



GARFIELD SUPERBLOCK PROJECT

MEETING MINUTES

Bruce A. Harrell
Mayor

Rico Quirindongo
Acting Director, OPCD

Vinita Sidhu, Chair

Elaine Wine, Vice Chair

Matt Aalfs

Adam Amrhein

Erica Bush

Elizabeth Conner

Jill Crary

Amalia Leighton-Cody

Puja Shaw

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February 16, 2022

Convened at 9:30 a.m.

Adjourned at 3:00 p.m.

Projects Reviewed

Garfield Superblock

Bitter Lake Covering Improvement Project
Commission business

Commissioners Present

Vinita Sidhu, Chair

Matt Aalfs

Adam Amrhein

Elizabeth Conner

Jill Crary

Amalia Leighton -Cody

Elaine Wine, Vice Chair

Erica Bush

Molly Spetalnick

Commissioners Excused

Puja Shaw

Staff Present

Michael Jenkins Windy Bandekar

Juliet Acevedo



February 16, 2023
10:00 am – 12:00 am

Project: Garfield Superblock
Type: Capital Improvement
Phase: 30% Schematic Review
Previous Reviews: Concept Briefing, April 1st, 2021
Presenters: Aimee Rozier, Site Workshop/ Landscape Architects; Stephanie Ingram, Garfield Super Block Coalition; Sharon Khosla, Garfield Superblock Coalition
Attendees: Roma Shah, SDOT; Annie Lindenlang, SPR, Phoebe Bogert, PLACE Ben Gist, Carrier Johnson; Kevin O’Neill

Recusals and Disclosures

Vinita Sidhu, Chair, was recused. Vinita’s firm – Site Workshop - is working on the Garfield Superblock Project

Project Description and background

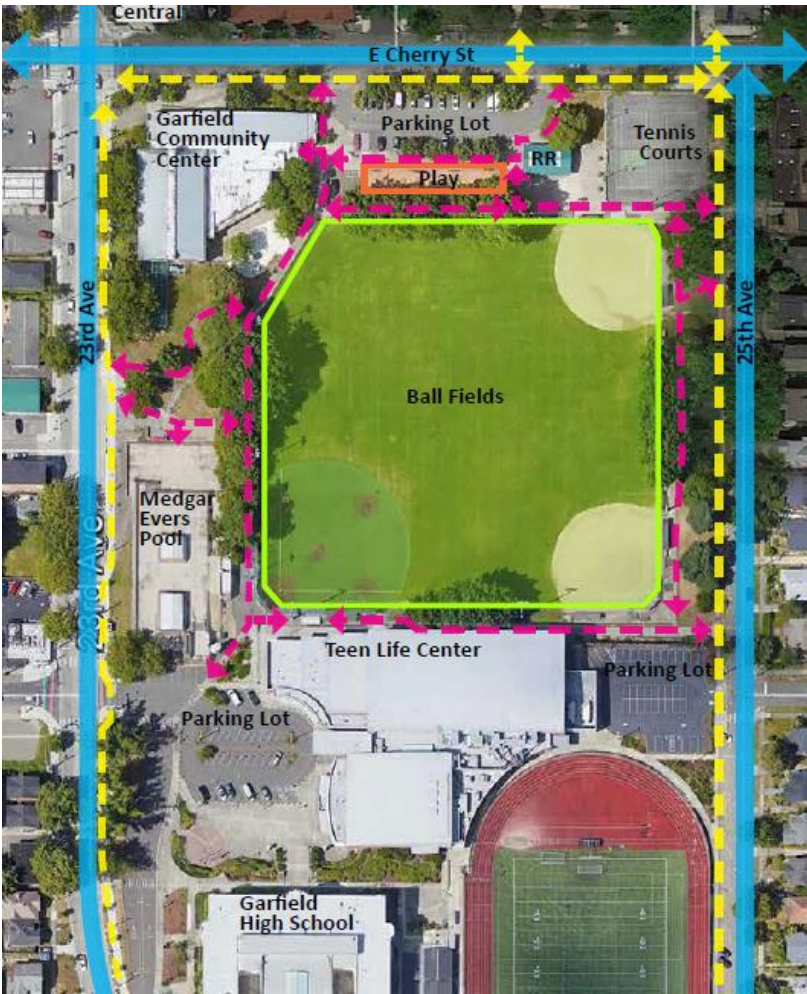
The Garfield Super Block project is located on a city block bounded by E. Cherry St, E. Alder St., 23rd Ave, and 25th Ave, in the Central District neighborhood. The block includes several community, civic, cultural, and educational amenities including the Garfield Community Center, Garfield Playfield, Medgar Evars Pool, Quincy Jones Performing Arts Center, and Garfield High School.

