

# Marra-Desimone Park Development Project

## Cultivating Community





# **WELCOME & INTRODUCTION**

## **PROJECT GOAL:**

To design and implement improvements for Marra-Desimone Park with funding from Parks and Green Spaces Levy.

## **COMMUNITY MEETING GOAL:**

1. Review project background & work completed to date.
2. Review how the design proposes to offer the best short and long-term value.
3. Confirm priorities for implementation of the current design.

## **PROJECT VISION:**

“Create an engaging and welcoming urban park that provides open space and educational benefits to the South Park community, meet the operational needs of Marra Farm Coalition programs and offer an agriculturally-based educational resource/model for the City of Seattle.”



# MEETING AGENDA:

5:45-5:50 pm	Sign-in
5:50-6:20 pm	Welcome & Intro Project Background Input heard from last meeting Presentation of proposed design & Work to date.
6:20-6:35 pm	Questions
6:35-7:05 pm	Break-out into groups for Review of 50% DD Design
7:10 pm	Group Presentations
7:40 pm	Next Steps & Schedule
7:45-8:00pm	Please help stack chairs and put away tables.

# **PART 1: PROJECT BACKGROUND**





The farm property is sold to Carmine and Maria Marra by Joe Desimone.

For the next several decades the property is run as a truck farm supplying produce to Seattle's farmers' markets.

The farm is sold to King County in the 1970's where it is largely unused for several decades.

In the late 90's community members and local organizations begin to restore the land. Since that time the property has become an important community resource, transformed by many efforts.

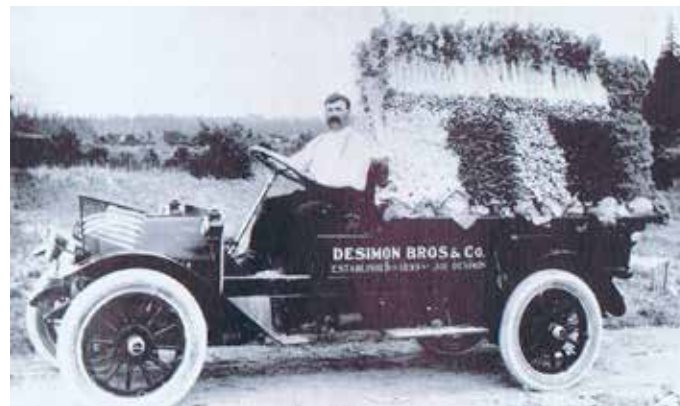
Currently, Seattle Parks is looking to continue previous planning efforts by constructing new amenities on site



1920



1920 - 1970



1970 - 1997



1997 - 2015



2015 - future









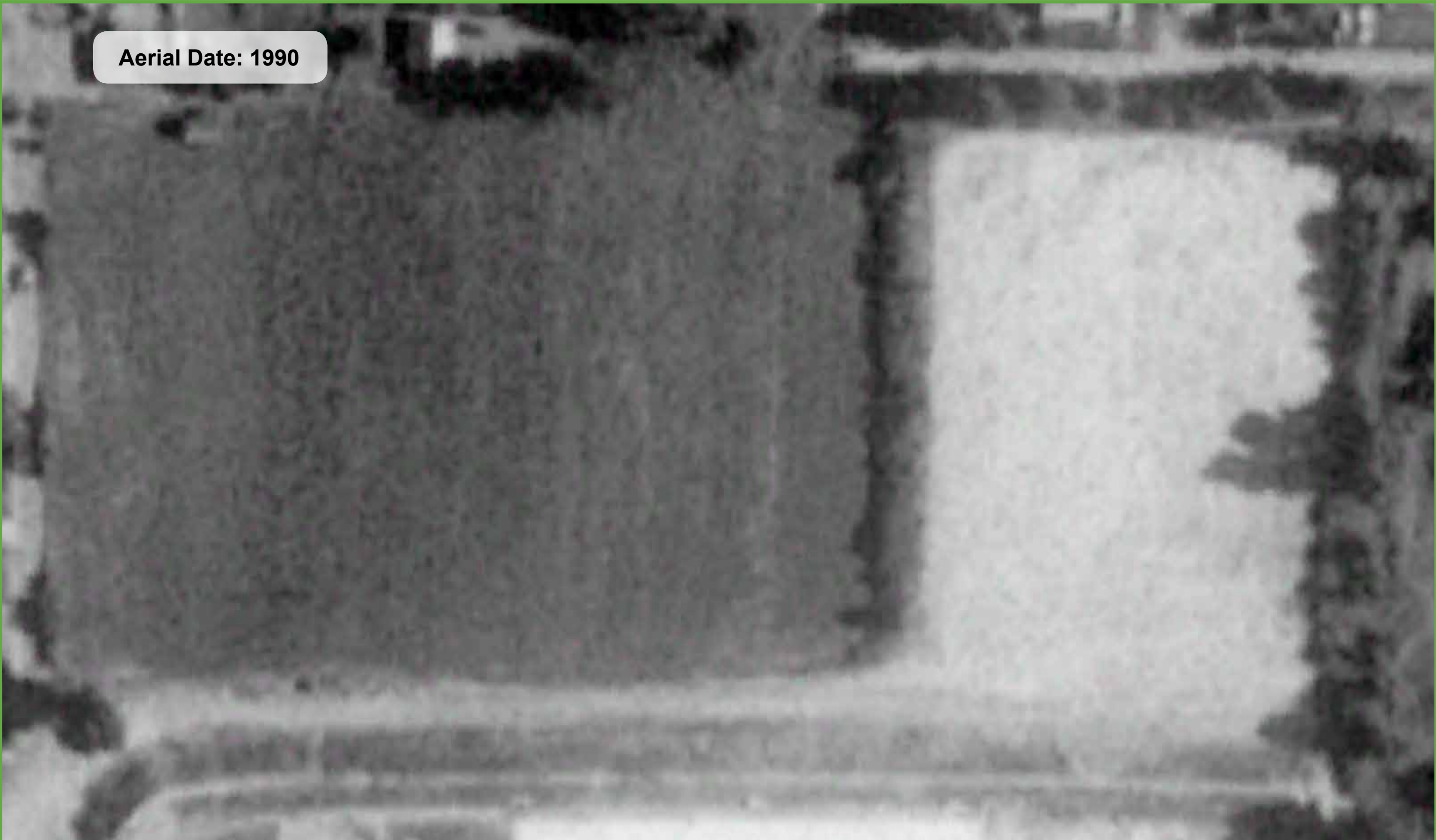
Aerial Date: 1936



Marra-Desimone Park Improvement Project | Fallow Farm & Acquisition  
By Parks



Aerial Date: 1990



Marra-Desimone Park Improvement Project |

Fallow Farm & Acquisition  
By Parks





Aerial Date: 2002



Marra-Desimone Park Improvement Project | Fallow Farm & Acquisition  
By Parks



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Aerial Date: 2006



Marra-Desimone Park Improvement Project | Fallow Farm & Acquisition  
By Parks



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Aerial Date: 2007



Marra-Desimone Park Improvement Project | Fallow Farm & Acquisition  
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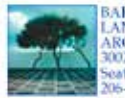
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Marra-Desimone Park Improvement Project | Fallow Farm & Acquisition  
By Parks



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BARKER  
LANDSCAPE  
ARCHITECTS, PS  
3002 NW 68th St  
Seattle, WA 98117  
206-783-2870



Aerial Date: 2011



Marra-Desimone Park Improvement Project | Fallow Farm & Acquisition  
By Parks



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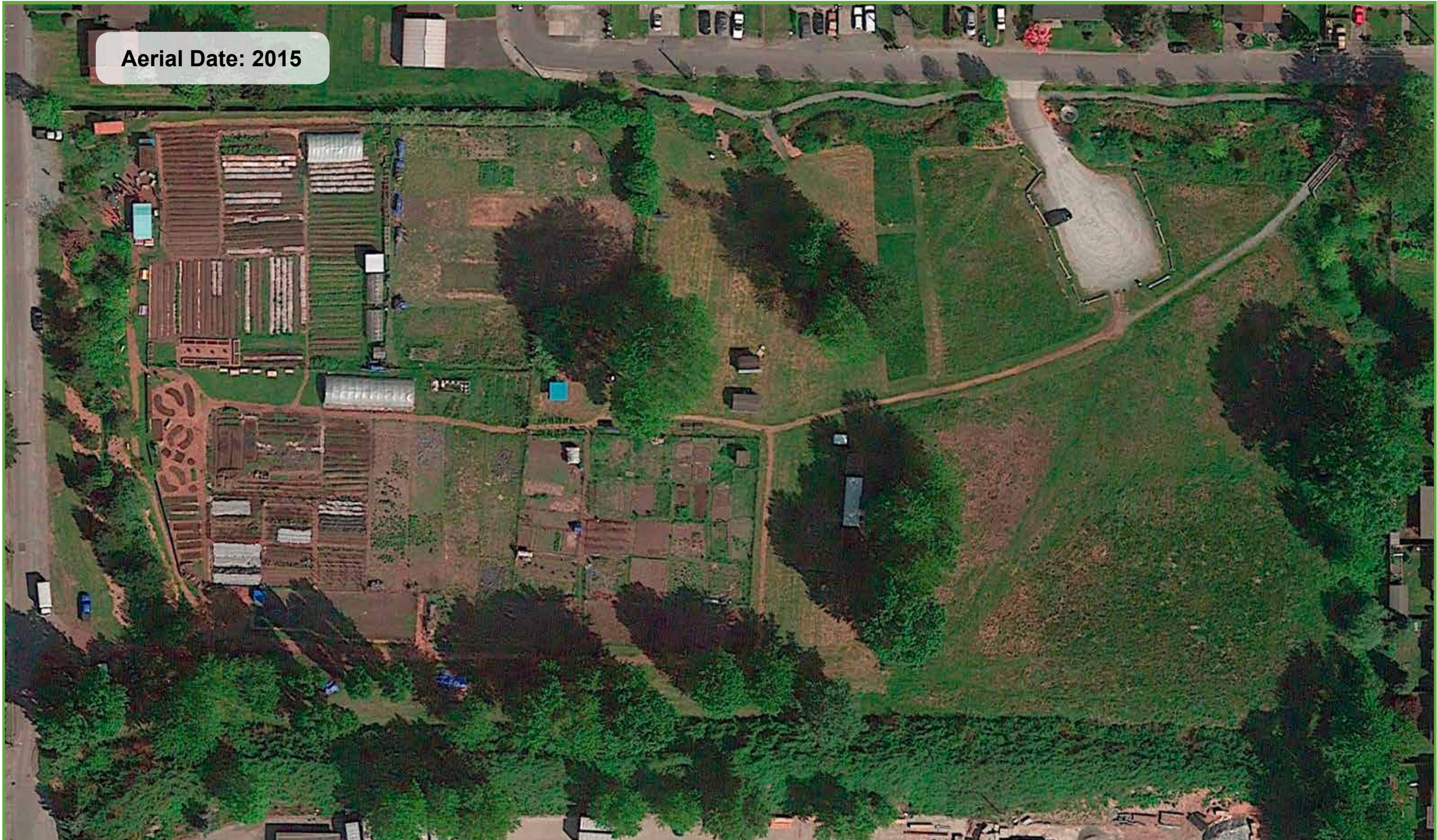


