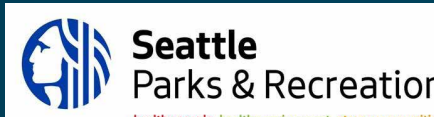


# RAINIER BEACH PLAY FIELD SKATEPARK





# LAND ACKNOWLEDGMENT



We would like to acknowledge that we are on the traditional lands and waters of the first people of Seattle, the Coastal Salish Tribes past and present and honor with gratitude the land itself and the Coastal Salish Peoples.





# PROJECT TEAM

**DANIELLE JACKSON, CO-CHAIR**



- Volunteer Public Outreach / Engagement
- Community Builder / Champion
- Grant Applicant

**SCOTT SHINN, CO-CHAIR**



*Parents for Skateparks*

- Volunteer Public Outreach / Engagement
- Community Builder / Champion
- Grant Applicant

**NIC MORIN & PETER CROMWELL**



Environmental Works  
COMMUNITY DESIGN CENTER

- Team Coordination & Project Management
- Community Design Process
- Landscape Architecture
- Analysis, Design & Conceptual Drawings

**RICHIE CONKLIN**



- Skatepark Design
- Community Design Process
- Preliminary Simulation

**KAREN SELANDER, PROJECT MANAGER**



**Seattle**  
Neighborhoods

- Funding Agency
- Community Process, Guidelines
- Project oversight

**PAM KLIMENT, NEIGHBORHOOD PLANNER**



**Seattle**  
Parks & Recreation

healthy people healthy environment strong communities

- Property Owner
- Development / Design Guidelines
- Project oversight

**SHAVA LAWSON, DIRECTOR OF FISCAL SERVICES**

SEATTLE PARKS FOUNDATION

- Fundraising Support, Fiscal Sponsor





# COMMUNITY CONNECTIONS & SPONSORS



Parents for Skateparks



SEATTLE PARKS FOUNDATION



SEATTLE PARKS FOUNDATION



Environmental Works  
COMMUNITY DESIGN CENTER



# SUMMARY OF PROJECT GOALS



1. Develop a Community-led Concept Design of a Skatepark with Community Gathering Spaces.
2. Incorporate the latest Multi-Use, Public, All-Wheeled Park Design Standards.
3. Provide Equitable Access for All Ages and Abilities.
4. Integrate the Design into the Surrounding Community, Environment, Existing Park Features, and the Neighborhood.
5. Design the Skate Park for All to Enjoy for All Levels of Experience.



# PROJECT SCHEDULE & PROCESS



- ➡ SEPTEMBER: Project Kick-off (Outreach, Background, Feasibility, Site Analysis)
- ➡ **JAN. 19th: 1st Community Meeting** (Identify community needs, **Design Game/Brainstorm**)
- ➡ FEBRUARY: Synthesize into 2-3 Alternatives & Review with City/Steering Committee
- ➡ **APRIL 20th: 2nd Community Meeting** (Review findings, Discuss **Design Alternatives**)
- ➡ JUNE: Generate Preferred Alternative & Review with City/Steering Committee
- ➡ **JULY 20th: 3rd Community Meeting** (Present **Preferred Alternative**)
- ➡ AUGUST: Finalize Preferred Alternative, Feasibility Report & Cost Estimate



# COMMUNICATION & OUTREACH



CHAMPS (Co-Chair): Danielle Jackson  
[dajackson@champsseattle.org](mailto:dajackson@champsseattle.org) - 206.518.7444



Parents for Skateparks

Parents for Skate Parks (Co-Chair): Scott Shinn  
[scott.shinn@parents4sk8parks.org](mailto:scott.shinn@parents4sk8parks.org)



**Seattle**  
Parks & Recreation  
healthy people healthy environment strong communities

Seattle Parks and Recreation: Pam Kliment  
[Pamela.Kliment@seattle.gov](mailto:Pamela.Kliment@seattle.gov)



**Environmental Works**  
COMMUNITY DESIGN CENTER

Design Consultant: Nic Morin & Peter Cromwell  
[nmorin@eworks.org](mailto:nmorin@eworks.org) / [pcromwell@eworks.org](mailto:pcromwell@eworks.org)



Evergreen Skateparks: Richie Conklin  
[richie@evergreenskateparks.com](mailto:richie@evergreenskateparks.com)



Facebook: [www.facebook.com/RBSkatepark](https://www.facebook.com/RBSkatepark)

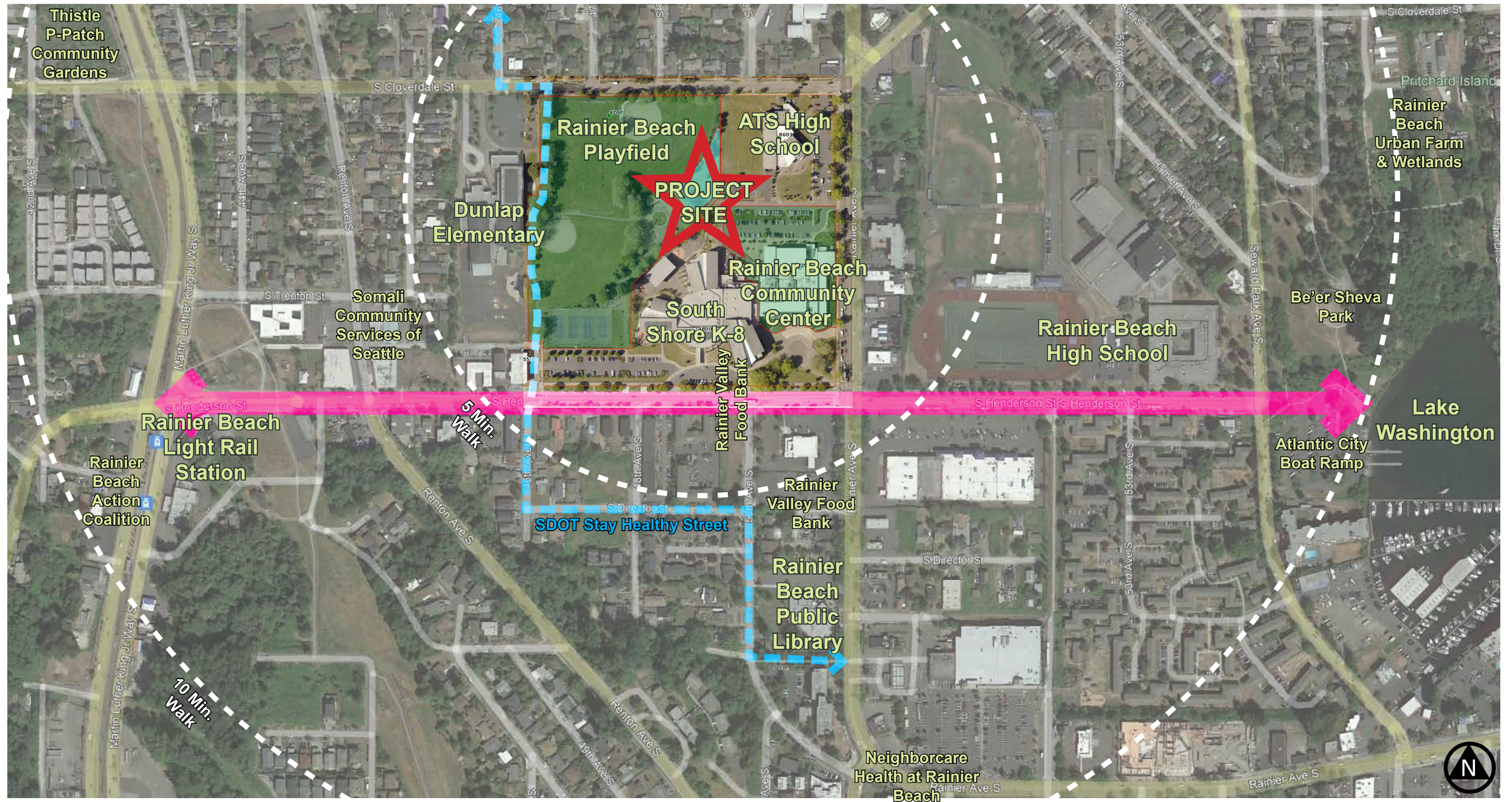


Instagram: <https://www.instagram.com/@rbskatepark>

Website: <https://rbskatepark.org/>

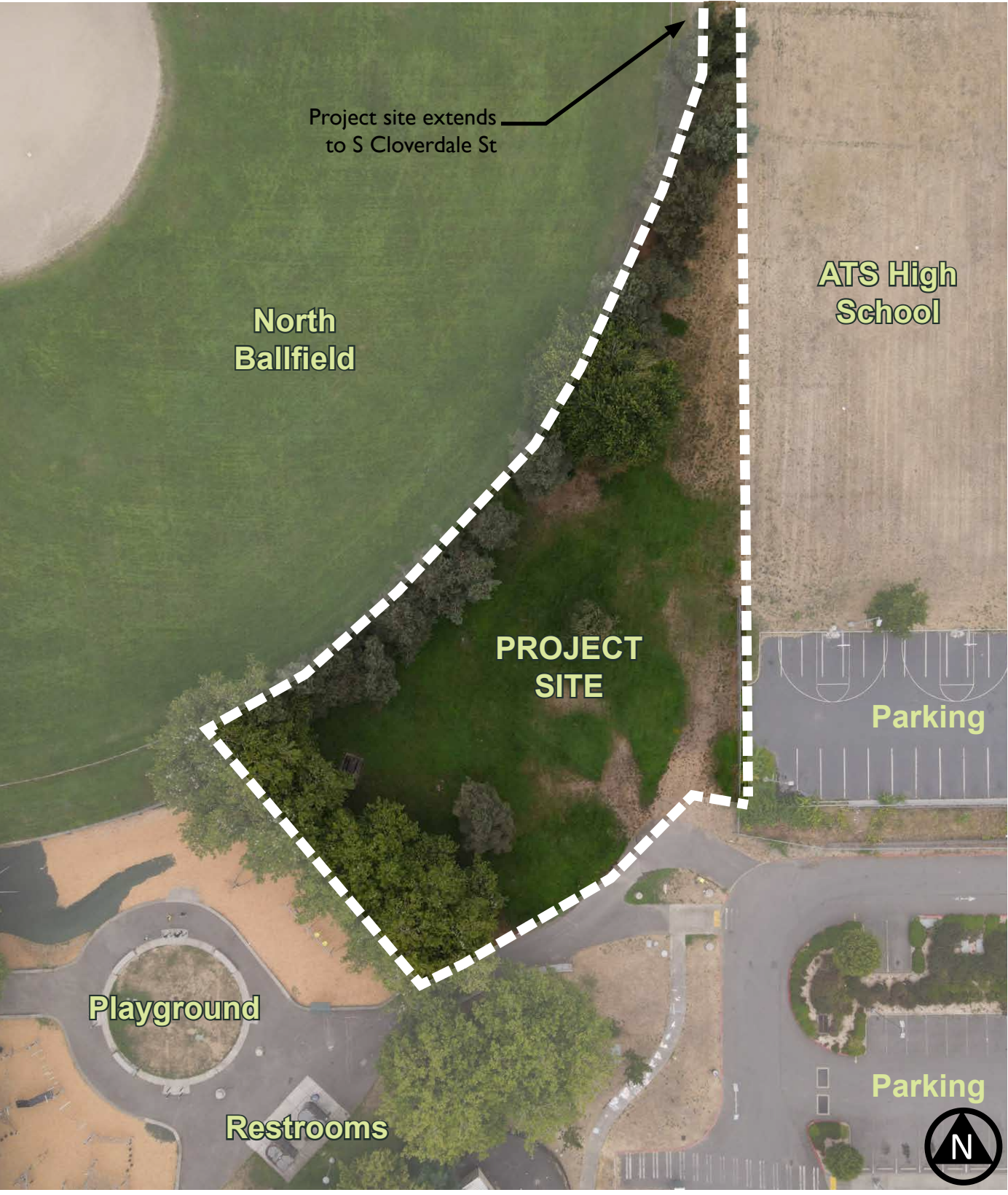
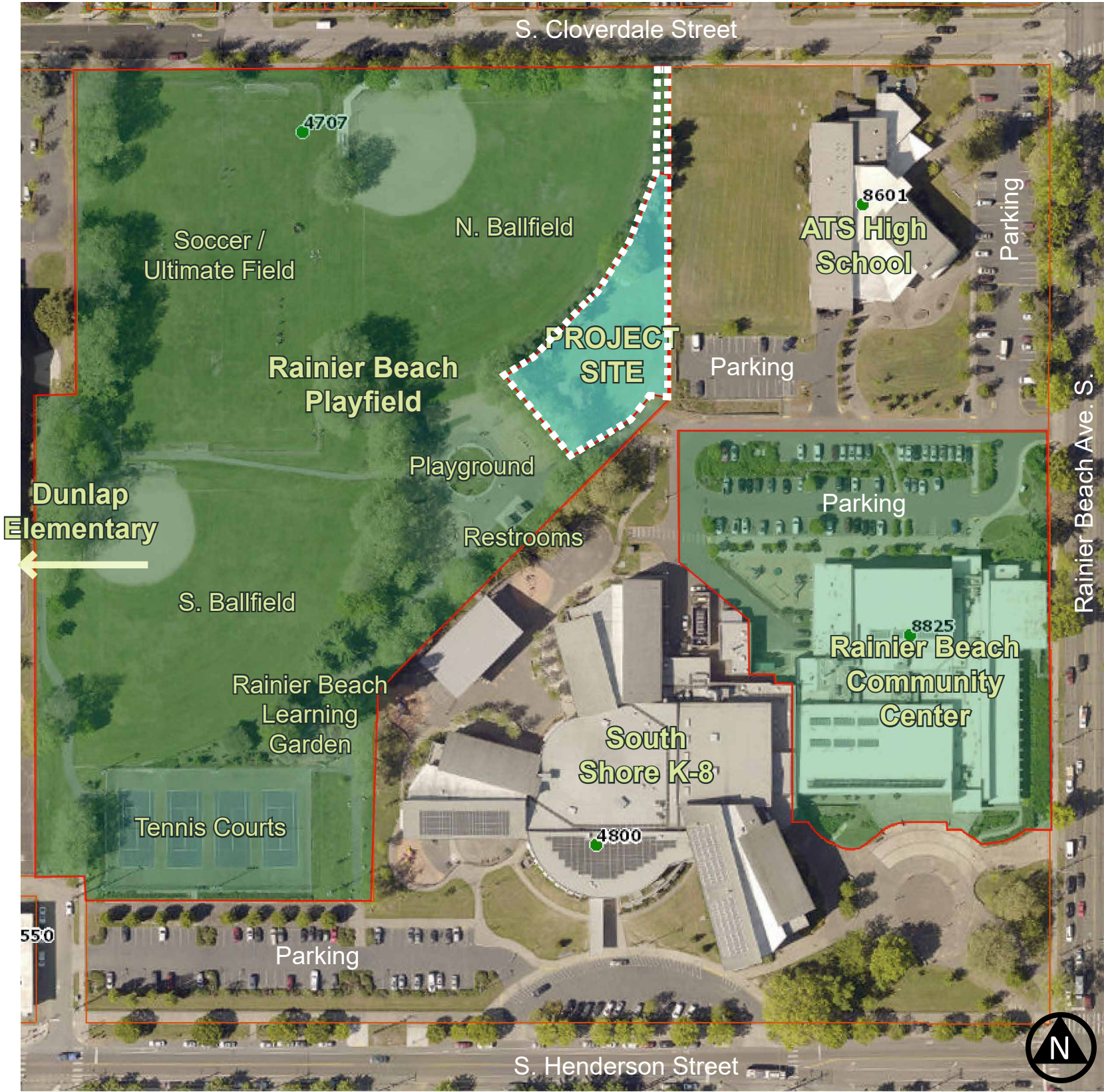


# NEIGHBORHOOD CONTEXT - LINK 2 LAKE



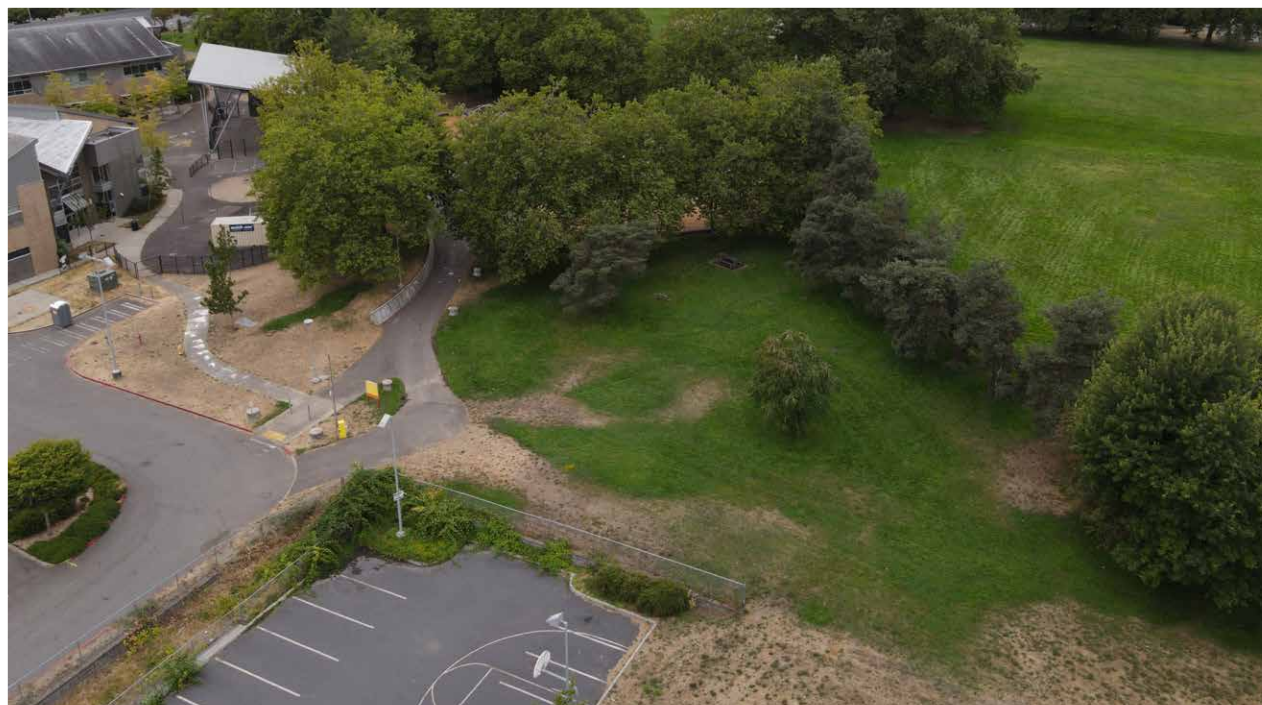
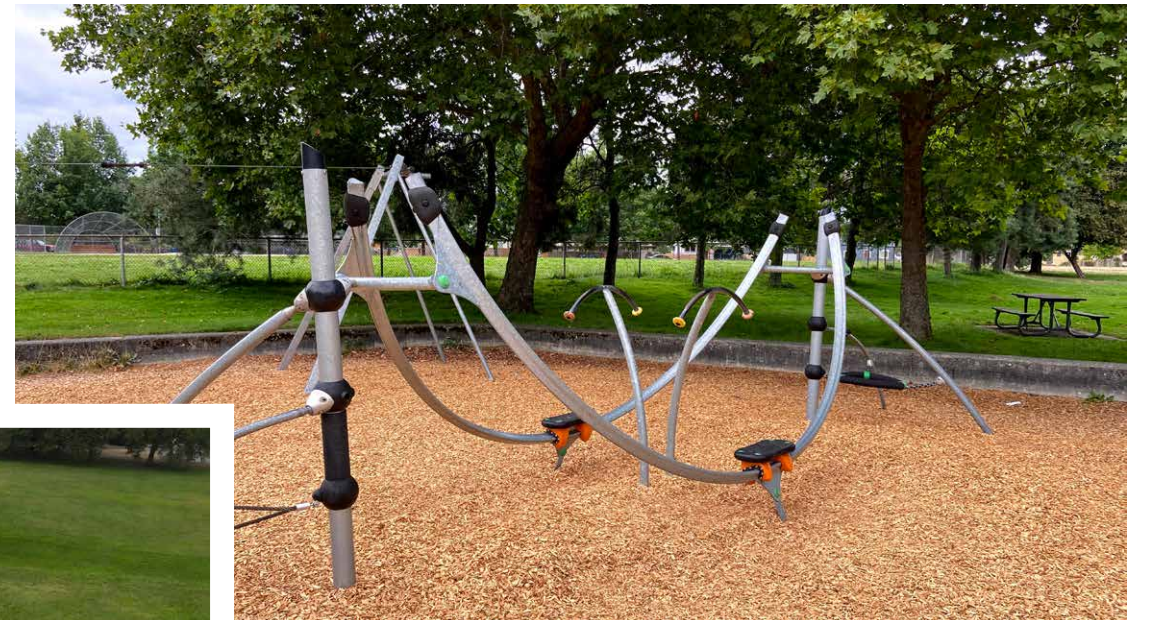


