



# Seattle Parks & Recreation

healthy people healthy environment strong communities

## LITTLE SAIGON PARK DEVELOPMENT

Seattle Parks and Recreation's Planning & Development Division

Pho Bac Sup Shop, 1240 S Jackson St

Thursday, November 1, 4- 7:00 p.m.

### MEETING NOTES

#### Present

Seattle Parks and Recreation (SPR) Staff

- Karimah Edwards, Seattle Parks and Recreation Planner
- Katie Bang, Seattle Parks and Recreation Project Manager

Landscape Architects and Design Consultants

- Mark Tilbe, Murase
- Scott Murase, Murase
- Carolyn Alcorn, Murase

Three interpreters from Dynamic Language

#### Meeting Summary

Approximately 40 community members stopped by Public Meeting #2 to review three concept designs proposed for the new park and to provide feedback. The event was held within the Little Saigon neighborhood at the Pho Bac Sup Shop in collaboration with a voting event also taking place at the same location. The meeting was an open house format. The three concepts were explained by Murase Associates and Seattle Parks representatives to individuals and small groups as they reviewed the image boards. Participants generally liked the concepts and there were no strong dislikes for any of the concepts. The three concepts had Asian inspired themes, aesthetics and reference imagery. The public had some difficulty understanding the complexities of the site grading and the proposed stair/ramp concepts. Greater explanation was also given of the 15% maximum allowable paved surfacing (not including pathways) required by the grant funding. Interpreters were on hand for individuals needing translation.

#### Project Background

In 2010 Friends of Little Saigon contacted Seattle Parks and Recreation in an effort to acquire open space for their neighborhood. In 2013 SPR purchased property on King Street in the location of a temporary parking lot for Lam's Seafood Market. In 2018 the project was fully funded and planning has begun.

To stay up to date on the project please visit:

<http://www.seattle.gov/parks/about-us/current-projects/little-saigon-park-development>

To provide comment please contact Karimah Edwards, Seattle Parks Planner at [karimah.edwards@seattle.gov](mailto:karimah.edwards@seattle.gov)

**Schedule:** The project has just begun the planning phase. Design will begin in 2019 with project construction in 2020.

<u>Comments</u>
<b>WRITTEN COMMENTS FROM HANDOUTS:</b>
<ul style="list-style-type: none"> <li>- I like the stacked/repeated gateways feature of the Fluidity concept.</li> <li>- I like the rounded, terraced ramp/walkway on the Jackson side of the Dragon concept.</li> </ul>
<ul style="list-style-type: none"> <li>- Lit gateway helps security and programming.</li> <li>- Multi-purpose usage is better than pure play area.</li> <li>- Light (sun) works well here (Concept plan 1).</li> <li>- Swale?</li> </ul>
<ul style="list-style-type: none"> <li>- Inspiration: Mekong river</li> <li>- Sanctuary</li> <li>- Rock climbing wall</li> <li>- Something that's flexible for different needs.</li> <li>- Make it accessible for wheelchair and the elderly</li> <li>- Area to play Chinese chess and mahjong</li> </ul>
<ul style="list-style-type: none"> <li>- Good elements: rice staircase, curling path which spells out the word Viet from the top view or S shape water and light.</li> </ul>
<ul style="list-style-type: none"> <li>- #2 Fluidity seems appropriate to the urban context of the site. It is also spatially more complex, allowing programs, different activities and movement/ circulation to happen simultaneously. By minimizing the descent from the street level on Jackson, it also sets aside more spaces for park activities.</li> <li>- The overlook on Jackson could be more substantial in size allowing for stronger access from Jackson and making it more a gathering place than a place to walk through.</li> <li>- Terracing is a feature that can be incorporated into all three schemes, perhaps to different extents.</li> <li>- Wish to see perspectives and sections, in addition to site plans</li> </ul>
<ul style="list-style-type: none"> <li>- I love these plans. I like them all. Little Saigon is developing a beautiful addition of economic growth here in Seattle.</li> </ul>
<ul style="list-style-type: none"> <li>- I like plan #1: Mythical Dragon</li> <li>- The plan is best for people with mobility issues, accommodates people with walkers and wheel chairs the best.</li> <li>- Changes I would make: When there is no handrail, put in some type of rail to help elderly and handicap. I would change the name of "Little Saigon Park" to promote more Pan-Asian population. Little Saigon Park makes the place sound like we are back in Vietnam and that is totally wrong because this is AMERICA! DO NOT CALL the park International District Park- it is too confusing.</li> <li>- I like the rice terraces in plan 3 and gateway series in plan 2.</li> <li>- Note: The Black community was very prominent in the area with their Black and Tan Night Club. It was very popular with all races and always a full house. I do not see them recognized or even acknowledged. Also some American Indians and some Mexicans lived in the neighborhood.</li> </ul>
<ul style="list-style-type: none"> <li>- Vietnamese folktale talks of the Vietnamese as being children of dragons and angles/fairies. Would incorporate this well-known story into the design. Also better if dragon goes "up" and not "down"</li> <li>- What does an 8% slope look like? Would be helpful to see photos of existing 8% slopes.</li> <li>- Good to include opening/access to the Nisei Memorial. Should be a walk-through access point instead of merely a viewing point.</li> </ul>

