



CITY OF
SUMNER
WASHINGTON

HERITAGE PARK MASTER PLAN & ALLEY ACTIVATION

DATE:
September 2023

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MORE INFORMATION:
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HERITAGE PARK ♦ IN THE HEART OF SUMNER



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 - i. POSTERS
 - ii. COMMUNITY SURVEY RESULTS

The Master Plan for Sumner's Heritage Park and Alleyway were defined through our approach to placemaking, inclusive public outreach, and the contextual elements influence daily use and community celebrations in downtown. Our first placemaking principal focused on integrating the diverse options and ideas for the park and alleyways into a cohesive vision that defined how future open spaces in downtown will be utilized, expressed and unified. The process took the next step to translate the vision into design ideas and alternatives that met the goals of the community, provided maximum programmatic value for residents and retailers, while creating flexibility in scale and use.

The Master Plan document provides a road-map through the design process from initial program diagrams, design alternatives, and a final preferred plans for the open spaces associated with Heritage Park. The inputs into the design, including the feedback from the community, City team, architects, engineers, and budget estimators, worked to shape this document and contribute to the sustainable implementation of the Master Plan into a reality for Sumner and it's citizens.

CONTRIBUTORS

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 Forestry & Parks Commission
 Design Commission
 Sumner Main Street Association

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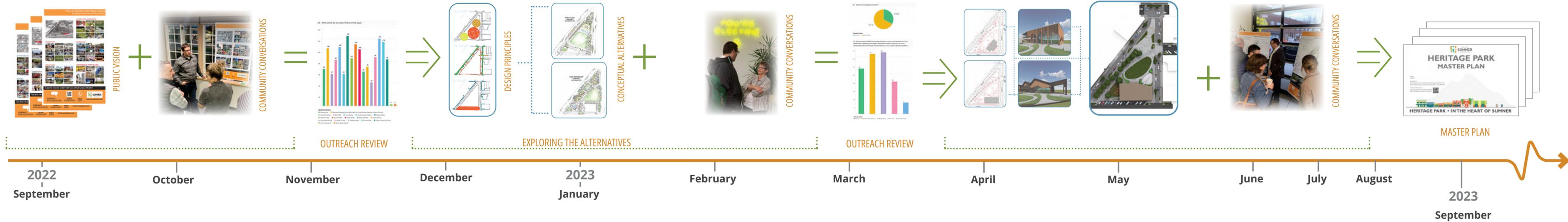
DESIGN TEAM

JETT Landscape Architecture + Design
 JMJ Team
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 Littlefish Lighting

A PLACEMAKING PROCESS FOR SUMNER



MAIN STREET VISION PLAN
DECEMBER 2021



LISTENING

Outreach for Phase 1 of the Summer Town Center Master Plan & Alley Activation project sought to engage the community in an effort to collect ideas and preferences regarding what is currently loved and well used in the vicinity of the project as well as what problems and concerns may exist regarding the project. This phase of outreach gathered input from the community on preferences for events and programming, amenities, character and aesthetic, wayfinding and storytelling, and alley activation. This project includes Master Planning work for Heritage Park, as well as design for the Alley.

EXPLORING

Developing program alternatives, their scale, and relationships allowed for the exploration of how the park framework should be shaped and developed. Design alternatives tested the program relationships with the retail edges, the access to the newly activated alley, and the programs themselves. Each design alternative tested a dynamic series of spaces that allowed for clear and concise circulation paired with rooms that could expand and contract between daily use and events. Locations for events accounted for solar access, views and vistas, and direct or indirect connections back to Main Street.

Designs explored how exterior and interior spaces could interact and engage each other, activate, and support the intended uses of the play area, stage, and open lawn and support the civic needs of a central open space in downtown Sumner. Each building alternative considered internal programming shared with external needs of the park programs.

CREATING

Open spaces are supported by their surroundings, their users, and the programs that bring people and communities together. The creation of the master plan for Heritage Park was founded on contextual needs, relationships, and uses with the intent to develop active, safe, and engaging open spaces in the downtown. Each design alternative tested classic forms with modern expressions of spaces for gathering, play, and relaxation. Alternatives were then flexed to include areas for the arts and cultural expressions of Sumner that could be showcased during events and celebrations. The designs studied the history of agriculture, lumber, indigenous tribes, and the natural environs surrounding the valley's connection to Mount Rainier.

The final design created a new heart for the city that focused on community gatherings of all sizes complemented by the surrounding retail and future expansion of families living the downtown area.

SUSTAINING

The sustainable design approach utilized for the master plan focused on the social, economic, and environmental impacts of Heritage Park. Initial concepts looked at ways to increase pedestrian activity both day and night to create a catalyst for the downtown economy through daily retail, increased nighttime activity, and expanding the tourism draw for the retail community.

Creating a sustainable master plan includes phasing the final design into a series of phases that can be developed independently while not impacting any existing work on and around the park itself. The final design creates opportunities to expand design elements in both function and form over time as the budgetary factors allow and provides opportunities such as the new civic building, for private funding sources to enhance the park and accelerate timelines for elements beyond the basic framework of spaces, needs, and cultural expressions.



PARK MASTER PLAN

1. **Park Preferred Plan**
2. **Design Principals**
3. **Community Engagement**
4. **Park Programs**
5. **Park Circulation**
6. **Green Infrastructure**
7. **Activation & Events**
8. **Event infrastructure**
9. **Art & Cultural Elements**
10. **Site Lighting**
11. **Grading**
12. **Community Building**
13. **Renderings**
14. **Implementation**

SITE PLAN



KEY NOTES

- 1 SIDEWALK (BY WOONERF PROJECT)
- 2 PARALLEL PARKING
- 3 PLANTING AREA
- 4 TREE PLANTING
- 5 STORMWATER PLANTING AREA
- 6 SEATING (MOVABLE)
- 7 SEATING (FIXED)
- 8 SEATING (TERRACED)
- 9 FLEXIBLE PLAZA SPACE
- 10 PLAYGROUND
- 11 STAGE
- 12 CENTRAL GATHERING AREA
- 13 BUILDING & CANOPY (DASHED)
- 14 PROMENADE
- 15 CONNECTION TO ALLEY
- 16 BACK-IN ANGLE PARKING
- 17 POP-UP TENTS / FOOD TRUCK AREA
- 18 ICONIC ELEMENT
- 19 'SOUTH ALLEY' DESIGN/PLANNING UNDERWAY

THE PREFERRED PLAN

The 'Park Promenade' concept organizes a series of outdoor rooms around a central promenade bisecting the park. The park area on the Cherry Ave side of the promenade features a flexible; semi-covered dining/drinking gathering space at the tip of the triangle; an elevated mound with integrated seating facing the central gathering space; and a playground paired with a spray-ground, both semi-enclosed by seat walls. The park area on the Kincaid side of the promenade is dedicated to the 'front porch' experience on non-event days and is the primary gathering space for events and festivals.

The organizational hierarchy baked into this concept borrows from the Main St feel with a series of rooms/spaces organized around a promenade. The promenade is the symbolic representation of Main St in the park.



A hop trellis inspired shade/canopy structure provides flexible seating and beer garden opportunities beneath.



A semi-transparent mega canopy provides ample covered outdoor space.



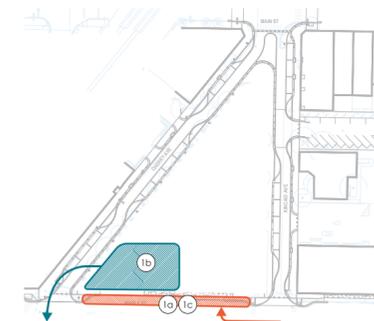
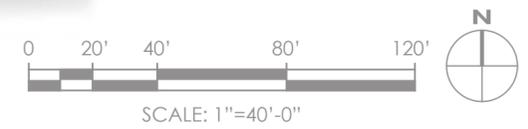
Rooms defined by seating elements & planted areas host different recreational amenities.



A grand front porch provides opportunity for porch swings and other porch activities.