# SITE CONTEXT



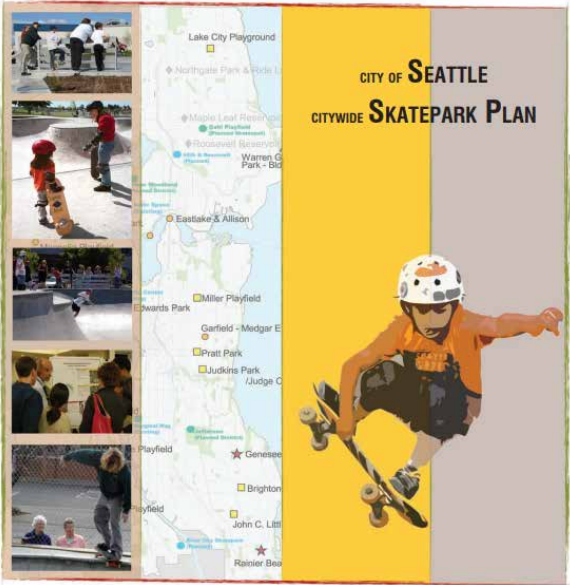


# PARK CHARACTER





# SEATTLE CITYWIDE SKATEPARK PLAN



JANUARY 31, 2007

Skatepark Advisory Task Force

arai jackson ellison murakami LLP



Southwest										
Name	Status	Size	Square Feet	Year Built	Cost	Designer	Builder	%	%	Contact
Alki Beach										
Delridge Playfield		★	13,000	2011	\$940,000	Grindline	Grindline	50	50	
Hiawatha Playfield										
High Point Playfield or Myrtle Reservoir		★								
Jack Block Park			5,000	2001		Port of Seattle	Port of Seattle			
Marginal Way			6,000	2004	\$50,000	DIY	DIY			
River City		★	4,900	2010	\$166,000	Grindline	Grindline	100		
Roxhill Park			8,000	2013	\$600,000	California Skateparks	Grindline	10	90	
Schmitz Park Bridge		●		1990		Grindline	Grindline			
Seattle Vert Ramp			3,300	2012				100		

Northwest										
Name	Status	Size	Square Feet	Year Built	Cost	Designer	Builder	%	%	Contact
65th & Roosevelt										
All Together Skate			6,900	2014	\$35,000	Grindline	Seattle Skateboarding Community	10	90	
Ballard Bowl			4,000	2005	\$250,000	Airspeed	Grindline	90	10	
Ballard Corners Park		●	200	2009		Barker Landscape Architects	Nathan Arnold Masonry		100	
Crown Hill Park		●	1,500	2011	\$55,000	Pillar Design Studios	Grindline	70	30	
Ella Bailey Park		●	1,500	2006		Cathy Tuttle	Contractor		100	
Gas Works Park										
Kirke Park		●				Grindline			100	
Lower Woodland Park		★	17,000	2008	\$1,150,000	Wally Hollyday	TF Sahli Construction	40	60	
Sandel Playground										
SDOT Interurban Trail Project										

Central West										
Name	Status	Size	Square Feet	Year Built	Cost	Designer	Builder	%	%	Contact
Magnolia Playfield										
Myrtle Edwards Park										
Seattle Center 4			10,000	2009	\$2,900,000	Newline	Grindline	20	80	
Seattle Center 5		★	13,000	2020	\$2,500,000	Newline	Grindline	20	80	
Summit Slope		●	1,500	2010	\$12,000	Grindline	Contractor		100	

Central East										
Name	Status	Size	Square Feet	Year Built	Cost	Designer	Builder	%	%	Contact
Eastlake & Allison										
Garfield - Medgar Evers Pool										
Judkins Park			8,000	2013	\$600,000	Grindline	Grindline			
Miller Playfield										
Pratt Park		●								
Wall of Death		●		1993		Mowry & Colin Baden	Seattle City Light			

Northeast										
Name	Status	Size	Square Feet	Year Built	Cost	Designer	Builder	%	%	Contact
Dahl Playfield			4,000	2010	\$205,000	Newline	Hardcore Shotcrete	10	90	
Hubbard Homestead Park			10,000	2015		Newline	TF Sahli Construction		100	
Magnuson Park		▲								
Maple Leaf Reservoir										
Roosevelt Reservoir										
Virgil Flaim Park			7,000	2017	\$855,000	Grindline	Grindline	40	60	

Southeast										
Name	Status	Size	Square Feet	Year Built	Cost	Designer	Builder	%	%	Contact
Benefit Park - Phase I		●	108	2012	\$17,701	Grindline	Grindline		100	
Benefit Park - Phase II		●	1,500	2013	\$41,000	Grindline	Seattle Conservation Corps, Grindline		100	
Brighton Playfield										
Genesee Playfield		★								
Jefferson Park		★	18,000	2011	\$1,010,000	Grindline	TF Sahli Construction	40	60	
John C. Little Park										
Rainier Beach Playfield		★								
Red Bull Skate Space			1,500	2014		Torey Pudwill	CJ Rench		100	

## Skatepark Size

- Skatedot (25 - 1,500 sq ft)
- Skatespot (1,501 - 10,000 sq ft)
- ★ District Skatepark (10,001 - 30,000 sq ft)
- ▲ Regional Skatepark (30,000+ sq ft)

## Skatepark Status

- Sited - This site has been approved for integrated skateable terrain or a skatepark by the City of Seattle. Contact information is for relevant government agency or agent.
- Active - One or more advocates are currently working to fund, design and build something here. Contact information is for lead advocate.
- Designed - An approved design exists for the skatepark or skate feature. Contact the lead advocate for current status!
- Built - Ready to Skate! Contact information is for local stewards.
- RIP/DOA - Dude, what happened to my skatepark? Skatepark demolished or skatepark campaign ended.

## Skatepark Terrain

- Transitional Elements
- Streetscape Elements

## Get Involved!

- Send email to primary contact, or [contact us](#) to become the primary contact



# SEATTLE SKATEPARKS



Ballard Commons



Crown Hill



Dahl Playfield



Delridge



Hubbard Homestead



Jefferson



Judkins



Lower Woodland



River City

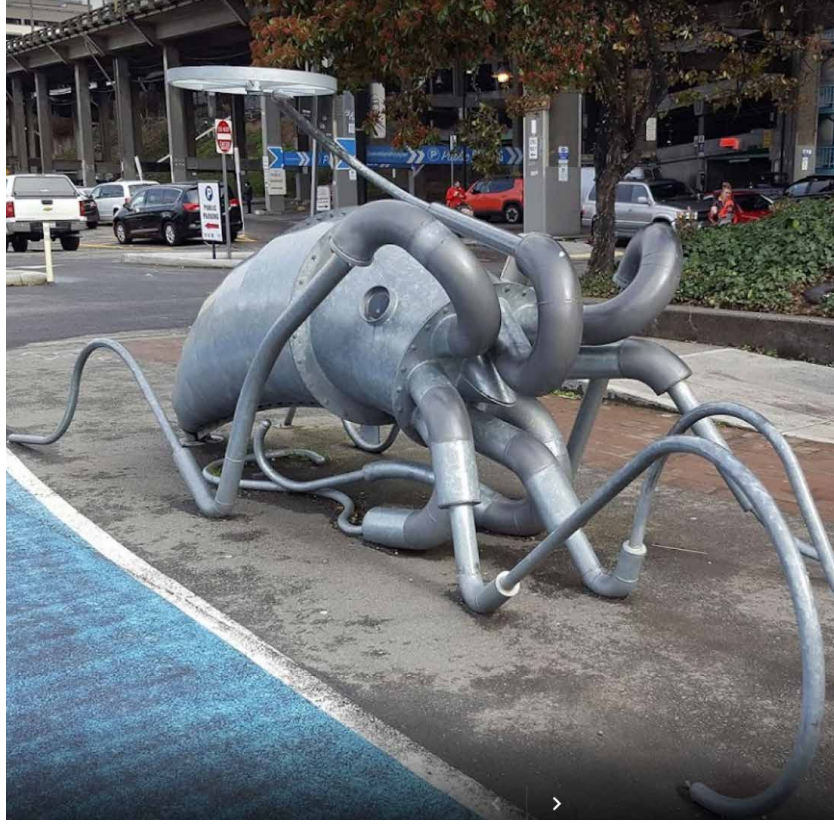
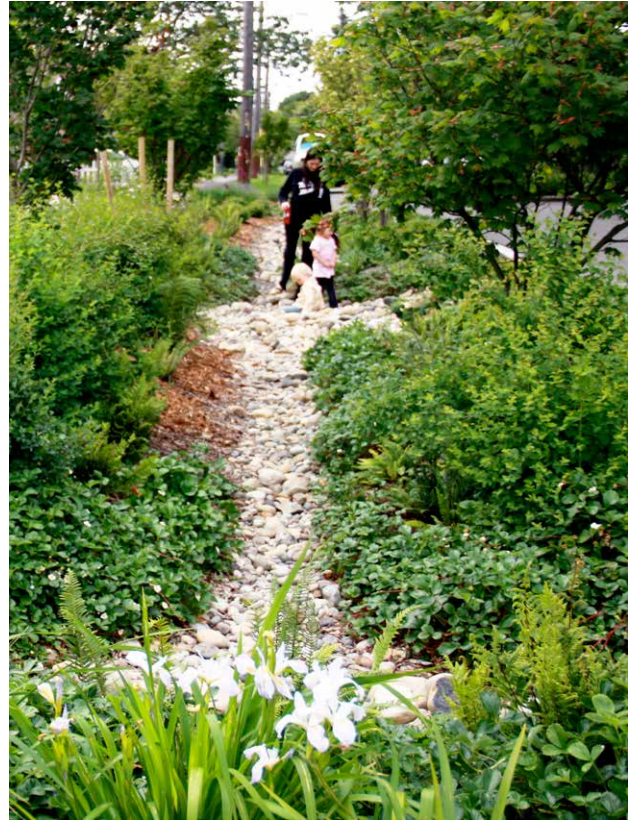


