



Interbay Advisory Group Kick-Off Meeting Summary Wednesday December 4, 2019

Attendance

Name	Organization	Attending
Ginny Gilder	Force 10 Hoops/Seattle Storm	Yes
Nathan Hartman	Kerf Design	Yes
Louise Furrow (for Daniel Martin)	Seattle Pacific University	Yes
Richard Lazaro	Expedia	No
Terri Mast	Inlandboatman's Union	Yes
Johan Hellman	BNSF Railway	Yes
Don Root	GM Nameplate	No
Chris Barrows	Pacific Seafood Processors Association	No
Brian Lloyd	Beacon Development Group	Yes
Chad See	Freezer Longline Coalition	No
Mike Murphy	Holy Mountain Brewing Company	No

Advisory Group Members' Feedback on Process

- We must be clear about how we define "middle wage jobs" → \$55-99K/year
- A good map of the Interbay area should be available at the next meeting (both air photo and zoning)
- The Interbay area has much in common with Ballard (shared infrastructure, for example), but Interbay also has very unique concerns and should be dealt with separately from Ballard (would be easy for Interbay to get lost otherwise)
- We should put some greater definition around the boundaries of Interbay during this process: which areas are sacrosanct for Maritime/Industrial? Which have more potential for hybrid use?

Advisory Group Members' Top Issues/Opportunities for Interbay (by theme):

Topics of particular emphasis by the group are highlighted in **yellow**.

Neighborhood / Land Use

- Land with water adjacency is extremely precious
- The neighborhood has a variety of opportunities for increased density
- Need to determine the components of the Armory Site (specifically the components that have adjacency to existing residential and commercial uses)
- The area north of Dravus St. hosts a "hodgepodge" of uses; intention for this area should be clarified and zoning to support
- Homelessness (in long term RV and car parking) is having an impact
- New Industrial Economy can coexist with housing; don't need to keep the two totally separate all of the time
- Leverage publicly owned land for subsidized commercial and residential rents
- City is extremely short on indoor recreational opportunities



Transportation

- Traffic around Seattle Pacific University
- Informal living (tent encampments) is creating circulation issues
- Leverage new Sound Transit stations to support Industrial workforce
- Must mitigate Sound Transit construction impacts (especially how elevated alignment option would affect adjacent properties)

Jobs

- Interbay should be a "Working Class Family Village" for the future
- Must protect the truly unique, regional assets for transportation industries in Interbay (BNSF will always have a railyard here)
- Need more places to start and support small maker businesses
- Invest in the training for the maritime and industrial worker pipeline

SEATTLE INDUSTRIAL MARITIME STRATEGY INTERBAY ADVISORY MEETING #1 12/4

INITIAL FEEDBACK

- > DEFINE \$45-85K MIDDLE WAGE:
- > NEED INTERBAY NEIGHBORHOOD MAP → SOUTH OF SALMON BAY
 - ↳ BOTH FOR BALLARD + INTERBAY
 - + AIR-PHOTO
- > INTERBAY HAS UNIQUE ISSUES, KEEP SEPARATE FROM BALLARD
- > WHAT ARE THE BOUNDARIES?
 - ↳ WHAT AREAS ARE SACROSANCT FOR MARITIME/INDUSTRIAL? WHICH CAN SHIFT?

MEETINGS
NOT MONDAYS; 2-4 PM WORKS

NEIGHBORHOOD / LAND USE

- WATER-ADJACENT LAND IS PRECIOUS
- OPPORTUNITY FOR INCREASED DENSITY
- DETERMINE COMPONENTS OF ARMORY SITE
 - ADJACENCY TO RESIDENTIAL + COMMERCIAL
- "HODGEPODGE" OF ZONING N. OF DRAVUS
- HOMELESSNESS (RV; LONG-TERM PARKING)
- NEW HOUSING WITH INDUSTRIAL: HYBRID
- AFFORDABLE RETAIL/COMMERCIAL ON PUBLIC LANDS

INDUSTRIAL / MARITIME JOBS

- "WORKING CLASS FAMILY VILLAGE"
- UNIQUE, REGIONAL ASSETS FOR TRANSPOR INDUSTRIES (BNSF WILL ALWAYS HAVE A RAILYARD)
- MORE PLACES TO START A MAKER BIZ
- FRAGILITY OF SMALL BUSINESS
- TRAINING FOR WORKER PIPELINE
- NEW ECONOMY INDUSTRIAL JOBS / DIFFERENT ZONE?

TRANSPORTATION

- TRAFFIC AROUND SEATTLE PACIFIC UNIVERSITY
- INFORMAL LIVING CREATING CIRCULATION ISSUES
- NEED TO LEVERAGE ST STATION AREAS FOR INDUSTRIAL JOBS
- MITIGATE ST CONSTRUCTION IMPACTS
- ST BRIDGE IMPACTS TO ADJACENT PROPERTIES

→ CITY IS EXTREMELY SHORT ON INDOOR REC