

BAKER HEIGHTS MASTER PLAN

03.23.2021

GGLO

EVERETT
HOUSING AUTHORITY

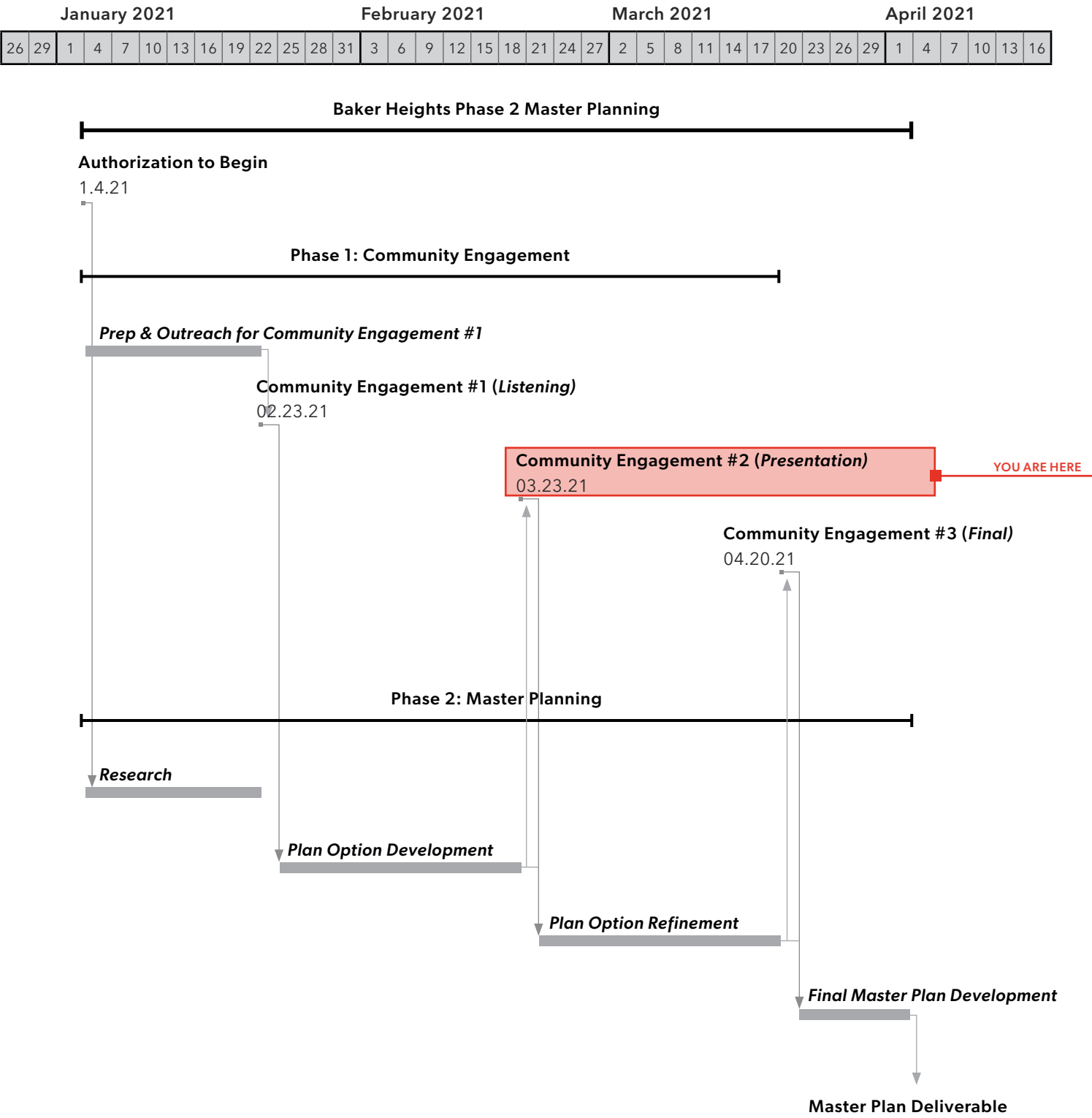


AGENDA

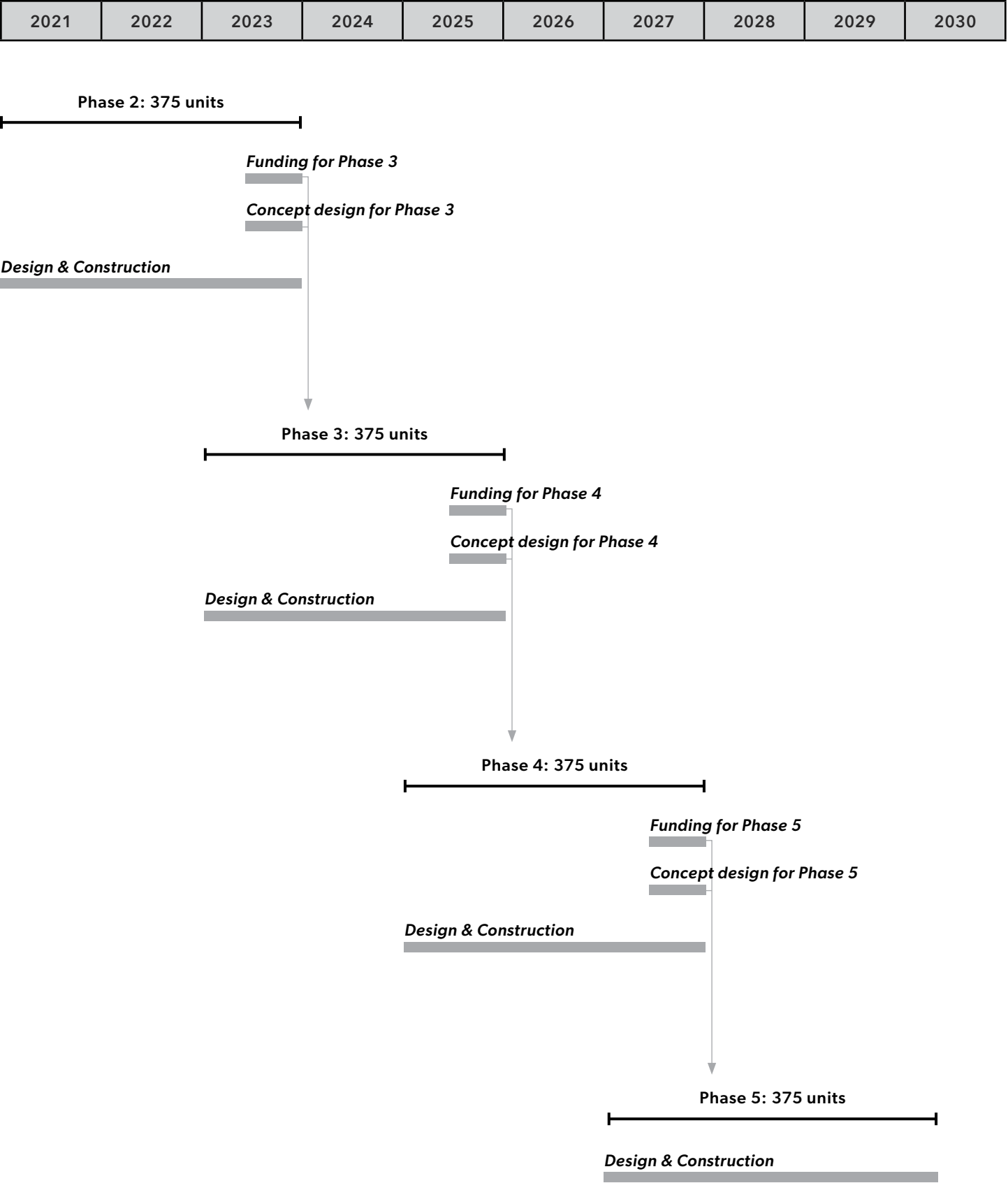
- Greetings and Overview
 - Statement by EHA
 - Introduction by GGLO
- Community Overview
- 10 year Timeline
- Results of the Survey and Planning Game
- Master Plan - Concept Diagrams
- Breakout Session - 15-20 mins
- Breakout Session Report
- Summary & Next Steps



COMMUNITY MEETING OVERVIEW



10 YEAR TIMELINE



RESULTS OF SURVEY AND PLANNING GAME

Public Outreach Survey -
23rd Feb 2021 to 12th March 2021
Participants: 61

Survey results and Game entries will be available to view in full on the EHA website.
Key themes of the feedback centered around the following categories

- ENCOURAGE DEVELOPMENT OF LOCAL BUSINESSES
- IMPROVE RECREATIONAL OPPORTUNITIES
- REDUCE SPEED AND TRAFFIC CALMING
- MAINTAIN NEIGHBORHOOD CHARACTER
- CONCERNS FOR DENSITY DONE RIGHT



RESULTS OF SURVEY AND PLANNING GAME

PARTICIPANTS NEEDS AND WISHES FOR THE DEVELOPMENT



