

CONCEPTUAL PLANS

After review of the Feasibility Study on June 6, 2018, it was the conclusion of the Parks and Recreation Commission that Jollyman Park, areas A and B, are the most favorable locations for an all-inclusive playground. The consultant team concurs. The proposed concepts on the following pages include consideration of the following program and design factors, some of which are included at this time, and others that will be a part of the next level of conceptual design at such time the City moves forward with a project.

1. Proximity to parking is very important to all-inclusive playgrounds. Areas B and B are located within a short distance from the existing parking lot, accessible stalls and curb cut ramp. The existing parking lot and stall quantities will be evaluated in the future to determine whether added parking will be needed, and if so, the possible impact that additional stalls may have on the play area footprints.
2. The design and layout of the playground, circulation and access walks will be ADA accessible and compliant to the latest codes. The playground will be easy to navigate while providing interest and a fun experience for all.
3. The final design will be centered around a fun and adventurous theme. This theme will be unique to Cupertino and include colors, textures, graphics, materials, sounds, features and can include “hidden gems” throughout the playground.
4. Each visit to the playground will offer points of interest that people can explore and find as well as places they can affect and interact with. Some will be educational while others will be for fun and enjoyment.
5. Each concept has “zones” for younger and older kids play, spinning, swinging, sliding, climbing, sensory experiences, and areas for picnicking. Each zone will create a safe area to experience passive and more challenging activities for all ages and abilities. The goal is for everyone to enjoy their visit to the playground and to have reasons to keep coming back.
6. There is the possibility of including a water area where kids have options to pump the water or push an electronic feature for turning on the water. This type of play will need further discussion by the city and input from the public. These types of features can be maintenance intensive, add operational complexity and would need to meet health requirements.
7. Both concepts include a playhouse with a stage and seating. This building can be thematic with one or two stories, colorful, a place for adventure and the imagination. This playhouse would not require utilities, except possibly electricity if the City wants to provide for the use of outdoor sound equipment for classes, music or small stage performances.
8. Shade is an important factor to play. Both areas, A and B, have mature trees that provide shade to portions of the conceptual playground activities. Where shade is lacking from trees, shade sails will be located to provided additional shade as necessary.
9. Both areas have mature trees of differing varieties. As part of the design process, input from an arborist should be secured to ensure all the proposed features will be designed and located to preserve the trees existing healthy and to not damage their root systems.
10. The existing restroom building is farther away than desirable. A project program item for further City consideration would be the desire, and/or feasibility, of either adding one as part of this project or installing the necessary utilities to accommodate the installation of a closer restroom building in the future.





**ADA Accessible Path
of Travel**

Theme Main Entry

- Fun Directional Sign
- Stroller Parking
- Decorative Paving
- Lighting
- Arbor
- Bike Racks

**Sound Play Zone
with Shade Sail**

Mound with Slides

Art Wall Fence

Bridge

**Playhouse Location
- Option 1**

Play Zone

- Seesaw
- Roller Table
- Steps to Climbing Wall

Look Outs

Theme Planting

**Art Element and
Sign**

Climbing Zone

Ramp

Existing Path

**Existing Tree Trunks
- Typical**

**Landscape Areas
- Typical**

Bike Racks

Sound Echo Element

**Spinner Zone with
Shade Sail**

Picnic Area

**Playground Circulation
- Typical**

**Older Children Swing
Zone**

**Younger Children Play
and Swing Zone**

**Transitional Areas -
Typical**

Stage

**Synthetic Turf Open Play
Areas**

**Seating under Existing
Trees**

**Playhouse Location
- Option 2**

Tot Play Zone

**Ornamental Fencing
within Landscape Buffer**

**Maintenance Access
Gate**

**Quiet Area in Existing
Trees**

**Play Zone and Use Area
Signage - Typical**

**ADA Accessible
Path of Travel**

Theme Secondary Entry

Theme Secondary Entry

- Sign
- Stroller Parking
- Decorative Paving

