

McLaren Bike Park Community Workshop #2

July 28, 2011

John McLaren Elementary School
2055 Sunnydale Ave., San Francisco

Purpose of Meeting:

SFRPD staff, SFUR members, Alpine Bike Parks design consultant, and about 22 members of the community gathered to view and discuss three conceptual design alternatives for McLaren Bike Park. Inspirational images of a variety of potential park features were also discussed. From the feedback gathered at the workshop, a single preferred conceptual design will be developed for further community review.

Community Comments:

Note – multiple comments that were very similar have been listed here only once. Contrary comments have been listed together for comparison.

Comments on Alternative Options:

- Maybe the single large pump track in Option A can be subdivided into a youth-oriented and more advanced areas
- Options A & B are trying to squeeze too many things in, might cause a bottleneck
- Options A & B are good because they break up the features with vegetation in between – makes small runs less intimidating and keeps chucked bikes from going into another feature
- Option C would allow the park to evolve, starting small then adjusting future features depending on needs
- Option A: like the terrain park part of it, with less pump track
- Maybe a hybrid of A and B - Like the trail side of Option B, with the terrain of Option A
- Option C is too hectic with every type and ability mixed together
- Option A is good, just add a sessions area and slalom course
- On Option C, the lime green trail around the Girls Academy is probably unsafe. That side should be locked off to direct all visitors to a nice primary entry

Comments on Features:

- Two pump tracks could offer varying levels of challenges – one could be for beginners only.
- Don't need two pump tracks – they would take up too much space – need space for a sessions area instead
- Parking at the bottom, near kids' area, is helpful for families

- Dirt features allow shaping and changing over time...the ribbon cutting is just the beginning of the park's design!
- Add optional lines and different routes down the hill
- A feature at the bottom of a run can only be used once before having to go all the way up to the top again, as opposed to a sessions area where a feature can be practiced over and over
- XC trails are already available elsewhere, so let's get something unique here
- Provide rest stops along the way
- Provide a sessions area at the bottom of the terrain run – will also be a social area
- Sessions area with volcano, quarter pipe, etc., would be great, but it should be separate from the runout of the downhill trails to avoid conflicts. Maybe better at top as a warm up area
- Like the terrain stuff, tabletops
- A portion of each hour could be open to kids only – community policed
- Like narrow, Whistler-type stuff that is enjoyable on big wheels
- More pumping and moving across the hill, less straight-down jumps run
- Rolling berm to berm is fun
- For the family interpretive trail, use existing rock outcroppings on the hill
- Restrooms far away from the road might be a safety/security hazard
- The park will bring 'eyes and ears' to the neighborhood, but still be smart about avoiding hidden spaces
- Need good bike racks near the restroom (maybe those ones that have a chain built in, so you just need a padlock – or racks made out of recycled parking meters with loop arms welded on)
- Picnic/social areas, seating areas for parents
- Control potential "escape routes" for thefts. Perimeter fencing will help deter quick getaways.
- Bollards to control vehicular access
- Input from kid attendees: bridge features, squirrel catcher, whale tail, tight and technical features are all awesome! Radical tricks!
- Try for broad appeal to attract users
- This park looks to be geared towards middle school on up. Provide gradual progression of difficulty for people as they acquire skills
- Park should offer something rideable for 4+ age
- Don't separate users because BMXers and MTBers like to mix it up together. There's a lot of overlap, many people use both kinds of bike, and they respect each other
- Can there be classes there to learn new skills? (yes, the park will be programmed through SFRPD)

- 20" bikes are more accessible for kids because the base bike can be cheaper than big wheels
- Features should be designed to accommodate 20" and 26" wheels – 26" riders need education on how to set their bikes up for the features
- Typically the BMX community welcomes newcomers and kids; shows them the ropes
- Good double black diamond features on downhill area, naturalistic is preferable
- Also mid-sized features for older folks – fun stuff, not all gigantic
- Welcoming to women shredders too
- Want drinking fountains
- Balance vegetation with usable space – consider that trees might present a security risk

Comments on Neighborhood Context:

- Sunnydale is being redeveloped – will be a mix of market rate and low income units, density will increase. So a lot more potential park users in the future
- Sunnydale needs a sidewalk – consider pedestrian corridors along edge of park and access to park for non-riders
- Street calming measures that are planned for Sunnydale should be incorporated into park plan
- CLAER Project, a local support group, can be a bridge builder to connect the park project to the Sunnydale neighborhood. We don't want to polarize people, keep it unified to benefit everybody

Next Steps:

- DPW needs to do soils tests on the site
- SFRPD is starting the process of due diligence on the site, assessing potential environmental constraints
- Come support the project at October's SFRPD Board meeting, and attend the 3rd community workshop around September 1st (exact time and location TBD)