GRAVEL VENT TRENCH

- Existing trench vents to be piped to collect and vent landfill gas and allow for expanded playground footprint
- Perforated lateral collection pipes placed in trench to direct gas to vertical above-grade pipe vents
 - Use clean stone wrapped in filter fabric to prevent silting
- Gases vented to atmosphere at minimum of 10 feet above ground surface





SHALLOW COLLECTION TRENCH — SECTION N.T.S.



ENVIRONMENTAL CONTROLS DURING CONSTRUCTION

Management & Monitoring of:

- Surplus Soils
- Dewatering Fluids

- Ambient Air
- Dust





ENVIRONMENTAL CONTROLS DURING CONSTRUCTION (cont.)

- Odor Controls as needed:
 - Active misting or
 - Spray application of foams (non-PFAS containing)
- MassDEP permitting and coordination for landfill re-use
- Proper soil and/or waste management for surplus materials





Source: Rusmar, Inc.

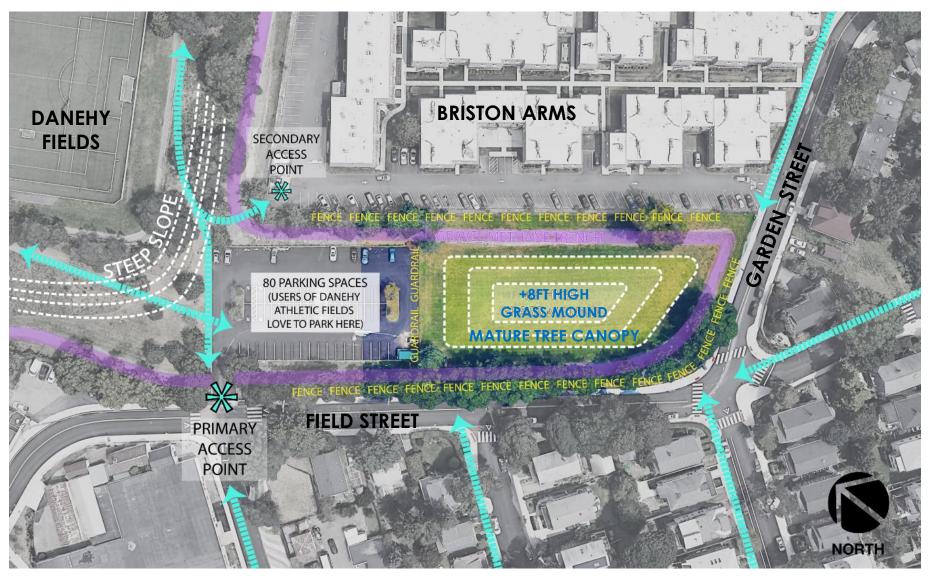


Source: OdorBoss, Inc.





DESIGN INFLUENCES: OVERVIEW OF SITE ANALYSIS





DESIGN INFLUENCES: OVERVIEW OF SITE ANALYSIS



VIEW FROM FIELD STREET



DESIGN INFLUENCES: PROGRAM PRIORITIES

- Concerned about sounds & security with abutters
- Desire a water feature / splash pad
- Connections for abutters
- Play areas for younger kids that are gated / fenced
- Tables and furnishings
- Areas of refuge / quiet
- Maybe sand, rocks, etc., but <u>very</u> separate from main play
- Enough space at elements for caregivers
- Music / sound components
- Green space with grass, trees, and shrubs
- Consider in-ground trampolines
- Shade structures







DESIGN INFLUENCES: PROGRAM PRECEDENT IMAGES







PERIMETER

LANDFORM

SENSORY



PASSIVE AREA (PLAY/GATHERING/REFUGE & SOCIAL)



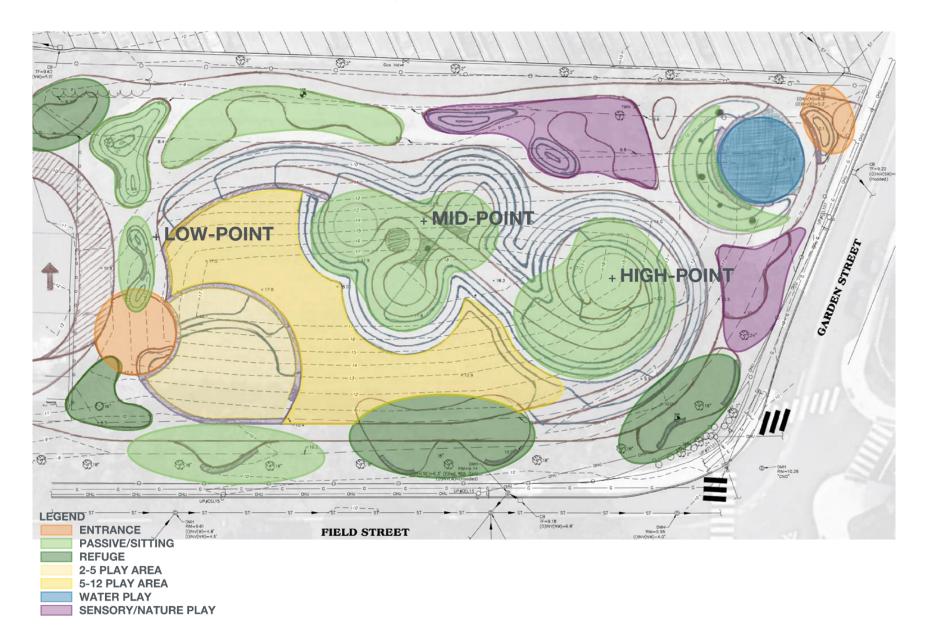
ACTIVE AREA



WATER PLAY



PROGRAM CONCEPT: "Meandering"





CONCEPT DESIGN: "Meandering"





SUMMARY OF MEETING TAKE-AWAYS + NEXT STEPS

