

MEMORANDUM

To: City of Seguin Mayor and Council

From: Jack Jones, Director of Parks & Recreation

Through: Steve Parker, City Manager
Rick Cortes, Deputy City Manager

Subject: Demolition and removal of the old wooden portion of the Kids Kingdom Playscape in Max Starcke Park East.

Date: February 9, 2023

City staff is preparing to demolish the old wooden playscape publicly known as the Kids Kingdom Playscape located in Max Starcke Park East the week of February 13. Both our new Certified Playground Safety Inspector (CPSI) James Dean and Risk Manager Pina Iuffredo agree that the playscape needs to be closed and removed for public safety reasons. Unfortunately, there is no salvaging a 28-year-old wooden playscape.

When the new playscape was built that was part of the successful Parks and Recreation Bond Election in 2013, I believe it was meant to be a replacement for the old wooden playscape that was originally constructed by community members in 1995 from what I recall. After the flood of 1998, the wooden playscape was repaired and rededicated in 1999. When the new playscape was built in 2015, it was decided to keep some of the old wooden playscape (portions in bad shape were removed to make room for the new playscape) as it did have some life still left with some minor maintenance. Eight years after the new playscape was opened to the public, City staff cannot keep up with the maintenance as the entire wooden playscape structure is at the end of its useful life. In addition, the wooden playscape does not meet any accessibility and safety standards of today.

After removal of the old wooden playscape along with the pea gravel and the dilapidated pea gravel containment landscape timbers, we would add some dirt if needed and seed with winter rye grass. Once spring comes along, we will seed with a summer type grass to get fast coverage of grass so that the area is not a muddy mess. In addition, Mother Nature will kick in as well.

Here are a few select pictures of the current condition of the wooden playscape for reference:

