

# White Oak Savanna Park - Nature Playscape Design Development



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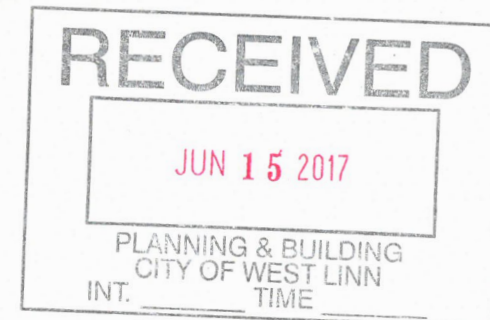


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503.347.4523

This package is a design development set. Final details and construction approaches will be negotiated with the client and selected contractor. We do not anticipate producing a full CD Set - with the exception of a few key components as identified throughout this document.

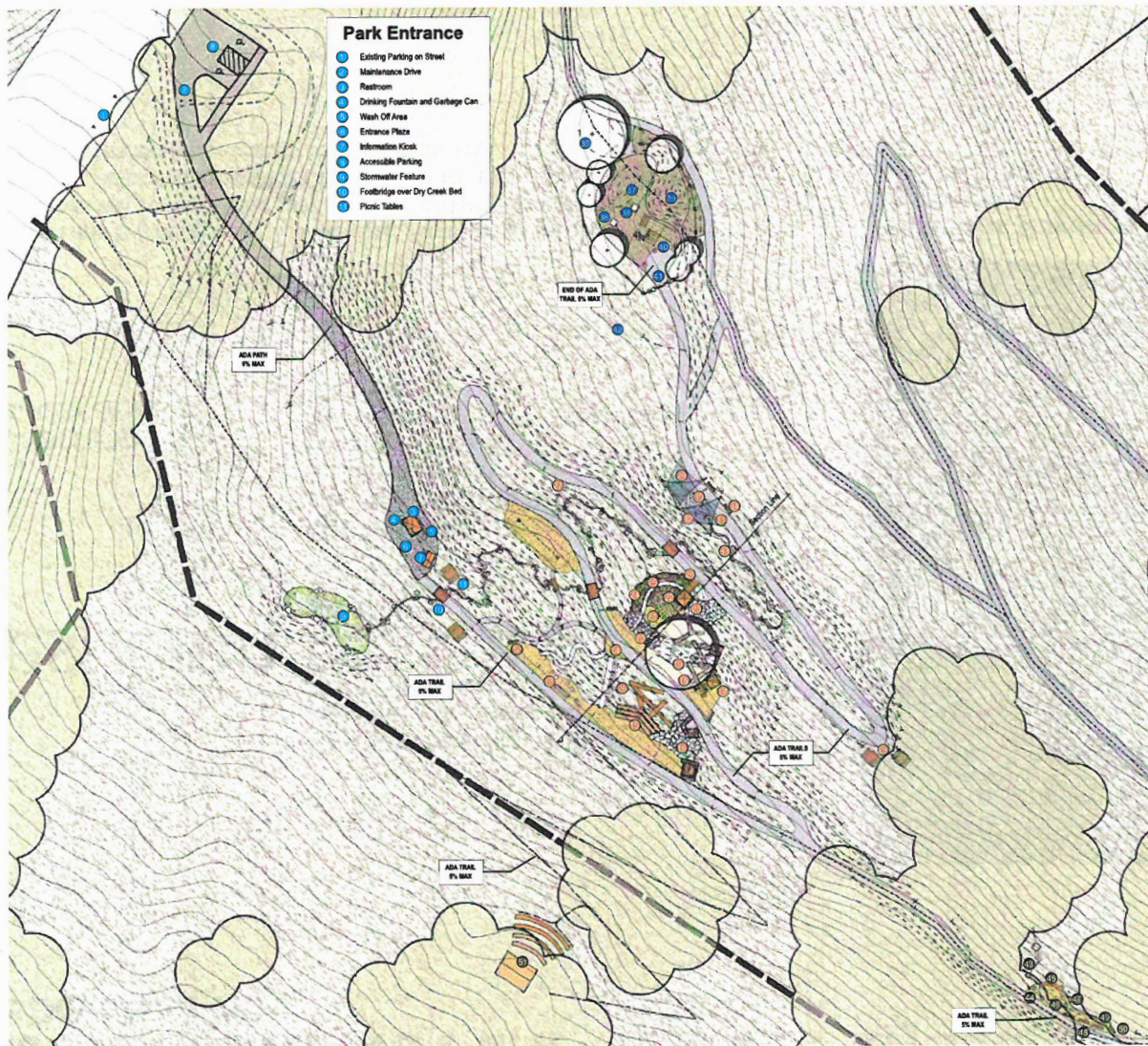


**White Oak Savanna Park**  
2425 Tannler Dr.  
West Linn, OR 97068



5/30/2017





# Nature Playscape Concept Plan

White Oak Savanna Park February 16, 2017

## Savanna Adventure Area

- 1 Wood Bench Seating (TYP)
- 2 Musical Instruments Area
- 3 HSlide Fort with Double Slides
- 4 Log Amphitheater and Climbing Area
- 5 Boulder Climbing and Stone Fort Ruins
- 6 Covered Structures for Shade
- 7 Log Climbing and Fort Building Zone
- 8 Large Native Oak Tree
- 9 Access from Boulder Climbing
- 10 Climbing Nail Entrance
- 11 Tube and Tower Ladder Access from Lower Level
- 12 Oak Landmark Tower
- 13 Native Planting Area
- 14 Giant Covered Slide
- 15 Level Access to Tower
- 16 Boulder Access Steps
- 17 Picnic Tables

## Water Play Area

- 1 Hand Pump Water Source
- 2 Water Play Channels
- 3 Water Course with Weirs
- 4 Shade Sails
- 5 Play Stream
- 6 Benches

## Mud Play Zone

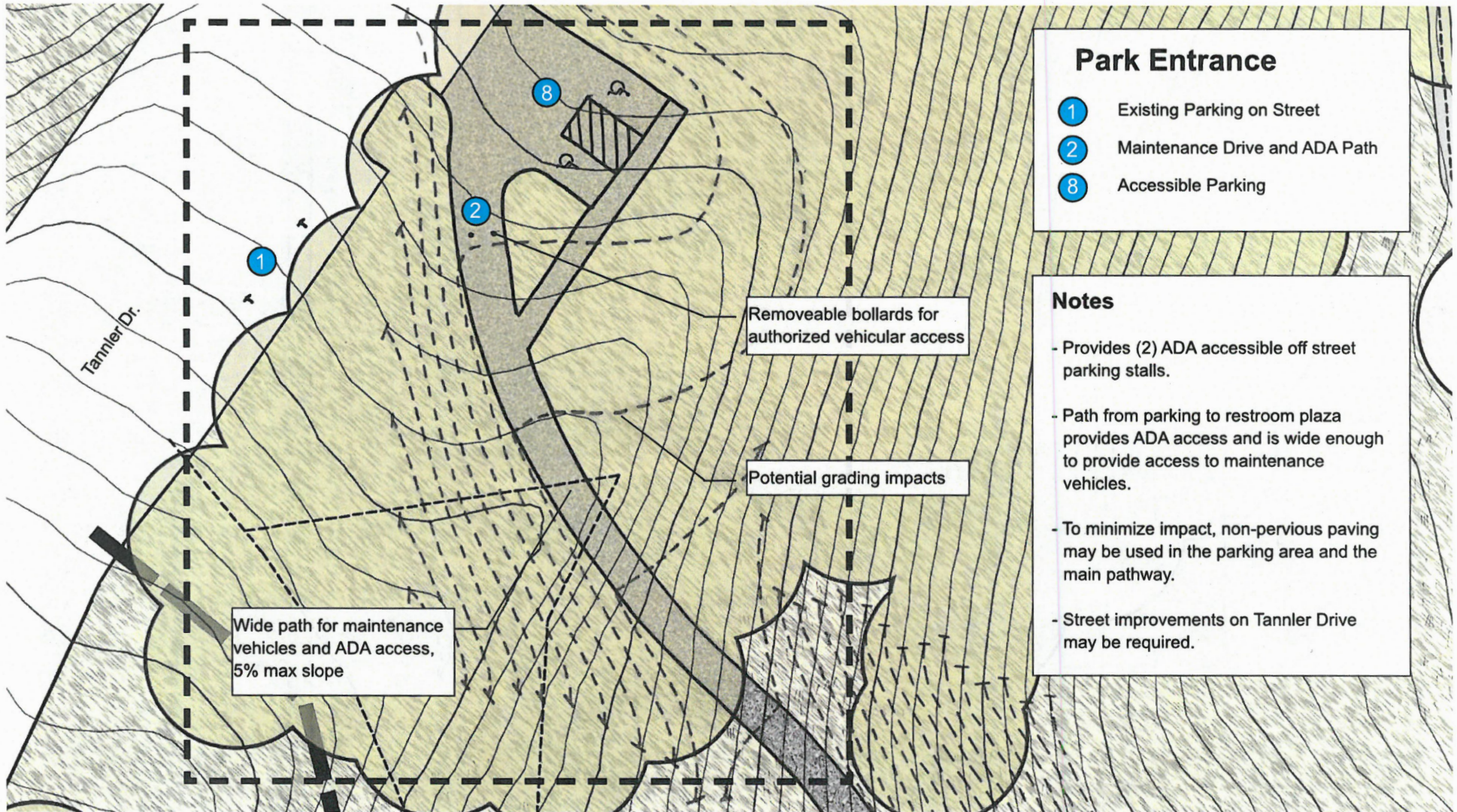
- 1 Shade Tree
- 2 Water Source
- 3 Main Mud Pit
- 4 Work Tables
- 5 Mud Hill and Slide Spot
- 6 Lincoln Log Building Area
- 7 Entrance Arch
- 8 Water Line

## Oak Plaza

- 1 Acorn Run Through Field Grass
- 2 Acorn Mashers
- 3 Retaining Wall with Ball Drop Feature
- 4 Baseball Mashers
- 5 Interpretive Signage
- 6 Glider Swings
- 7 Short Retaining Wall
- 8 Lending Library
- 9 Amphitheater and Shelter







### Park Entrance

- ① Existing Parking on Street
- ② Maintenance Drive and ADA Path
- ⑧ Accessible Parking

### Notes

- Provides (2) ADA accessible off street parking stalls.
- Path from parking to restroom plaza provides ADA access and is wide enough to provide access to maintenance vehicles.
- To minimize impact, non-pervious paving may be used in the parking area and the main pathway.
- Street improvements on Tanner Drive may be required.

Removeable bollards for authorized vehicular access

Potential grading impacts

Wide path for maintenance vehicles and ADA access, 5% max slope

Tanner Dr.



## Park Entrance



Tannler Dr - Existing Parallel Parking

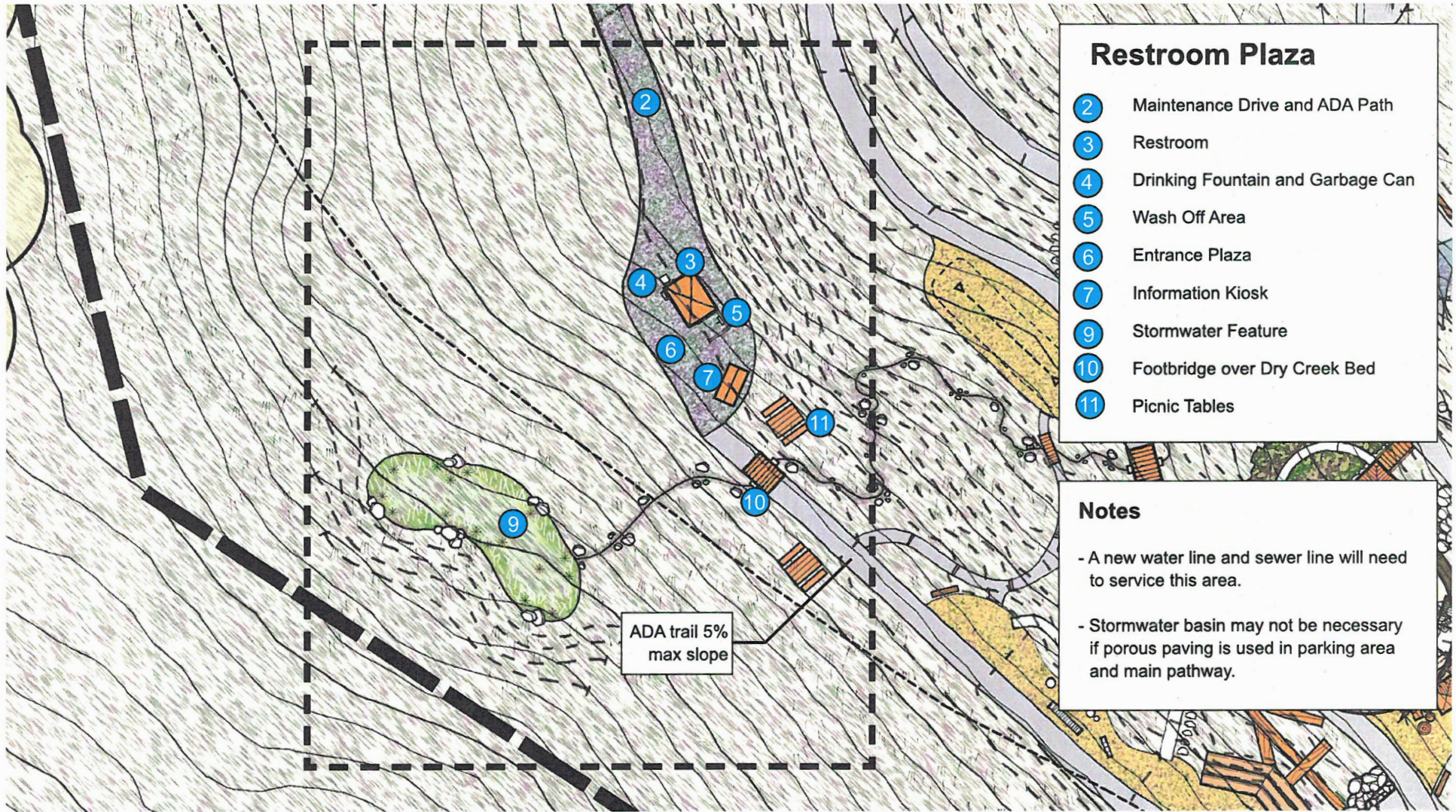


## Park Entrance



Porous Concrete Paving - Example





### Restroom Plaza

- ② Maintenance Drive and ADA Path
- ③ Restroom
- ④ Drinking Fountain and Garbage Can
- ⑤ Wash Off Area
- ⑥ Entrance Plaza
- ⑦ Information Kiosk
- ⑨ Stormwater Feature
- ⑩ Footbridge over Dry Creek Bed
- ⑪ Picnic Tables

### Notes

- A new water line and sewer line will need to service this area.
- Stormwater basin may not be necessary if porous paving is used in parking area and main pathway.



