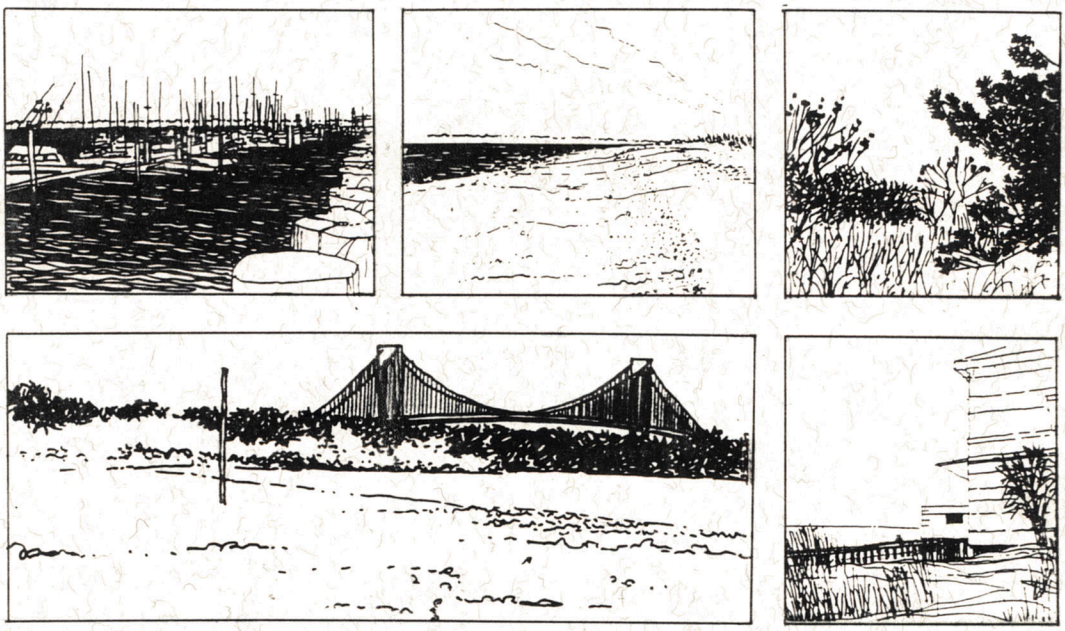
- LOCATION OF MARINA
- IDENTIFICATION OF BATTHOUSE



Great Kills Park

Gateway National Recreation Area

National Park Service

Design Guidelines

Lane, Frenchman and Associates, Inc.

Laubmann-Reed & Associates, Inc.

AC026

Design Guidelines

Great Kills Park
Staten Island, New York

Prepared For: Eastern Team
Denver Service Center
National Park Service

Prepared by: Lane, Frenchman and Associates, Inc.
in association with
Laubmann-Reed & Associates, Inc.

December 1990

Credits

The Design Guidelines for Great Kills were prepared under the auspices of the following:

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Introduction

As established in the General Management Plan for Great Kills, most of the existing man-made infrastructure at the park will be replaced with new facilities over the next few years. A one-time opportunity exists to identify a design theme appropriate both to Great Kills' unique context and its role in the National Park Service system, and to establish design guidelines that insure that the new facilities - designed by different firms and disciplines at different times - result in a unified, coherent park setting.

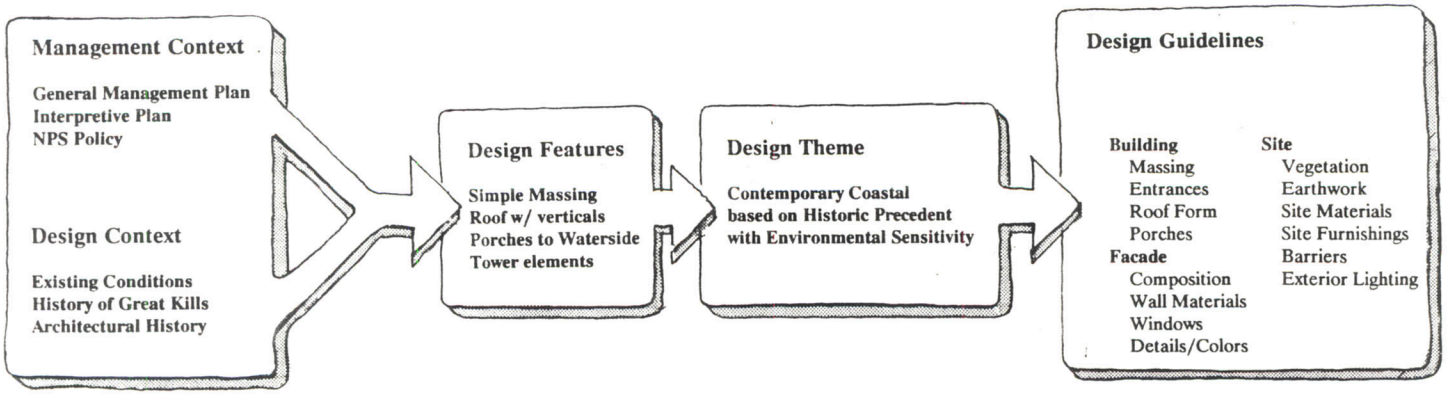
Great Kills Park, located on Staten Island, New York, attracts more than 500,000 visitors a year. As part of the Staten Island Unit of the Gateway National Recreation Area, the 500 acre park features a sand beach for swimming and sunbathing, a harbor for boating and fishing, playing fields for baseball, softball and model airplane flying, and a network of trails for jogging and bicycling. The current bathhouse which houses the visitor services, police, and maintenance functions, however, is being undermined by beach erosion. The demolition of the bathhouse is the impetus for providing new facilities at the park, including a visitor's center, beach center, police/maintenance building and marina, as well as new infrastructure and restoration of the landscape.

METHODOLOGY

To develop design guidelines for these new facilities, the following methodology was employed:

- o Identify relevant historic and contextual data
- o Extract key design features and narrow to those appropriate to Great Kill
- o Develop consensus on a design theme direction
- o Expand the design theme into practical guidelines which establish a vocabulary of design elements

The design concepts were discussed and a direction was chosen by the Gateway Recreation Area and Great Kills Superintendents and architects and landscape architects from the Park Service's Denver Service Center, and Northeast Region.



DEVELOPMENT/DESIGN HISTORY

In the early 20th century the Great Kills site was a salt marsh. Crookes Point was attached to the mainland by a spit which was breached, forming an island separated from the existing marsh by tidal waters. Great Kills today, however, is largely the product of a series of man-made modification to the site over the last fifty years. Following is a brief chronology of the site:

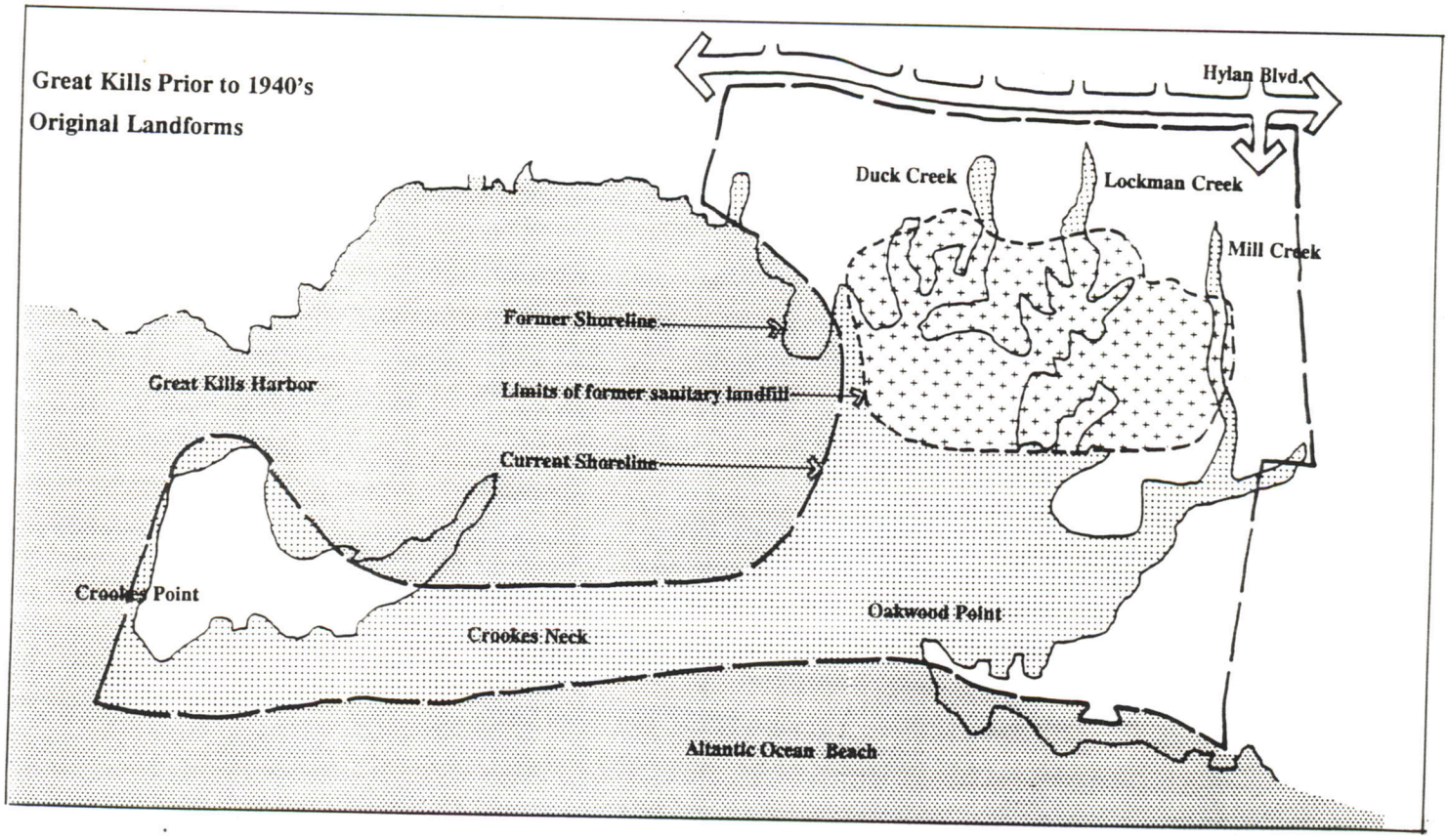
- **1930s** -- a major plan for a park at Great Kills was unveiled by the City of New York, a new bulkhead is constructed, and several engineering studies were undertaken to solve the erosion problem. In 1937 a program of improvements were proposed, including dredging the harbor, filling south of Crookes Point, and constructing a bathhouse and beach facilities.

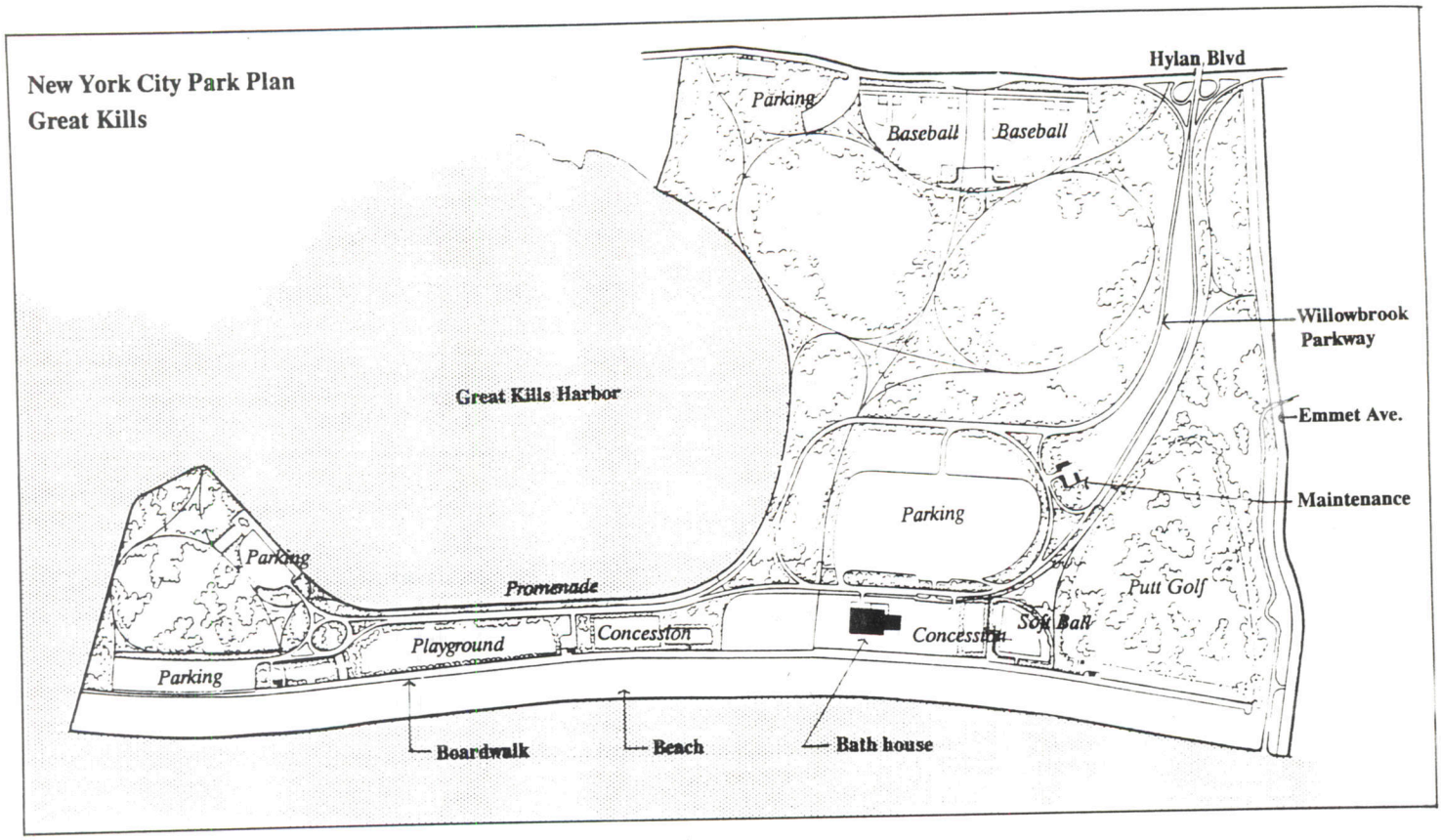
- **1940's** -- fill operations were completed in 1940, utilizing spoils from dredging to recreate the sandy spit. In the early 1940's, Robert Moses proposed a grandly formal park at Great Kills offering bathhouse, swimming pools, golf course, and marina. Between 1944 and 1948 sanitary fill was deposited in the interior of the site to raise this area to an acceptable elevation. Great Kills park (without facilities) was opened to the public on a limited basis in 1949.