# INSPIRATION - SKATEPARK ELEMENTS





# INSPIRATION - PARK & ART ELEMENTS



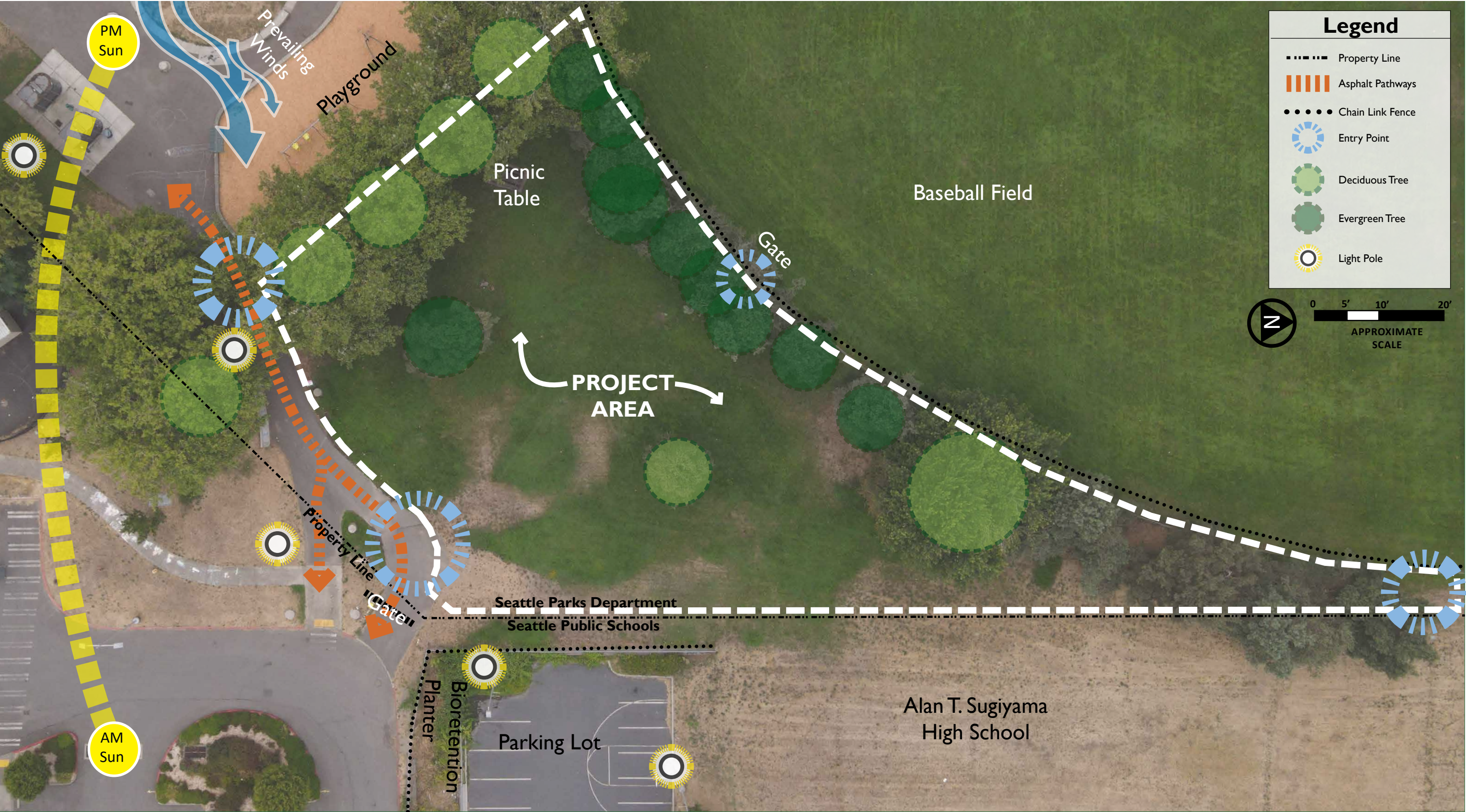


# INSPIRATION - GATHERING AREAS & SHELTER





# SITE ANALYSIS





# DESIGN GAME PIECES



Benches



Skate Path



Barbeque



Jumps and Transfers



Bioretention



Power for Events and Device Charging



Gaps



Covered Skatepark



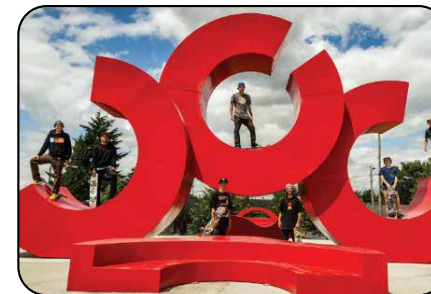
Moonscape with Small Transition



Wayfinding



Iconic Art / Sculpture



Flow



Asphalt Walkway



Gathering Area

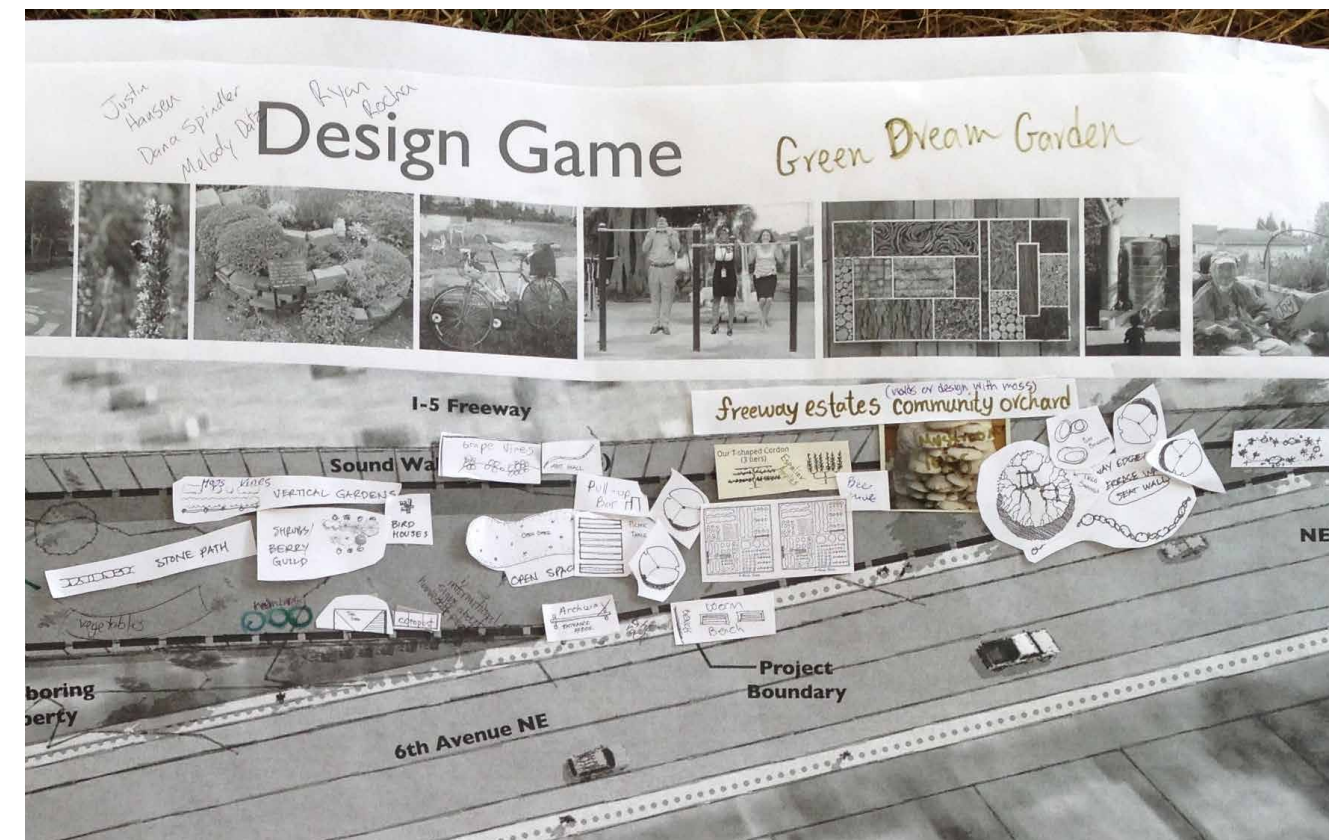


Picnic Tables





# DESIGN GAME EXAMPLE

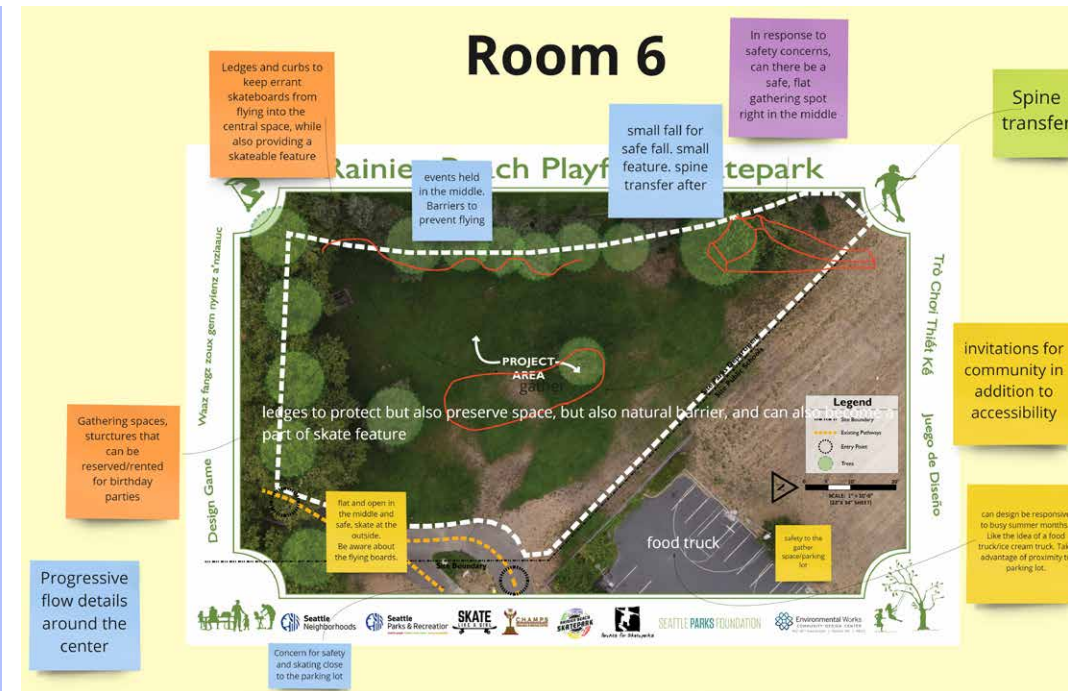




# Community Meeting 1 - Design Game Boards

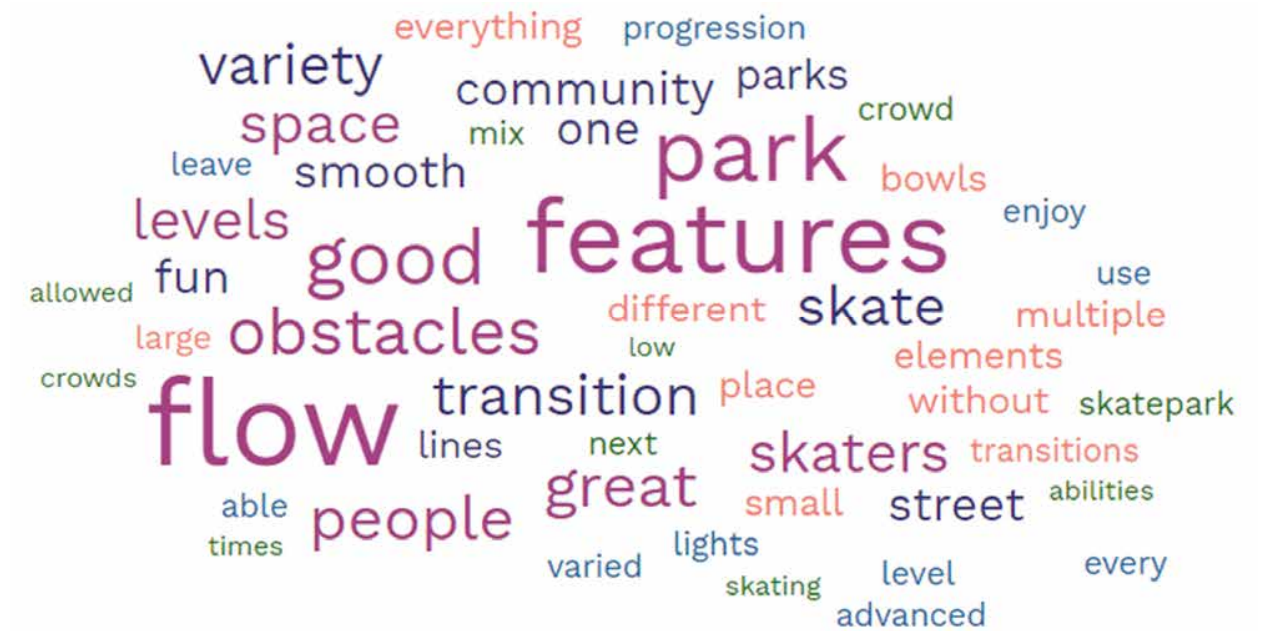
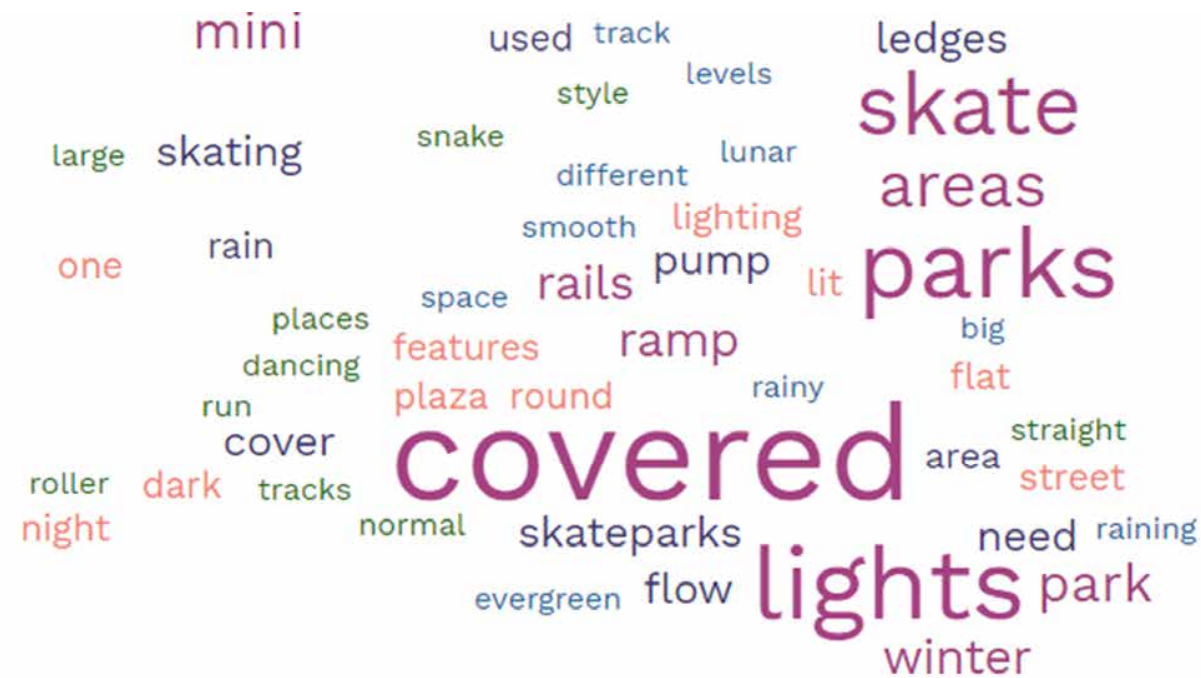






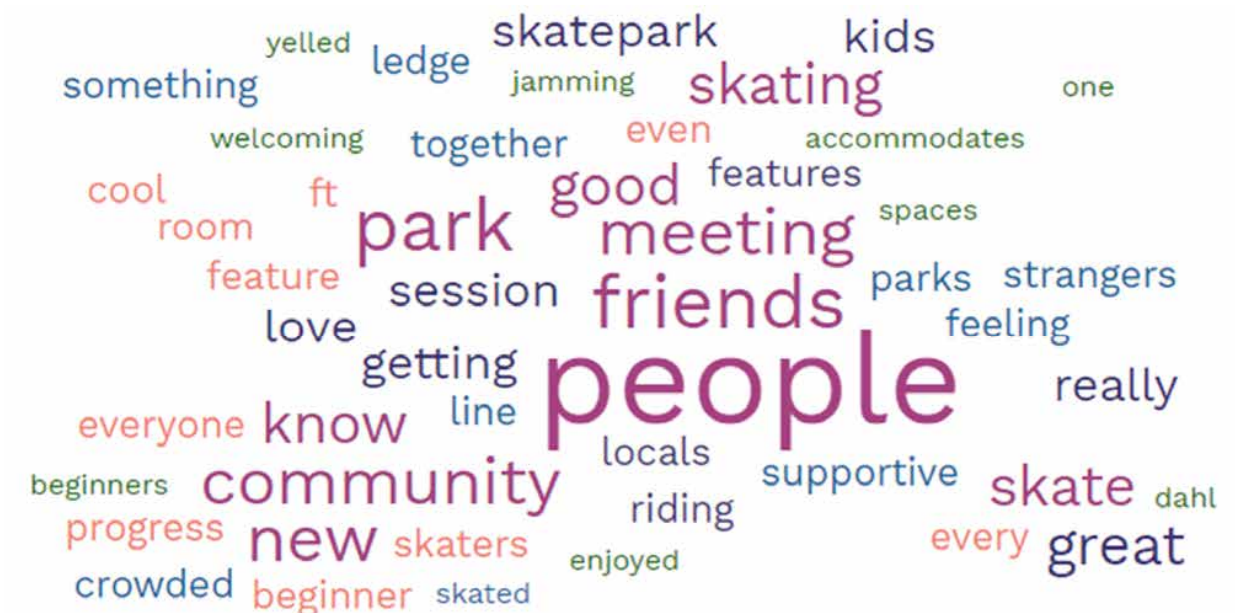


## Q2: What makes a skatepark great?



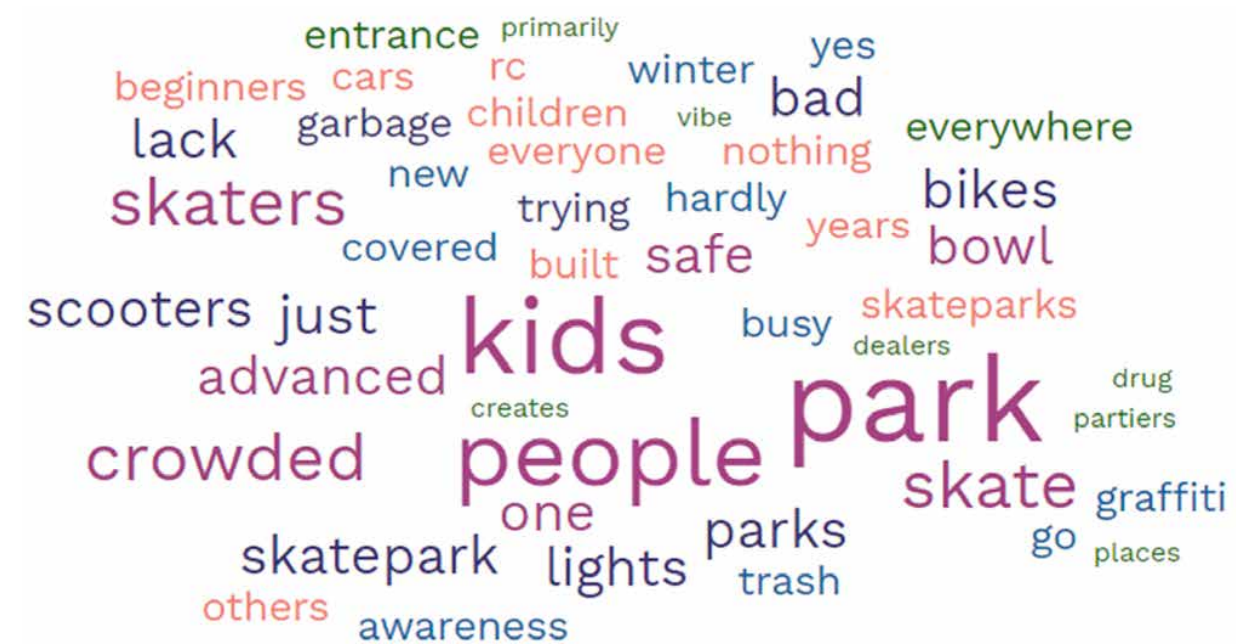
Q3: What are some opportunities for a skatepark that are unique to this location, at the Rainier Beach Play Field?

Q4: What are some positive experiences you have had at skate-parks? What left you feeling super hyped?

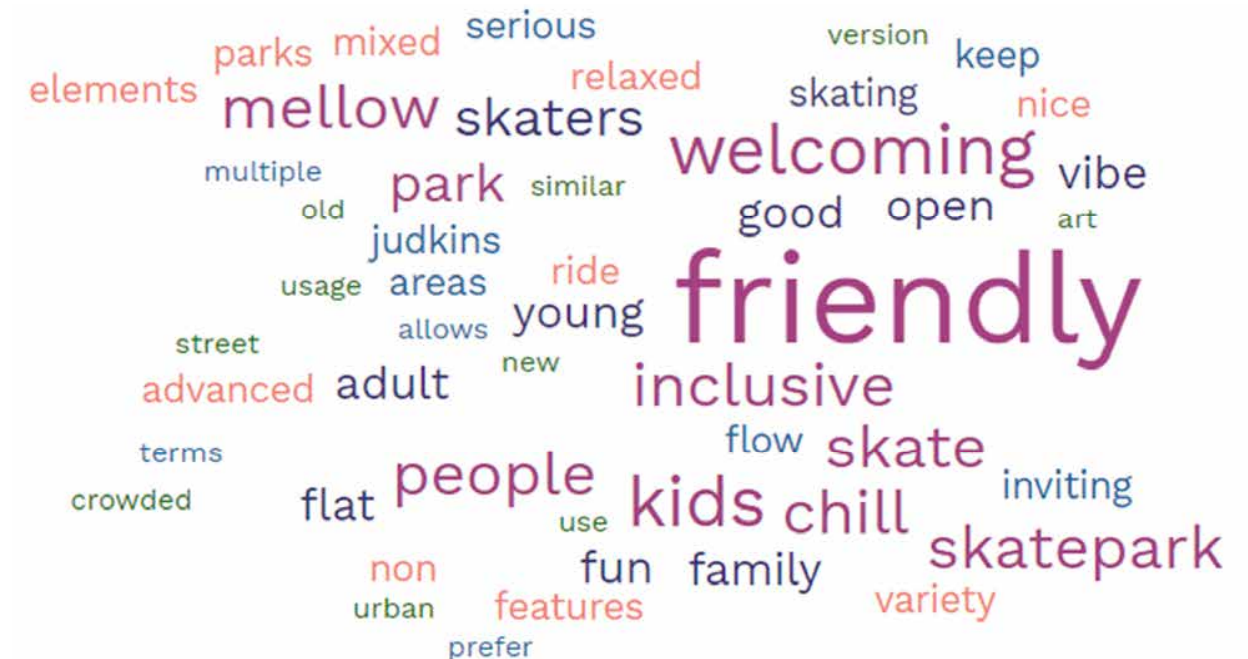




Q6: Have you had any negative experiences at skate parks? If so, please describe.



Q8: What type of vibe do you look for at a skate park?

