



[WWW.RASHFIELD.ORG](http://WWW.RASHFIELD.ORG) 

# UDARP DISCUSSION

APRIL 14, 2016

# AGENDA

## WELCOME

Project Scope & Need

Process & Schedule

Community Input

History & Context

Existing Conditions

Design Intent & Concept Plans

Discussion & Next Steps



# WELCOME

Introductions from the project team

**MAHAN RYKIEL**  
LANDSCAPE ARCHITECTURE  
URBAN DESIGN & PLANNING

Richard Jones  
Jason Castillo  
Isaac Hametz  
Megan Griffith  
Saba Hamidi  
Tom McGilloway

**WATERFRONT**  
**PARTNERSHIP**  
OF BALTIMORE

Laurie Schwartz  
Lauren Moloney

**RASH FIELD**

WELCOME

## STEERING COMMITTEE

Anthony Cataldo (Baltimore City Department of Planning)  
Roz Healy (Baltimore Office of Promotion & the Arts)  
Adrian Hughes (Inner Harbor Project)  
Claire Johnson (Federal Hill Neighborhood Association)  
Misty Keens (Downtown Baltimore Family Alliance)  
John Pezzula (The Bozzuto Group)  
Dan Taylor (Baltimore Development Corporation)  
Paul Taylor (Baltimore City Department of Recreation & Parks)

## ADVISORY COMMITTEE

Jennifer Anderson (Visit Baltimore)  
Kelly Dees (Charm City Run)  
Joseph Graziose (Area Resident)  
Donna Katrinic (American Visionary Arts Museum)  
Gary Katz (Baltimore Beach Volleyball)  
Joe Levy (Area Resident)  
Faneca Porter (Waterfront Partnership Guide)  
Van Reiner (Maryland Science Center)  
Nick Rodricks (November Project)  
Lisa Schroeder (Parks & People Foundation)  
Michael Singer (Digital Harbor High School)  
Leoneard Taylor (South Harbor Renaissance)

# AGENDA

Welcome

## PROJECT SCOPE & NEED

Process & Schedule

Community Input

History & Context

Existing Conditions

Design Intent & Concept Plans

Discussion & Next Steps





# PURPOSE + SCOPE

## Rash Field: Step 1 Park Upgrade to Create a More Usable and Attractive Park

To make Rash Field a more attractive, accessible, and usable open space that better serves the needs of the city, its residents, and visitors.

- Strategic upgrades of existing features
- Balanced programmatic flexibility of the site with successful activities



▲ RASH FIELD (~7 AC.)  
\$4-\$6M Budget

⌈⌋ Project Limits

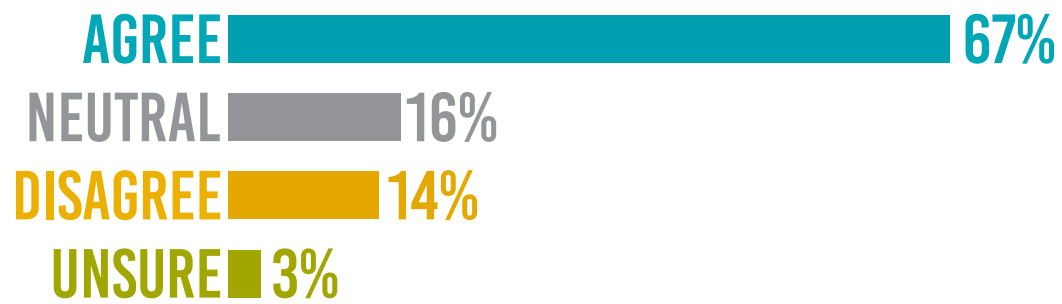


# NEED

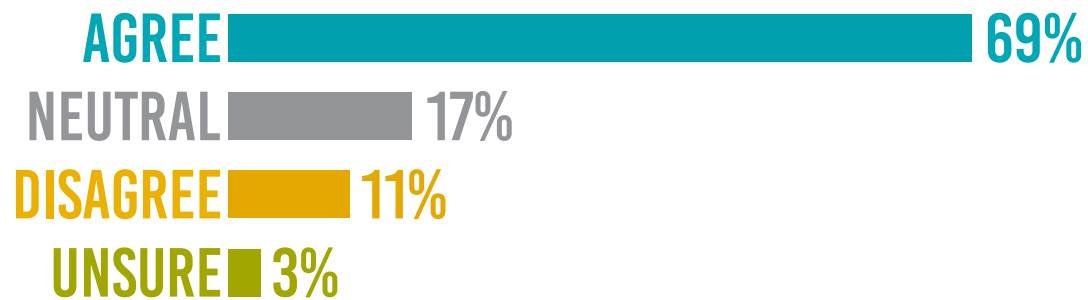
## Summer 2015 Baltimore City Resident Survey

“ The survey finds **strong visitation of the Inner Harbor** and its attractions by residents, **identifies a sense of pride and support for continued upgrades and investment there**, and **provides direction for specific improvements** that would attract local residents to visit more often. ”

It's important to upgrade infrastructure at the Inner Harbor.



Add more free amenities to make the Inner Harbor more appealing.

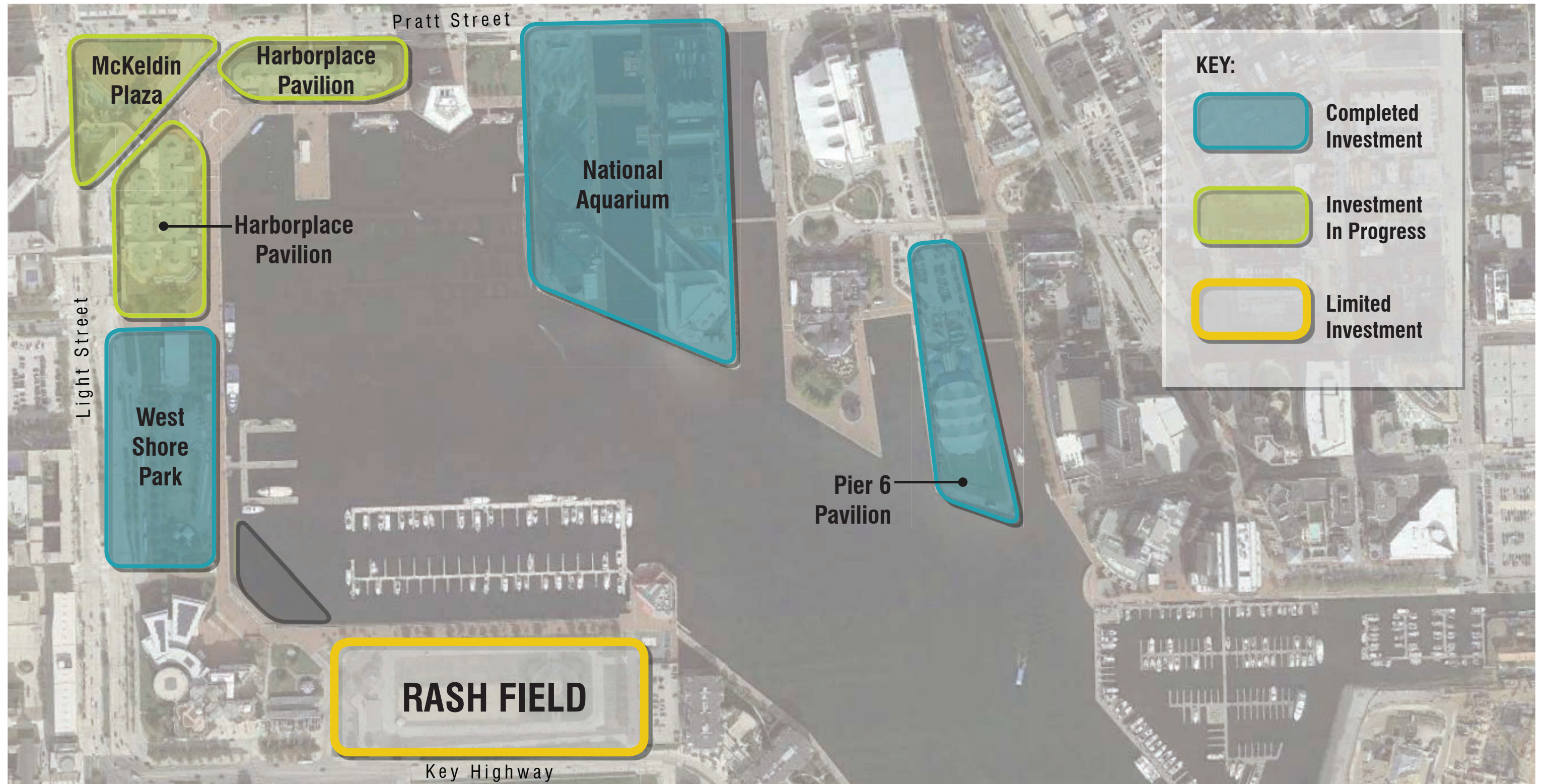


Located between two of the Inner Harbor's the most visited attractions:

	PERCENTAGE THAT VISIT (RANK)	AVERAGE NUMBER OF VISITS IN PAST YEAR (RANK)
AMERICAN VISIONARY ARTS MUSEUM	31 % (4 <sup>TH</sup> )	3.2 VISITS (1 <sup>ST</sup> )
THE MARYLAND SCIENCE CENTER	39 % (2 <sup>ND</sup> )	2.6 VISITS (3 <sup>RD</sup> )



# NEED



# AGENDA

Welcome

Project Scope & Need

## PROCESS & SCHEDULE

Community Input

History & Context

Existing Conditions

Design Intent & Concept Plans

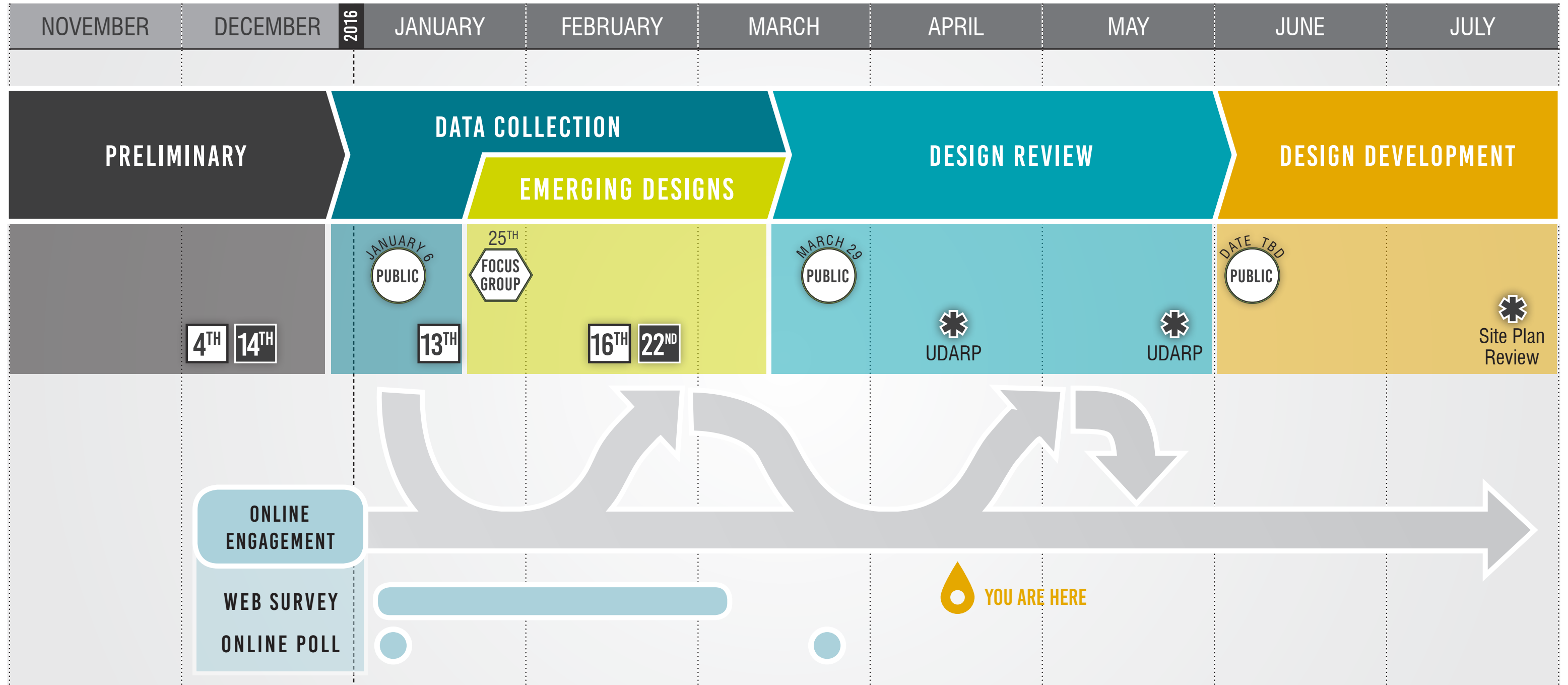
Discussion & Next Steps





# ENGAGEMENT PROCESS

Design strategy will be guided by the public engagement process.



## PROCESS & SCHEDULE

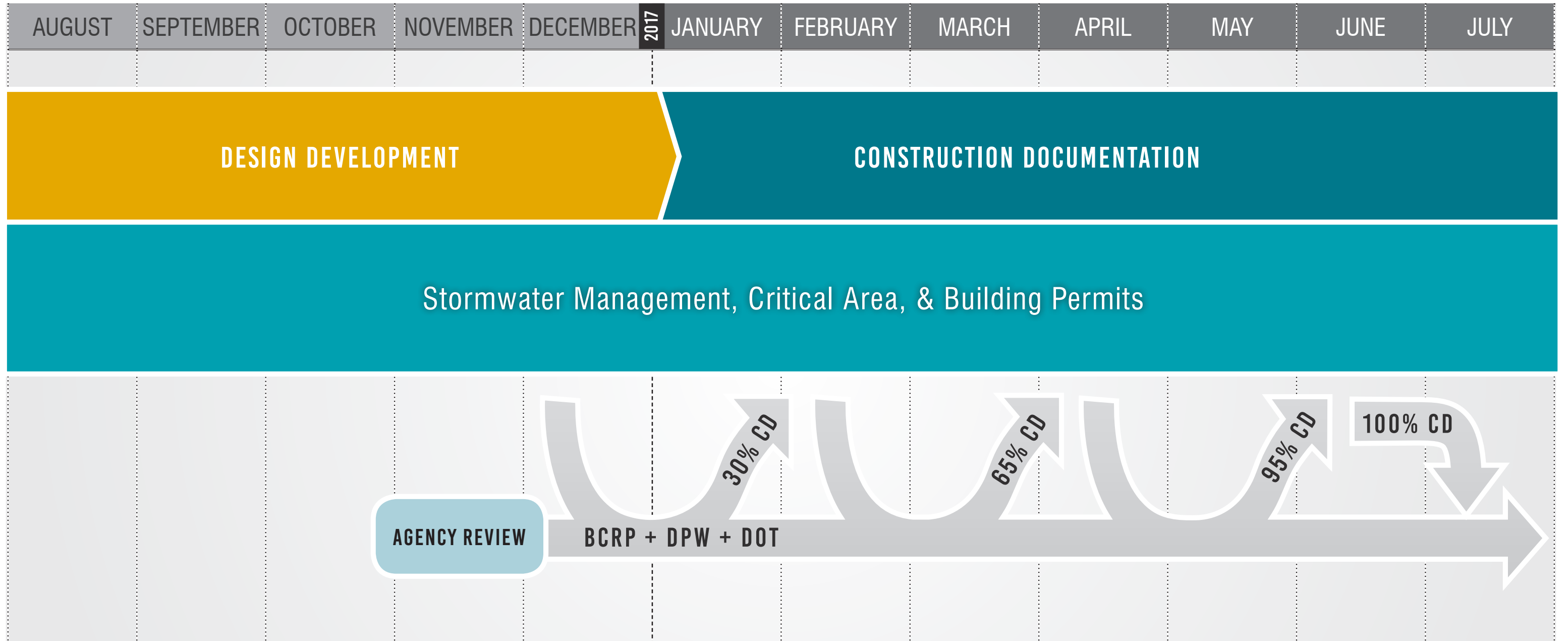
SC Steering Committee  
MRA Mahan Rykiel Associates

N<sup>TH</sup> Steering Committee  
N<sup>TH</sup> Advisory Committee

PUBLIC Public Meeting  
\* Important Date

# TECHNICAL PROCESS

Technical development will be guided by agency review & permitting processes.