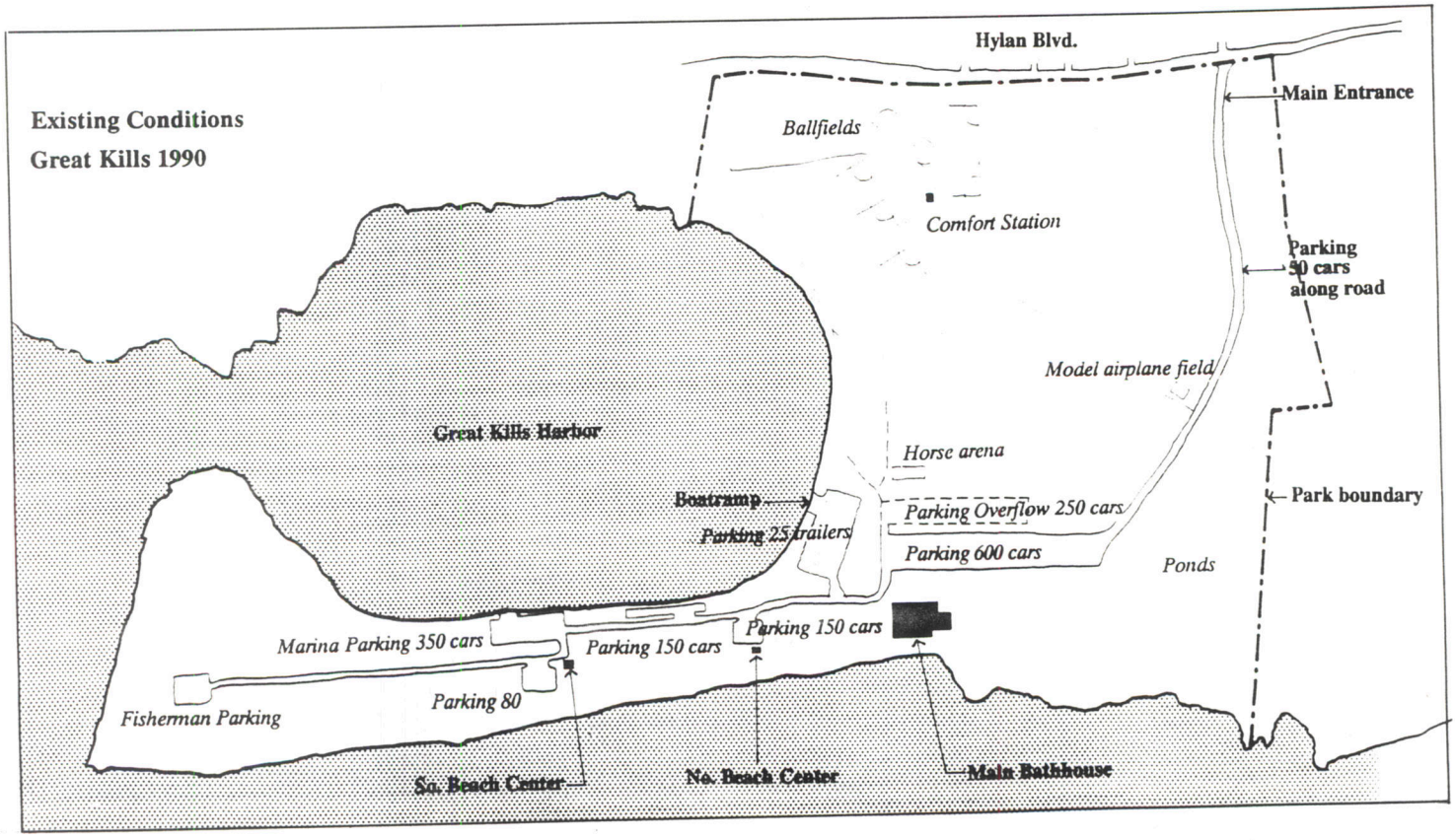
- **1950's** -- the existing bathhouse, parking area, beach center and playing fields were constructed in the early 1950's. Between 1955 and 1960 large amounts of clay and sanitary sludge were mixed and spread over the fill areas, creating a fertile topsoil. However, by the mid-1950s the beach areas were closed due to poor water quality and Great Kills became a haunt for vandals -- a problem that still plagues the park.

- **1960's** -- in the early 1960's with its beach areas closed, the park became an unsightly dumping ground for abandoned vehicles and trash. By the late 1960's, however, water quality had improved, the beaches had reopened, and the park became a popular recreation area for nearby residents.

- **1970 - 1990** -- in 1972, the National Park Service acquired the park and incorporated the site into the newly-established Gateway National Recreation Area. In the late 1970's NPS created the foundation for a new park by developing management, interpretive and environmental plans for the site. During the 1980's park staff managed park activities and the natural resource, and constructed a harborfront bulkhead and boat launching ramp.




New York City Park Plan
Great Kills
Hylan Blvd
Parking
Baseball
Baseball
Willowbrook Parkway
Great Kills Harbor
Emmet Ave.
Maintenance
Parking
Parking
Promenade
Putt Golf
Concession
Concession
Soft Ball
Playground
Parking
Boardwalk
Beach
Bath house


Existing Conditions
Great Kills 1990
Hylan Blvd.
Main Entrance
Ballfields
Comfort Station
Parking 50 cars along road
Model airplane field
Great Kills Harbor
Horse arena
Boatramp
Park boundary
Parking Overflow 250 cars
Parking 25 trailers
Parking 600 cars
Ponds
Parking 150 cars
Marina Parking 350 cars
Parking 150 cars
Parking 80
Fisherman Parking
So. Beach Center
No. Beach Center
Main Bathhouse

Management Context

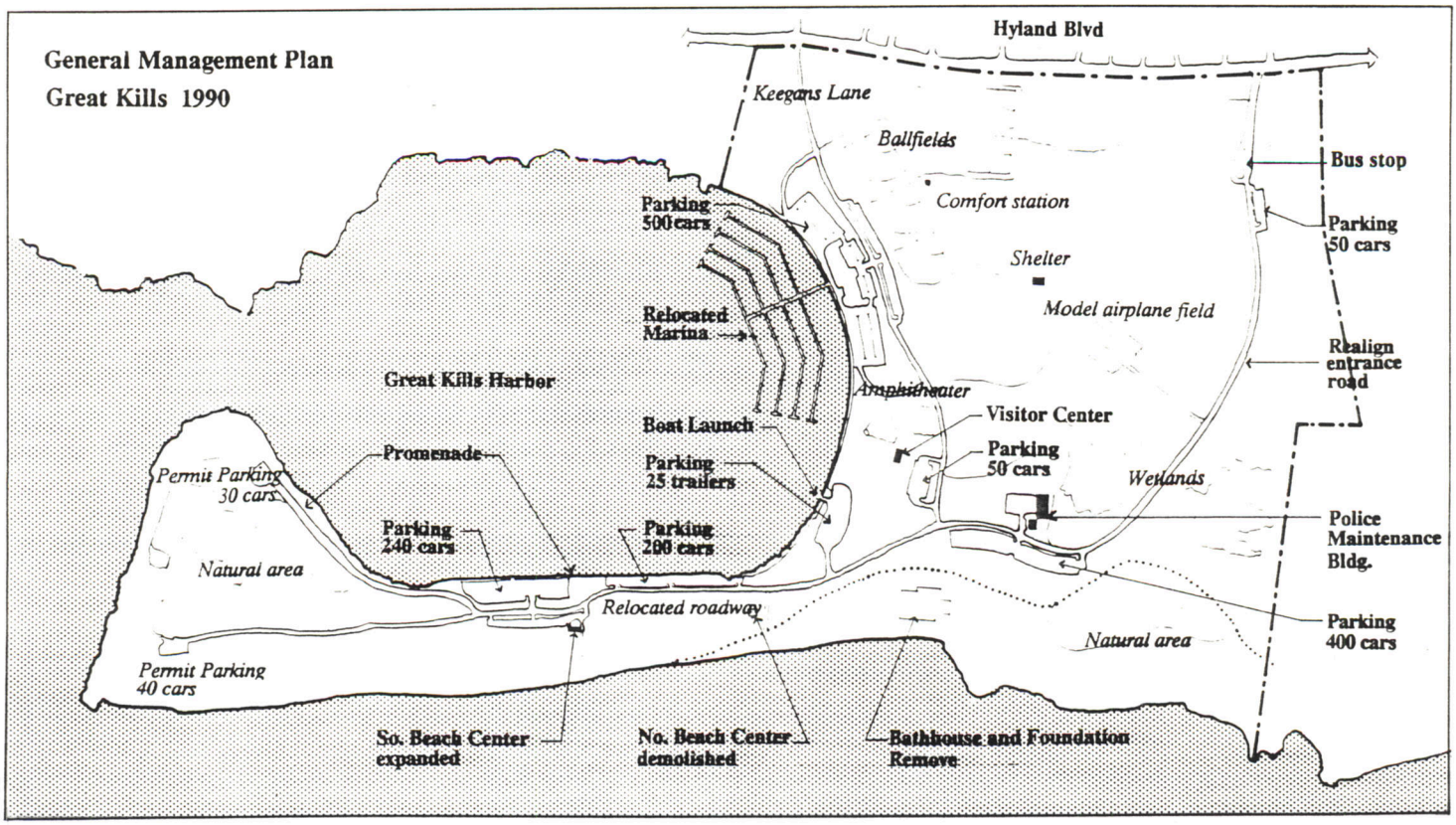


General Management Plan

The General Management Plan (GMP) for Great Kills, as amended in 1990, establishes a long range policy framework for natural/cultural resource management and visitor services. The proposed site plan depicts the locations of all park facilities - building sites, parking lots, road alignments, major use areas, and trails - in effect preempting many design decisions at the parkwide level. While establishing the overall character and ultimate level of development at Great Kills, the GMP does not dictate the design character of buildings and site elements. The design guidelines are intended to complement the GMP planning effort and to develop further a unified design character for individual elements at the park.

Proposed Actions described in the GMP include:

- Beach Area -- demolish the existing bathhouse, construct an expanded beach center and parking, provide a beachfront picnic area, and restore dune vegetation.
- Crooks Point -- establish a trail system, downsize parking, protect and restore as a natural area.
- Harbor Area -- construct a new visitor's center and amphitheater adjacent to the overflow lot, develop a harborfront promenade.
- Marina -- relocate and enlarge existing marina to a site at the northern end of the harbor basin.
- Uplands -- rehabilitate the five ballfield and provide new parking. Continue protection of wetland areas.
- Roads and Trails -- construct a southern entry road, expand bicycle trails, extend jogging trail to Crookes Point, and develop interpretive walking trails.
- Park Support Area -- relocate Police and Maintenance functions to a new complex on the northern end of the overflow lot.



Interpretive Themes

Interpretation refers to National Park Service educational activities which communicate an understanding and appreciation of the value of park resources. In keeping with the history of Great Kills, interpretive themes for the park focus on the effects of human and non-human processes on the environment and on efforts to preserve or reclaim disturbed landscapes. Specific themes which were developed by the NPS Harpers Ferry Center include:

- The dynamics of land formation (including dredging and landfill) on a barrier beach.
- The varieties of ecosystems found in association with a barrier beach and how they were altered as the landform was created.
- Wildlife migration patterns.
- The cultural history of Miller Field and Great Kills - Native Americans, Colonial period, Vanderbilt era, aviation, present day use.
- The "shrinking world" - The dominance of the human species and the growing pervasiveness of human-design environment.
- Environmental issues facing the city and nation - sanitary landfills, pollution, altered habitats, vandalism, etc.
- The community role - How individuals and groups can maintain and improve the environment.
- The role of the National Park Service - Preservation of space and species and the particular needs of urban parks.

These themes of environmental education will provide direction to the park's interpretive programs as well as attitudes toward building in the park:

"Staten Island has the potential to become a striking demonstration of how intense human activity can coexist with nature."

NPS Interpretive Prospectus - November 1989

NPS Management Policies

The National Park Service has formal Management Policies that provide an agency-wide framework for design and construction in the parks. The relevant policies are presented below as fundamental information that should be understood and incorporated into the design of facilities at Great Kills.

INTEGRATION OF FACILITIES INTO THE PARK ENVIRONMENT

Facilities will be integrated into the park landscape and environs so as to cause minimum impact. Development will not compete with or dominate park features.

A cohesive design theme will reflect the purpose and character of the park, or of an individual developed area of a large park. Standards designs and components may be used, but they will be adapted as appropriate to the specific site and conditions as part of the design process.

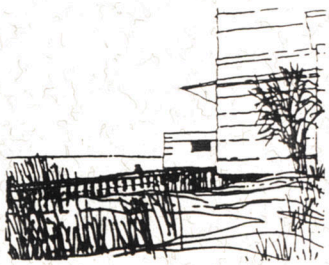
Full integration of facilities into the park environment will involve:

- Innovative concepts for grouping facilities and activities, both in design of new development and in redesign of existing complexes, building on the architectural and landscape elements already present.
- Thorough resource and user analyses.
- Sensitivity to cultural, regional, aesthetic, and environmental factors in the selection of site, materials, and forms.
- Knowledge of values and other sociocultural concerns of park associated ethnic groups.

PROTECTION OF CULTURAL VALUES

In cultural zones, new visitor and administrative structures will harmonize with the area and its cultural resources in proportion, color, and texture. No attempt will be made to duplicate or mimic a historic design, nor will any modern construction be portrayed to the public as historic.





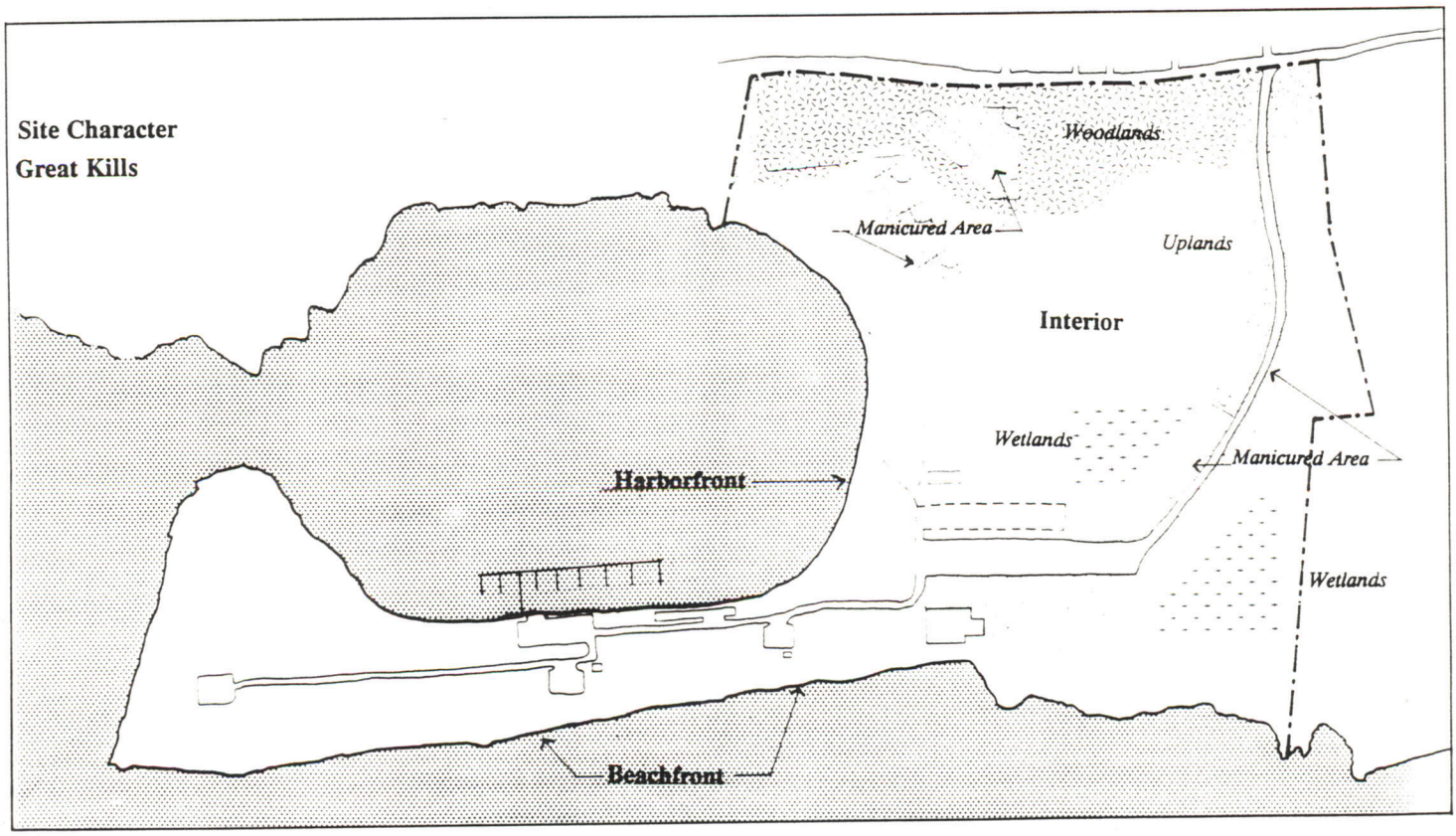
Existing Character Analysis

Great Kills today is a mix of beautiful natural resources - beach, harbor, and views - and an unfinished park infrastructure. The park's greatest visual asset is the dramatic juxtaposition of a tranquil oceanfront setting to its densely settled urban context. The harbor and beach are particularly attractive, although somewhat raw in appearance from the ravages of erosion. The flat topography affords a panoramic view of New York City from a variety of points around the park. To the east and northeast park users can see the piers of the Varrazanno-Narrows Bridge, the towers of the World Trade Center and the skyline of the city, and distant views to Brooklyn, numerous navigation buoys, Raritan Bay and the shoreline of New Jersey.