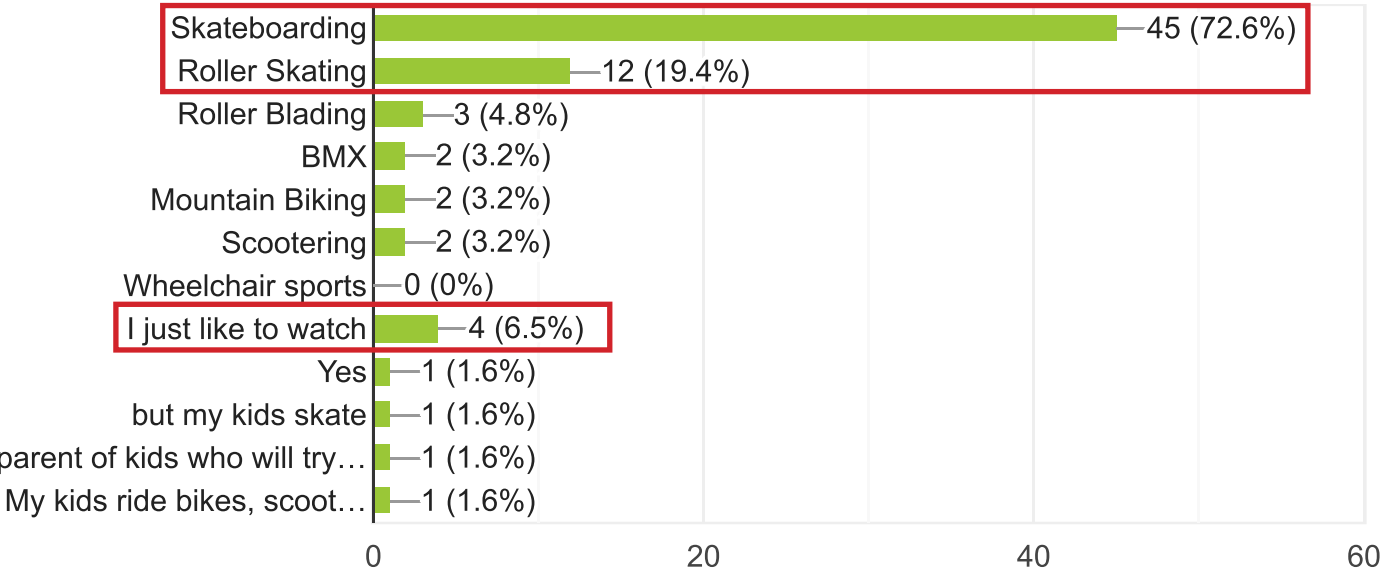




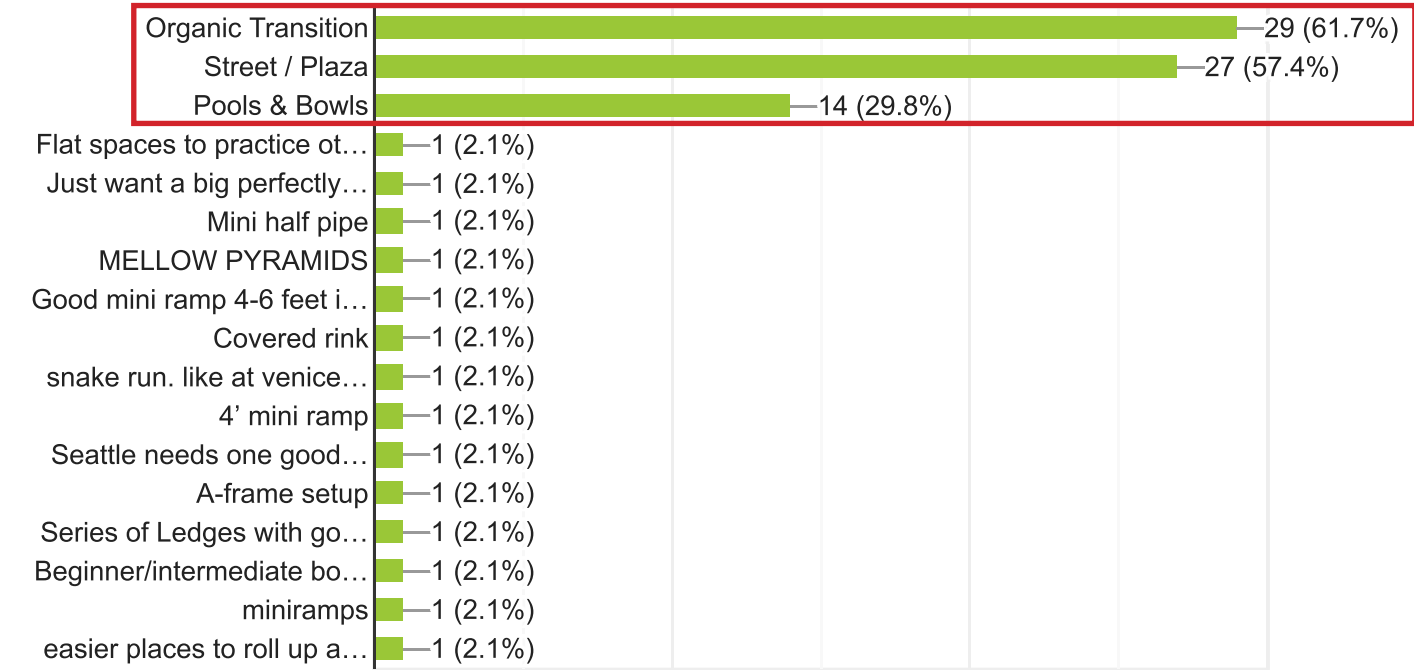
# Community Survey Summary



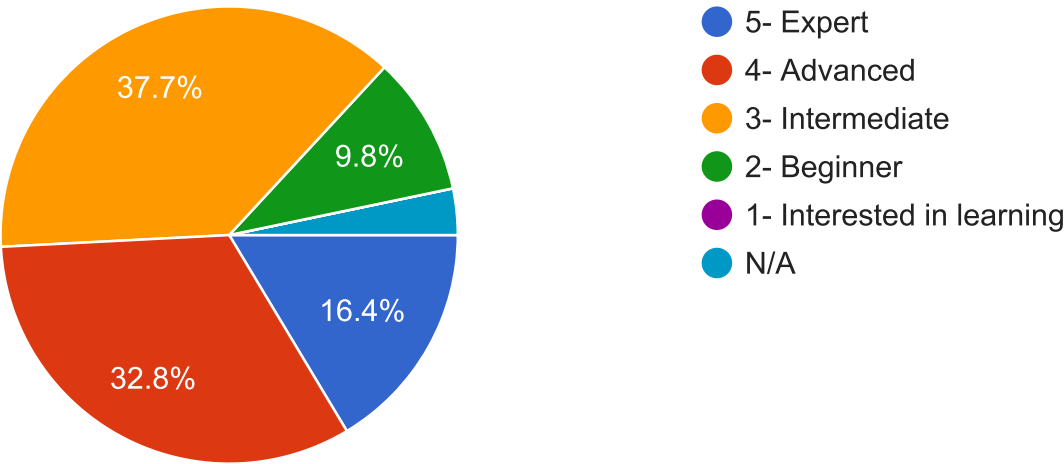
## How do you Roll?



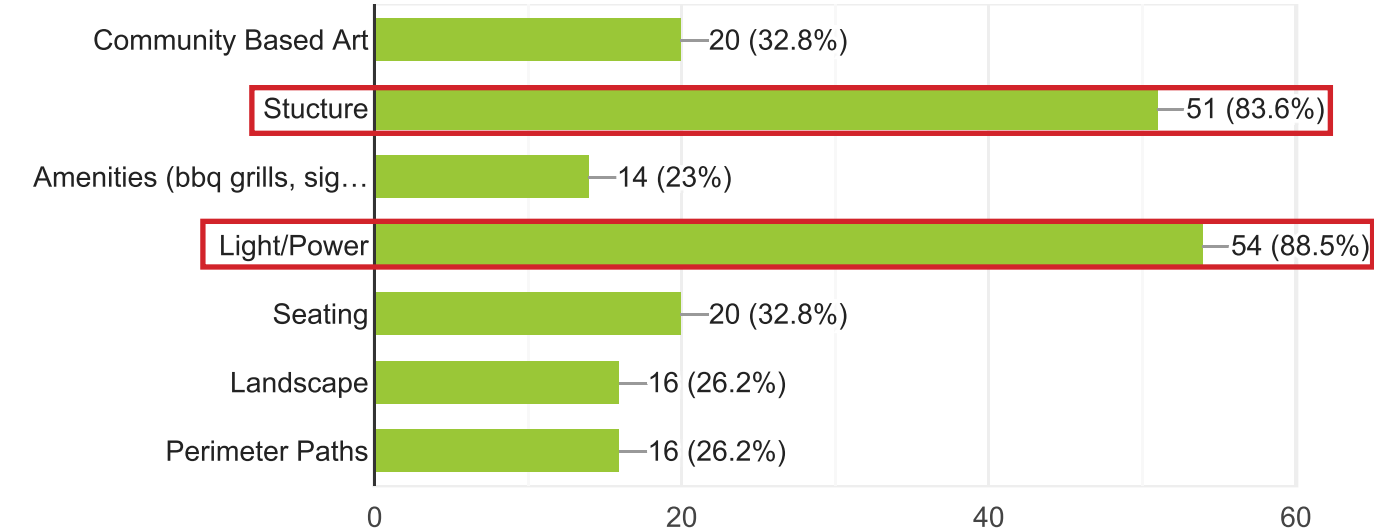
## What are your favorite local SKATE features that you would like to see more of at the Rainier Beach Skate Park?



## What is your skill level on your preferred wheels?



## What are your favorite local PARK features (art, seating, lights, picnic areas, covers, etc.) that you would like to see more of at the Rainier Beach Skate Park?

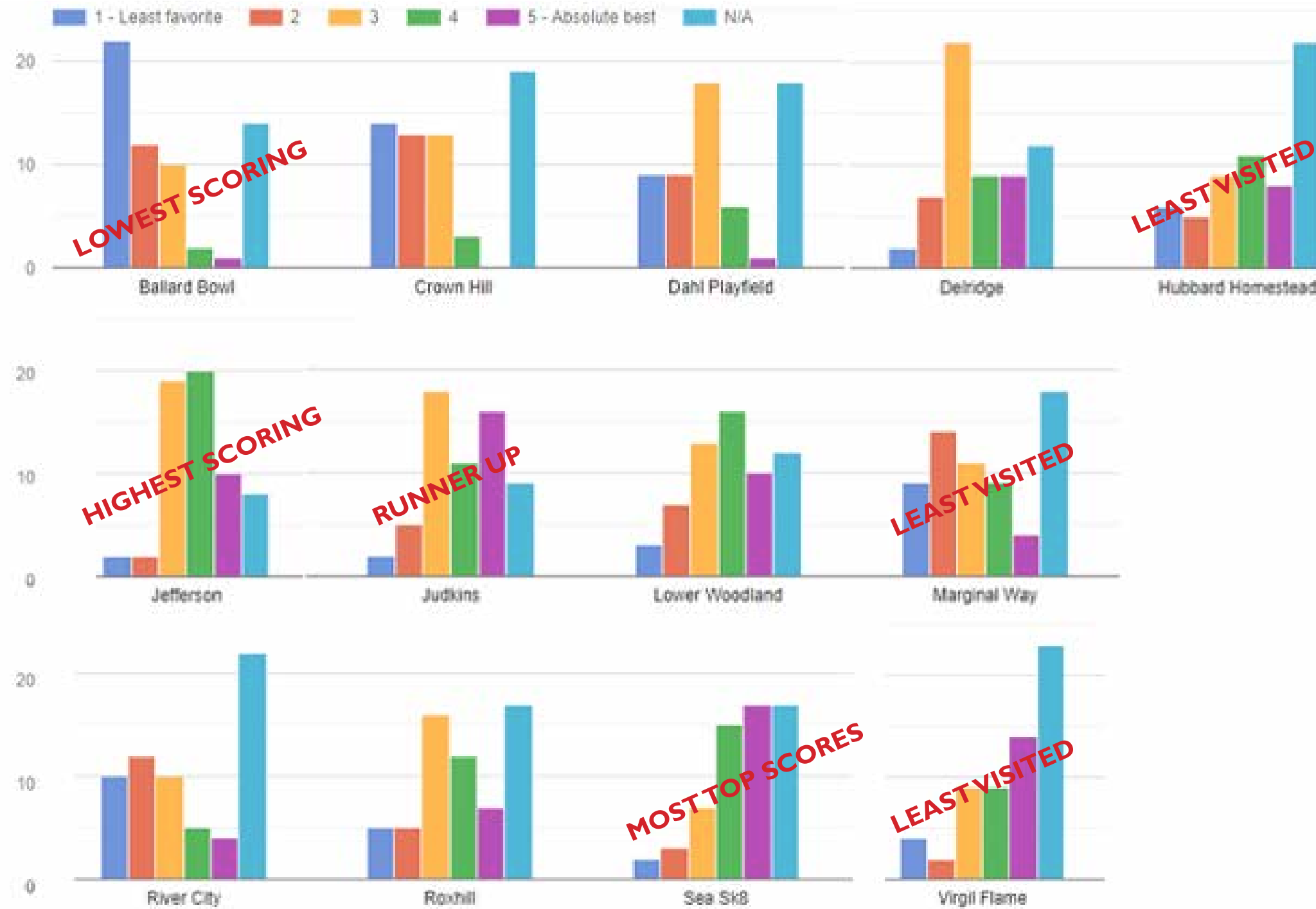




# Community Survey Summary



Please indicate your favorite skate park by ranking them 1-5:

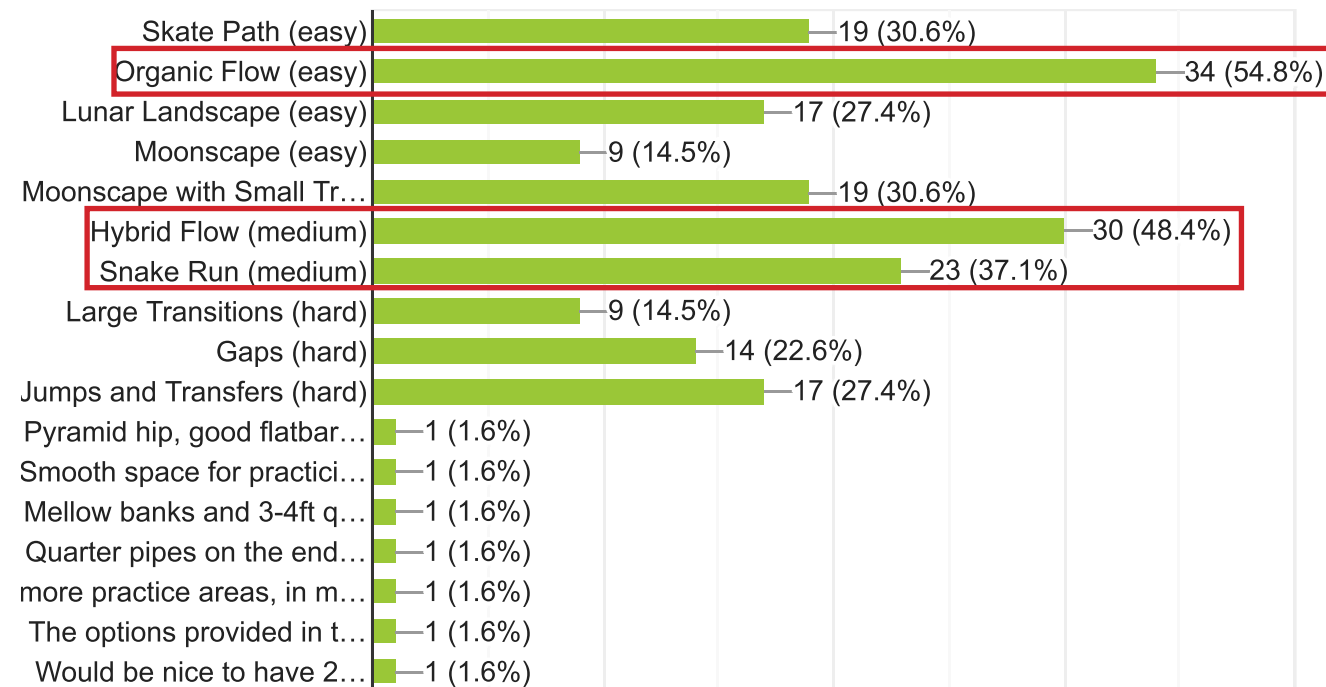




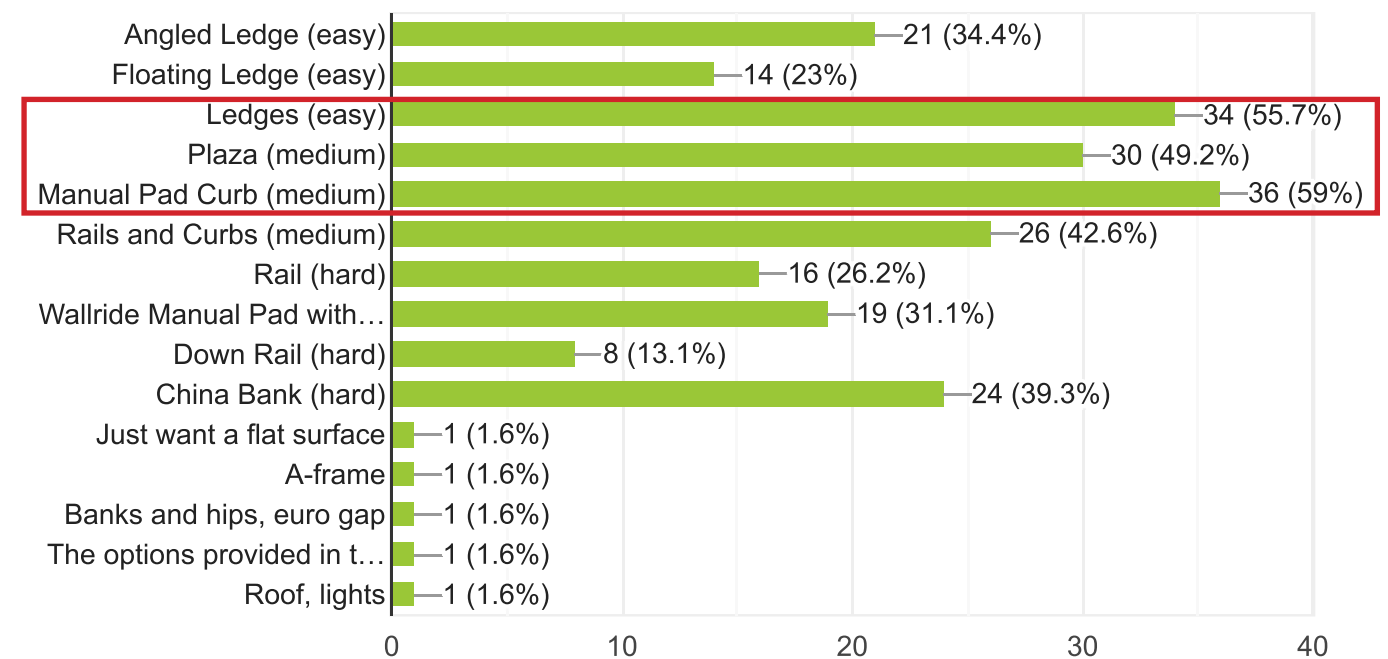
# Community Survey Summary



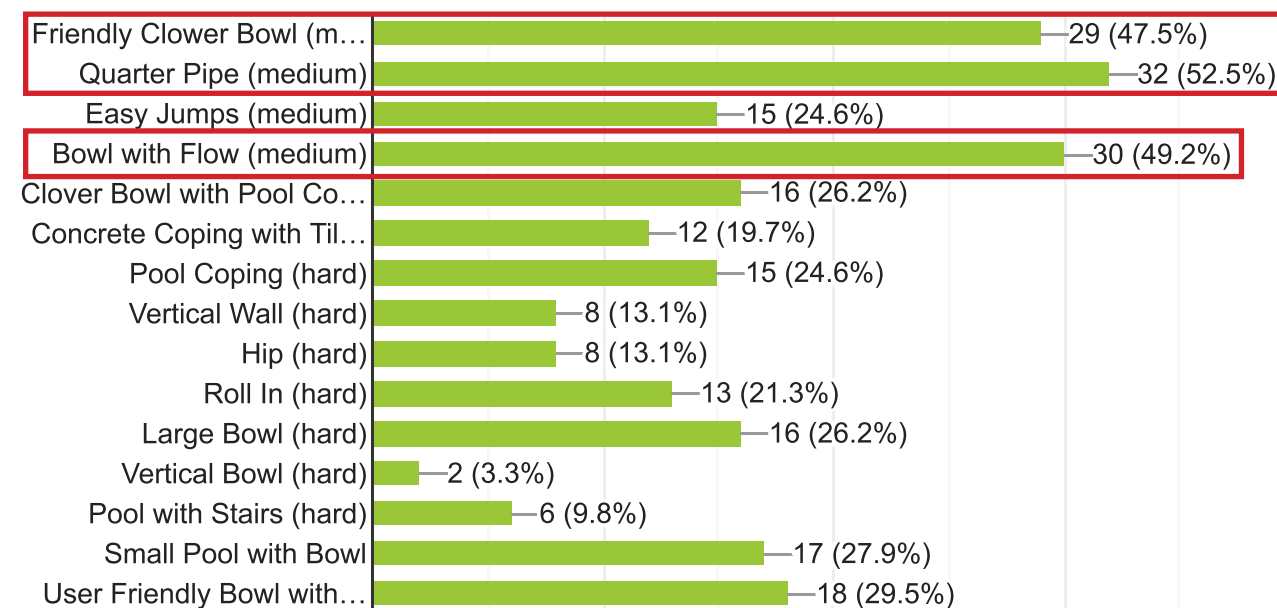
Please select the top “ORGANIC TRANSITION” SKATE elements you would like to see at this skate park.



