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Mary Johnston
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Malika Kirkling

Laurel Kunkler

Julie Parrett

Norie Sato

Donald Vehige

Valerie Kinast
Coordinator

Tom Iurino
Senior Staff

APPROVED MINUTES OF THE MEETING

October 7, 2010

Convened 8:30am
Adjourned 3:00pm

Projects Reviewed

Elliott Bay Seawall Project
West Seattle Triangle Design Development Study
Golden Gardens Playground

Commissioners Present

Mary Johnston, Chair
Andrew Barash
Julie Bassuk
Graham Black
Malika Kirkling
Laurel Kunkler
Julie Parrett
Norie Sato
Donald Vehige

Staff Present

Valerie Kinast
Tom Iurino



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October 7, 2010

Project: Elliott Bay Seawall
Phase: Briefing
Last Reviewed: N/A
Presenters: Stephanie Brown, SDOT
 Ridge Robinson, Tetra Tech
 Mark Williams, Tetra Tech

Attendees: David Goldberg, DPD
 Erin Taylor, Enviro Issues
 Jennifer Wieland, SDOT
 Jim Brennan, JA Brennan Assoc
 Rene Commons, Citizen
 Sarah Sodt, DON

Time: 10:00am-12:00pm

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ACTION

The Commission would like to thank the design team for their presentation of the Elliott Bay Seawall Project and unanimously approves the pre-design direction, with the following comments:

- Remember and clearly articulate in all presentations the importance and immeasurable opportunity the Seawall Project alone and in conjunction with the Waterfront Planning Project is for the City and the Region. These two projects will impact our downtown waterfront re-establishing it as the City's front porch, allow for a smart and innovative stitching together of urban land and waterfront that can improve use for humans as well as non-humans. At the very least, the work and presentations should be inspirational and begin the process of captivating the public's imagination and support.
- Although the Commission realizes the specific contract limits of the Seawall Project, consider the work within the context of all efforts on and related to the waterfront. At the end of these projects, there should be no visible "line on the ground" delineating one project from the other. Specifically, interact with the waterfront design team so that the final built form is seamless. Do not let the fact that there are two distinct teams lead to two distinct expressions in the built environment.
- Consider and evaluate how people will use the spaces that are created by the different seawall configurations. Your work thus far has placed a lot of emphasis on fish and habitat but not so much on people and how they relate to the water.
- Develop clear coordination and a structure for decision making between the two teams. The intent is there, but decide beforehand the process for making joint decisions to prevent rifts, delays and compromised decisions.
- Weave the deeper layers of the waterfront's history, such as the story of Ballast Island and the Native American's use of the waterfront, into the planning and telling the story of the project.
- Create a design that is unified, dynamic and inspirational.
- Plan for and encourage accessibility to the water.
- Further explore the "holes" and "cut-outs" concept, both the possibilities and the precedents.

- Use the support of the Design Commission to push boundaries.
- Use the project for demonstration purposes to experiment with innovations and ideas. Monitor those experiments, such as the light wells, so they can be evaluated, altered and redeployed. Document the demonstrations so others can learn from the experience.
- Identify and implement early wins.
- Coordinate your design work with the tribes.