

**ADA ACCESSIBILITY REVIEW BOARD
MINUTES
July 28, 2009
Human Relations Conference Room
10:15 A.M.**

Disclaimer: The ADA Accessibility Review Board is a citizen board volunteering their time to give necessary feedback on projects of the City which may have an impact on Title II of The American's with Disabilities Act. The intent of the review is not to evaluate complete compliance with an accessibility standard, but to ensure overall programmatic accessibility. The Board is not presented all the information and is not given sufficient time for a thorough review. The Board's review is merely cursory and should only be considered a recommendation of the Board. The Board recommendation should not be considered a certification that the project meets ADA standards. The Board only reviews the project based on The American's with Disabilities Act Accessibility Guidelines and other U.S. Access Board guidance and does not address any local codes, such as any building codes or fire and safety codes. Any conflicts in local codes should be addressed by the appropriate parties.

CALL TO ORDER

Chairperson Hoy called the meeting to order at 10:17 a.m.

Board members present: Sarah Aldinger, Matt Cain, John Faundeen, Doug Hoy, Page Hudson, Eric Kritzmire, and Dennis Theel.

Board member(s) absent: None

Staff present: Colwill and Garry

Guests present: Tory Miedema, SF Parks & Rec, Brad Ludens, City Engineering and Andy Wagstrom, Stockwell Engineers.

APPROVAL OF MINUTES

Theel moved to approve the minutes from the June 30, 2009, meeting. Kritzmire seconded. Motion passed by unanimous vote.

UNFINISHED BUSINESS

No unfinished business was discussed.

NEW BUSINESS

Family Park plan review – Located at the northeast corner of 12th Street and Tea/Ellis Road intersection – 85 acres. This is property used by Soukup Construction as a mining and crushing operation. The area has an east and west pond and a larger 'lake' on the south end along 12th Street (the 'lake' will remain private property). They closed the operation in 2008 and donated the land to the City. One pond is 'Grandpa's Pond' and the other is 'Cousins Pond'.

SD Game, Fish, & Parks (GF&P) was looking for an urban area to expand their fisheries and when a project fell through on the western side of SD they diverted the funding to this project - \$400,000. The east and west ponds will be stocked with 7,500 catchable trout twice per year.

This isn't a City project yet as it hasn't been added to the CIP. The plan is to use the GF & P's \$400,000 to get it opened up with the minimum number of improvements to get it operational. Then depending on the amount of use and the CIP money available, the City will follow through with more improvements, for example, the paving of all the streets and parking lots, walking trails and adding restrooms.

Andy with Stockwell Engineers has been working on the first phase of the project and is bringing it to this Board for review and input. Bids will go out the first part of October '09.

The project will include site grading in the NW corner and building an access road from the Tea/Ellis Road into the north side of the ponds. The site was a bury site so there won't be any cutting/digging done; it will be built up with materials brought in. There will be six inches of gravel surfacing throughout with the exception of the accessible parking areas will be hard surfaced, with thickened edge concrete sidewalk and drop curbs for access. There will be concrete hard surfacing for the four floating accessible fishing piers; two 40' on the north side – one on each pond and two 20' foot fishing piers on the south side of each pond. The access trails to the 40' fishing piers will be hard surfaced to provide access to the area. The trail contains switchbacks to allow for getting the grade to meet the 5% or less required by the ADA. A gravel walking trail will be graded from the northwest corner of the pond around both ponds and will connect to 12th Street to allow an easy access into the park. Also as part of this project, quartzite fishing piers will be added. These are big quartzite boulder fishing piers – six will be constructed with no defined path until a later phase.

The fishing piers are the standard GF & P piers, fully accessible and the pathways to them will be accessible. The quartzite piers will not be as accessible. The loop going around the south side will not be paved in this phase. The access to the launch area meets accessible grade down to it though at the water it drops off.

In the future when the street is added on the north, access into the area will change to a right-of-way, and the access will be straightened out having access from the future street.

A concern about the creek flooding and washing out the path on the south side was voiced. The creek will stay on the south side of the pathway and once they are ready to pave the path they can review to see if armoring of the bank will be necessary and do it at that time.

There will be no swimming allowed in the ponds along with no motorized vehicles/boats. When the City gets the project in the CIP, steps will be taken to annex the area into the city. Signs will be posted along the south side where it is private property and split rail fence where crossing into the private area would be easily done if not for the fencing.

The pathways will be cleared during the winter to allow for accessibility during ice fishing season, though the boat launch will be the only place to get on the ice right now. Suggest looking into making other ways to make the ice accessible in the future.

Accessible parking is sized for universal parking, where access aisles don't need to be signed. They will have at least one signed van accessible.

There will be a ribbon cutting and press release when the park is opened.

Aldinger moved to recommend approval of the plans reviewed today; Faundeen seconded. Motion passed with unanimous vote.

Public Comment

ADJOURNMENT

Having no further business, Hudson moved to adjourn and with all in favor the meeting was adjourned at 10:55 a.m.

Carol Garry,
Recording Secretary