Beginning in 2005, community leaders in the immediate area developed proposals to upgrade the block, focused on highlighting the cultural diversity of the Central District. These initial efforts were paused between 2005 and 2014, and were restarted in 2019 as the Garfield Super Block Coalition (Coalition).

In 2019, the Coalition received City funding from the Seattle Department of Neighborhoods to develop concept designs for the block. Since that work, the Coalition received additional City funding to further the initial concept designs. The project was also advanced to a Seattle Department of Parks and Recreation capital improvement project.

The current design proposal features the following.

- Accessible Loop Path - a pedestrian walking loop that wraps around the park with attention paid to entrances/gateways & connections. The loop is intended to highlight cultural references of the community and neighborhood
- Parkour recreation area for all ages
- Art along the promenade – Podium-based sculptural art by artist for seven ethnic groups that are historically represented in the area – Duwamish, Jewish, Black/African American, Italian, Filipino, Japanese, and Chinese.
- New comfort station
- Covered gathering area
- Accessible entrance at southeast corner



Agency Comments

None

Public Comments

None

Summary of Commission Discussion and Recommendations

The commissioners focused their review and comments on 6 topics.

1. Art – Commissioners asked the team to consider how artwork could double as lighting and how they integrate and support one another. In addition, they suggested asking artists to provide precedents for plinth-based artwork.

2. Funding – The commission wants to make sure that there is enough funding available for this project. To that end, is there the ability to provide additional funding through fundraising (friends of park foundation, 3rd party grants)?

3. Access – The commissioners would like the project team to look at options that provide better access to the internal circulation of the site, and loading and unloading spaces for park users and maintenance activities. Some options to accomplish this includes:

- Resolve accessibility pinch points, including those at the SE corner.
- Provide more information on how people transition from the interior to exterior loops.
- Within the walking loop, provide spaces for people to gather .
- Address bike parking needs

4. Architecture – The commissioners would like the team to further develop the architectural concepts for the comfort station to refine the structure and the spaces around the structure. Some options to accomplish this include.

- Comfort station designs that provide more focus on the prominence of the spaces used by people vs. prominence of storage areas. The concession area becomes too focused on tractor storage area
- The design team should explore how the design of the comfort station roof could be used for water collection and to highlight the use and flow of water as a tool for both design and sustainability. Can the architecture express this function more openly and clearly?

- The commission asked the team to explore further refinement of comfort station elevations – organize the elements of the building to make it more cohesive.
- The commission is not convinced that the fan shape of the building is the correct form for this space. It may be creating more complexity than is necessary – three rectilinear spaces would allow you to express water in a more powerful way.
- Think through what happens to the comfort station when it is closed for operation and activate the facades of the building when not in use.

5. Parkour Elements – Commissioners were supportive of the Parkour concept but would like the team to consider how it can be used for other programming through form as well as material choices. There is some concern that it will become irrelevant if Parkour activity uses are a passing trend.

- Think through how materials are used and support the elements of the parkour system.
- Determine what parts of the parkour system should have more visual interest as opposed to those that blend with their surroundings.
- Explore which of the features can have a multi-functional role (seating, gathering, etc.) and how the space could be used for other programming.
- Determine if the turf used in the area may have challenges with drainage.

6. Outreach – Commissioners appreciated the extensive and creative community engagement. Commissioners suggested that the team keep going with large group integration.

7. Materials – Commissioners are concerned about the variety of current versus proposed materials. They would like the team to pay close attention to how materials are used and placed, their costs, and their flexibility related to the overall program.

Action

Overall, the Commission appreciates the level of community engagement and group involvement in thinking through the project elements.

The Commission sees that the proposal changes and improvements they recommended will help better define the architectural features of the comfort station, a potential range of uses for the parkour area, and enhancing how the loop is used and accessed. The Commission is also interested in how project phasing, based on incremental funding, will affect project delivery.

The SDC voted 7 to 0 to approve.