RESULTS OF SURVEY AND PLANNING GAME

PARTICIPANTS HOPES FOR THE FUTURE BAKER HEIGHTS COMMUNITY

<i>"Wiggums"</i>	<i>levels"</i>	<i>"Fair housing"</i>
<i>"Multicultural"</i>	<i>"Family oriented"</i>	<i>"Healthy opportunities"</i>
<i>"Inclusive"</i>	<i>"Parks"</i>	<i>"dog park"</i>
<i>"more housing"</i>	<i>"Helping low income families with housing options"</i>	<i>"unique spaces inside the unit"</i>
<i>"Safety and security for all"</i>	<i>"Energy Efficient"</i>	<i>"bright and happy"</i>
<i>"Diverse"</i>	<i>Sidewalks</i>	
<i>"Ease the homeless crisis"</i>	<i>"Impactful"</i>	
<i>"Accommodating"</i>	<i>"significant"</i>	
<i>"MixedUse"</i>	<i>"Eventful"</i>	
<i>"Sustainable"</i>	<i>"cafe"</i>	
<i>"Accessible"</i>	<i>"safe"</i>	
<i>"Integrated"</i>	<i>"community"</i>	
<i>"Walkable"</i>	<i>"Increased supportive/ transitional family housing"</i>	
<i>"Affordable"</i>	<i>"open"</i>	
<i>"Communal/ Place-making"</i>	<i>"Healthy"</i>	
<i>"Connected"</i>		
<i>"Accessible for all income"</i>		

