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## Pocket Parks

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Master Plan Open Space and Regional Parks Systems - Concept & Vision

The approved Hunters Point Shipyard I Parcel A Open Space and Streetscape Master Plan includes a system of open spaces and pocket parks that promote connectivity, ensure clear views to the Bay, and offer intimate spaces for relaxation, gathering, and play. It also provides significant opportunities to address future community needs, accommodates interfacing with subsequent phases, and incorporates public initiatives such as the Cultural Historic Recognition Program (CHRP).

The Pocket Parks designs build upon the overall concepts and vision set forth in the Master Plan.
Hillside Central Park
Includes Upper, Middle & Central Parks
Comprised of three outdoor rooms that span the hillside from the Navy Road to south of Oakdale Street, these parks enable pedestrian connections within the terraced community and provide for community open space needs.

Hillside Pedestrian Paths
Two paths connect the Hillside community to its neighbors. An accessible path connects Crisp Avenue to the Hillside Central Park, the Pocket Parks, and the Hillside neighborhood. A path to the north of Navy Road connects to the Milton Meyer Recreation Facility at Earl and Kirkwood Avenues. This path features dramatic views to the south, including Candlestick Point.

Coleman Bluff Pedestrian Paths
Paths connect the Hillpoint Neighborhood to the lower elevations of the Shipyard. On the bluff to the west of Coleman street, a path connects to the picnic area at Hillpoint Park and features an overlook with views of downtown San Francisco and the bay.

Innes Court Park
The linear path serves as a spine for the park, setting up usable rooms that include a picnic area, flexible lawn area, fenced children’s play area and ornamental gardens. The park can also accommodate special events that extend out from the Hillpoint Plaza.

Hillpoint Park
This park will function as the promontory overlook to the Hunters Point Shipyard waterfront open space system. Combined with Innes Court Park, it will link the regional open space with the neighborhoods in a park that has sweeping vistas of the waterfront and San Francisco Bay. The general site design strategy is to provide a series of outdoor rooms that are scaled for various sized groups, activities and are oriented to different open space relationships.
Pocket Parks - Introduction

The sixteen pocket parks of the Hillside and Hilltop communities have been themed and characterized individually to ensure that the broadest range of amenity and experience is provided for the Hunters Point Shipyard Phase 1 Open Space system. The intimate pocket parks are intended to complement the Hunters Point regional parks programs, amenities and larger size.

Pocket Parks are pedestrian and serve the immediate neighborhood by providing small, high quality spaces for contemplation, gathering, and vistas. The parks will exhibit a variety of programming and character to add diversity to the entire open space system. The parks will have soft and hard surfaces, plantings, and seating areas to create a network of public spaces for local use. Neighborhood community gardens could provide local residents with places to socialize and garden.

Pocket Parks are intimate in concept and scale, with variety in orientation, size, view exposure and slope. Accordingly, the parks will also vary in their program and design character. This will ensure a diverse range of open spaces throughout the neighborhood, that apply to a variety of functions and user groups. Park design and planting will address solutions for visually and physically buffering surrounding residences.
Pocket Parks - Design Team

The strategy for creating distinct ‘places’ includes three separate firms (Conger Moss Guillard Landscape Architecture, Adrienne Wong Associates and Stevens & Associates). The diverse firms are responsible for the design of the sixteen Pocket Parks. Prior to the onset of design, the team collaborated intensively on site analysis, planning, developing park types, and outlining common design principles. As Pocket Park designs have taken shape, the team has addressed the best locations for dog accommodations, future community gardens and art installations.

**Conger Moss Guillard Landscape Architecture** is responsible for Pocket Parks 1, 4, 5, 10, 11 & 14.

**Adrienne Wong Associates** is responsible for Pocket Parks 3, 8, 13, 15 & 16.

**Stevens & Associates** is responsible for Pocket Parks 2, 6, 7, 9, 12.
Pocket Parks - Concepts & Descriptions

Garden Terrace (Pocket Parks 01, 02, 03 & 15)
Modern terrace gardens are often associated with urban residences. These outdoor spaces can be turned into surprisingly lush gardens through the use of containers or planting beds. In gardening, a terrace is an element where a flat area overlooks a view. Here the garden terrace provides a transition between the hard materials of the architecture and softer ones of the garden and landscape, capitalizing on the views of the Bay.