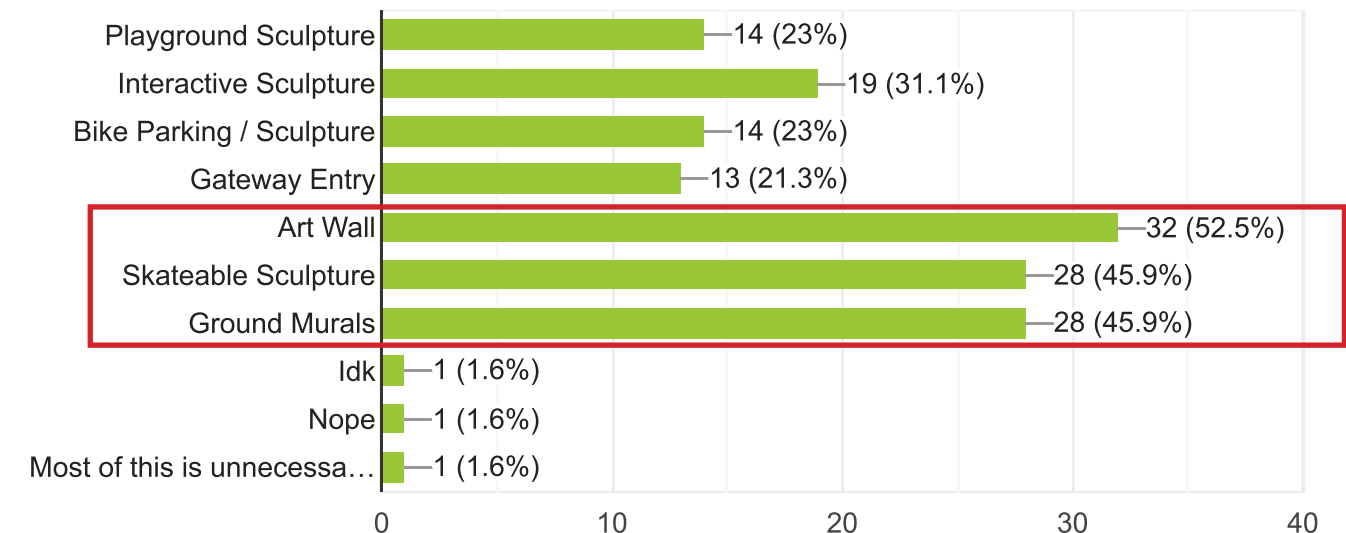
Please select the top “STREET / PLAZA” SKATE elements you would like to see at this skate park?



Please select the top “POOL & BOWL” SKATE elements you would like to see at this skate park.



Please select the top “LOCAL ART” PARK elements you would like to see at this skate park.

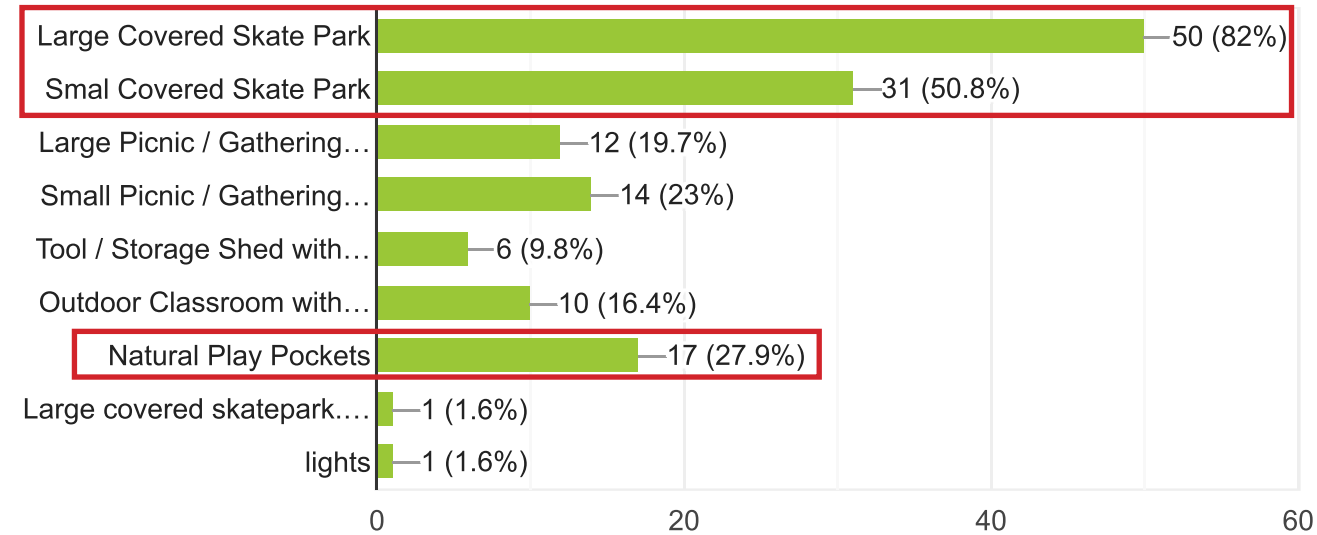




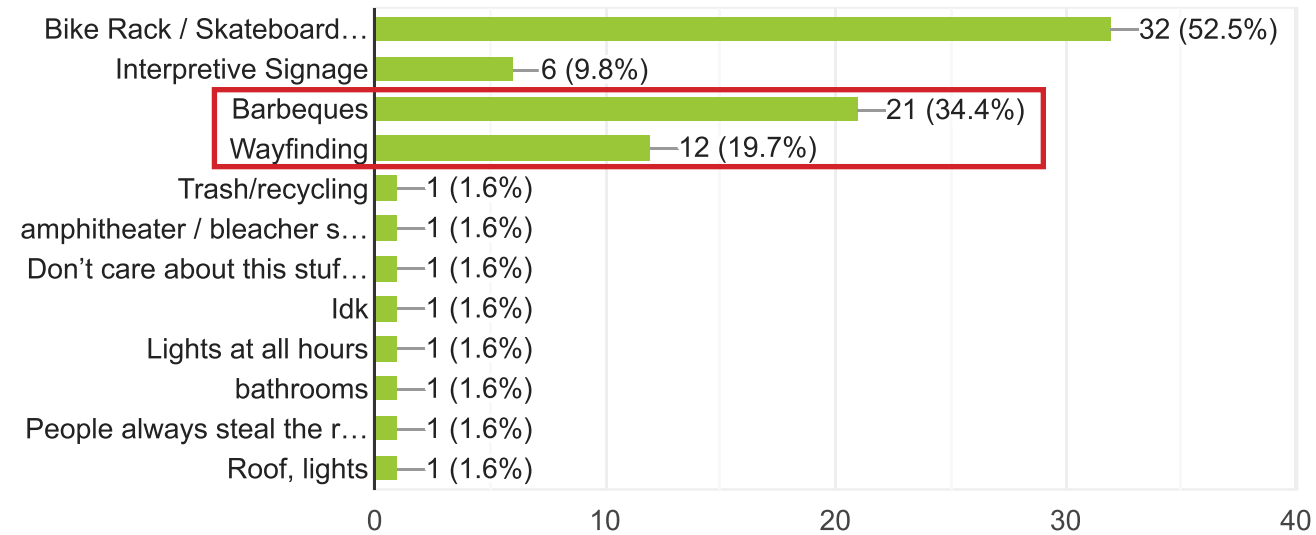
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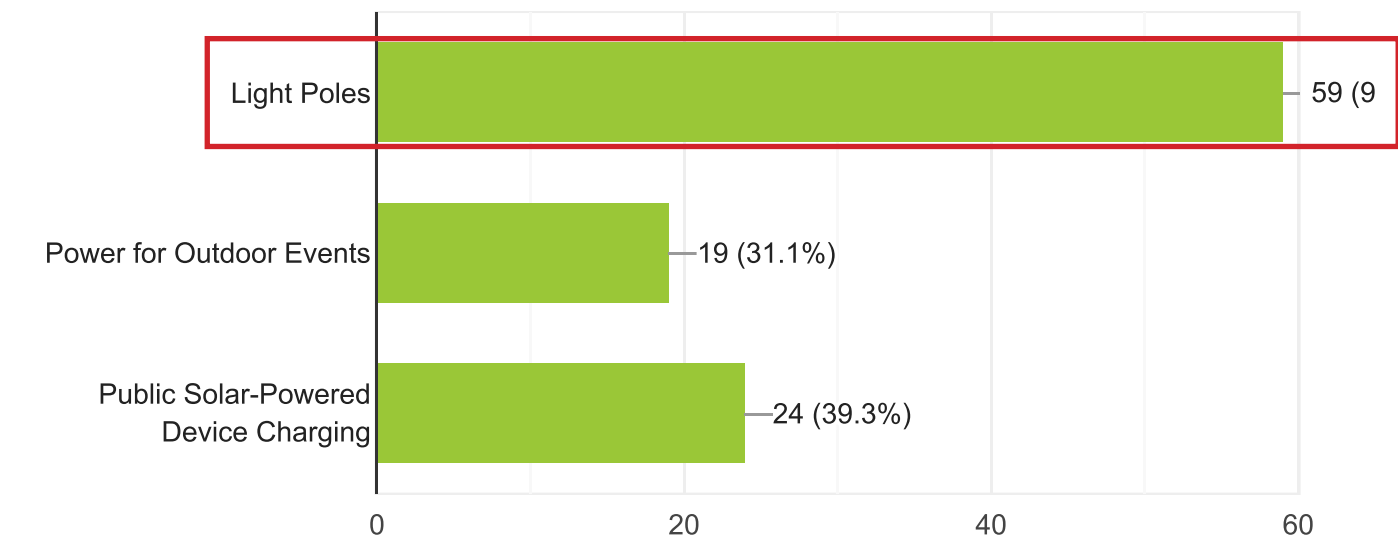
Please select the top “STRUCTURE” PARK elements you would like to see at this skate park.



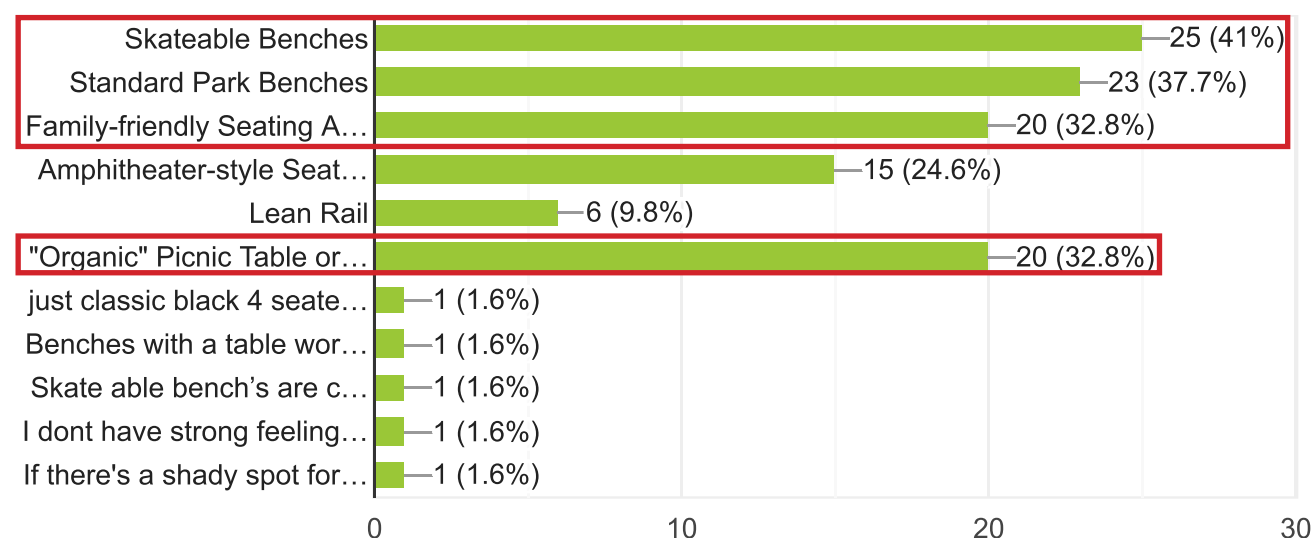
Please select the top “AMENITIES” PARK elements you would like to see at this skate park.



Please select the top “LIGHT / POWER” PARK elements you would like to see at this skate park.

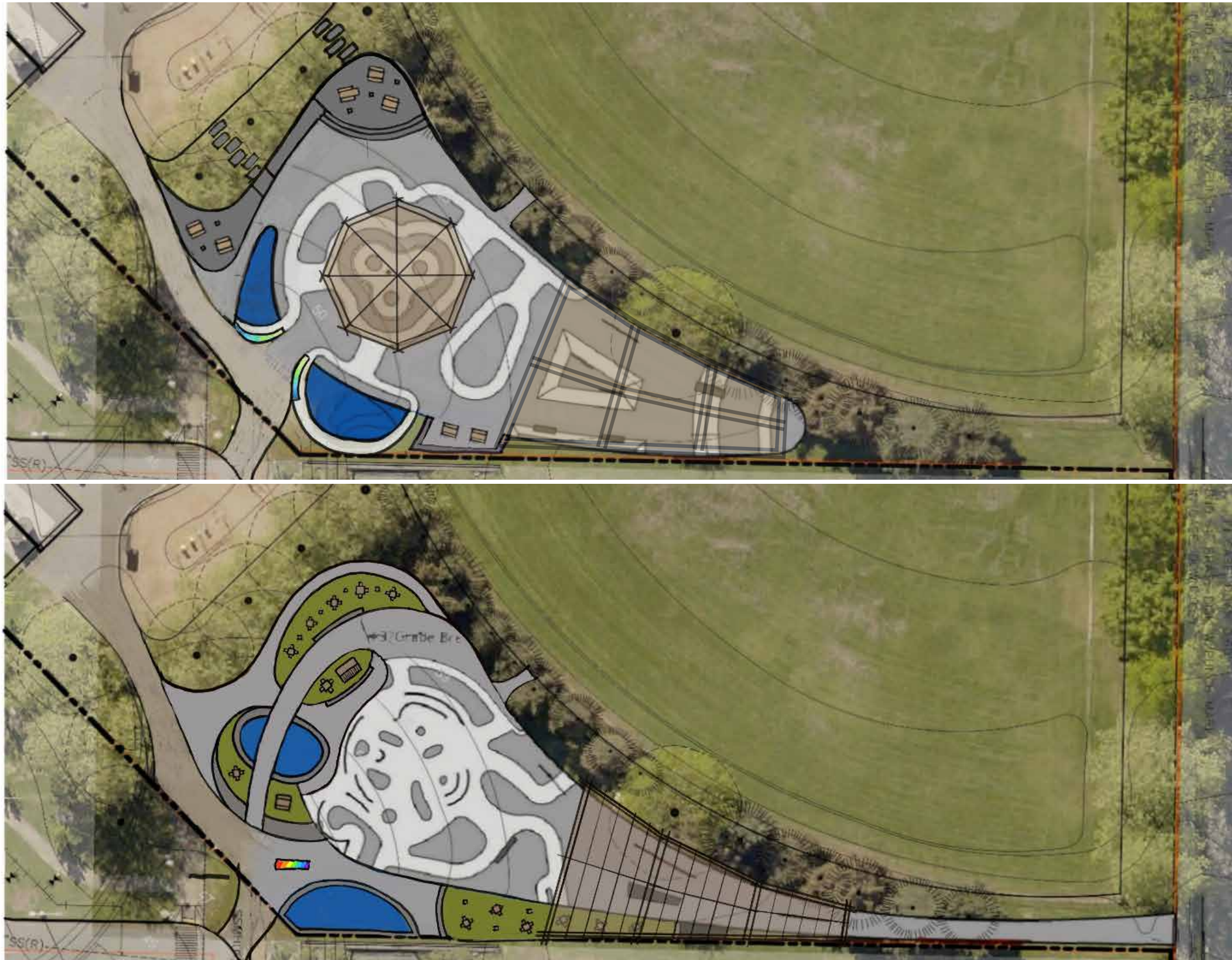


Please select the top “SEATING” PARK elements you would like to see at this skate park.