Aerial Date: 2012





Aerial Date: 2015



Marra-Desimone Park Improvement Project | Fallow Farm & Acquisition  
By Parks

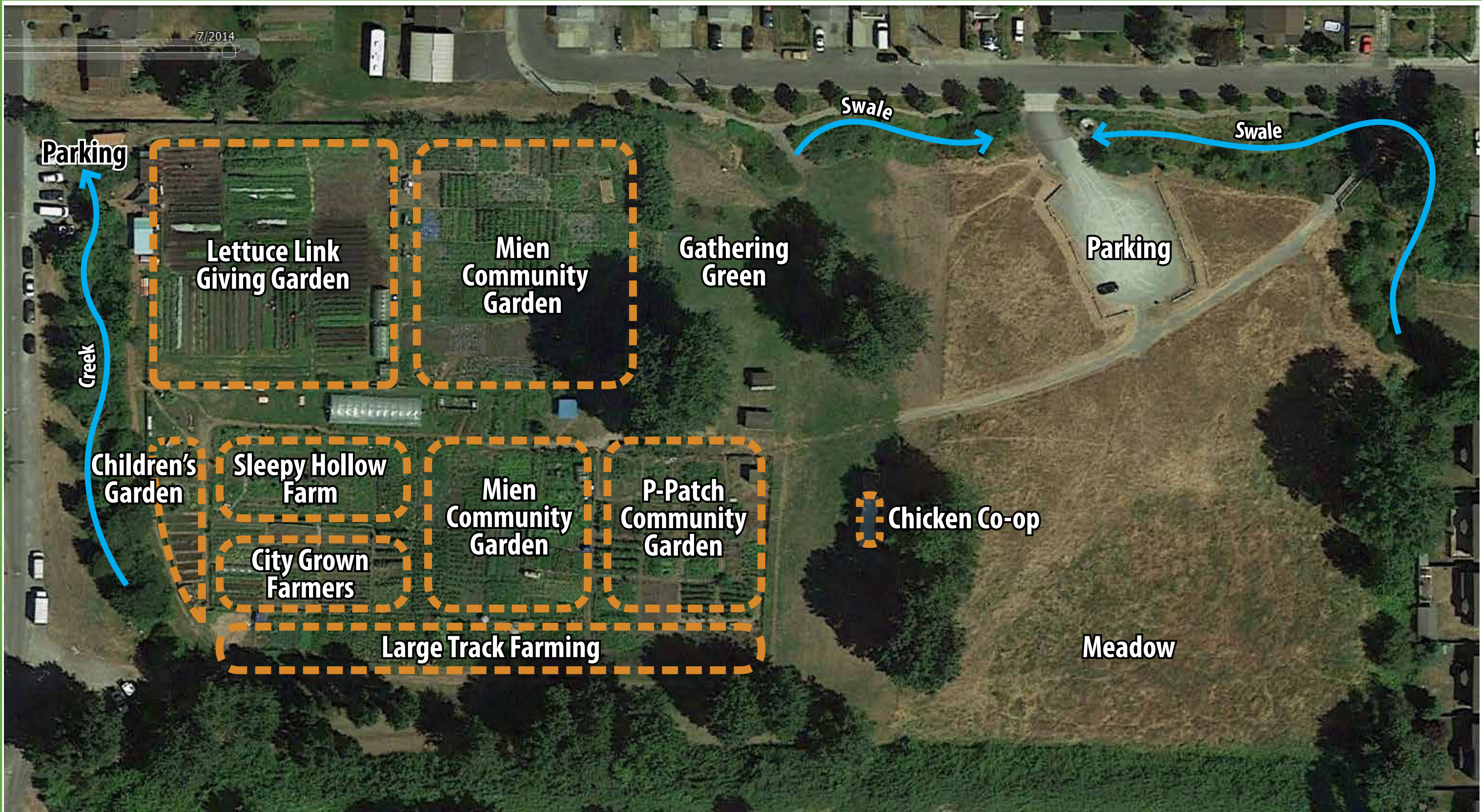


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7/2014



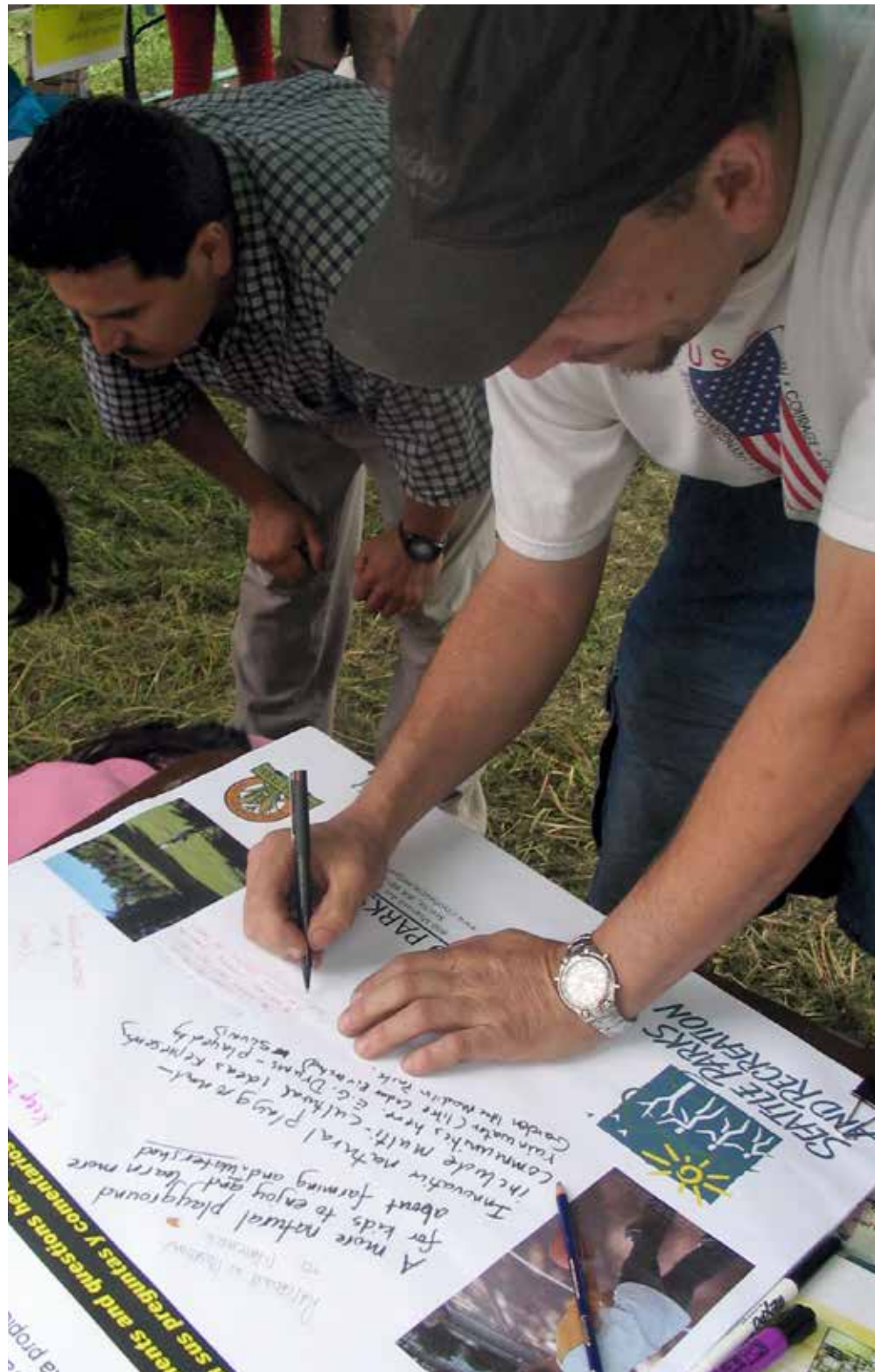
Marra-Desimone Park Improvement Project | Existing Usage



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Marra-Desimone Park Improvement Project | Master Plan (2008)



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# **CURRENT FUNDING:**

## 2008 Parks and Green Spaces Levy:

\$1,100,000 for “Development of park, which includes the Marra Farm, Seattle’s largest site for urban gardening, in accordance with long-range development plan.”



## **PART 2: WHAT IS POSSIBLE?**





**LEGEND:**

- |                               |                                      |                    |                    |
|-------------------------------|--------------------------------------|--------------------|--------------------|
| A) ENTRY W/ PARKING           | G) MAINTENANCE ACCESS ROUTE          | M) GATHERING GREEN | S) PICNIC AREA     |
| B) STREET/BUS PARKING         | H) FARM                              | N) DRAINAGE SWALE  | T) LEARNING CENTER |
| C) VIEWPOINT AT CREEK         | I) P-PATCH                           | O) ENTRY GATEWAY   | U) PICNIC PAVILION |
| D) LOST FORK OF HAMM CREEK    | J) CREEK CLASSROOM                   | P) PARKING         | V) PLAY AREA       |
| E) MAINTENANCE ENTRY          | K) 6' PATH W/ 1' PLANTINGS EACH SIDE | Q) MEADOW HILL     | W) RESTROOM        |
| F) STAGING & STOCKPILING AREA | L) HARVEST STATION/ ORCHARD          | R) RAISED BEDS     |                    |

**Long Range Development Plan**

April 30, 2008



**j.a. brennan**  
 associates PLLC  
 Landscape Architects & Planners  
 In association with:  
 boxwood architecture  
 abkj engineers  
 douglass consulting



Scale: 1" = 80'  
 0' 40' 80'

FIGURE 4





# **ELEMENTS FROM 2008 MASTER PLAN**

## **Community Amenities and Connections**

- Improved Path System
- Entry Gateway
- Picnic Area(s)
- Benches and tables
- Multi-functional community gathering and meadow spaces
- Play Area
- More landscape plantings
- Invasive and hazard tree removal
- Street Improvements/Bus Parking on 4th Avenue
- San-Can or Restroom facilities and associated infrastructure
- Facility, event, and picnic power and lighting
- Way-finding and interpretive Signage
- “Lost Fork” of Hamm Creek protection and restoration



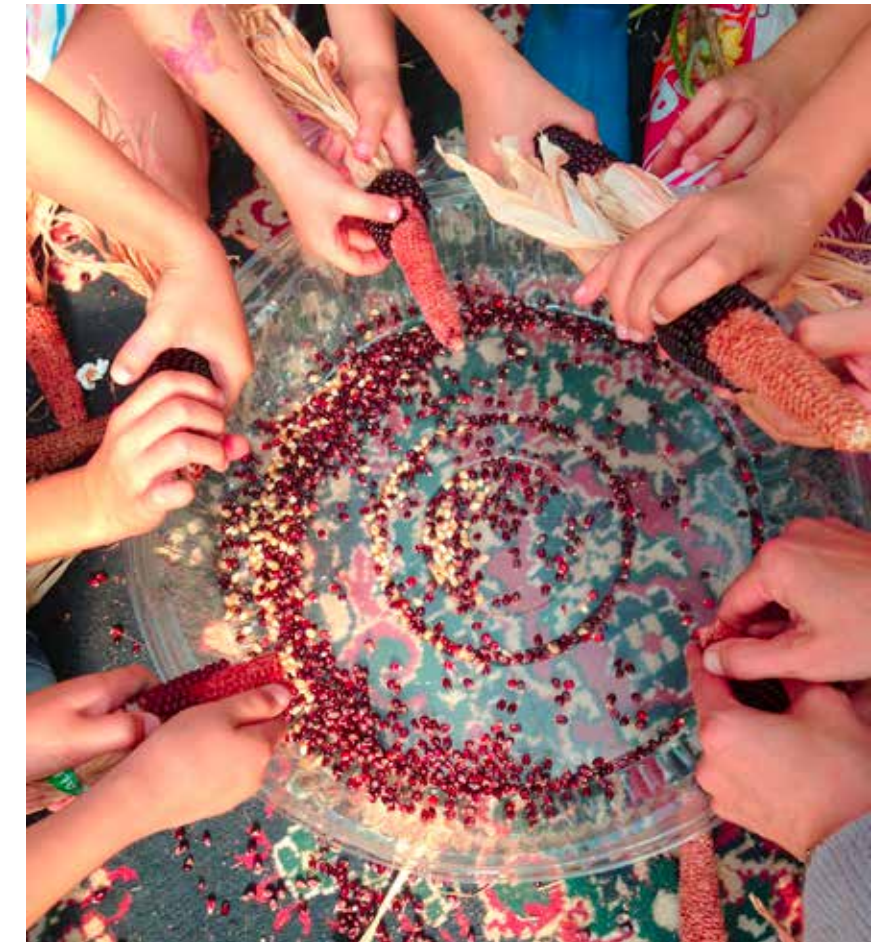
# ELEMENTS FROM 2008 MASTER PLAN

## Agricultural Infrastructure

- Staging and Stocking Area
- Maintenance access at 4th Ave.
- Improved or new greenhouses
- Shade and lath houses
- Expansion of farm and garden areas
- Alternate user focused, accessible, and educational garden “platforms”
- More orchard/fruit tree areas
- Wash and pack – food distribution station
- Cold storage
- Facilities to support innovative, “model” urban farm practices and techniques (biochar, greenroofs, composting toilets, rainwater harvesting, aquaculture, livestock raising, bee keeping, etc.)
- Improved Perimeter fencing
- Centrally located “Harvest Station”
- Educational Learning Center
- New or Improved storage Sheds