RESULTS OF SURVEY AND PLANNING GAME

EXAMPLE OF THE ENTRIES TO THE PLANNING GAME



RESULTS OF SURVEY AND PLANNING GAME

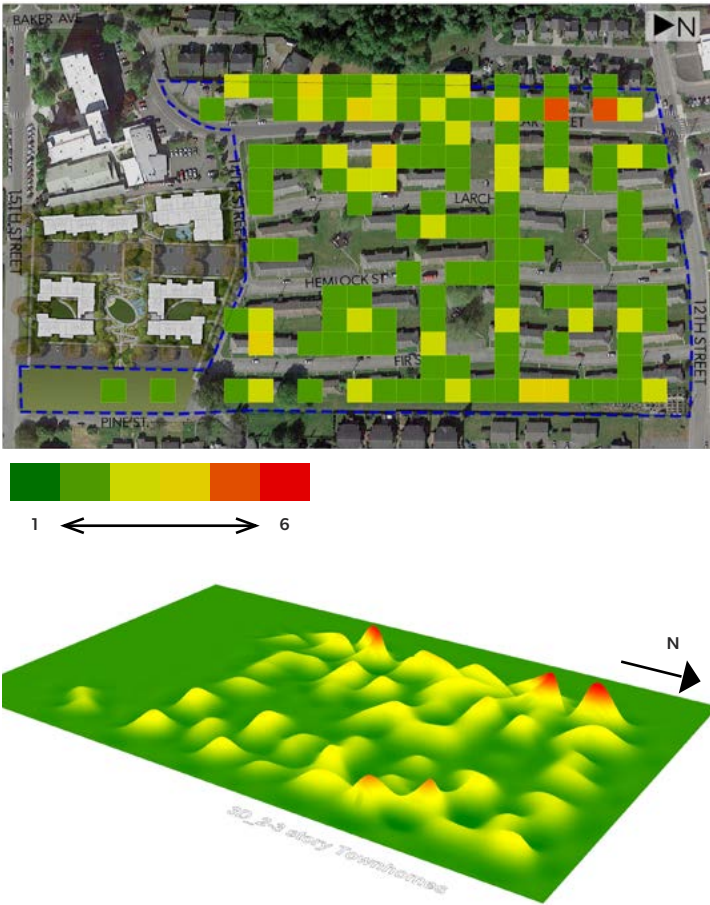
EXAMPLE OF THE ENTRIES TO THE PLANNING GAME



RESULTS OF SURVEY AND PLANNING GAME

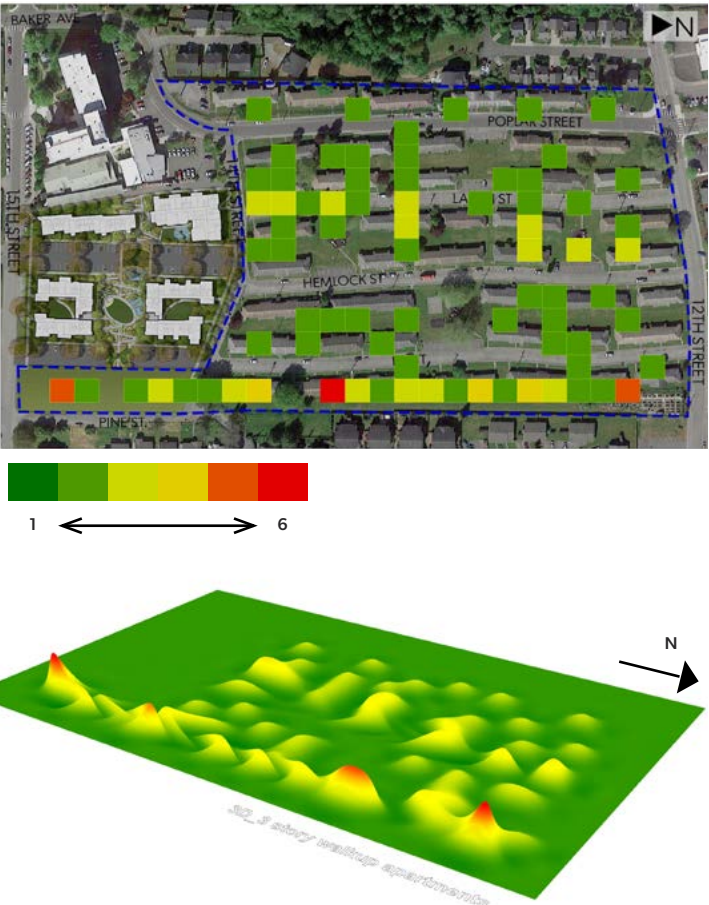
HEAT MAP TO IDENTIFY THE MOST COMMON LOCATION FOR THE GAME PIECES.

2-3 STORY TOWNHOUSES



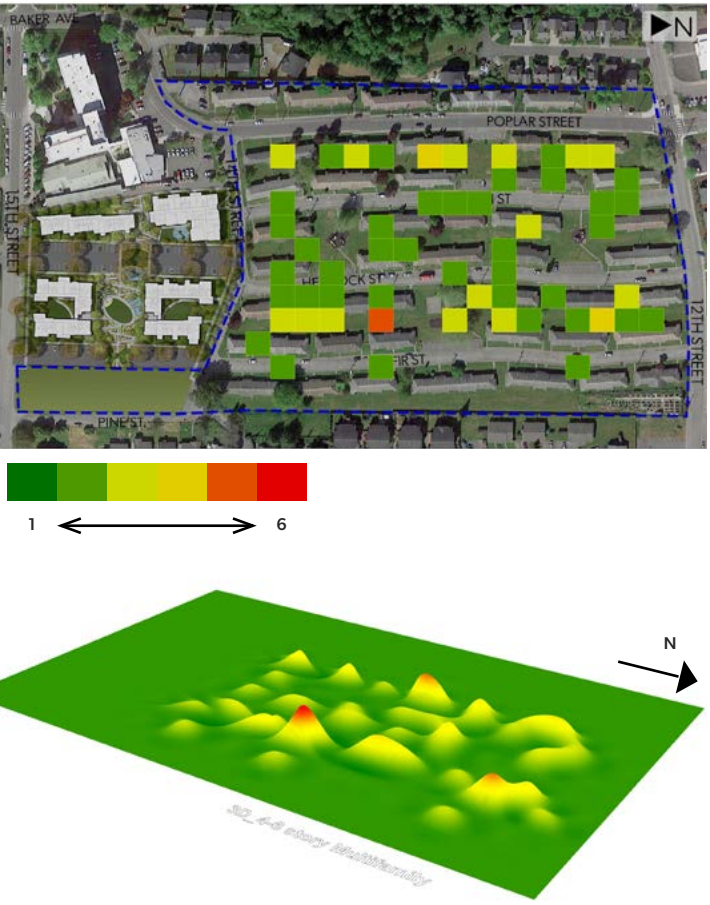
2-3 Story townhouse shows preference for townhouse along west edge.