## PROCESS & SCHEDULE

**BCRP** Baltimore City Recreation & Parks  
**CD** Construction Drawings

**DOT** Department of Transportation  
**DPW** Department of Public Works

**MRA** Mahan Rykiel Associates



# AGENDA

Welcome

Project Scope & Need

Process & Schedule

## COMMUNITY INPUT

History & Context

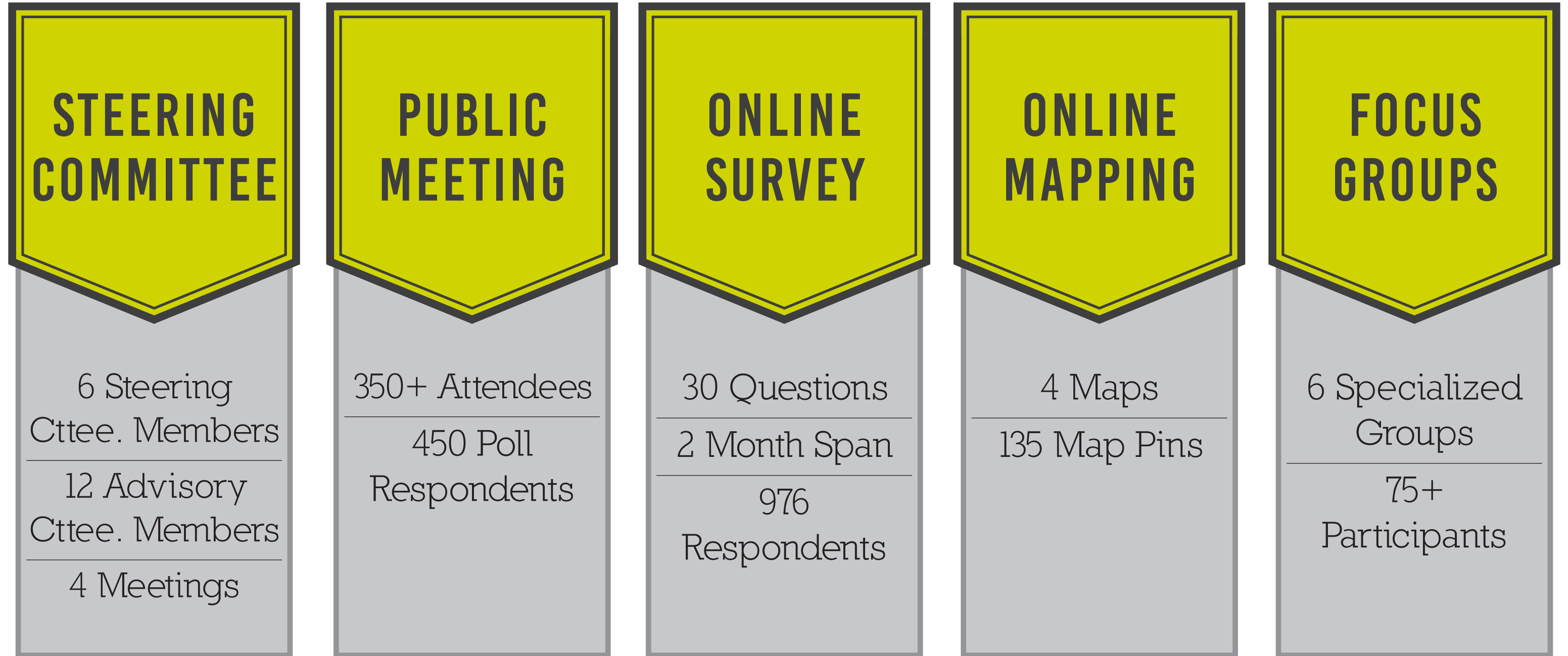
Existing Conditions

Design Intent & Concept Plans

Discussion & Next Steps



# VOICES AND CHANNELS





# CATEGORIES



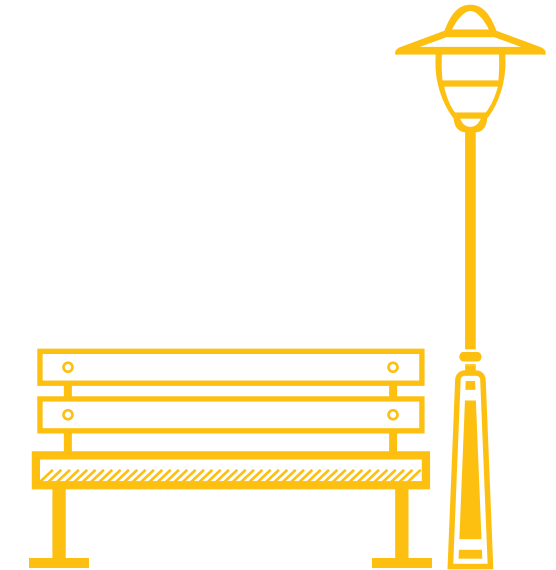
## ACTIVITIES

- » Fitness & Recreation
- » Arts, Culture, and Education
- » Flexibility & Diversity
- » Seasonal Use



## ENVIRONMENT

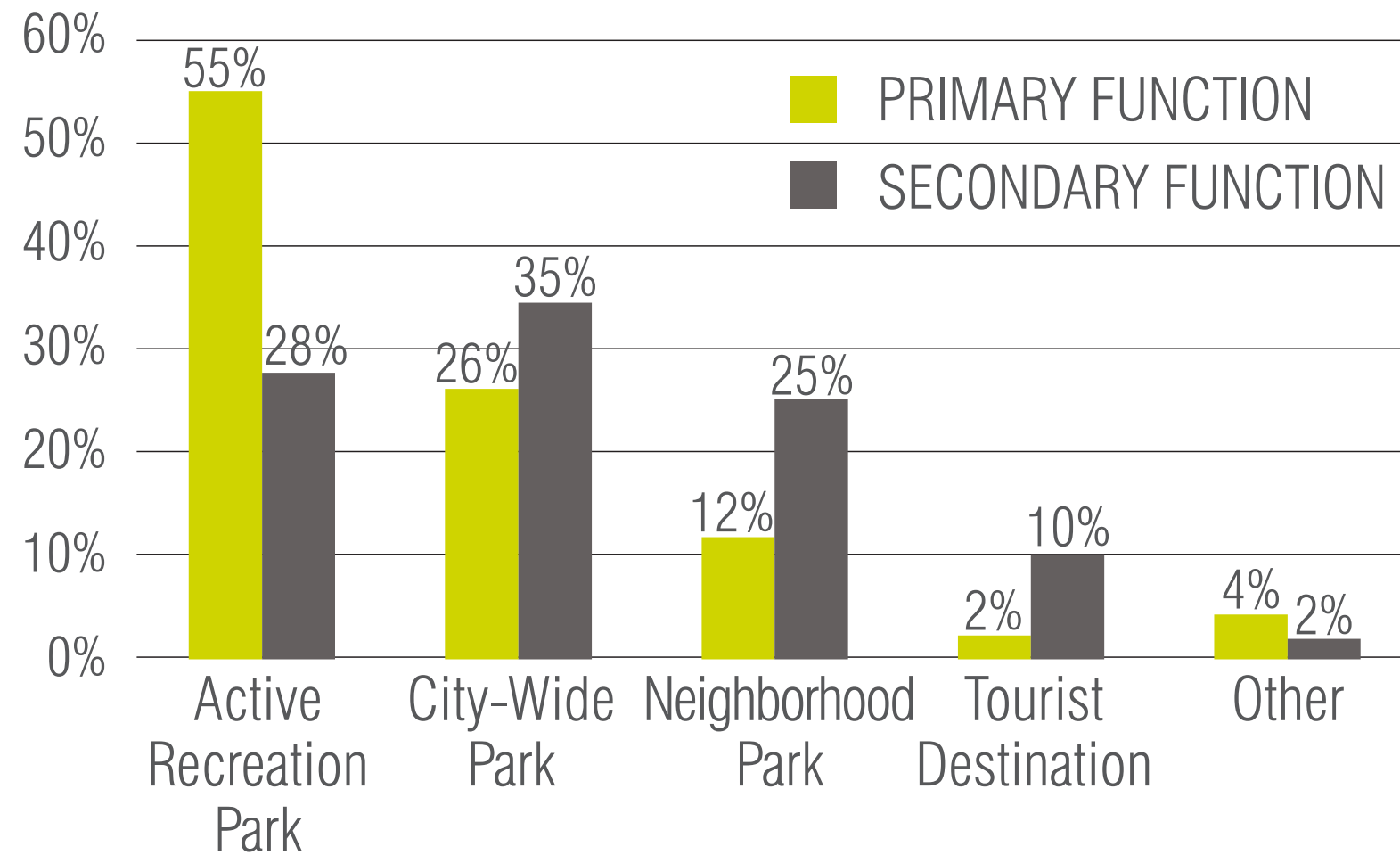
- » Waterfront
- » Landscape + Ecology
- » Community Gathering
- » Aesthetics and Appearance



## AMENITIES

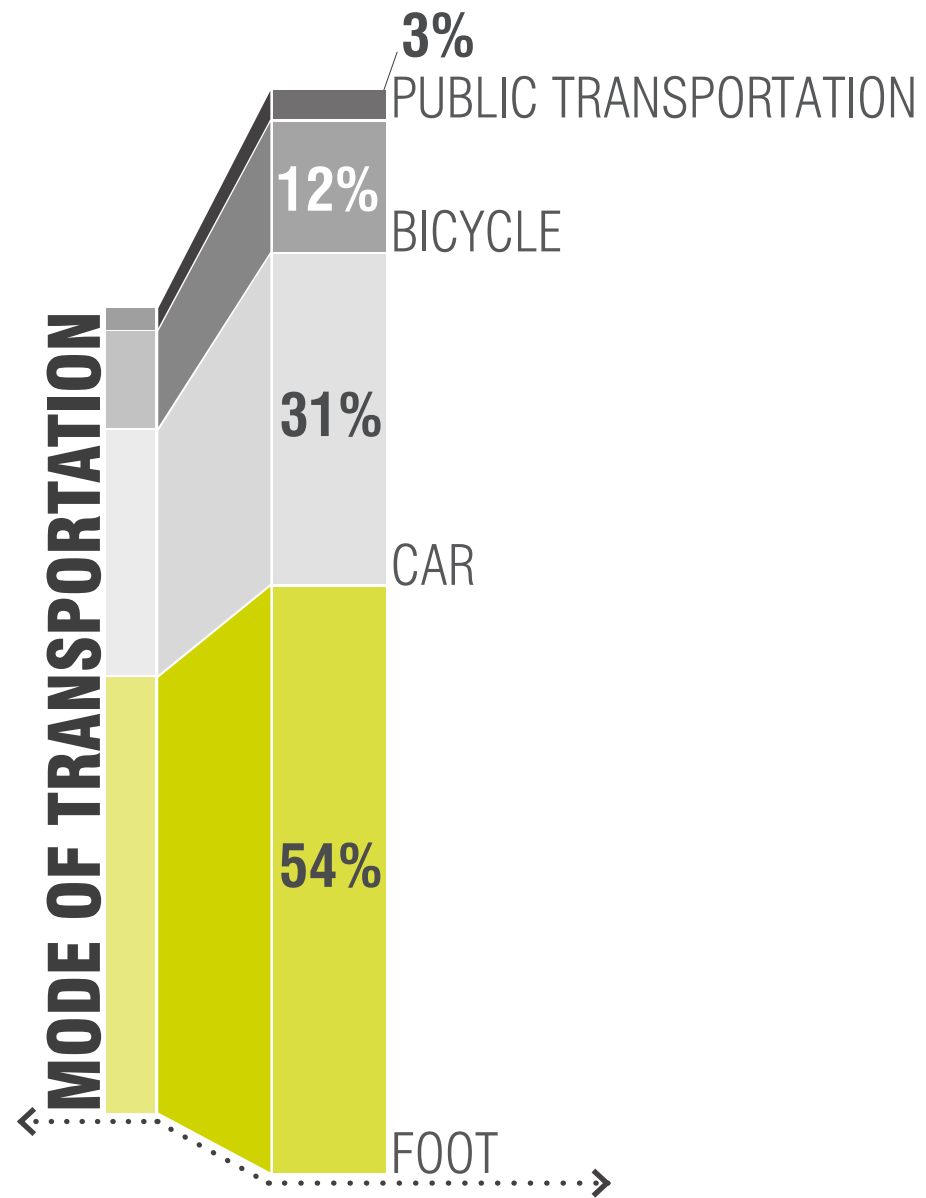
- » Site Furnishings & Lighting
- » Restrooms
- » Shade
- » Public Art