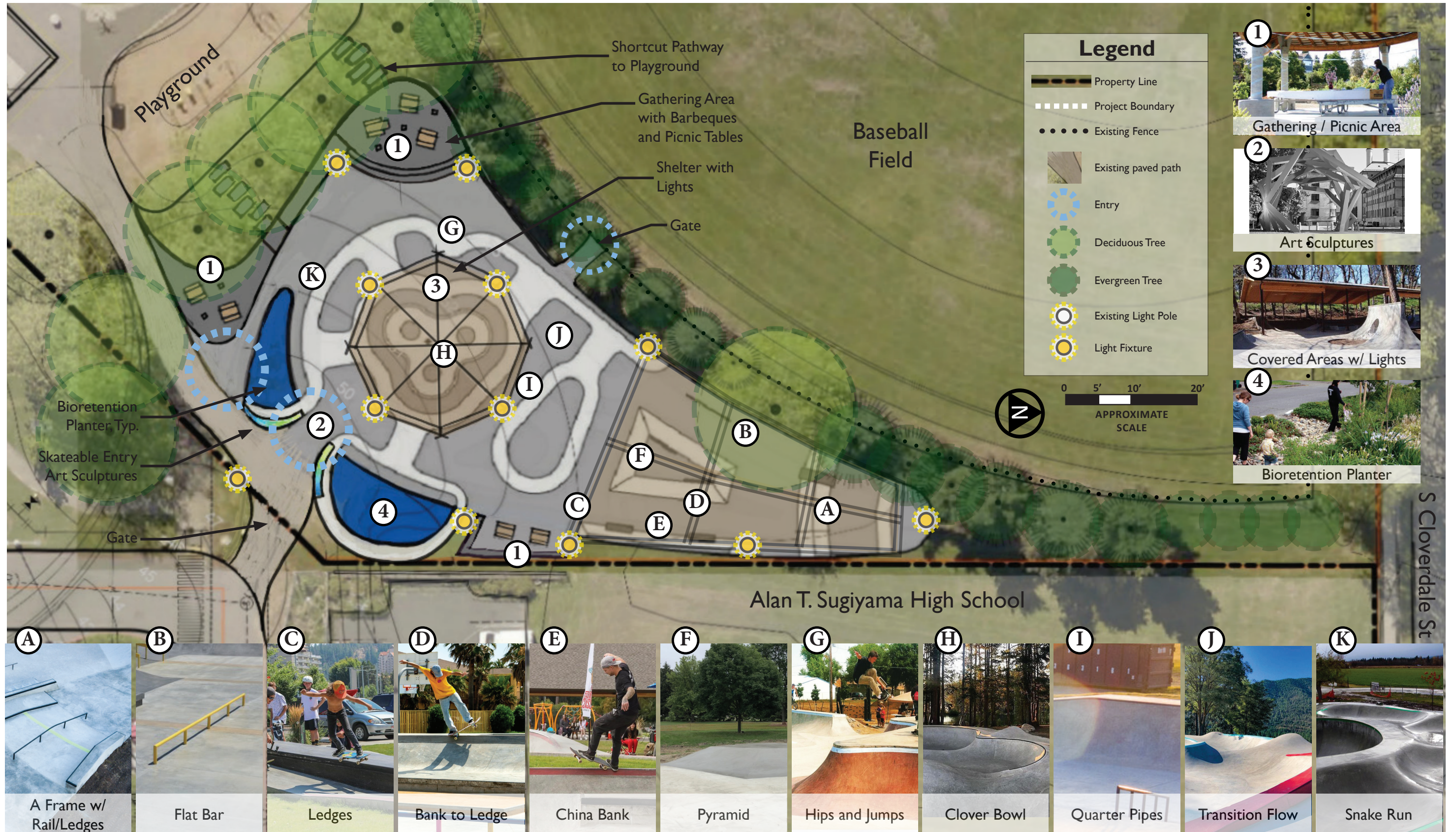


# Design Alternatives



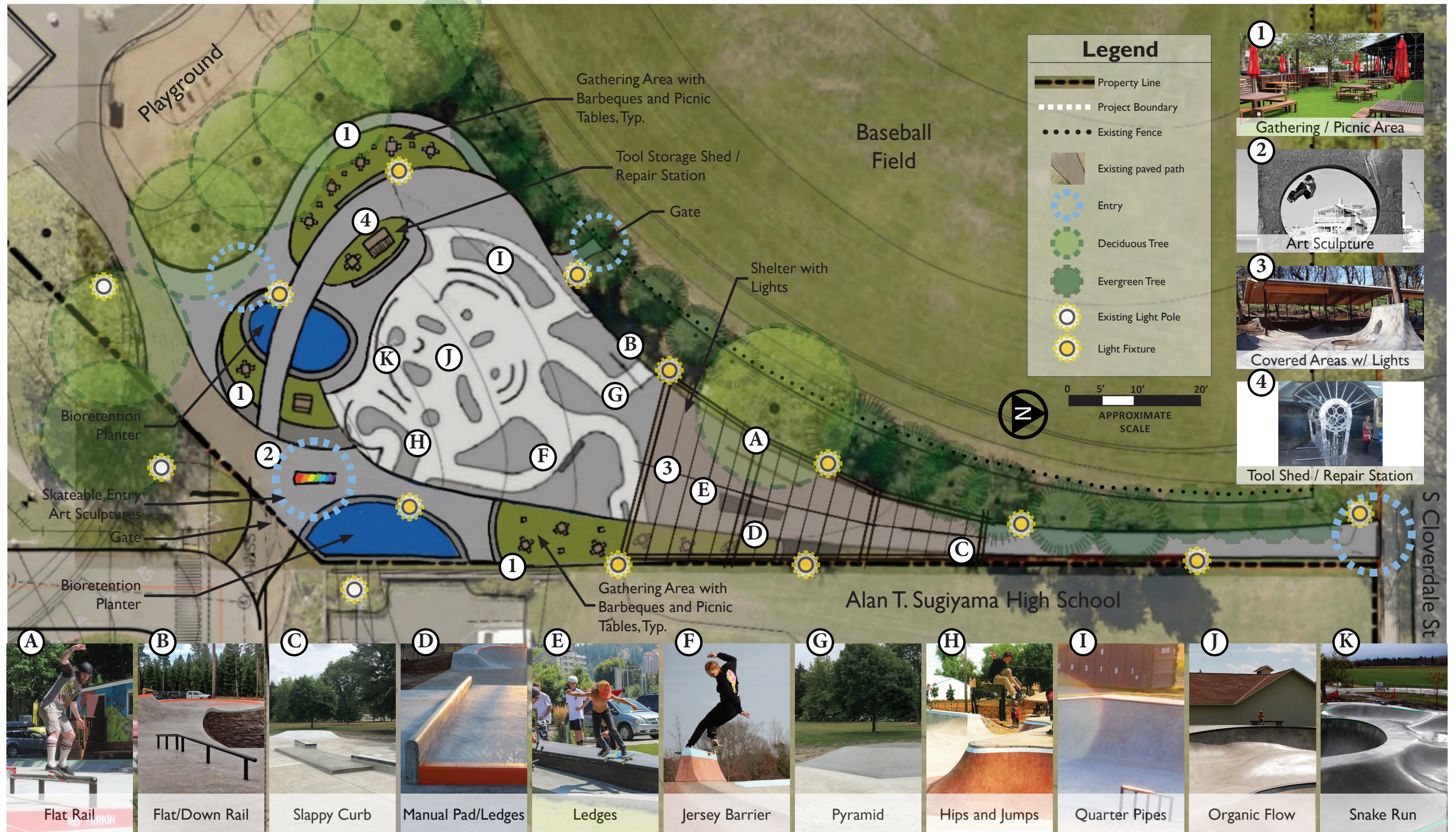


# Design Alternative #1





# Design Alternative #2





# Community Meeting 2 - Design Game Boards



## Group 1

### Design Alternative #1

#### Gathering Space Elements

Sticky Note: It is possible to manage wet/dry

Sticky Note: How does it work to skate between wet and dry areas?

Sticky Note: rough pavement can be helpful for drying off

Sticky Note: leaf drop is more challenging to manage than wet areas

Sticky Note: Judkins has "fly-outs" as safe areas to pull out of the park

Sticky Note: "rumble strip" at Judkins can be helpful, but also somewhat problematic where

Sticky Note: More cover is good, nice aspect of design #1

Sticky Note: ROOF, LIGHTS.

Sticky Note: Nice to have this space for the room it provides between adjacent uses

Sticky Note: Try to protect trees

Sticky Note: Important to connect to Cloverdale St (2x) Need to be mindful of tree roots

Sticky Note: is there talk of elevation / how high the obstacles are yet?

Sticky Note: bike racks

Sticky Note: grills??

Sticky Note: Shortcut Pathway to Playground

Sticky Note: Gathering / Picnic Area, Typ.

Sticky Note: Gate

Sticky Note: Baseball Field

Sticky Note: Playground

Sticky Note: Shortcut Pathway to Playground

Sticky Note: Gate

Sticky Note: Gathering / Picnic Area

Sticky Note: Bioretention Planting Typ.

Sticky Note: Skateable Entry Art Sculptures

Sticky Note: Emergency Access

Sticky Note: Parking

Sticky Note: A Frame w/ Rail/Ledges

Sticky Note: Flat Bar

Sticky Note: Ledges

Sticky Note: Bank to Ledge

Sticky Note: China Bank

Sticky Note: Pyramid

Sticky Note: Hips and Jumps

Sticky Note: Clover Bowl

Sticky Note: Quarter Pipes

Sticky Note: Transition Flow

Sticky Note: Snake Run

Sticky Note: Alan T. Sugiyama High School

Sticky Note: S Cloverdale St

Sticky Note: Legend

Sticky Note: Property Line

Sticky Note: Project Boundary

Sticky Note: Existing Fence

Sticky Note: Existing paved path

Sticky Note: Entry

Sticky Note: Deciduous Tree

Sticky Note: Evergreen Tree

Sticky Note: Existing Light Pole

Sticky Note: Light Pole

Sticky Note: Scale

Sticky Note: North Arrow

Sticky Note: Seattle Neighborhoods

Sticky Note: Seattle Parks & Recreation

Sticky Note: SKATE LIKE A GIRL

Sticky Note: CHAMPS

Sticky Note: SEATTLE PARKS FOUNDATION

Sticky Note: Environmental Works COMMUNITY DESIGN CENTER

### Design Alternative #1

#### Skate Park Elements

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Sticky Note: CHAMPS

Sticky Note: SEATTLE PARKS FOUNDATION

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### Design Alternative #2

#### Skate Park Elements

Sticky Note: It is possible to manage wet/dry

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Sticky Note: SKATE LIKE A GIRL

Sticky Note: CHAMPS

Sticky Note: SEATTLE PARKS FOUNDATION

Sticky Note: Environmental Works COMMUNITY DESIGN CENTER

### Design Alternative #2

#### Gathering Space Elements

Sticky Note: It is possible to manage wet/dry

Sticky Note: How does it work to skate between wet and dry areas?

Sticky Note: rough pavement can be helpful for drying off

Sticky Note: leaf drop is more challenging to manage than wet areas

Sticky Note: Judkins has "fly-outs" as safe areas to pull out of the park

Sticky Note: "rumble strip" at Judkins can be helpful, but also somewhat problematic where

Sticky Note: More cover is good, nice aspect of design #1

Sticky Note: ROOF, LIGHTS.

Sticky Note: Nice to have this space for the room it provides between adjacent uses

Sticky Note: Try to protect trees

Sticky Note: Important to connect to Cloverdale St (2x) Need to be mindful of tree roots

Sticky Note: is there talk of elevation / how high the obstacles are yet?

Sticky Note: bike racks

Sticky Note: grills??

Sticky Note: Shortcut Pathway to Playground

Sticky Note: Gathering / Picnic Area, Typ.

Sticky Note: Gate

Sticky Note: Baseball Field

Sticky Note: Playground

Sticky Note: Shortcut Pathway to Playground

Sticky Note: Gate

Sticky Note: Gathering / Picnic Area

Sticky Note: Bioretention Planting Typ.

Sticky Note: Skateable Entry Art Sculptures

Sticky Note: Emergency Access

Sticky Note: Parking

Sticky Note: A Frame w/ Rail/Ledges

Sticky Note: Flat Bar

Sticky Note: Ledges

Sticky Note: Bank to Ledge

Sticky Note: China Bank

Sticky Note: Pyramid

Sticky Note: Hips and Jumps

Sticky Note: Clover Bowl

Sticky Note: Quarter Pipes

Sticky Note: Transition Flow

Sticky Note: Snake Run

Sticky Note: Alan T. Sugiyama High School

Sticky Note: S Cloverdale St

Sticky Note: Legend

Sticky Note: Property Line

Sticky Note: Project Boundary

Sticky Note: Existing Fence

Sticky Note: Existing paved path

Sticky Note: Entry

Sticky Note: Deciduous Tree

Sticky Note: Evergreen Tree

Sticky Note: Existing Light Pole

Sticky Note: Light Pole

Sticky Note: Scale

Sticky Note: North Arrow

Sticky Note: Seattle Neighborhoods

Sticky Note: Seattle Parks & Recreation

Sticky Note: SKATE LIKE A GIRL

Sticky Note: CHAMPS

Sticky Note: SEATTLE PARKS FOUNDATION

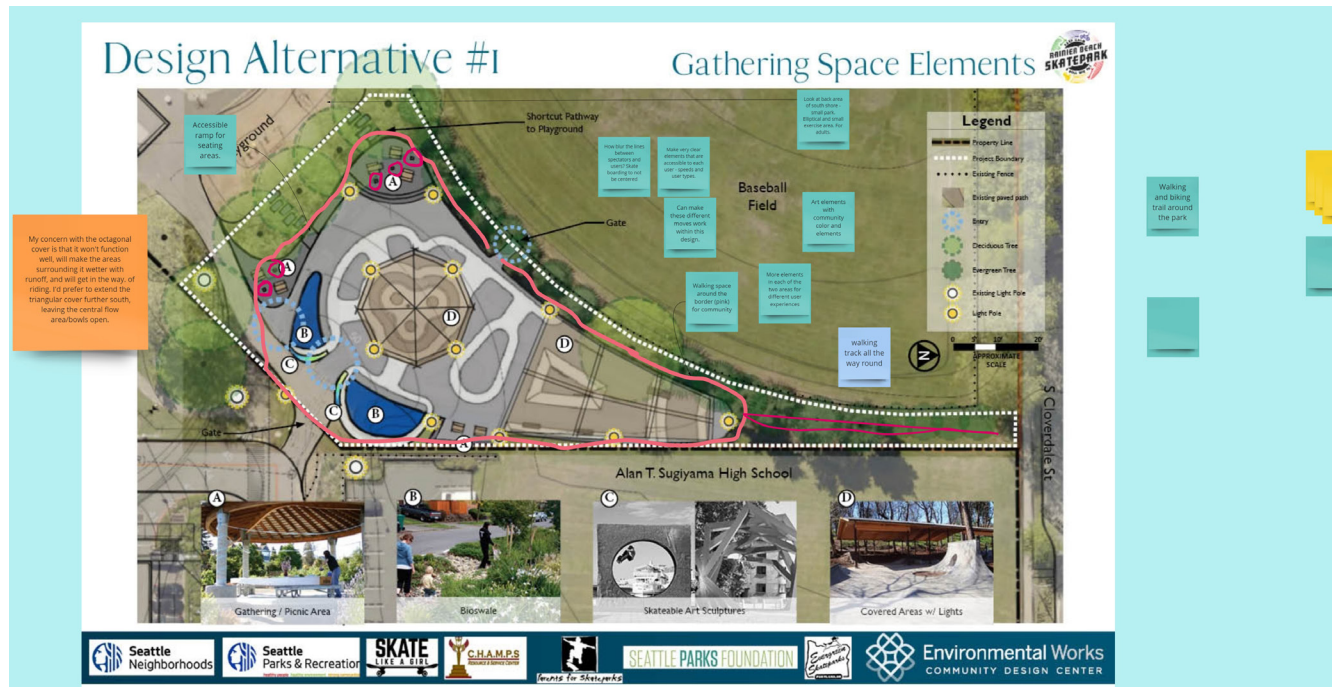
Sticky Note: Environmental Works COMMUNITY DESIGN CENTER