Passive Recreation: (Pocket Parks 05 & 12)
A passive recreation area is generally an area primarily defined by planting, with few if any amenities for visitor use other than seating. This type of public space is understood to offer constructive, restorative, and pleasurable benefits to its users, and fosters appreciation and understanding of open space and the public environment.

Living Room: (Pocket Parks 09 & 14)
Living rooms are places that provide an opportunity for fundamental human needs such as relaxation, contemplation and communication. Using this idea as a starting point for two of the Pocket Parks, intimate seating areas arranged to take advantage of the remarkable views aim to promote these types of functions and activities.

Native Plant Trailhead: (Pocket Parks 06, 07 & 08)
Streets and sidewalks will lead to universally accessible paths that tie into the Hillside Walk. The Walk crosses the hillsides and connects the system of public open space and the adjacent existing development. The trailheads will provide a place to sit and gather, functioning as pocket parks for relaxation and socializing as well as a point or departure on or arrival from the open space trails.

Community Connector: (Pocket Park 16)
The community connectors provide gateways between the new and existing housing - connection to Mariners Village and Donahue Street Development - in the form of generous paths surrounded by planting. The corridors also offer places for neighbors and friends to gather and relax to the side of the paths, in sun or shade of trees.

Dining Room: (Pocket Parks 04, 10 & 13)
A dining room is a room for consuming food and socializing. Historically, the dining room is furnished with a rather large dining table and a number of dining chairs. A typical North American dining room will contain a table with chairs arranged along the sides and ends of the table. Here large picnic tables invite families and neighbors to celebrate outside together.

Flower Garden: (Pocket Park 11)
Flower Garden is a general term for a garden where flowers are grown for decorative purposes. Color is an important feature, as can be seasonality that provides for variation and change over time. Here a path will take visitors in and around the flowers.
Pocket Park - Types

- **Garden Terrace** (Pocket Parks 01, 02, 03 & 15)
- **Native Plant Trailhead** (Pocket Parks 06, 07 & 08)
- **Dining Room** (Pocket Parks 04, 10 & 13)
- **Passive Recreation** (Pocket Parks 05 & 12)
- **Living Room** (Pocket Parks 09 & 14)
- **Flower Garden** (Pocket Park 11)
- **Community Connector** (Pocket Park 16)

Pocket Parks - Design Firms

- **Conger Moss Guillard Landscape Architecture**
- **Stevens & Associates**
- **Adrienne Wong Associates**
Pocket Parks - San Francisco Precedents

Pocket parks, also known as mini parks in San Francisco, are urban open space at the very small scale. We find pocket parks tucked into and scattered throughout the city, typically one house lot in size, where they serve the surrounding local population. Historically these small parks have served and been designed as scaled-down neighborhood parks. The restrictive size of the parks has meant that primarily only passive recreation was served. Program has included small event spaces, play areas for children, spaces for relaxing or meeting friends and taking lunch breaks. Pocket parks often serve as oasis and can be a refuge from surrounding urban life, and afford rest and relaxation surrounded by plants.

Pocket parks historically were created from vacant lots or otherwise forgotten spaces. Many pocket parks are the result of community groups reclaiming these spaces for the benefit of the local neighborhood; amenities reflected what the community wanted at the time. While the ecological functions of pocket parks are limited because of size, they do present the opportunity to provide planting areas for both habitat—primarily for birds—and for storm water quality.

Pocket Parks - Patterns

Pocket parks in San Francisco are intimately tied into the neighborhoods they serve by their situation in the city. They are most successful in areas of heavy pedestrian traffic so they remain safe and active, and under watch by neighbors and the passer-by. While planting in pocket parks can help regulate microclimates, and the planting areas increase infiltration, materials generally need to be very durable. Planting areas should be out of the way of pedestrian traffic and used to frame and soften the space. Existing pocket parks in the city illustrate successful patterns for the design of pocket parks:

- **4-Block Radius User Group:** Public open space studies show that few mini park users will walk more than four blocks to use the park, approximately a quarter mile. Three to five minutes is understood as an ideal walking distance. Therefore a pocket park shall serve the immediate neighborhood and be programmed accordingly.
- **Microclimates:** Pocket parks shall be designed so as to respond to the local microclimate, site conditions and views.
- **User Needs:** Accommodate as many different users as possible by providing a flexible open space while ensuring not to pack too many uses into such a small space. Typically, one pocket park will have one type of use.
- **Buffers:** Planted buffers are typically between the program areas and the adjacent buildings (usually residential) that define the park space. (In the case of the 24th Street mini park, vivid murals are used in addition to planting to tie the adjacent building walls into the project.)
- **Seating:** Ample seating including accessible seating shall be provided.
Hunters Point Shipyard Pocket Parks

Schematic Design

September 2010

Pocket Parks - San Francisco Precedents

Bush & Broderick Mini Park

Hyde & Valilago Mini Park

Page & Laguna Mini Park

24th & York Mini Park
Pocket Parks - Common Principles

While a diverse design language was purposefully developed in the Pocket Parks to create separate identities, a foundation of common principles frames an underlying shared structure. **Seating opportunities** at all parks occur along the street end in an effort to activate the public edge as well as at the back end where views open to San Francisco and the Bay. Benches and seatwalls are placed in these areas where grades allow. Along the sides, planting areas provide a **buffer zone** between adjacent buildings and the parks. Buffer zones in plans delimit areas planted to provide separation between Pocket Park use areas and adjacent residential units. Planting of shrubs and trees is intended to be responsive to the windows and building elements. The Landscape Architect and Developer team of adjacent properties will coordinate an appropriate layout of buffer zone plants. By providing a flexibility in design, they help to interface between and adapt to future building conditions. Most importantly though, they define a separation between the private residential homes and the public parks. Lastly, **maintenance** is addressed through common park elements. Select site furniture are standardized throughout the parks, including benches, pedestrian lights, trash cans, and doggie bag dispensers. Planting design has been approached in a way that considers shared care and irrigation, rather than similar species.

**Common Site Furniture Notes**

- Park light quantities and locations are determined by the location and available light provided by streetlights at the sidewalks adjacent to each park.
- Site furnishings with metal shall be specified with Tnemec coating or equal to protect metal from corrosion.
- Elements to discourage skaters shall be installed where necessary.
- Fences by others shall be black vinyl coated chainlink, 6’ tall, or as coordinated with adjacent architects. fences shall be installed when the adjacent pocket park is installed.
Pocket Park - Common Principles

01 Seating Opportunities at Sidewalk
02 Seating Opportunities at Views
03 Buffer Zone at Adjacent Buildings
04 Pocket Park Common Site Furniture

Trash & Recycling Bins
Bench
Handrail / Guardrail

Doggie Bag Dispenser
Pedestrian Light

05 (E) Hydroseed Area to Remain
06 Adjacent Buildings
07 (E) Sidewalk at Street
08 Fence by Others

Maximize Views
Activate Street Edge
Pocket Parks - Accessibility

- 1-minute walk, or 264 feet, (along radius).
- Walk based on 5 min per quarter-mile.

Pocket Parks

Universally Accessible paths included in Hunters Point Shipyard Parcel A Phase 1 Open Space Plan.
Bicycles prohibited.

Adjacent Bike Parking Locations (Per Infrastructure and/or Open Space Plans).
Pedestrian Access to Open Space Network.
 Existing Class III Bike Route.
 Crosswalks (Per Infrastructure Permit Plans).
Pocket Parks Dog Accommodations:
Pocket Parks 1, 5, 10 and 13 were selected to provide amenities for dogs. Each park serves the immediate neighborhood community, providing equal dispersal across the entire site. Each park is large enough to include crushed stone areas to accommodate dog relieving.

Pocket Parks with Dog Accommodations:
Doggie Bag Dispenser
Stabilized Crushed Stone Paving

Pocket Parks without Dog Accommodations.

Rules & Signs:
Pocket Parks Typical Rules:
A sign will be provided at each pocket park to define unacceptable behavior by park users and their pets.