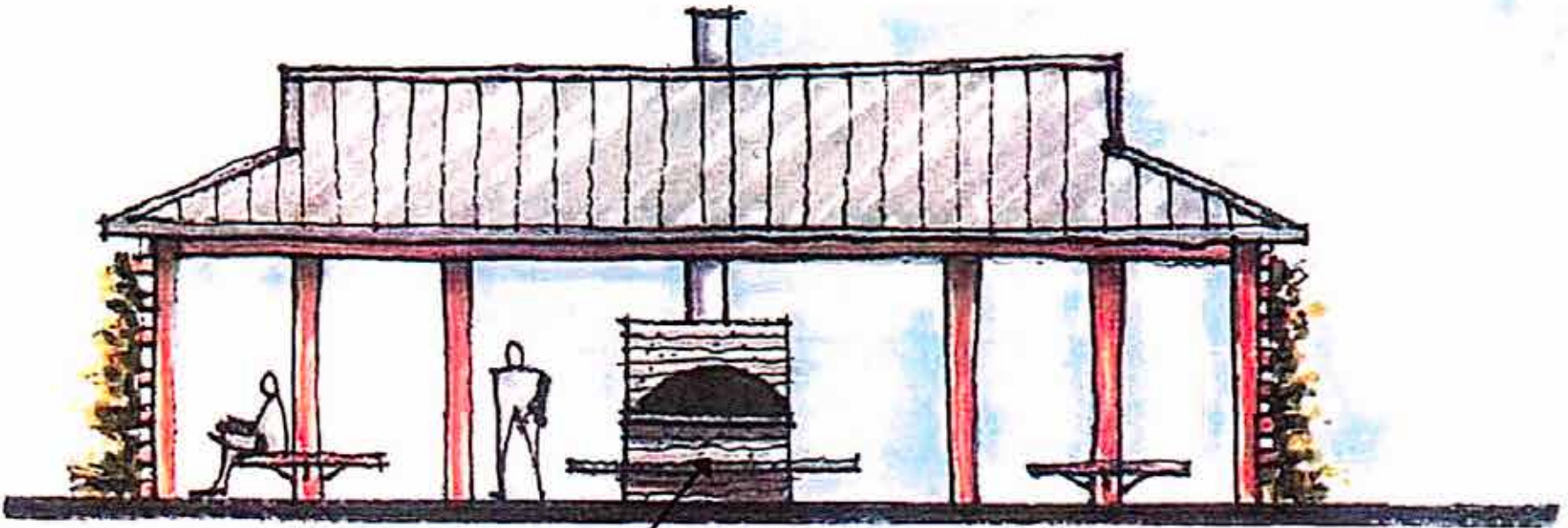
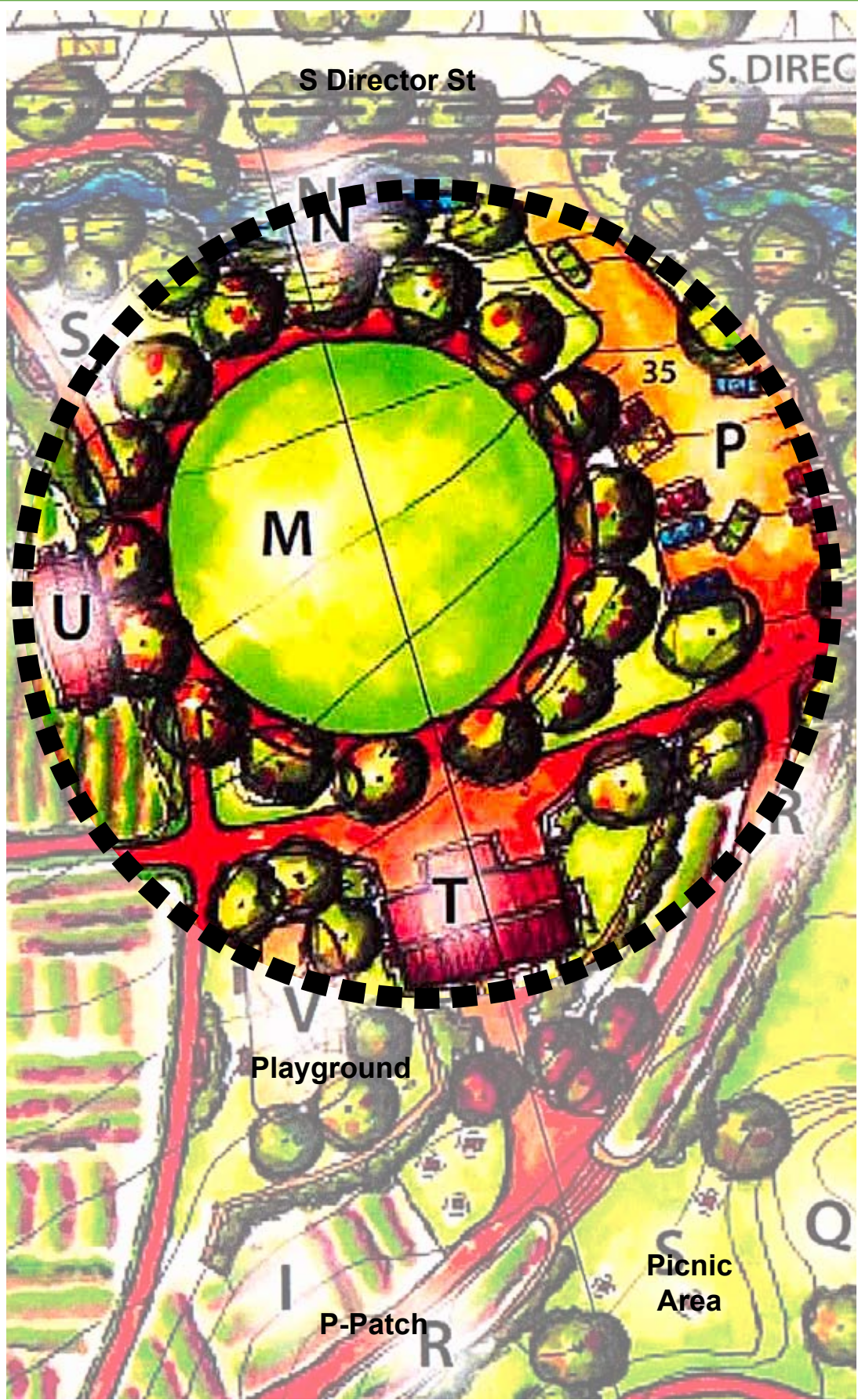