PREFERRED PLAN

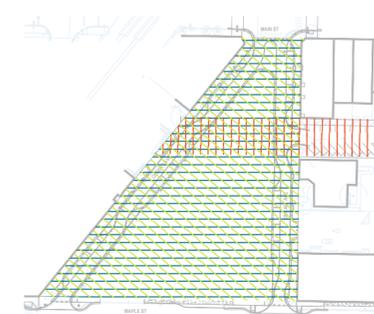
SITE RENDERING



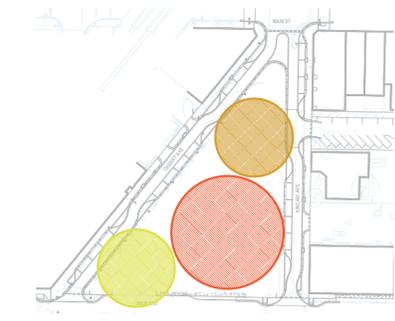
- 1 PARK IN, PARKING OUT!**
- 1a Utilize the existing right of way along Maple Street to increase public parking.
 - 1b Removing parking and drive isles adds to the overall usable square footage of the Park for pedestrians.
 - 1c Maintain loading zone for daily use and develop a drivable plaza for event loading / unloading associated with the building.



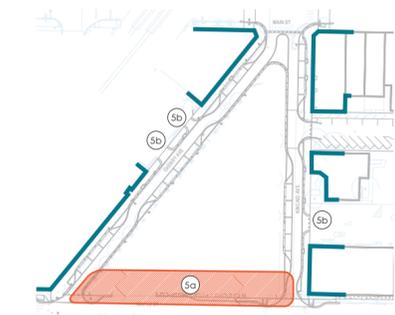
- 2 BUILD ON THE FRAMEWORK**
- 2a The woonerf design of Cherry and Kincaid street create a framework for vehicular circulation.
 - 2b Develop designs for circulation, gathering, pedestrian access around that framework and integrate it into the South Alley design
 - 2c Create meaning beyond engineering for the curves and forms to expand the park feel to the edge of the retail buildings facing the park.
 - 2d Claim the retail sidewalk as the edge of the park, not the street and parking.



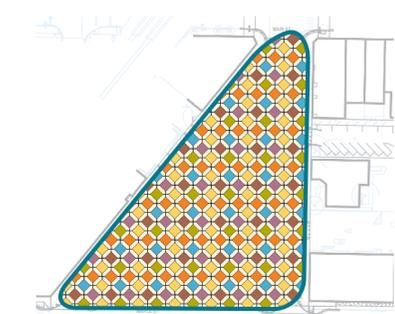
- 3 UNIFY THE TOWN CENTER**
- 3a Create synergy between retail sidewalks, woonerf, park and alley's via design elements.
 - 3b Design should intuitively connect the user's experience to being in downtown Sumner.
 - 3c Create a district feel for the public realm in Town Center



- 4 DEFINE SPACES & PROGRAM**
- 4a Identify discrete programmatic elements and right-size spaces to host them
 - 4b Identify relationships between programmatic elements and locate proximally
 - 4c Identify less compatible elements and provide separation



- 5 ANCHOR THE EDGES**
- 5a Finish the South edge of the park to capture energy, scale, and view-shed.
 - 5b Encourage retail in-fill to continue activation of the downtown streetscapes, park, and alleyways.



- 6 CREATE A DESTINATION**
- 6a Envision the park as a rich tapestry representative of the people who live, work, and play in Sumner; ensure it supports:
 - 6b Daytime activities
 - 6c Nighttime activation, safety and comfort
 - 6d Reflection of culture and history
 - 6e Reflection of place and context
 - 6f Memorable and dynamic experiences
 - 6g Focus on return visitors and creating new reasons to return through art, programs, lighting, etc.

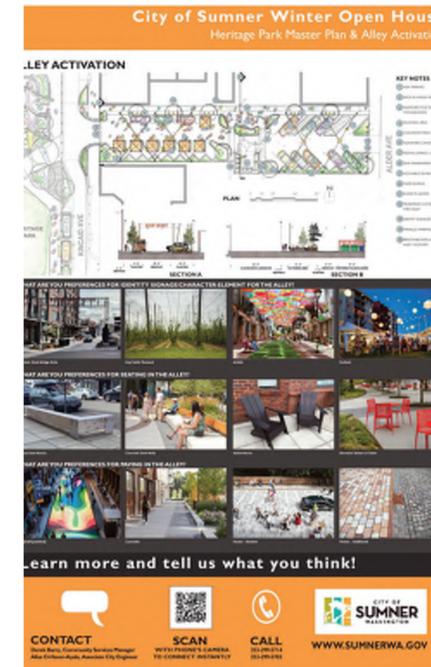
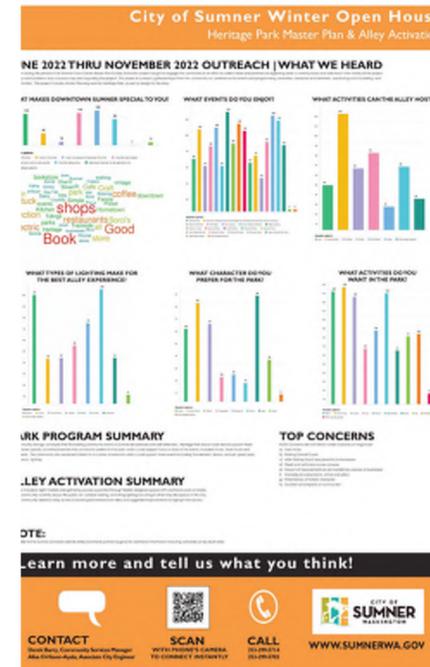
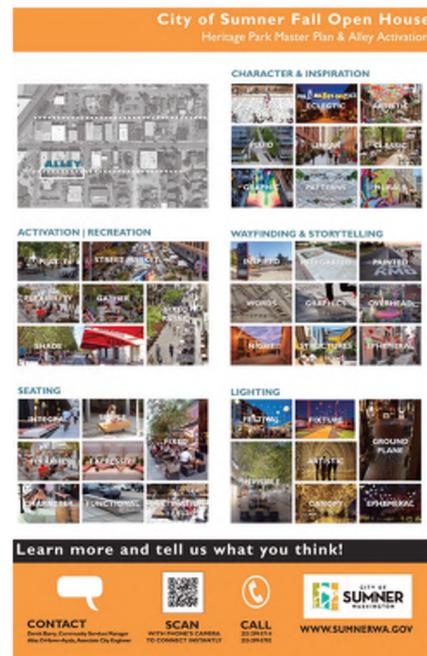
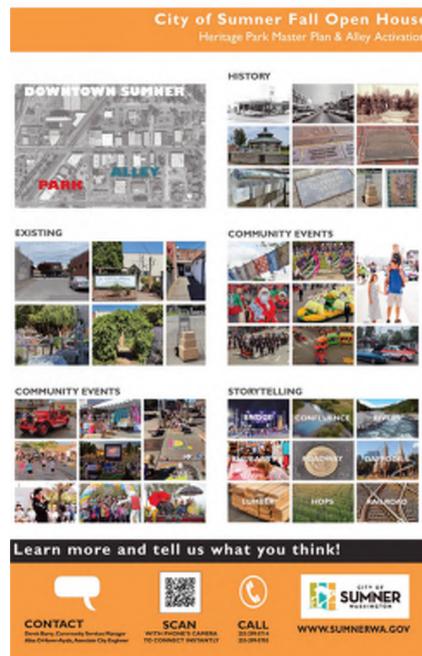
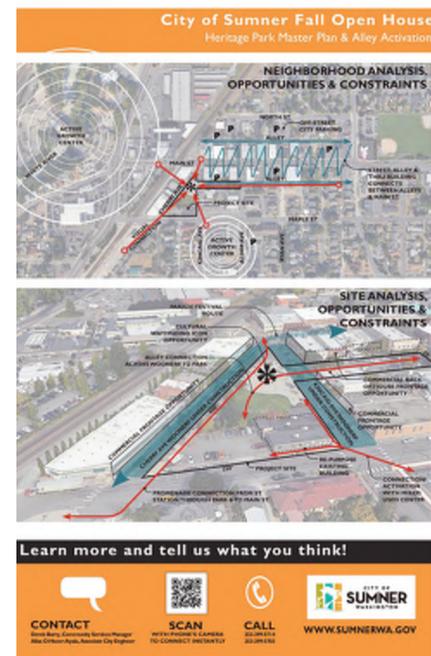
DESIGN PRINCIPLES

PROGRAMS, CULTURE, & CHARACTER

Phase one of the Master Plan outreach took place from June 2022 through November 2022 engaging the community based on the Main Street Vision Plan created in 2021. Outreach during this period of the Summer Town Center Master Plan & Alley Activation project sought to engage the community in an effort to collect ideas and preferences regarding what is currently loved and well used in the vicinity of the project as well as what problems and concerns may exist regarding the project. This phase of outreach gathered input from the community on preferences for events and programming, amenities, character and aesthetic, wayfinding and storytelling, and alley activation. Input was gathered through a public open house and community survey results that provided direct input into the alternatives explored in the next phase of the design process.