# PURPOSE OF THE PARK

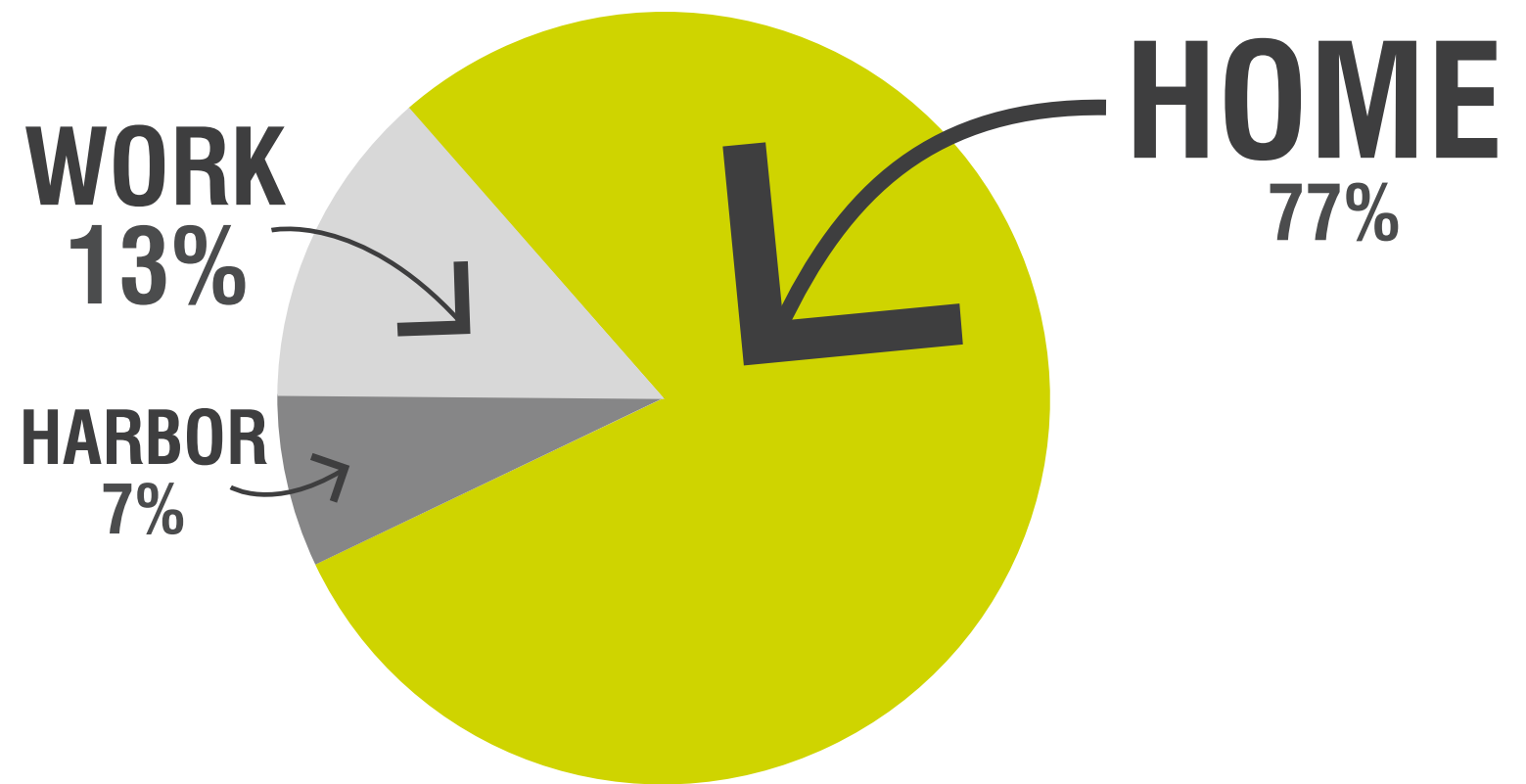


# COMING TO RASH FIELD

Mode of Arrival

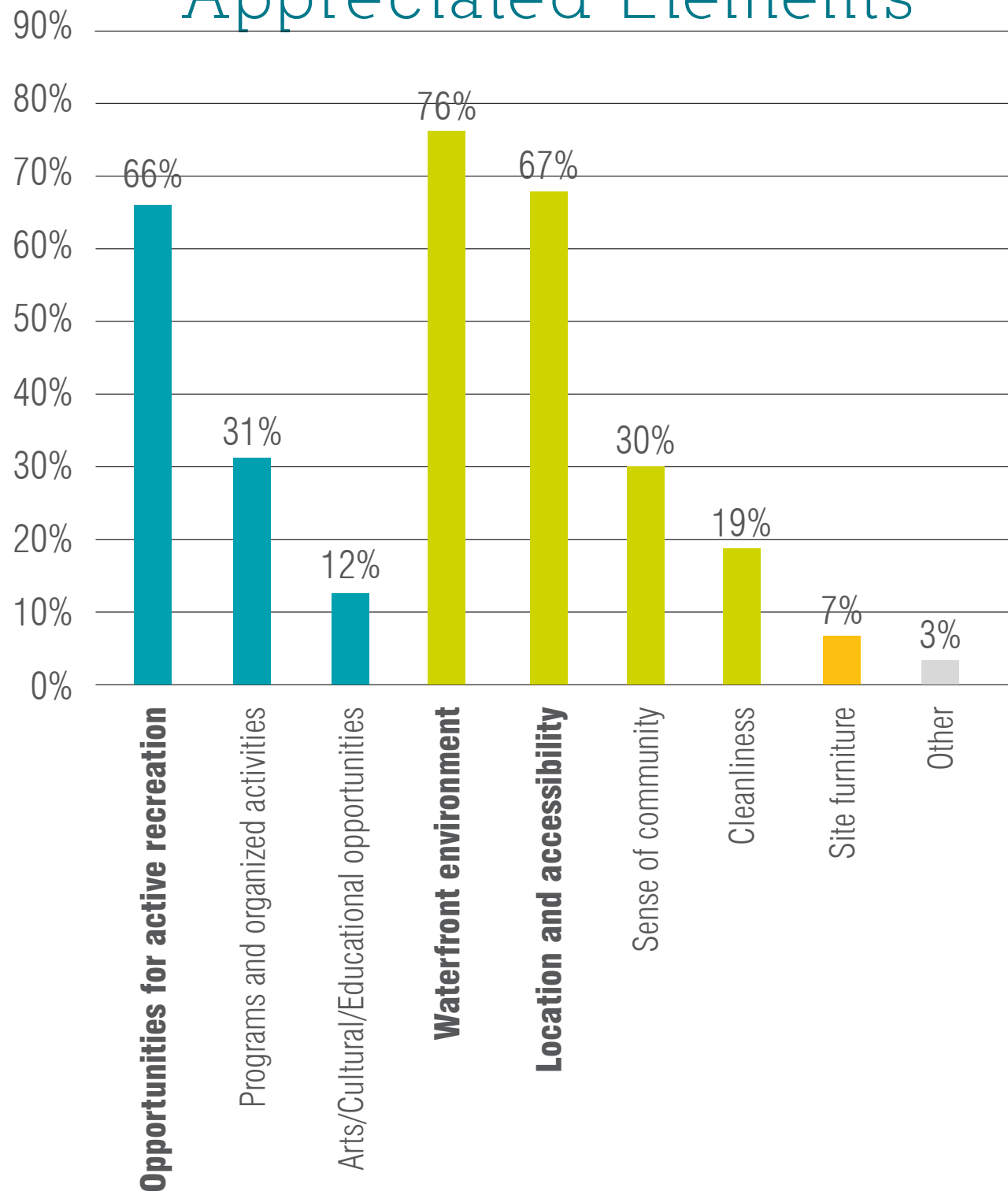


Departure Location

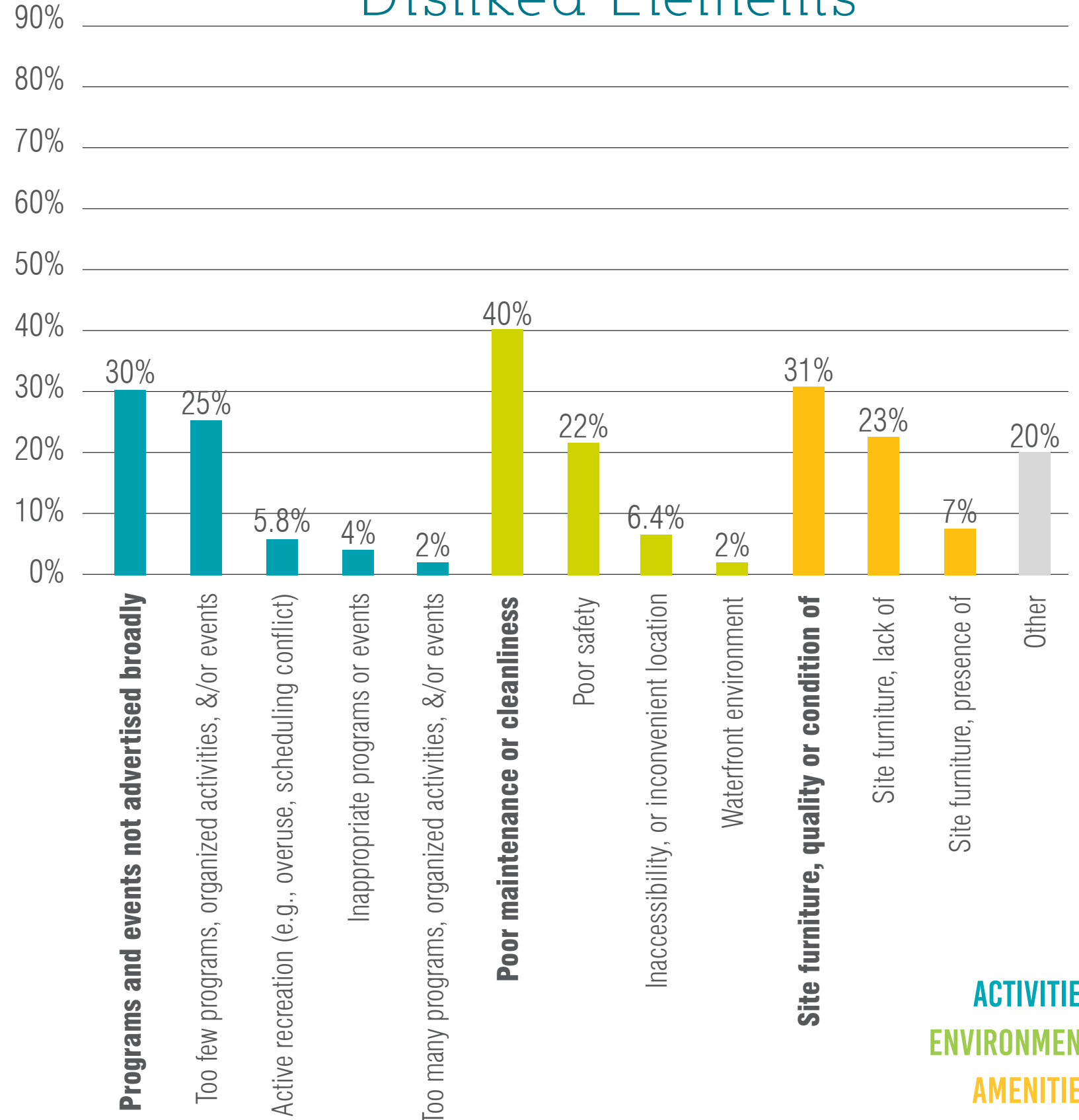


# APPRECIATIONS/DISLIKES

## Appreciated Elements

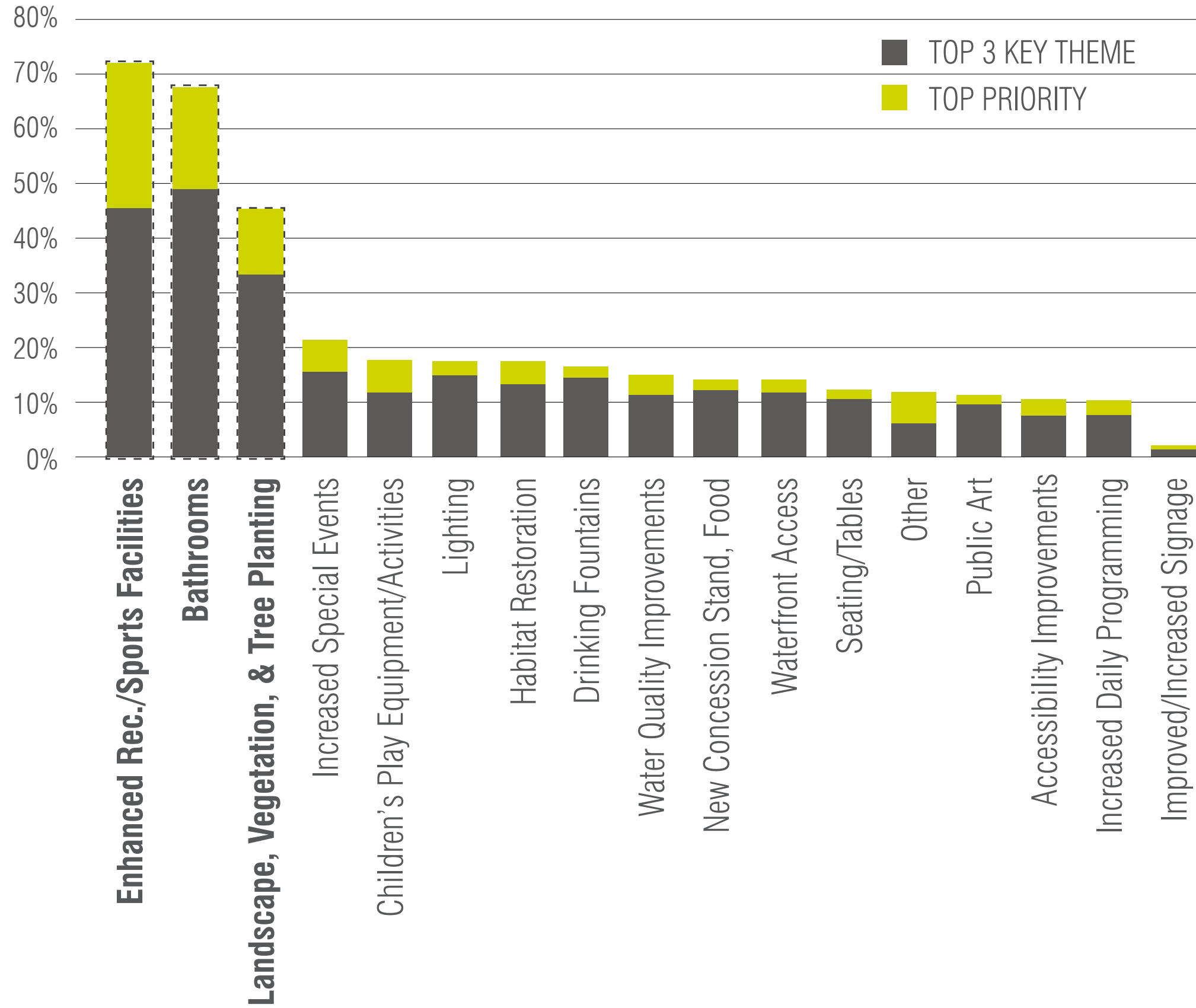


## Disliked Elements

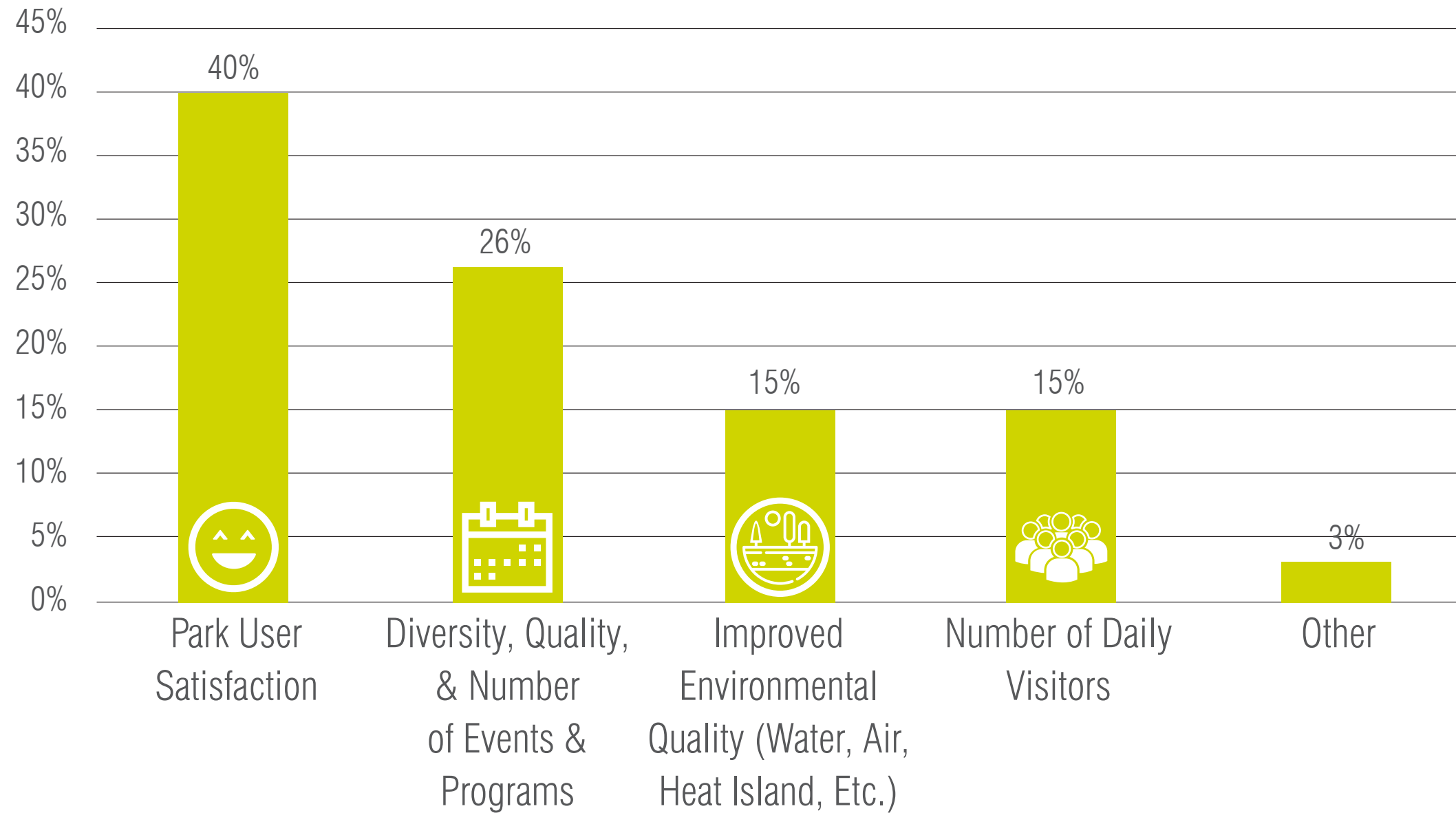


ACTIVITIES  
ENVIRONMENT  
AMENITIES

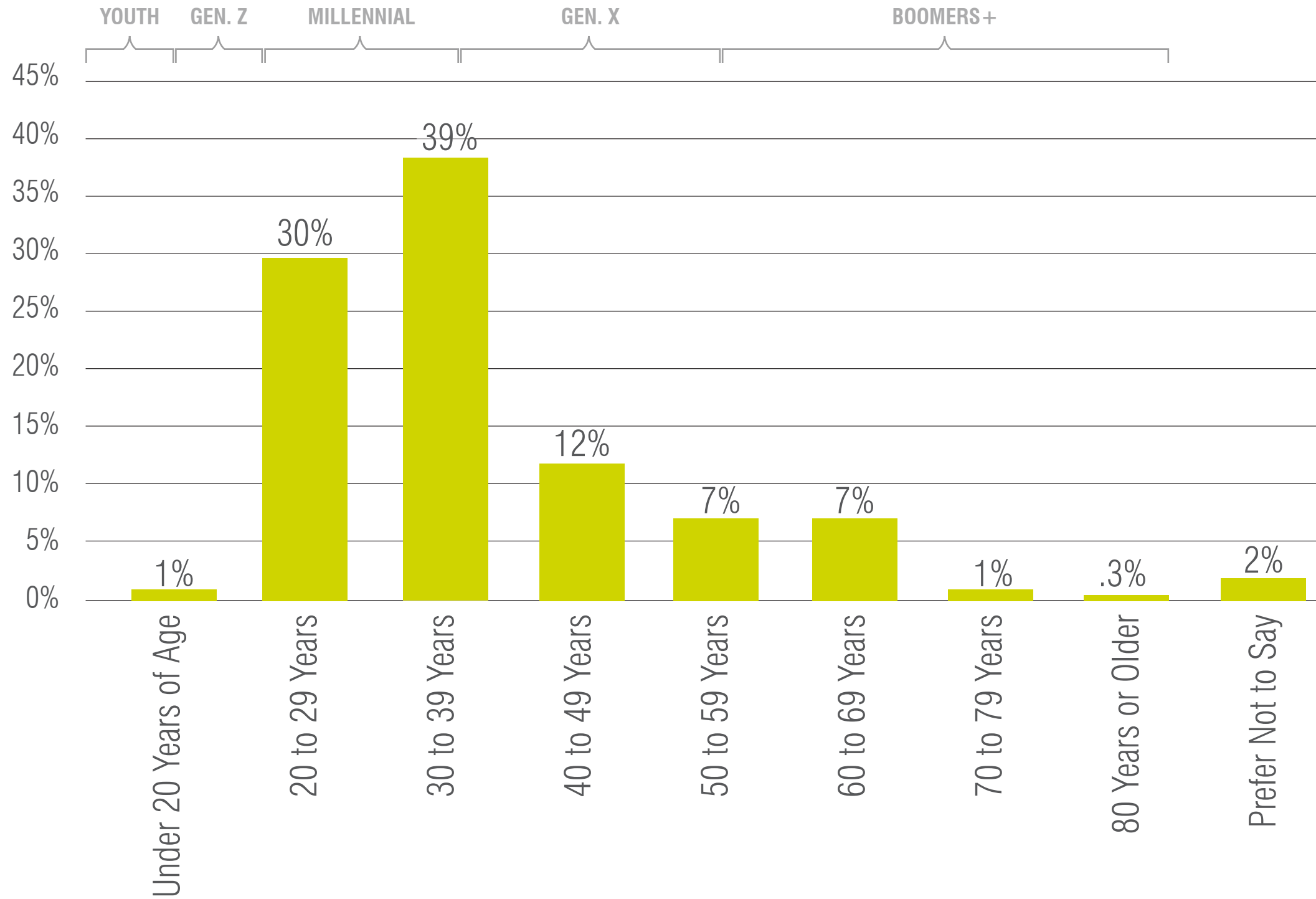
# PRIORITIES



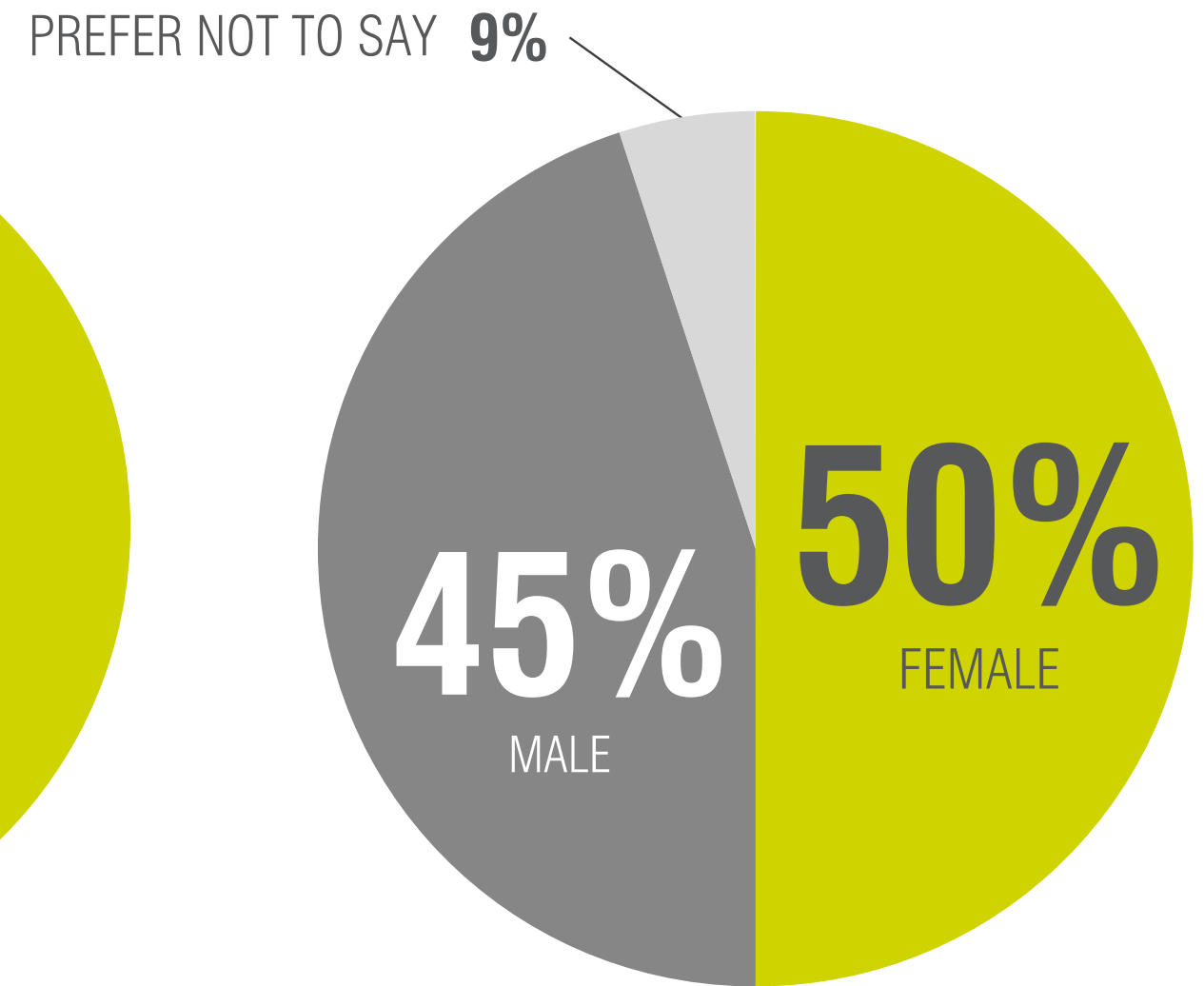
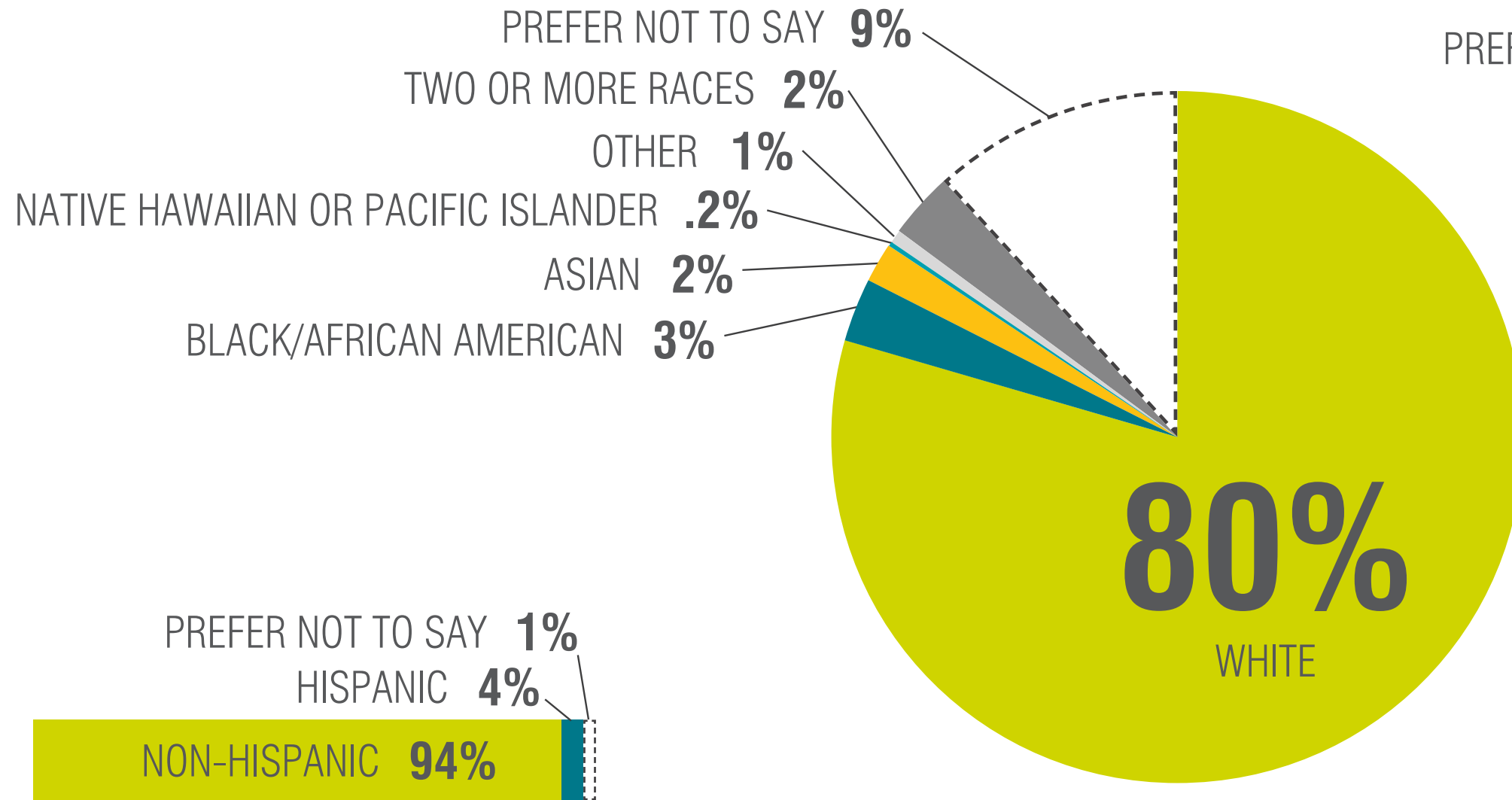
# MEASURES OF SUCCESS



# AGE



# RACE, ETHNICITY, & GENDER





# CROWDSOURCING IDEAS

the park needs to **incorporate environmental features** like a stormwater facility

The concrete viewing stands could be **broken up with vegetation/sculpture**

maybe even some **chess/checker boards**

**Places to hang out and** do things other than sports (like eating, playing board games, taking in the views, etc)

**A vibrant, active, ecologically rich waterfront park that serves residents, visitors, and wildlife.**

It should be a **gateway between Federal Hill & the Inner Harbor**

Swing tables/benches

... a pop up **beer garden** ...

**Reserve greater amenities for everyone in the community, whether it be visitors, workers, or neighbors that live in the area.**

... a **stage for concerts**, to be seen from Fed Hill park as well.

educational spots for people to learn about **preserving and protecting the environment.**

**An active community resource for all to gather for fitness, fun, and relaxation.**

The science center or aquarium could incorporate some **exhibits or sculptures** into the space.

markings indicating the length of the running track