# Farm-Themed Playground

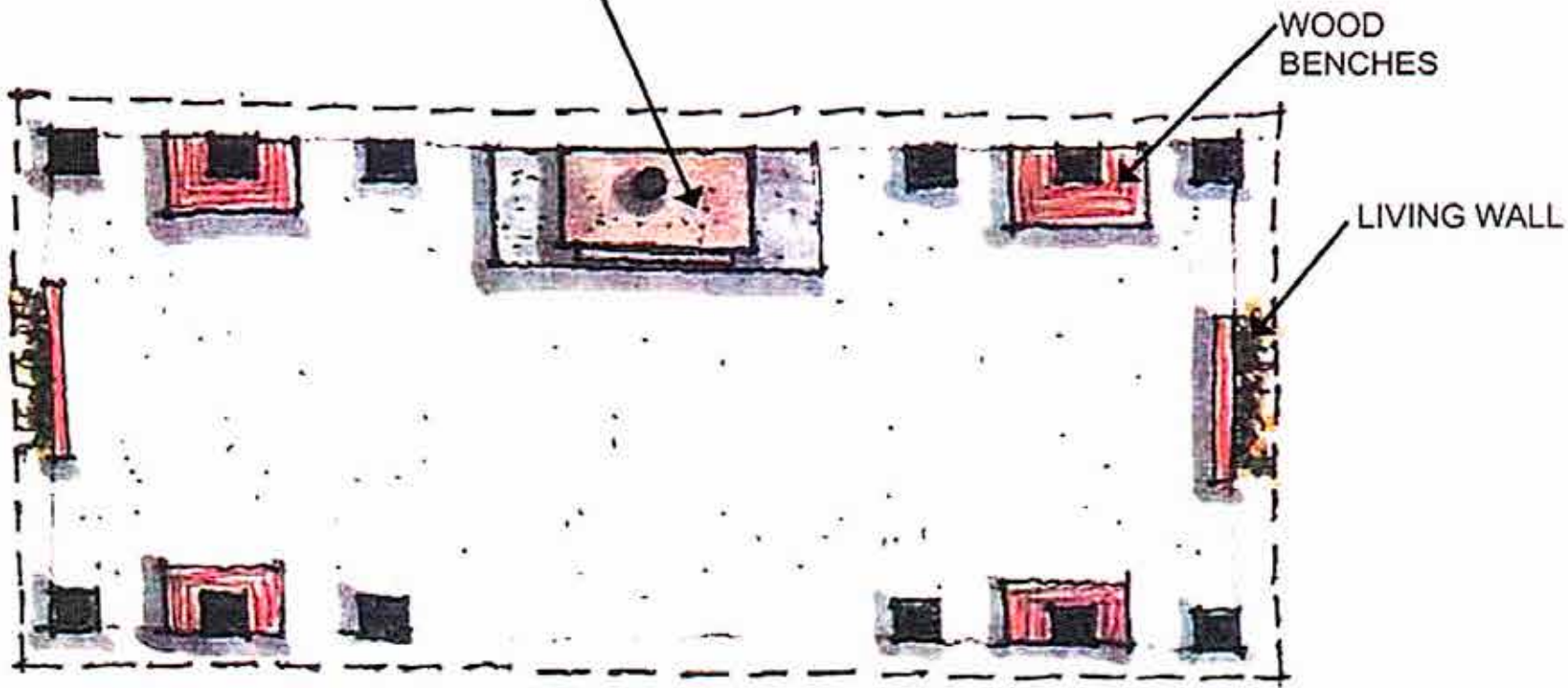




# Community Green and Picnic Pavilion

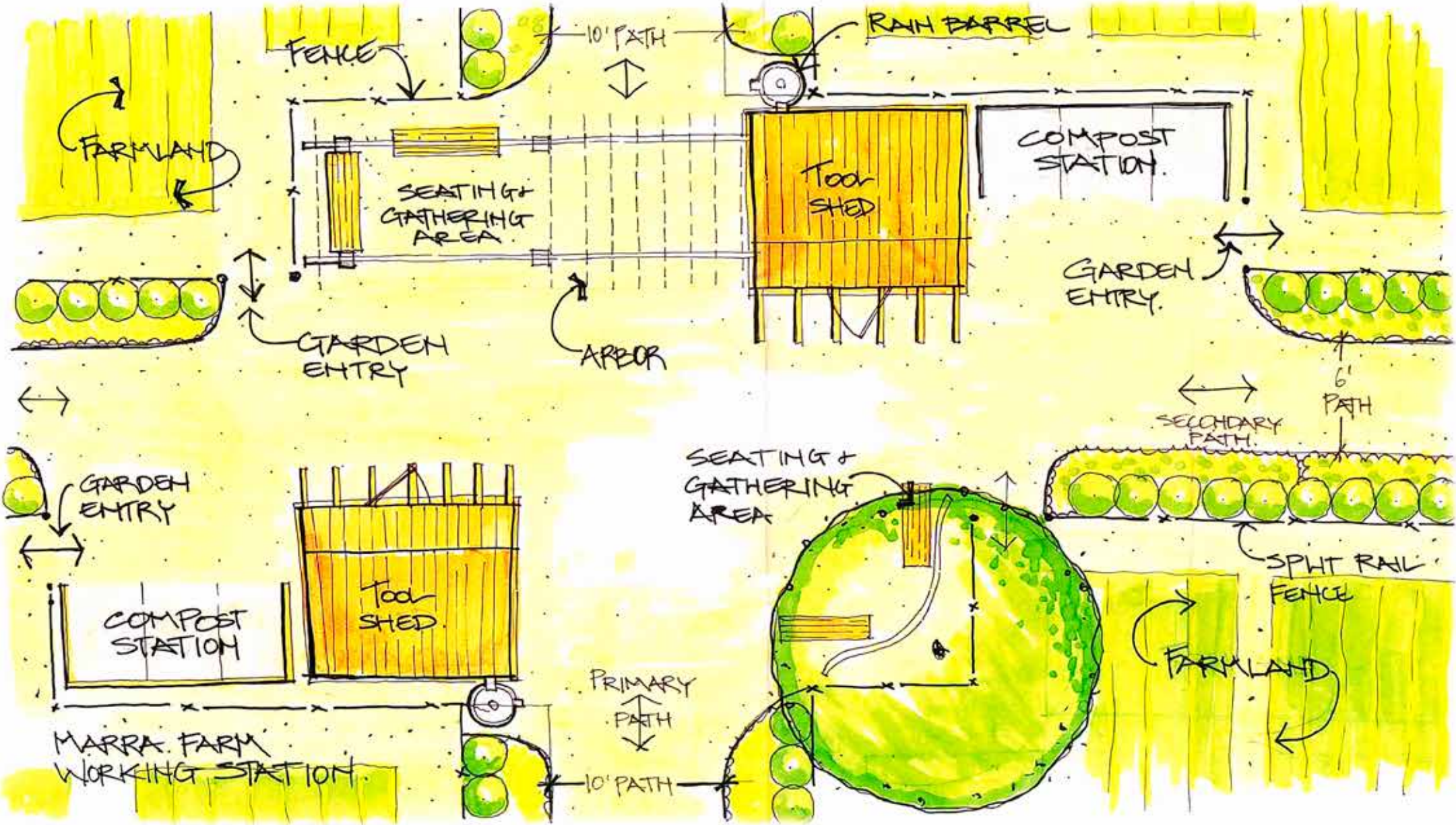


CENTRAL OVEN W/  
INTEGRATED SEATING



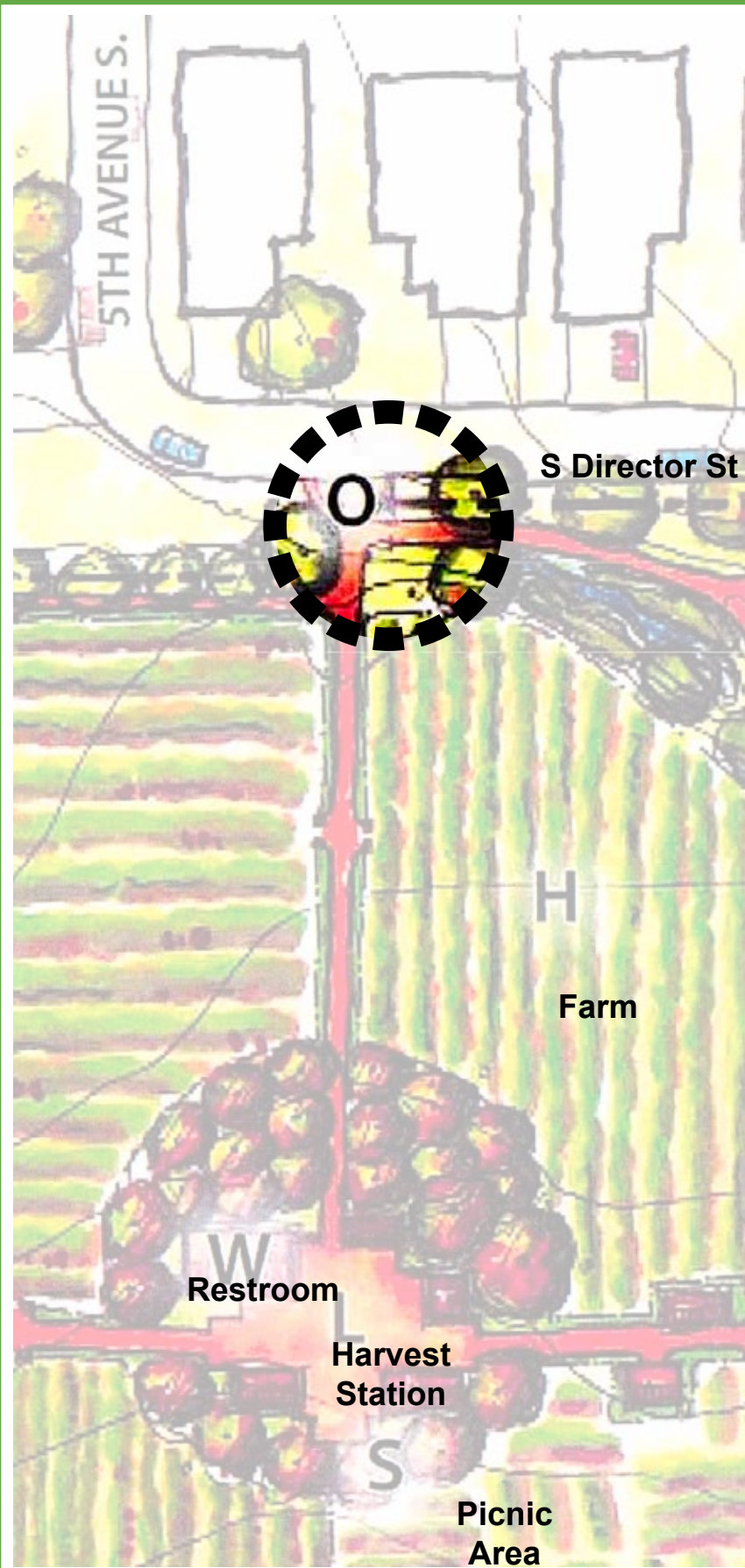


# Harvest Station



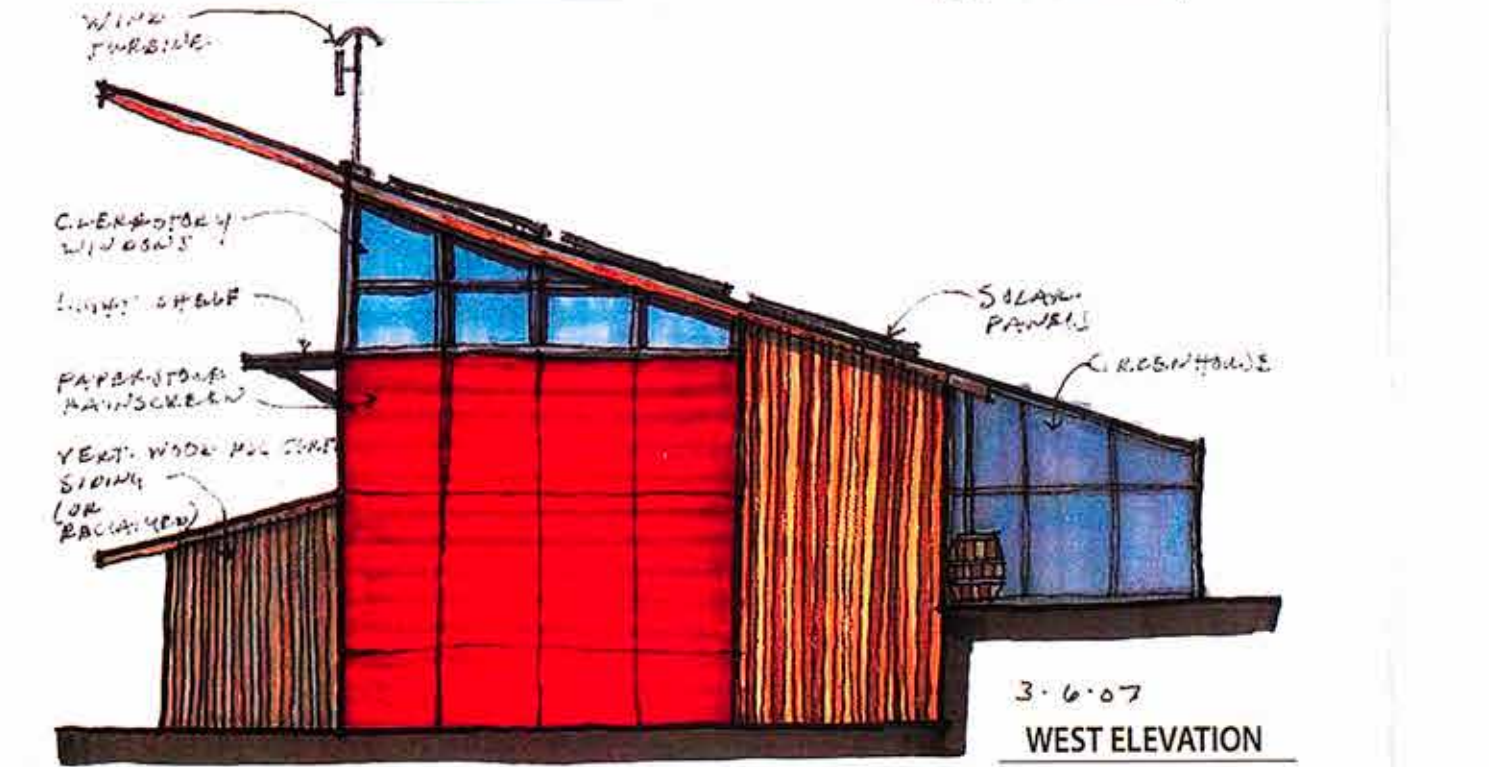


# 5th Ave. Gateway





# Educational Learning Center





# **PART 3: DESIGN CRITERIA**

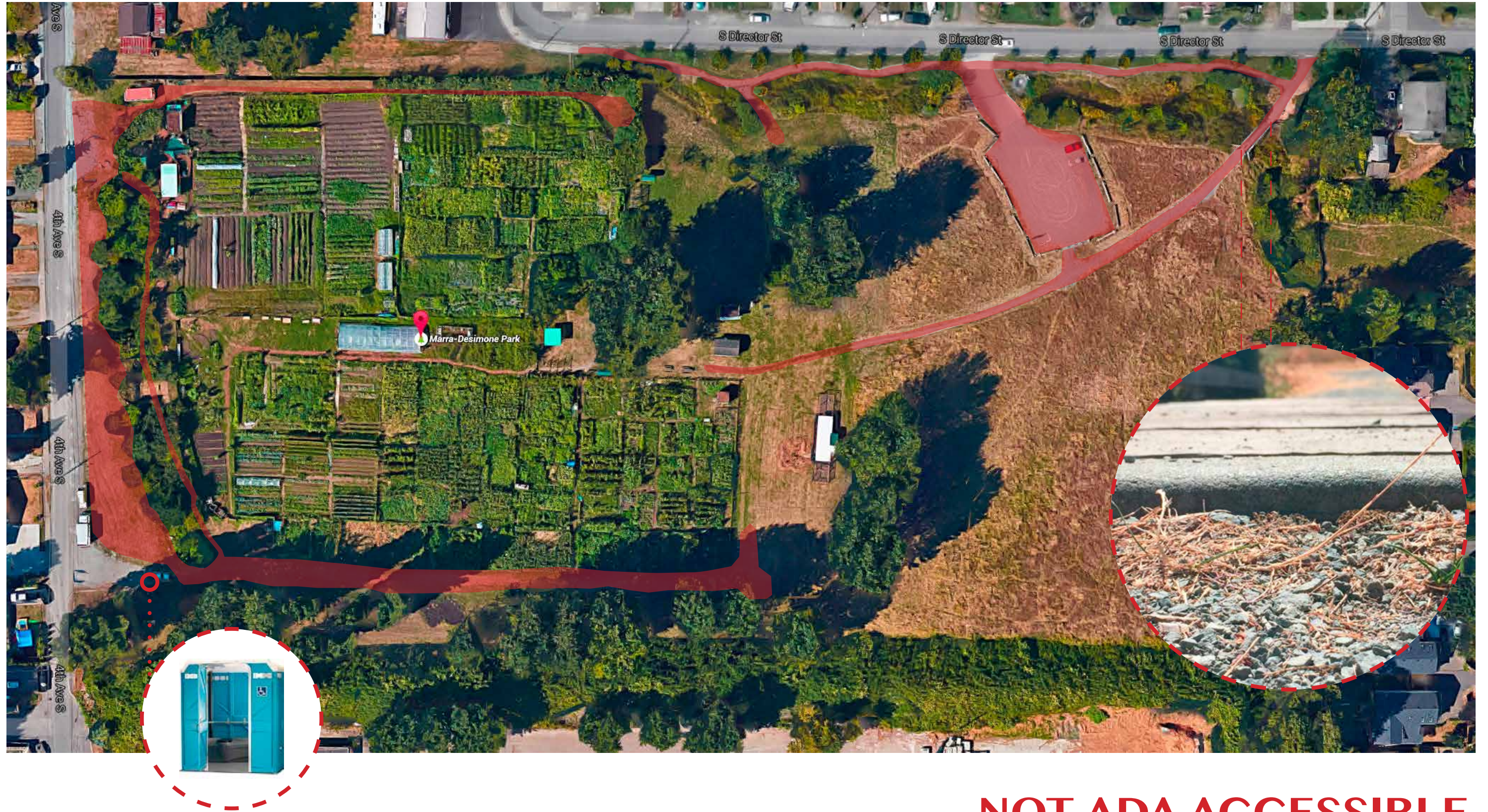


# DESIGN CRITERIA SUMMARY

- Must meet all City regulations and Park Standards including:
  - American with Disabilities Act
  - Environmental Critical Area Ordinance
  - Crime Prevention Through Environmental Design
- Improvement should be consistent with Long Range Plan
- Must serve entire community into the future
- Respectful of neighbors



# Americans with Disabilities Act - ADA Analysis



**NOT ADA ACCESSIBLE**



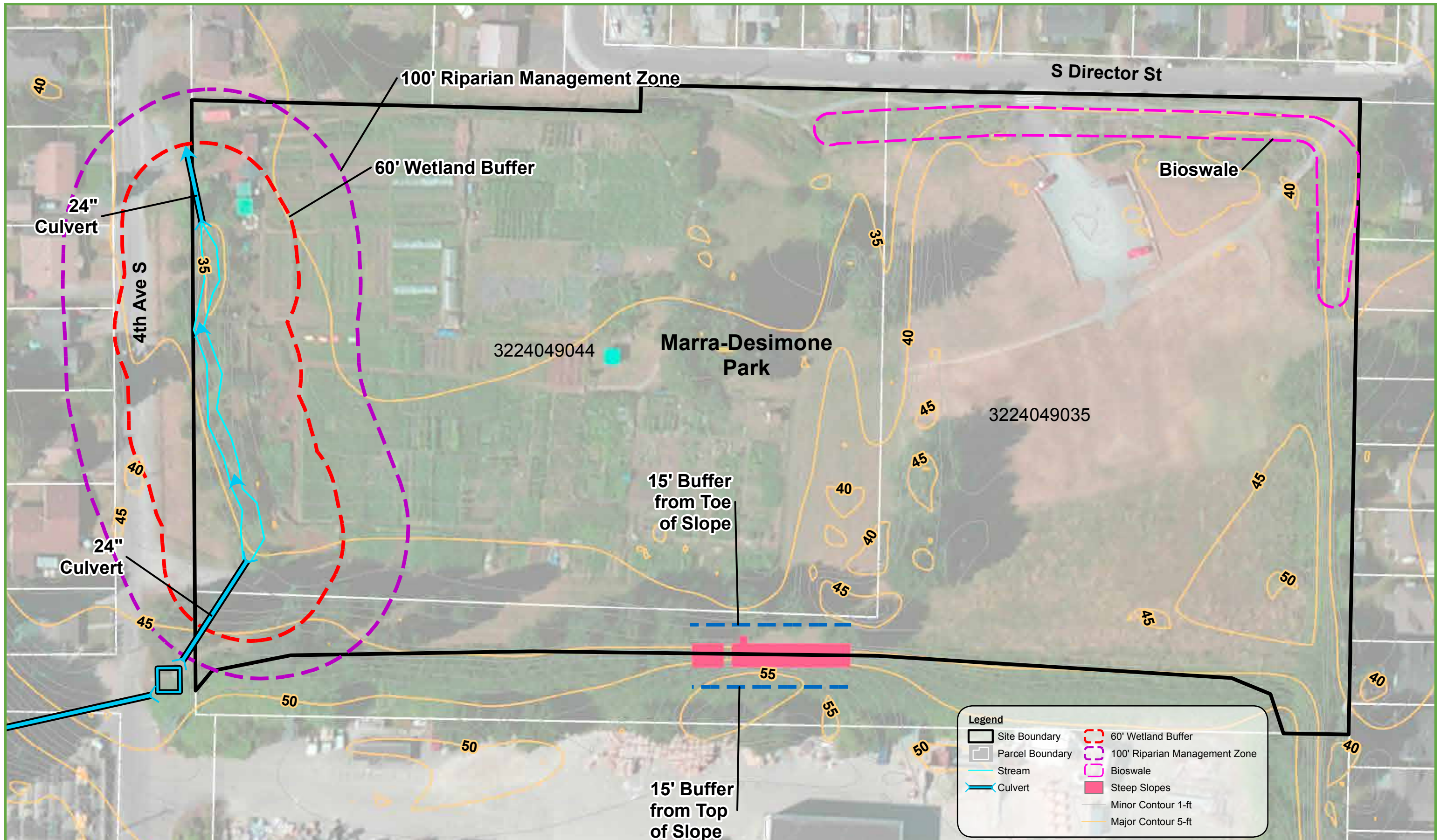
Marra-Desimone Park Improvement Project | ADA Analysis



