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Laurel Kunkler

Shannon Loew

Tom Nelson

Julie Parrett

Osama Quotah

Norie Sato

Seth Geiser

Debbie Harris

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Tom Iurino Senior Staff



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APPROVED MINUTES OF THE MEETING

September 20, 2012

Convened 8:30am Adjourned 4:30pm

Projects Reviewed

Mapes Creek Restoration and 52nd Ave S CSO Reduction SR 520 I5 to Medina

Commissioners Present

Julie Bassuk, Chair
Shannon Loew
Tom Nelson
Norie Sato
Debbie Harris (excused from 8:30-9:00am)
Julie Parrett
Mary Fialko
Osama Quotah (excused from 8:30-9:00am)
Lolly Kunkler (excused from 8:30-10:30am)

Incoming Commissioners Present

Seth Geiser

Staff Present

Valerie Kinast Tom Iurino



September 20, 2012 Project: Mapes Creek Restoration/52nd Ave S CSO Reduction

Phase: 60% Design Last Reviewed: Jul 5, 2012

Presenters: Kathy Robertson, SPU

Aaron Luoma, HBB

Cheryl Eastberg, Parks and Recreation

Attendees: Alan Lord, Brown and Caldwell

Jessica Smith, SvR Design

Jason Huff, Office of Arts and Cultural Affairs

Nathaniel Riedy, SvR Design

Time: 9:00am-10:30am

Recusals

Commissioner Kunkler recused herself from the review.

Summary of Project Presentation

The design team presented the 60% design of the Mapes Creek CSO and Restoration project. Seattle Public Utilities, in partnership with Seattle Parks and Recreation, is moving the creek from a storm drain into a parallel, dedicated pipe, restoring 350 feet of the creek into an open, natural channel through Beer Sheva Park to Lake Washington, and restoring the right-of-way on 52nd Ave and Henderson. It will increase the quality and amount of habitat for threatened juvenile Chinook salmon by creating additional stream and riparian habitat.

Since the last presentation, the team advanced the design. The team increased the width of the path to 10 feet along 52nd and moved the hedge to the other side of the fence on Henderson. They couldn't change the shape of the berm at 52nd Ave due to the right-of-way width and depth of cover needed for the pipes. They plan to tie the walkway, the residential neighborhood, and the park together with trees and landscaping. The banks of the open channel in the park are planted and will merge with the wetlands to the north. The team is flattening the berm in the park, limiting plant locations and heights, and building a simple, light bridge to make a clearer visual connection between the park and Lake Washington. The path into the park from the street will feature locations where people can touch the stream, and the artist may play a part in siting and developing those points. The land near the shoreline will be regarded, and steps placed to allow people to reach the water. Construction will start late summer 2013 and end in the fall of 2014.

ACTION (by Parrett)

The Seattle Design Commission thanked the design team for its clear presentation of the 60% design of the Mapes Creek CSO and Restoration Project and applauded the cooperation among Seattle Parks, Seattle Public Utilities, and the Office of Arts and Cultural Affairs, the daylighting of the creek, the selection of the artist and intent to work with him, the salmon agenda, that the stream is not fenced, and that the path on 52nd was widened. By a vote of 4-4, the commission denied approval of the 60% design. The commission has the following recommendations:

Overall

- Better leverage the benefits of working across departments and organizations by identifying opportunities; it would have been advisable to do this at the beginning of the project when there was the potential for the most impact. For example, an interdepartmental team including staff from SDOT and other departments that manage community art projects in the ROW, might have helped brainstorm ways to tell the story of the stream along the corridor in a low or nocost treatment of the ground plane. Similarly, with coordination, a design solution, or at least framework for the plaza at 52nd Ave S and S Henderson St might have been found instead of planning on replacing that important community amenity with temporary paving and deferring to the community to improve it at a later time.
- Develop a plan for an interpretive story, which should encompass the whole length of the project.

Beer Sheva Park

- Do further work on the park design and the art development to bring both to the same 60% stage of design as the rest of the project. Return for administrative review of those pieces before scheduling the commission's 90% design review. When developing the park design, expand the context and include the playground and the areas to the north.
- Integrate the daylighted creek into the park. The stark edge between the daylighting project area and rest of the park makes it look like a creek in Eastern Washington and not in keeping with the Olmstead tradition in this part of the city. Refine the edges, and explore creating openings and cues for people as to where to go along the creek, so that it is not a stand-alone piece in the park.
- Thoughtfully use the design of new paths and connections both to the community and within the park to integrate it. The area where the creek will be created is in an underutilized area between the boat launch, restrooms, picnic area, and playground, so to avoid cutting off the different park functions from each other create better connections. For example, the creek shouldn't be a barrier between the park's northern and southern sections; consider an informal crossing of rocks across the creek to supplement the bridge.
- Extend the new native vegetation plantings, planned for north of the mouth of the creek, toward the west into the park to the greatest extent possible
- Develop a signage plan; the sign at the park entry should aim to provide an identity for Beer Sheva Park.

Henderson St.

Reclaim more of the right-of-way for the public realm. Explore moving the fence that is encroaching approx. 16 ft into the right-of-way further away from the sidewalk along Henderson to provide the public much needed space to move along this central corridor in the neighborhood. Balance the residents' needs for security with the community's need for a better public realm and a more safe and pleasant walk to and from the light rail station.

52nd Ave. S - Mapes Creek Walkway

Facilitate or develop a design framework for the plaza at the intersection of 52nd Ave S and S Henderson St, which is slated to be removed with the project. This project should not defer the design to a later date to the community and leave the site in an interim state for undetermined length of time.

- Enhance the Mapes Creek Walkway. Use the opportunity, when replacing disturbed areas of this large infrastructure project, to choose vegetation and possibility furnishings that would improve the poor conditions there now. Instead of re-creating the environmental nuisances there now, the project has the potential to provide great benefit to the community, as many other SPU stormwater projects the Commission has reviewed. This is an area of city that especially needs examples of quality design.
- Study and find ways to better integrate the rain garden at the south end of 52nd Ave S. This is one of the first rain gardens in this neighborhood, so make it the best demonstration of one it can be.

The commission requests that Seattle Parks and Recreation bring the Rainier Beach Urban Farm and Wetlands project for a review.

Commissioner Harris voted no because while it's a great CSO project, which is doing double duty as a public amenity, she is concerned that the fence on Henderson degrades the public realm, and the story of the stream is not explained or shown.

Commissioner Parrett voted no because some elements of the project, like the park design and art, are not at 60% design, and believes if the commission's concerns are addressed at the 90% review, it will be too late to affect or change of those elements. The project needs to be seen and designed as a whole.

Commissioner Sato voted no because there are so many missed opportunities to make this project work better, including interpretive signage, better connections between the walkway and the park, the fence along Henderson, the art plaza, for instance. She doesn't want the artist to be saddled with interpretation.

Commissioner Quotah voted no because of the lack of definition on elements such as touchpoints, path, art, etc. in the park. It is too hard to evaluate their design when they are not at 60% design.