This phase of outreach included Master Planning work for Heritage Park as well as design for the downtown Alleyways. The engagement of the retail community on Main Street was through stake-

holder meetings and a design workshop that presented conceptual alternatives on how the alleyways could engage the public, retail alley frontages, maintain parking, increase accessibility, and create a sense of place and scale for pedestrian use. A large concern for main street retailers was parking and access with a need to reduce clutter and concentrate utilitarian functions such as trash collection and pick up, loading and unloading, and lighting into design concepts blended function and form together for ease of use and safety.



EXPLORING THE ALTERNATIVES

The second phase of outreach for the Master Plan focused on obtaining input on design alternatives for the park and included exploration of the character for the alley from December 2022 through April 2023. Survey and input results from the initial phase of outreach were shared including a program summary for the park, alley activation, and top concerns expressed by the community.

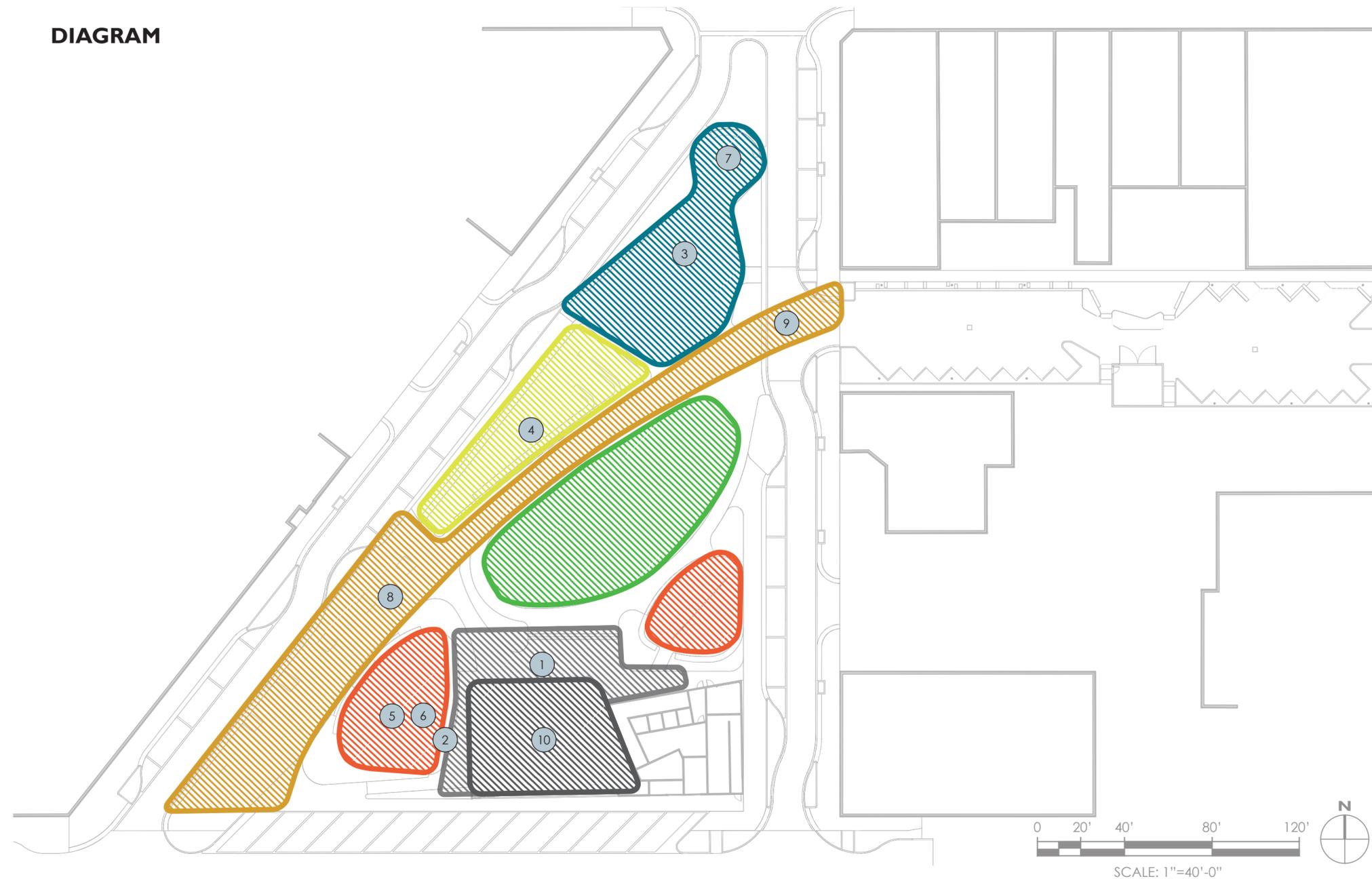
Each design alternative further explored ideas of the park as an urban oasis, a front porch for the community and how each space can be shaped and expressed as an event and cultural space for everyone. The design alternatives provided various perspectives on circulation, connections to the retail and woonerf streets, and how the "nuts and bolts" of the park and event space could be expressed or hidden in plain sight.

CREATING THE PREFERRED PLAN

During the final stage of outreach for the Master Plan, the community and stakeholders reviewed the final preferred plan for the park and alleyway based on input from the community, the City of Sumner, and the results of the community building design alternatives. The preferred park design was developed into a fly through model depicting the spatial qualities and relationships of the preferred programs and activities that included overlay diagrams and videos on how community and day to day events could populate and share the newly created spaces.

During this phase of outreach, the design provided for input on the suggested materials, lighting, cultural, artistic, and infrastructural components of the preferred plan. The final input will evolve the preferred plan into a final Master Plan shaped by the community of Sumner for their downtown open spaces.

DIAGRAM



KEY NOTES

- 1 Community Building creates Front Porch facing main gathering spaces
- 2 "Side Yard" with mobile furniture and connection to family play
- 3 Garden Dining Area (Main Street Plaza)
- 4 The Rainier View perch
- 5 Playground
- 6 Family Play Area
- 7 The 'Main st. Landing' pulls Main st into the park and offers flexible seating
- 8 Main promenade
- 9 Connection to 'Alley'
- 10 Community Building Rent-able Event Space(s)



Family Play Area

PARK PROGRAMS AND SPACES

The community strongly conveyed that the existing community events in Sumner are beloved and well attended. Heritage Park should continue to support these events and evolve the park spaces for the ongoing expansion of the residential population through the adjacent transit-oriented district adjoining the historic downtown. Input also noted the need for support facilities for community use including new restrooms, power and water connections, terraced seating areas, gathering spaces protected from the elements, family play spaces, a stage area, and designated spaces for daily gather and seating that had a direct relationship to Main Street.

Through the design process, the community expressed a preference for maintaining flat and accessible spaces that were flexible and accommodating to various sizes of events and uses. The final design created a large flexible event area, anchor by a stage and the new community building with opportunities to host a variety of scaled uses both day and night.