**I envision Rash Field to be a center for athleticism.**

Some **sculptural pieces of exercise equipment** would allow people to workout and use the track.

Would love to see a **colorful mural** painted on site.

a **climbing wall**

I would like to see **more community health/wellness/fitness initiatives** utilize the space ... maybe lunchtime initiatives or other programs geared toward the community.

Baltimore's version of **muscle beach**

Some art, maybe one that acts as a **play structure** as well

... a place **where everyone can go and find something to do.**

... a **natural playground** with sand and water to go along with the beach volleyball ambiance ...

**RASH FIELD**

# COMMUNITY INPUT SUMMARY

Program elements as identified by the community.

## ACTIVITIES

- Volleyball
- Adult & Youth Play
- Extreme Fitness
- Sports
- Food Trucks & Vendors
- Arts, Culture, & Education Programs
- Ice Skating

## ENVIRONMENT

- Improved Pedestrian Connections
- Enhanced Recreational Fields
- Flexible, Multi-Use Open Space
- Contemplative Space
- Increased Canopy Cover (Thermal Comfort)
- Increased Ecological Function (Stormwater & Biodiversity)

## AMENITIES

- Benches
- Hammocks
- Moveable Chairs
- Adult Swings
- Lighting
- Litter Receptacles
- Bathrooms
- Drinking Fountains
- Showers

# AGENDA

Welcome

Project Scope & Need

Process & Schedule

Community Input

## HISTORY & CONTEXT

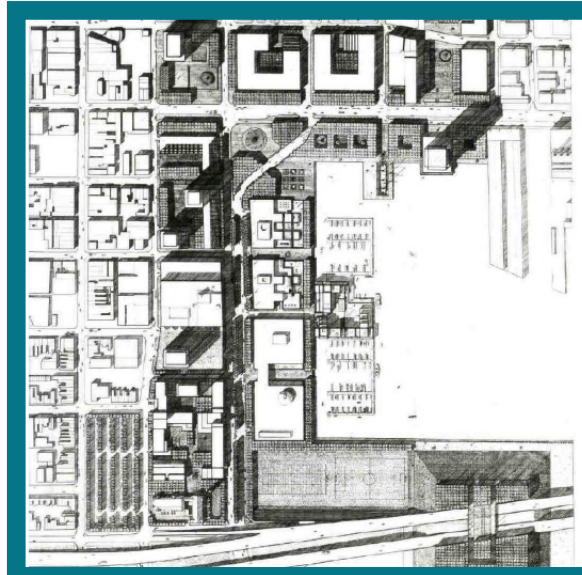
Existing Conditions

Design Intent & Concept Plans

Discussion & Next Steps



# HISTORY OF RASH FIELD



**1792:**

**Growth of  
Baltimore  
Harbor**

**1903:**

**Industrialization  
of Baltimore  
Habor**

**1967:**

**Inner Harbor  
Urban Renewal  
Plan I**

**1976:**

**Joseph H. Rash  
Memorial Sports  
Park Opens**

**1994:**

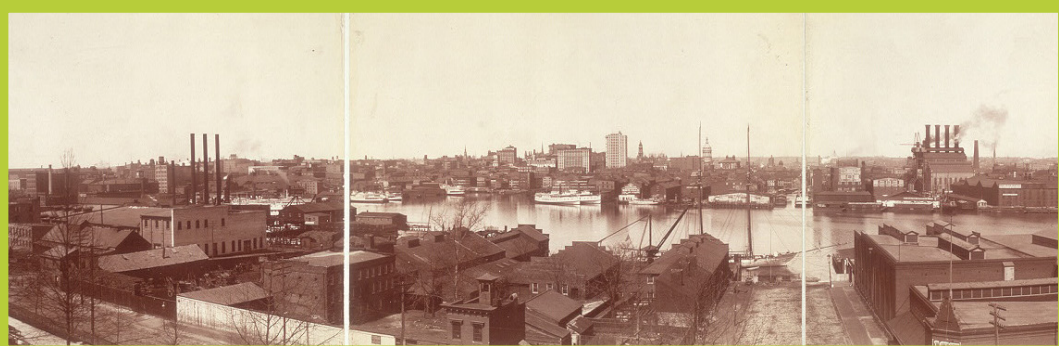
**Martha Schwartz  
Rash Field  
Master Plan**