3 STORY WALKUP APARTMENTS



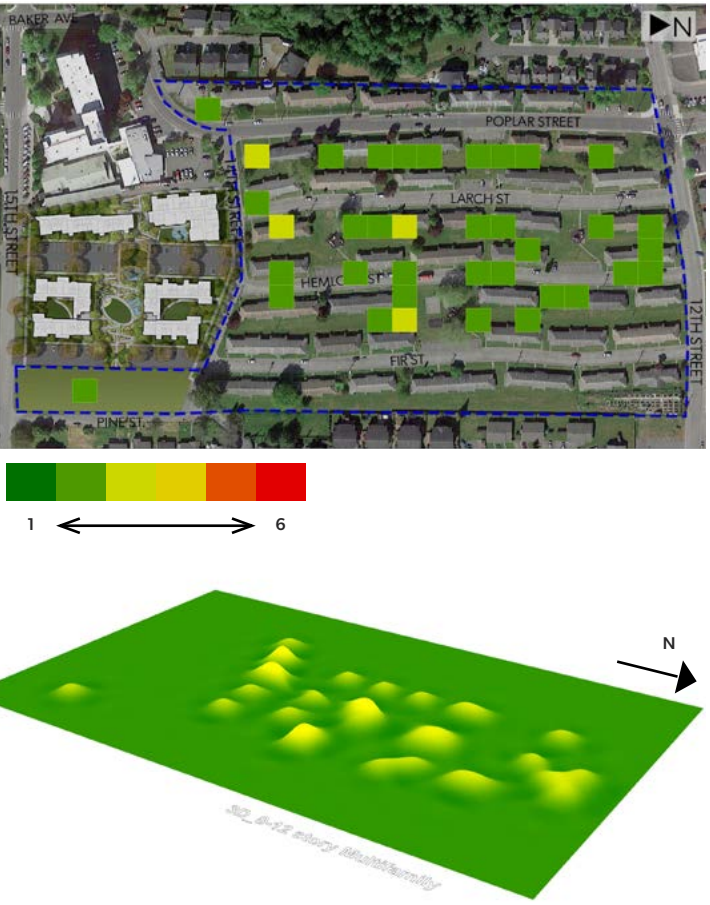
3 Story walkup apartment shows preference for east edge of site.

4-6 STORY MULTIFAMILY



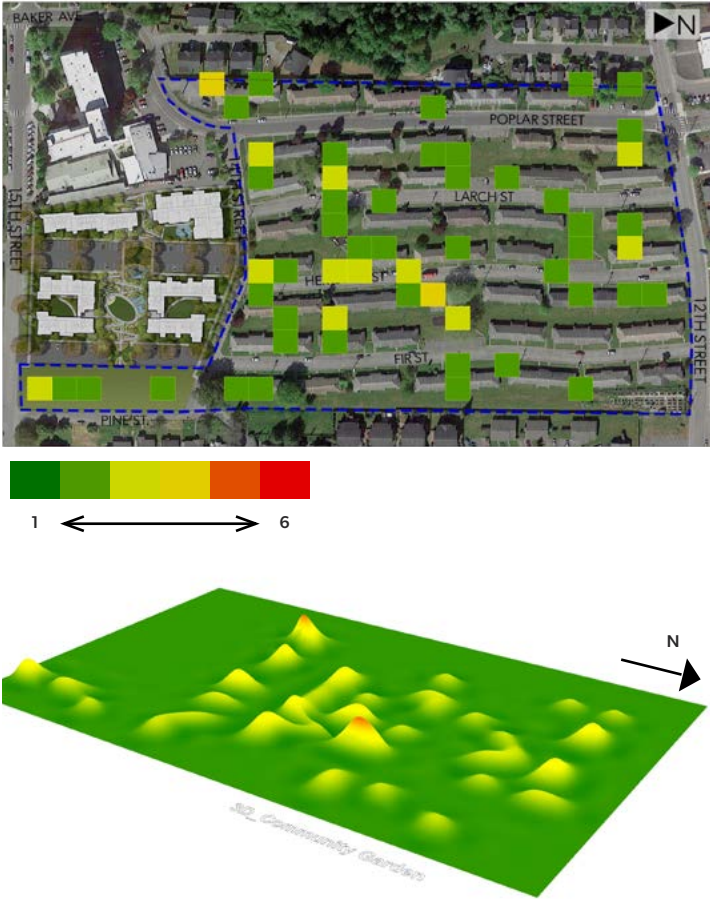
4-6 story multifamily shows preference for taller buildings in the middle.