Market tents in public plaza



Amphitheater seating for events and daily gathering

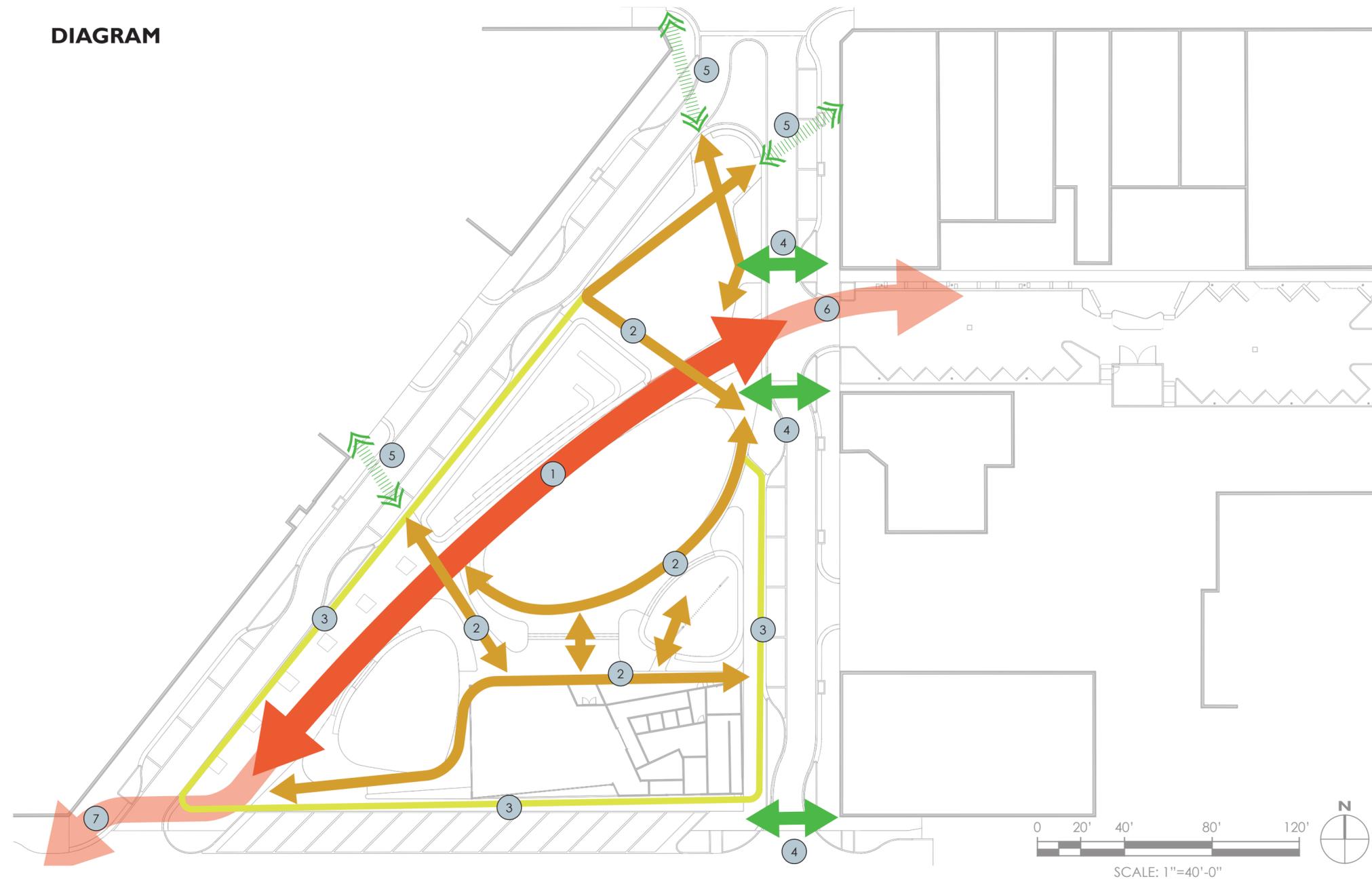


Music & dancing



Seating for people watching and relaxation

DIAGRAM



KEY NOTES

- ① Primary (Promenade) Pathway
- ② Park Pathway
- ③ Sidewalk
- ④ Crosswalk
- ⑤ Park Pathway Flow Across Woonerf (for events/closures)
- ⑥ Connection to Hop Alley
- ⑦ Connection to Sounder Station

CIRCULATION

The preferred design for the park is based on a main pedestrian promenade that organizes a series of rooms and smaller pathway connections around a central circulation spine. The promenade connects the Southwest corner of the park and the Sound Transit station with the Northeast corner of the park and Hop Alley. One of key design principals focuses on consolidating daily pedestrian movements along the park edge to the retail side of the street and creating an expanded park that reaches beyond Kincaid and Cherry Avenue out to the retail edge and sidewalks of the newly constructed streetscape.

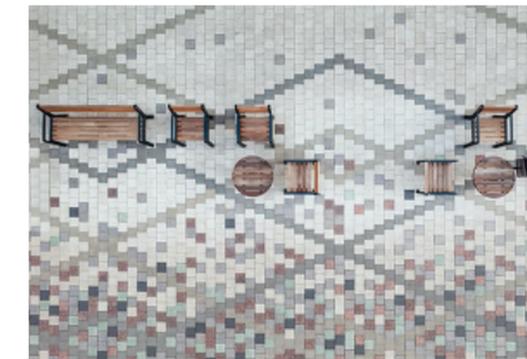
Connections to main street are created through the existing retail sidewalk and informal crossings from the Main Street Plaza at the North point of the park. Vehicular circulation and parking is concentrated at the edges and through the woonerf design, can be eliminated during major events allowing for the street itself to serve as a major pedestrian circulatory and organizing element.



Promenade as the central spine for the park programs



Sidewalks in the park connect peripheral gathering areas



Main promenade defined by accent paving to compliment the patterns and scale of the woonerf.



Secondary connectors are defined by simple sidewalks without patterns and textured finishes

PARK CIRCULATION

DIAGRAM



KEY NOTES

- 1 Urban tree canopy shading
- 2 Solar panel opportunity
- 3 Green roof opportunity
- 4 Stormwater capture / filtration
- 5 Low water use planting
- 6 Planting pocket for urban cooling
- 7 Summer Themed Seasonal Planting Area
- 8 Below Grade Stormwater Soil Cells for Trees
- 9 Green framed views of park action from Main St

GREEN URBAN OASIS

The renovation of open spaces in downtown Sumner create an opportunity for the city to take a new approach to public infrastructure needs including power, rainwater management, water use management, and regional heat generation from urban pavements. The park is an opportunity to establish an urban canopy for shade and reduction in localized heat islands along with collection of stormwater for filtration and slow release during major storm events. The structures in the park can support solar panels or green roofs that advance the stormwater infrastructure, provide localized energy offsets, and continue to add to a localized cooling effect in downtown.

Plantings throughout the park should have low water and maintenance needs while providing shade, texture, and scale to the pedestrian environment. Their location and overall size of the planting area should be close to equal in value to create a feeling of being in a natural environment in this urban setting. All of these factors above contribute to a health park, local environment, and community health and when possible, should be applied into the final design, materials, and integration of infrastructure for all open spaces in downtown.



Shade from tree canopies reduce urban heat islands



Solar panel roofs with rainwater collection



Native / Low water use / low maintenance plantings



Green roofs on structures clean and collect rainwater

DIAGRAM



KEY NOTES

- 1 Pop-Up Food Truck Court
- 2 Market Tent Promenade
- 3 Sumner's Front Porch
- 4 A 6,000 sf flat Event Lawn provides tons of seating
- 5 Event Lawn Spill-out Steps
- 6 Temporary Enclosure transforms Garden Dining Area into Main St Beer Garden
- 7 Terraced Seat Steps offer 'back-row' seating with good views of stage
- 8 Outdoor Event Stage
- 9 Event Building w/ rent-able space
- 10
- 11



P Utility Hook-Ups for Food Trucks



P Parking



Performance Support Infrastructure



Wifi/Security/Communication Infrastructure

COMMUNITY EVENTS

Sumner residents have a rich tradition of celebrating culture, history, food, and entertainment as a community. From May through December there is a strong history and tradition of events that are hosted along Main Street or within the existing Heritage Park. Each event or festival uses the park and open spaces in downtown in a unique way geared towards celebrating the community in pedestrian oriented public venues, often overlaid on streets, parking lots, and alleyways.

The Master Plan focuses on integrating the needs of these events into the new designs for the streets, alleys and Heritage Park without impacting daily needs and access along Main Street for retail vendors. Spaces within the park are designed to expand and host scales of attendees as needed while allowing circulation, retail, and vehicular circulation to remain clear and concise. Infrastructure for water, lighting, speakers, and power will be integrated into design elements in the park or associated directly with the new community building. When fully implemented, the master plan will allow for Main Street to remain open while the open spaces in downtown can host major or several smaller events that engage and enliven the retail and community experiences in downtown.