The facilities at Great Kills, however, are largely remnants of the unfinished Moses Plan. The park roadway and path systems are incomplete and orientation to the park resources is unclear. The disparate park service facilities - the Bathhouse and two beach centers - are spread along the beachfront and they no longer fully serve the needs of current users. Site damage is evident throughout the park - due to vandalism, intrusion of people into natural areas, and overgrading for the boat launch ramp. Eliminating this unfinished and scarred appearance of the park is a clear priority of the General Management Plan.

THE CIRCULATION SYSTEM

While disjointed and unfinished, the existing circulation system also establishes much of the park-like character at Great Kills. The principal access road from Hylan Boulevard has the distinct feel of a parkway, as the road arcs through the site to the large parking area near the Bathhouse. The manicured landscape of the main entrance road, the parking lot and existing Bathhouse is reminiscent of a neighborhood or community park.



Once the visitor arrives at the parking lot, however, the road disappears into the lot and any sense of orientation to the current park facilities - the South Beach Center, Marina, Boat Launch, and Crookes Point - is lost. As the roadway continues from the south end of the parking lot along Crookes Neck it reveals views of dune vegetation and the harbor. Once past the South Beach Center the road is unpaved and flanked by sea oats, wild roses and cottonwood trees.

BEACHFRONT

A Dune/Beach environment stretches from Crookes Point to the ocean edge near the Bathhouse. Adjacent to the sandy beach areas dune grasses, shrubs, and small trees reinforce the characteristics of a barrier island beach. This environment has diverse vegetation types, including bayberry, beach plum, sumac, hackberry, black cherry, dune grasses, seaside goldenrod, sea rocket, prickly bear cactus, beach cocklebur, virginia creeper and sea oats. The existing shoreline is presently undergoing severe erosion which has reached the edge of the Bathhouse. Erosion is predicted to continue until the year 2014 when the shoreline is anticipated to stabilize.

The three primary buildings at Great Kills - **the Bathhouse, the North Beach Center and the South Beach Center** - are arranged along the beachfront. The siting of the beach centers and Bathhouse tend to create a contrast between the man-made and natural environments. All three buildings were originally sited on the primary dune so that visitor's services would be directly on the beach. In addition to threatening dune ecology and stability, these beachfront locations interrupt the natural forms of the dunes.

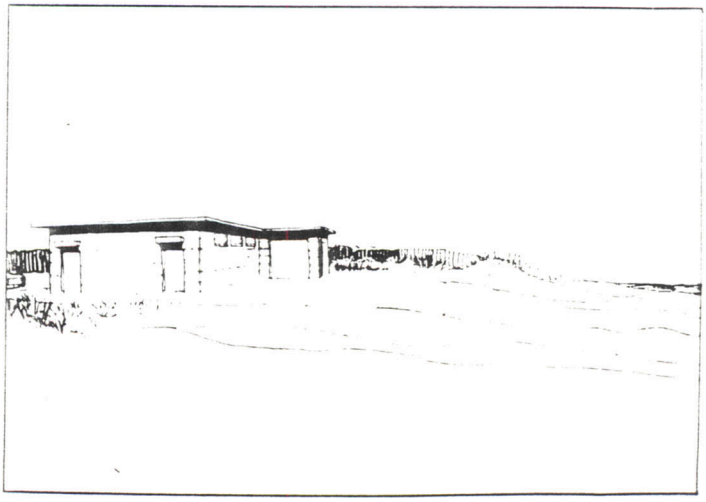
All three buildings were constructed in the early 1950's and feature an architectural vocabulary typical of the urban park buildings of the era. While the buildings themselves have only marginal reuse potential because they are being undermined by erosion, selected aspects of their architectural character could be valuable in new construction in the park. For example, the flat and gently sloping roofs which mimic the forms of dunes and uplands could be incorporated into new buildings. Similarly, using lightly colored materials such as yellow brick on the Bathhouse harmonize with the natural context of water, sand, phragmites, and dune grasses.



Beachfront area



So. Beach Center



Bathhouse

THE INTERIOR

The interior of the park is characterized by natural areas as well as some of the most altered landscapes. The primary recreational facilities in the interior of the park are for active recreation - five ballfields, running track, model airplane field, and various walking/running trails. The interior can be categorized as follows:

- **Manicured, maintained areas** -- As described earlier, mowed grass areas flank the entrance road and provide acres of lawn area in front of the existing Bathhouse. The five baseball fields and infield of the running track are also well-maintained, mowed areas.

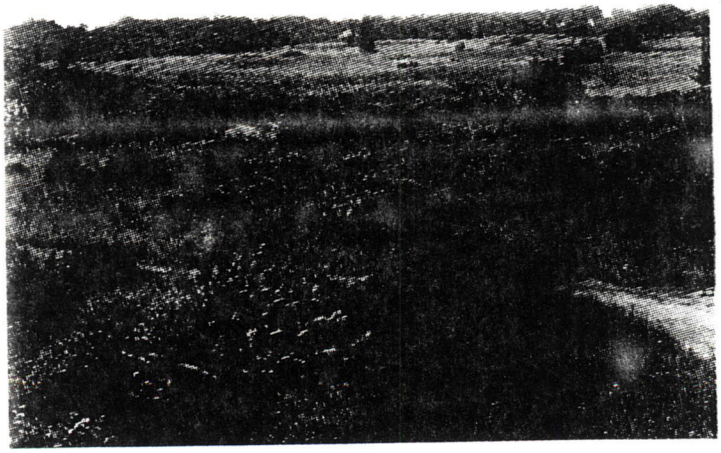
- **Uplands** -- Created by sanitary and dredging fill, the uplands are the dominant environment within the interior of the park. Encompassing over half the site, the uplands is dominated by the extensive growth of phragmites, a hardy species of reed grass that pioneers in disturbed areas. Other plant species include black locust, tree of Heaven and black cherry.

- **Woodlands** -- Stretching along the western border of the park and forming the visual edge adjacent to Hylan Boulevard, the woodlands are one of the few undisturbed areas of the site. The mature canopy includes tall mixed hardwoods such as sweet gum, tulip poplar, black gum and red cedar, and the understory species include red elderberry, pokeberry, black cherry, multiflora rose, field garlic and common blue violet.

- **Wetlands** -- Located north of the entry road, fresh water wetland areas comprise approximately six acres of the park. This resource is valuable to the site hydrology and as a potential educational asset.