8-12 STORY MULTIFAMILY

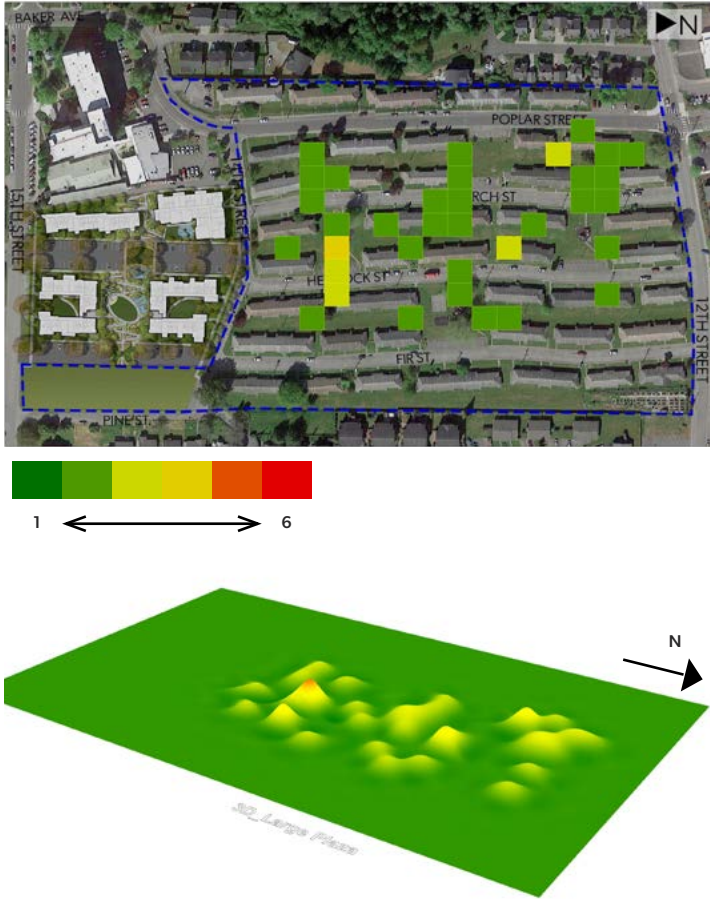


RESULTS OF SURVEY AND PLANNING GAME

COMMUNITY GARDEN

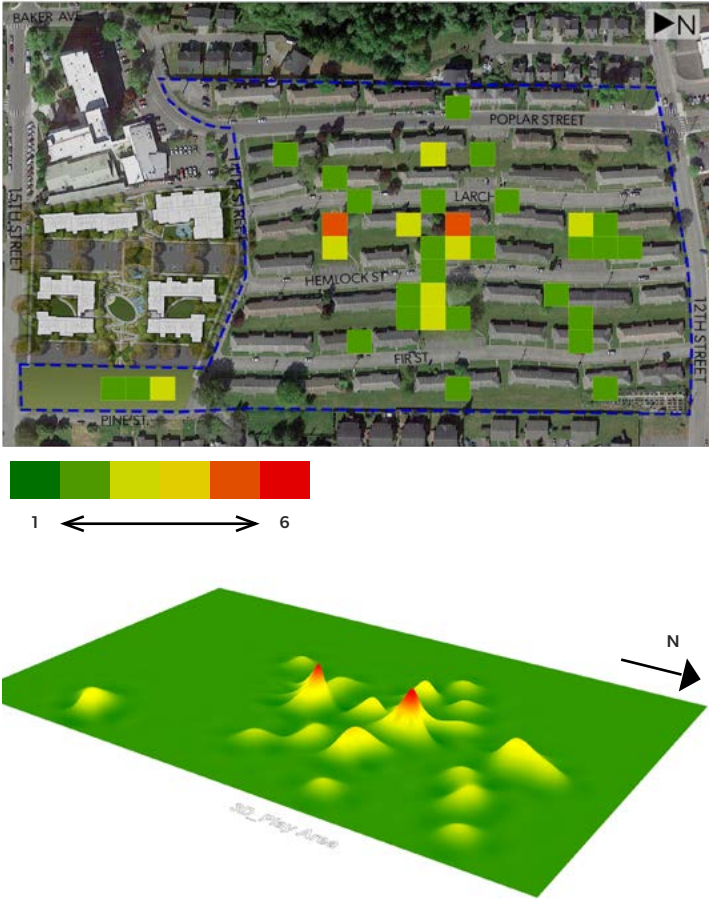


LARGE PLAZA



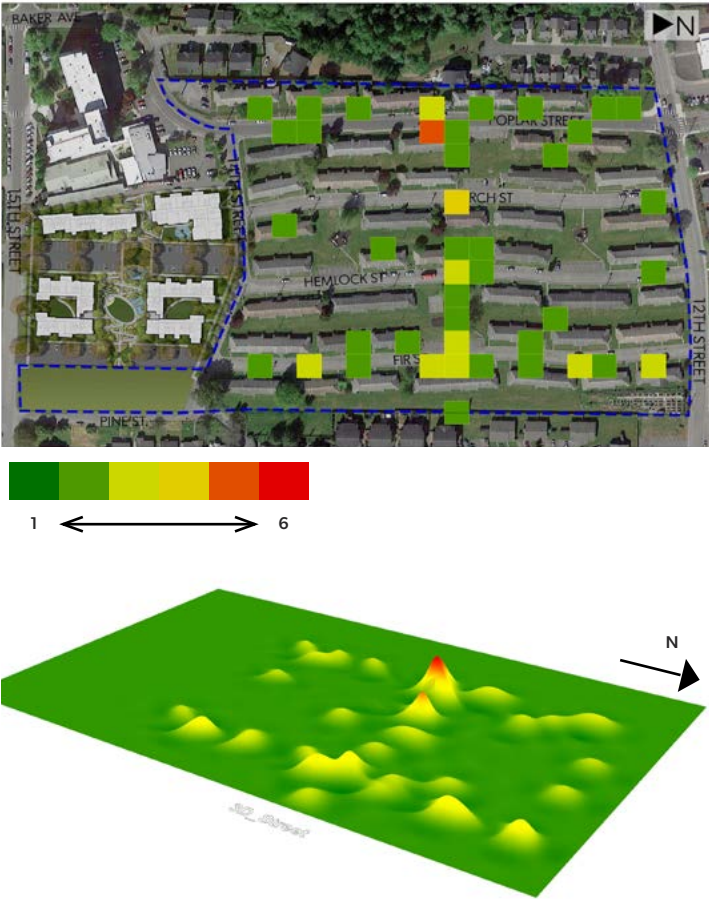
Large plaza shows a preference towards the center.