The following activities are not allowed:
• pets off leash
• littering or dumping
• barbecues or open flames
• people or pets in the planting areas

Potential Community Gardens:
Pocket Parks with Potential for Future Community Gardens:
Pocket Parks 3 and 12 have been identified as good locations to accommodate future community gardens should neighborhood residents propose to participate in the creation, care, and upkeep of such a program in the future. The two parks were identified because their designs can be easily modified to include community garden beds, and the locations provide gardens in the Hillside development area and the Hilltop development area.
Cultural & Historic Recognition Program (CHRP)

The CHRP looks at ways of telling the story of the Shipyard and the Bayview Hunters Point neighborhood through interpretive features. As contemplated in the Open Space Master Plan nine art installations have been selected for the Shipyard parks through the CHRP process. Two of the nine installations have been selected for the pocket parks as described below.

1) Butterfly Girl in Pocket Park 16 – by local artist Jason Webster. Webster has proposed an approximately 12' high realistic figure of a young girl jumping rope. She appears highly animated and is set in motion as one realizes that there are life-like butterflies dancing around her. Her dress is two types of finish, stainless and galvanized steel. She is carefree and innocent as her realistically sculpted braids fly in the wind and butterflies rest on the corded jump rope.

Jason Webster is a Bay Area sculptor known for his figurative work in metal and recognized for his expertise in metal fabrication assisting other Bay Area artists in the fabrication, installation, and conservation of their artwork. Webster recently relocated to Alameda following many years maintaining a studio at the Shipyard.

2) Tile Art in Pocket Park 15 – by local artist Marion Coleman. Marion Coleman proposes a segmented art mural of four narrative stories that she will initially quilt, then using photography of the images transfer to 30" by 30" porcelain enamel panels. Each will tell the story of themes familiar to long-time residents of the Bayview Hunters Point community.

Marion Coleman is a textile artist and emerging public artist whose art explores themes of history, particularly women’s history, cultural traditions, and real or imagined stories. She is particularly interested in the challenges and rewards facing people of the African Diaspora. Coleman refers to her pictorial textile pieces as story quilts and utilizes dramatic color and representational imagery.
Pocket Park 15
Tile Art by M. Coleman

Pocket Park 16
Butterfly Girl by J. Webster

Innes Court Tot Lot
Gigantry by Rebar

Innes Court Park
Starweave Canoe by J. Bodner

Hillpoint Park
Frame Refrain by W. Hood & M. Howard

Hillpoint Park
Stream of Consciousness by Think Round, Inc.

Hillpoint Park
Floatilla by E. Powell

Coleman Bluff
Bayview Horn by J. Barrish

Coleman Bluff Overlook
Nautical Swing by M. Geller

Innes Court Park
Stanweave Canoe by J. Bodner

Innes Court Bluff
Nautical Swing by M. Geller

Hunters Point Shipyard Pocket Parks
Cultural & Historic Recognition Program (CHRP) - Locations

September 2010
Pocket Park 01: Garden Terrace
Conger Moss Guillard
Pocket Park 01 Type: Garden Terrace

Total SF: 2150

This park is located at the top of an open space corridor on the Hillside slope. Intimate seating areas for individuals or small groups to congregate allow opportunities for people to enjoy the panoramic views out to the South Bay. Ornamental planting and lawn are flanked by a taller buffer planting along the edges of the park, screening the adjacent building facades. A few trees provide shade and further soften the architecture.

Key Plan

Materials

Legend

01. C.I.P. Concrete Paving: Integral color, sawcut joints, medium sandblast finish.
02. Stabilized Crushed Stone Paving
03. C.I.P. Concrete Seatwall With Wood Back And Armrests: In locations as shown. 18"H x 2'W. Integral color, light sandblast finish. Provide skate deterrents.
04. Wood Bench w/ Steel Frame: Columbia Cascade "Timber Form ParkWay" Bench, Model 2016-6. 1'-4" Seat Height, 2'-5" Back Height x 1'-10" Seat Width x 5'-10"L.
05. C.I.P. Concrete Curb: 6'H at top of slope.
06. Trash and Recycling Bins: In locations as shown.
07. Doggie Bag Dispenser: In locations as shown.
08. Pocket Park Pedestrian Light: In locations as shown.
09. Streetscape Light: In locations as shown.

