

# MEETING SUMMARY

## Peratrovich Park Community Advisory Group (AG) Meeting #2

Date | Time: July 26, 2023 (11AM – 12:30PM) |

Location: City Hall, 632 W 6<sup>th</sup> Ave |

Mayor's Conference Room 830

### Meeting Overview

**Project Summary:** Anchorage Parks and Recreation is upgrading Peratrovich Park to improve user experience and activate the space as a popular downtown destination.

**Meeting Goal:** The second meeting of the Community Advisory Group (CAG) will explore design elements and inspiration from other parks around the world, compiled by the CAG, to generate ideas for future design changes or modifications at Peratrovich Park. The CAG will discuss historical context, the park's larger role in downtown and 4th Ave, and what level of future change is appropriate. The CAG and planning team will also explore partnerships and work towards a unifying vision for the future of Peratrovich Park.

### Participants

**Steve Rafuse**, MOA Parks and Recreation  
**Nicolette Dent**, MOA Parks and Recreation  
**Van Le**, R&M Consultants Inc.  
**Taryn Oleson-Yelle**, R&M Consultants Inc.  
**Peter Briggs**, Corvus Designs  
**Michael Fredericks** (on the phone), SALT  
**Leah Boltz**, Downtown Rotary

**Melinda Gant**, Anchorage Community Development Association  
**Radhika Krishna**, Anchorage Downtown Partnership  
**Julie Saupe**, Visit Anchorage  
**Danica Shirayayev**, Anchorage Chamber of Commerce

### Summary

- **This discussion, presentations from CAG members, and concept from Corvus Designs built consensus around some key design features:**
  - Amphitheater is a favorite feature, but the new design should create more welcoming feeling and support versatile uses.
  - Find a way to celebrate the Peratrovich story.
  - Enhance how the Log Cabin interacts with the rest of the park, not just the street.
  - Park design needs to address circulation and the definition of public space on all 4 sides.
  - Alley and lack of visibility creates unwelcoming feeling. Need to clarify limitations and what the design could address (such as Egan Center dumpster or parking).
  - Park design should also design for winter.
  - Existing art pieces are positive but feel disconnected. Need to know more about possibility of relocating.

## Notes

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- Project timeline extended: The 4<sup>th</sup> Ave Project 95% design has been pushed back by 1 year, allowing this effort to do the same. Expected out to bid in 2025.
- Target audiences and relationship to Town Square/Downtown:
  - Peratrovich is the 'front yard' feel to Town Square's 'backyard' feel and function.
  - Do we need spaces or features for kids in Peratrovich? Or will Town Square meet those regular (not program-dependent) needs?
  - Downtown Anchorage feels less family-oriented. This park should not necessarily be family-oriented but should incorporate an element(s) of fun that appeals to all.
- Goals for successful design: address concerns about feeling semi-private vs. semi-public
  - Peter: current patterns for mobility are not meeting this purpose because they are often claimed and do not feel public. There is little to no through-movement in the park.
- Julie (Visit Anchorage): Could changes be made to park-facing side of cabin, making it focal point for the park, not just one for the street and sidewalk on 4<sup>th</sup> Ave and F St?
  - Group was excited about the concept of making the cabin a more intentional piece of the park.
- Radhika (Anchorage Downtown Partnership):
  - ADP has challenges with drawing participation in events between January and May.
  - Peratrovich is great for smaller more intimate events like Music in the Park. The same event in Town Square Park felt undersized.
  - Not a fan of removing grass. The middle zone, 'civic space' on Peter's graphic, could be appropriate paved space for gathering
- Danicia (Chamber of Commerce):
  - Winter activities should be a focus for new design
  - Movable furniture? Possible on grass or does it have to be paved?
    - Radhika thought that storage of movable furniture is more of the issue than the surface.
- Discussion of naming and storytelling:
  - Melinda (ACDA): if you're naming a park, it should reflect the store.
  - There are a lot of stories in this park, and they shouldn't conflict (history city hall, pioneer cabin, Elizabeth Peratrovich, Dena'ina people history and today, etc.)
- Lighting should be an element of design, both for seasonality and to define the edges and pathways through the park.
- Discussion of the grade of amphitheater:
  - Leah: When considering topography, careful consideration needs to be given to ADA accessibility in this small space.
  - Flattening the grade could build sense of inclusion.
  - The current topography is more playful.
- We need to investigate where all the existing art in the park came from – Parks will connect with 1% for Art team.