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Marra-Desimone Park Improvement Project | **Critical Areas Map**



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# Crime Prevention Through Environmental Design - CPTED Principals

## Natural Surveillance

CPTED does not promote the “fortressing” of properties, quite the contrary. The ability to see what is going on in and around a property should be your first priority. Perpetrators of crime are attracted to areas and residences with low visibility.



## Natural Access Control

Access Control refers to homes, businesses, parks and other public areas having distinct and legitimate points for entry and exits. However, this should also be balanced to avoid “user entrapment,” or not allowing for easy escape or police response to an area. Generally crime perpetrators will avoid areas that only allow them with one way to enter and exit, and that have high visibility and/or have a high volume of user traffic.



## Territorial/Defensible Space

Territoriality means showing that your community “owns” your neighborhood. While this includes removing graffiti and keeping buildings and yards maintained, it also refers to small personal touches. Creating flower gardens or boxes, putting out seasonal decorations, or maintaining the plants in traffic circles seems simple, but sends a clear message that people in your neighborhood care and won’t tolerate crime in their area. These kinds of personal touches work in business communities as well. More complex design efforts can also be undertaken for more dramatic changes.





# Crime Prevention Through Environmental Design - CPTED Analysis



## CPTED/SAFETY



Marra-Desimone Park Improvement Project | CPTED Analysis



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# Crime Prevention Through Environmental Design - CPTED Analysis

·Clearly posted hours of operation and rules of conduct.



·Vegetation management to open lines of sight into property



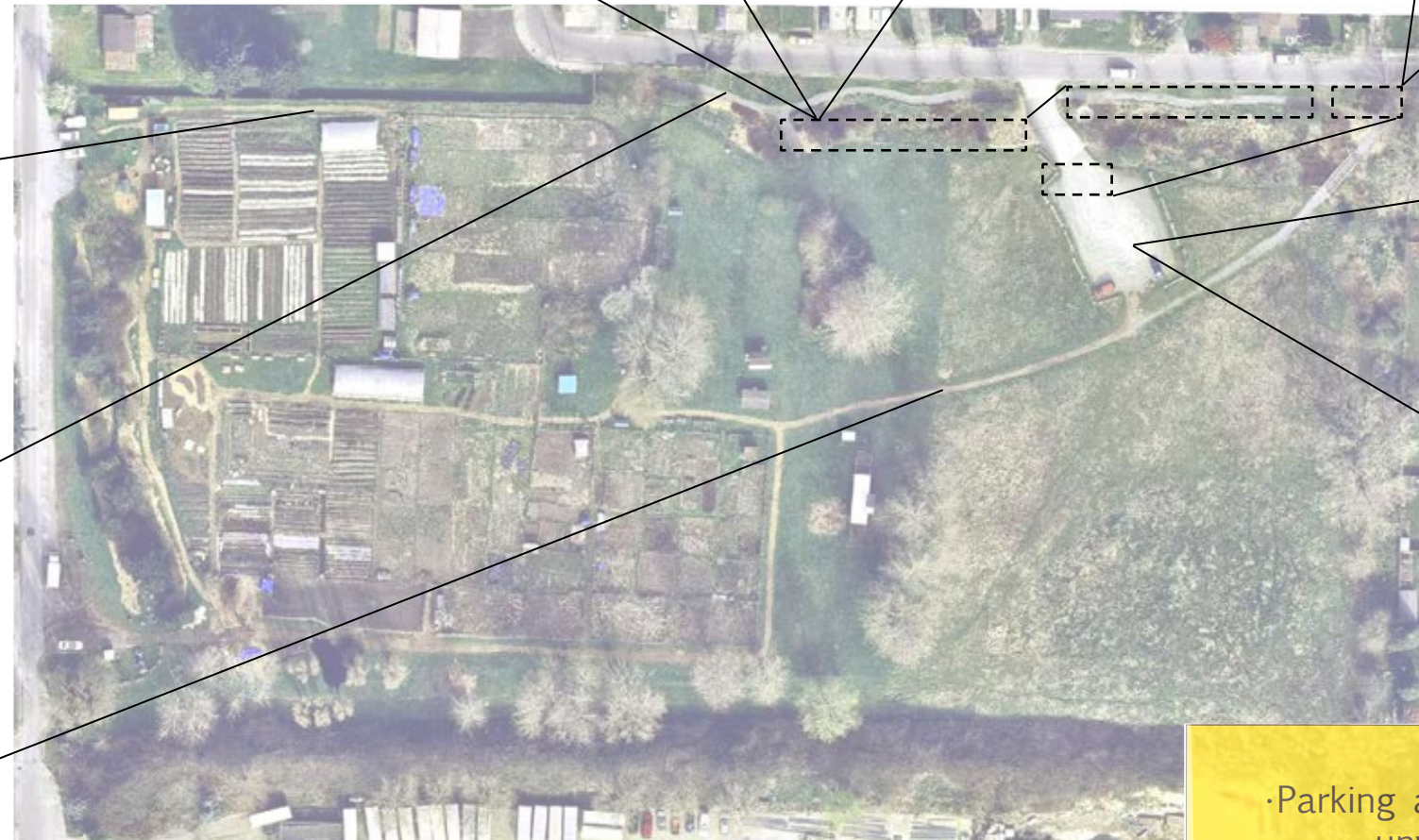
·Installing access control measures to the paved parking area.



·Clearly defining authorized walking paths for general



·Installing lighting in the east parking area



**NOTES:**

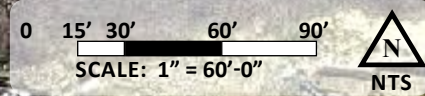
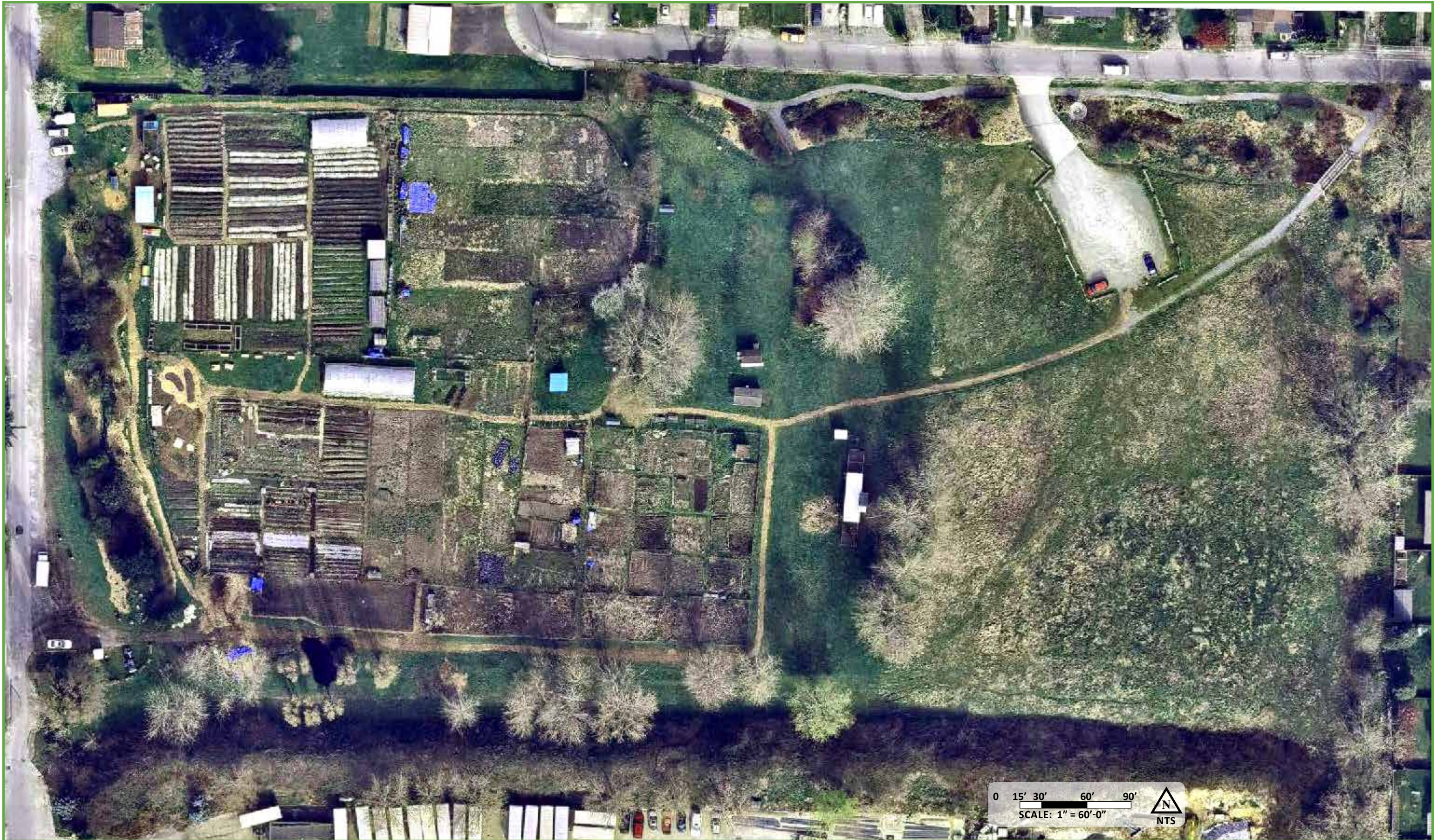
- Parking area current conditions allow for unwanted behavior to occur.
- Paths could use maintenance and more defined edges.
- Signage could be improved around entire site.





# **PART 4: PROGRAM / BIG MOVES**





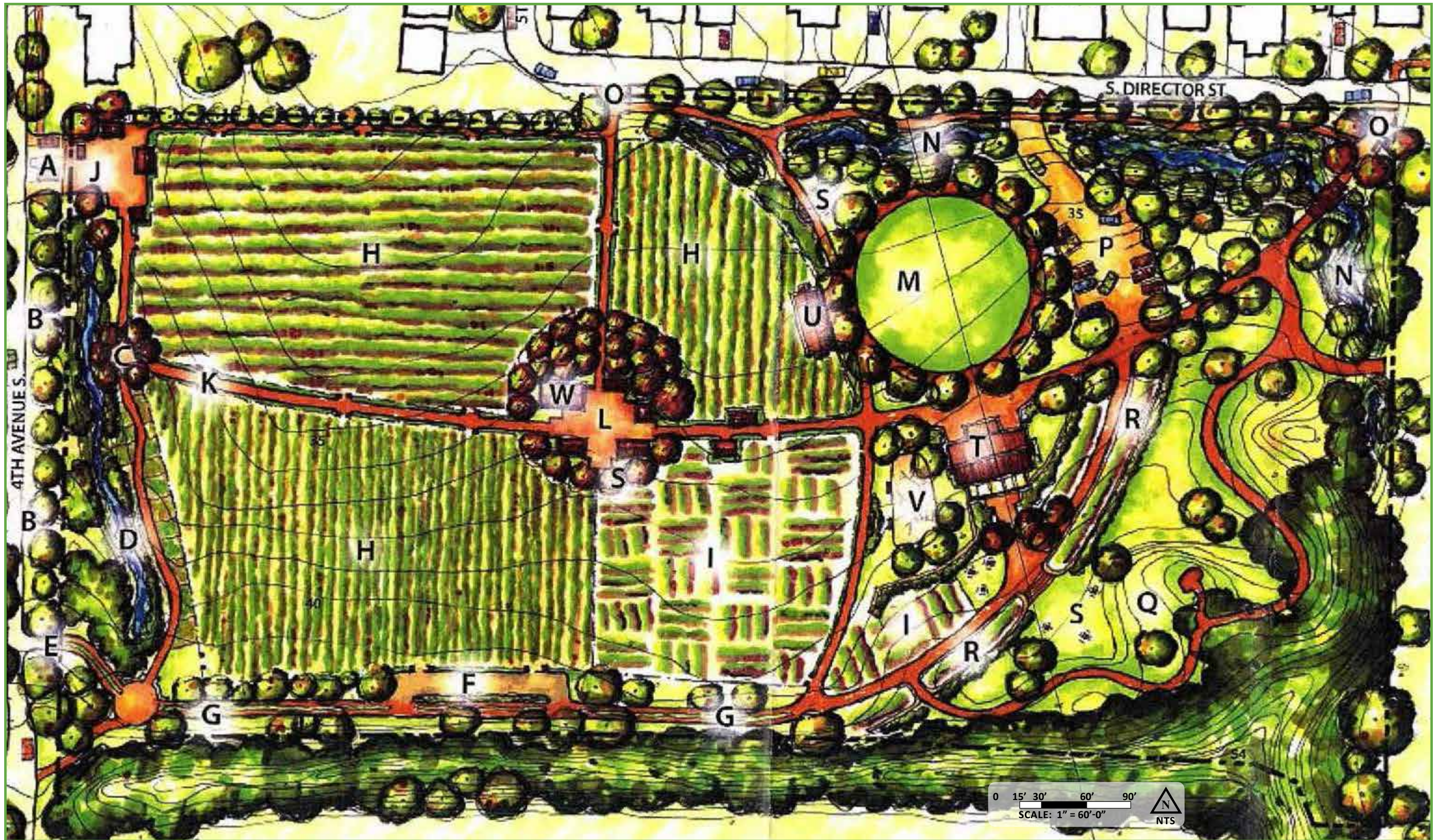
# Marra-Desimone Park Improvement Project | Existing Site