Daffodil Festival and Parade



Movies off Main Street

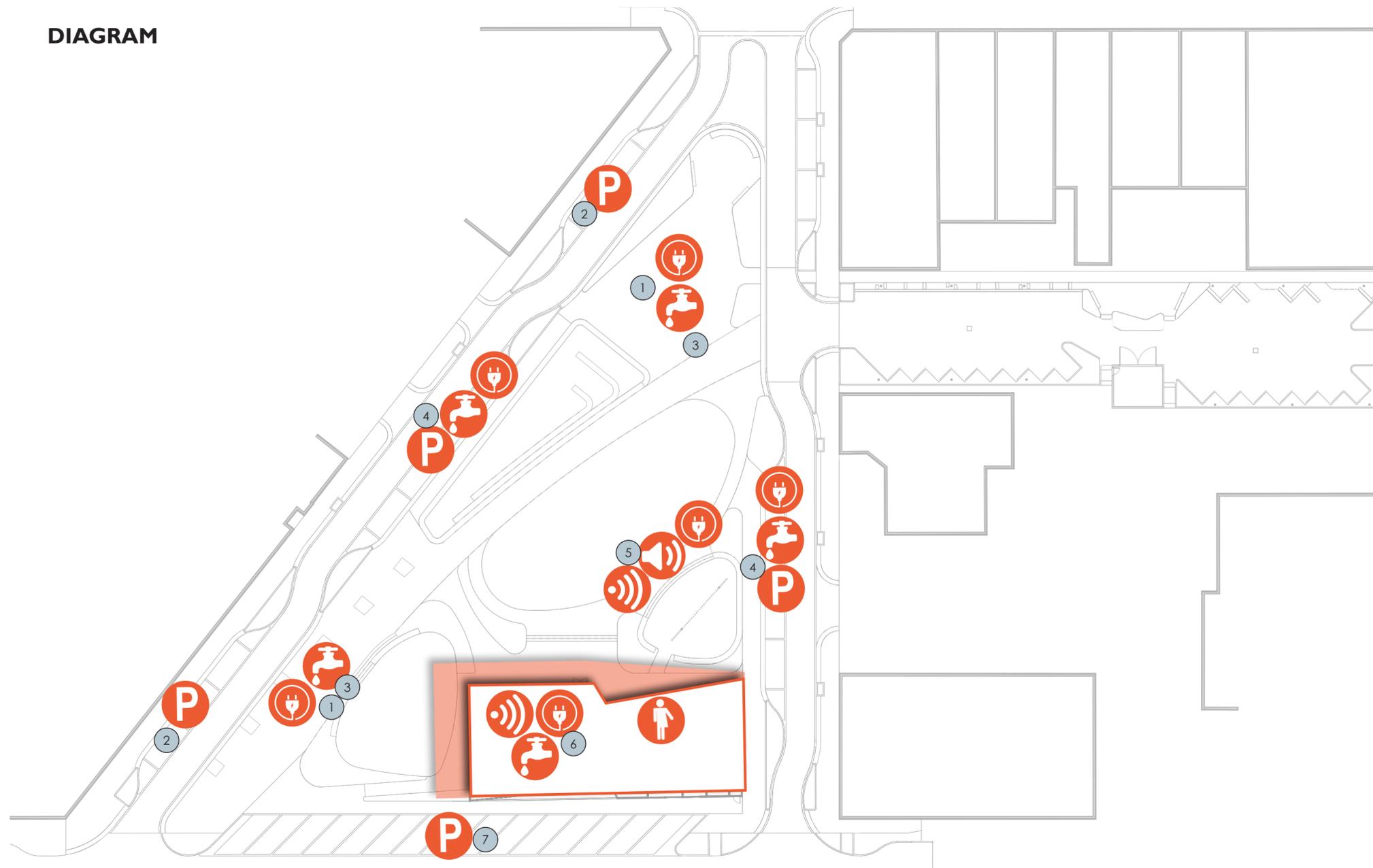


Cruise Sumner



Rhubarb Days & Market

DIAGRAM



KEY NOTES

- 1 Power and Water hook-ups facilitate pop-up markets, food trucks, and small performances.
- 2 Street Parking available for events when Woonerf is open
- 3 Power and Water hook-ups along the Promenade facilitate linear markets and events
- 4 Power and Water hook-ups allow Street Parking areas to be adapted as Food Truck courts
- 5 Power, Audio/Visual/Comm hook-ups support performances at the stage and event lawn
- 6 Event Building provides Power, Water, Audio/Visual/Comm service to interior and exterior spaces for indoor/outdoor use and events; as well as a restroom for the park
- 7 Street Parking with emphasis on ADA stalls

- Utility Hook-Ups for Food Trucks
- Parking
- Performance Support Infrastructure
- Wifi/Security/Communication Infrastructure
- Restroom & Event Support Facilities

EVENT INFRASTRUCTURE

Events are a big part of life in Sumner and the region and the design goals are to provide safe and easy access to the necessary infrastructure where it's needed without cluttering up the open spaces. The renovation of the downtown open spaces is a unique opportunity to capture infrastructure for the historic and future events in the Town Center and hide them in plain sight, integrating them into the renovation designs, materials, new structures, and fixed seating elements. This reorganization of event infrastructure and expansion of the spatial needs for events will allow for Main Street to remain active as a retail and transportation corridor during a majority of Sumner's events in downtown.

The preferred design captures locations for food trucks and market tents to allow for clear and concise circulation while allowing patrons to enjoy and participate in the events without conflict. The parking adjacent to the park has been dedicated as rooms for food vendors and patrons with the promenade being able to host market tents at the South or North end with the opportunity to expand into the Main Street Plaza.

The stage is directly associated with the new community building allowing for performers to utilize the building or alcove facing the stage as a "green" room with power, sound, and lighting integrated into the seat walls and overhead stage structure. Once completed, the community building will serve as an indoor / outdoor venue that expands the event time frames and use in Heritage Park year-round.



Space and hook ups for food truck vendors along street



Event hook-ups integrated into park elements



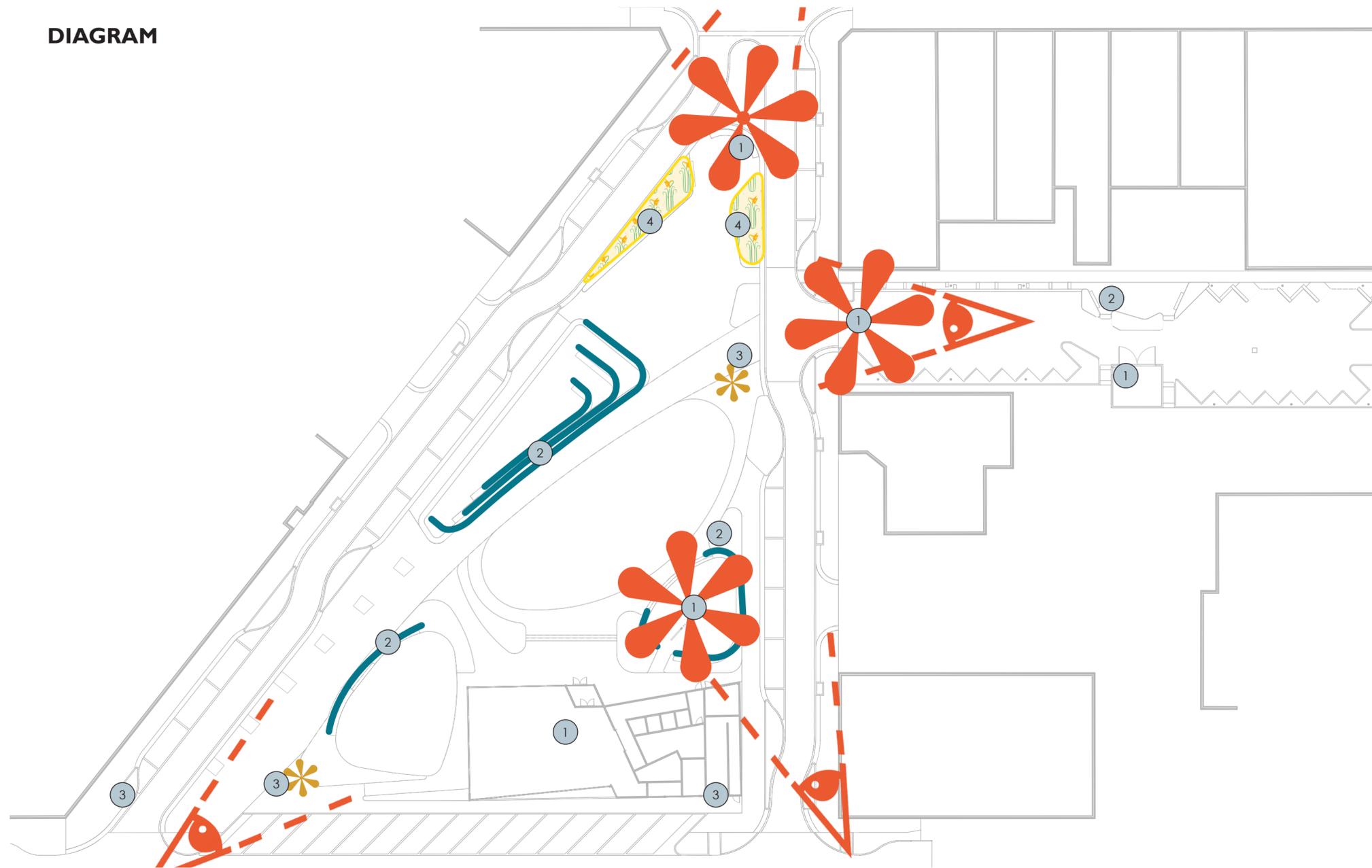
Equipment for sound, lighting, and power on stage