PLAY AREA



Play area shows a preference towards the center.

STREET



Street consensus for a cross street at 13th.

VISION- SAFE / BEAUTIFUL / WELCOMING / SUSTAINABLE / WALKABLE / CONNECTED



DESIGN OPPORTUNITIES AND CHALLENGES

- 1. OPPORTUNITIES TO TIE TOGETHER THE SURROUNDING NEIGHBORHOOD.
- 2. GRADING CHANGE FROM WEST TO EAST: +/-40 FT
- 3. EXISTING ROW AND ROAD ADJUSTMENT
- 4. NEIGHBORHOOD HOUSING SCALE
- 5. CONNECTIONS TO BAKER HEIGHTS PHASE 1
- 6. GREAT VIEW TO EAST
- 7. PHASING PLAN OF CONSTRUCTION
- 8. OUTDOOR AND COMMON AREA REQUIREMENT
- 9. UNIT MIX AND HOUSING VARIETIES



Community Survey



Everett Design Guidelines support Everett’s ambition to become a more walkable, transit-friendly, and mixed-use community by ensuring consistently high-quality site and architectural design throughout Everett.

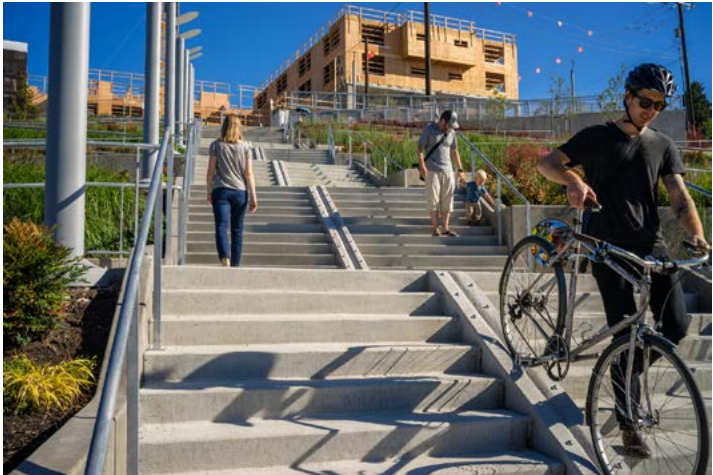
DESIGN APPROACH-RESPONSIVE TO SITE CONTEXT

- Respect existing development patterns
- Provide buffer zone to neighborhood houses
- Identify view corridors across open spaces
- Preserve existing mature trees to the extent possible
- Buildings on corners of intersections have accentuated design as visual landmarks



DESIGN APPROACH-ENHANCE CONNECTIONS

- **Street framework**
- **Safe Connections to Wiggums Hollow Park and future wetland boardwalk or trail system**
- **Complete street design (with street lights and planting strip buffering sidewalks)**
- **Traffic Calming Strategy and Enhanced crosswalks**
- **Bike route connection**



DESIGN APPROACH-MIXED USE AND VARIETIES

- **Variety of residential building types with total 800-1500 DU: Townhomes/Walkups/Multifamily with elevators etc.**
- **Increased housing variety that includes mixed unit size, types and mixed income**
- **Neighborhood-serving light commercial use: Cafe, Convenience Store, Small Market etc.**
- **Neighborhood-serving Amenities: Child Care, Co-working Space, Fitness etc.**



DESIGN APPROACH-OPEN SPACE AND AMENITIES

- Open space network (in bigger scale)
- Exceed minimum open and common space required by zoning
- Park-like Community
- Integrate Storm Water Management in to Landscape Design
- Integrate indoor amenity & recreational facilities into trail system
- Variety of outdoor landscape program