Pocket Park 01: Garden Terrace

Total SF: 2150

This park is located at the top of an open space corridor on the Hillside slope. Intimate seating areas for individuals or small groups to congregate allow opportunities for people to enjoy the panoramic views out to the South Bay. Ornamental planting and lawn are flanked by a taller buffer planting along the edges of the park, screening the adjacent building facades. A few trees provide shade and further soften the architecture.

Legend

01. C.I.P. Concrete Paving: Integral color, sawcut joints, medium sandblast finish.
02. Stabilized Crushed Stone Paving
03. C.I.P. Concrete Seatwall With Wood Back And Armrests: In locations as shown. 18"H x 2'W. Integral color, light sandblast finish. Provide skate deterrents.
04. Wood Bench w/ Steel Frame: Columbia Cascade "Timber Form ParkWay" Bench, Model 2016-6. 1'-4" Seat Height, 2'-5" Back Height x 1'-10" Seat Width x 5'-10"L.
05. C.I.P. Concrete Curb: 6'H at top of slope.
06. Trash and Recycling Bins: In locations as shown.
07. Doggie Bag Dispenser: In locations as shown.
08. Pocket Park Pedestrian Light: In locations as shown.
09. Streetscape Light: In locations as shown.
Hunters Point Shipyard Pocket Parks
Schematic Design
September 2010

Section Key Plan

Section
Pocket Park 01: Garden Terrace
Pocket Park 01

Pocket Park 02

Fence: 6'H, Typ. By others.
Pocket Park 02: Garden Terrace

Stevens & Associates
Hunters Point Shipyard Pocket Parks
Schematic Design
September 2010

Layout Plan
Pocket Park 02: Garden Terrace

LEGEND
01 C.I.P. Concrete Paving: Regular, Dropped Finish, Thru Inlets
02 C.I.P. Concrete Seatwall: 10"H x 24"W, Integral Color, Light Sandblast
03 Ground Covers / Perennials
04 Vines on existing retaining wall
05 Evergreen Tree: 15 Gallon
06 Deciduous Tree: 15 Gallon
07 Existing Hydrangea at slope to remain
08 Pedestrian Light
09 Existing Retaining Wall to remain
10 Trash and Recycling Can
11 Street Tree (See Streetscape Plan): Crateagus phaeopyrum, Washington Hawthorn
12 Street Light (See Streetscape Plan)
Pocket Park 02: Garden Terrace

C.I.P. Concrete Paving

C.I.P. Concrete Seatwall

Pedestrian Light

Trash and Recycling Can
Pocket Park 03: Garden Terrace
Adrienne Wong Associates
POCKET PARK TYPE: GARDEN TERRACE

Total SF: 3357

Ample seating created by seatwalls of alternating heights frames the recreational spaces of this park. Two different treatments of the open spaces - one with lawn area while the other is paved - allow for the accommodation of various activities. Tall grasses create a soft border between the park and adjacent buildings. A field of Agave with its dramatic color and form greets the user as they approach the edge of the park.
Planting Plan
Pocket Park 03: Garden Terrace

**ORNAMENTAL PLANTING**
- Agave Desmettiana
  - Dwarf Century Plant
- Ophiopogon planiscapus
  - Black Mondo Grass
- Chondropetalum tectorum
  - Small Cape Rush
- Danthonia californica
  - California Oat Grass

**BUFFER**
- Festuca arundinacea
  - Dwarf Tall Fescue

**LAWN**

**TREES**
- Pyrus calleryana
  - Flowering Ornamental Pear

(E) Hydroseed to Remain
Section Key Plan

Pocket Park 03: Garden Terrace

 existing slope and vegetation

ornamental planting

plaza

sidewalk and planting

oakdale street
Pocket Park 04 Type: Dining Room

Total SF: 2150

A central ‘room’ for outdoor eating sits at the top of an open space corridor on the Hillside slope. The picnic area is framed by planting and seating areas and is designed to serve either large groups or individuals. Views outward are accentuated. Selected groundcovers, shrubs and trees provide a buffer to the adjacent architecture.