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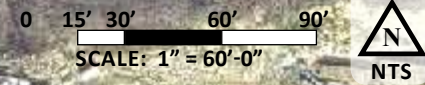
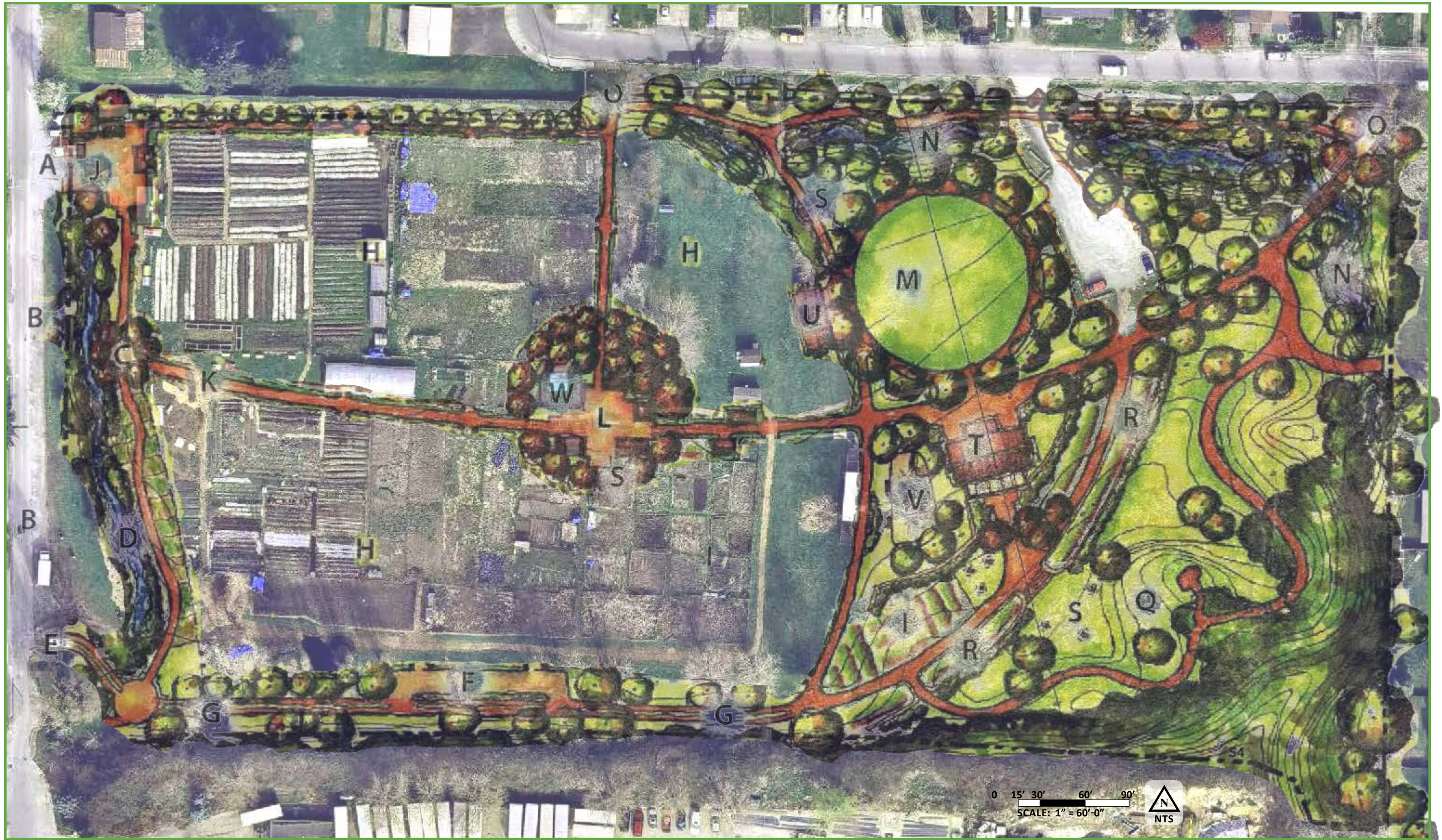
Marra-Desimone Park Improvement Project | 2008 Master Plan



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Marra-Desimone Park Improvement Project | Design Framework

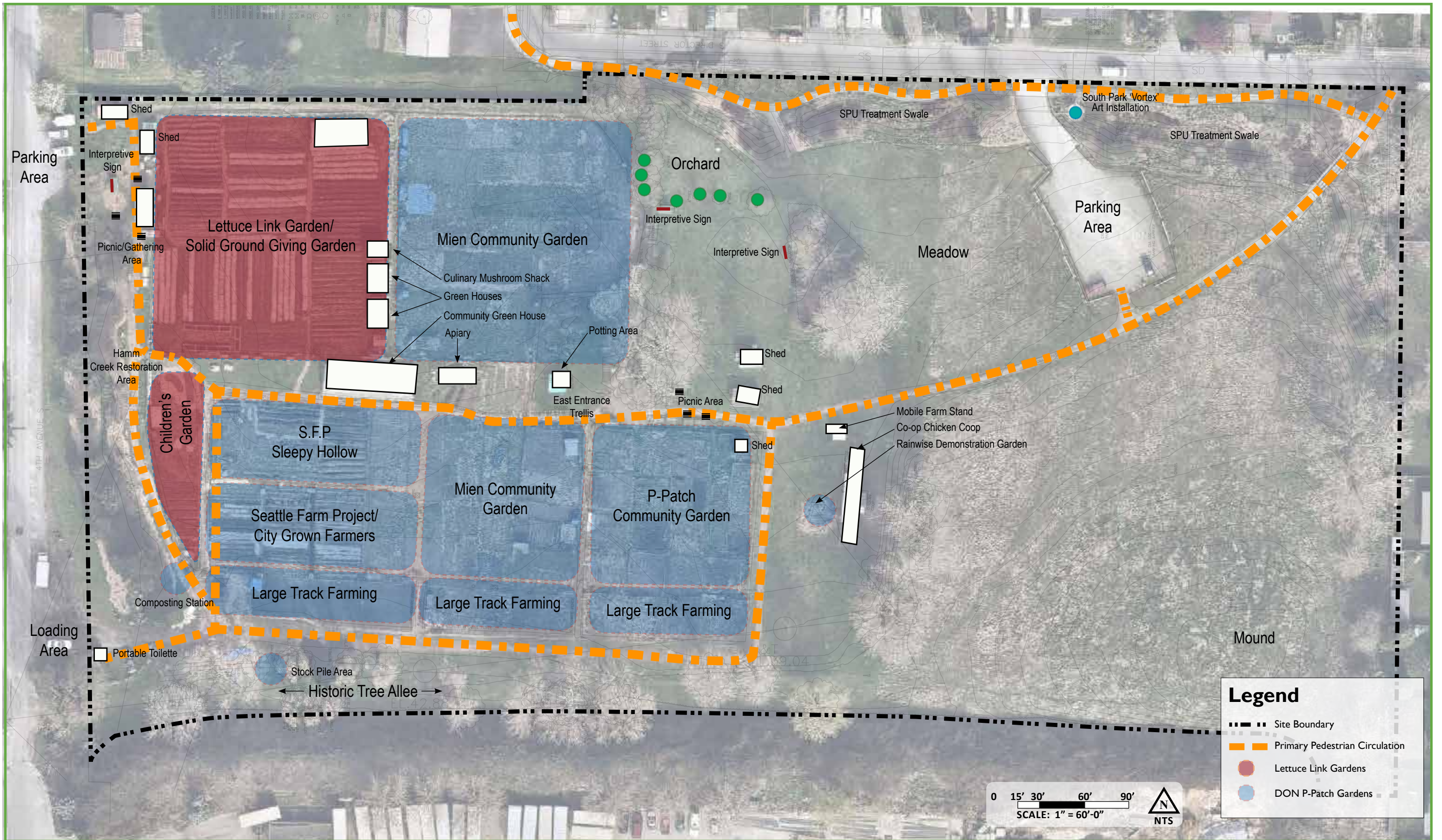


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BARKER LANDSCAPE ARCHITECTS, PS  
3002 NW 68th St  
Seattle, WA 98117  
206-783-2870





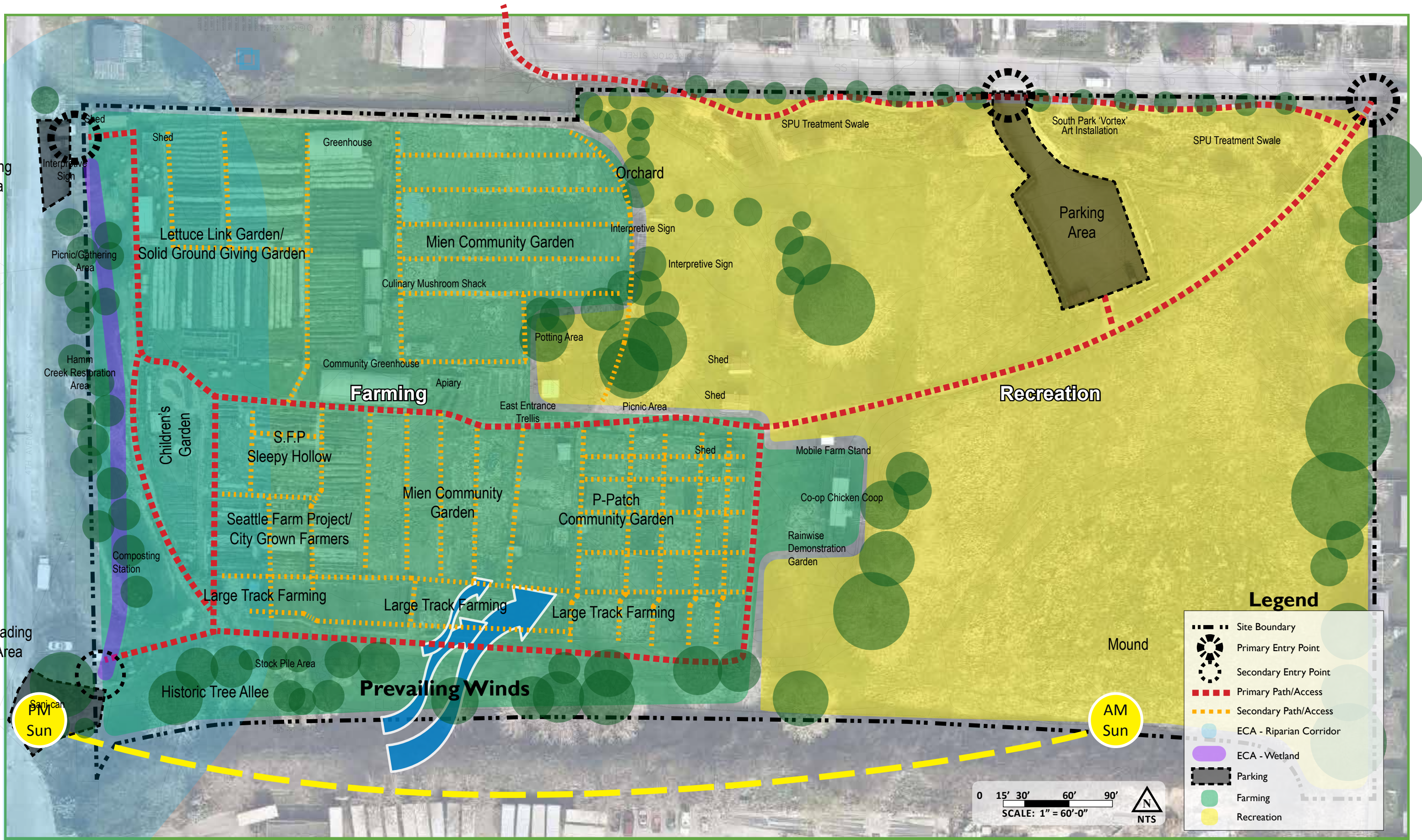
Marra-Desimone Park Improvement Project | Existing Use Diagram