## Restroom Plaza

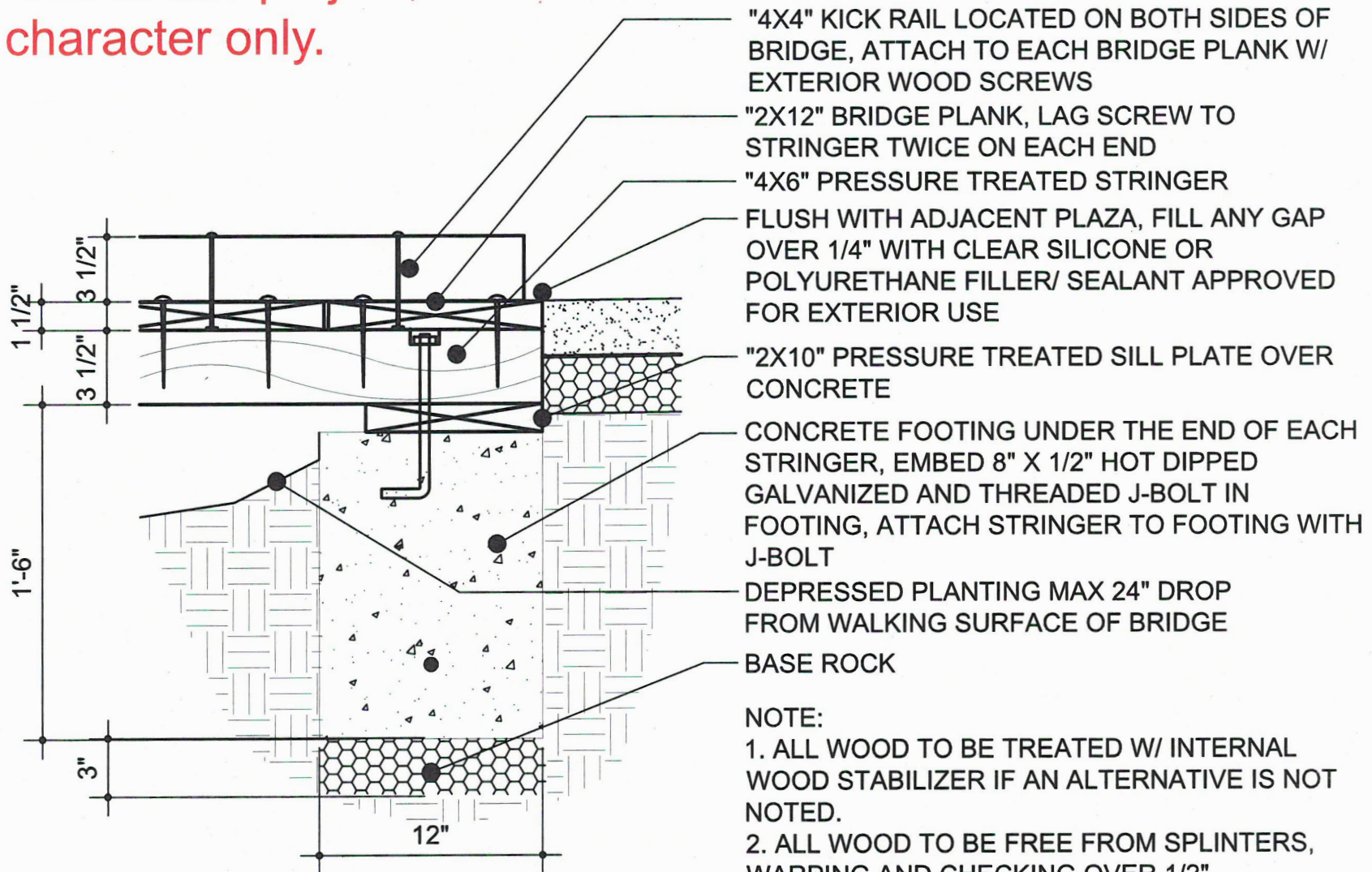


Foot Bridge - Example



Example Detail - not specific to this project, for character only.

## Restroom Plaza



Foot Bridge - Example



## Restroom Plaza



Pre-fabricated Restroom - Example



# Restroom Plaza



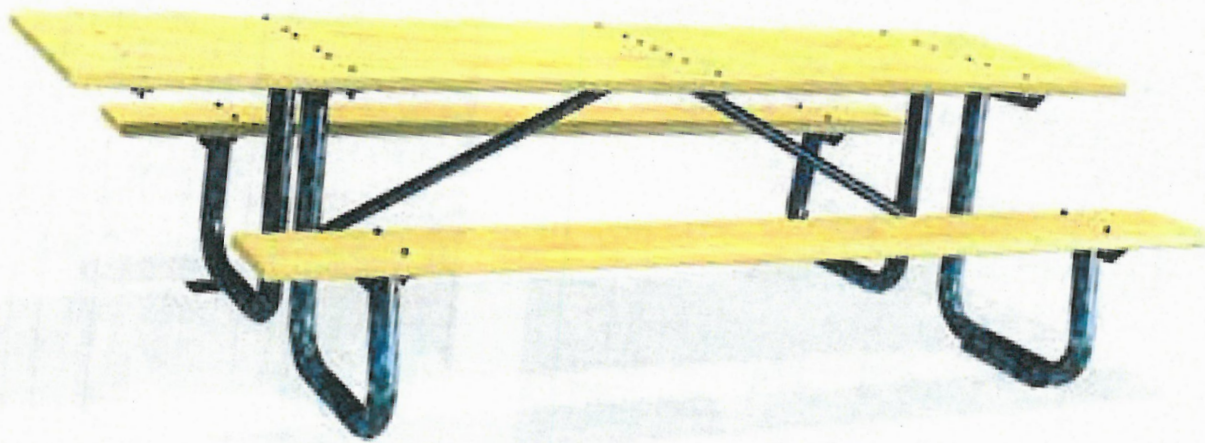
Message Board Kiosk

509-004-99

Oregon Corrections Information Kiosk



## Restroom Plaza



Oregon Corrections Picnic Table

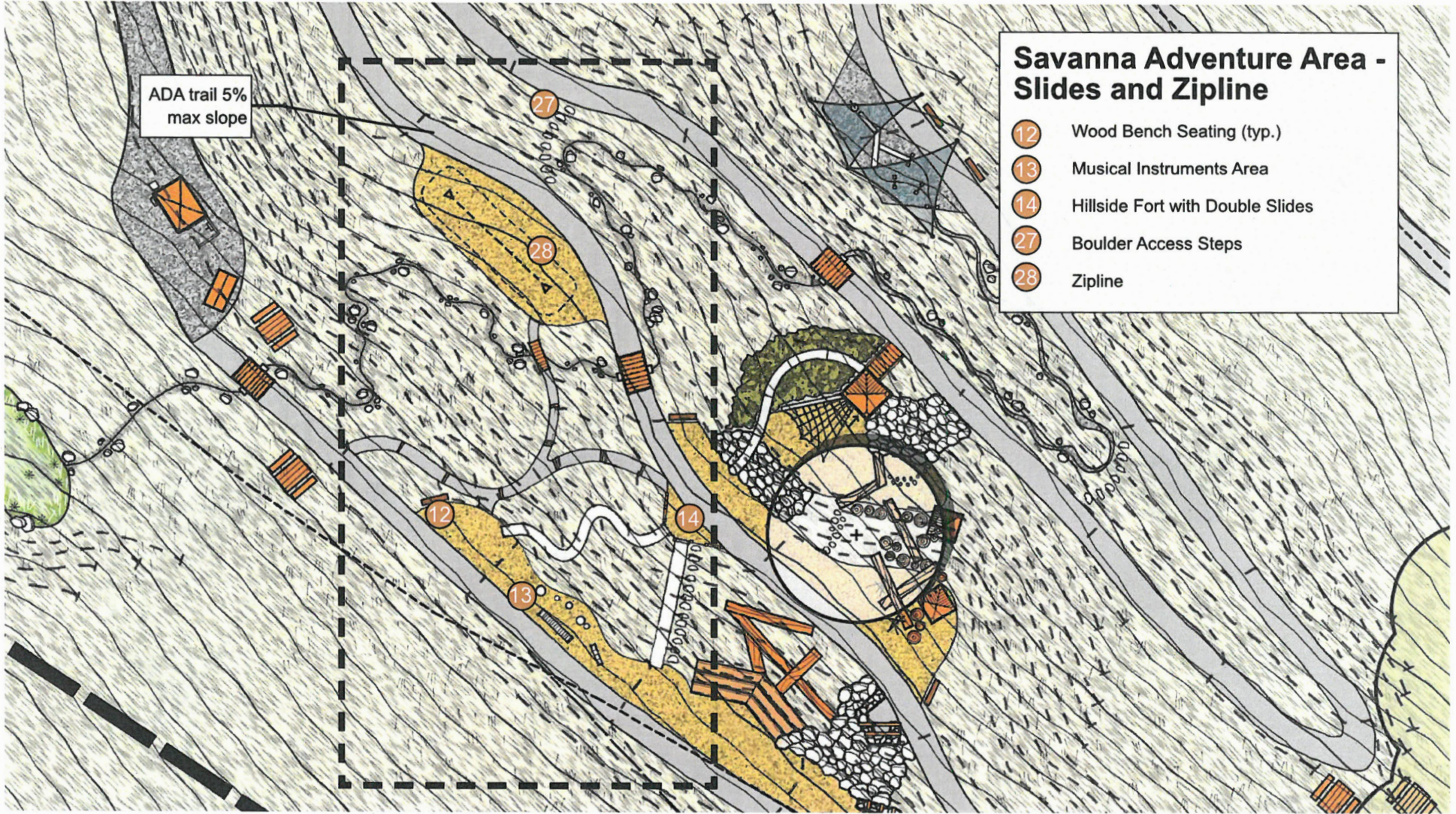


## Restroom Plaza



Foot Rinsing Station and Drinking Fountain - Example

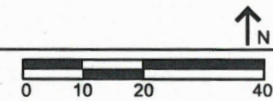




### Savanna Adventure Area - Slides and Zipline

- 12 Wood Bench Seating (typ.)
- 13 Musical Instruments Area
- 14 Hillside Fort with Double Slides
- 27 Boulder Access Steps
- 28 Zipline

ADA trail 5% max slope





## Savanna Adventure Area - Slides and Zipline

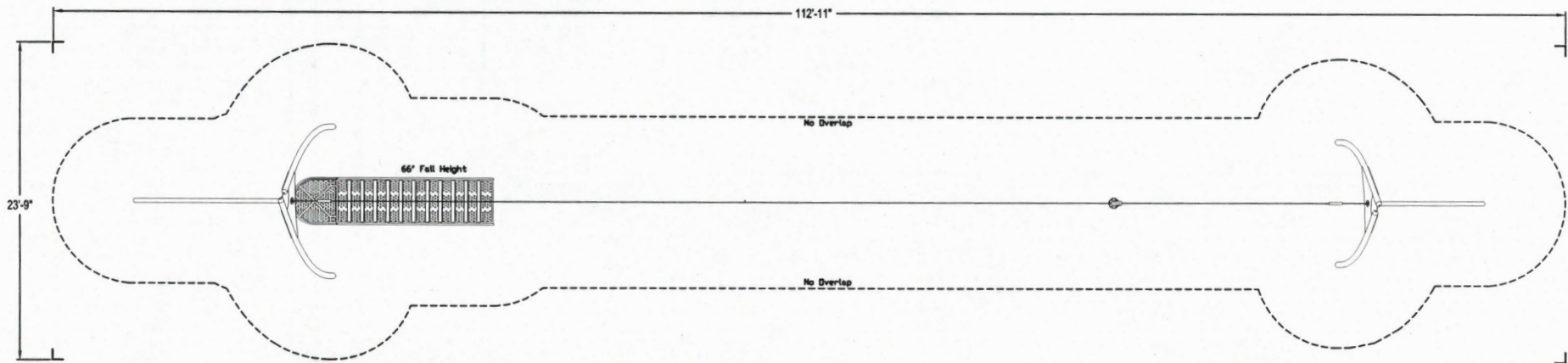


Zipline - Example



Example Detail - not specific to this project, for character only.