Connections and structures for movie / event screens

EVENT INFRASTRUCTURE

DIAGRAM



KEY NOTES

- 1 Iconic Element instantly conveys the essence of Sumner from afar and are engaging up-close
- 2 Inclusive Storytelling embedded throughout conveys diverse perspectives and stories equitably
- 3 Wayfinding at key decision points connects park users to amenities and opportunities in the community beyond
- 4 Sumner themed seasonal planting/art areas welcome visitors



Local History



Local Agriculture



Events for all ages



Integration into seating elements



Cultural or artist mural / wall art



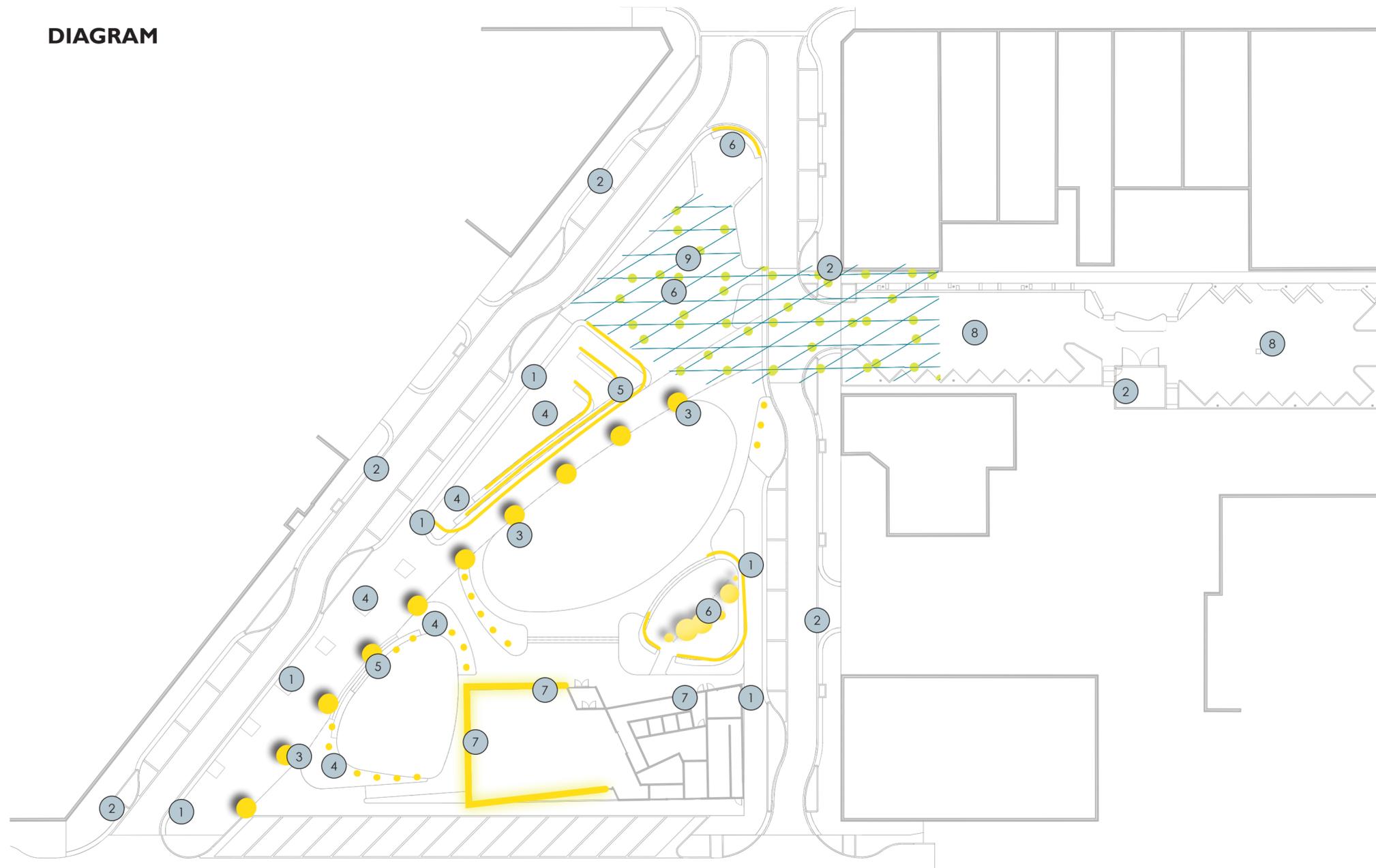
Playful signage for the park or city

ART & CULTURAL EXPRESSIONS

Creating a vibrant downtown park is more than programming, scale, and activation. Sumner's downtown open spaces need to continue to express a sense of community and serve as a memorable destination for tourist where culture, history, and arts are expressed and celebrated in playful and integrate moments. These moments need to be dynamic and drawn all users back to the downtown on a regular basis with continuity of experiences that remain dynamic in time so that every visit creates a new memory for generations of families.

The history, culture and arts of Sumner have been woven into the Master Plan designs in fixed, ephemeral, and seasonal elements. These expressions should be curated for impact and use and remain part of the evolution of the designs through the history of Heritage Park. Each an every element from seating elements to art sculptures should remain unique, visible from all angles of the park, and express a sense of place that invites interactive and playful use from all ages and heritage to celebrate Sumner.

DIAGRAM



KEY NOTES

- 1 Existing Pedestrian light
- 2 Existing Vehicular light
- 3 Park Promenade Light
- 4 Uplighting
- 5 Seating under wall / bench
- 6 Art / Cultural lighting element
- 7 Building lighting
- 8 Catenary lighting - Permanent
- 9 Catenary lighting - Festival

FIXTURE TYPES



Pedestrian Light with indirect light source



Catenary - Permanent



Pedestrian Light with camera, wi-fi, & emergency call



Catenary - Festival

LIGHTING DESIGN

Lighting programming and design for the open spaces in downtown concentrated on complimentary layering of the existing historic street and pedestrian light fixtures on Main Street and within Heritage Park. The goal for lighting these open spaces was to preserve and upgrade the existing fixtures and add pedestrian and site scale lighting to illuminate the ground plane, accent the new park promenade, and create low level lighting that was additive to the existing for safety, warmth, and comfort.

The park light fixtures focused on accenting the main circulation through the park without creating impacts during events and shows that would occur on stage or inside the new community building. Bollards are added as needed to compliment the recent woonerf improvements with vegetation uplighting, down lighting on seating elements, and artistic light elements rounding out the new improvements. Overhead catenary lighting sets the tone in the alleyway and could be expanded to highlight events occurring at the Main Street Plaza.