**2013:**

**Inner Harbor  
2.0 Master Plan  
Released**

**2015:**

**Waterfront Partnership &  
MRA Work with Community  
to Reimagine Rash Field**

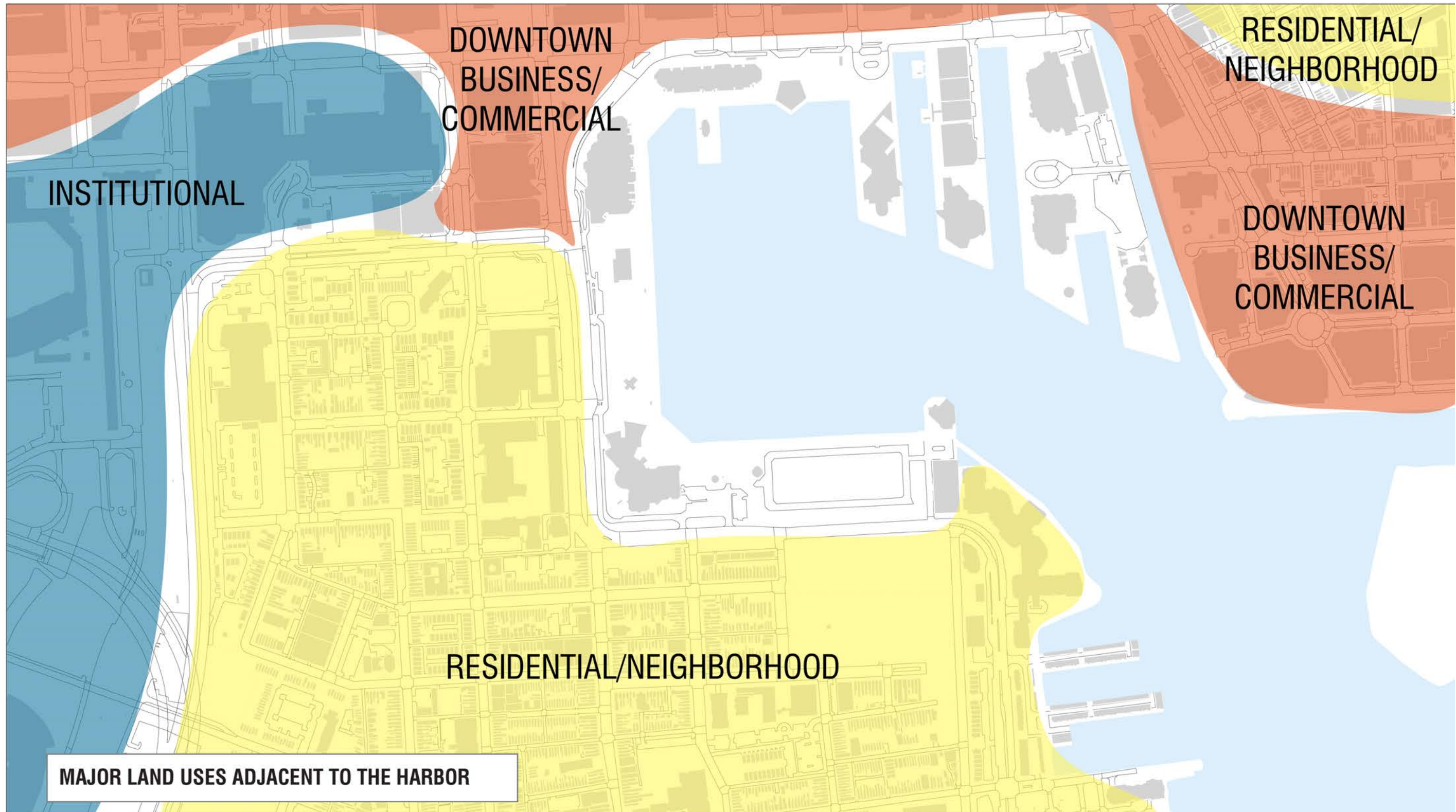


**RASH FIELD**

**HISTORY & CONTEXT**

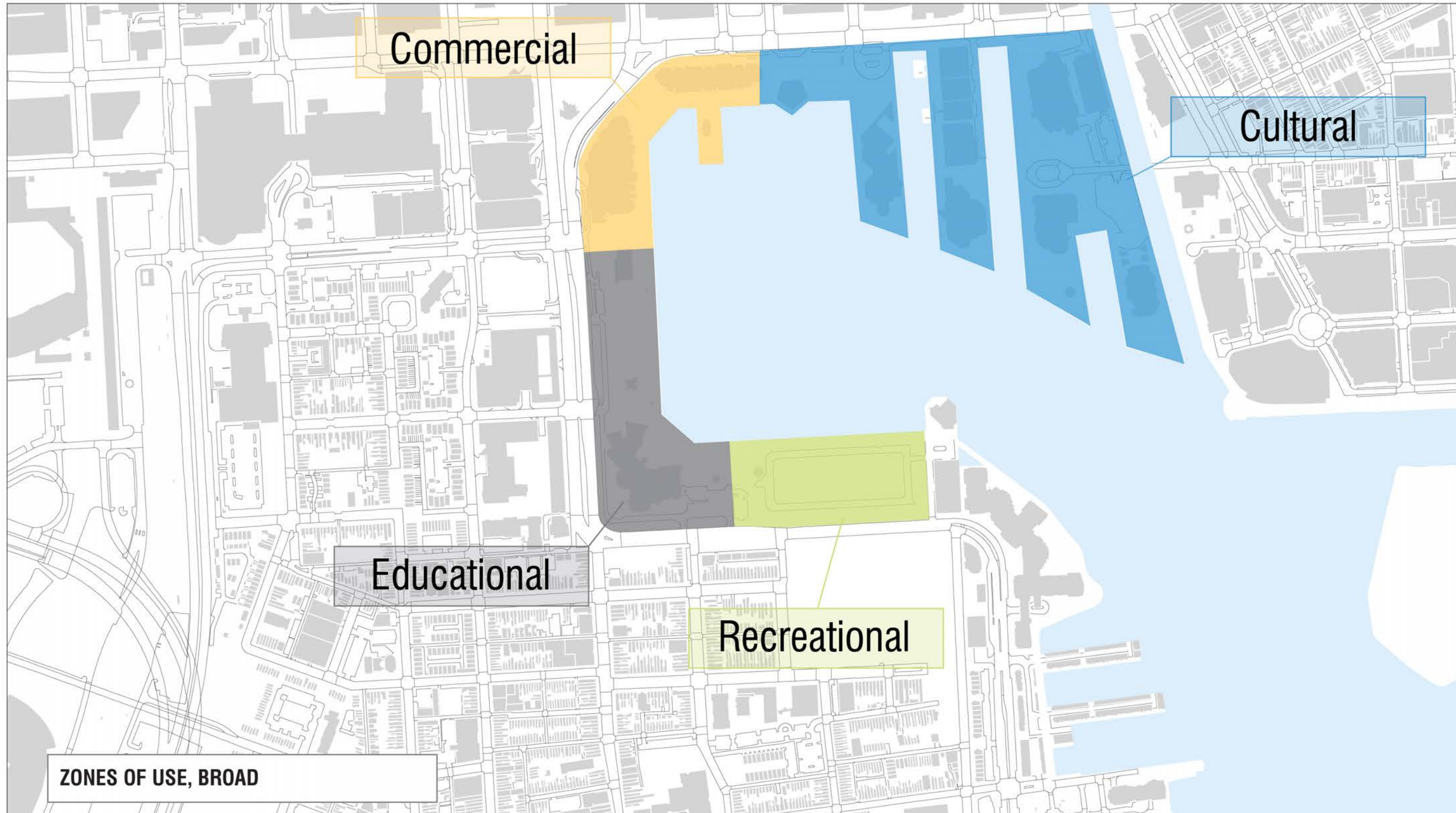


# URBAN CONTEXT





# URBAN CONTEXT





# URBAN CONTEXT



# AGENDA

Welcome

Project Scope & Need

Process & Schedule

Community Input

History & Context

## EXISTING CONDITIONS

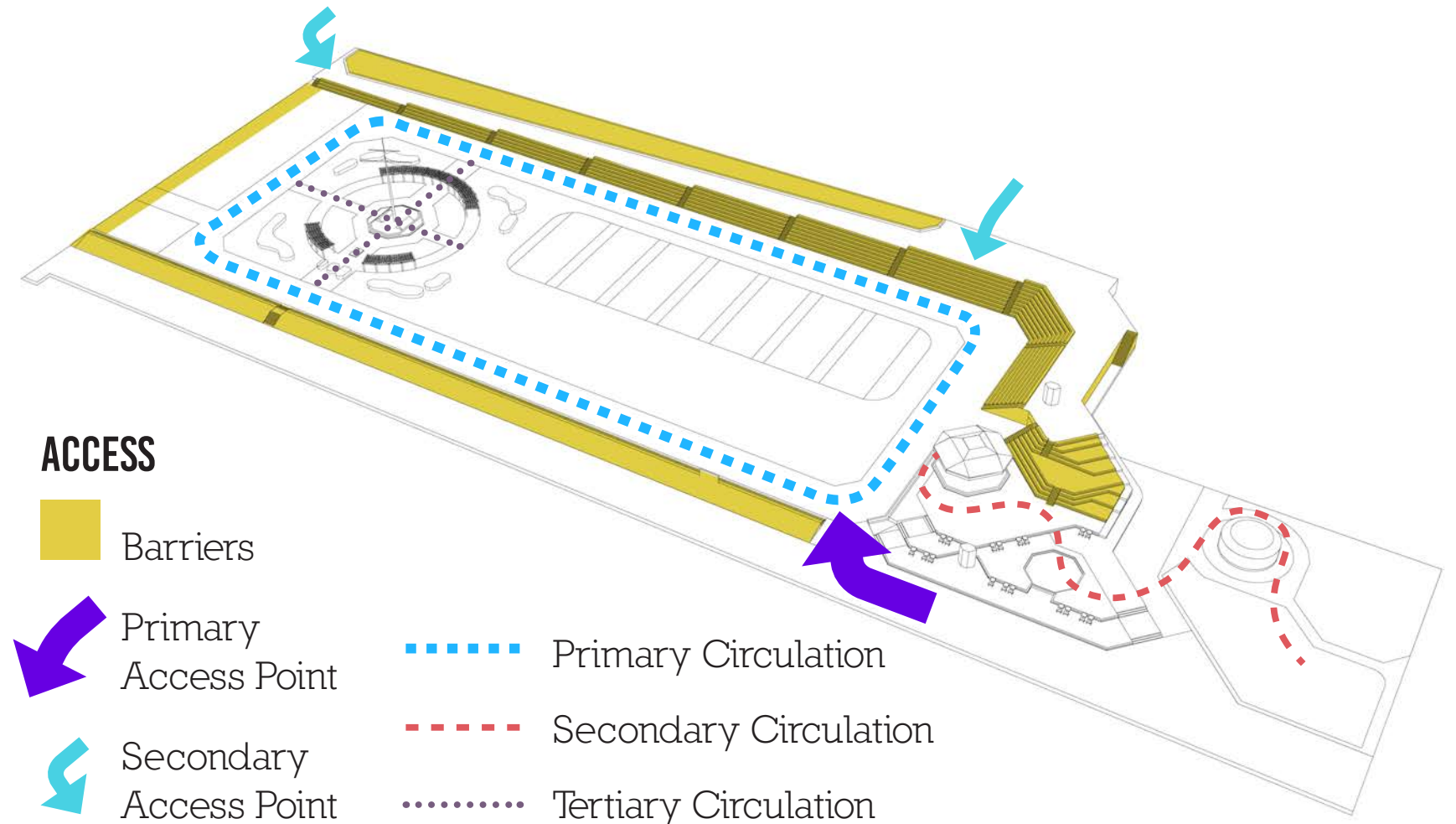
Design Intent & Concept Plans

Discussion & Next Steps



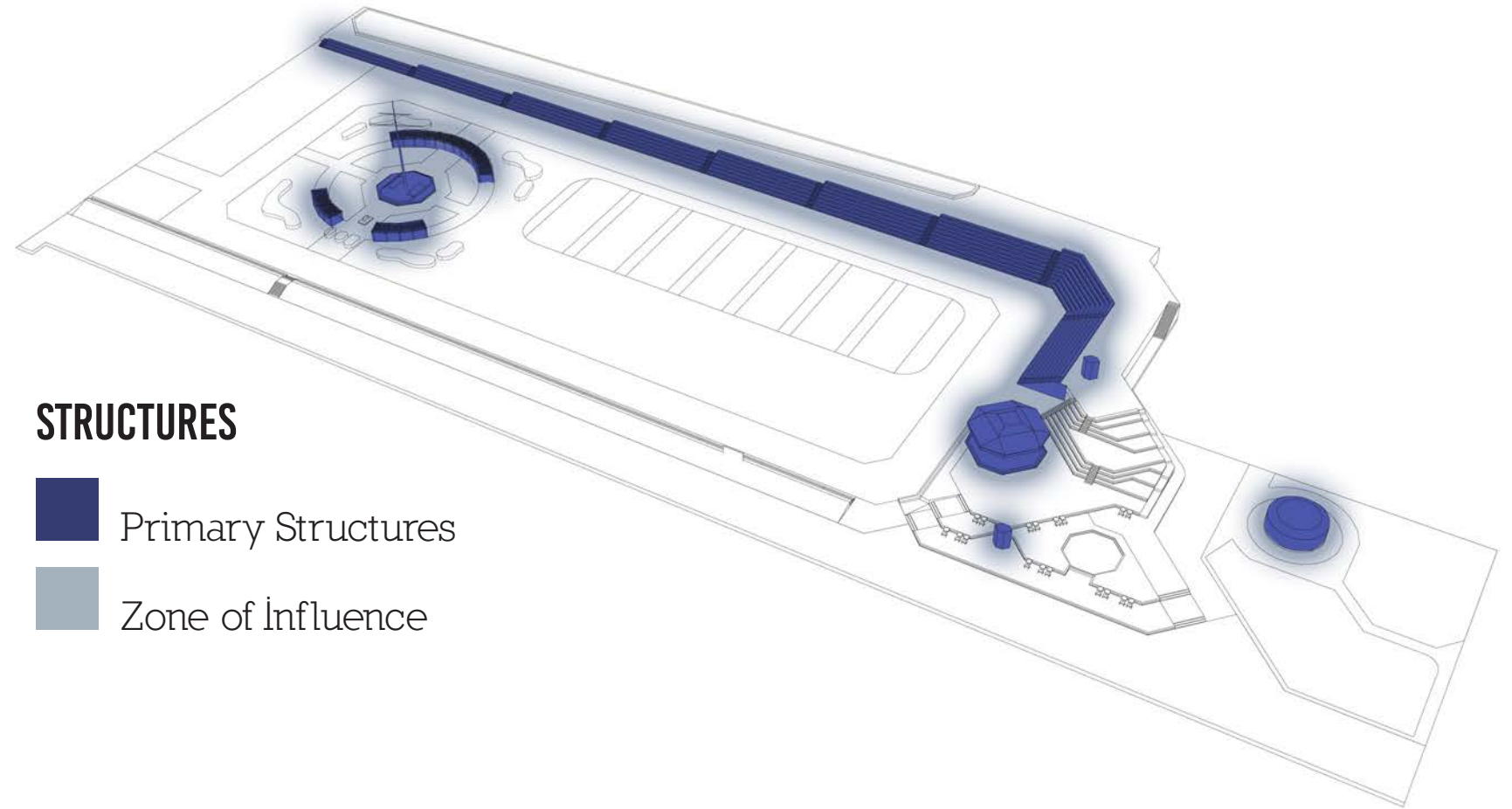


# ACCESS/BARRIERS





# STRUCTURES

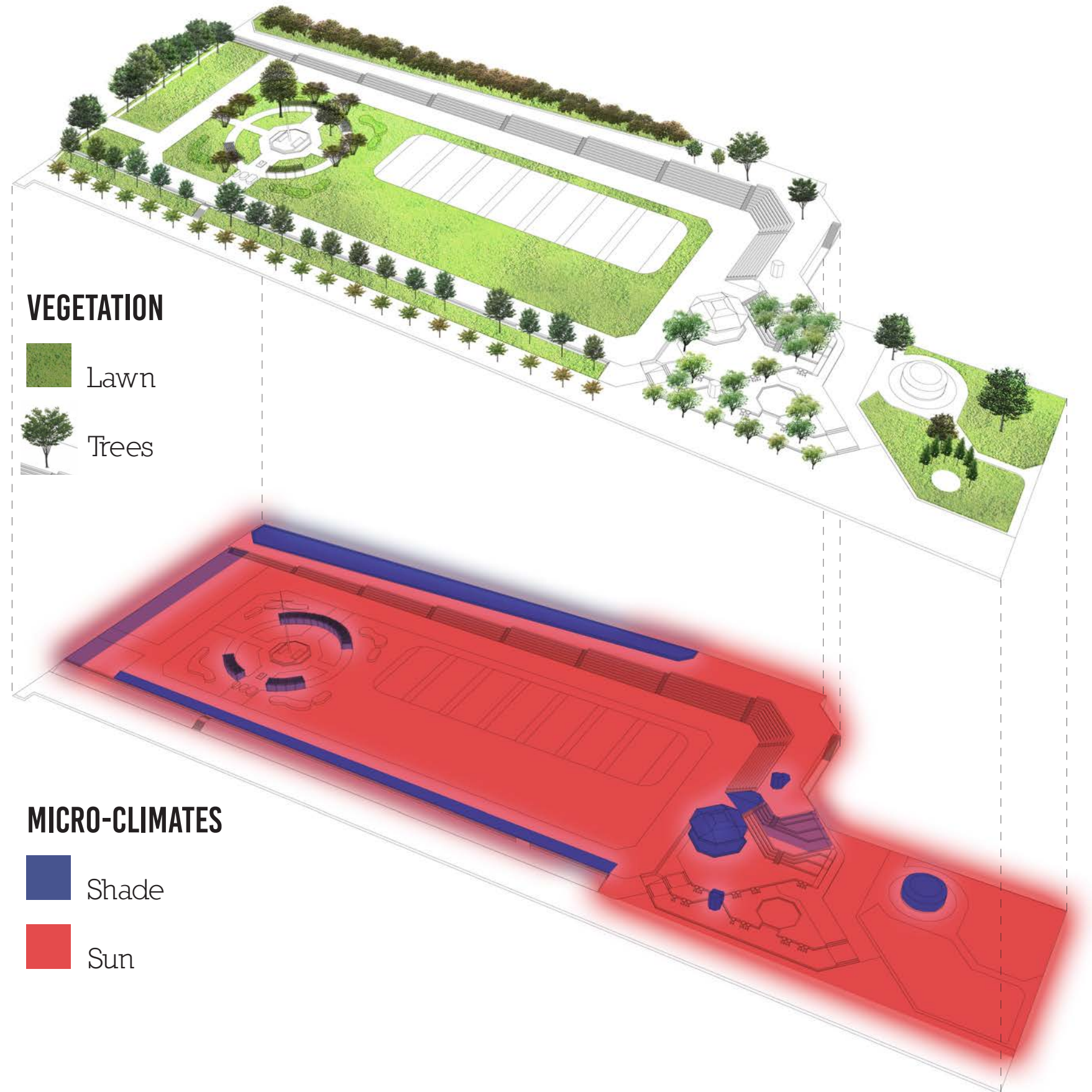


## STRUCTURES

- Primary Structures
- Zone of Influence

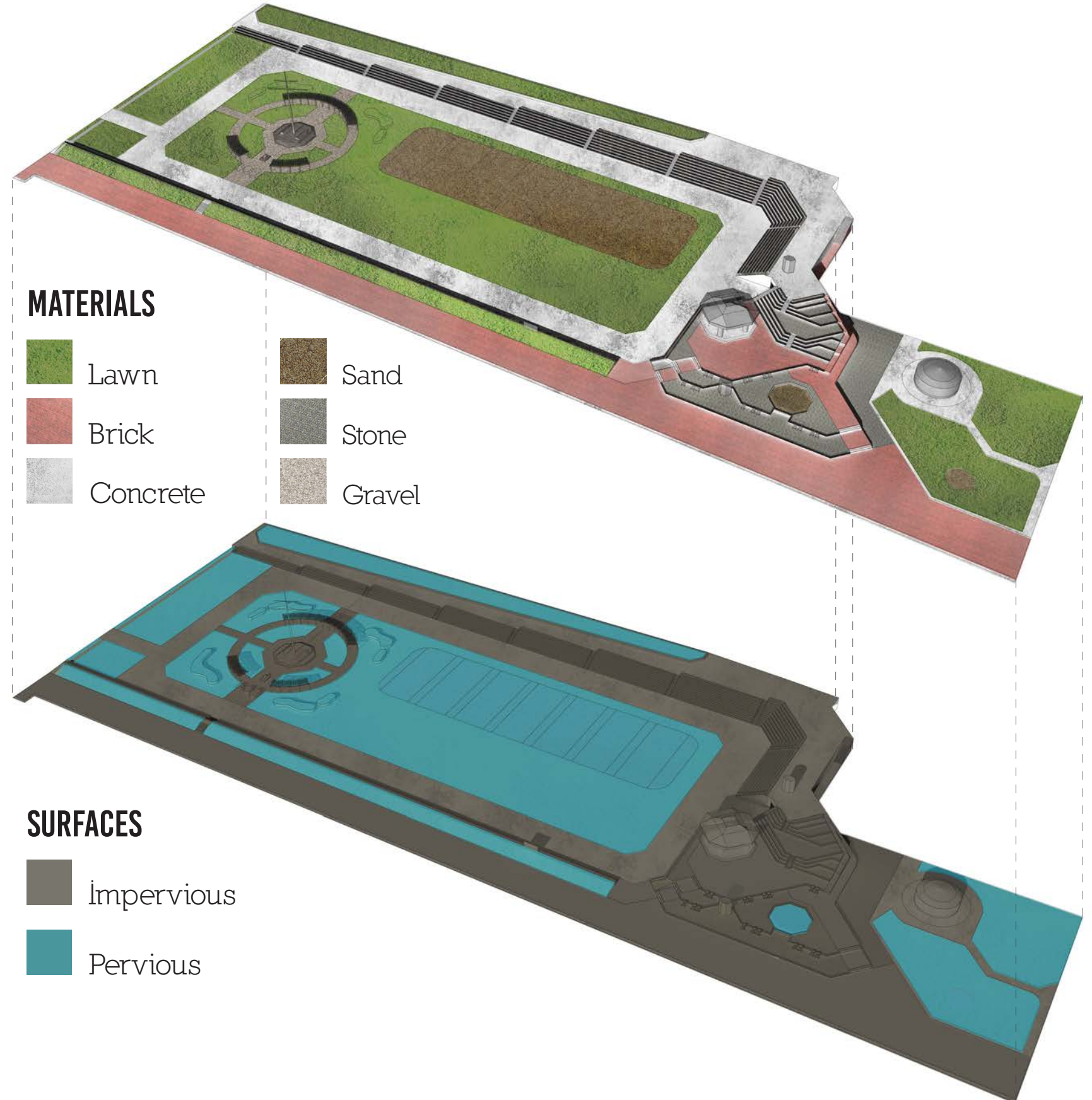
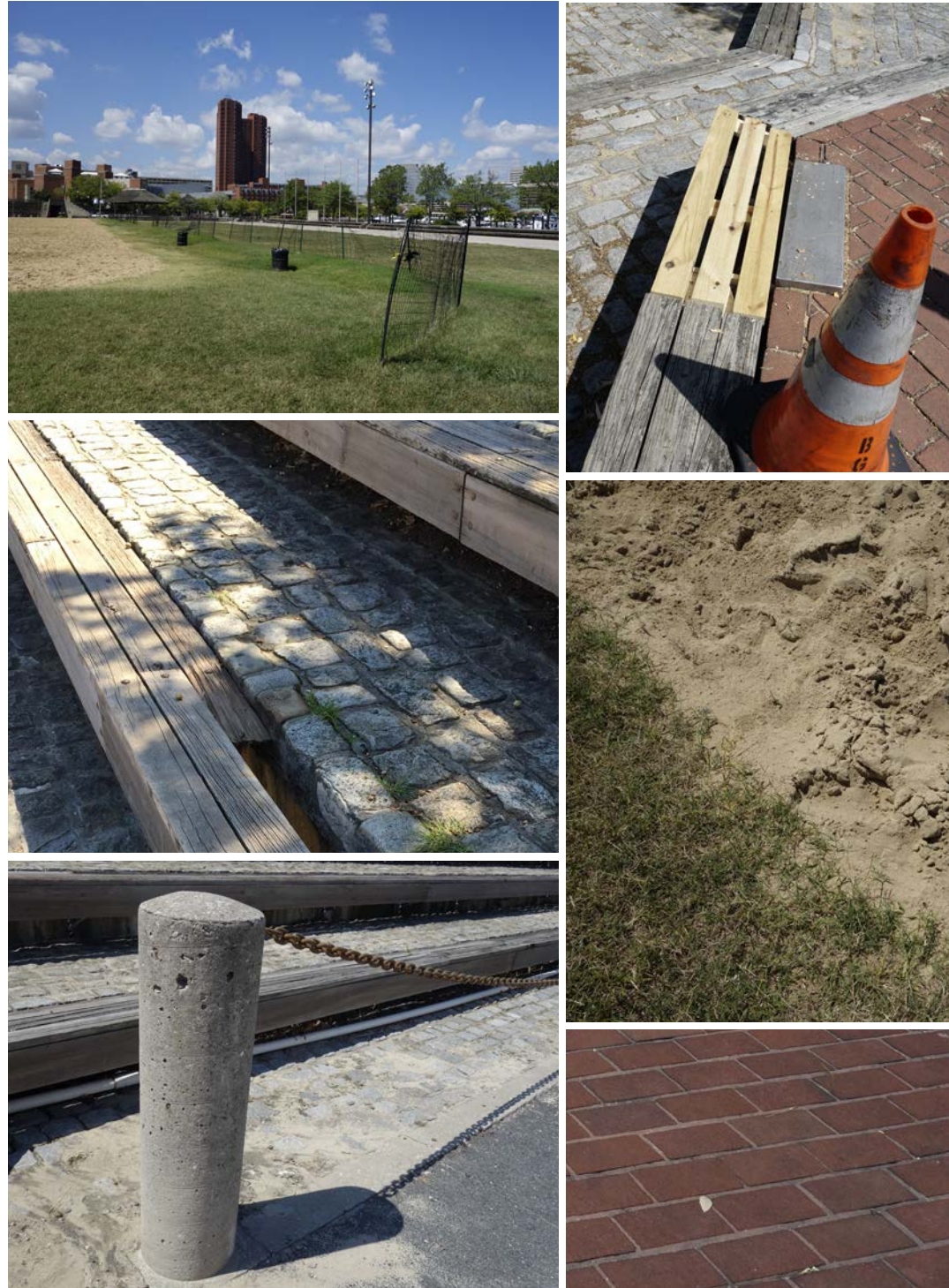