## Savanna Adventure Area - Slides and Zipline



Zipline - Example Detail



## Savanna Adventure Area - Slides and Zipline

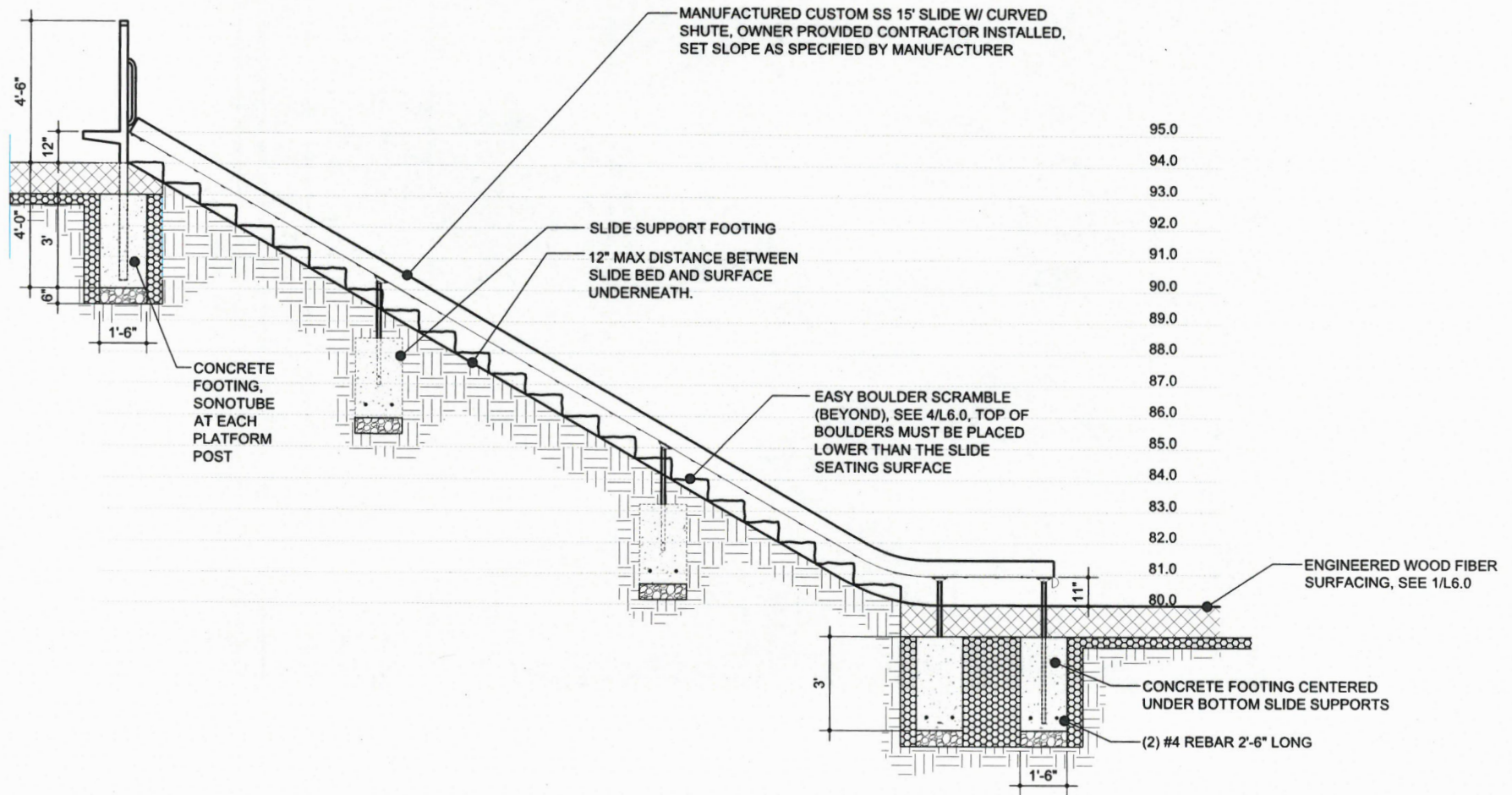


Long Embankment Slide - Example



Example Detail - not specific to this project, for character only.

# Savanna Adventure Area - Slides and Zipline



Slide - Example Detail



## Savanna Adventure Area - Slides and Zipline



Long Embankment Slide - Example



# Savanna Adventure Area - Slides and Zipline



Musical Instruments

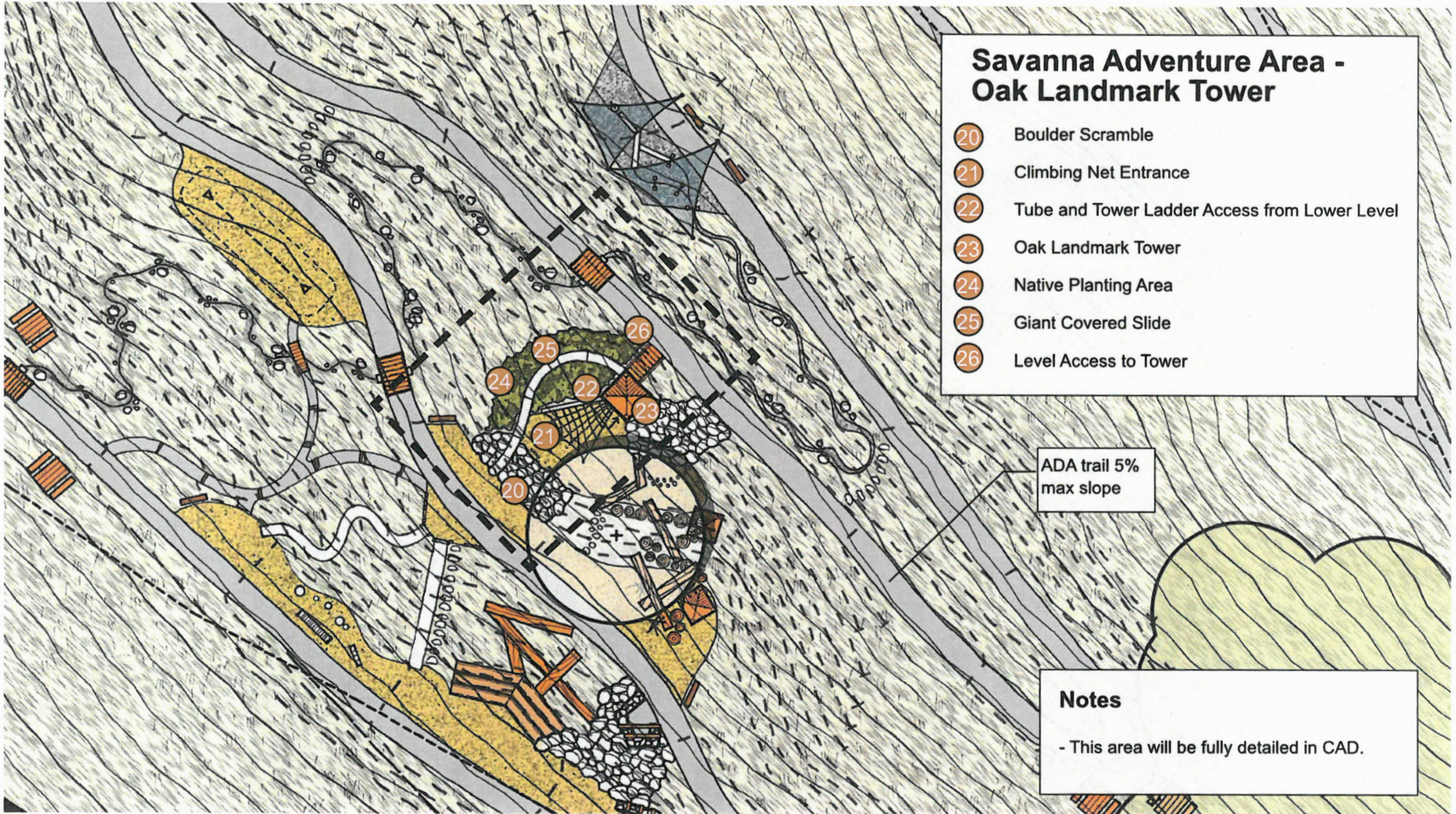


## Savanna Adventure Area - Slides and Zipline



Crushed aggregate pathway reinforced with horizontal wood logs/posts - Example





**Savanna Adventure Area -  
Oak Landmark Tower**

- 20 Boulder Scramble
- 21 Climbing Net Entrance
- 22 Tube and Tower Ladder Access from Lower Level
- 23 Oak Landmark Tower
- 24 Native Planting Area
- 25 Giant Covered Slide
- 26 Level Access to Tower

ADA trail 5%  
max slope

**Notes**

- This area will be fully detailed in CAD.



## Savanna Adventure Area - Oak Landmark Tower

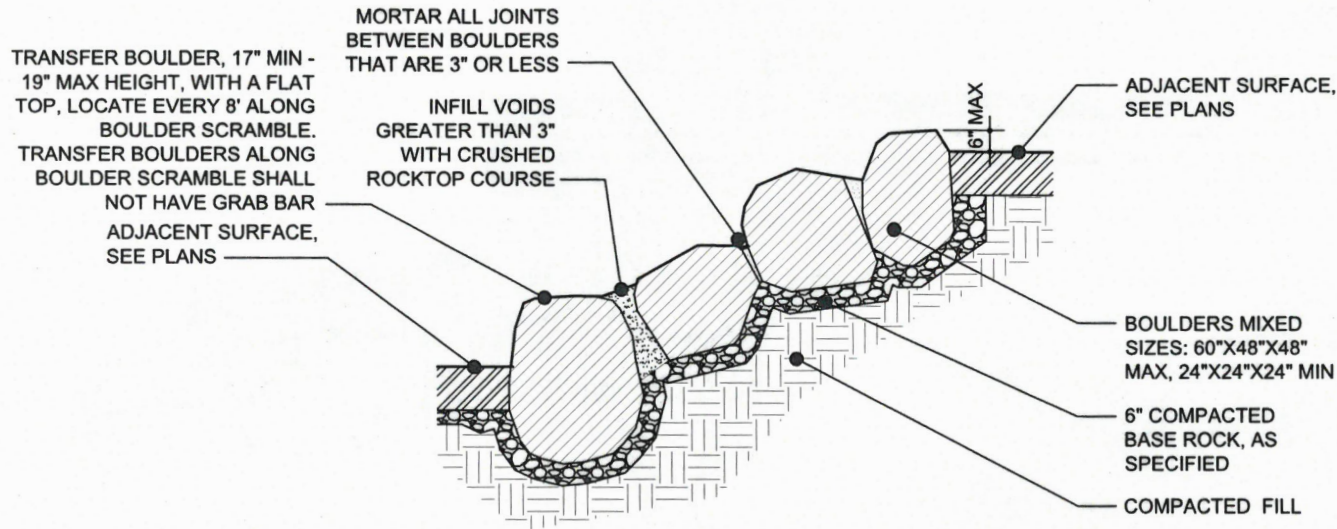


Boulder Scramble - Example

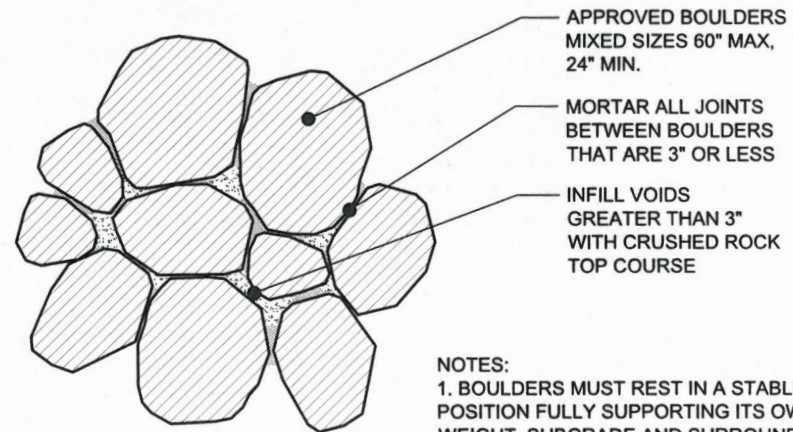


Example Detail - not specific to this project, for character only.

# Savanna Adventure Area - Oak Landmark Tower



SECTION



PLAN

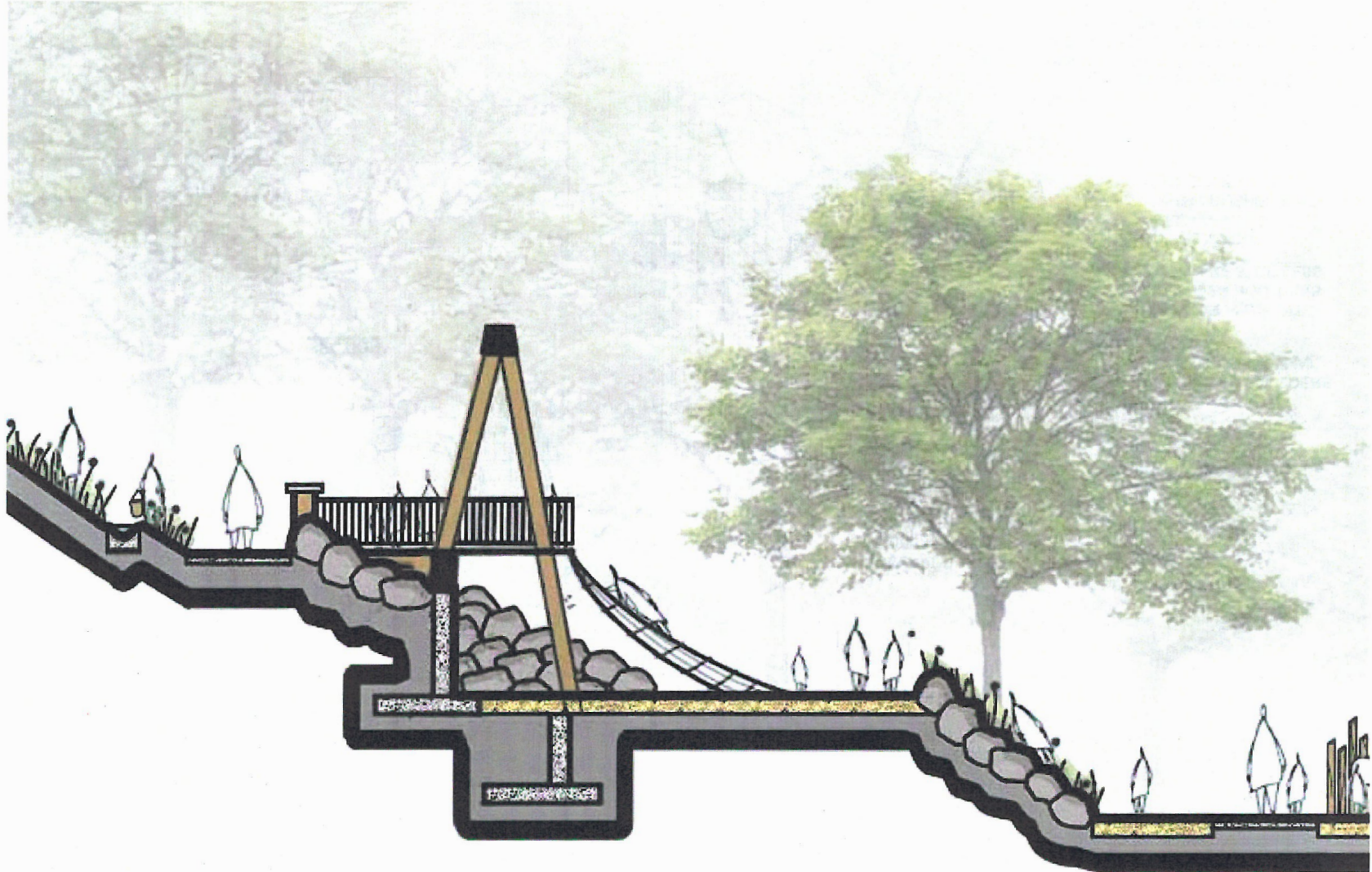
**NOTES:**

1. BOULDERS MUST REST IN A STABLE POSITION FULLY SUPPORTING ITS OWN WEIGHT. SUBGRADE AND SURROUNDING SOIL MUST BE STABLE AND CAPABLE OF SUPPORTING BOULDERS WITHOUT SETTLING.
2. BOULDER EDGES SHALL BE SMOOTH AND ROUNDED. ALL SHARP POINTS AND EDGES SHALL BE REMOVED.
3. SEE BOULDER SPECIFICATIONS.

