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:

To identify community priorities for Marra-Desimone Park

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:

- 1. Welcome & Intro
- 2. Project Schedule
- 3. Project Background
- 4. Long Range Development Plan
- 5. Design Criteria
- 6. Site Analysis & Presentation of Program Alternatives
- 7. Design Game
- 8. Group Presentations
- 9. Next Steps

PROJECT SCHEDULE:



- Ist Outreach Committee Meeting
- South Park Green Spaces Committee Meeting
- 2nd Outreach Committee Meeting
- **Proview #1** Wednesday, September 2 Site Analysis, Programming and Concepts/Schematic
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PART 1: PROJECT BACKGROUND





Maria Marra by Joe Desimone.

The farm property is sold to Carmine and 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 In the late 90's community members and local it is largely unused for several decades.

organizations begin to restore the land. Since that time the property has become an important community resource, transformed by many efforts.











Marra-Desimone Park Improvement Project | Site History Map



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

2015 - future









Marra-Desimone Park Improvement Project | Farm History









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





POMEGRANATE CENTER







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



POMEGRANATE CENTER







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















Marra-Desimone Park Improvement Project | **Existing Usage**















Sentile Previs

2008 Master Plan Marra-Desimone Park Improvement Project | & Outreach















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?





SHITLE PARKS

Marra-Desimone Park Improvement Project | 2008 Master Plan

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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





Marra-Desimone Park Improvement Project |

Elements of the **Master Plan**























5th Ave. Gateway









Marra-Desimone Park Improvement Project |

Elements of the Master Plan















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SHITLE PARKS

Marra-Desimone Park Improvement Project |

Elements of the Master Plan



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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





Crime Prevention Though 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.

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.







Marra-Desimone Park Improvement Project | **CPTED Principals**



Territorial/Defensible Space





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Crime Prevention Though Environmental Design - CPTED Analysis



Marra-Desimone Park Improvement Project | **CPTED Analysis**



CPTED/SAFETY



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Crime Prevention Though Environmental Design - CPTED Analysis



Marra-Desimone Park Improvement Project | CPTED Analysis

- LEADER AND THE LEADER



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PART 4: PROGRAM / BIG MOVES

















PART 5: DESIGN GAME!

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



SHITLE PARKS AND RECREMININ Marra-Desimone Park Improvement Project | Design Frameworks





Small Fruit Trees



Clumping Bamboo Garden (for garden stakes)



Aquaponic Growing Area









Vine Tunnel



Pollinator Pathway



Mushroom Garden

Ethnobotany Area

Cut Flower Planting









02 NW 68th

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



Support Existing Facilities



Improvements to Existing Greenhouses



Expansion to Farm and Garden Areas



Orchard Fruit Tree Areas



Drainage Swale Integration



Picnic Areas



Benches and Tables



Landscape Plantings and Irrigation







Staging and Stocking Area



Wash and Pack - Food Distribution Areas



Existing Vegetation Management





Base Program Components - New Elements







Shade and Lath Houses



Facilities for Innovative Farming Practices



Additional Raised Bed Areas



Community Gathering





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



Marra-Desimone Park Improvement Project | **Design Frameworks**



Play Areas













Natural Play Imagery



Re-purposed for Play



Boulders, Logs & Pegs



Climbing or Bouldering



Direct References to Past Use



Informal Seating / Play

ola



Observation Areas



Informal Play around Lawn



Stacked Boulders



Rustic Seating



Sensory Planting



Stepping Stones / Games



Child Sized Gathering









Interesting Pathway Edges





Small Friendly Sculpture



Artistic Paving











Marra-Desimone Park Improvement Project | South Park Character



Notes.

- R. H. S.







QUESTION:

What priorities do you have for this next round of improvements to Marra-Desimone Park?

QUESTION:

How do you see this project as being more of a community park?

NEXT STEPS



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NEXT STEPS

Stay Involved! Questions or additional comments?

Name Email Phone Number