Manicured maintained areas



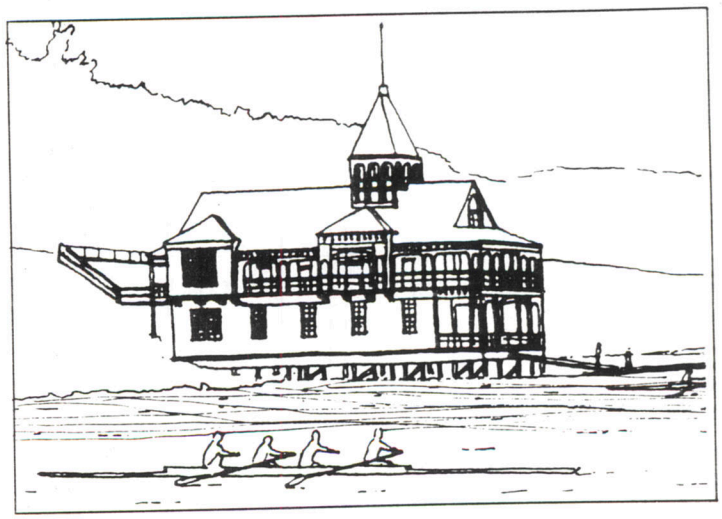
Uplands area



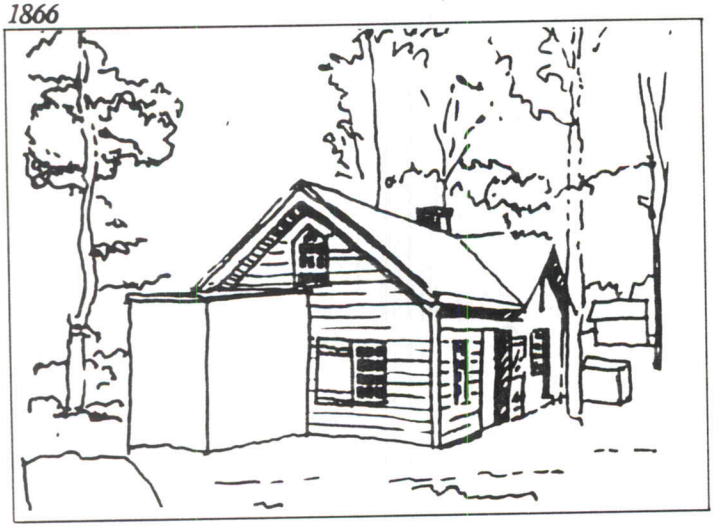
Woodlands area



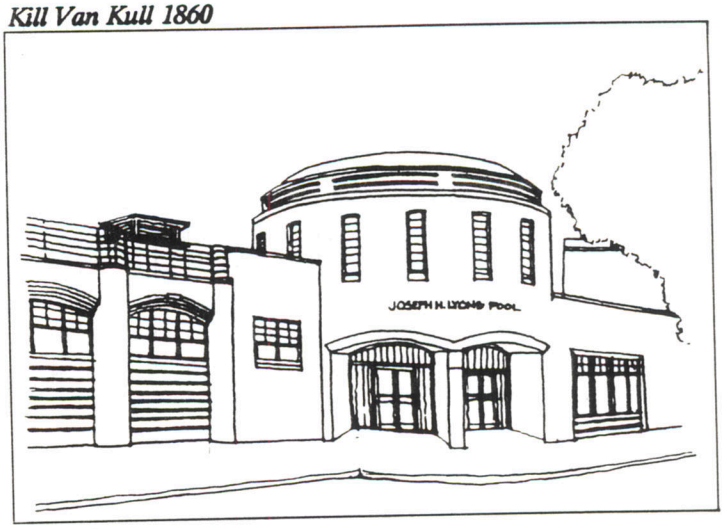
Great Kills Early House
1866



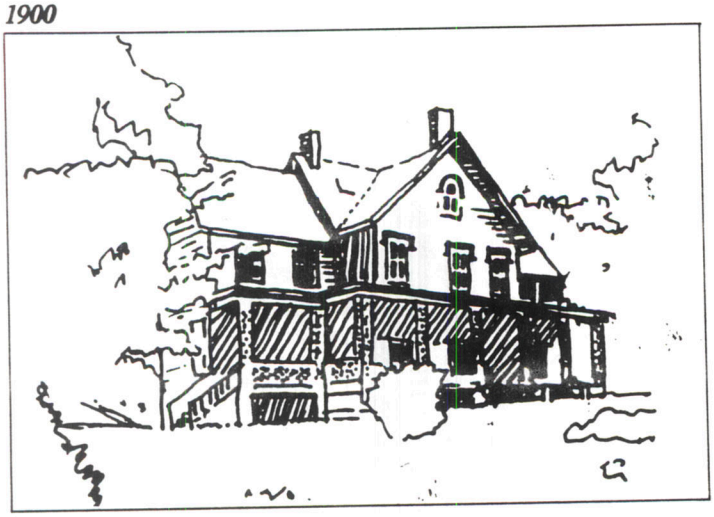
Boathouse
Kill Van Kull 1860



Great Kills Farm
1900



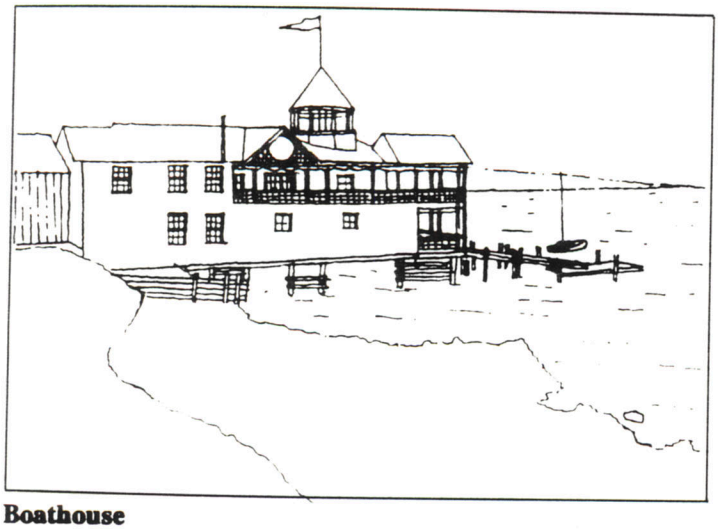
Lyons Pool
1936



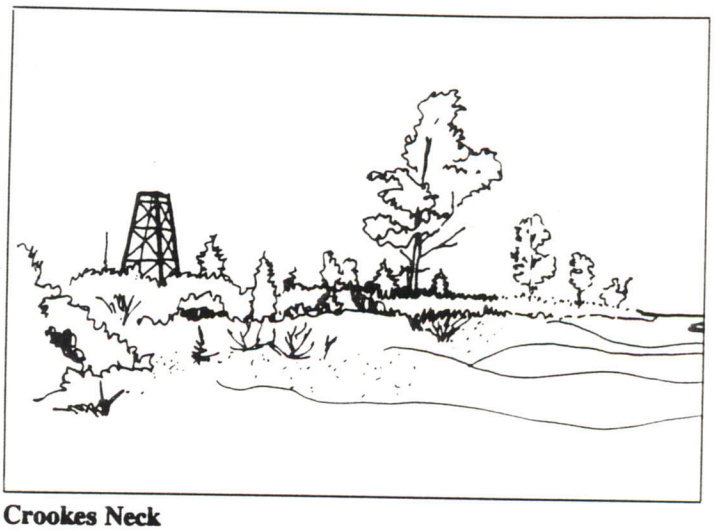
Great Kills Farmhouse



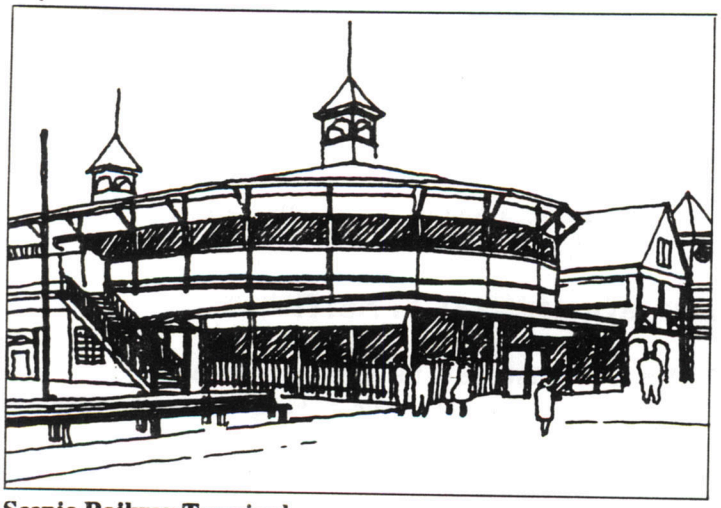
Boardwalk



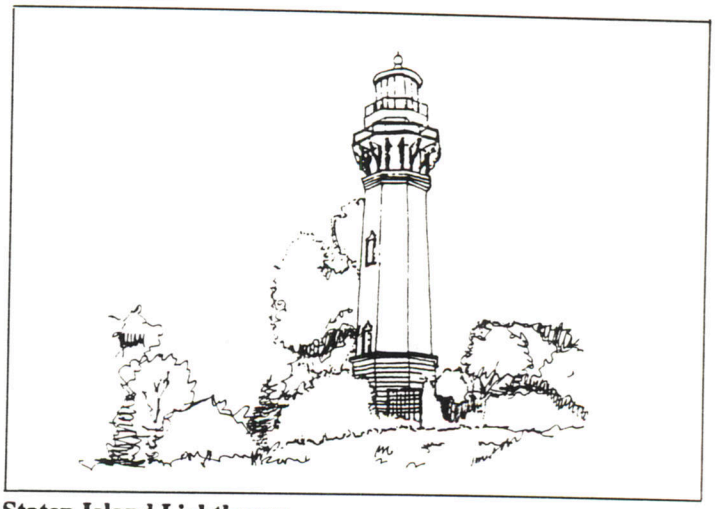
Boathouse
Clifton-the-Narrows



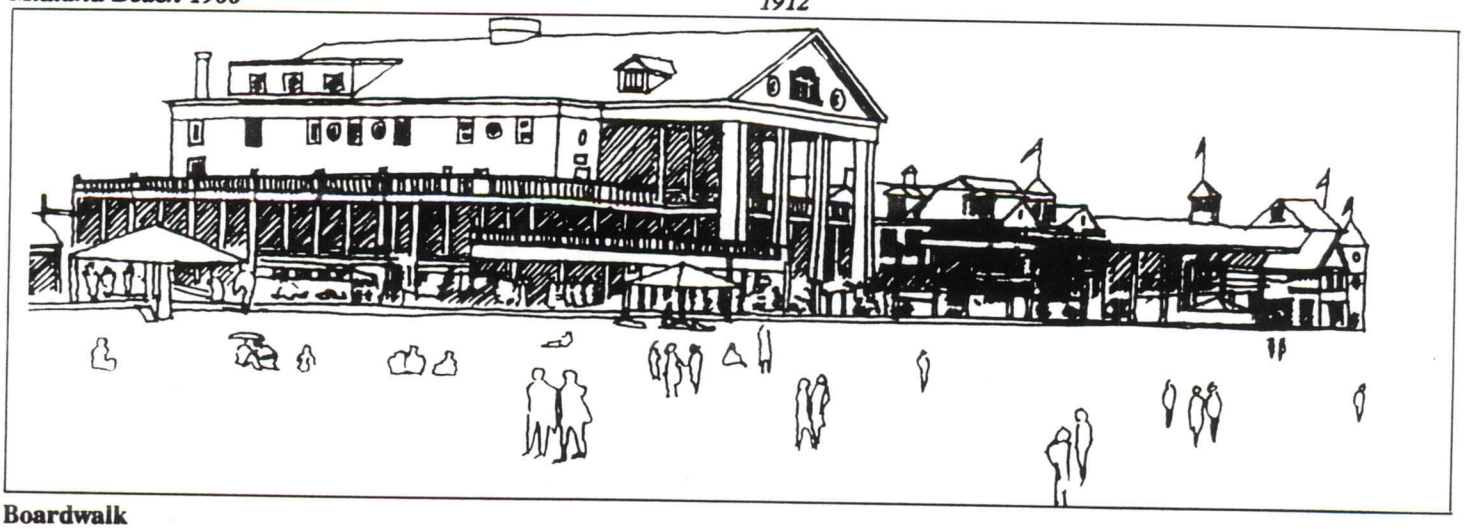
Crookes Neck
Fire tower 1912



Scenic Railway Terminal
Midland Beach 1900



Staten Island Lighthouse
1912



Boardwalk
Midland Beach 1890

Great Kills Design Theme

Three possible approaches to design theme were developed and discussed at a team design "charrette". Each approach established a strong overarching thematic concept, including:

- **Contemporary Approach** -- The design theme would be the "Modern Marina", with nautical imagery in white and blue and slick boat-like materials (metal/glass).

- **Historic Approach** -- The design theme would take its cues from historic precedent, such as the great Bathhouses of the 1930's, with formal siting, brick/block/glazed tile construction, "moderne" textural highlights and seashore colors such as light green and cream.

- **Environmental Approach** -- The design theme would emphasize environmental sensitivity. Structures would be informally sited, and constructed of natural materials (concrete/ wood) with golden or brown earthtones.

The chosen design approach was to blend the three themes into one, although with a clear hierarchy of importance. The resulting Great Kills theme is: **Contemporary Coastal based on Historic Precedent demonstrating Environmental Sensitivity.**

CONTEMPORARY COASTAL

Contemporary design expression should be based on principles abstracted from the tradition of coastal architecture on Staten Island and designed in a simple and straightforward manner. Rustic or historical replications are inappropriate.

HISTORIC PRECEDENTS

Coastal building types on Staten Island which are relevant to Great Kills ranged from boat houses and yacht clubs in the late 1800s, to arcades, boardwalk structures, and light houses in the early 1900s. Typical architectural features which should be incorporated into the Great Kills Design Theme are:

- *Simple box massing* - from the earliest Colonial and Federal periods, simple massing predominated.

- *Roof shapes punctuated by vertical elements such as dormers, cupolas and spires* - during the late 1900s many waterfront residences and recreational structures (Victorian and Stick-style) featured diverse vertical and horizontal forms and angular roof expressions.

- *Waterfront structures with open colonnades which face the water* -- particularly in boathouses of the nineteenth century, these porches provided a partially enclosed space within the greater volume of the building.

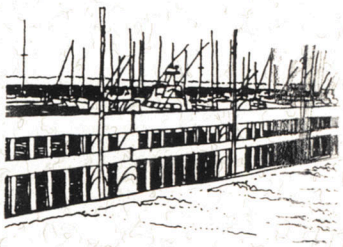
- *Tower elements, either freestanding or incorporated into buildings* -- during the 1700s and 1800s tower elements were typical, including the earliest structures at Great Kills.

ENVIRONMENTAL SENSITIVITY

Buildings should relate to the natural landscape by designing them with appropriate building forms, colors and textures to reflect the character of the dune, woodland, upland environments and minimize the visual impact of buildings on the landscape. Further, buildings should demonstrate simple, low technology methods of energy conservation and sound environmental design.

Design Guidelines





Design Guidelines

The overarching design principle at Great Kills is that the park will have several different environments, each meriting different treatment. Each design approach should be based on the natural attributes and anticipated intensity of use of each area. Following is a discussion of the key areas.

- **The Waterfront** -- the beach and the harbor are the greatest attraction of the park. The Waterfront including beach areas and Beach Center, the Marina, the Visitor's Center and amphitheater, the Harbor Promenade, the Boat Ramp - are expected to receive the most use and should receive priority in terms of facilities, finishes, and overall level of design. The Visitor Center and amphitheater should receive particular design attention because it is the focal building at Great Kills and it is the key point where the visitor is welcomed, oriented and informed about the park.

- **Interior Recreational and Support Facilities** -- the playing fields are clustered in the uplands area and the Police/Maintenance Building and central parking are clustered in the center of the site. Each collection of facilities will not be as intensively used as the Waterfront and design interventions should only be at a moderate level.

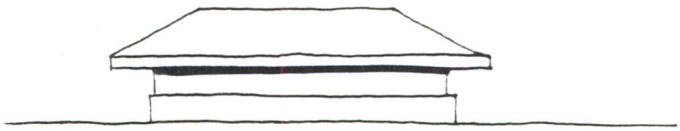
- **The Natural Areas** -- Crookes Point, the Uplands, and the Wetlands will need to be protected while supporting some visitor use. These are the areas of lowest intervention.

Beyond this overall hierarchy of use and design, the designer will be confronted with a multitude of detailed decisions regarding forms, materials, colors, etc. The following sections are intended to guide and provide a reference framework to the designer facilities at Great Kills.

Building Design Guidelines

MASSING

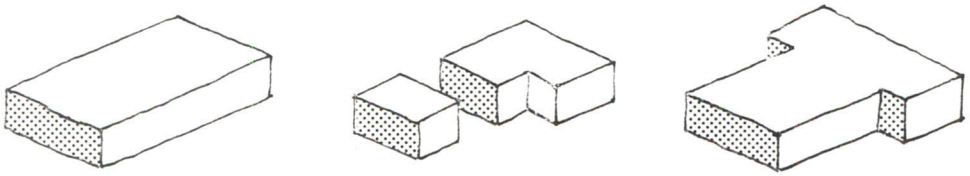
Examples of appropriate building massing can be found both in historic precedent and in the site itself. Traditional building forms on Staten Island were based on very simple box shapes as described earlier. Further, since the topography at Great Kills is relatively flat, building should be low to the ground with a horizontal emphasis.



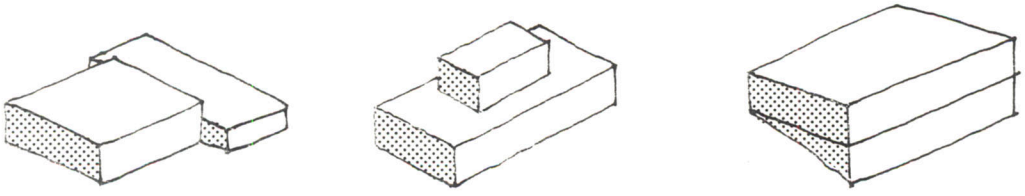
Low horizontal forms

Guidelines for massing are:

- Use simple rectangular volumes with minor variations.
- Limit buildings to two stories in height.
- Minimize apparent height of buildings by setting back upper story, or setting lower floor into grade.



Simple rectangular shapes with minor variations

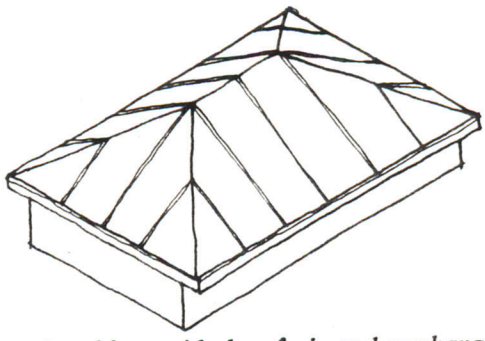


Maximum height 2 stories.

Minimize height with setbacks or building into site.

ROOF FORM

The least obtrusive roof form on this relatively flat site would be a gently sloping roof with strong eave line on all sides. A hipped roof with a 5 or 6 :12 slope will blend easily with the existing landscape. Historic examples often incorporate vertical elements such as chimneys to cupolas.

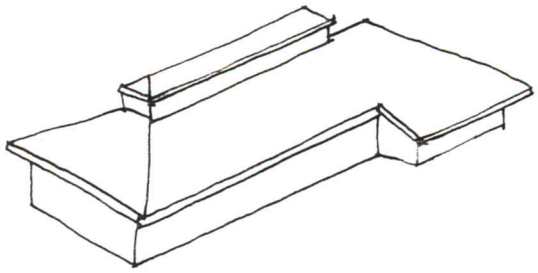


Basic hipped roof form with deep facia and overhangs

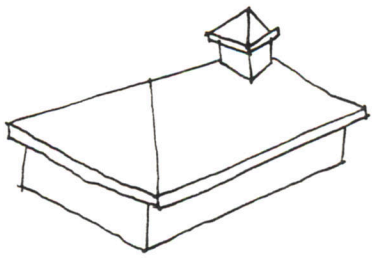
Guidelines for roof forms are:

- o Basic hipped roof form with strong eave line.
- o Use arched form at entries and axes through buildings.
- o Incorporate vertical elements where functionally appropriate.

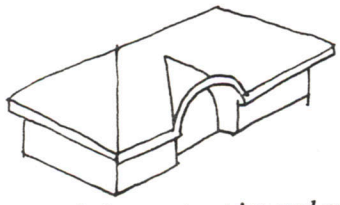
Variations to Hipped form.



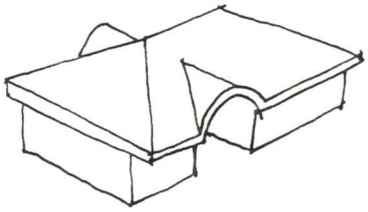
Additions -- clerestories

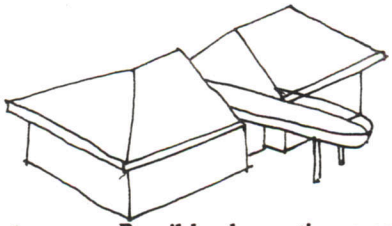


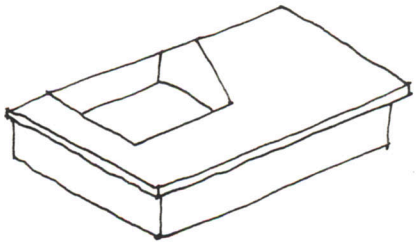
vertical elements



Vaulted arch forms at entries and passageways.





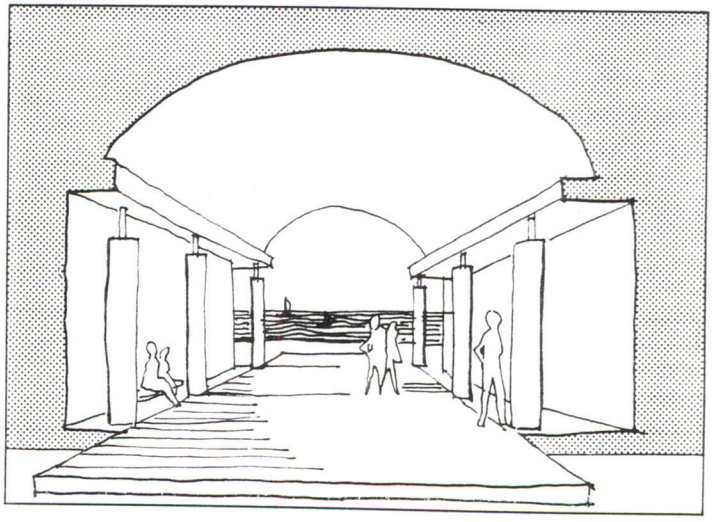


Cutaways -- Possible observation areas at Visitor Center. Possible outdoor eating areas at Marina

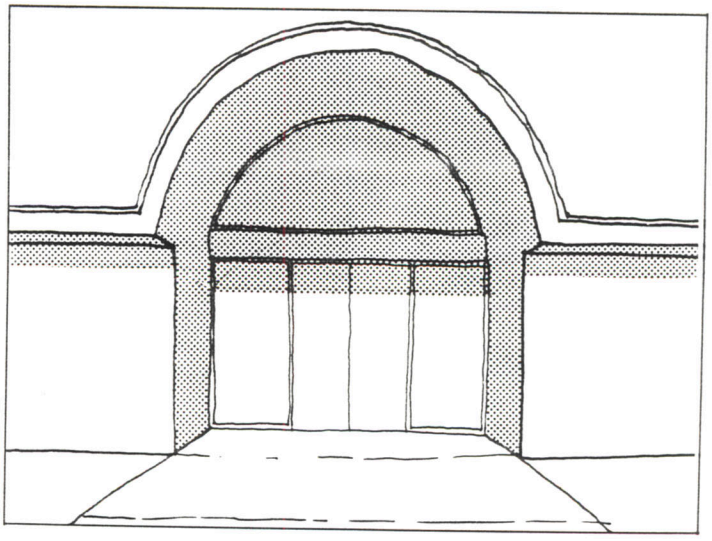
ENTRANCES

Entries at Great Kills visitor facilities are not only doorways to buildings, but they should act as gateways to important site features. For example, the breezeway at the South Beach Center will be a gateway to the beach; the entry and lobby of the visitor center will be the gateway to the harbor promenade and amphitheater; and the Marina building entry and lobby will act as a gateway to boat slips. Functionally, these public entries will serve as informal waiting areas. As such, entryways should be emphasized in the design of the buildings. Guidelines for entries are:

- Create generous entry with projecting overhang and visitor amenities.
- Use arched roof form over entryway.
- Use entryways and lobbies as gateway to site features.