Boulder Scramble - Example Detail



# Savanna Adventure Area - Oak Landmark Tower



Landmark Tower - Concept Sketch



## Savanna Adventure Area - Oak Landmark Tower



Landmark Tower - Example



## Savanna Adventure Area - Oak Landmark Tower



Landmark Tower - Example



## Savanna Adventure Area - Oak Landmark Tower



Landmark Tower - Example



## Savanna Adventure Area - Oak Landmark Tower



Landmark Tower - Example



## Savanna Adventure Area - Oak Landmark Tower



Embankment Tube Slide - Example



## Savanna Adventure Area - Oak Landmark Tower



Net Climber to Landmark Tower - Example

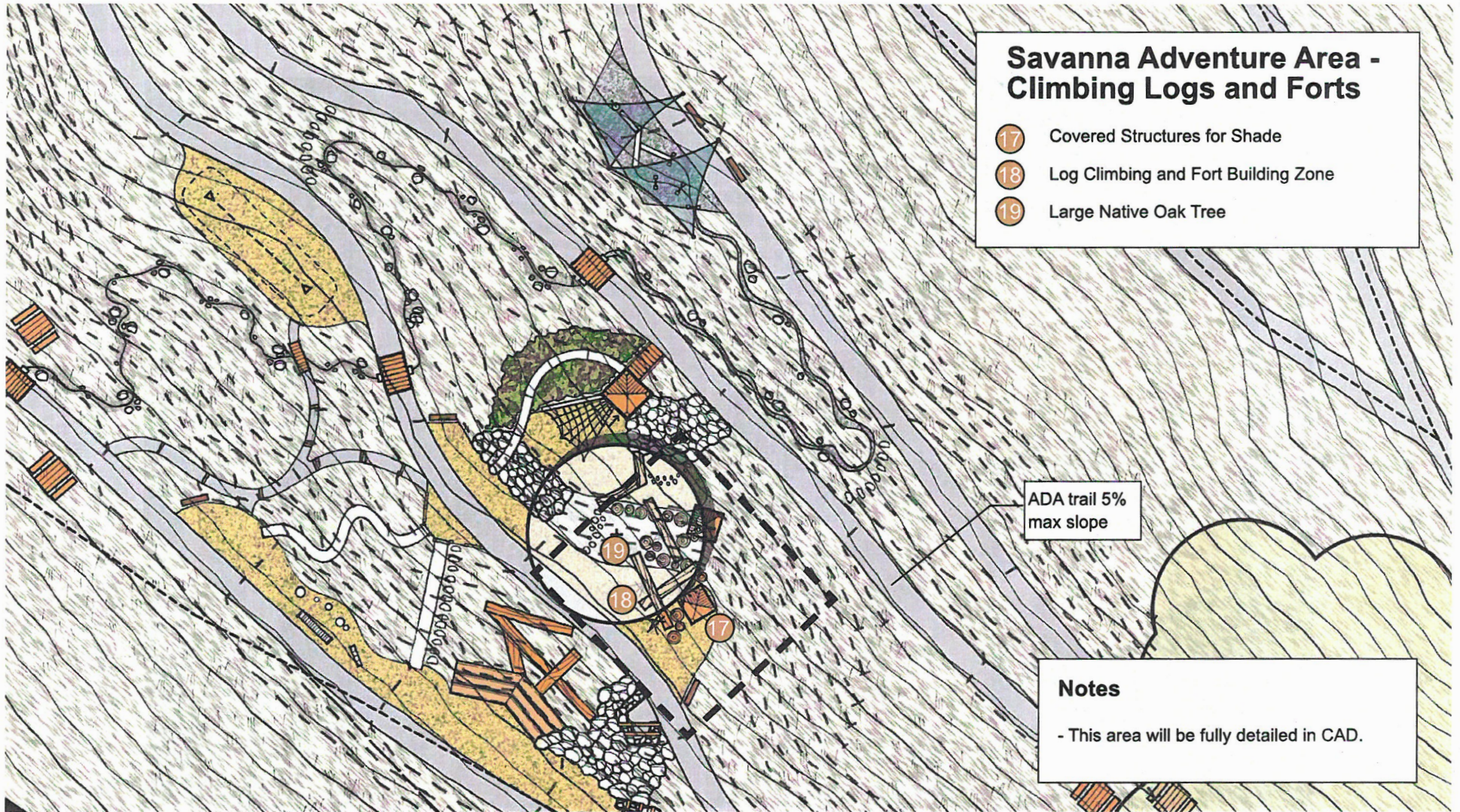


## Savanna Adventure Area - Oak Landmark Tower



Accessible Bridge to Landmark Tower - Example







## Savanna Adventure Area - Climbing Logs and Forts



Crisscross Log Climber - Example



## Savanna Adventure Area - Climbing Logs and Forts



Log Plank Pathway- Example

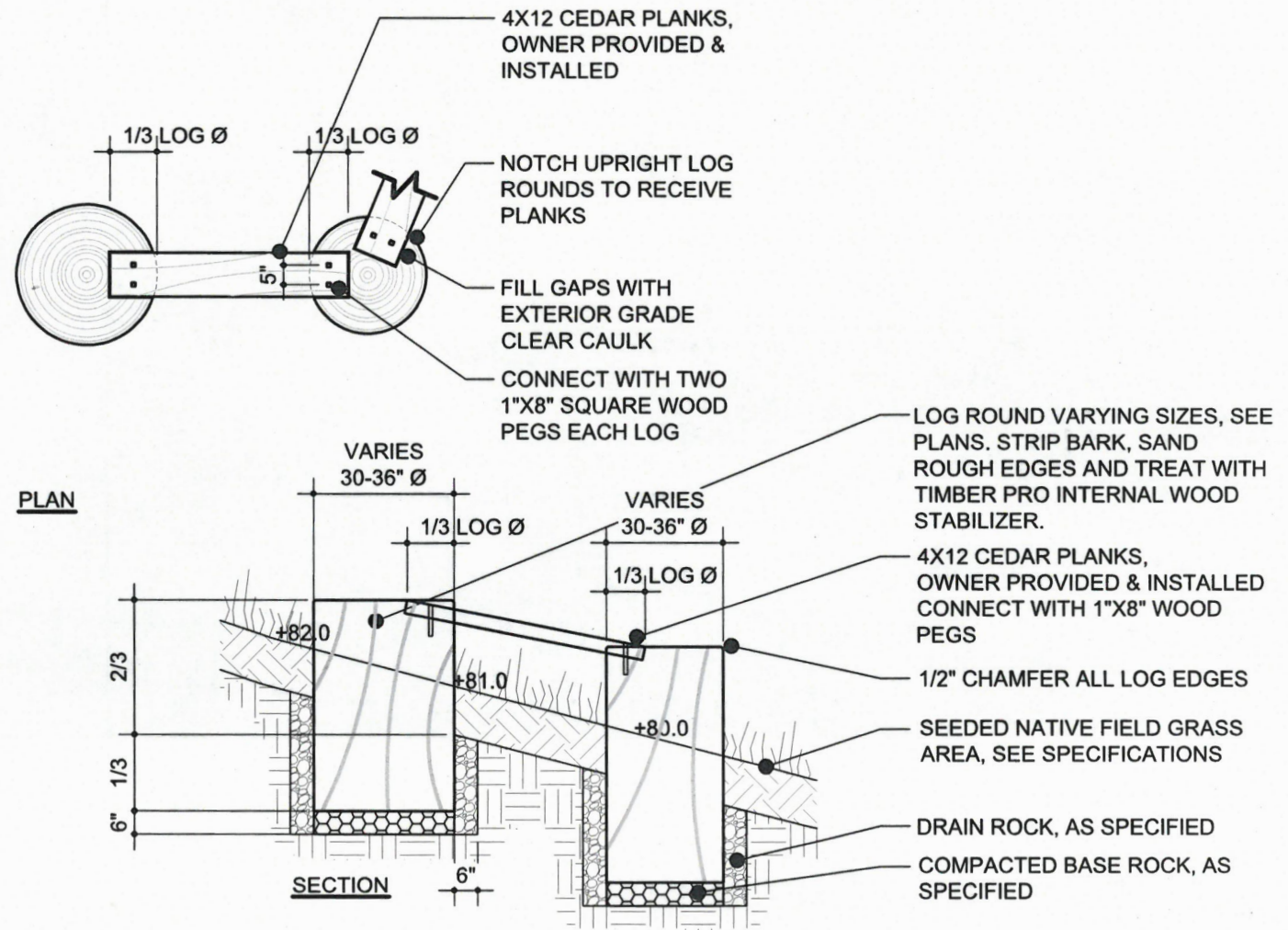


## Example Detail - not specific to this project, for character only.

## Savanna Adventure Area - Climbing Logs and Forts

### NOTES:

1. SEE SITE PLAN FOR LOG PLACEMENT. FINAL PLACEMENT OF ALL LOGS WILL BE APPROVED IN THE FIELD BY THE OWNER'S REP.
2. BURY A MIN. OF 1/3 OF OVERALL MASS OF LOG BELOW LOWEST ADJACENT GRADE. LOG MUST REST IN A STABLE POSITION FULLY SUPPORTING ITS OWN WEIGHT. SUBGRADE AND SURROUNDING SOIL MUST BE STABLE AND CAPABLE OF SUPPORTING LOG WITHOUT SETTLING OR MOVEMENT.
3. LOG MUST BE FREE OF SPLINTERS, WARPING OR CHECKING OVER 1/2".
4. REMOVE ALL BRANCHES, STUMPS AND KNOTS.



Log Plank Pathway- Example Detail



## Savanna Adventure Area - Climbing Logs and Forts



Log Steppers - Example

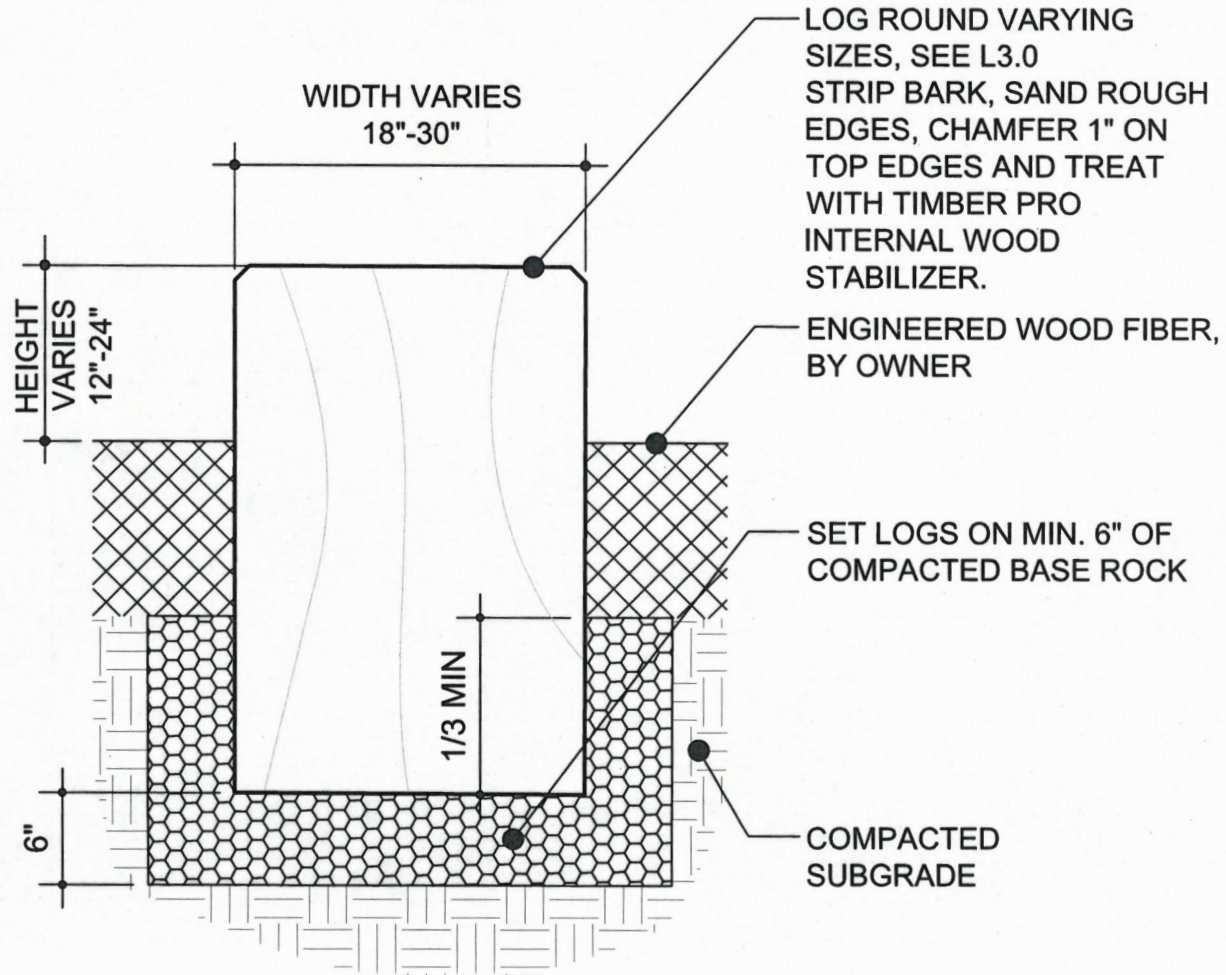


Example Detail - not specific to this project, for character only.