Existing Light Pole



Promenade Pole / Event lighting



Art / Cultural Element lighting



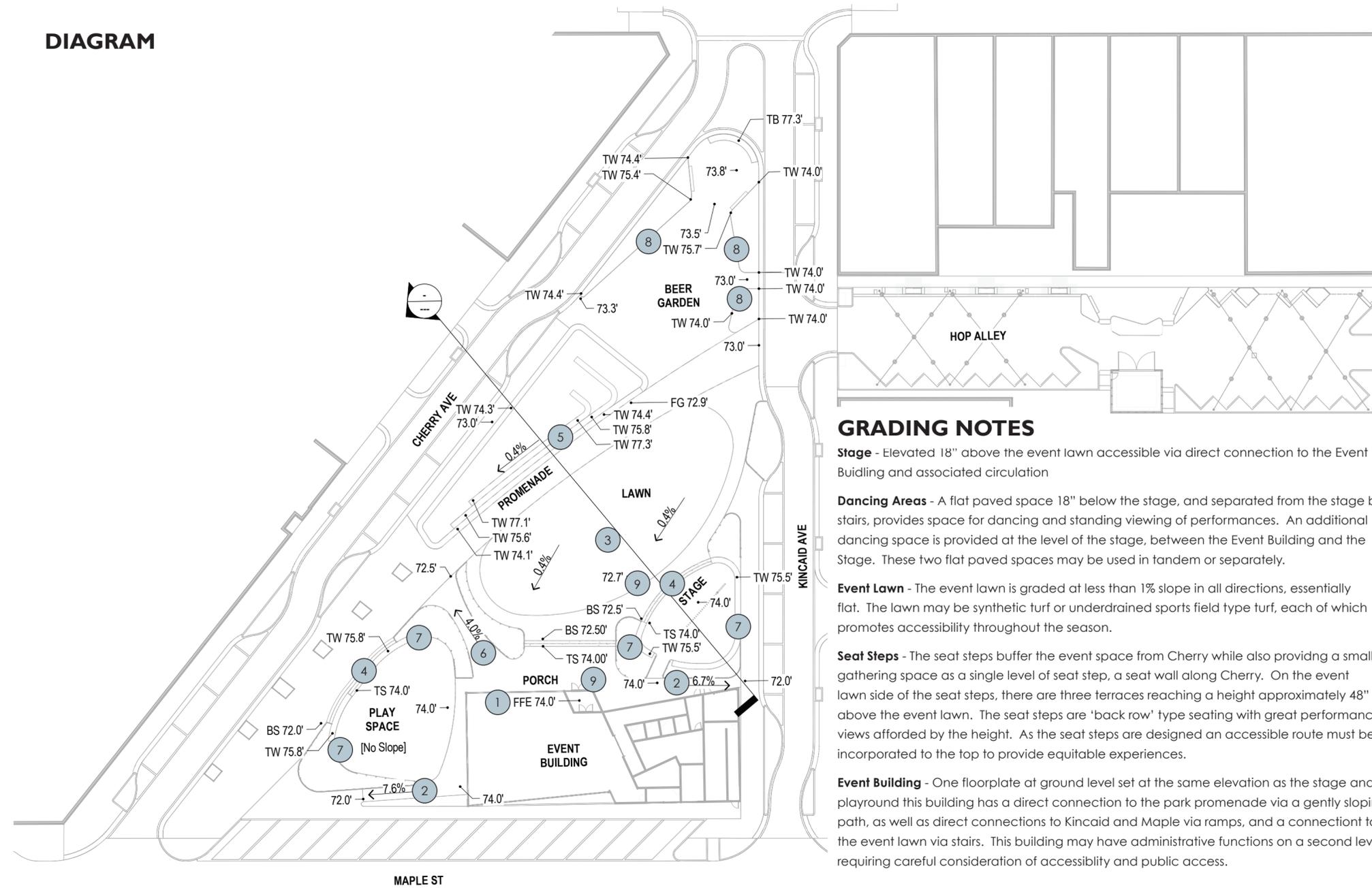
Fixed seating light elements



Catenary lighting

SITE LIGHTING

DIAGRAM



GRADING NOTES

Stage - Elevated 18" above the event lawn accessible via direct connection to the Event Building and associated circulation

Dancing Areas - A flat paved space 18" below the stage, and separated from the stage by stairs, provides space for dancing and standing viewing of performances. An additional dancing space is provided at the level of the stage, between the Event Building and the Stage. These two flat paved spaces may be used in tandem or separately.

Event Lawn - The event lawn is graded at less than 1% slope in all directions, essentially flat. The lawn may be synthetic turf or underdrained sports field type turf, each of which promotes accessibility throughout the season.

Seat Steps - The seat steps buffer the event space from Cherry while also providing a small gathering space as a single level of seat step, a seat wall along Cherry. On the event lawn side of the seat steps, there are three terraces reaching a height approximately 48" above the event lawn. The seat steps are 'back row' type seating with great performance views afforded by the height. As the seat steps are designed an accessible route must be incorporated to the top to provide equitable experiences.

Event Building - One floorplate at ground level set at the same elevation as the stage and playground this building has a direct connection to the park promenade via a gently sloping path, as well as direct connections to Kincaid and Maple via ramps, and a connection to the event lawn via stairs. This building may have administrative functions on a second level, requiring careful consideration of accessibility and public access.

KEY NOTES

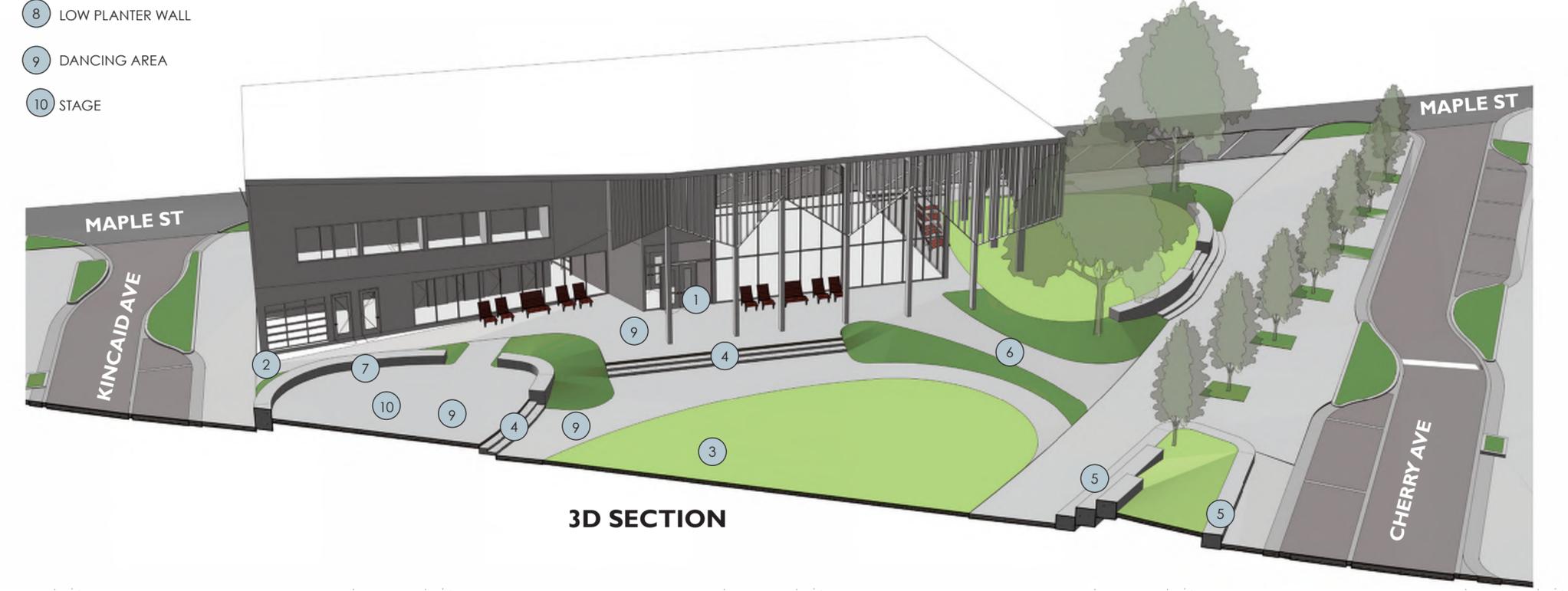
- 1 BUILDING FINISH FLOOR ELEVATION
- 2 RAMP
- 3 'FLAT' LAWN (LESS THAN 1% SLOPE)
- 4 STAIRS
- 5 SEAT STEPS
- 6 SLOPING PATHWAY
- 7 SEAT WALL
- 8 LOW PLANTER WALL
- 9 DANCING AREA
- 10 STAGE

GRADING NARRATIVE

The goal for grading is to create an inclusive and accessible park experience for all. That means each person who visits the park should have the opportunity to access each type of experience equitably and with companions. Grading design in the park centers around creating an event space featuring an elevated stage, a dancing area, an event lawn as the main gathering area, and elevated seating areas. The Event Building supports all of the individual event spaces, events as a whole, and has direct connections to each space. As the project moves into the next phases of design, each of these components must be carefully designed to promote equitable experiences for all abilities.

The spot elevations, slopes and grading design in the drawings on this spread is diagrammatic and intended to convey relationships, heights and grades relative to other features and grades. Subsequent phases of design will build upon this grading design with the intent to provide similar relationships and strategies.

The master plan grading design for Heritage Park is straightforward and strategic. The recently completed Woonerf construction project established the grades at the perimeter of the park and the intent is to meet and match all of these grades. Slope in the park will generally follow the slope established in the Woonerf project, and where deviations are made, they are strategic and focused toward event and performance function. Descriptions of strategic grading moves can be found in the Grading Notes at left.