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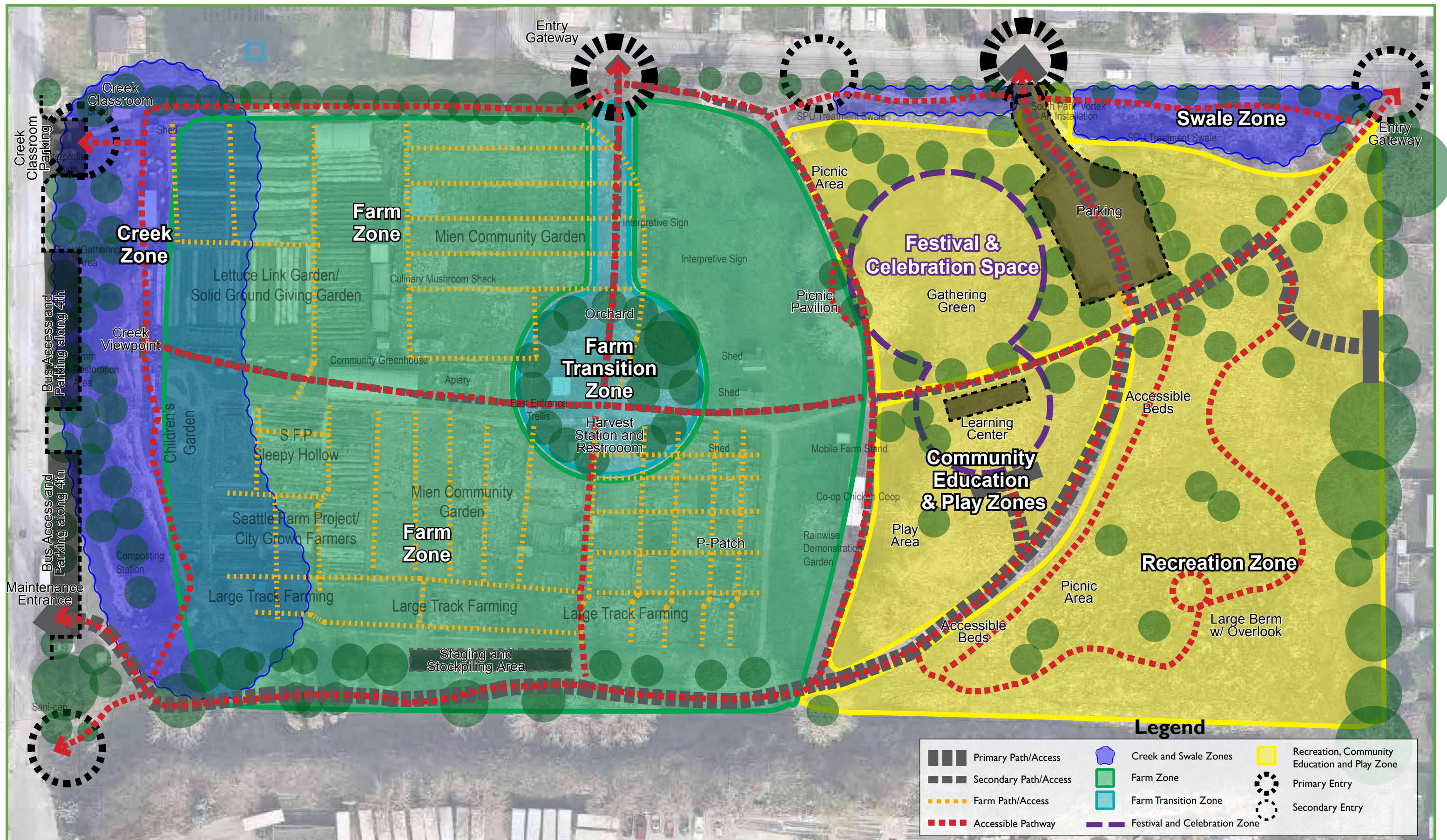




Marra-Desimone Park Improvement Project | Opportunities Map



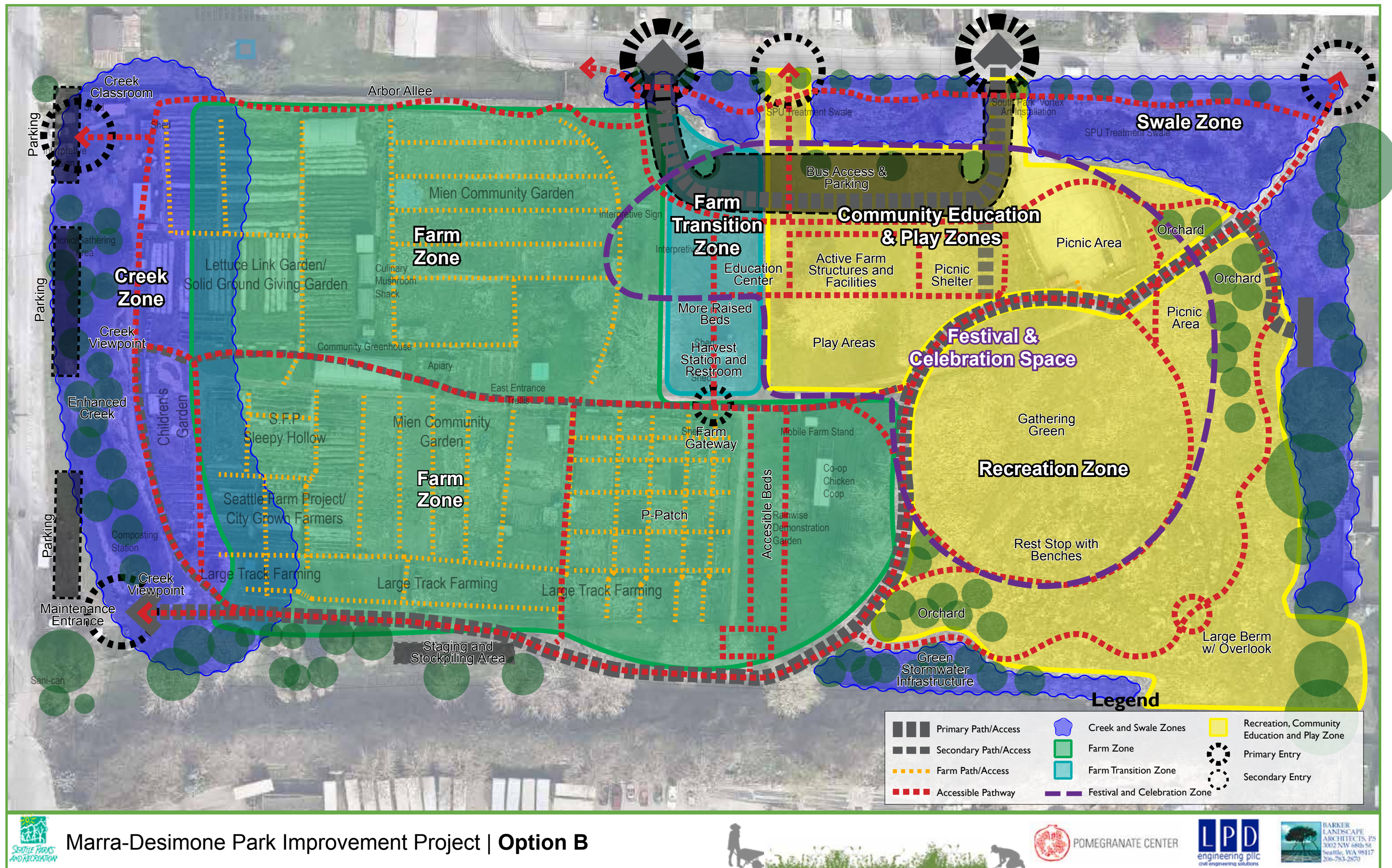




Marra-Desimone Park Improvement Project | Option A







Marra-Desimone Park Improvement Project | Option B





# **PART 5: DESIGN GAME RESULTS**



# GROUND RULES:

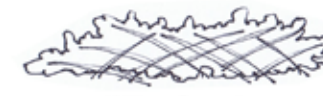
- Everyone participates, together we know more
- Engage, not recruit
- Practice generosity
- No jargon
- Be positive; propose something better
- Be civil, no blaming, no accusations
- Be willing to change your mind when hearing new information
- Look for solutions where all can succeed



# Design Game



## Planting (SDOT and City Light Property)



Willow Branch  
'Living Fence'



Small Fruit  
Trees



Vine Tunnel



Espalier Tree  
'Fruit Tree Fence'



Pollinator Pathway



Fruiting Vines



Clumping Bamboo  
Garden (for garden stakes)



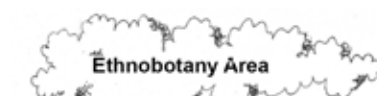
Mushroom Garden



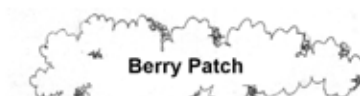
Insect Study Area



Aquaponic Growing Area



Ethnobotany Area



Berry Patch



Bird & Butterfly  
Plantings



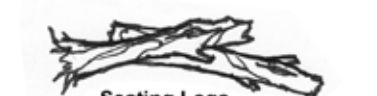
Cut Flower Planting



Plantings for Touch



Wildlife Thicket



Seating Logs



Bioswale



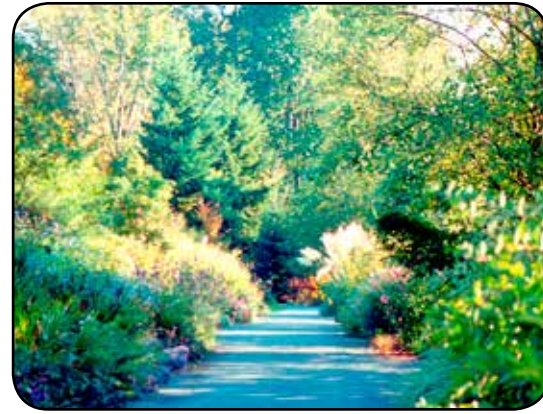
## Base Program Components - Improvements to Existing Elements



Vehicular access and Parking with Bridge



Entry Gateway with Bike Parking and Pedestrian Access



Circulation System for All



Maintenance Entry and Access form 4th



Staging and Stocking Area



Support Existing Facilities



Improvements to Existing Greenhouses



Expansion to Farm and Garden Areas



Orchard Fruit Tree Areas



Wash and Pack - Food Distribution Areas



Drainage Swale Integration



Picnic Areas



Benches and Tables



Landscape Plantings and Irrigation



Existing Vegetation Management





# Base Program Components - New Elements



Cold Storage



Shade and Lath Houses



Facilities for Innovative Farming Practices



Additional Raised Bed Areas



Community Gathering



Play Areas



Street Improvements and Bus Parking on 4th



Temporary vs Permanent Restroom Facilities



Signage and Interpretive Plan



“Lost Fork” of Hamm Creek Restoration/ Creek Classroom



Farm and Education Structures



Perimeter Fencing



Facility and Event Power and Lighting



Wayfinding and Interpretive Signage





# Natural Play Imagery



Re-purposed for Play



Boulders, Logs & Pegs



Climbing or Bouldering



Direct References to Past Use



Interesting Pathway Edges



Informal Seating / Play



Observation Areas



Informal Play around Lawn



Stacked Boulders



Small Friendly Sculpture



Kid-scale Elements



Sensory Planting



Stepping Stones / Games



Child Sized Gathering



Artistic Paving





Group 1 Game Board

**HIGHLIGHTS / BIG MOVES PROPOSED**

- Want to bring the two halves of the park together - unify them so not half park and half recreational. To do this want to have a market zone in the middle of the park where people can try the food grown on site.
- Group together the picnic area, farm play, storage, market, and the wash and pack station
- Entry sequence from north-central area grouping bus /unloading, parking, interpretive signage, bike rack, gathering area and rest rooms.
- In the south, an expansion of farming, livestock area
- For recreation, want to create a neighborhood edge where community and environment activities happen together - group the multi-use building with catchment that attaches to the swale, a natural play area, and a map for wayfinding.
- Want there to be clear indication from the edges what is happening in the center of the park - clear visibility, distinct access points, easy to monitor and know what should or shouldn't be happening.