# VEGETATION & MICRO-CLIMATES



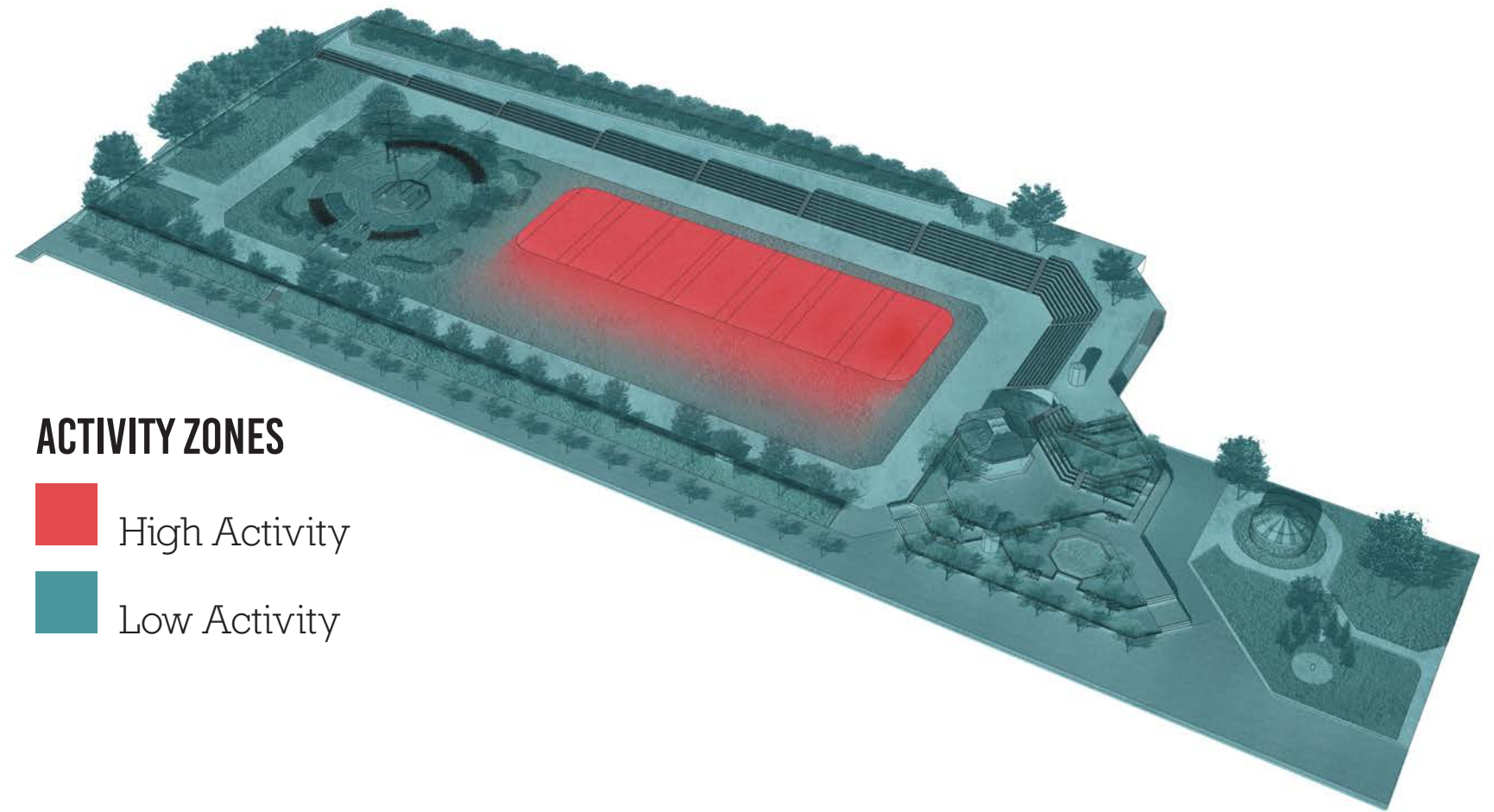
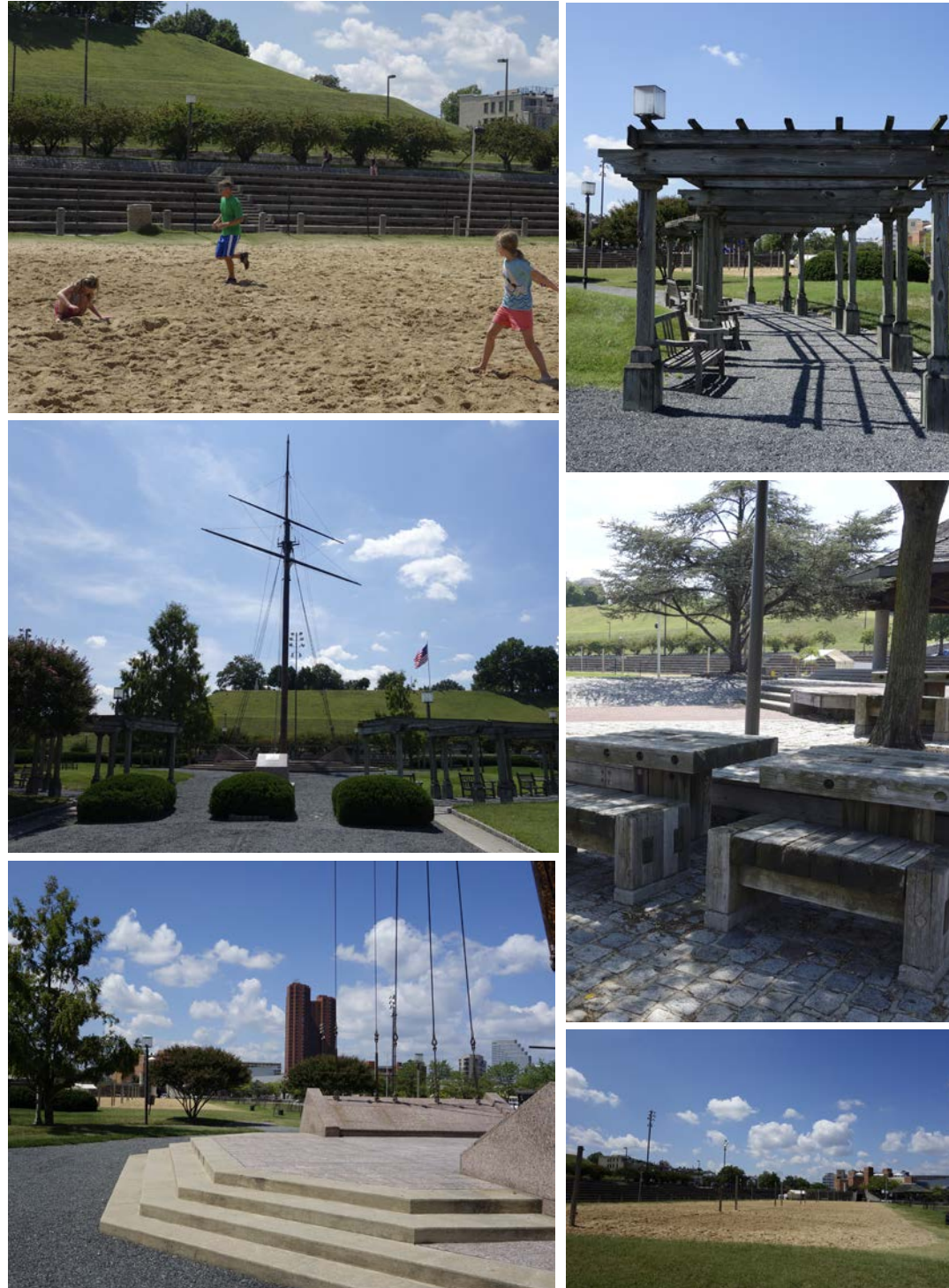


