GREGORY B. BOTT COMMUNITY PARK PLAYGROUND RENOVATION

PROJECT INFORMATION
Located just Northwest of the Route 59 and Renwick Road intersection, Gregory B. Bott Community Park is one of the District’s most centrally located and popular parks. In addition to the new Prairie Activity & Recreation Center (PARC), current amenities include parking, a playground for ages 2-12 constructed in 2002, (2) full size basketball courts, (3) baseball fields, (1) Softball field, multiple Soccer fields, concessions, skate park, restrooms, connections to the Fort Beggs/DuPage Trail and picnic shelter. Bott Park playground was identified in the 2015 Comprehensive Master Plan for redevelopment in 2020, due to its condition, lack of appeal, and large population served.

During the District’s 2015 Master Planning process the public and stakeholder groups agreed that the District’s Parks had a “lack of diversity in the areas of park design”. The groups also supported a “desire to introduce new amenities and a desire to stay on top of current and future trends in recreation by adding new and diverse amenities not found at other District properties to redeveloped parks”. The goal of the Bott Park redevelopment project is to create a Park experience that is welcoming to people of all abilities and ages while encouraging fitness and active recreation. The concept plans submitted for comment include the replacement of the existing play equipment with a Universally Accessible play environment and the creation of a new challenge course to effectively build on the fitness and sports theme already present within the park.
What is a Universally Accessible Playground?
All playgrounds in the Plainfield Park District are designed to meet or exceed safety and accessibility standards established by the Americans with Disabilities Act (ADA) and American Society of Testing Materials (ASTM). A universally accessible playground goes above and beyond these standards to create a play environment for all ages and abilities. With over 60 playgrounds owned by the District, it is not feasible to develop all playgrounds to this level.

In order to achieve universal access, a playground should feature the Seven Principles of Inclusive Playground Design:

1. **BE FAIR**: Accessible surfacing and routes to and throughout the play environment provide equitable access for all users and encourage exploration and discovery, while promoting an atmosphere of mutual respect and acceptance.
2. **BE INCLUDED**: Inclusive, intergenerational play activities that provide movement and motion offer dynamic experiences that accommodate all users and promote social interaction.
3. **BE SMART**: Auditory, tactile and visual activities provide multi-sensory feedback and naturally reinforce user actions.
4. **BE INDEPENDENT**: Wide ramps allow people of all abilities to move through the structure at their own pace.
5. **BE SAFE**: Benches and other seating on, around and below the structure provide comfortable observation areas and “jump-in points” where children can socialize, rest, or observe until they are ready to play.
6. **BE ACTIVE**: Providing play activities along a developmentally appropriate continuum allows children to gain skills, confidence, and engage in healthy challenges across all abilities and generations.
7. **BE COMFORTABLE**: A combination of shade and sunlight throughout the play environment helps protect users from the elements.

What is a Challenge Course?
In many park environments, the user group between ages 12 and 16 is often ignored unless they are participating in rigid programmed events. They are too old for the playground, and may not feel comfortable participating in adult pickup games or activities. The challenge course proposed for the Bott Park play area renovation is an ideal feature to address this user group, while also including the entire family.

The challenge course area features a series of events with a start timer and a finish timer allowing for users to run the course and track their time. The events have varying levels of difficulty so that users can participate regardless of ability. In addition, there is a 40-yard dash track with a timer scoreboard where users can race each other or run for the best time.
THE PLAYGROUND DESIGN OPTIONS:
Both playground designs will feature a variety of swings for all users, and are designed with a pre-school (ages 2-5) and school-age (ages 5-12) area. Both designs feature an accessible spinner that allows for users of all abilities to experience the spinning sensation. Both designs also feature synthetic turf safety surfacing for enhanced accessibility.

Playground Design Option 1:
Option 1 is a traditional “deck and post” style design.

The main school-age structure is accessed via a double wide ramp at two feet above the play surface which leads to a three-foot deck with a double slide, an overhead ladder and a climber that leads to a series of pods that offer an alternative route for more adventurous users. This access ramp also features sensory elements that can be manipulated while on deck or from the ground on the outside of the ramp. Another double ramp leads to a 4-foot deck with a roller slide, activity panel, and climber for access from the alternate route, as well as a transfer access. From this deck, users will need to transfer off of larger assistive devices (such as a wheelchair) up to 6-foot and 8-foot decks with climbers and a double spiral slide. All decks 4 feet and above feature below deck play elements that allow for sensory activities, as well as both social and independent play activities. The translucent rainbow roofs allow for rainbow shadows to “dance” around the structure throughout the day.
OPTION 1: AGES 5-12 STRUCTURE RENDERING

The pre-school age structure features a transfer access to a 3-foot deck with a slide and a climber, with a bridge to another 3-foot deck with a rock climber and activity panel. A step up to a 4-foot deck features a double slide and climber. This structure also features the translucent rainbow roofs.

OPTION 1: AGES 2-5 STRUCTURE RENDERING
Freestanding play elements at ground level are integral to intergenerational and fully accessible play. Option 1 features three musical elements in the school-age area and a spinner seat in the pre-school area where the swings and accessible spinner are also located.

**Playground Design Option 2:**
Option 2 is a more modern “open net” style design.

The main school-age structure is accessed via a double wide ramp at two feet above the play surface which leads to a three-foot deck with two double slides, a butterfly climber and a pod that leads to the main net elements. A standard ramp leads to a 4-foot deck with a roller slide, activity panel, a climber, the main access to the large net elements, and a transfer access. From this deck, users will need to transfer off of larger assistive devices (such as a wheelchair) up to an 8-foot decks with a climber, panel and a spiral slide. The large net element features a series of climbing and balancing events that can be negotiated in a variety of sequences, and also allow for users of all abilities to move through them at their comfort level. All decks 4 feet and above feature below deck play elements that allow for sensory activities, as well as both social and independent play activities. The shadow tree roofs allow for dappled shadow patterns to “dance” around the structure throughout the day.
OPTION 2: AGES 2-5 STRUCTURE RENDERING

Freestanding play elements at ground level are integral to intergenerational and fully accessible play. Option 2 features three musical elements in the school-age area and a themed play house in the preschool area where the swings and accessible spinner are also located.

WE NEED YOUR INPUT:
There will be a public open house meeting to discuss the Bott Park playground renovation at the Prairie Activity & Recreation Center (PARC) in the Community Room on Thursday, June 20th from 5:30 to 7:00 PM, with a formal presentation at 6:00 PM.