## Savanna Adventure Area - Climbing Logs and Forts

### NOTES:

1. SEE L3.0 FOR LOG PLACEMENT.
2. FINAL PLACEMENT OF ALL LOGS MUST BE APPROVED IN THE FIELD BY THE OWNER'S REP.
3. BURY A MIN. OF 1/3 OF OVERALL MASS OF LOG INTO SUBGRADE. LOG MUST REST IN A STABLE POSITION FULLY SUPPORTING ITS OWN WEIGHT. SUBGRADE AND SURROUNDING SOIL MUST BE STABLE AND CAPABLE OF SUPPORTING LOG WITHOUT SETTLING OR MOVEMENT.
4. LOGS MUST BE FREE OF SPLINTERS, WARPING OR CHECKING OVER 1/2"
5. REMOVE ALL BRANCHES, STUMPS AND KNOTS.



Log Steppers - Example Detail



## Savanna Adventure Area - Climbing Logs and Forts



Fort Building - Example

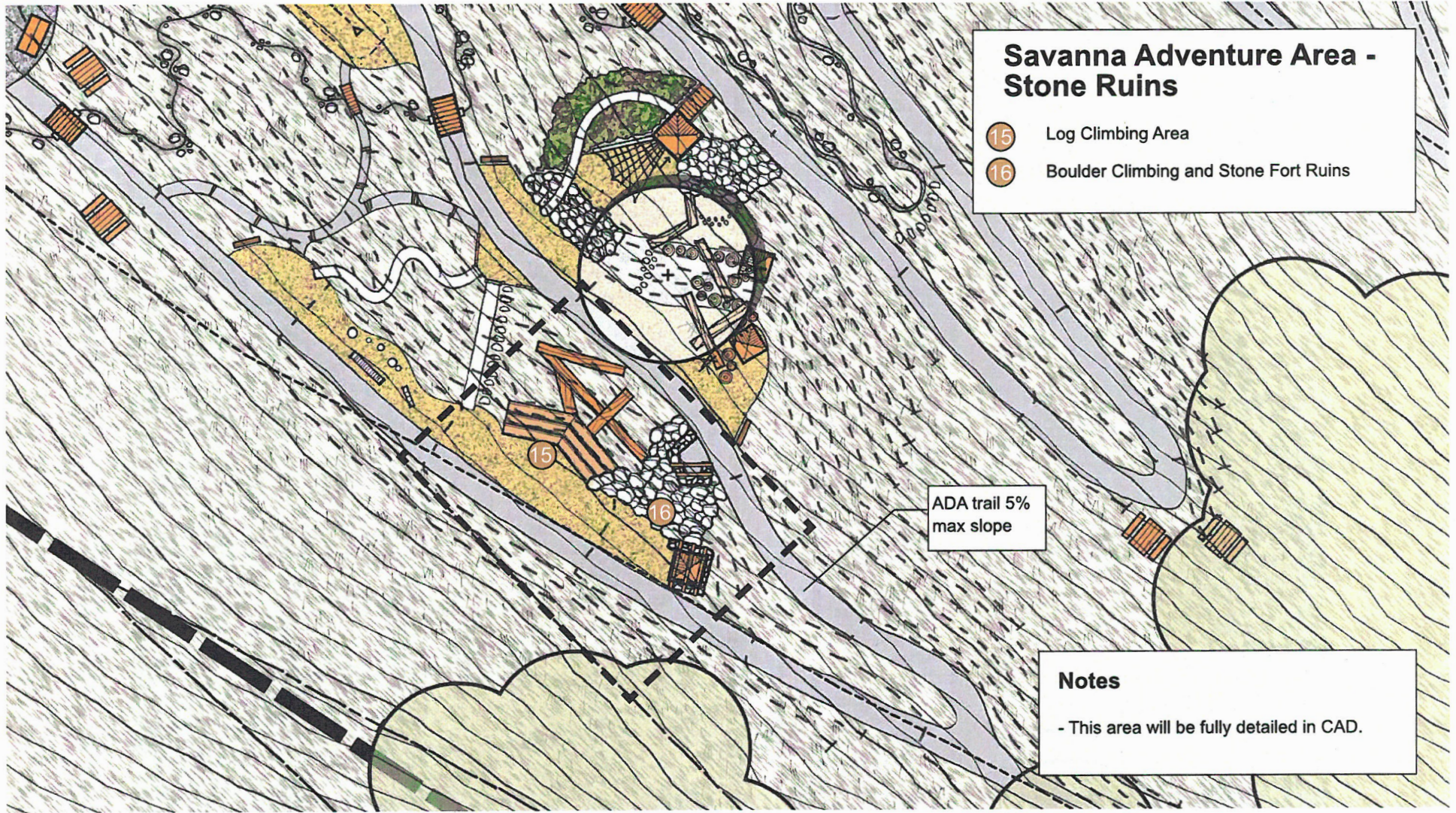


## Savanna Adventure Area - Climbing Logs and Forts



Fort Building Platforms with Posts - Example





**Savanna Adventure Area - Stone Ruins**

- 15 Log Climbing Area
- 16 Boulder Climbing and Stone Fort Ruins

ADA trail 5% max slope

**Notes**  
- This area will be fully detailed in CAD.



## Savanna Adventure Area - Stone Ruins



Horizontal Climbing Logs - Example



## Savanna Adventure Area - Stone Ruins

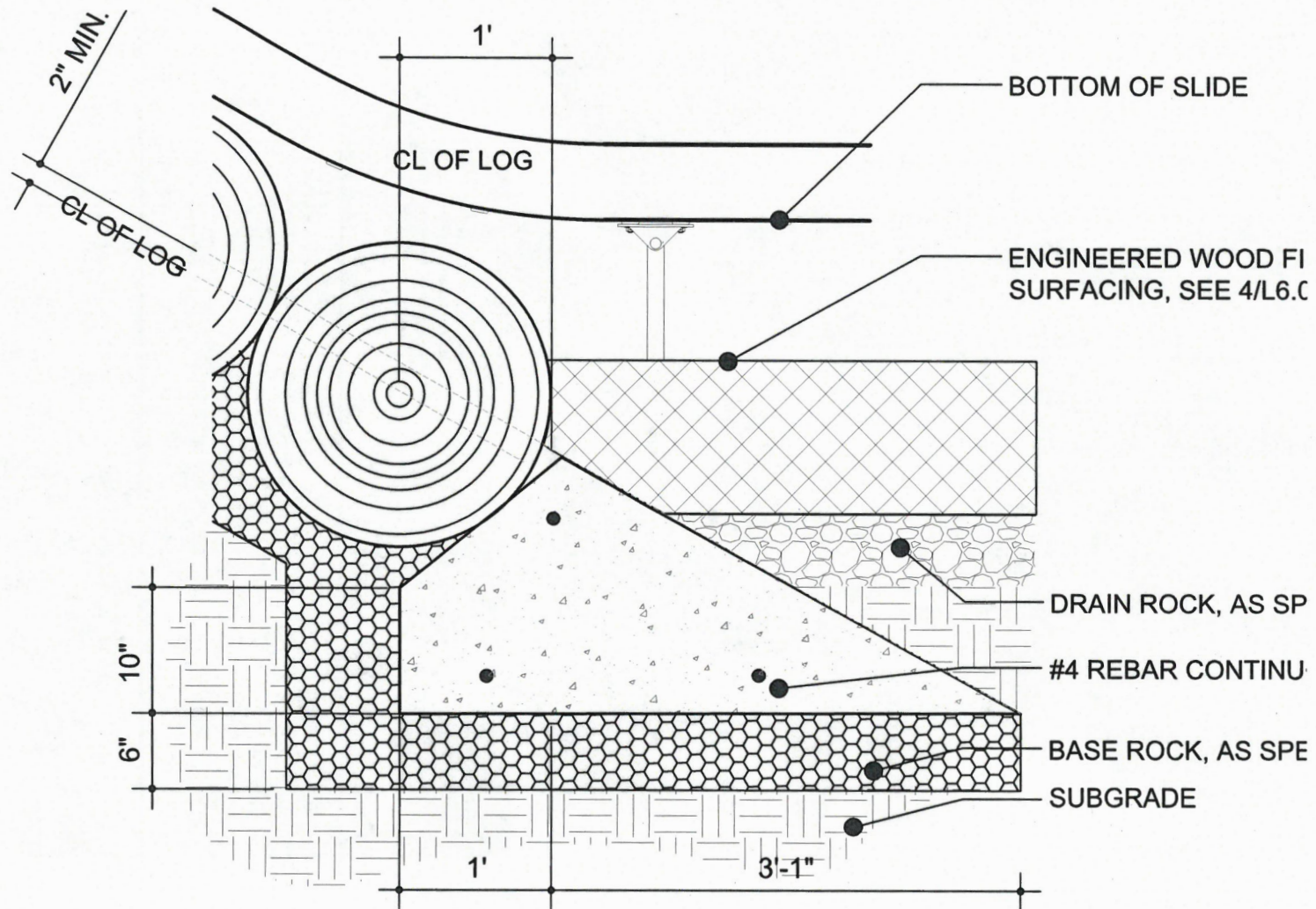


Horizontal Climbing Logs - Example



Example Detail - not specific to this project, for character only.

## Savanna Adventure Area - Stone Ruins



Horizontal Climbing Log Footing - Example Detail



## Savanna Adventure Area - Stone Ruins



Balancing Logs on Hill- Example

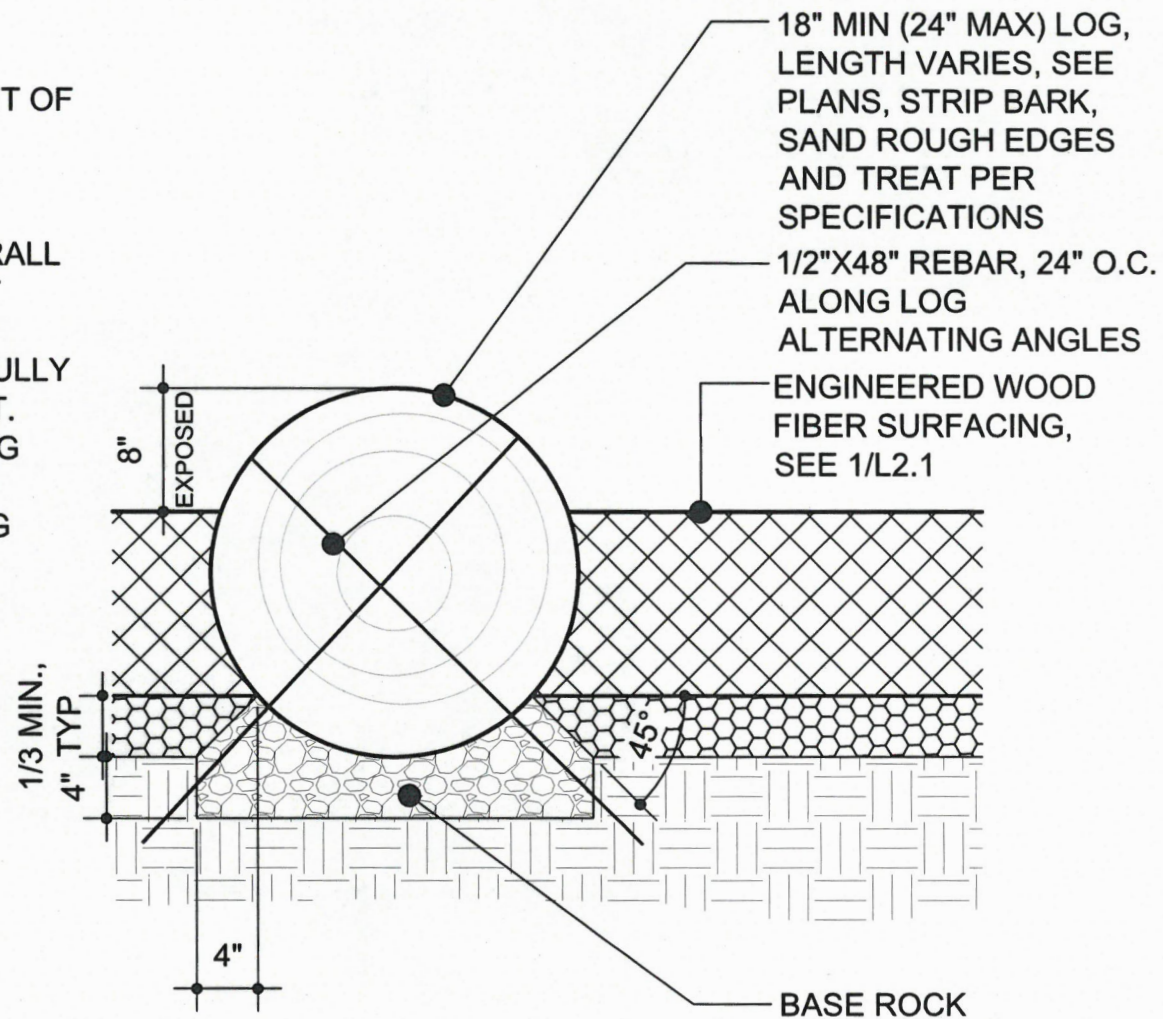


Example Detail - not specific to this project, for character only.

## Savanna Adventure Area - Stone Ruins

NOTES:

1. SEE SITE PLAN FOR LOG PLACEMENT. FINAL PLACEMENT OF ALL LOGS WILL BE APPROVED IN THE FIELD BY THE OWNER'S REP.
2. BURY A MIN. OF 1/3 OF OVERALL MASS OF LOG BELOW LOWEST ADJACENT GRADE. LOG MUST REST IN A STABLE POSITION FULLY SUPPORTING ITS OWN WEIGHT. SUBGRADE AND SURROUNDING SOIL MUST BE STABLE AND CAPABLE OF SUPPORTING LOG WITHOUT SETTLING OR MOVEMENT.
3. REBAR COUNTERSET 1" AND GAP FILLED WITH WOOD FILLER.
4. LOG MUST BE FREE OF SPLINTERS, WARPING OR CHECKING OVER 1/2".
5. REMOVE ALL BRANCHES, STUMPS AND KNOTS.



Balancing Log at Grade - Example Detail



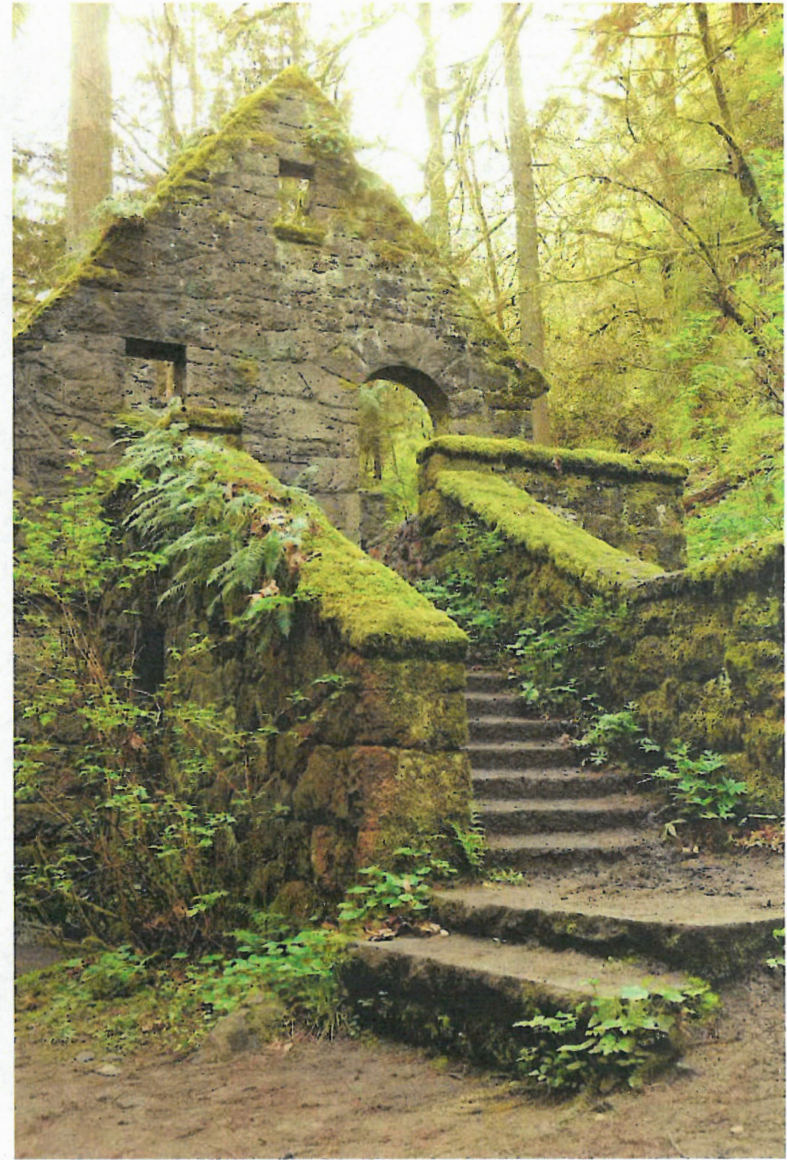
## Savanna Adventure Area - Stone Ruins



Stone Ruins - Example

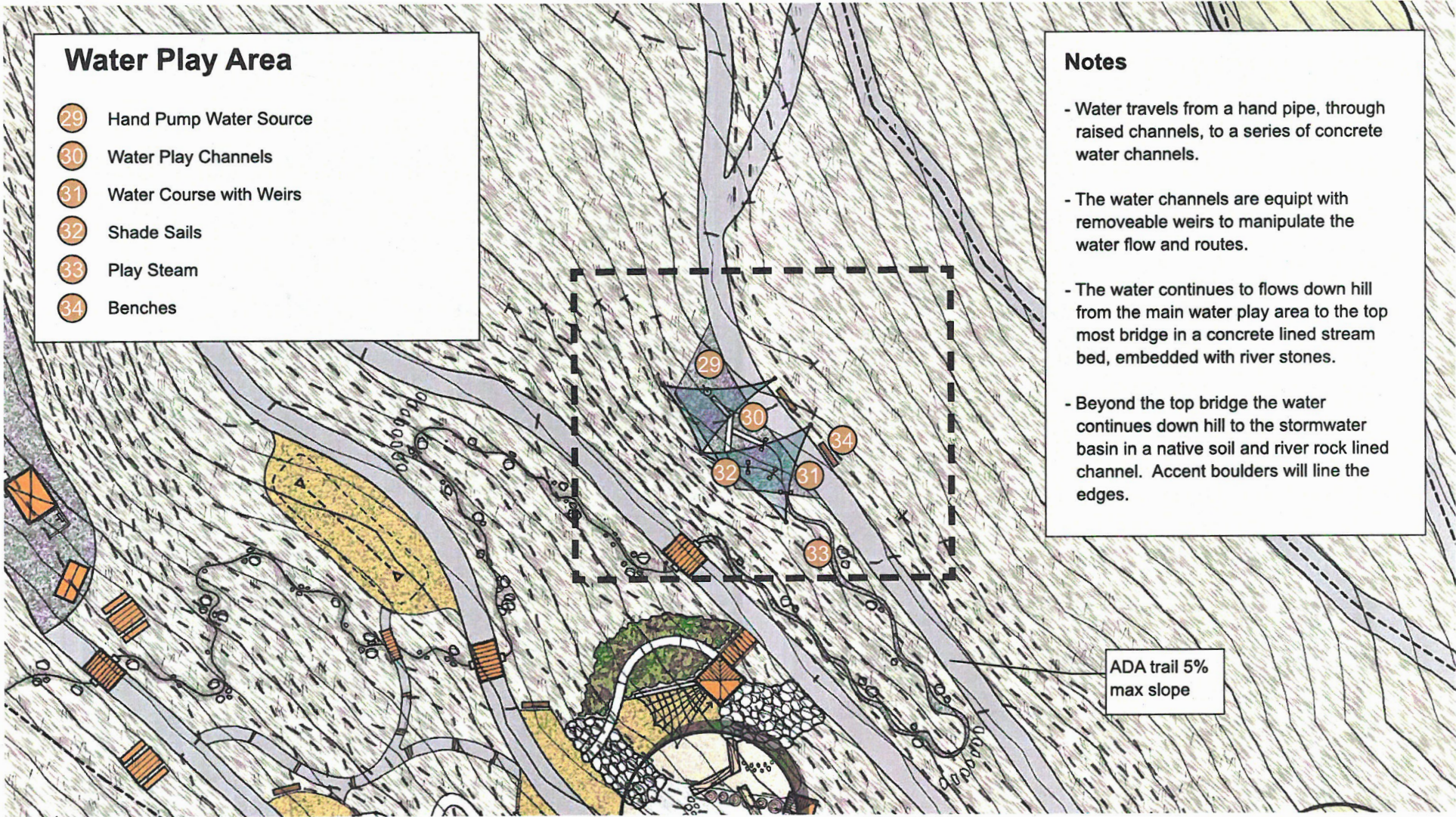


## Savanna Adventure Area - Stone Ruins



Stone Ruins - Example





### Water Play Area

- 29 Hand Pump Water Source
- 30 Water Play Channels
- 31 Water Course with Weirs
- 32 Shade Sails
- 33 Play Steam
- 34 Benches

### Notes

- Water travels from a hand pipe, through raised channels, to a series of concrete water channels.
- The water channels are equipt with removeable weirs to manipulate the water flow and routes.
- The water continues to flows down hill from the main water play area to the top most bridge in a concrete lined stream bed, embedded with river stones.
- Beyond the top bridge the water continues down hill to the stormwater basin in a native soil and river rock lined channel. Accent boulders will line the edges.

ADA trail 5% max slope



# Water Play Area

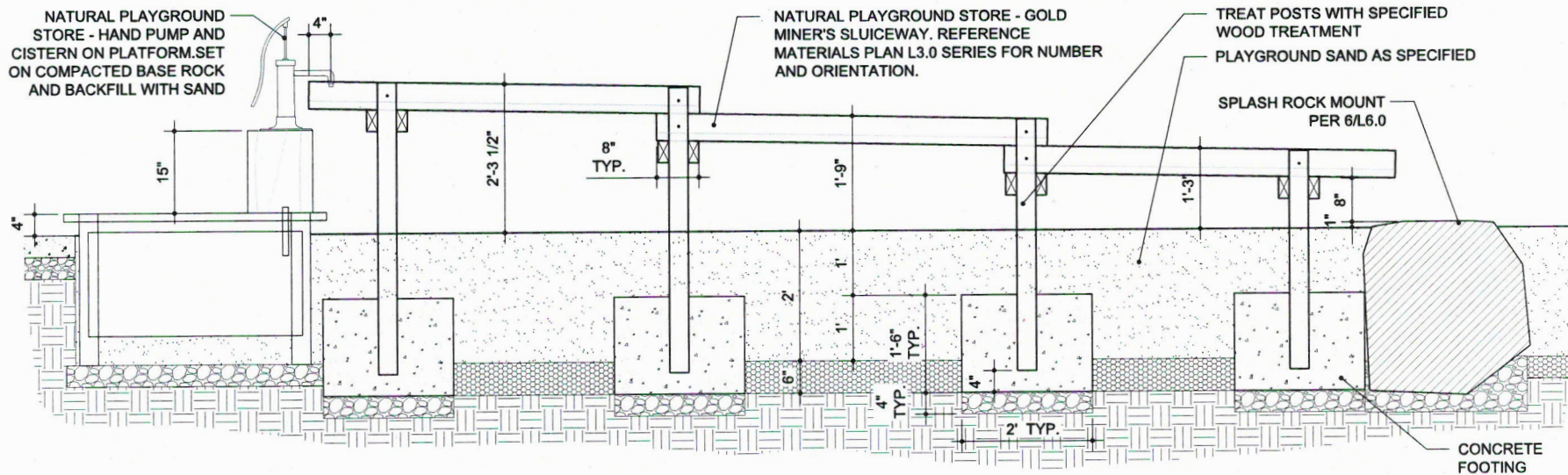


Water Pump and Raised Channel - Example



Example Detail - not specific to this project, for character only.

# Water Play Area



Water Pump and Raised Channel - Example Detail



## Water Play Area



Concrete Channel and Weirs - Example



## Water Play Area



Concrete Water Course - Example



## Water Play Area

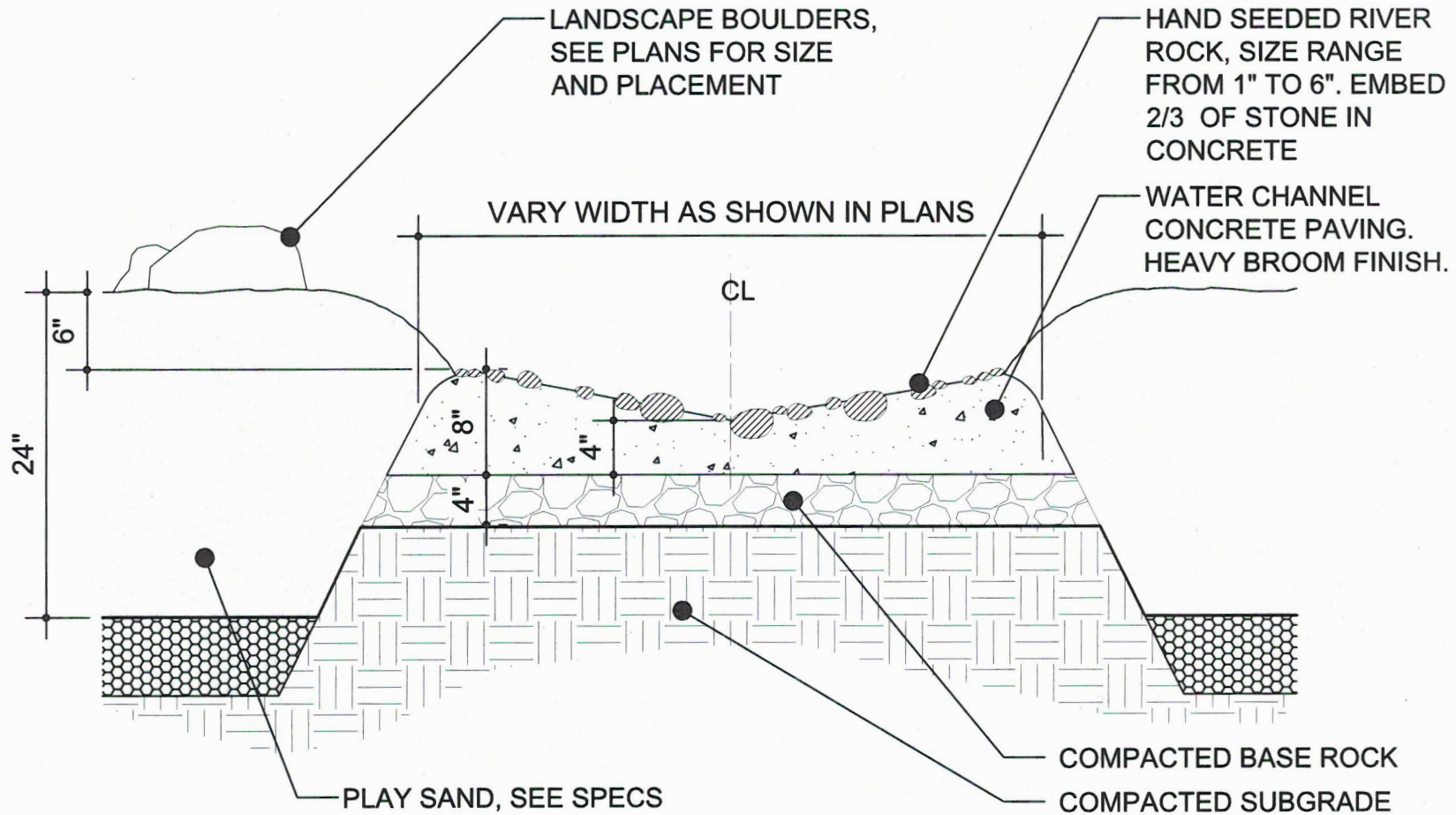


Concrete Play Stream - Example



Example Detail - not specific to this project, for character only.