Entries and passages at gateway to waterfront. Frame views.

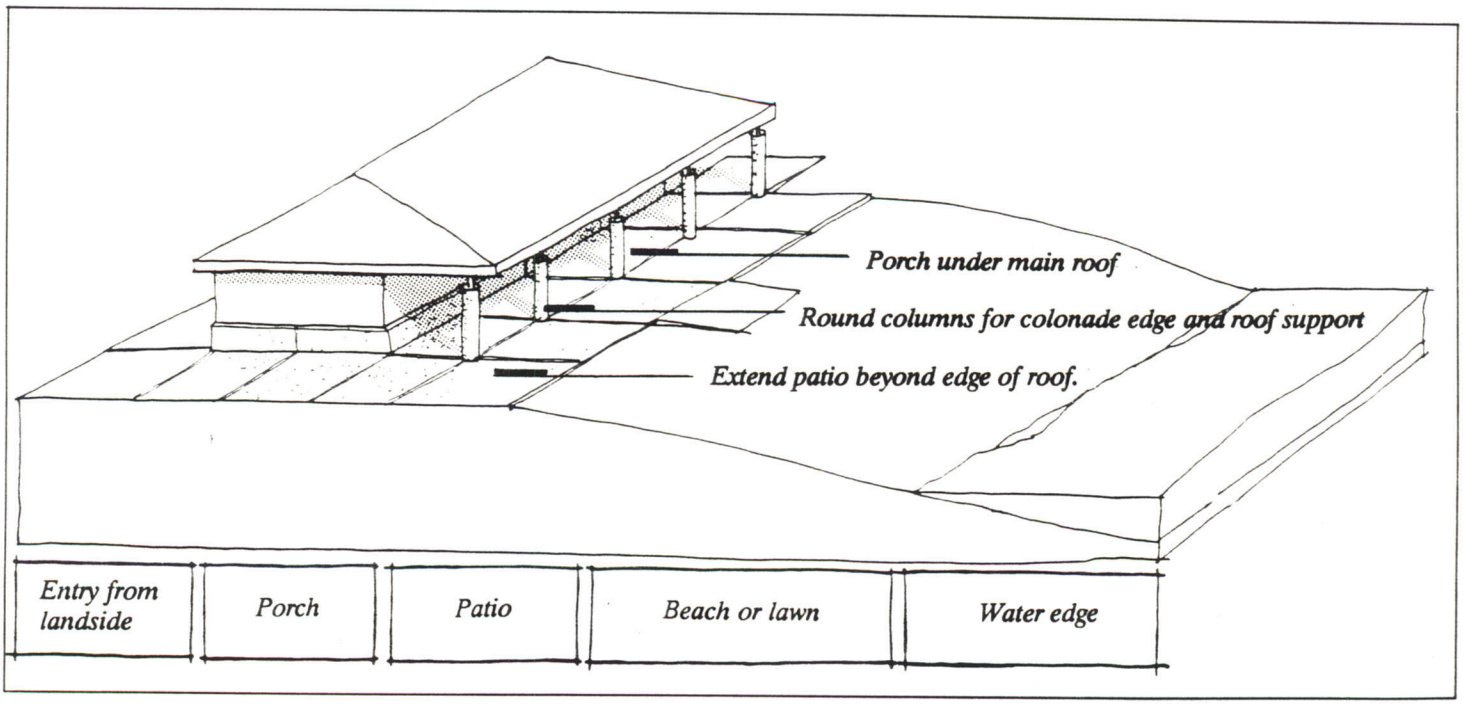


Arched form over entry with generous overhang

PORCHES

Porches were a typical feature of waterfront buildings on Staten Island. They were incorporated into the primary roof and served as a partially enclosed outdoor room facing the view. Porches of this type should be a feature of waterfront buildings at Great Kills. Guidelines for porches are:

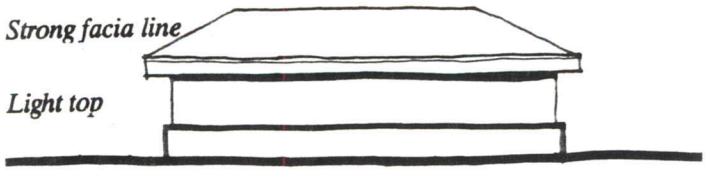
- o Incorporate porches into primary roof form.
- o Use round columns to support roof and define edge of porch.
- o Extend patio beyond porch edge.



Facade Guidelines

COMPOSITION

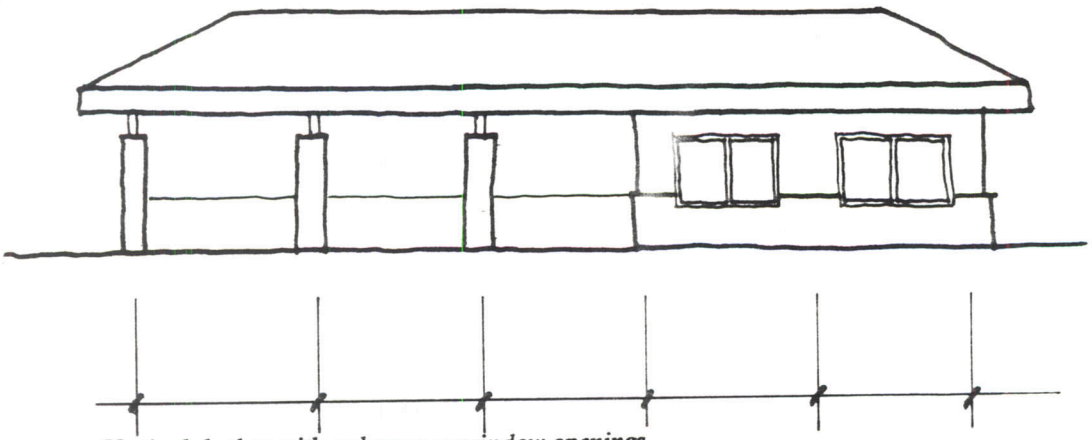
A thick, heavy base and smoother recessed upper section will emphasize the horizontality of the buildings. Columns or piers indicating structural bays, groups of window openings, and score lines will establish a vertical rhythm.



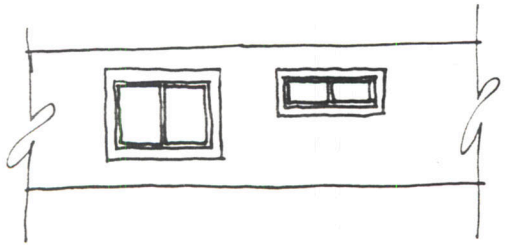
Horizontal heavy base

With the exception of lobbies and entry areas which will have large glazed areas, the windows should appear as punched openings in solid walls. Guidelines for composition of the facade articulation are:

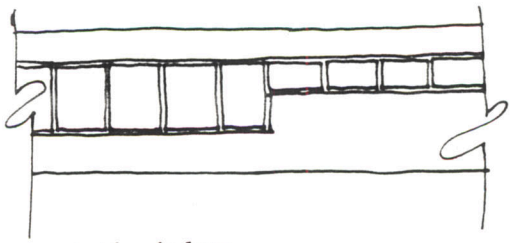
- o Emphasis the horizontal by using heavy base and lighter top.
- o Use bays, window groups and columns to set vertical rhythm.
- o Windows designed as punched openings in solid wall.



Vertical rhythm with columns or window openings.



Windows as punched openings



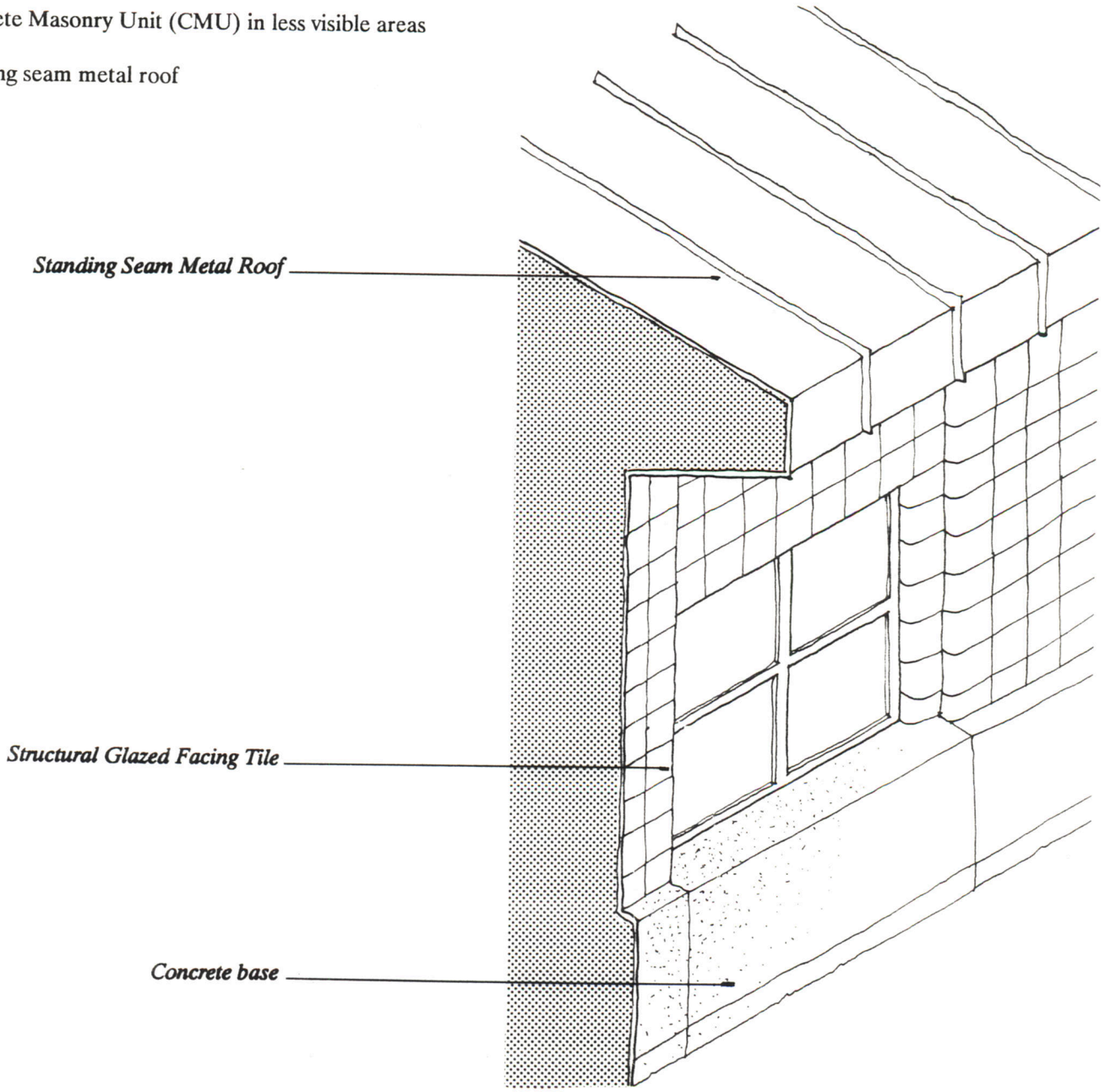
<u>not</u> strip windows.

WALL MATERIALS

The two primary considerations for exterior building materials at Great Kills are appearance and maintenance. Although the buildings and structures must be inviting and sympathetic to the natural environment, they must also endure the abuses of climate and vandalism. Selection and detailing of materials must balance these concerns.

Primary materials appropriate to Great Kills are:

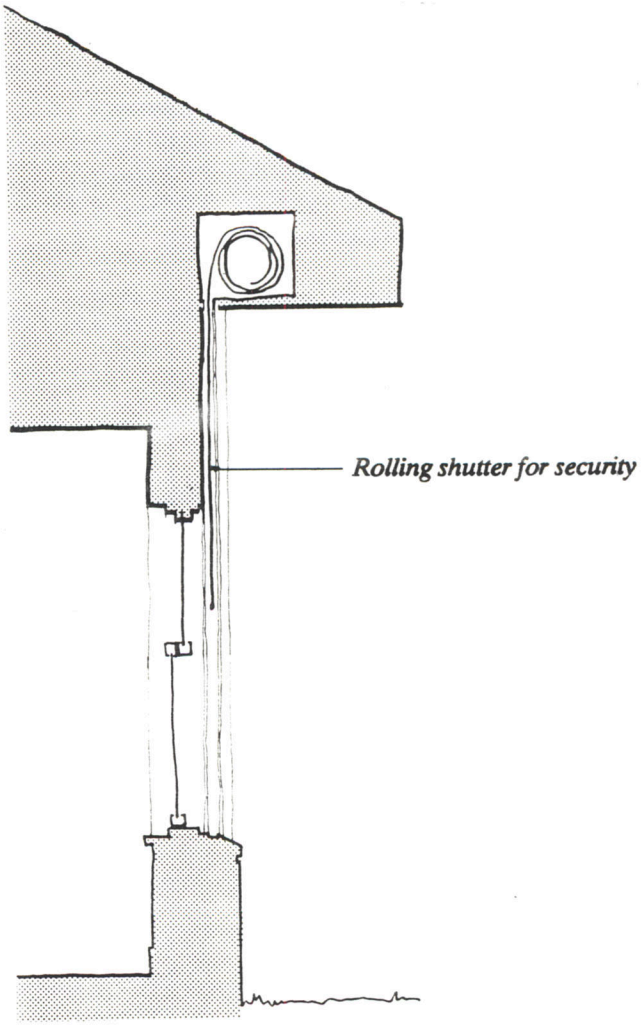
- Concrete base.
- Structural glazed tile 8 x 8 stack bond
- Concrete Masonry Unit (CMU) in less visible areas
- Standing seam metal roof

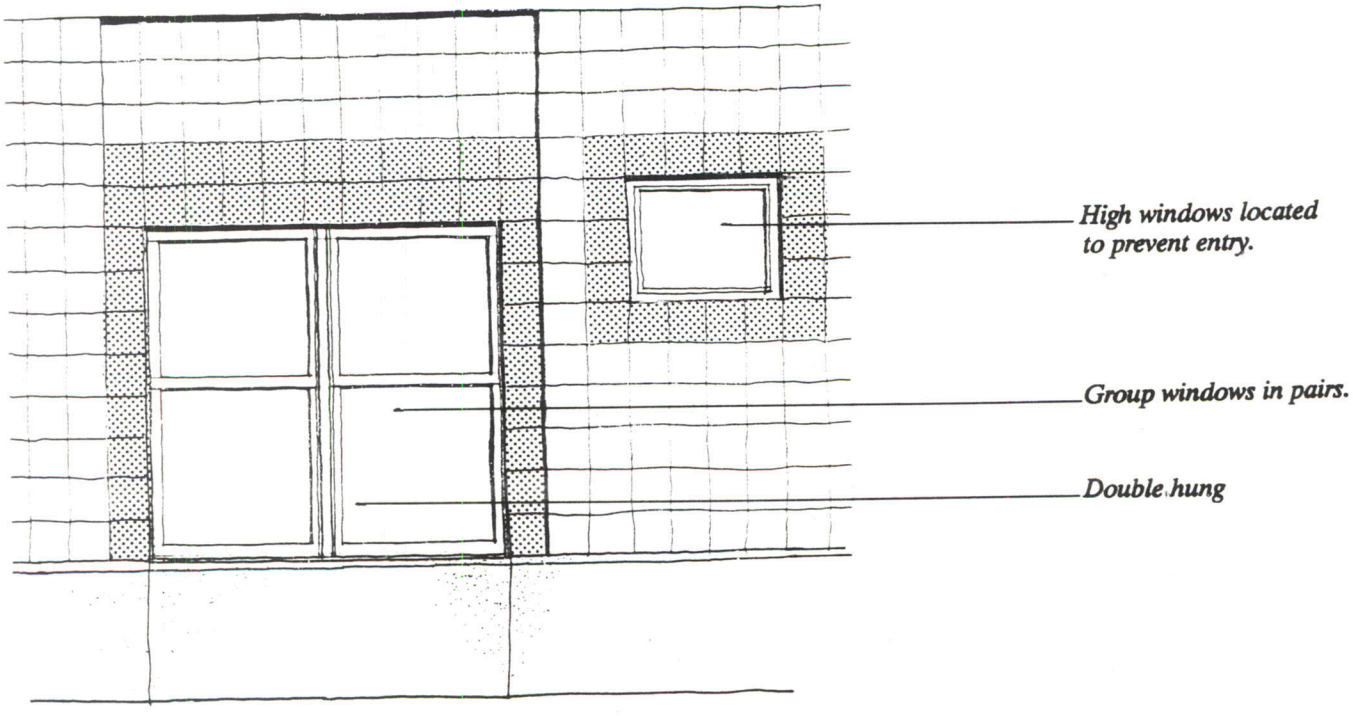


WINDOWS

As mentioned earlier, windows should appear as punched openings in solid walls. Grouping windows gives the opening a horizontal proportion and allows the rolling security shutter to protect both windows. Windows without shutters must be located high above grade and be sized to prohibit entry into buildings. Guidelines for windows are:

- Group in pairs where possible
- Secure windows with rolling shutters or decorative grills
- Use double hung or hopper type operable windows.
- Windows for natural light and ventilation only (no view out) must be located 6' above grade and be too small to allow passage though.