3 INITIAL DESIGN CONCEPTS



CONCEPT-1 CENTRAL PARK

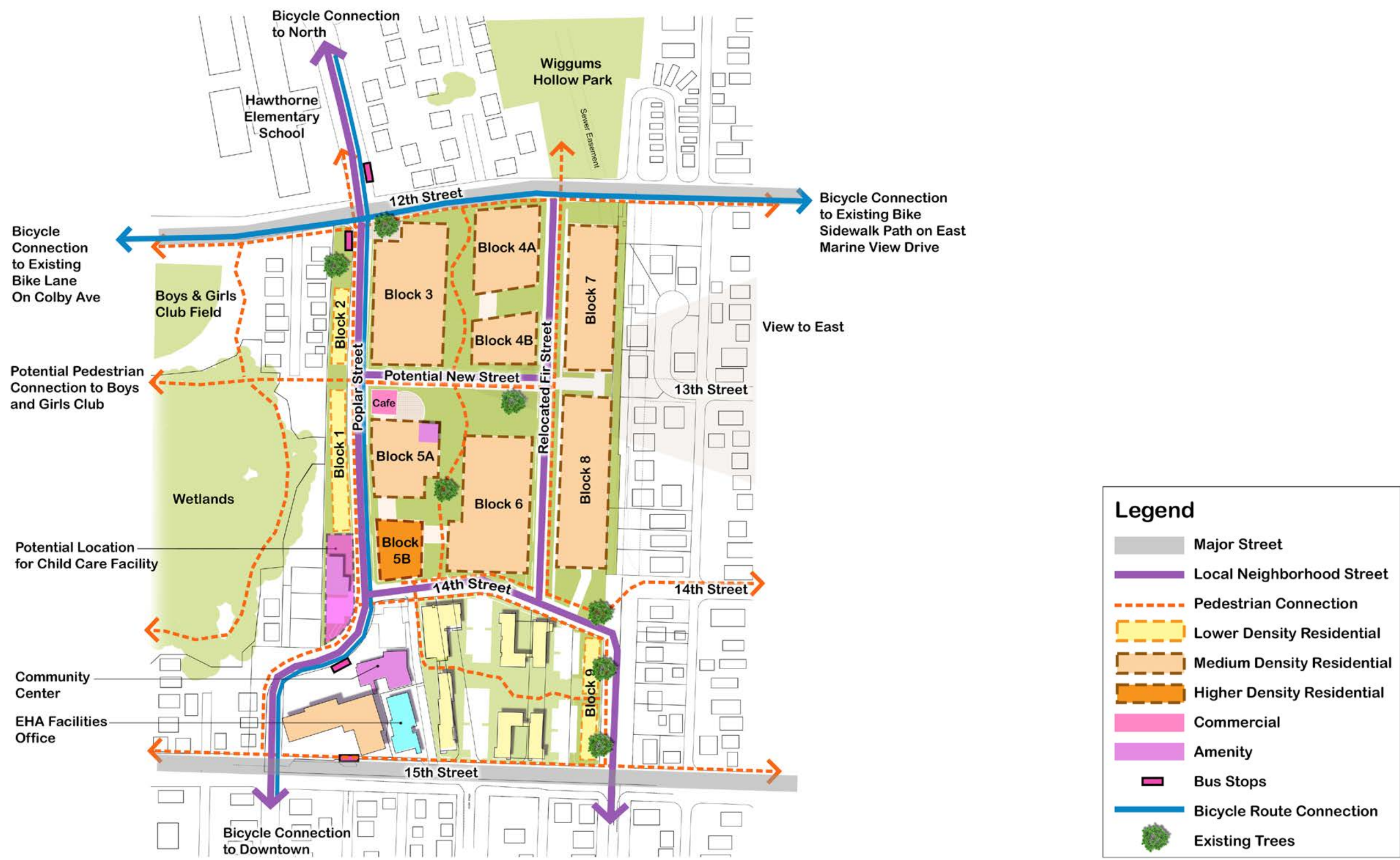


CONCEPT-2 ROLLING FOOTHILLS



CONCEPT-3 PERIMETER LINEAR PARK

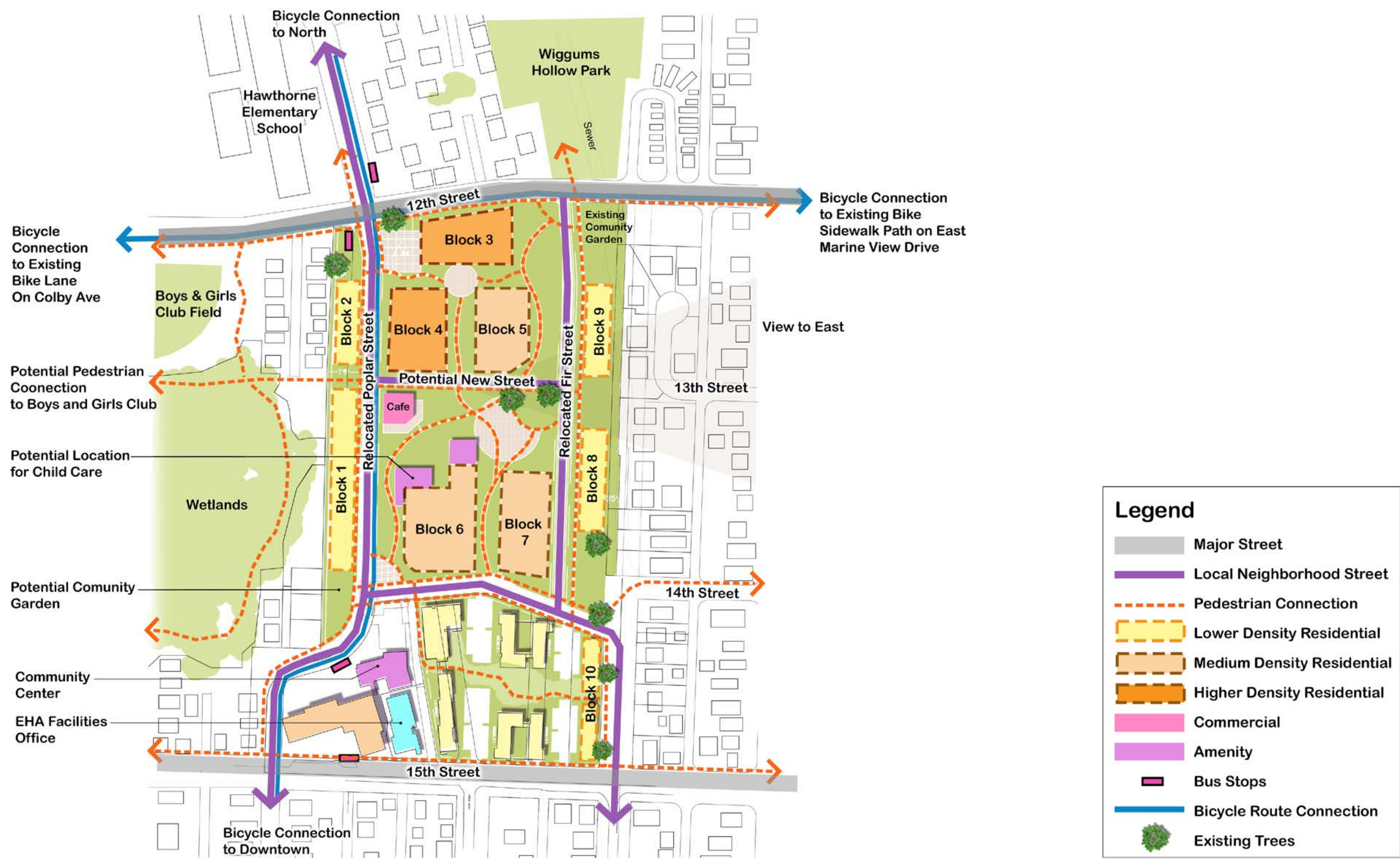
PROPOSED DESIGN CONCEPT-1 (CENTRAL PARK)