## Water Play Area



Concrete Play Stream - Example Detail



## Water Play Area



River Rock Lined Play Stream - Example



## Water Play Area



Shade Sails - Example

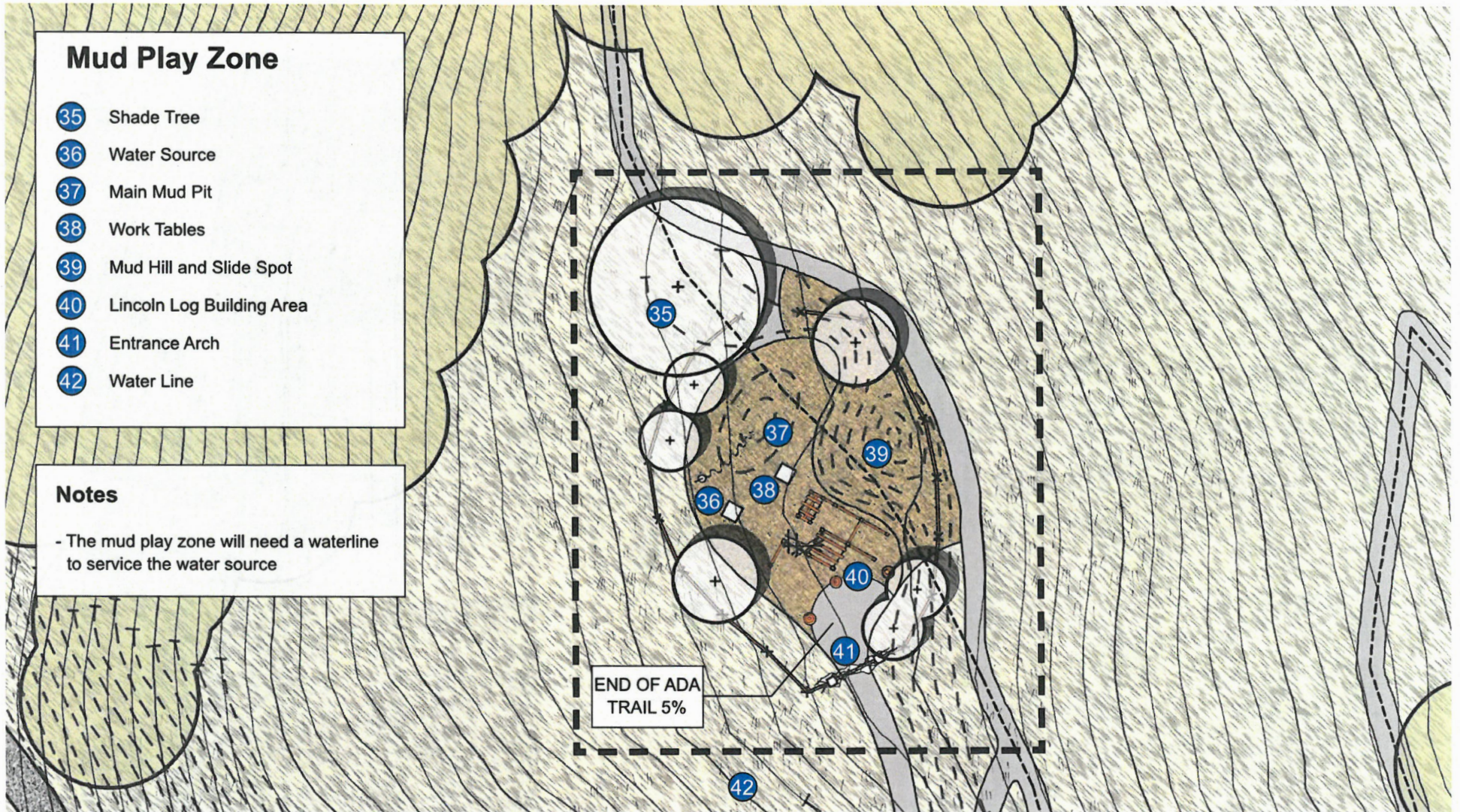


## Mud Play Zone

- 35 Shade Tree
- 36 Water Source
- 37 Main Mud Pit
- 38 Work Tables
- 39 Mud Hill and Slide Spot
- 40 Lincoln Log Building Area
- 41 Entrance Arch
- 42 Water Line

### Notes

- The mud play zone will need a waterline to service the water source





## Mud Play Zone



Water Pump and Foot Rinsing Station - Example



## Mud Play Zone



Work Tables - Example



## Mud Play Zone



Mud Pit - Example



# Mud Play Zone



Mud Pit - Example



## Mud Play Zone



Mud Slide - Example



# Mud Play Zone



Loose Parts Building - Example



## Mud Play Zone



Loose Parts Building - Example



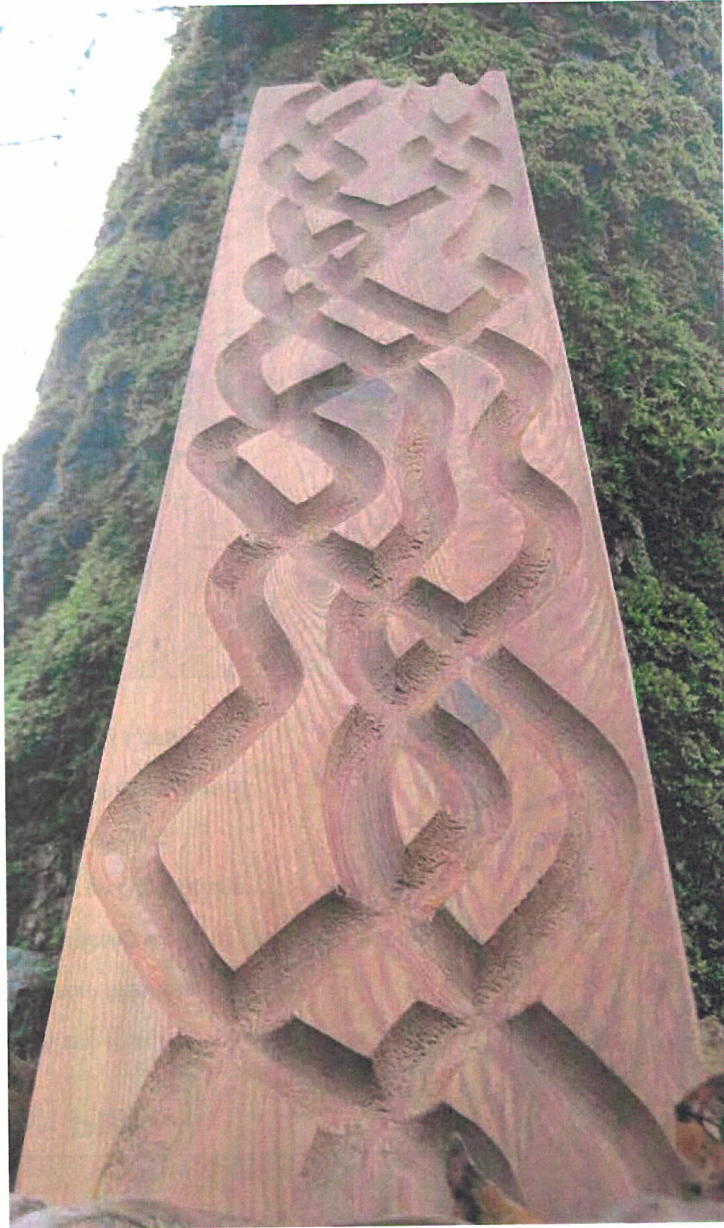


- ### Oak Plaza
- 43 Acorn Run Through Field Grass
  - 44 Acorn Mashers
  - 45 Retaining Wall with Ball Drop Feature
  - 46 Interpretive Signage
  - 47 Glider Swing
  - 48 Short Retaining Wall
  - 49 Lending Library