# MATERIALS & SURFACES





# ACTIVITY ZONES

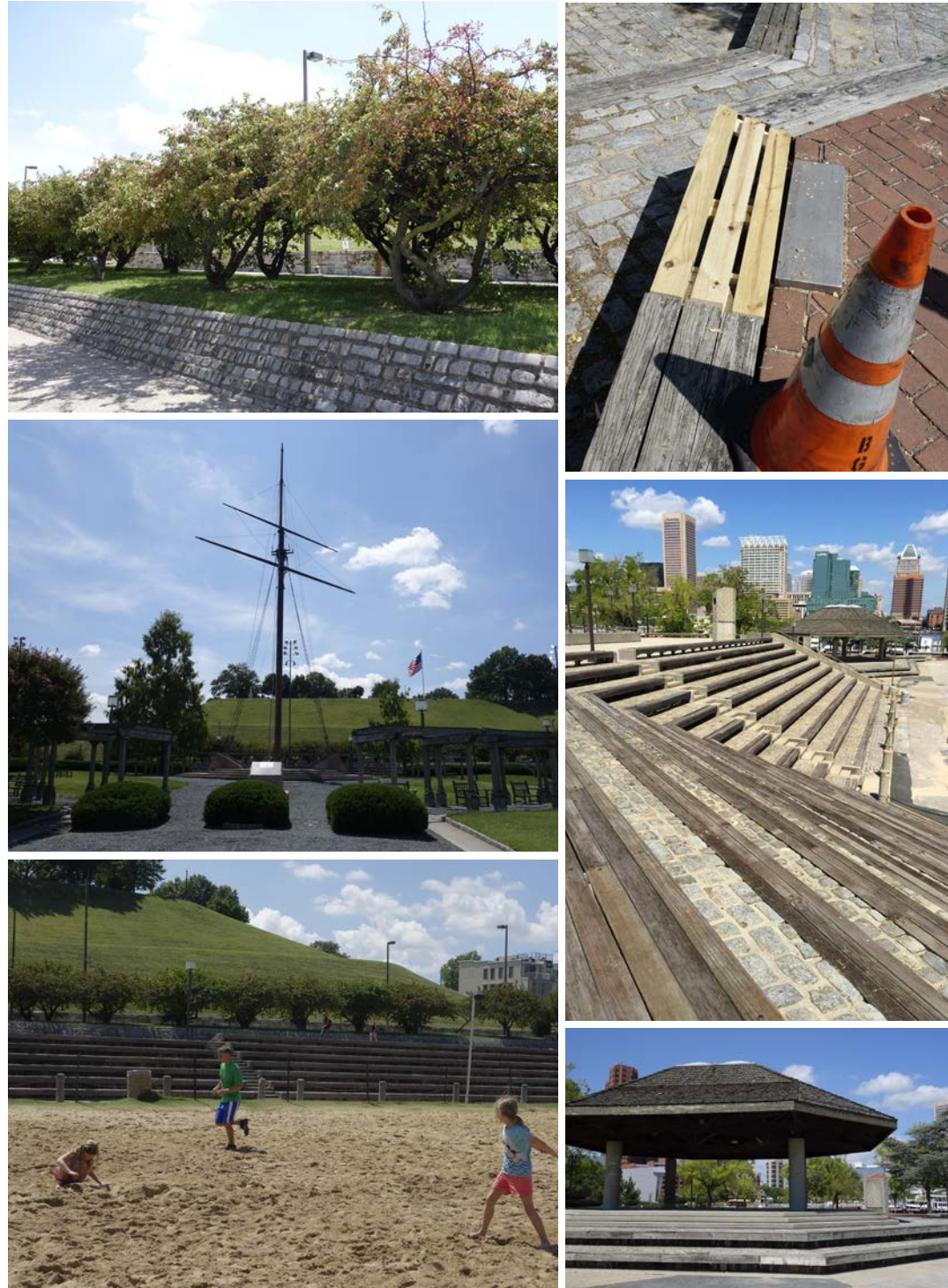


## ACTIVITY ZONES

-  High Activity
-  Low Activity



# SITE CHALLENGES



# AGENDA

Welcome

Project Scope & Need

Process & Schedule

Community Input

History & Context

Existing Conditions

## DESIGN INTENT & CONCEPT PLANS

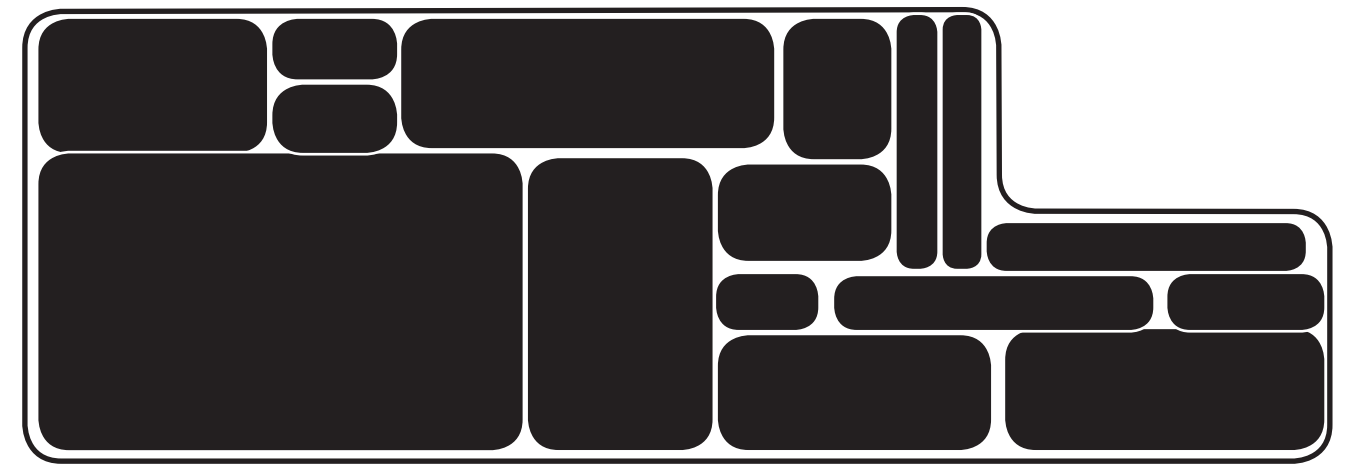
Discussion & Next Steps



# DESIGN: DIVERSIFY THE EXPERIENCE



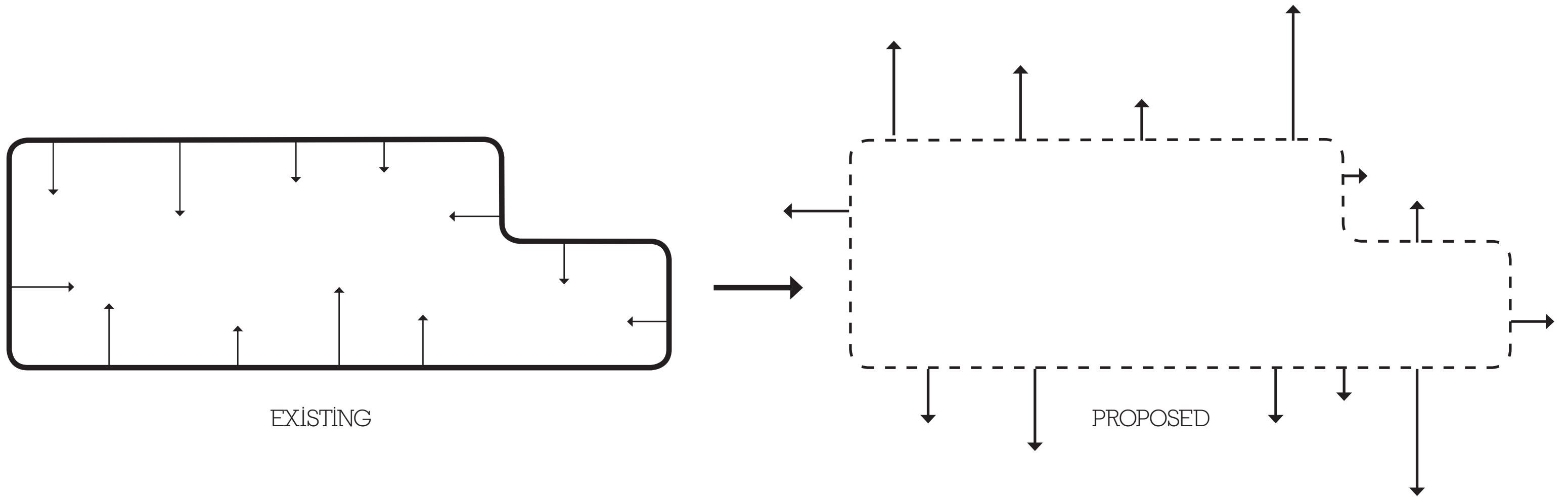
EXISTING



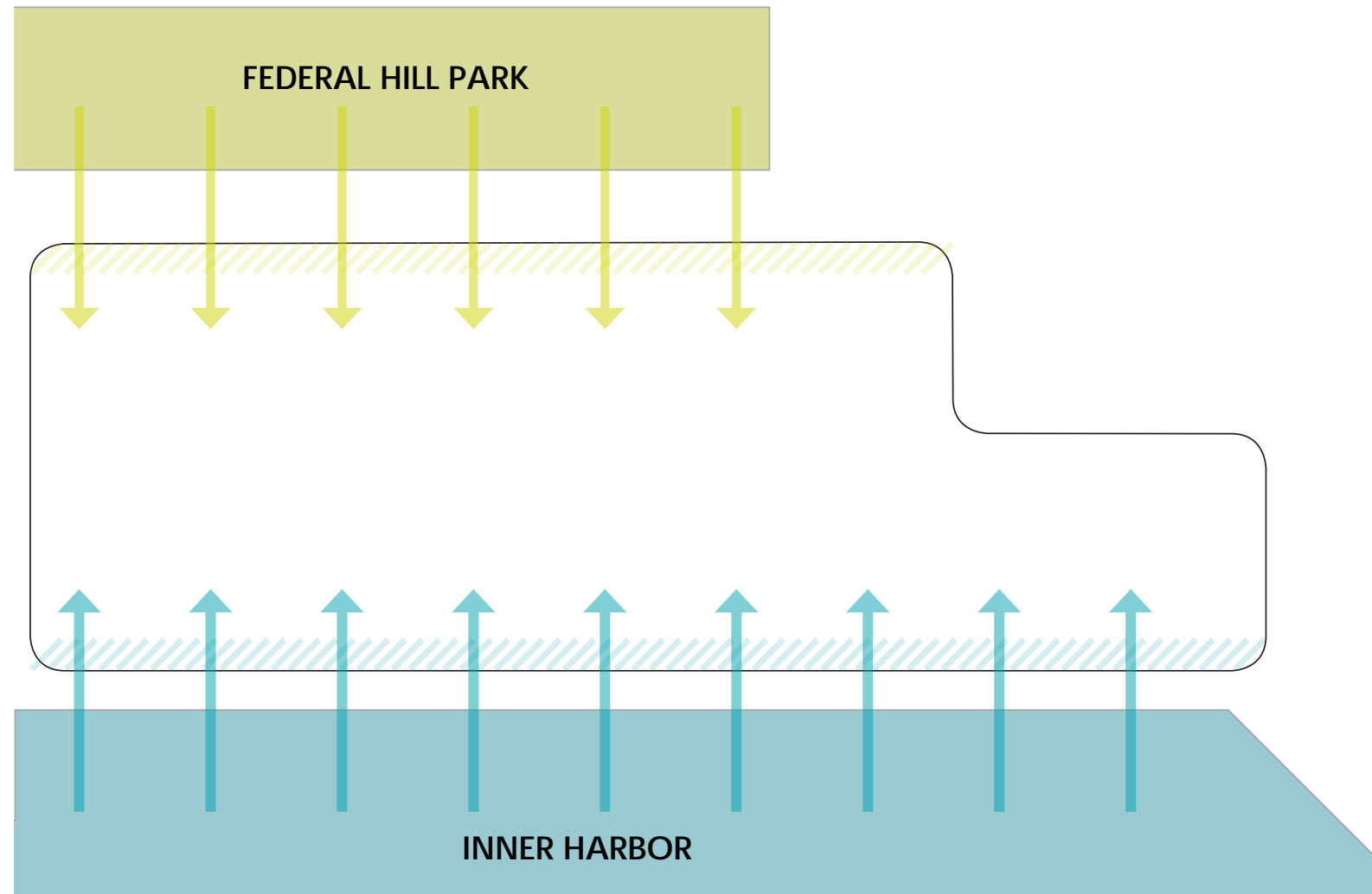
PROPOSED



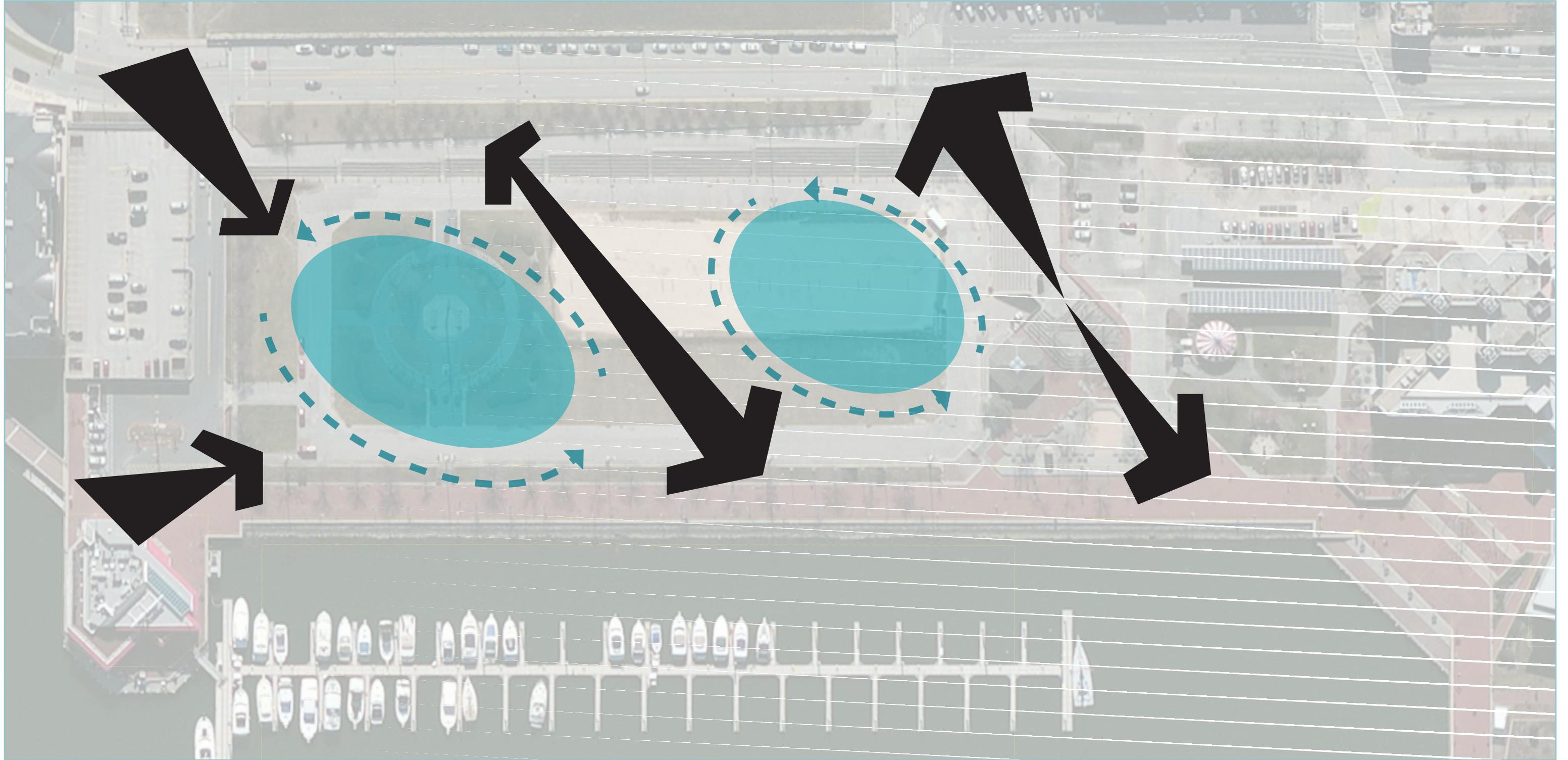
# DESIGN: CONNECT THE PARK



# DESIGN: BRING NATURE IN

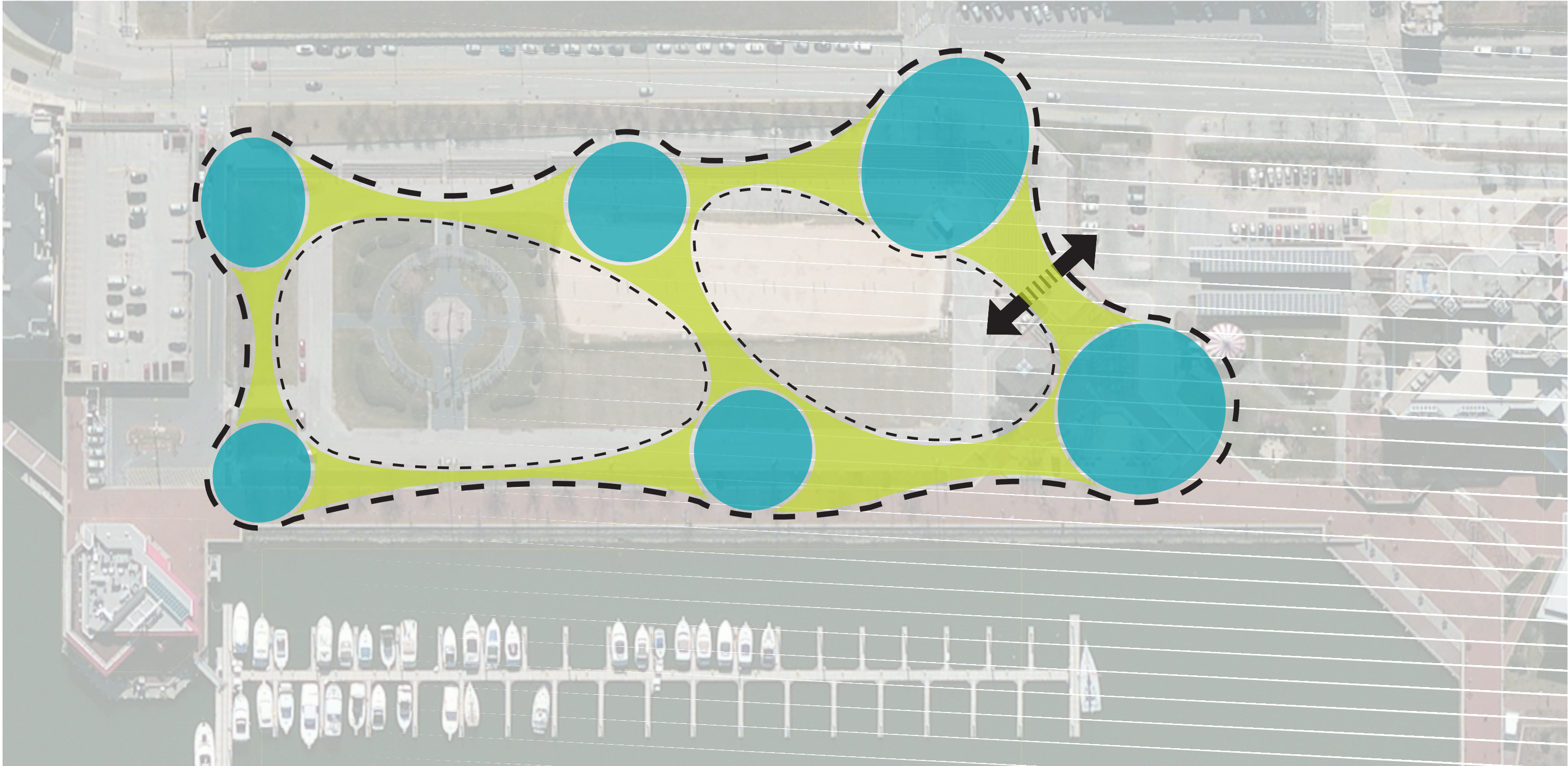


# CONNECTION



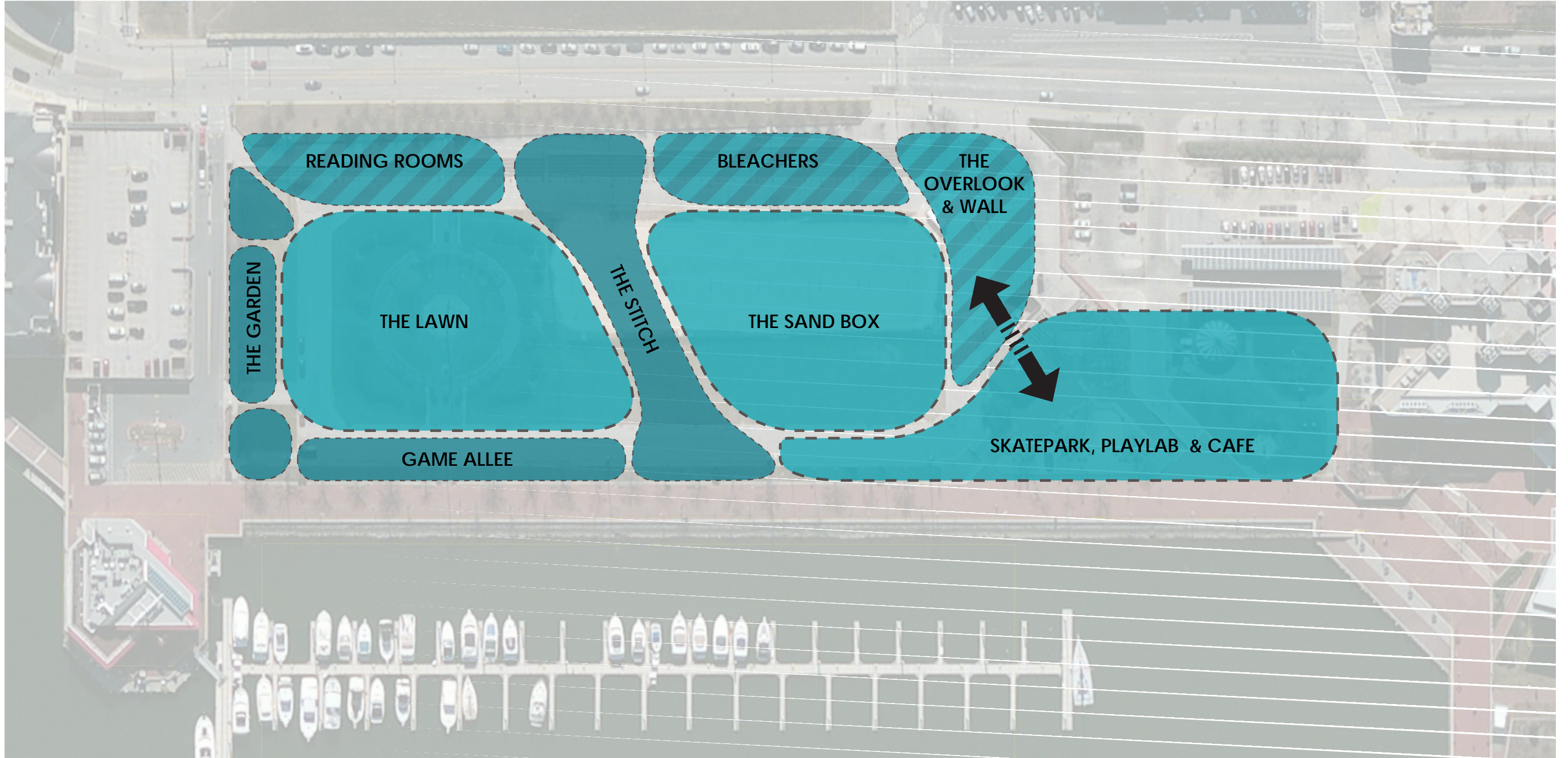


# ARRIVAL





# ENGAGEMENT





# RASH FIELD





# NORTHWEST CORNER



RASH FIELD

» P R E S S P L A Y

UDARP Discussion // April 14, 2016



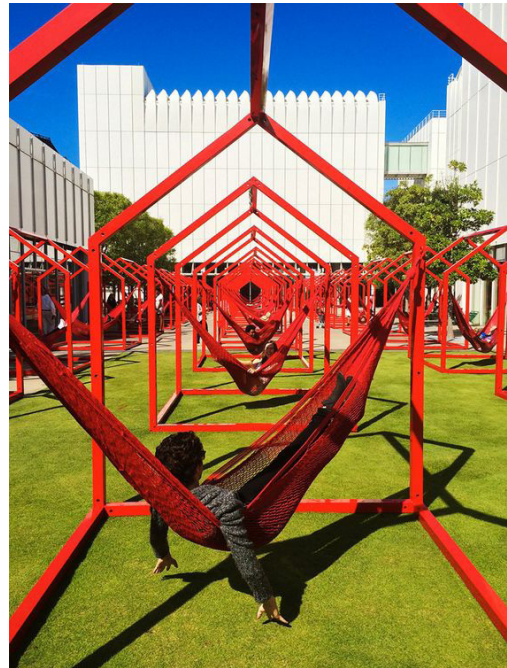
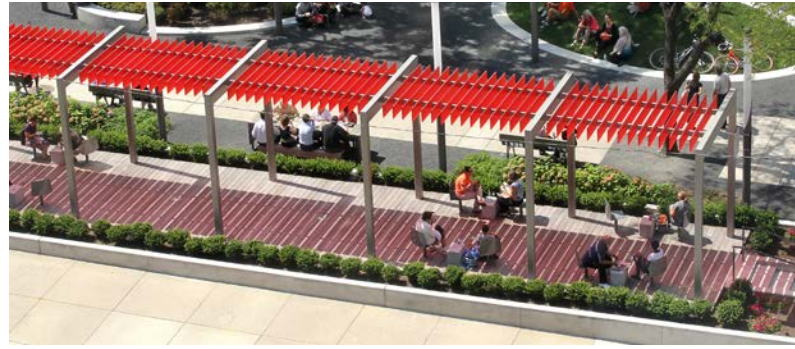