PROPOSEED LANDSCAPE CONCEPT-1



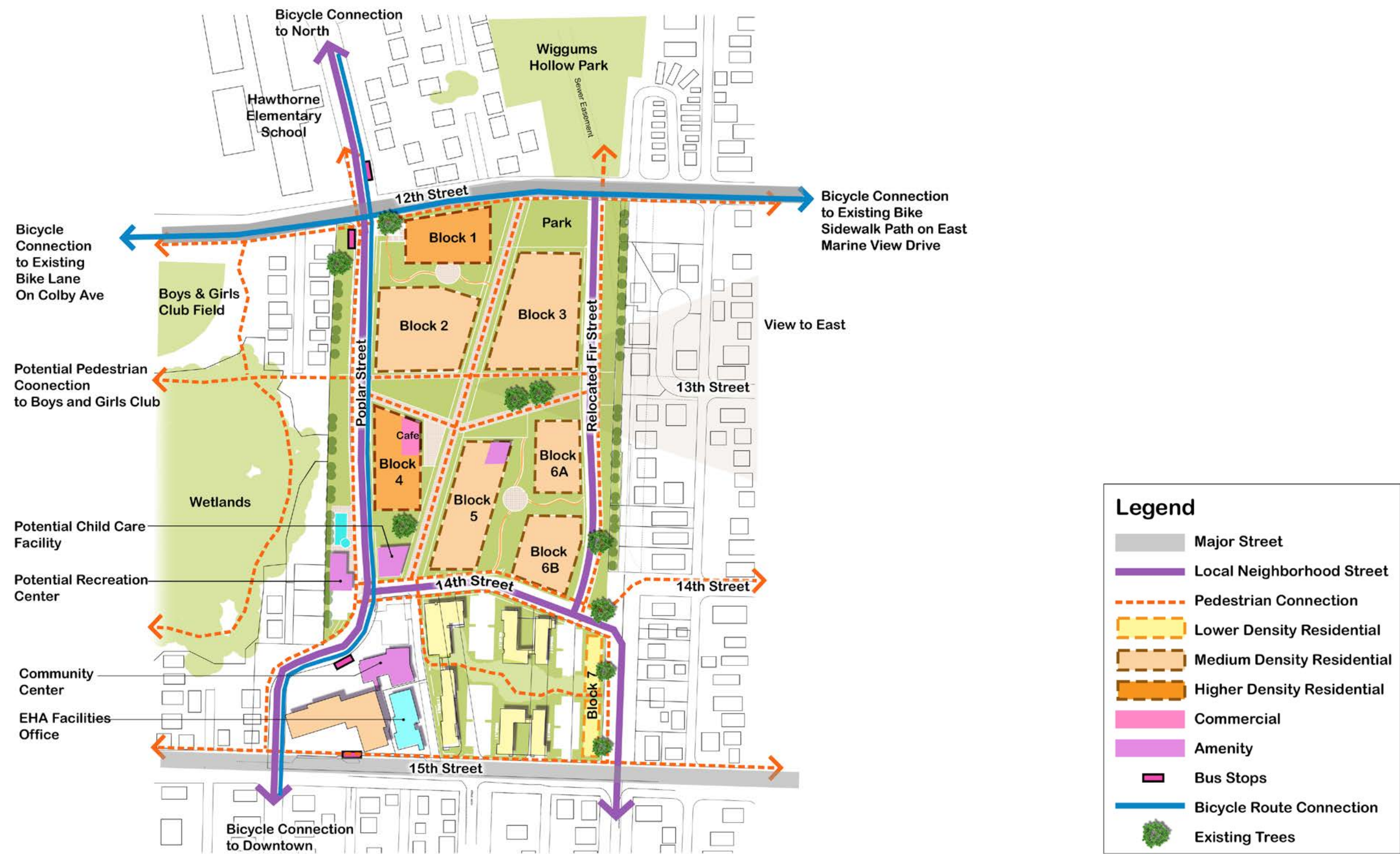
PROPOSED DESIGN CONCEPT-2 (ROLLING FOOTHILLS)



PROPOSED LANDSCAPE CONCEPT-2



PROPOSED DESIGN CONCEPT-3 (PERIMETER LINEAR PARK)



PROPOSEED LANDSCAPE CONCEPT-3



3 INITIAL DESIGN CONCEPTS



CONCEPT-1 CENTRAL PARK



CONCEPT-2 ROLLING FOOTHILLS



CONCEPT-3 PERIMETER LINEAR PARK

BREAKOUT SESSION



BREAKOUT SESSION REPORT

SUMMARY & NEXT STEPS

THANK YOU!



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