#### HIGHLIGHTS / BIG MOVES PROPOSED

- Wide space for walking, jogging, biking, especially for elderly folks who want to use that space.
- Group member who farms- protect farming activity from visitors, encourage visiting around the perimeter.
- Can we survey the Latino farmers in Spanish?
- They like the idea of extending the farm and diversifying it.
- Can the gathering space be used to sell what they grow during the summer and enclosed during the Winter for gathering, meeting, and celebrating.
- Power for outside performances and improved security.
- More traditional play.
- Places for kids of all ages.
- Like the idea of exercise machines.
- Locate parking away from farm activity.





Group 3 Game Board

**HIGHLIGHTS / BIG MOVES PROPOSED**

- Keep it simple.
- Improve pathways first- make it easier for everyone to get around.
- Make it easy to maintain. Visits the park every day and has noticed more positive activity when they have been mowing- more activity, frisbee, golf, catch. Less positive activity when overgrown and full of trash.
- Biggest appeal of the park is the farm- seeing the seasons change, seeing where food comes from-expand farming and support more community involvement. Encourage that- fix greenhouse.
- Expand the architectural part of the park.
- Is size of P-Patch equal to demand?
- Basic vegetation maintenance. Can't walk through apple orchard.
- Many treacherous spots throughout.
- It would be great to have an asphalt parking lot, to prevent rocks getting kicked up and at their house, across the street.
- Closing gate to help enforce park hours?





Group 4 Game Board

**HIGHLIGHTS / BIG MOVES PROPOSED**

- Focus is on how to make this community friendly, safe, and inviting to all ages and abilities
- The historical tree line that has divided the park is becoming hazardous - clear it out and put in a agricultural learning center. It could have a historical component to explain everything that has happened to the site.
- Add a natural play area and fix the parking
- Keep the open field
- Add bathrooms, easier maintenance access, and vegetation maintenance
- Key is to keep the plum tree - it has historical significance for the park as is quite old
- Put in a picnic area
- Add another entrance
- Would like to see a few covered plazas





### Group 5 Game Board

#### HIGHLIGHTS / BIG MOVES PROPOSED

- Farm is a significant emblem of what United States offers to immigrants (MEIN) so want to maintain farm character
- Don't want to have the parking too close to farming area because it is dangerous - muggings can happen
- Provided good visibility throughout the park for safety, but also so community can see changes to gardens throughout the seasons
- Want a playground or festival area so there can be international celebrations of cultures in park at different times of the year. This allows different cultures to grow closer.
- Bathroom should be close to the parking area and not close to the garden area.
- Recreation area close to the bathroom and parking
- Would like a shade area for people who work in the garden all day - rest, eat lunch, etc.
- Want a windmill or other emblematic item to distinguish the farming area
- Blueberry field between gardens and parking
- Take out big trees because they are dangerous for everyone
- Picnic area for the people who work in the garden - a place where they can be with their family on the weekend and can mix people of different cultures, etc.





Group 6 Game Board

**HIGHLIGHTS / BIG MOVES PROPOSED**

- Would like to have a public gathering space
- Want an entrance as shown in option A
- Think wayfinding is good
- Want farming specific theme play equipment rather than something general
- Center area for farm gathering area - equipment, etc.
- Want market area but not sure if should be centrally located or near the parking
- Group maintenance equipment and farm animals
- Demonstration area for farming near market area, probably near buses and parking area





Group 7 Game Board

**HIGHLIGHTS / BIG MOVES PROPOSED**

- Like Option B the best
- Want the parking further away from the garden area
- Like:
  - Entrance Marker
  - Restroom by the Parking Lot
  - Bike Racks by the Parking Lot
  - Mult-Use Community Building by the Parking Lot that can double as a market and learning area
- Want 'Farm' back in the name because of the history associated with title
- Want the colorful bandshell for performance space
- Utilities would be near the bandshell
- Like current chicken coop and want to add more livestock to that area
- Want natural play, farm play, picnic tables, and benches

- Also want a wash station
- Livestock can be managed by the community and things like goats can be rented out for brush removal, etc.
- Edible forest near the livestock area
- Facility to support sustainable farming practices near the greenhouse
- Add a restroom and picnic area
- Improve the wash area the farmers use
- A fix for flooding?
- Make the path through the center stronger







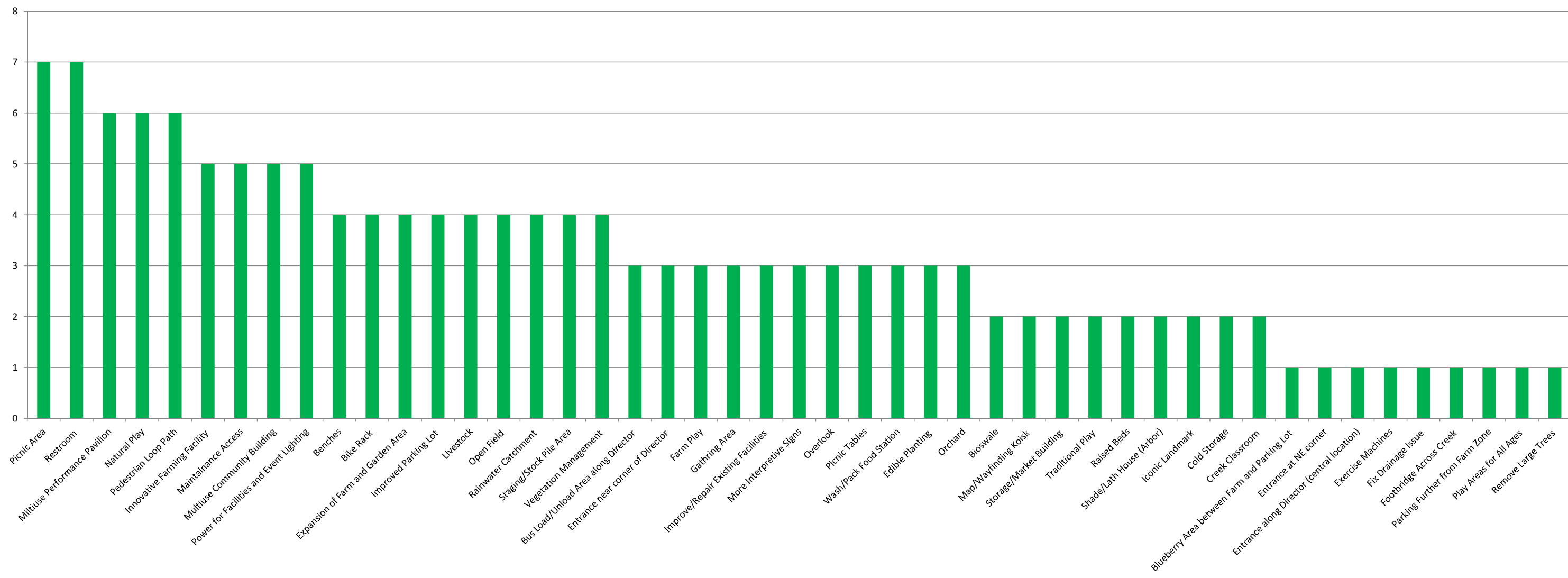
Group 8 Game Board

**HIGHLIGHTS / BIG MOVES PROPOSED**

- Liked the sun arc path of the MP/ its representation of the seasons
- Located the bandshell as an anchor to the open area and to draw people to the middle of the park.
- Overlook - good line of sight
- Make use of grade changes
- Like different play areas- farm play, farm animals, little goat, more farm critters.
- Bring power in for bandshell, for lighting and to deter crime.

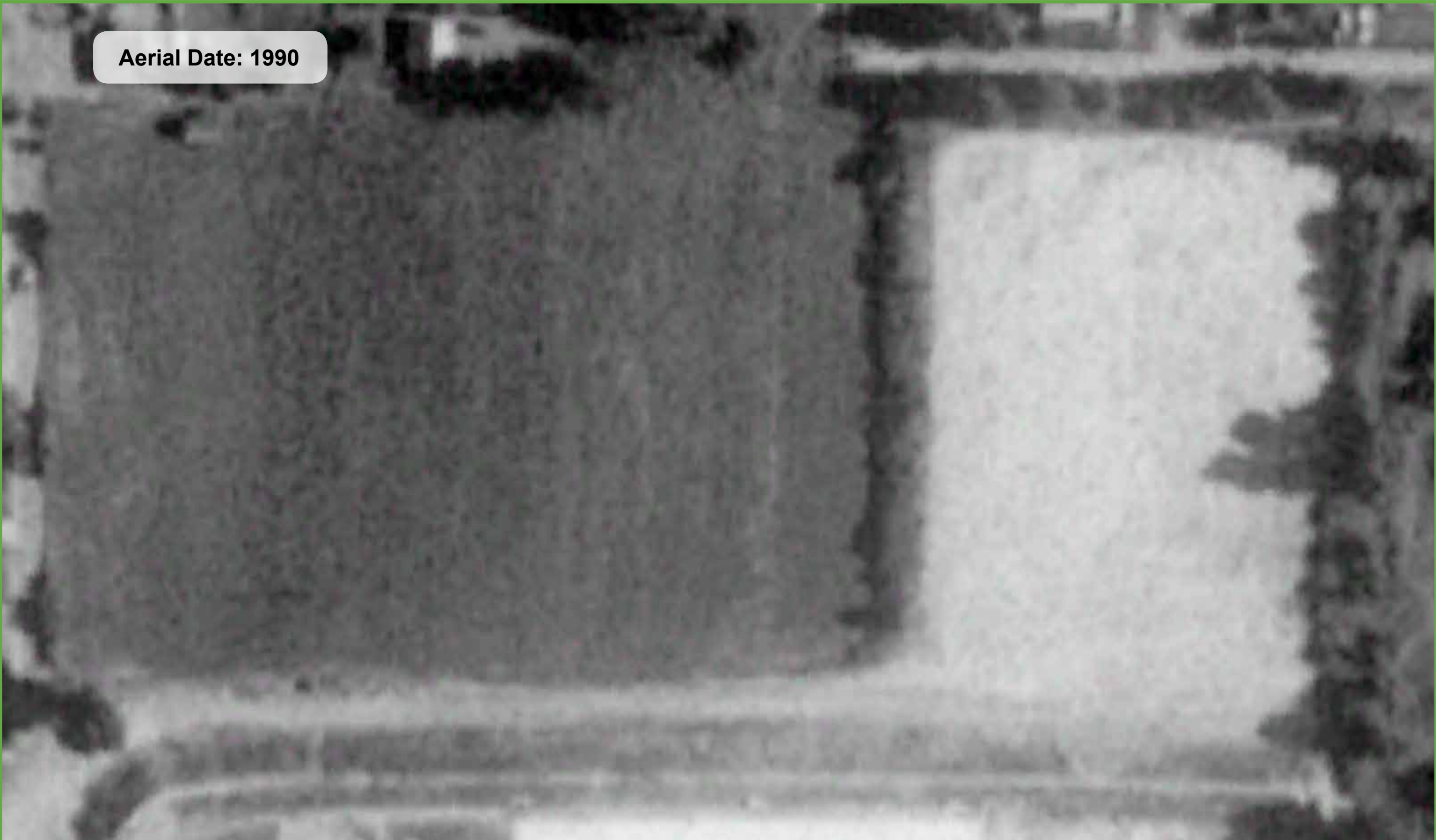


Preferred Design Elements (Design Game Feedback)





Aerial Date: 1990



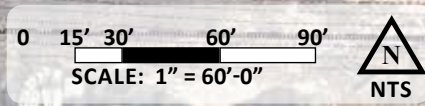
Marra-Desimone Park Improvement Project |

Fallow Farm & Acquisition  
By Parks





# Marra-Desimone Park





- 1. Do you live in South Park?**
- 2. How old are you?**
- 3. Which design elements, on this plan, do you like the most?**
- 4. Which future design elements, not shown on this plan, are you most excited to see?**
- 5. What is missing from the next round of improvements?**
- 6. How do you see this project as being more of a community park?**
- 7. Are there any particular elements that you are interested in helping with (fundraising, building, or maintaining)?**
- 8. Please share any other ideas you have:**



# **NEXT STEPS**

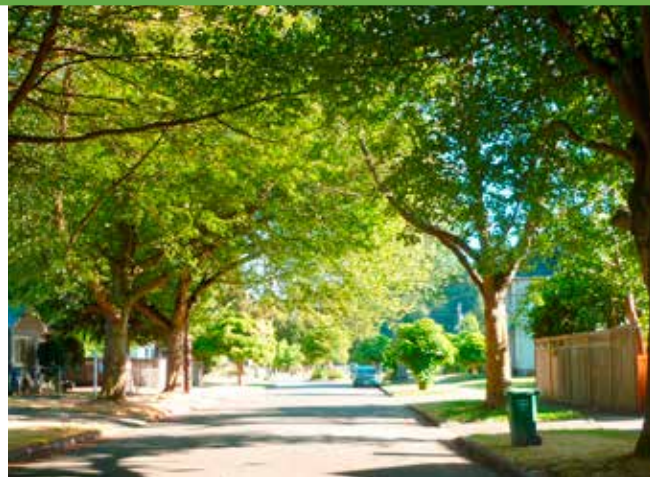
Stay Involved! Questions or additional comments?

*Name*

*Email*

*Phone Number*





Marra-Desimone Park Improvement Project | South Park Character



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