ADA trail 5%  
max slope



## Oak Plaza



Acorn Run - Example





# Oak Plaza



Acorn Drop - Example



## Oak Plaza



Acorn Drop - Example



## Oak Plaza



Acorn Masher - Example



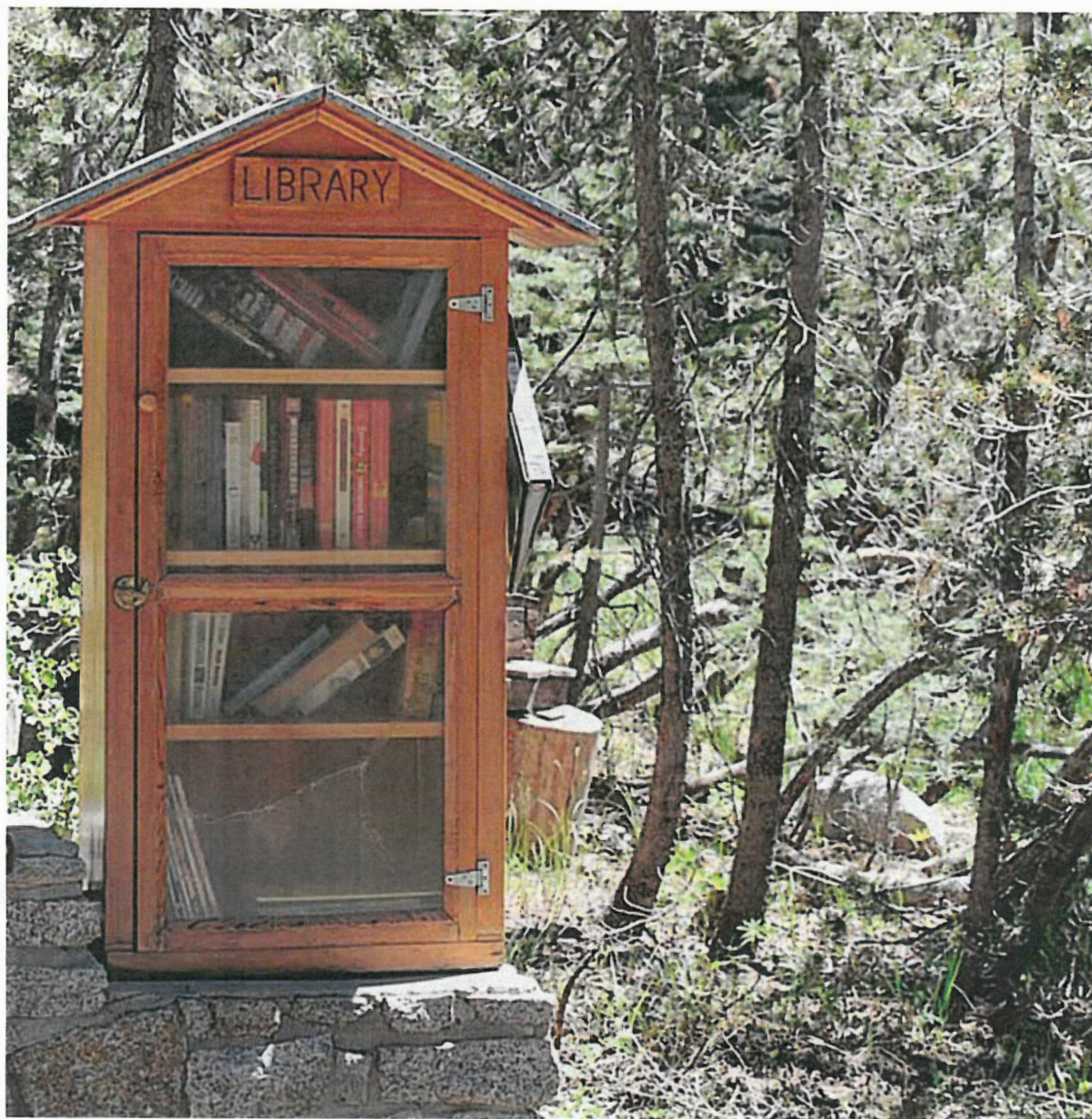
## Oak Plaza



Glider Benches - Example



## Oak Plaza



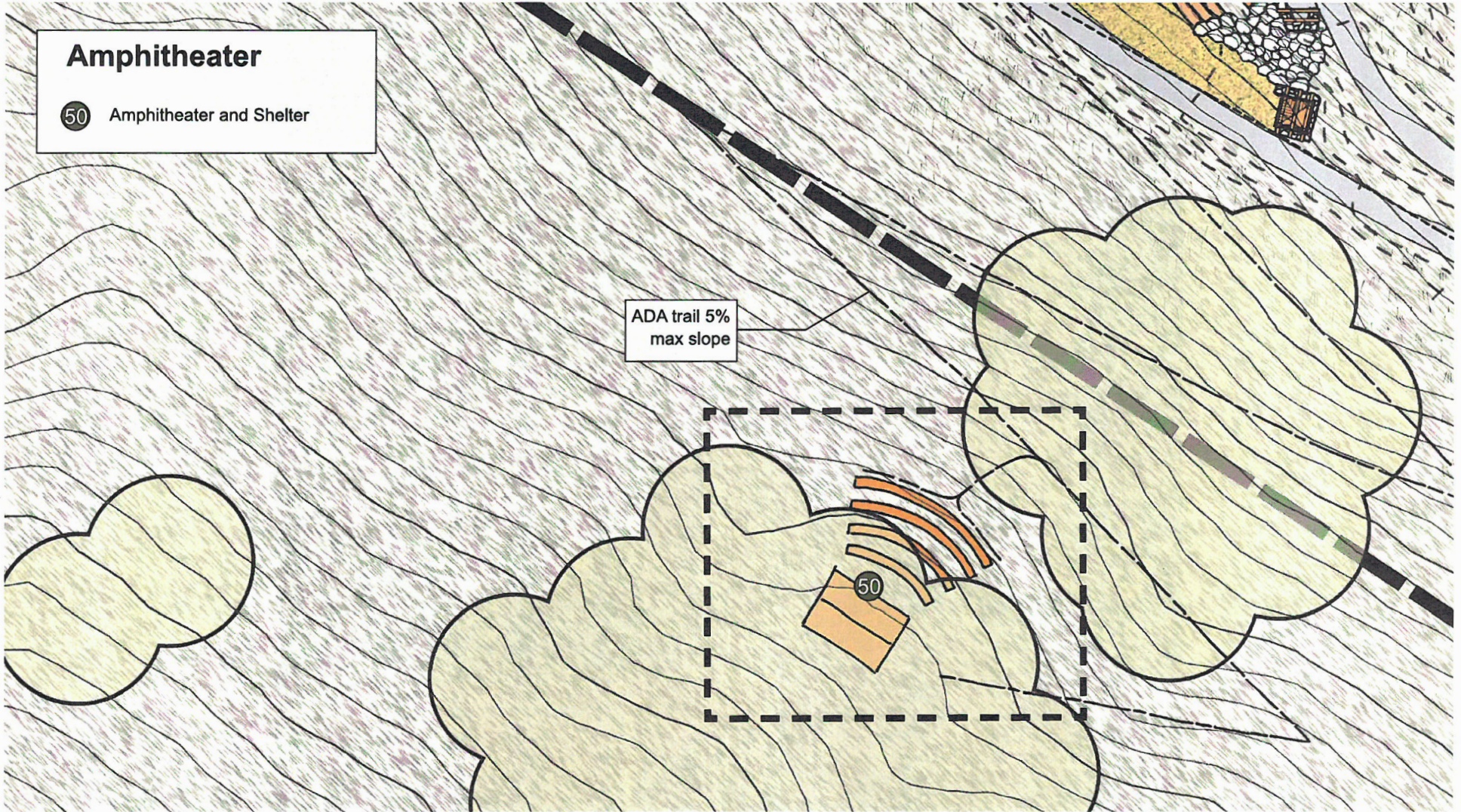
Lending Library - Example



# Amphitheater

50 Amphitheater and Shelter

ADA trail 5%  
max slope





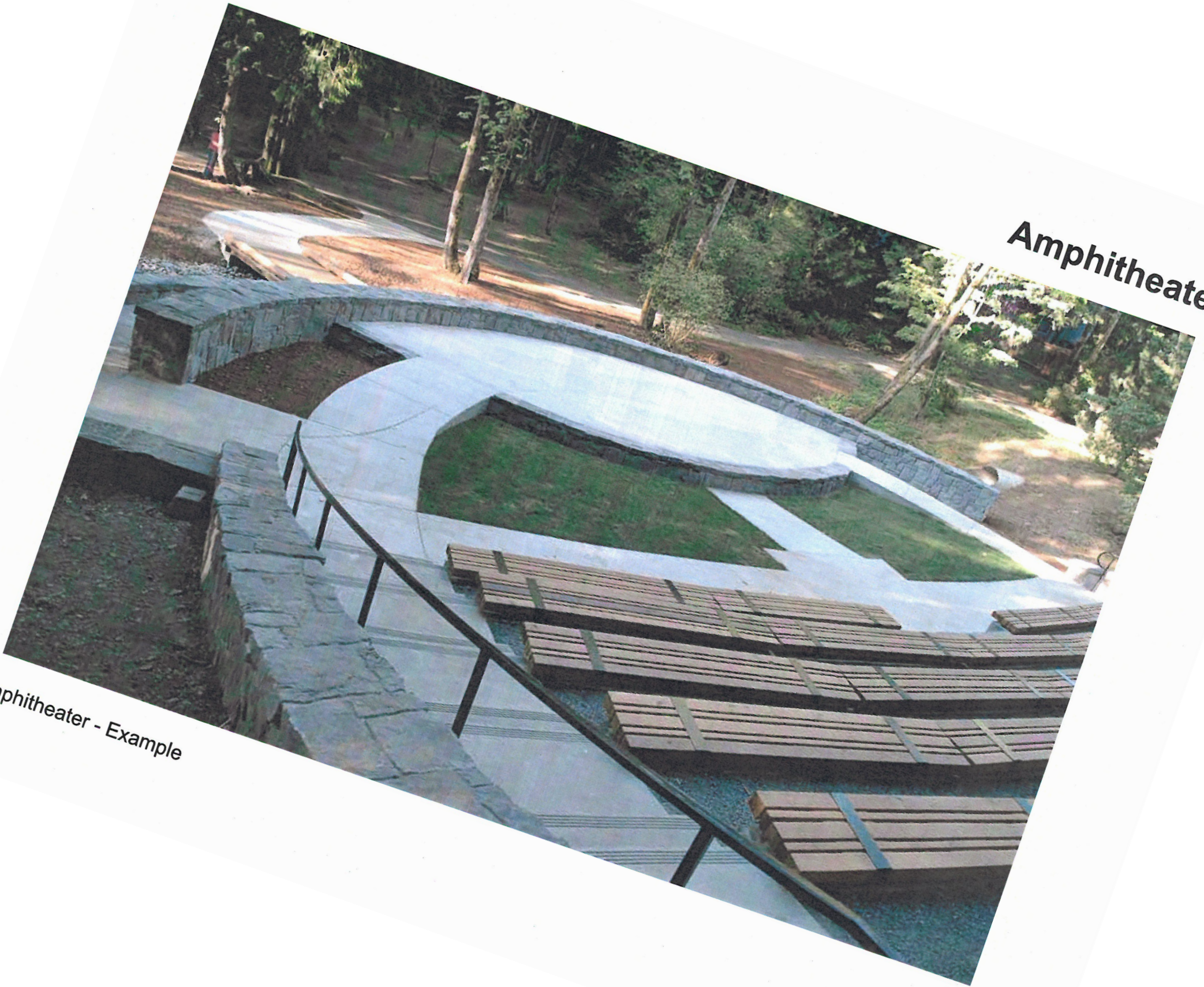
# Amphitheater



Amphitheater - Example



**Amphitheater**



**Amphitheater - Example**



# Amphitheater

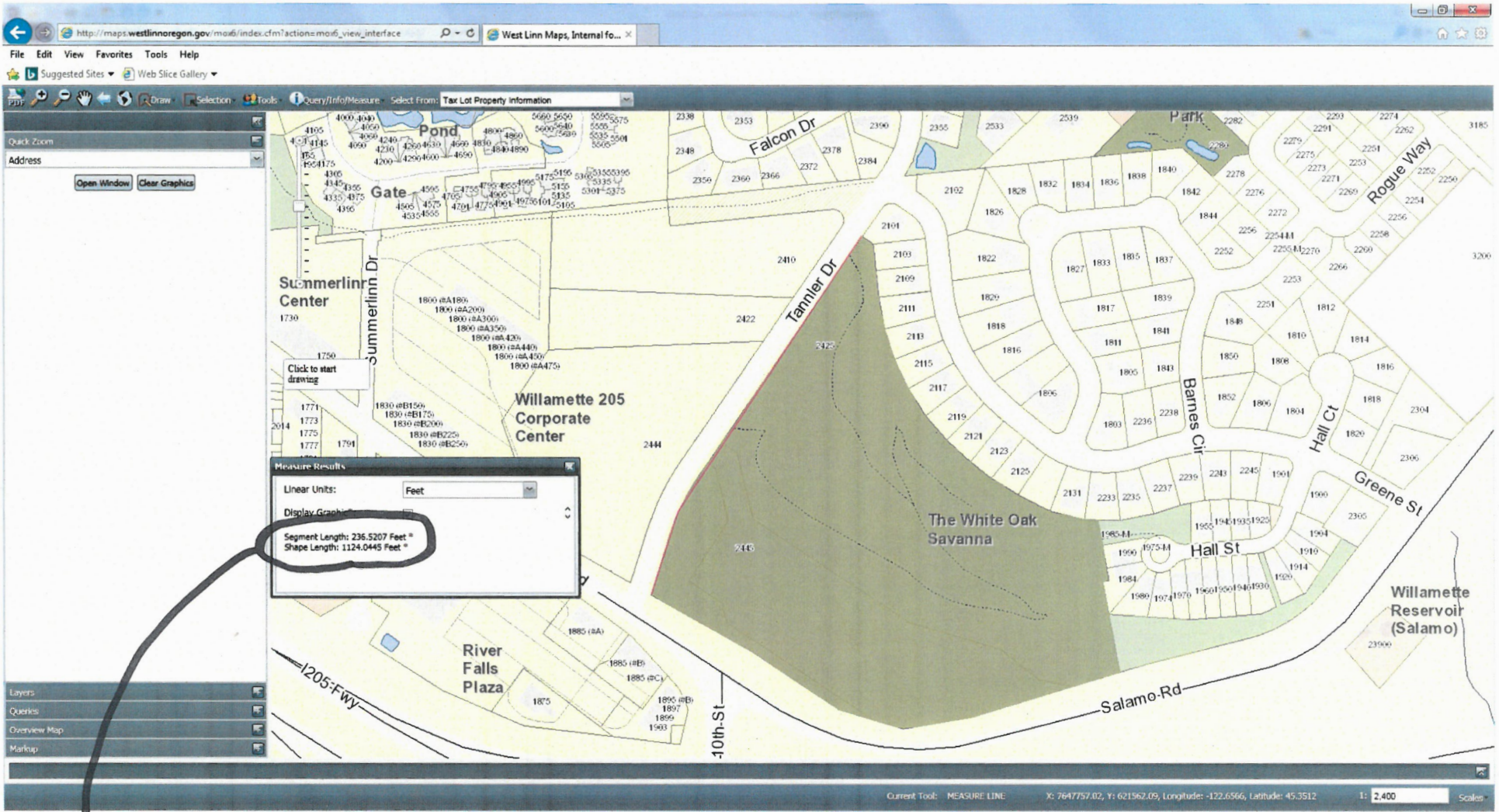


Amphitheater - Example









TANNER DR. ON STREET PARALLEL PARKING  
 1124' - OVER 45 SPACES @ 24' LONG SPACES







CHAPTER 48 ACCESS, EGRESS AND CIRCULATION

48.080 Bicycle and Pedestrian Circulation

- A. Within all multi-family developments (except two-family/duplex dwellings), each residential dwelling shall be connected to vehicular parking stalls, common open space, and recreation facilities by a pedestrian pathway system having a minimum width of six feet and constructed of an all-weather material. The pathway material shall be of a different color or composition from the driveway. (Bicycle routes adjacent to the travel lanes do not have to be of different color or composition.)

**Response:** Multi-family dwellings are not proposed as part of this application. Nevertheless, a trail system is being provided on-site connecting activity areas. The trails on-site will be mostly 6 to 8 feet wide and composed of asphalt, a durable all-weather material.

- B. Bicycle and pedestrian ways within a subdivision shall be constructed according to the provisions in Section 85.200(A)(3)(e) of this Code.

**Response:** A subdivision is not proposed as part of this application. Therefore, the standard does not apply.

- C. Bicycle and pedestrian ways at commercial or industrial sites shall be provided according to provisions of Chapter 55, Design Review. (AMENDED PER ORD. 1463; 10/00)

**Response:** The site is not a commercial or industrial site. Thus, the criterion does not apply.

CHAPTER 54 LANDSCAPING

All landscape planting will be with native plants, and done in the field, with plant materials chosen at the time of installation to return disturbed areas to natural conditions that existed before work began, therefore no landscape plan will be provided. The Parks Department has a well-established history of using a more than adequate amount of planting material and this project will be no exception.

54.020 Approval Criteria

- A. Every development proposal requires inventorying existing site conditions which include trees and landscaping. In designing the new project, every reasonable attempt should be made to preserve and protect existing trees and to incorporate them into the new landscape plan. Similarly, significant landscaping (e.g., bushes, shrubs) should be integrated. The rationale is that saving a 30-foot tall mature tree helps maintain the continuity of the site, they are qualitatively superior to two or three 2-inch caliper street trees, they provide immediate micro-climate benefits (e.g., shade), they soften views of the street, and they can increase the attractiveness, marketability, and value of the development.

**Response:** All of the native oak trees will be saved. The playground is being built in an open field.

ADDED  
THIS FOR  
LANDSCAPE PLAN

REQ



BEU

PHOTOGRAPH BEU

LTR 2015

10050





## CHAPTER 48 ACCESS, EGRESS AND CIRCULATION

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