<ul style="list-style-type: none"> <li>- Please add slide!</li> <li>- Overlook barriers need to be see-through so you can see who is up above.</li> </ul>
<ul style="list-style-type: none"> <li>- Concept #2 has a great solution to the ADA ramp. It is efficient and leaves more room for plaza space.</li> <li>- I'm leery about open green space. Better to have structure and activity.</li> <li>- Need a large space somewhere for gathering, game play and people watching from perimeter. Think of Hing Hay Park and how well the public area in front of the pagoda works and is used for exercise.</li> <li>- Think about daytime "deployable" umbrella-type canopy to keep seating area protected and closed at night.</li> <li>- Need better night light scheme!!</li> </ul>
<ul style="list-style-type: none"> <li>- Keep wall space minimal- high graffiti area.</li> <li>- Mounded play area as central feature-great seating areas- maintain open visibility, but feel like "own" space too, pod seating is great.</li> </ul>
<ul style="list-style-type: none"> <li>- Kids play area mounds should look like Ha Long Bay in Vietnam, with the ground being blue and the mounds looking like green/grey limestone mountains.</li> <li>- Outline of park should be a clearly visible outline of the country (Vietnam).</li> <li>- Would be nice to have a mural area for Vietnamese artists.</li> <li>- Use Vietnamese motifs and patterns for painting structures.</li> <li>- Maybe use bronze Dong Sun drum design for a gateway entrance.</li> <li>- Use hanging outdoor lights to make it "hip"</li> <li>- Perhaps have amphitheatre style area for community gatherings.</li> </ul>
<ul style="list-style-type: none"> <li>- I like Plan #2 because it's fluid blend of 1 and 3. Terracing may be too difficult for physically challenged. Maybe graphic wall can have historic recognitions. Addition of new trees good.</li> <li>- Needs to incorporate recognition of other cultures in the area: Native American, other Asians who were/are part of the history, connect to history. Multilingual signage?</li> <li>- Plan #1 too curvy to be a dragon. Plan #3 too many straight edges (right angles) and difficult to navigate terraces.</li> <li>- I like play areas for kids and seating for eldering and shoppers.</li> <li>- Plan #1 gateway- Children and teens may want to climb the poles. Need bumps or something to deter climbing.</li> <li>- #2 cloud motif is great, like the shade and how you can see Nisei Vets Memorial. On #3 I like the poles with hanging lights.</li> <li>- Park name: How about AuCo founding mother of the Vietnamese nation? According to legend, anyway.</li> <li>- Plan #3 looks like a ghost is holding up a maze at top of drawing.</li> </ul>
<ul style="list-style-type: none"> <li>- These are a great start!</li> <li>- My favorite of the three is the 'Fluidity' concept because it includes the most active elements- the play mound, overlook, the water feature, etc.</li> <li>- I would like to see a design that emphasizes areas for rest and play. So many of Little Saigon's visitors come here to shop and there is no space for children and elders to take a break during their time in the neighborhood. While lovely to look at, the 'Mythic Dragon' concepts winding paths don't feel like places that people would hang out at. Also, the play mound should be surrounded by seating for parents.</li> <li>- I applaud the gateway feature on the King Street entrance. Perhaps this is an opportunity to draw inspiration from themes important to Vietnamese and Vietnamese-American culture. I definitely encourage the exploration of gateways with "integrated" lighting.</li> <li>- The community kiosk in Concept #2 and #1 seem like it would be a useful addition to the neighborhood and it really fits all three designs.</li> </ul>

<ul style="list-style-type: none"> <li>- Colorful graphics on the west wall would be a great way to include community members and local artists in the design and construction of this new neighborhood asset.</li> </ul>
<ul style="list-style-type: none"> <li>- Preferred plan- 'Fluidity'</li> <li>- Like the variation of the types of park schemes.</li> <li>- Like the seating areas in the other concepts, especially 'Mythic Dragon'</li> </ul>
<p><b>VERBAL COMMENTS:</b></p>
<ul style="list-style-type: none"> <li>- Storytelling opportunity with the wall in Concept #2.</li> </ul>
<ul style="list-style-type: none"> <li>- Prefer the more direct route down in Concept #2.</li> <li>- More wall surface will equal more graffiti.</li> </ul>
<ul style="list-style-type: none"> <li>- Prefer Concept #1.</li> <li>- More nature driven rain garden feature preferred over water feature in Concept #2.</li> <li>- Mural on wall of Vietnamese countryside.</li> <li>- Have a bigger play area.</li> </ul>
<ul style="list-style-type: none"> <li>- The design team needs to understand the meaning of the imagery.</li> </ul>
<ul style="list-style-type: none"> <li>- Direction of head of the dragon has different meanings, descending –trouble, ascending – good, brings good things.</li> <li>- Incorporate phrase “Con Rong Chan Tien” meaning son of dragon, daughter of angel. Phrase that Vietnamese people grow up with.</li> </ul>
<ul style="list-style-type: none"> <li>- Meaning of fire water and fire.</li> </ul>
<ul style="list-style-type: none"> <li>- Colors have meaning.</li> </ul>
<ul style="list-style-type: none"> <li>- Incorporate cultural relevant features of Vietnamese design, more literal elements.</li> </ul>
<ul style="list-style-type: none"> <li>- The path or wall should look like the map of Vietnam.</li> </ul>
<ul style="list-style-type: none"> <li>- There should be Vietnamese materials, such as terracotta brick and bamboo.</li> </ul>
<ul style="list-style-type: none"> <li>- Provide good lighting.</li> </ul>
<ul style="list-style-type: none"> <li>- The space should be open, with no hiding places.</li> </ul>
<ul style="list-style-type: none"> <li>- The park need to be safe for children and we need to keep needles away from the play areas.</li> </ul>
<ul style="list-style-type: none"> <li>- Several comments regarding the desire for more open space for events.</li> </ul>

**Thank you for participating!**