# Community Meeting 2 - Design Game Boards



## Group 2

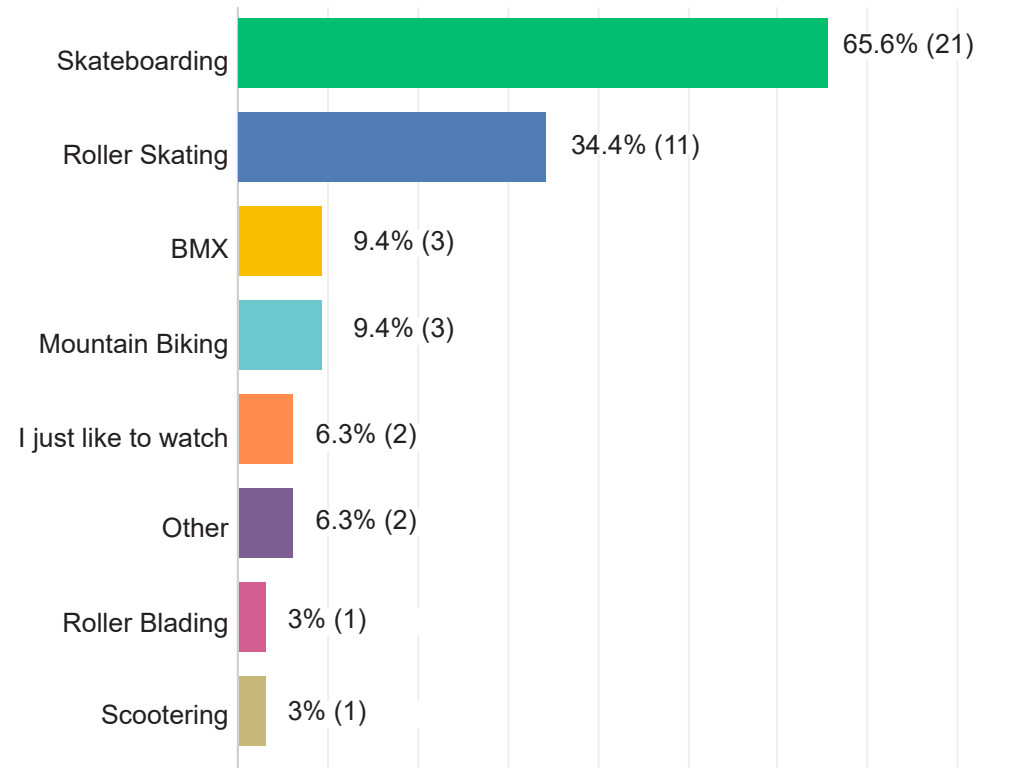




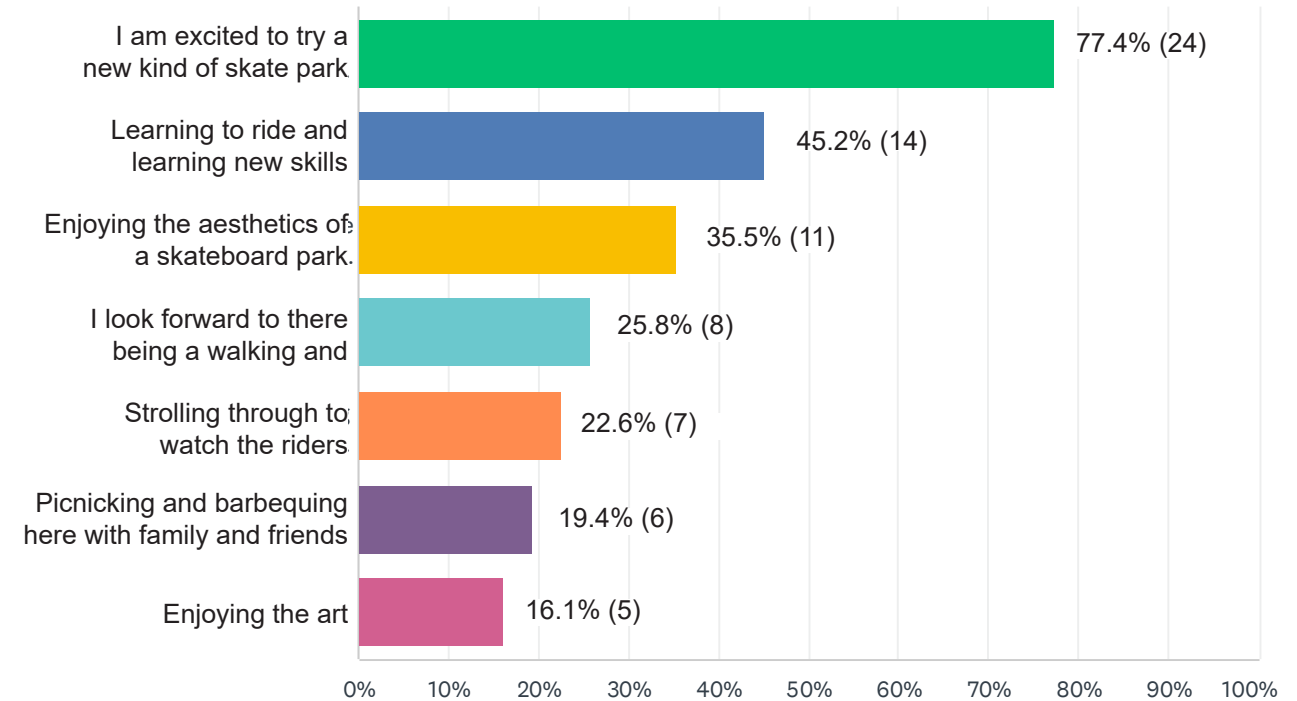
# Community Meeting 2, Survey Results



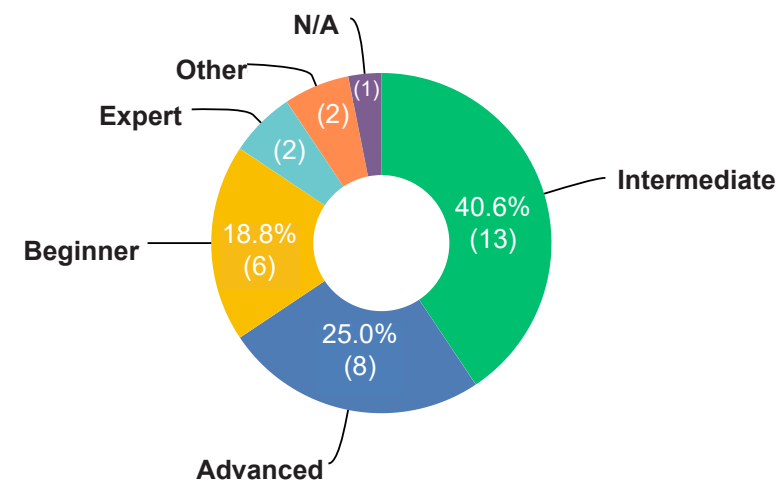
## How do you roll?



## What do you imagine yourself doing at the new Rainier Beach Skateboard Park?



## What is your skill level on your preferred wheels?



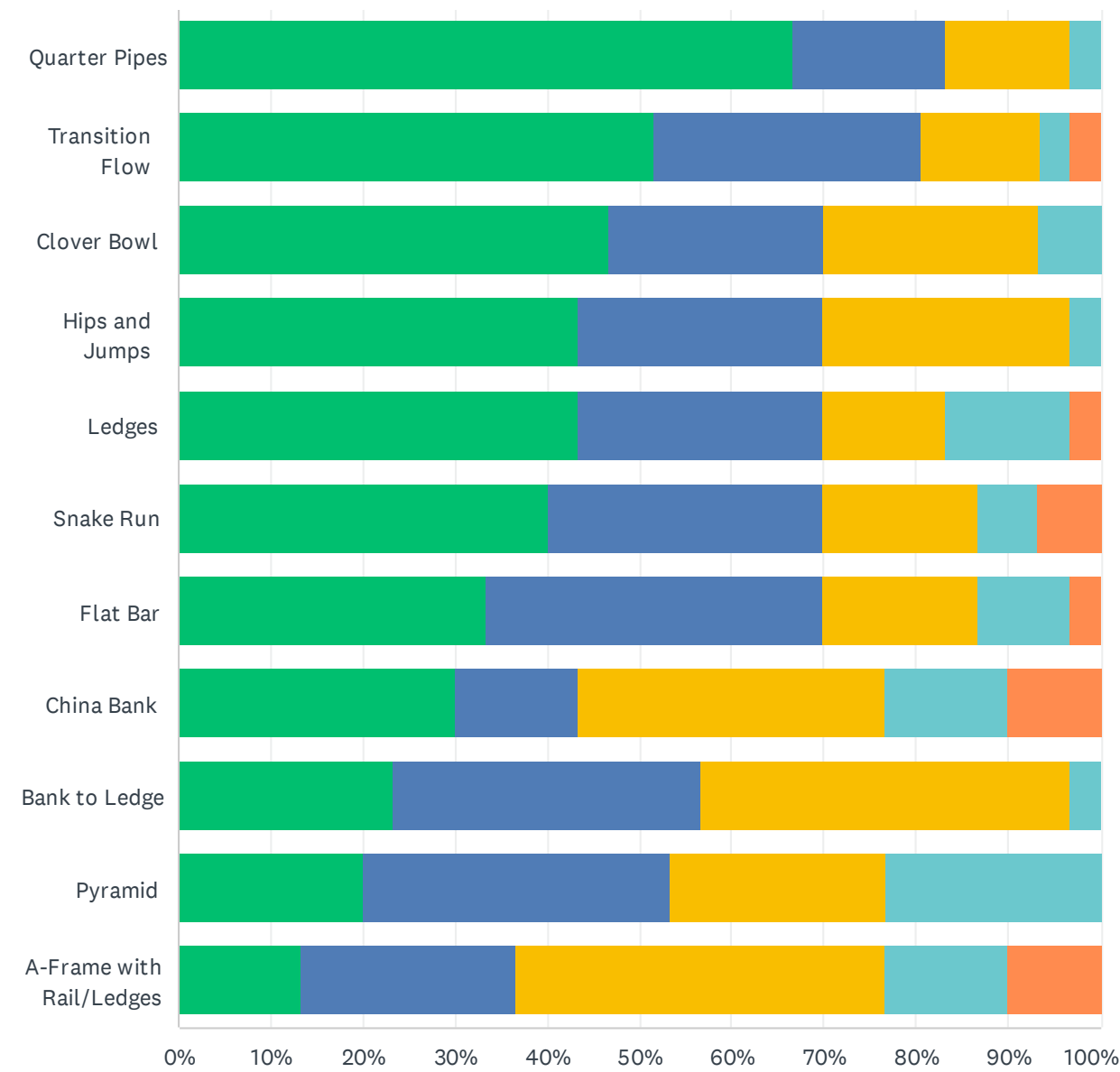


# Community Meeting 2, Survey Results

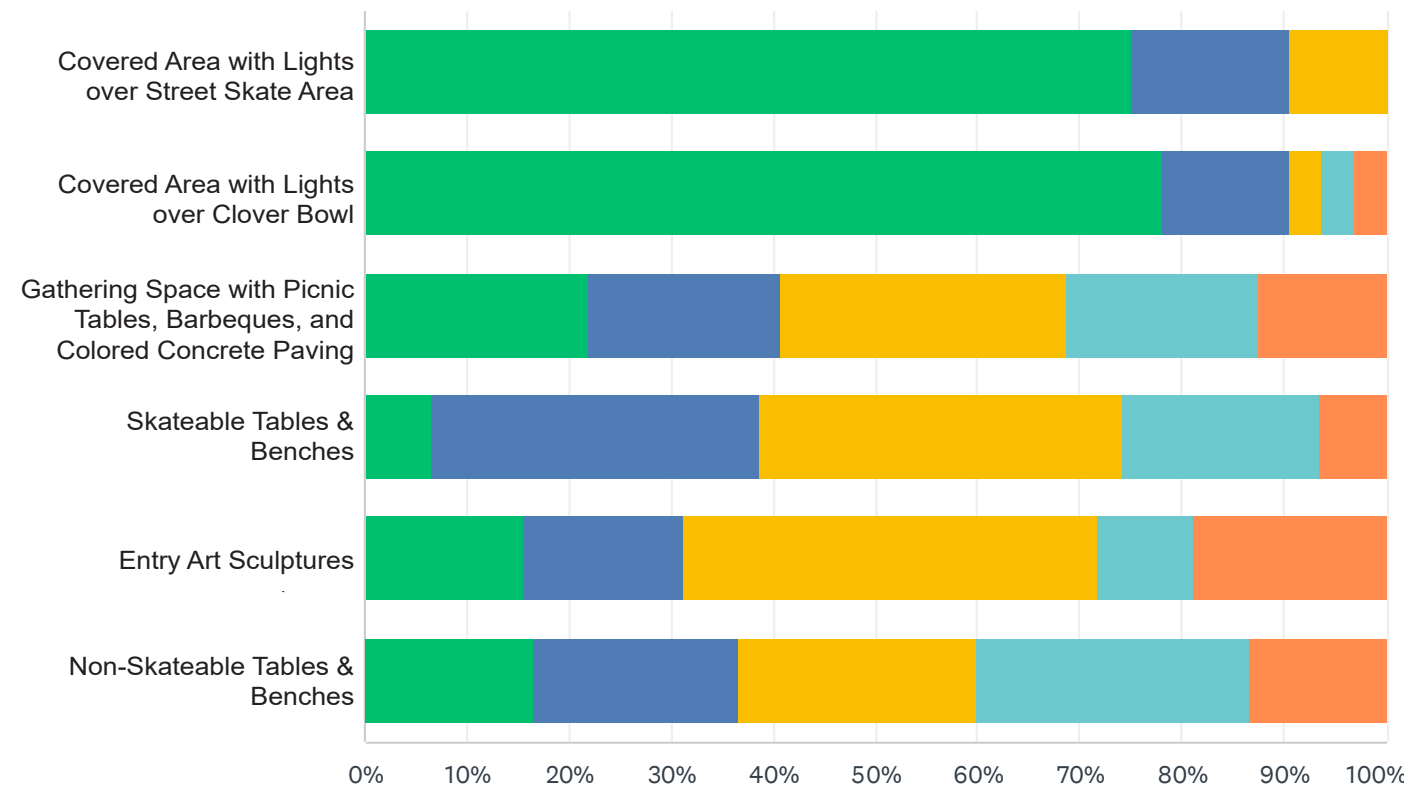


## Design Alternative 1

Which **skate park elements** in Design Alt 1 do you value the most?



Which **general park elements** in Design Alt 1 do you value the most?



- Necessary
- Helpful to Include
- Nice, But Not Critical
- Somewhat Desirable
- Do Not Include



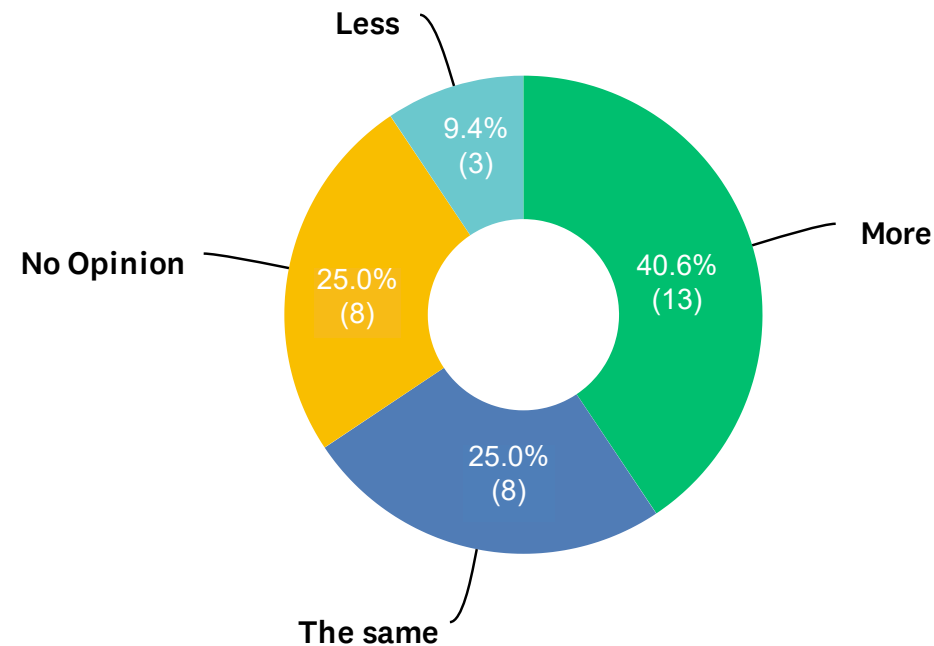
# Community Meeting 2, Survey Results



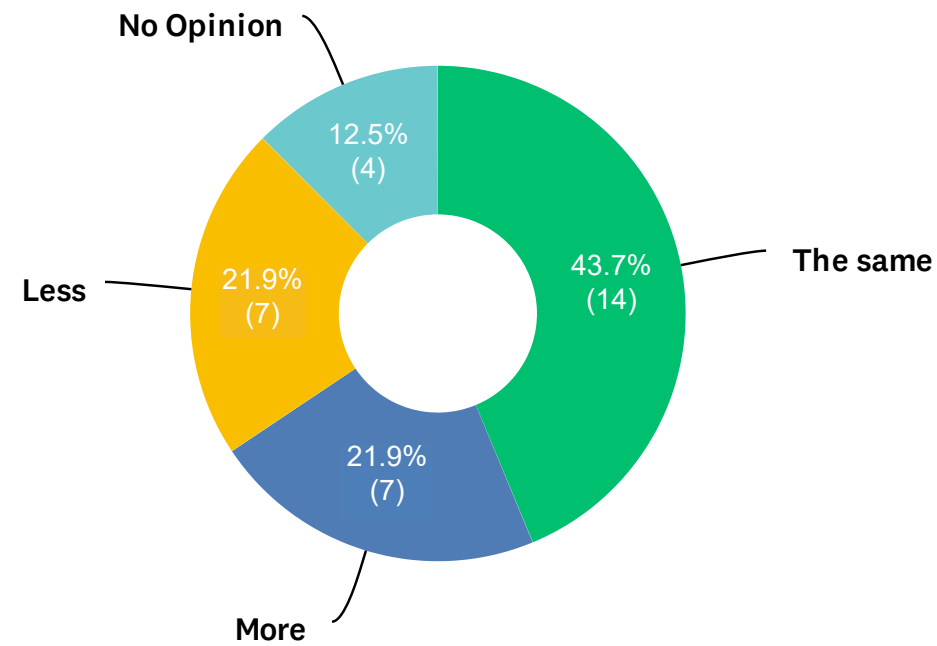
## Design Alternative 1

Would you like to see more, less, or the same of the following types of skate elements in Design Alt 1?

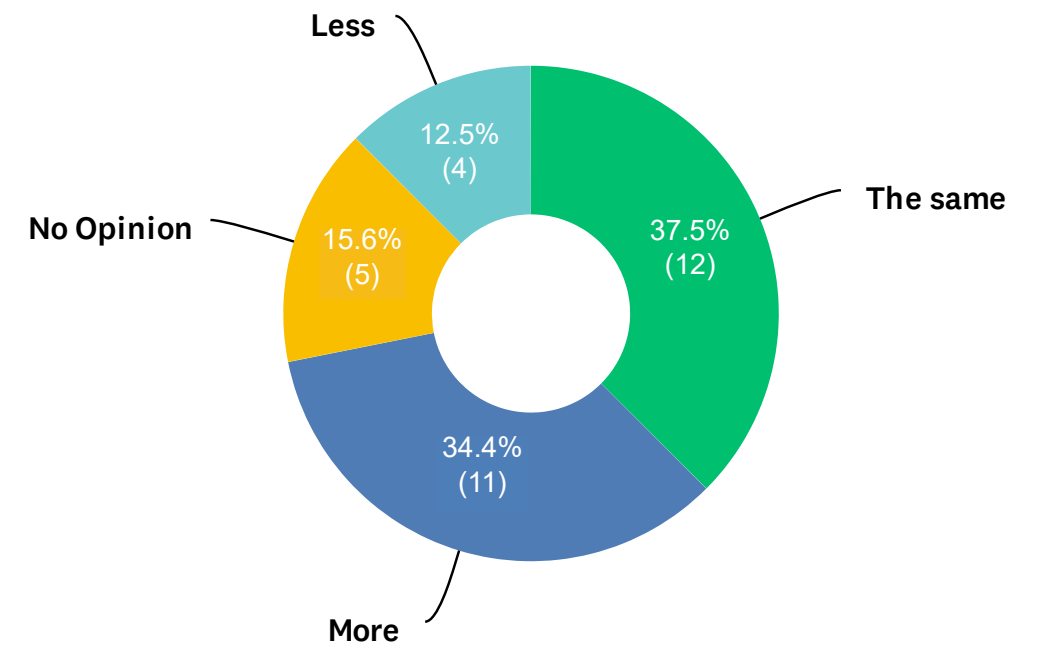
### "ORGANIC"



