



## APPROVED MINUTES OF THE MEETING

**Mike McGinn**  
Mayor

**Diane Sugimura**  
Director, DPD

**Marshall Foster**  
Planning Director, DPD

**Mary Johnston**  
Chair

**Andrew Barash**

**Julie Bassuk**

**Graham Black**

**Brendan Connolly**

**Malika Kirkling**

**Laurel Kunkler**

**Julie Parrett**

**Norie Sato**

**Donald Vehige**

**Valerie Kinast**  
Coordinator

**Tom Iurino**  
Senior Staff

**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.**