# SKATEPARK & PLAYLAB



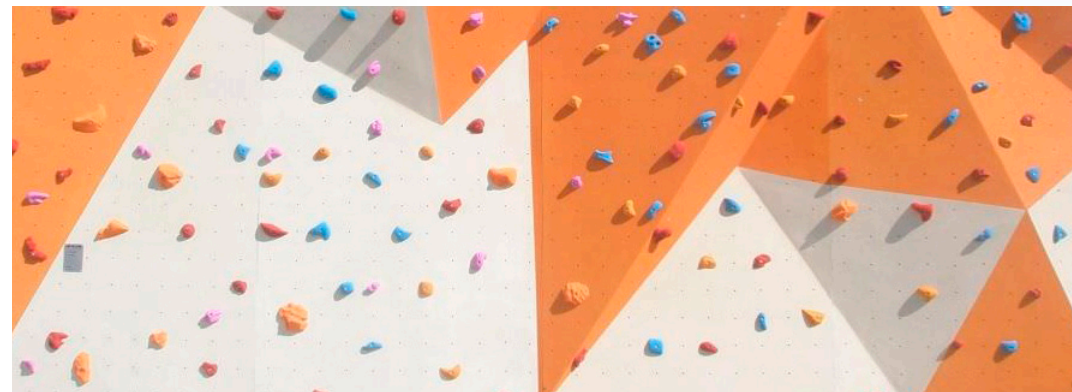


# THE OVERLOOK





# THE WALL



**RASH FIELD**

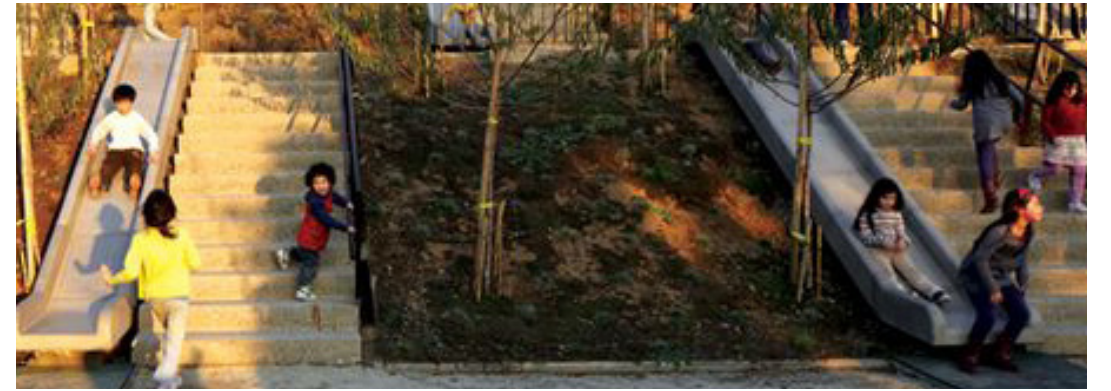
» P R E S S P L A Y

UDARP Discussion // April 14, 2016





# BLEACHERS





# BLEACHERS



**RASH FIELD**

» P R E S S P L A Y

UDARP Discussion // April 14, 2016





# READING ROOMS, THE LAWN, & BLEACHERS





# GARDEN





# LAWN



**RASH FIELD**

» P R E S S P L A Y

UDARP Discussion // April 14, 2016



# THE SANDBOX



**RASH FIELD**

» P R E S S P L A Y

UDARP Discussion // April 14, 2016



# PROMENADE & GAME ALLEE





# PROMENADE & GAME ALLEE



**RASH FIELD**

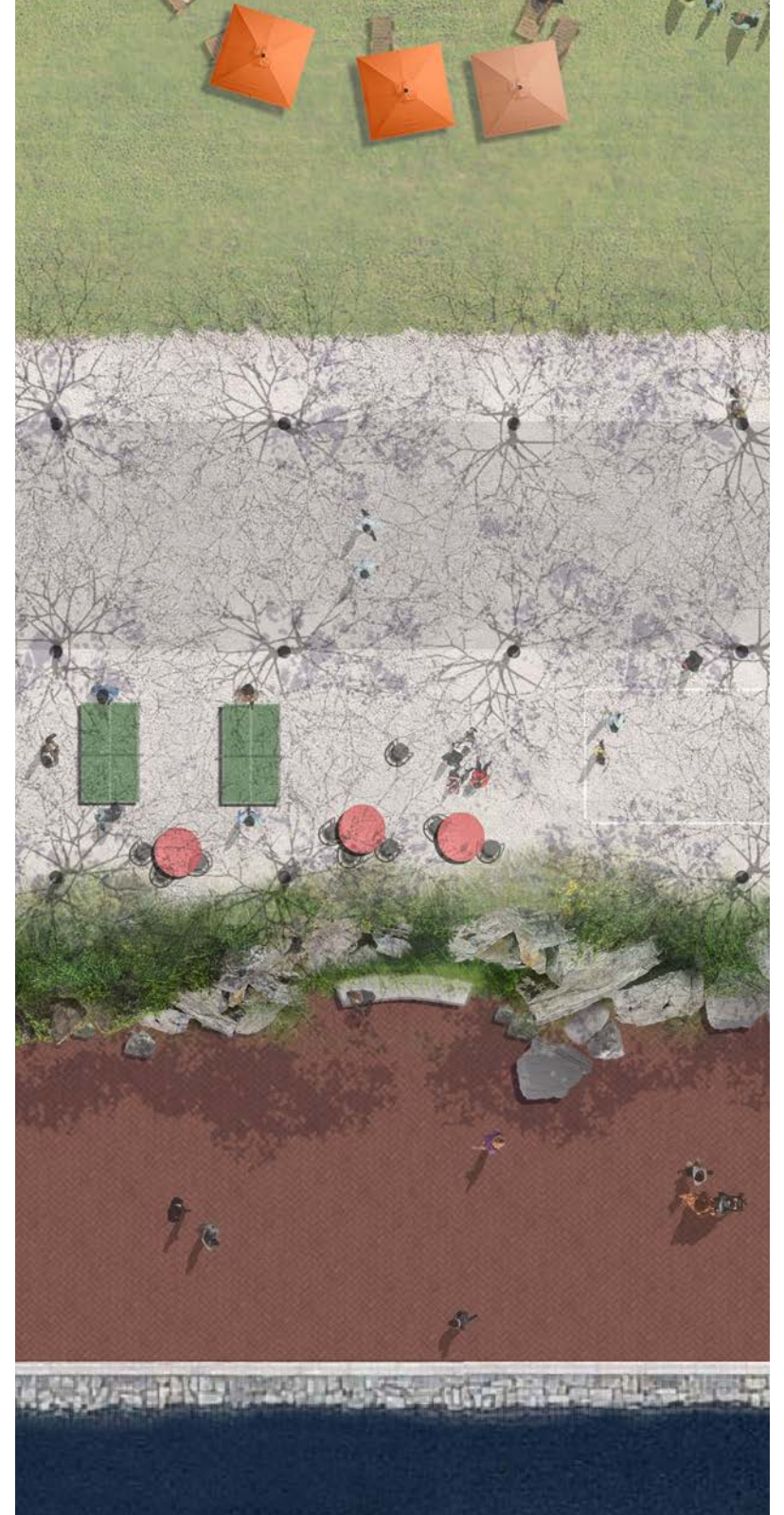
» P R E S S P L A Y

UDARP Discussion // April 14, 2016





# PROMENADE & GAME ALLEE





# GAME ALLEE & PROMENADE





# AGENDA

Welcome

Project Scope & Need

Process & Schedule

Community Input

History & Context

Existing Conditions

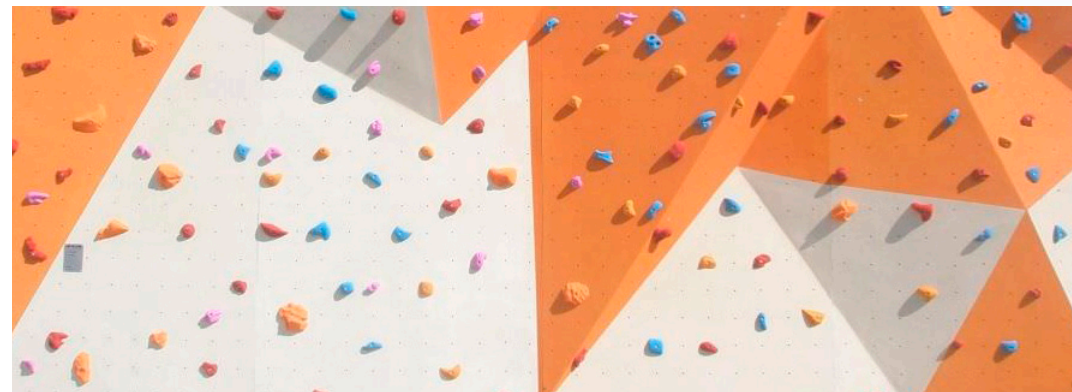
Design Intent & Concept Plans

## DISCUSSION & NEXT STEPS





# THE WALL



**RASH FIELD**

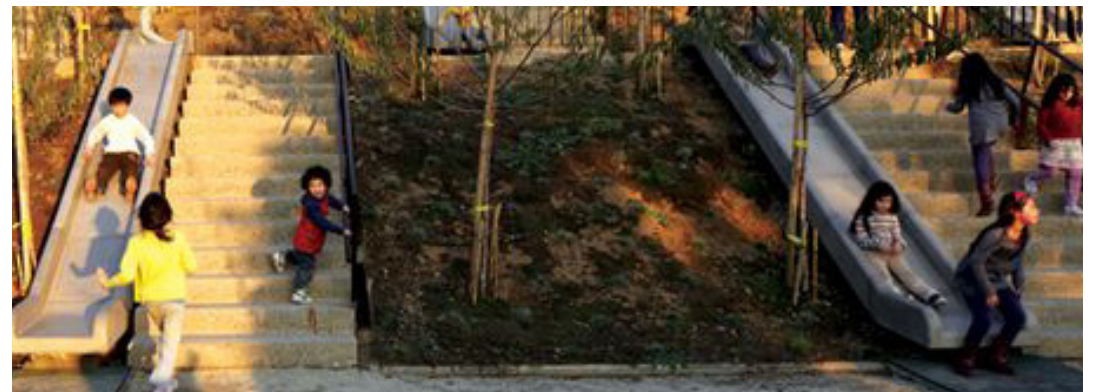
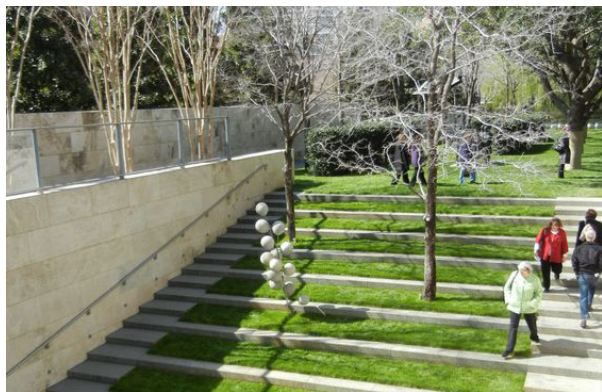
» P R E S S P L A Y

UDARP Discussion // April 14, 2016



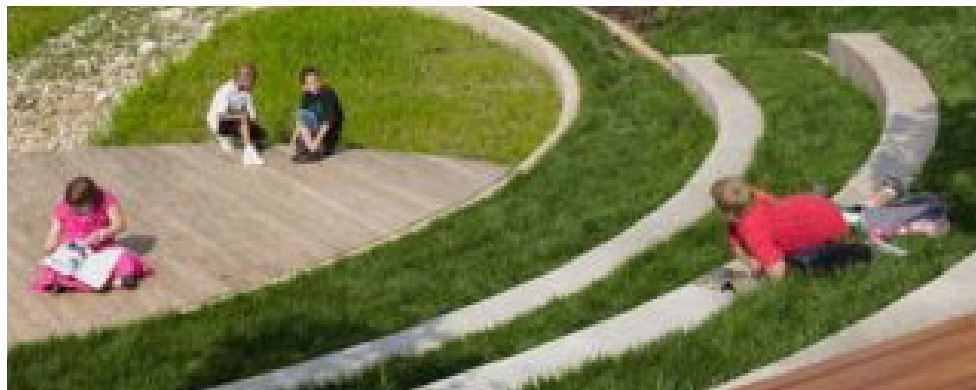


# BLEACHERS



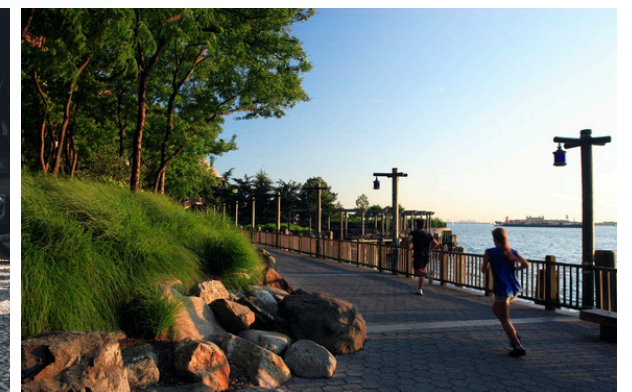


# READING ROOMS & LAWN





# PROMENADE & GAME ALLEE



**RASH FIELD**

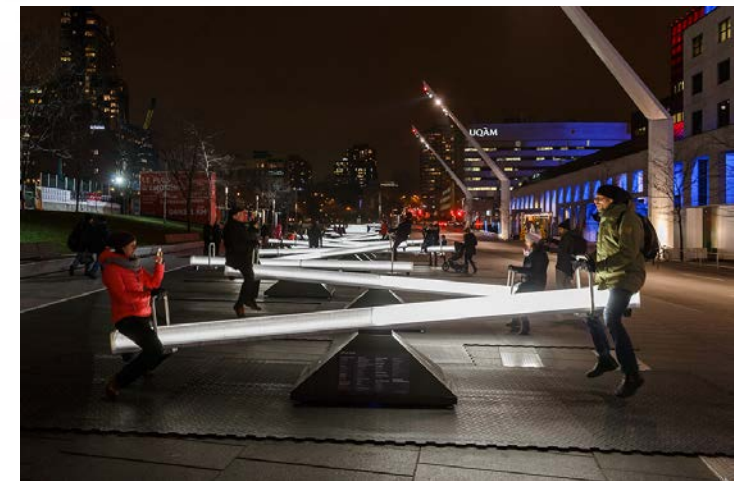
» P R E S S P L A Y

UDARP Discussion // April 14, 2016





# PLAYLAB



**RASH FIELD**

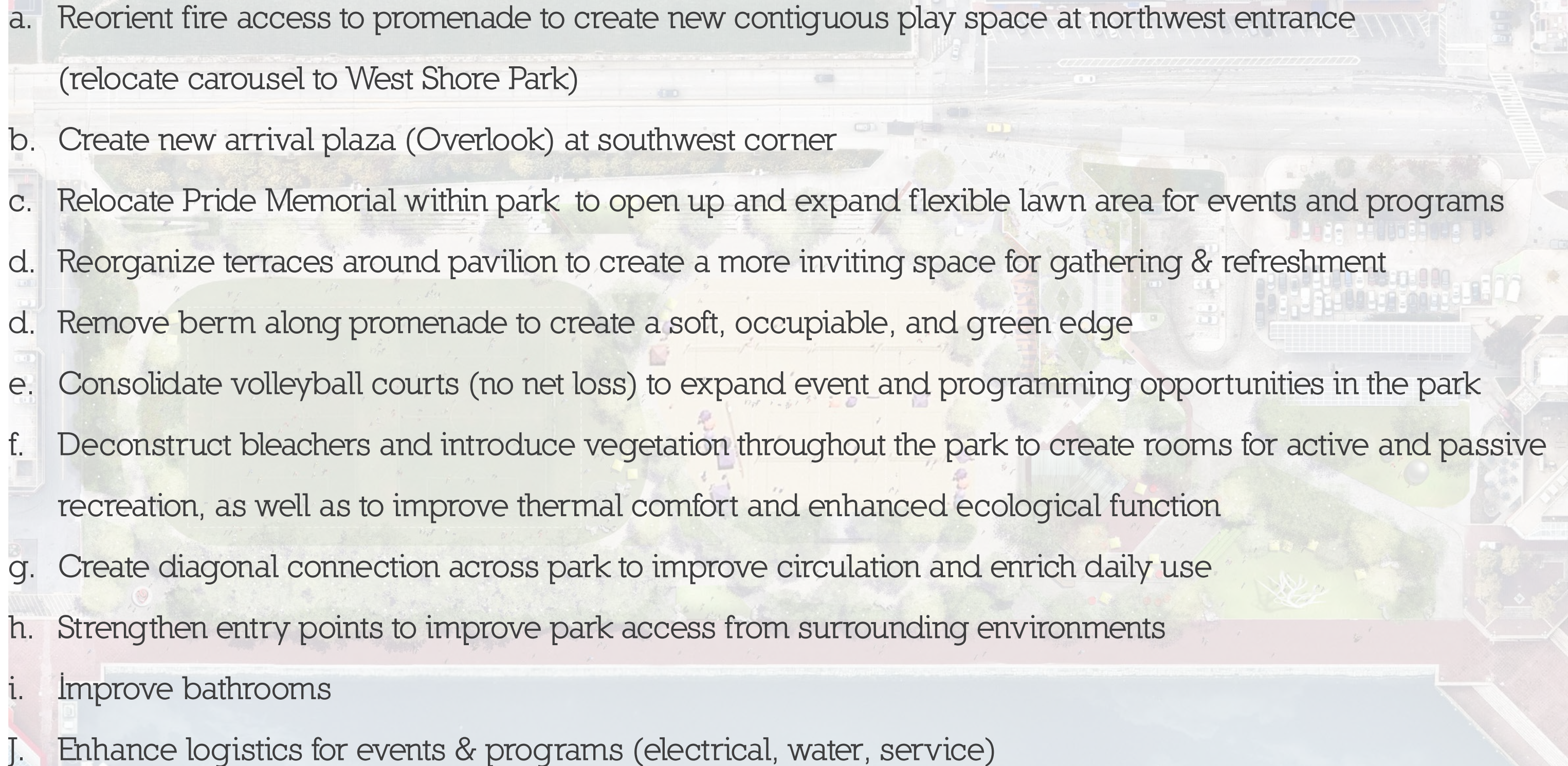
» P R E S S P L A Y

UDARP Discussion // April 14, 2016





# RASH FIELD: KEY MOVES

- 
- a. Reorient fire access to promenade to create new contiguous play space at northwest entrance (relocate carousel to West Shore Park)
  - b. Create new arrival plaza (Overlook) at southwest corner
  - c. Relocate Pride Memorial within park to open up and expand flexible lawn area for events and programs
  - d. Reorganize terraces around pavilion to create a more inviting space for gathering & refreshment
  - d. Remove berm along promenade to create a soft, occupiable, and green edge
  - e. Consolidate volleyball courts (no net loss) to expand event and programming opportunities in the park
  - f. Deconstruct bleachers and introduce vegetation throughout the park to create rooms for active and passive recreation, as well as to improve thermal comfort and enhanced ecological function
  - g. Create diagonal connection across park to improve circulation and enrich daily use
  - h. Strengthen entry points to improve park access from surrounding environments
  - i. Improve bathrooms
  - J. Enhance logistics for events & programs (electrical, water, service)



# EXISTING CONDITIONS