### "STREET SKATE"



### "POOLS AND BOWLS"



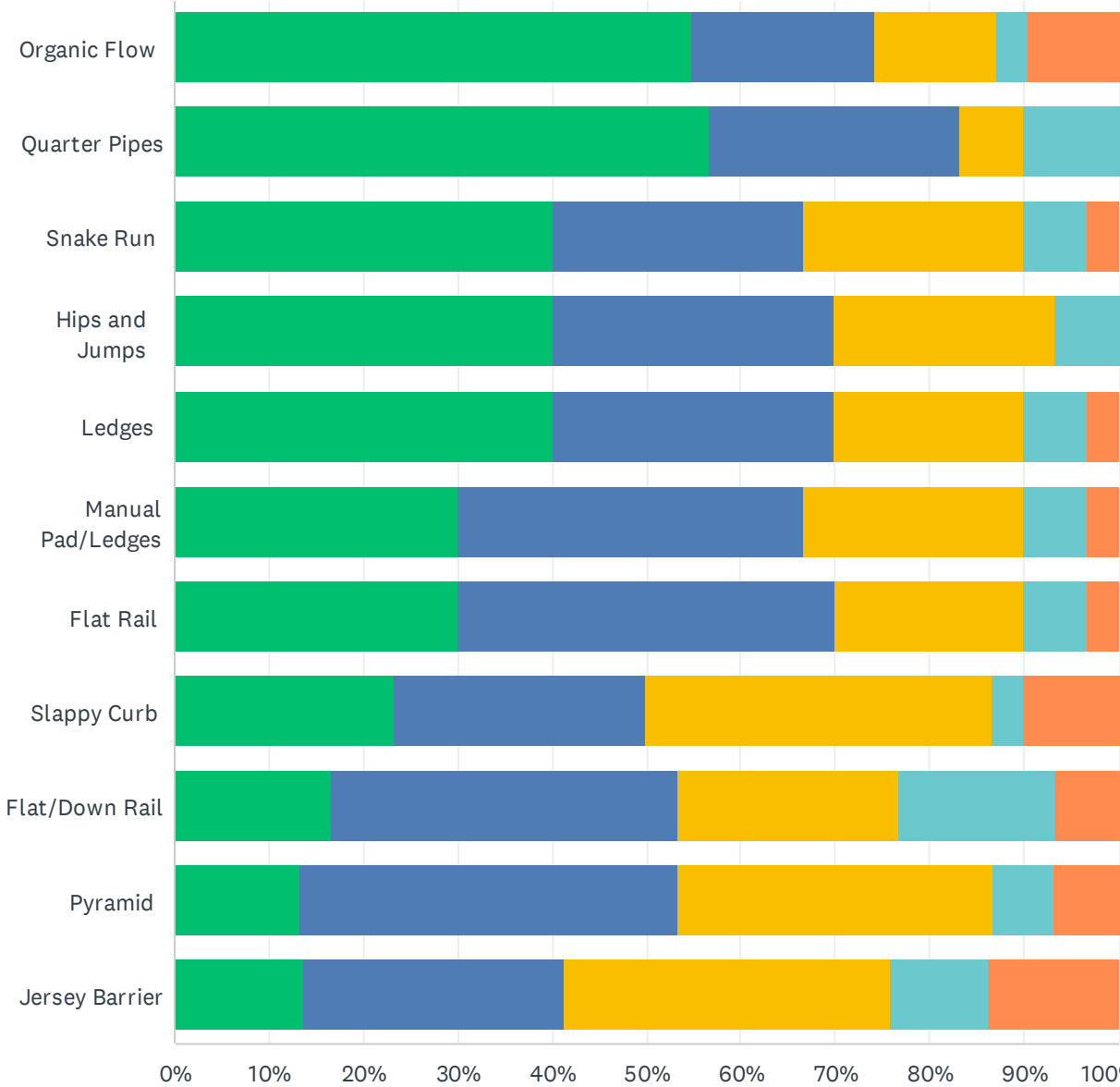


# Community Meeting 2, Survey Results

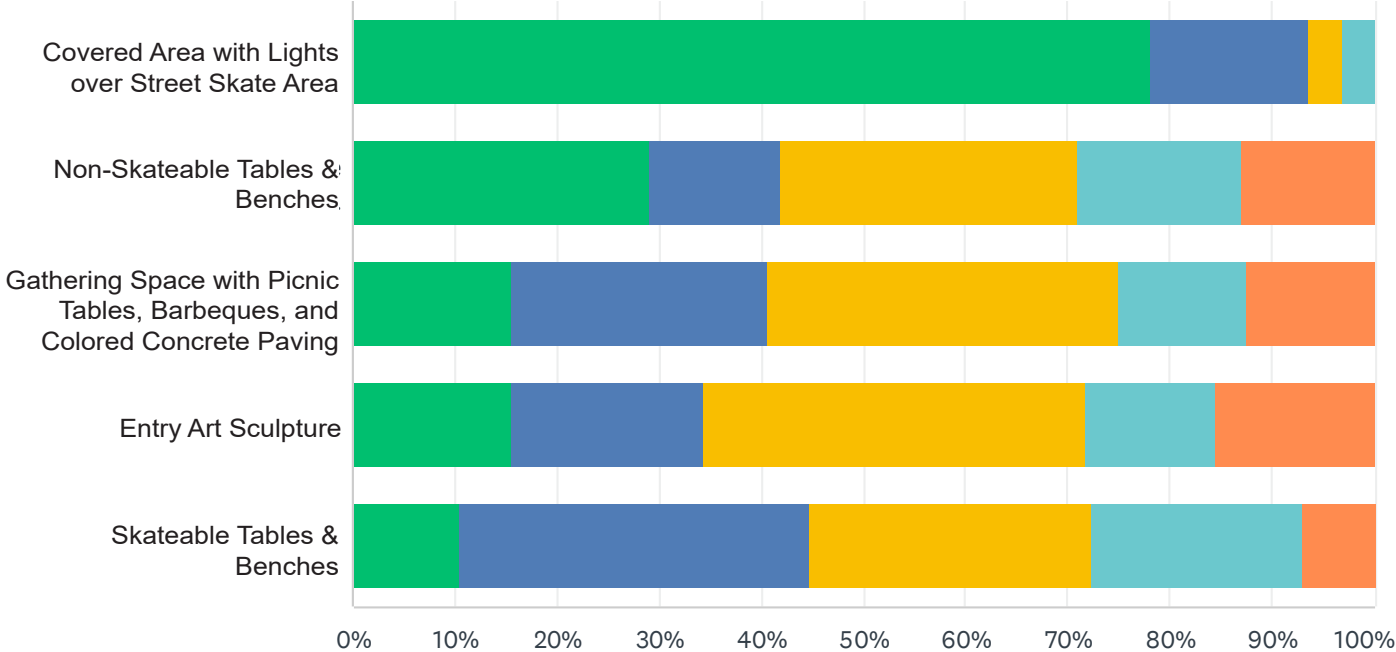


## Design Alternative 2

Which **skate park elements** in Design Alt 2 do you value the most?



Which **general park elements** in Design Alt 2 do you value the most?



- Necessary
- Helpful to Include
- Nice, But Not Critical
- Somewhat Desirable
- Do Not Include



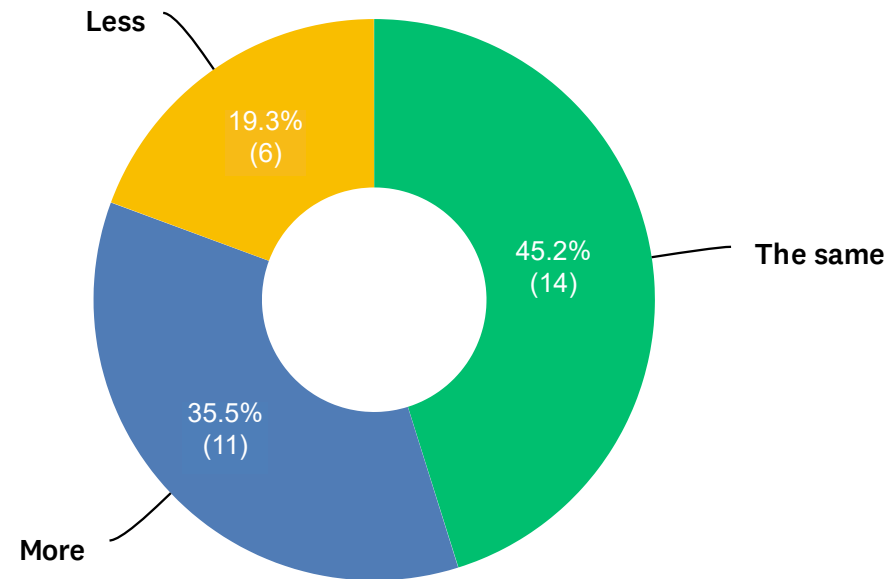
# Community Meeting 2, Survey Results



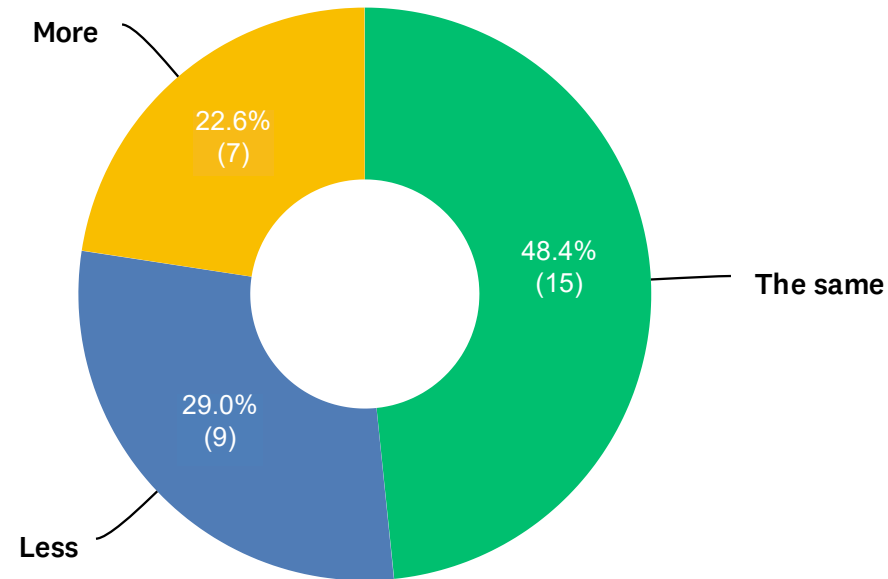
## Design Alternative 2

Would you like to see more, less, or the same of the following types of skate elements in Design Alt 2?

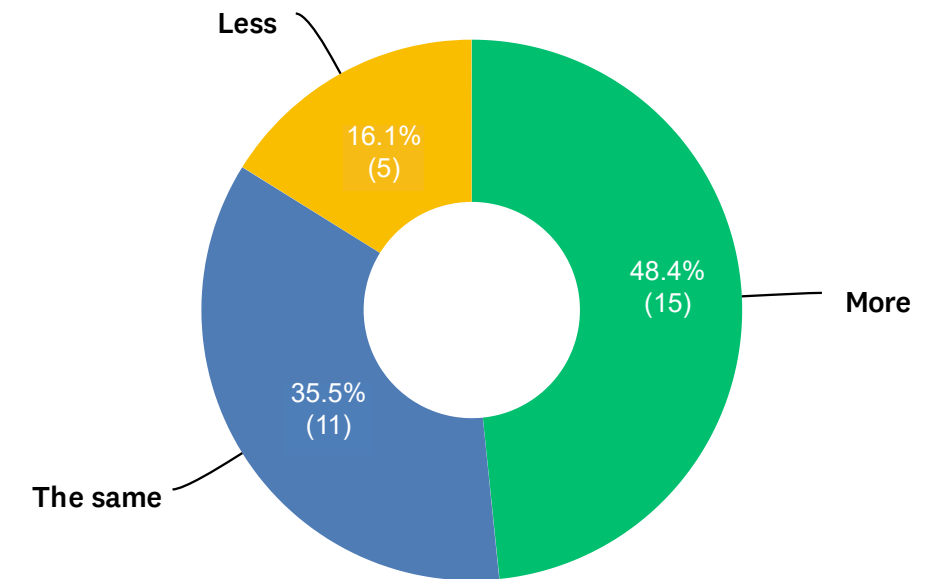
### "ORGANIC"



### "STREET SKATE"



### "POOLS AND BOWLS"



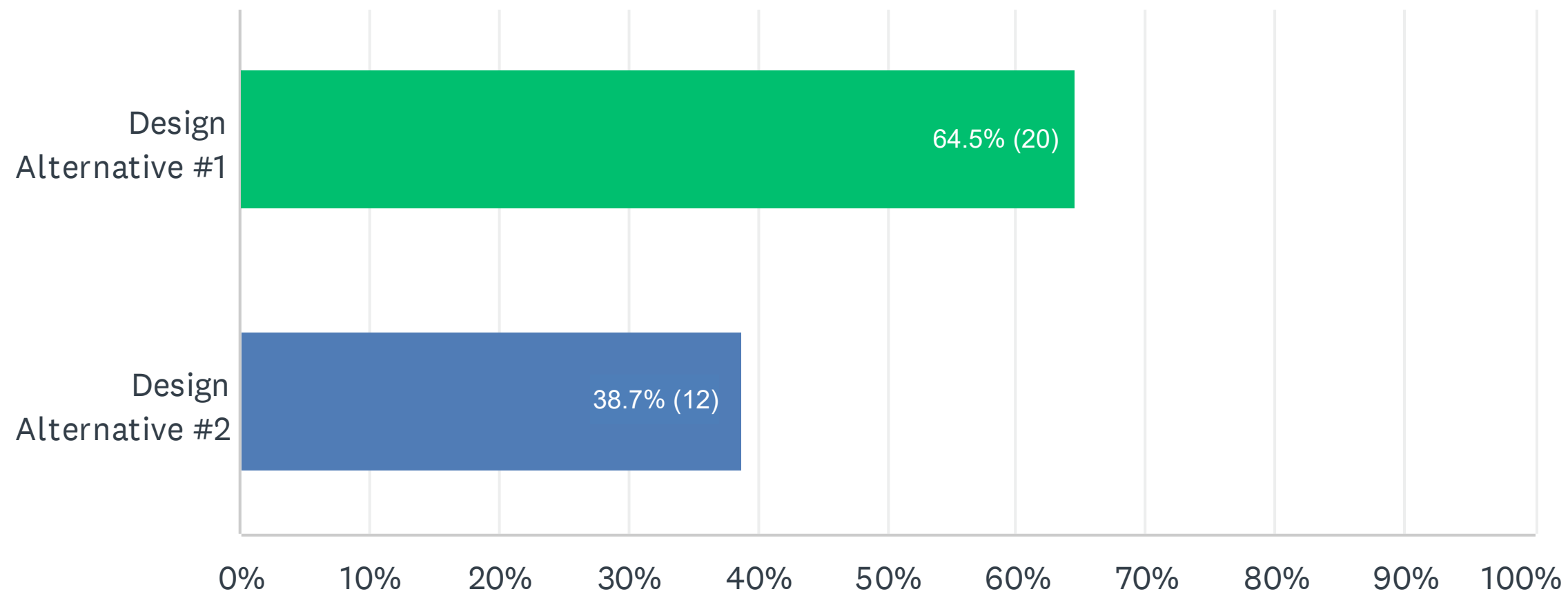


# Community Meeting 2, Survey Results



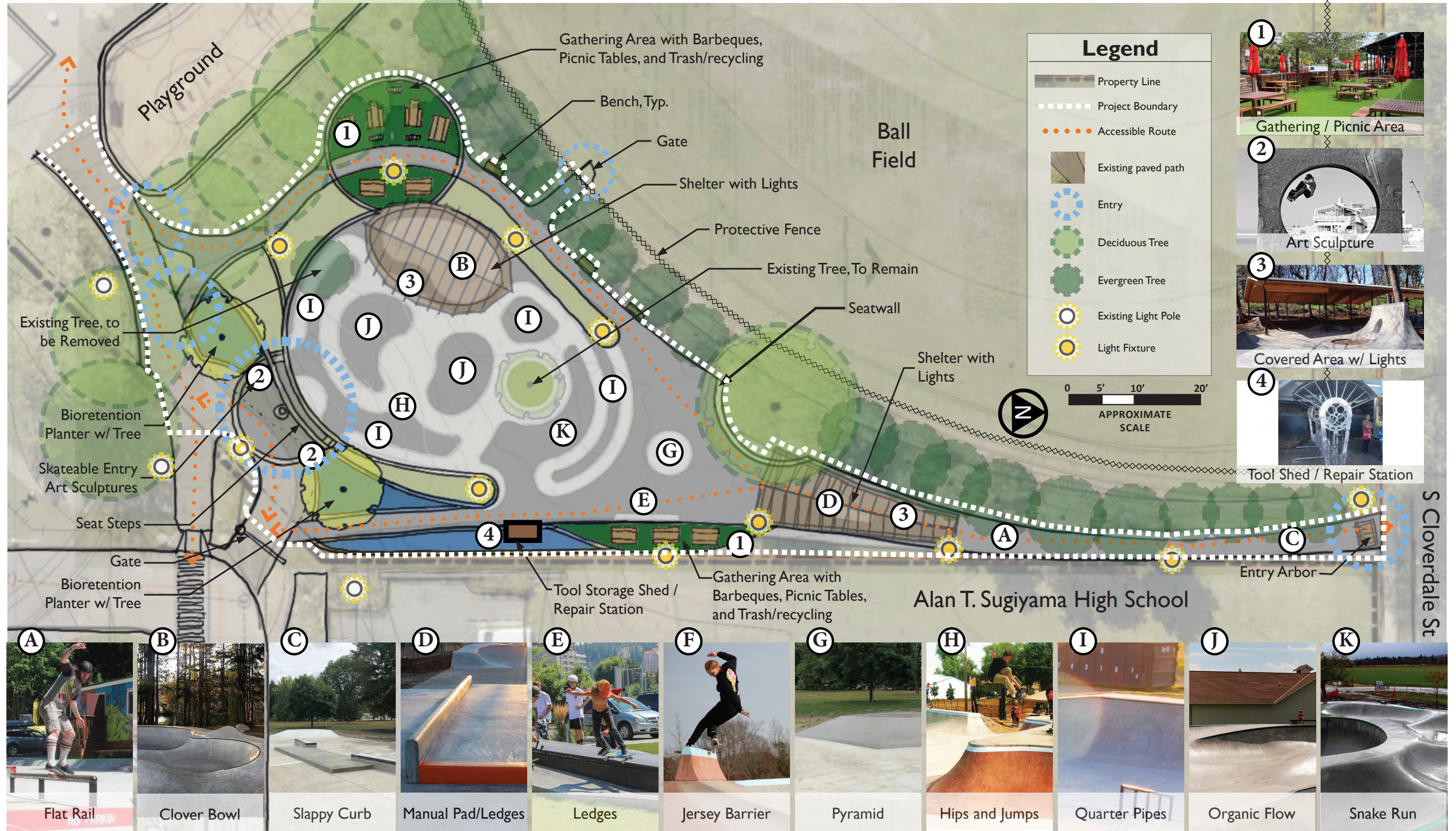
## Design Alternative 1 vs. Design Alternative 2

The design team will blend the best ideas, but it would be helpful to know if you have a general preference between the two Design Alternative options.





# Draft Preferred Alternative





# Draft Preferred Alternative





# Draft Preferred Alternative





# Draft Preferred Alternative





# Draft Preferred Alternative





# Draft Preferred Alternative





# Draft Preferred Alternative