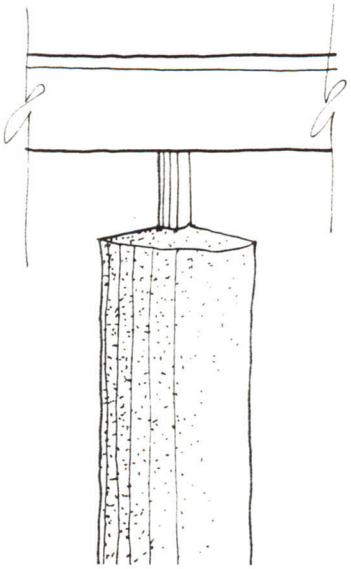
DETAILS/COLORS

In keeping with the contemporary coastal look of the buildings at Great Kills, details should be straightforward and simple. Rustic or historical replications are inappropriate.

Building colors should be based on the surrounding natural environment. Therefore, earthtones and greens should predominate.

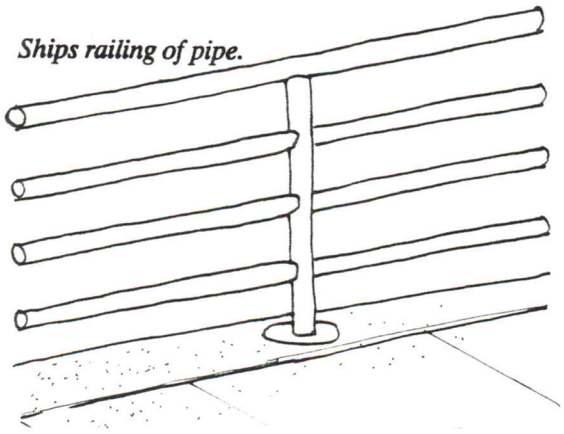
Guidelines for details and colors are:

- Use simple contemporary details.
- Primary colors should be
  - Roof - light green of patina copper for roof
  - Walls - Cream\tan\beige with red brown accents
  - Windows - Bronzed aluminum finish
  - Doors - Vivid accent color

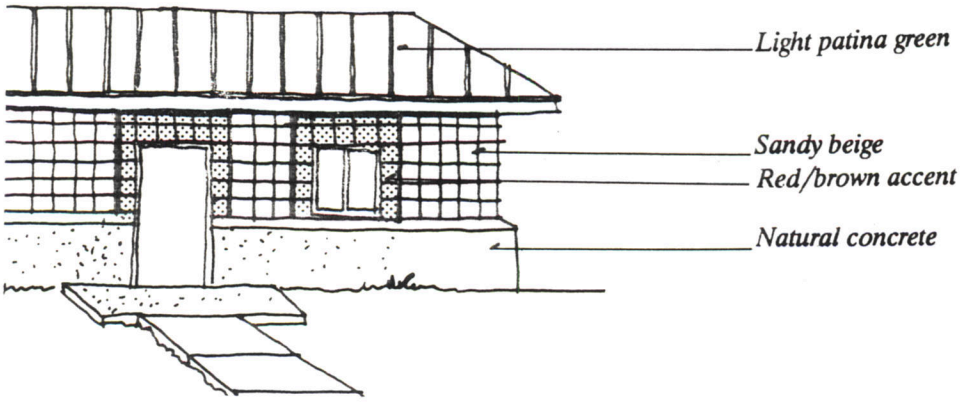


Concrete column with exposed steel

Ships railing of pipe.



Simple contemporary details with clean lines



Site Design Guidelines

VEGETATION AND PLANTING

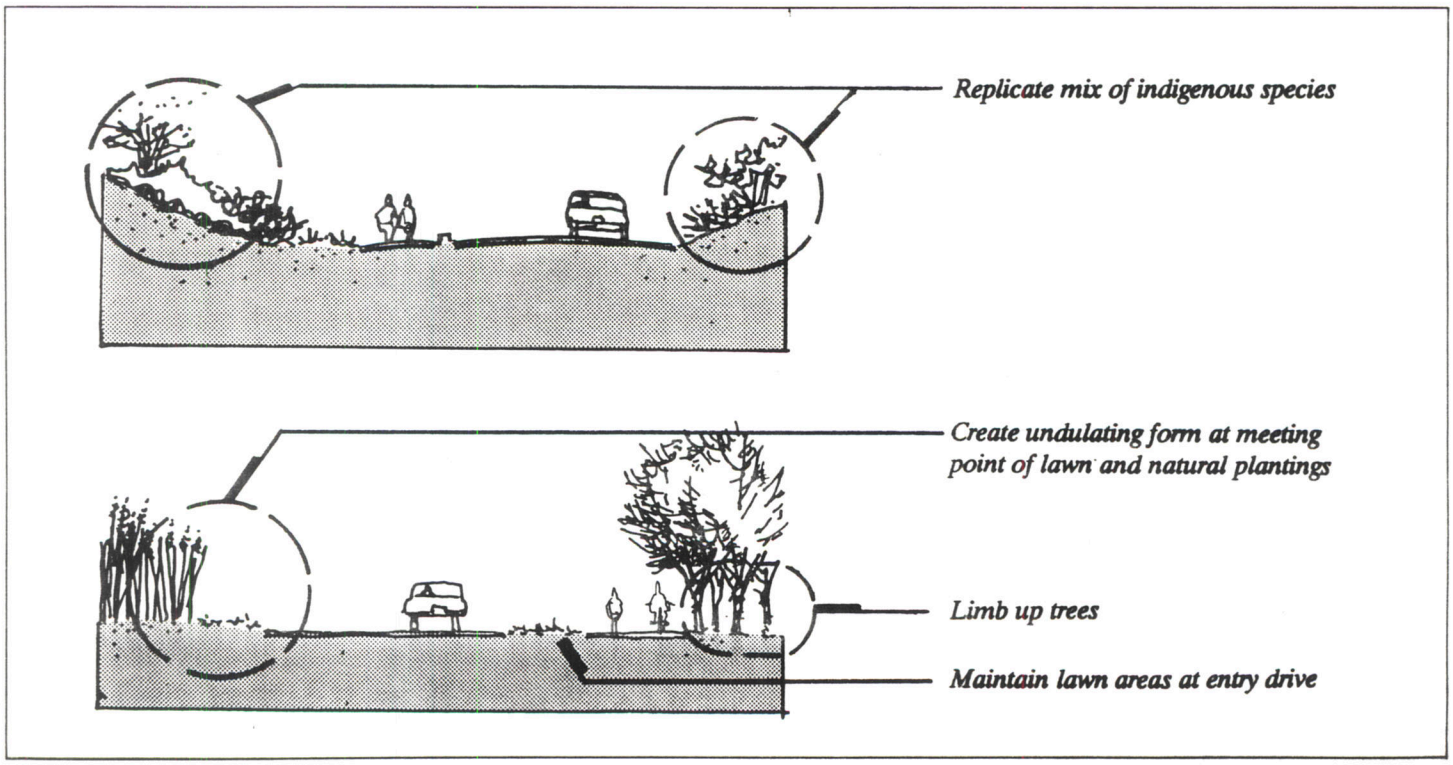
To remain consistent with the design theme for Great Kills Park, the existing indigenous vegetation should be allowed to predominate with minimal disturbance by man. There are specific locations within the park, however, where alteration or intensive management of the landscape is necessary to accommodate visitors use or satisfy National Park Service management objectives. Among these locations are:

- The primary park entrance along Hylan Boulevard;
- areas adjacent to the visitor center, police/ maintenance facilities, beach center and marina;
- outdoor activity areas that require maintained turf such as the ballfields, amphitheater, general recreation areas and the picnic facilities adjacent to the overflow parking lot and;
- areas where periodic mowing or clearing is necessary to reduce fire danger, promote visitor safety or enhance views.

Where any such intervention into the landscape is appropriate, informed decisions about the visual impact upon the character and environmental aspects of the landscape must be made.

The following guidelines for planting shall be applied:

- Revegetation or restoration of park areas shall replicate existing species and habitat mixes.
- New plantings should reinforce the visual and experiential characteristics of the indigenous vegetation.
- Lawn areas are appropriate at entrances and around buildings, recreation fields and picnic areas, but shall be used with discretion.
- The line where maintained lawn meets naturalized plantings shall form a undulating sinuous form line within the landscape.

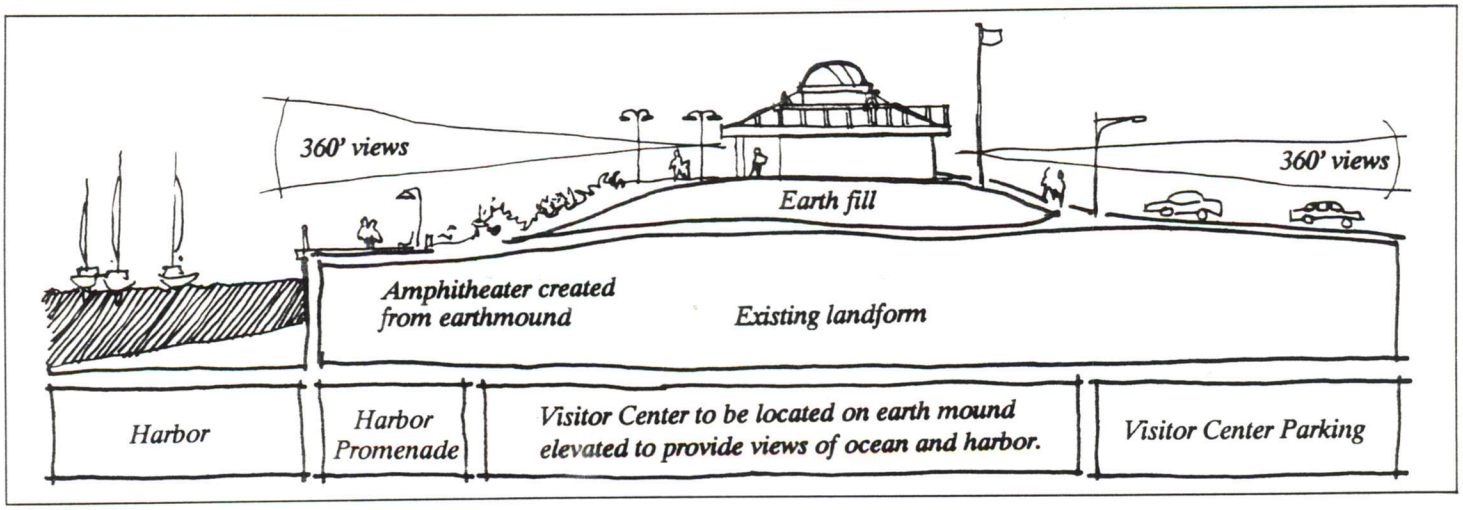


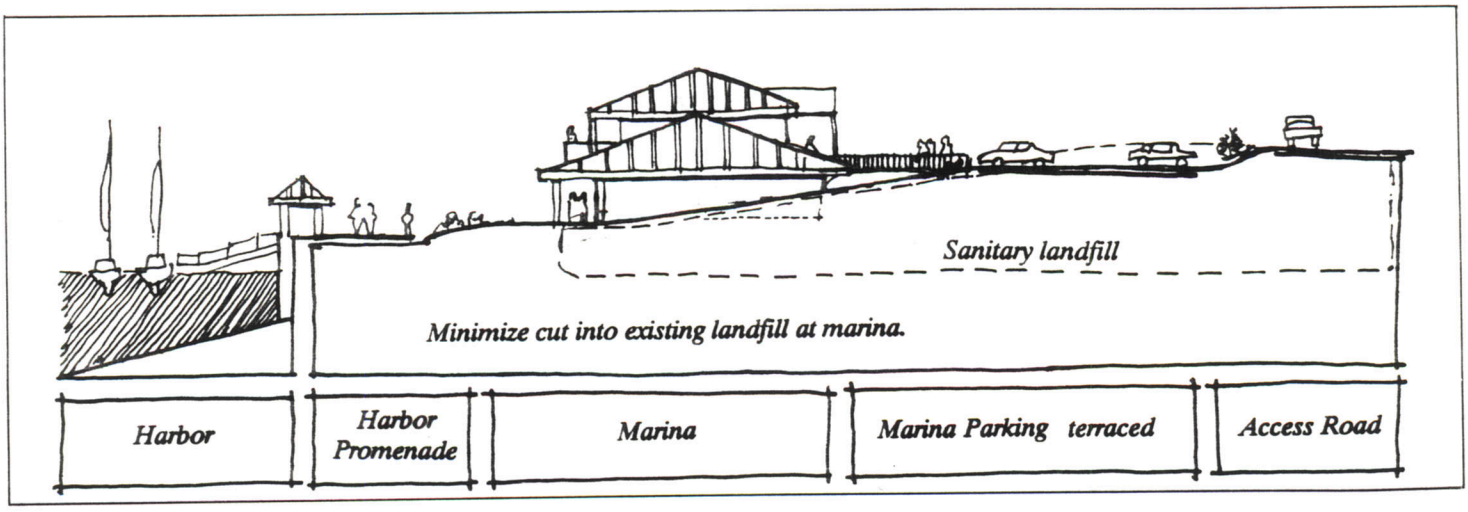
EARTHWORK

Great Kills exhibits a landform with topographic variations of just over thirty feet. Due to these gentle gradients earthwork should be limited to the minimum required to meet functional needs and to ensure positive drainage. The creation of mounds or berms is inappropriate and all grading that occurs within the park should attempt to replicate the existing natural landforms.