Key Plan

Materials

Legend

01 C.I.P. Concrete Paving: Integral color, sawcut joints, medium sandblast finish.
02 C.I.P. Concrete Stair with Metal Handrail: As required. Integral color, medium sandblast finish.
03 Stabilized Crushed Stone Paving
04 C.I.P. Concrete Seatwall With Wood Back And Armrests: In locations as shown. 18”H x 2’W. Integral color, light sandblast finish. Provide skate deterrents.
05 Wood Bench w/ Steel Frame: Columbia Cascade ‘Timber Form ParkWay’ Bench, Model 20168. 1’-4” Seat Height, 2’-6” Back Height x 1’-10” Seat Width x 7’-10”L.
06 Picnic Table: Pilot Rock Multi-Pedestal Table, Model APT/G-8TP. Wheelchair Accessible. 8’-0”L x 2’-6”W.
07 C.I.P. Concrete Curb: 6”H at top of slope.
08 Trash and Recycling Bins: In locations as shown.
09 Pedestrian Light: In locations as shown.

Pocket Park 04: Dining Room

Legend

01 C.I.P. Concrete Paving
02 C.I.P. Concrete Stair w/ Metal Handrail
03 Stabilized Crushed Stone Paving
04 C.I.P. Concrete Seatwall w/ Back
05 Wood Bench w/ Steel Frame
06 Picnic Table
07 Trash & Recycling Bins
08 Pedestrian Light
Hunters Point Shipyard Pocket Parks
Schematic Design
September 2010

Pocket Park 04: Dining Room

Site Planting Plan
Pocket Park 04: Dining Room

Bench Plant

Phormium Tenax - Flax
Barberis thunbergi - Barberry

Shrubs & Groundcovers

Osmanthus fragrans - Sweet Olive
Ilex aquifolium - English Holly
Euonymus japonica - Evergreen Euonymus
Rhus integrifolia - Lemonade Berry
Melaleuca quinquenervia - Cajeput Tree
Pyrus calleryana - Pear Tree
Ginkgo biloba - Ginkgo Tree
Viburnum tinus - Laurestinus
Myrsine africana - African Box
Escallonia sp. - Escallonia
Buxus microphylla - Boxwood
Berberis thunbergii - Barberry
Phormium Tenax - Flax

Trees

Ginkgo biloba - Ginkgo Tree
Metasequoia glyptostroboides - Western Red Cedar
Pyrus calleryana - Pear Tree

(E) Hydroseed to Remain
Pocket Park 04  Pocket Park 05

Fence: 6'H, Typ. By others.
Pocket Park 05: Passive Recreation

Conger Moss Guillard
Pocket Park 05 Type: Passive Recreation

Total SF: 2150

This park sits in the middle of the hillside slope. Buffer trees on each side rise out of a field of agapanthus below. A grove of Honey Locust filter light down into an open and flexible space surfaced with stabilized decomposed granite. A concrete curb holds this area, widening into a seating edge at opposite ends.

Legend

- C.I.P. Concrete Paving: Integral color, sawcut joints, medium sandblast.
- Stabilized Crushed Stone Paving
- C.I.P. Concrete Seatwall With Wood Back And Armrests: In locations as shown. 18"H x 4'W. Integral color, light sandblast finish. Provide skate deterrents.
- C.I.P. Concrete Wall: 18" H x 6" W. Integral color, light sandblast finish.
- Trash and Recycling Bins: In locations as shown.
- Doggie Bag Dispenser: In locations as shown.
- Pedestrian Light: In locations as shown.
- Streetscape Light: In locations as shown.

Materials

- C.I.P. Concrete Paving
- Stabilized Crushed Stone Paving
- C.I.P. Concrete Seatwall w/ Back
- Trash & Recycling Bins
- Doggie Bag Dispenser
- Pedestrian Light
- Streetscape Light
Hunters Point Shipyard Pocket Parks
Schematic Design
September 2010

Site Planting Plan
Pocket Park 05: Passive Recreation

Monoculture Planting

Agapanthus praecox
Lily of the Nile

Melaleuca quinquenervia
Cajeput Tree

Gleditsia triacanthos
Honey Locust

Trees

Oakdale Street

(E) Hydrosed to Remain