Guidelines for earthwork are:

- Natural landforms should prevail and grading should replicate adjacent site conditions.
- In areas where sanitary landfill has occurred cut operations should be avoided. In the case of the relocated marina and associated parking, earth cut is unavoidable and the terracing of facilities will assist in minimizing potential impacts.
- While mounding is generally unacceptable, the visitor's center should be sited on an elevated portion of the site to provide panoramic views and interpretive opportunities. However, filling should be kept to the minimum required to allow for views of the harbor and ocean. A performance amphitheater should be incorporated into the earth embankment.
- New dunes will be created at the South Beach Center and the dune profile should replicate existing forms.





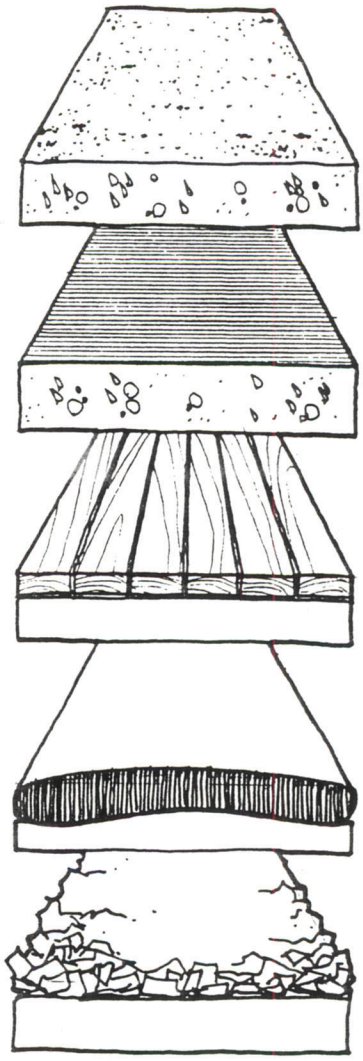
SITE MATERIALS AND FINISHES

Site materials and finish selection at Great Kills should be limited to basic construction materials that meet the functional needs of the park and the restrictions inherent in a vandal-prone setting. Further, materials and finishes should reflect a hierarchy of use and respect the architectural character and site qualities of each facility location.

The overarching guidelines for site materials and finishes are:

- **Waterfront facilities** -- The Visitor Center, Marina, and South Beach Center should display the highest refinement of materials and finishes.
- **Support Facilities** -- Facilities such as the Police/Maintenance area and central parking area should display a secondary level of materials and finishes.
- **Specific Use Areas** -- Facilities such as the playing fields should incorporate materials necessary for specific functional requirements.

The following schedule provides a detailed breakdown of materials and finishes for each of the three facility areas.



Typical Exterior Facilities
Trowel finish on concrete

Interior Facilities
Broom finish on concrete

Special areas
(Boardwalks at Promenade and So. Beach Center)
Timber boardwalk with concrete base

Bike/Jogging Trails
Asphalt

Nature Trails
Wood Chips

Site Materials and Finish Schedule

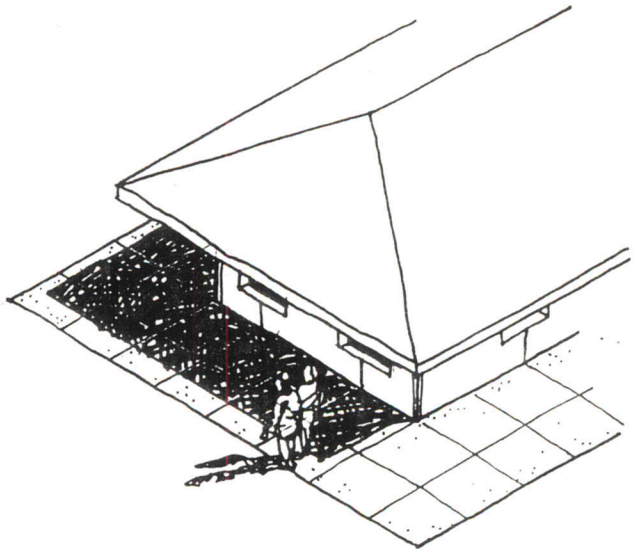
Site Element	Waterfront Facilities	Support Facilities	Specific Use Areas
Roadways	Asphalt roadway with rolled shoulder	gravel road bed with dust retardant	asphalt road with rolled shoulder
Parking Areas	Asphalt with markings	gravel with bollard markers	asphalt with markings
Curbs	Concrete curbs in public parking areas	N/A	concrete curbs as required by specific functional needs
Major Pedestrian/ bicycle Paths	sphalt with rolled shoulder	asphalt with rolled shoulder	asphalt with rolled shoulder
Principal Access Walkways	concrete with trowel finish or timber boardwalk	N/A	concrete with broom finish
Nature Trails	N/A	wood chip	N/A
Picnic Shelters	wood and concrete conforming to refined character of promenade and architectural guidelines	N/A	wood conforming to architectural guidelines
Pedestrian Barriers	wood and metal with refined/detailed joinery	timber with simple basic construction details	metal fencing for security functions
Bollards	wood and/or concrete with detailed elements	timber with rough heavy character	steel encased concrete
Visual Screening	wall or solid fence matching adjacent architecture	N/A - vegetative barrier only	wood panels and vegetation
Site Furniture	concrete, wood and metal with a refined quality	predominantly timber with a rough character	concrete, wood and metal with a refined quality
Special Elements	concrete, wood and metal with a refined well-detailed quality	N/A	N/A

Specific guidelines for site materials are:

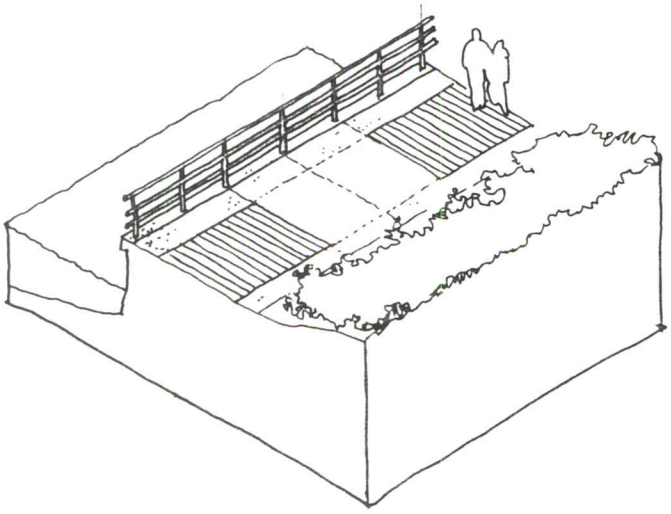
- Buildings with porches should incorporate a concrete surround that is coordinated with building finishes in terms of color, texture and joint patterns.

- The Harbor Promenade should provide a direct link between the Marina, Visitor Center and Beach Center. The promenade should be a combination of timber boardwalk and concrete paving.

- Floor of all picnic shelters should be concrete. Finish should be dependent upon location, e.g. in the Waterfront Facilities, floor should have a troweled finish. In other locations a broom finish is appropriate.



Concrete surround to match building



Concrete and wood boardwalk

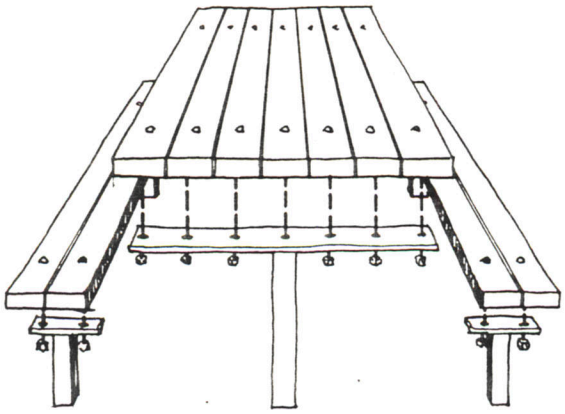
Harbor Promenade

SITE FURNISHINGS

Site furnishings benches, trash receptacles, picnic tables, bike racks, and signage should be provided where needed as permanent, integral components of the park setting. Furnishings should be concentrated at centers of activity within the park, including the Visitors Center/amphitheater, Beach Center, Marina, ballfields, picnic areas and harbor Promenade. All signage incorporated in the park must meet NPS standards and format. Furnishings should meet the functional needs of the park and demonstrate the ability to withstand the effects of vandalism and the harsh seaside environment.

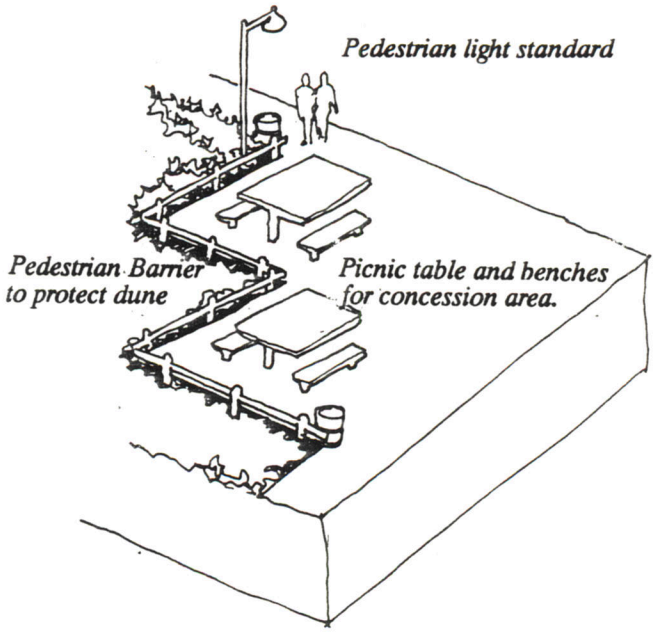
Guidelines for site furnishings are:

- Furnishings should display a hierarchy of finishes that reflect location and intensity of use. The Waterfront Area should display refined finishes, while the Specific Use Areas should demonstrate a less refined treatment.
- Cluster furnishings in groups.
- Locate furnishings in high visibility areas in order to discourage vandalism.
- Furnishings should be a manufactured modular system with replaceable components. This same system should be installed throughout the park.
- Shelters along the Harbor Promenade and bike trail should reflect the relevant characteristics found in the architectural guidelines.

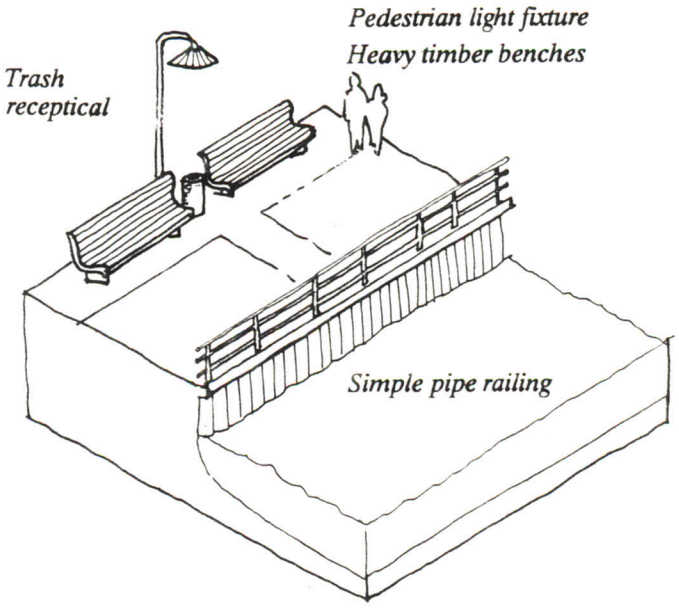


Steel frame with concrete foundation with timber table and benches. Wood secured to frame to accomodate repair or replacement.

Permanent Picnic Table



Beach Center Furnishings



Harbor Promenade Furnishings

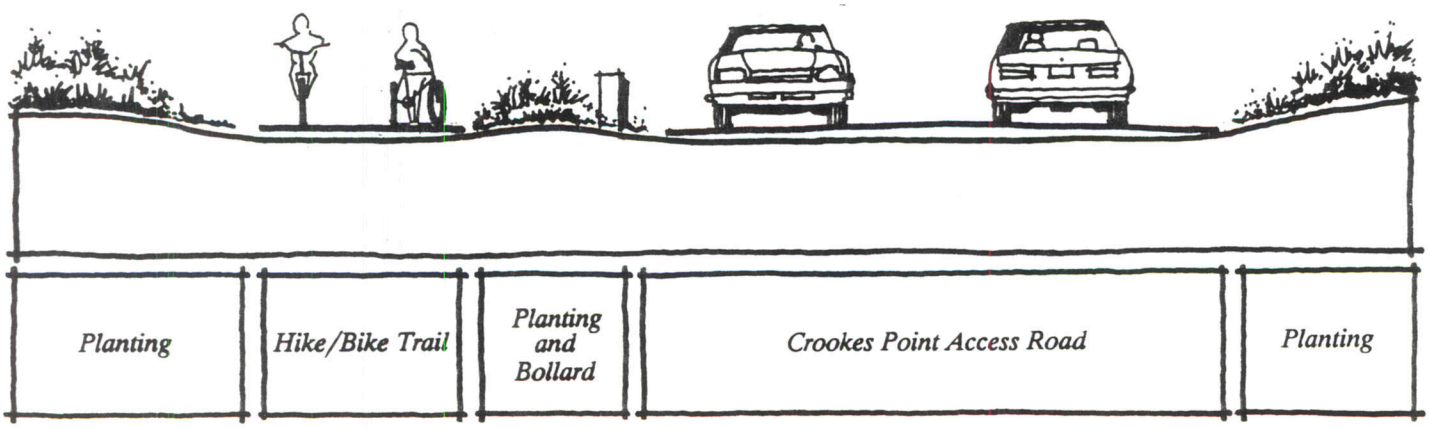
BARRIERS

With the need to reestablish vegetation and modify park-user habits, barriers to pedestrian and vehicular circulation are important elements in the growth of the park. Barriers provide security functions that protect non-public areas from direct access and separate pedestrian circulation from automobile traffic in congested portions of the site. Barriers also can be used for the visual screening of unwanted views. The park has three categories of barriers. The first controls pedestrian traffic, the second limits vehicular circulation, and the third provides visual screening.

There are four types of **pedestrian barriers**: permanent, temporary, waterfront railing and security fencing. **Vehicular barriers** are divided into three types dependent upon functional requirements: curbs, bollard and gates. There are two types of **visual barriers**: enclosures and screens.

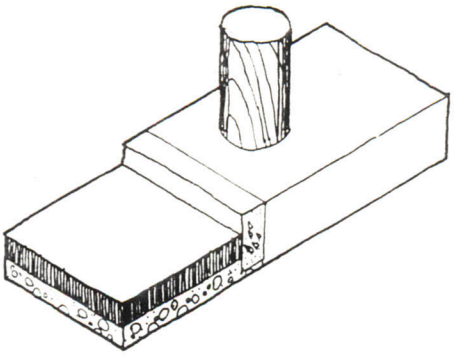
Guidelines for Pedestrian barriers are:

- Incorporate permanent pedestrian barriers in heavily used areas, such as adjacent to the Beach Center where proposed dune restoration should be protected from heavy visitor traffic.
- Place permanent pedestrian barriers wherever sensitive plant communities will suffer from random foot traffic.
- Place temporary pedestrian barriers where park representatives desire to close or revegetate existing trails or to prevent visitor access during construction or demolition activities.
- The Harbor Promenade should include a safety railing parallel to the bulkhead wherever the boardwalk is adjacent to the bulkhead wall.
- Security fencing should be constructed at the Police/Maintenance Building service area and wherever public access is to be discouraged.

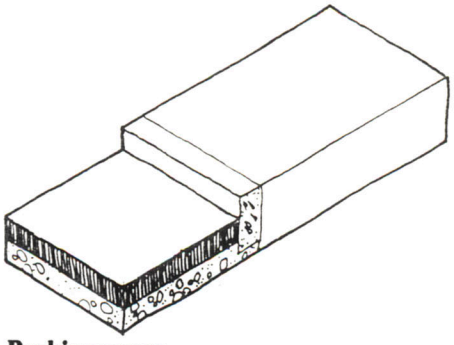


Guidelines for vehicular barrier are:

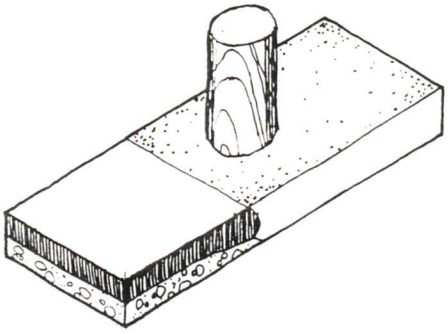
- In all conditions roadways will be developed without curbs.
- Curbs shall be incorporated in all paved parking lots planned for the Beach Center, The Visitors Center and the Marina. Elsewhere, curbs will be installed to meet functional needs.
- Bollards will be installed where curbs may be mounted by vehicular traffic. This will be implemented at the Beach Center and the Great Lawn Picnic Area. In parking areas bollards will be located away from the curb so as not to be damaged by protruding bumpers.
- Where pedestrian/bicycle paths are adjacent to roadways, bollards should be used as a visual and physical barrier.
- Where no curbs are installed in public parking areas such as found on Crookes Point, bollards will define the limit and spacing of car parking.
- Vehicular gates should be incorporated at critical trailheads throughout the park.



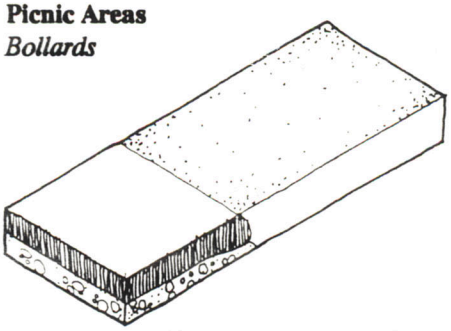
Heavy Pedstrian traffic areas
(Beach Center) Curb and Bollard



Parking areas
(typical) Concrete curb



Picnic Areas
Bollards



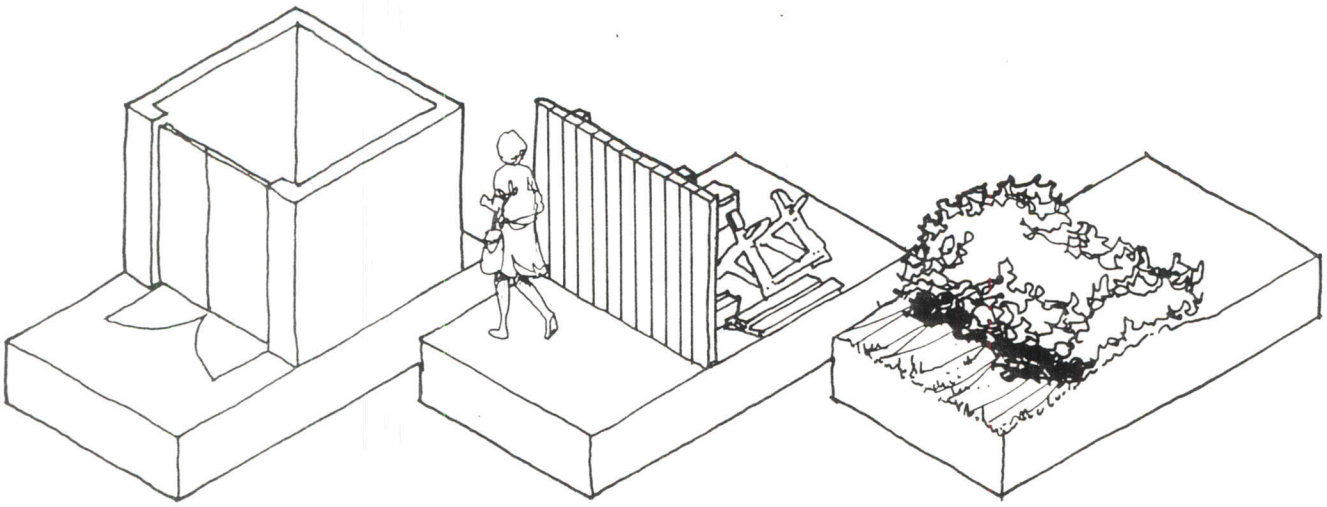
Roadways
Asphalt with turf shoulder
(no curb)

Guidelines for Visual Barriers are:

- Enclosures for the screening and protection of trash storage adjoining or adjacent to the Central waterfront Facilities should be finished to match the nearby structures.

- A wood screen would be built to block views of service yards, unsightly marina areas or remote trash storage.

- Within the Specific Use and Site Use Facility areas visual screening should be established with plantings.



Trash Storage Screen

Concrete and masonry to match buildings

Service Yard Screen

Wood Screen at marina and maintenance yard

Parking Screen

Planting buffer

EXTERIOR LIGHTING

Great Kills currently has lighting along the entrance road, the existing parking lot, and the boat launch. Current plans for the illumination of the Park is limited to the lighting of the ballfields and the future amphitheater. The lighting of other facilities beyond a safety and security level is not programmed. These policies may change however and the lighting of additional facilities may be addressed as each element is designed. As a result, the lighting guidelines address the lighting requirements of the park as a whole with a full range of illumination.

Lighting can be divided into three categories: pedestrian lighting, facility lighting and security lighting. **Pedestrian lighting** will provide lighting levels appropriate for general recreation use along the Harbor Promenade. **Facility lighting** requires specific levels of illumination to meet the functional needs for a specific use, such as a parking lot, sports field or amphitheater. **Security lighting** addresses the minimum lighting requirements for general service areas and controlled access locations, such as maintenance yards, service areas and areas infrequently visited by the public.

The general exterior lighting guidelines are:

- The illumination of Great Kills should be kept to a minimum level. No lighting should be provided on Crookes Point, beyond the Beach Center.
- The main access roads from Hylan Avenue should be illuminated to provide a well-lit ring road servicing the Visitors Center, Police/Maintenance Facility and the relocated Marina.
- Wherever possible lighting should produce white light so as to provide the best rendition of color within the park.
- The potential conflict between site illumination and the proposed observatory will need to be solved through utilizing luminaires with sharp cut-off characteristics, selectively reducing lighting levels and scheduling of night observation activities.

Specific lighting requirements for the various park areas is summarized in the following schedule.

Park Lighting Schedule

Facility/Area	Fixture Type	Suggested Light Intensity
Facility Lighting		
Hylan Blvd Loop Road	35' Gooseneck	.25 footcandles
Parking Areas for Visitor Ctr, Marina & Police/Maint. Bldgs	35' Gooseneck	1 footcandle
Ballfields	50'-60' floods	20-30 footcandles to be confirmed by program requirements
Amphitheater	mixed - accent, stage & general illumination	varies, to be determined by program requirements
Pedestrian Lighting		
Harbor Promenade	15' pedestrian	1 footcandle
Building Entrances	15' pedestrian	1 footcandle
Security Areas	35' Gooseneck	.25 footcandles

The guidelines for pedestrian lighting are:

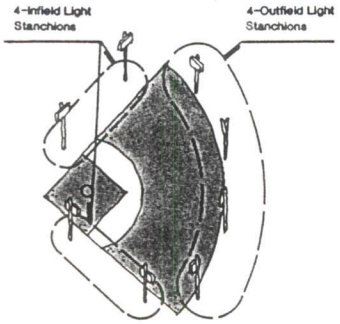
- Pedestrian lighting should be limited to the Central Waterfront Facilities and building entrances.
- The pedestrian light standard should reflect the design character of the park - contemporary coastal based on historic precedents.
- The light source should be shielded by a shade so to direct light downward.
- The fixture should be mounted as low to the ground as possible while taking into consideration the vandalism problems within the park.

The guidelines for facility lighting are:

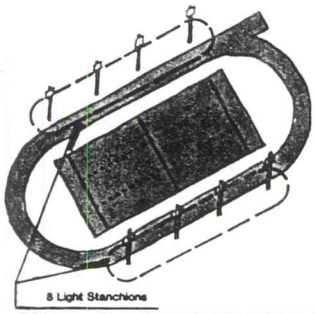
- Facility lighting should be provided for the playing fields, the Visitors Center parking lot, the ballfield parking lots, the amphitheater, and the loop road off Hylan Boulevard.
- Lighting for the Ballfields and amphitheater should meet the technical requirements of the specific facility.

Guidelines for security lighting are:

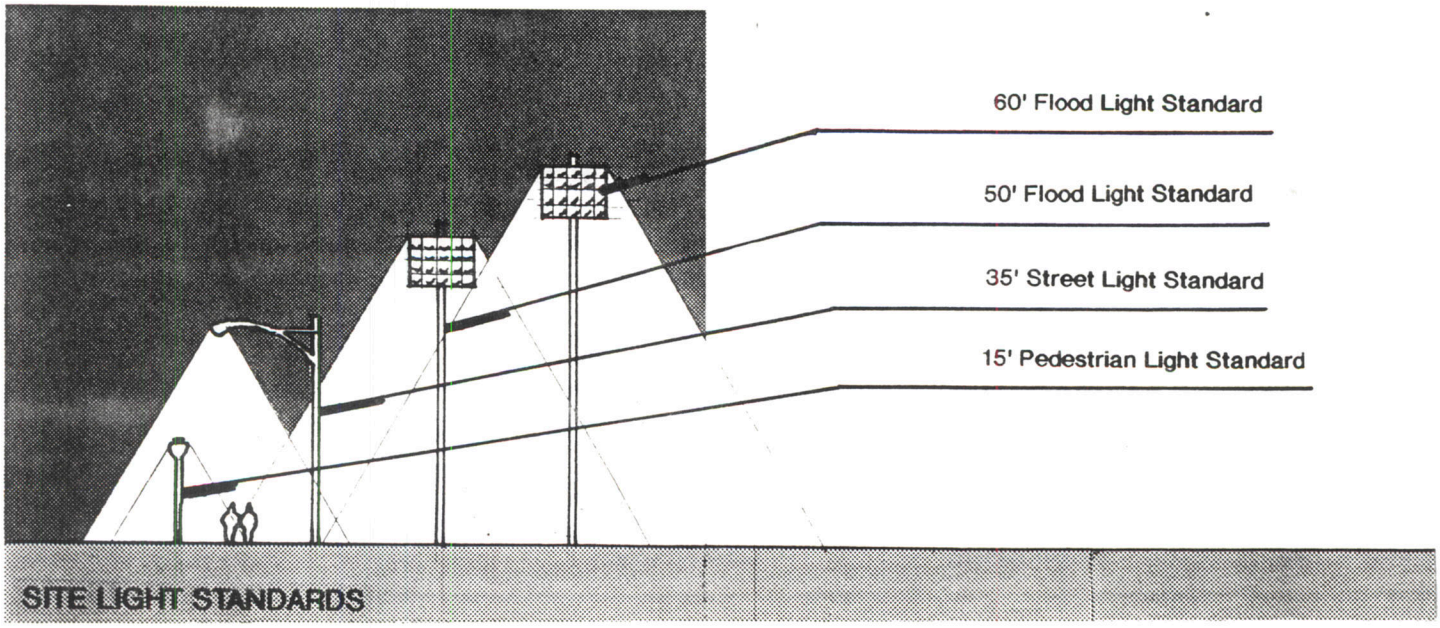
- Security lighting should be provided in all parking areas, service yards and entry drives, with the exception of Crookes Point.



Baseball Field Illumination



FOOTBALL/RUNNING TRACK ILLUMINATION



SITE LIGHT STANDARDS

Special Features

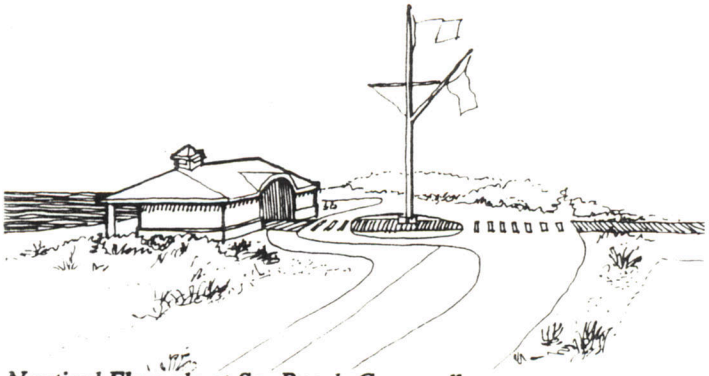
A prominent element of historic coastal architecture on Staten Island and at Great Kills was the tower. These varied from simple outlook towers, like the one at Crooke's Point, to lighthouses, to very early windmills. Tower elements were also incorporated into larger buildings such as the borough hall. A tower element at the Visitor Center could serve as an observation area from which the visitor could view the tip of Manhattan, across to the tip of Sandy Hook, over the Great Kills harbor and upland areas. A tower could also be an abstract element with an interpretive function such as environmental indicators for temperature, climate, windspeed, etc. Flag poles can also be used for orientation on this flat site.

While the guidelines address the general characteristics of site elements, special items may be required as Great Kills evolves as a park resource. Special features that highlight unique elements of the park could include look out platforms, boardwalk areas or interpretive stations.

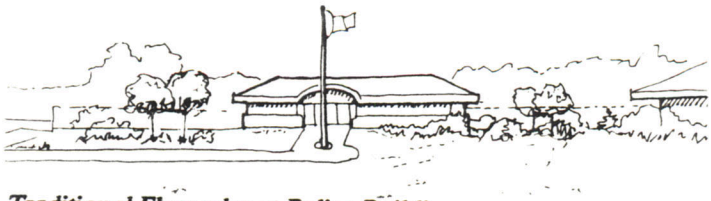
The guidelines for Special Features are:

- Incorporate a special feature where a unique site feature should be highlighted or where high visibility by users occurs. Suggested locations include the Harbor Promenade as it passes the boat launch ramp, or the boardwalks that cross the dunes near the beach center.

- Incorporate special features at building entrance areas.

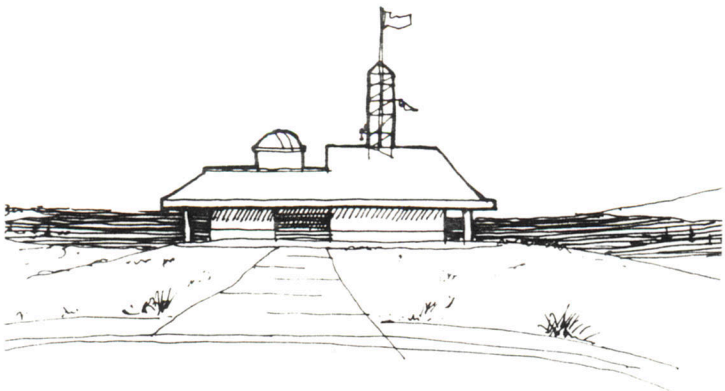


Nautical Flagpole at So. Beach Crosswalk

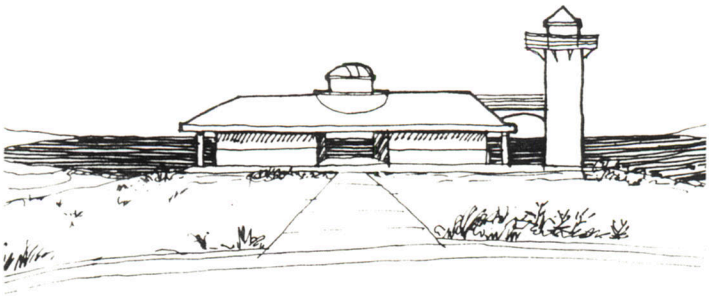


Traditional Flag poles at Police Building

Vertical elements for orientation on site



Weather display tower



Freestanding observation tower

Possible veritcal elements at Visitor Center