3D SECTION

GRADING

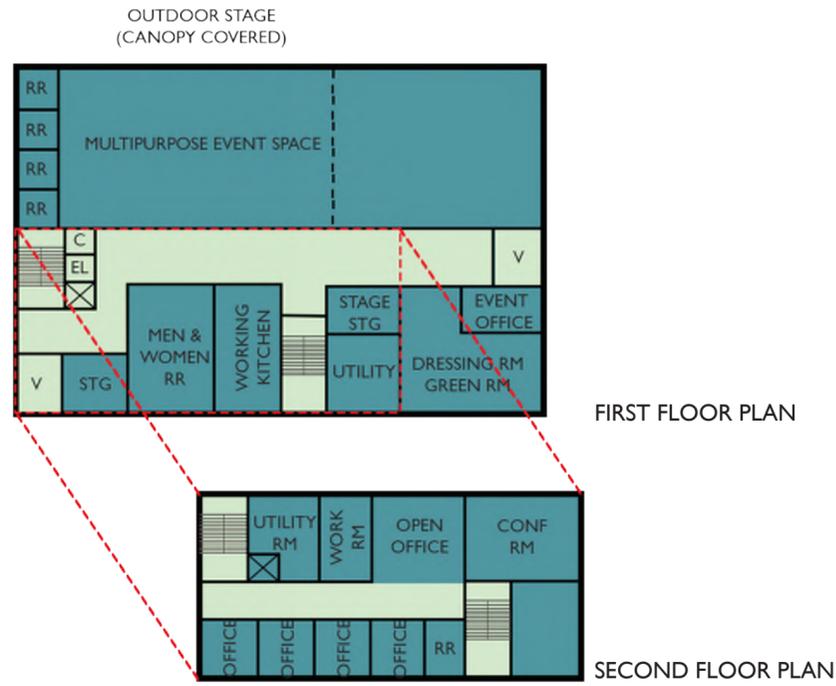


COMMUNITY BUILDING PROGRAM

The program for the building was developed in coordination with the City of Sumner and input received during the initial phase of outreach. The goal for the building program was to create a signature community indoor / outdoor venue that could anchor the downtown park aesthetically and through activation. As part of the program study, a second story of programed space was explored as an alternative to adding additional office and meeting spaces for the City of Sumner staff.

The building layout consists of the full building program on two stories (dashed red lines indicate 2nd story placement). The first floor consists of the event spaces and their support amenities. The second floor contains the parks department specific program. The multipurpose event space can accommodate as many as 150 people or be broken into two smaller spaces with a movable wall. This space opens up to the canopy covered stage which faces the main new park activities.

ENLARGED FLOOR PLAN



PROGRAM SPATIAL STUDY

HERITAGE PARK Masterplan Study PREDESIGN PROGRAMMING

SPACE DESCRIPTION	PROPOSED SPACE STANDARD	HERITAGE PARK Masterplan Study			GENERAL SPACE PURPOSE AND DESIGN CRITERIA
		AREA (SF)	QTY	TOTAL (SF)	
PUBLIC / EVENT SPACE					
Public Vestibule	10 x 10	100	1	100	Public access to building
Public Reception Area	10 x 12	120	1	120	Secure control point for visitors.
Unisex Restroom	8 x 8	64	4	256	Single user, toilet and sink, ADA accessible
Event Coordinator Office	12 x 14	168	1	168	Office for event coordinator
Stage (canopy)	26 x 26	676	1	676	Exterior stage with canopy, 18' + minimum ceiling height
Stage Dressing Room/Greenroom	20 x 24	480	1	480	Storage closets and mobile changing room dividers.
Stage Storage	14 x 16	224	1	224	Miscellaneous Storage
Working Kitchen	12 x 16	192	1	192	
Event Space	30 x 90	2,700	1	2,700	Space to accommodate various events for up to 100-150 people at tables and chairs. 18' + minimum ceiling height. Roll up or folding doors to open space to exterior
Custodial Closet	6 x 8	48	1	48	Mop sink and shelving
IT Room	10 x 10	100	1	100	Secure space for servers and other equipment
Fire Riser Room	8 x 10	80	1	80	If needed
Mechanical Room	10 x 16	160	1	160	Hot water heater and other equipment that cant be in a ceiling space
Electrical Room	10 x 10	100	1	100	
SUBTOTAL AREA				5,404	
CIRCULATION / WALLS / MISC.				30%	1,621
TOTAL PUBLIC / EVENT FACILITIES					7,025

PARKS ADMINISTRATION SPACES					
Parks Entry Vestibule	10 x 10	100	1	100	Parks vestibule
Parks Reception Area	10 x 12	120	1	120	Space to land after entering the building
Enclosed Office	10 x 12	120	4	480	Enclosed office with up to 6'x8' desk
Open Office	6 x 6	36	4	144	Up to 6'x6' workstations
Workroom / Storage	10 x 12	120	1	120	Copier printer and other storage needs in shelving and cabinets
Medium Conference Room	14 x 22	308	1	308	Conference space for 10-12 people
Mechanical Room	10 x 12	120	1	120	Hot water heater and other equipment that cant be in a ceiling space
Custodial	6 x 6	36	1	36	Mop sink/frack
IT / Electrical Room	8 x 8	64	1	64	Primary hub for electrical equipment
Fire Riser Room	8 x 10	80	1	80	If needed
SUBTOTAL AREA				1,572	
CIRCULATION / WALLS / MISC.				30%	472
TOTAL PARKS ADMINISTRATION FACILITIES					2,044

TOTAL BUILDING AREA 9,069

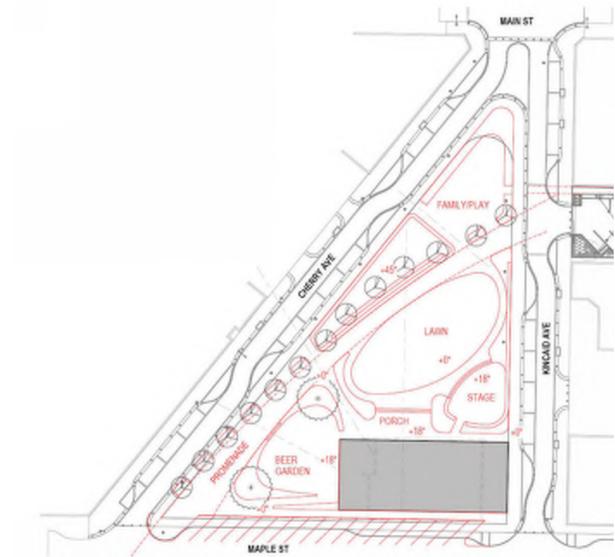
TCF Architecture, pllc Page 1 of 1 DRAFT December 2022

LOCATION, MASSING AND CONCEPTUAL STUDY

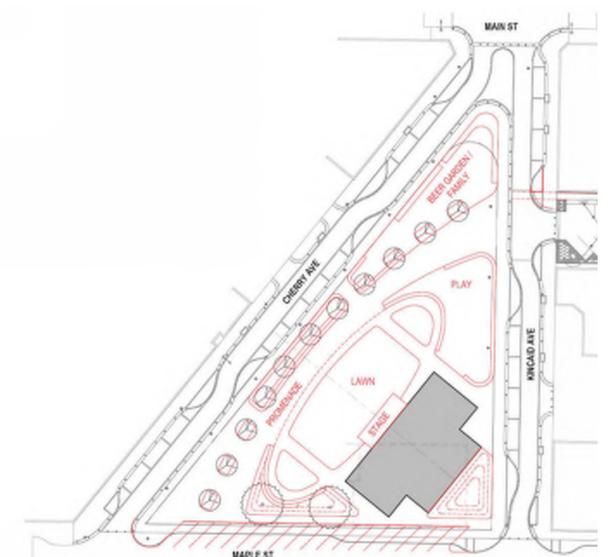
The location along the south and east edge of the park responds to the existing building (to be removed) and preference for an event stage to be coupled with the infrastructure of the building and the views towards Mount Rainier. Based on the input from the Park Design Alternatives, the building orientation and integration with an exterior stage were studied (refer to alternatives below) for their impact on the park, accessibility from the street, and views to the building from Main Street and the downtown alleyways. Each alternative further examined the scales of the complimentary open spaces and their ability to expand based on the events occurring within the park or building itself.

The selected design study, Alternative One, provided the most flexibility for the building and park to be developed in a phased approach that addressed the need for both a family play area and event stage to have direct relationships for access while creating a separation of spaces via the wrap around exterior porch created under the building canopy that added additional shelter for parents and patrons of the park from the elements. Alternative one created the most opportunity to combine and separate uses indoor and outdoor allowing multiple events and uses to occur at once without circulation or programmatic impact to each other.

With the location established and programs confirmed, building concepts were prepared to create a framework for how contextual, cultural, and environmental expressions could create a civic destination for Sumner and serve the programming and community needs for the expanding residential population in downtown. The concepts explored creating a major canopy element to protect users of the park and compliment exterior spaces while allowing maximum natural daylight to penetrate the large event rooms and activity spaces. Each concept explored the day and night expressions of light from the building would provide a beacon of light from the South, West, and North while focusing on back of house access and needs to the East along Kincaid Avenue.



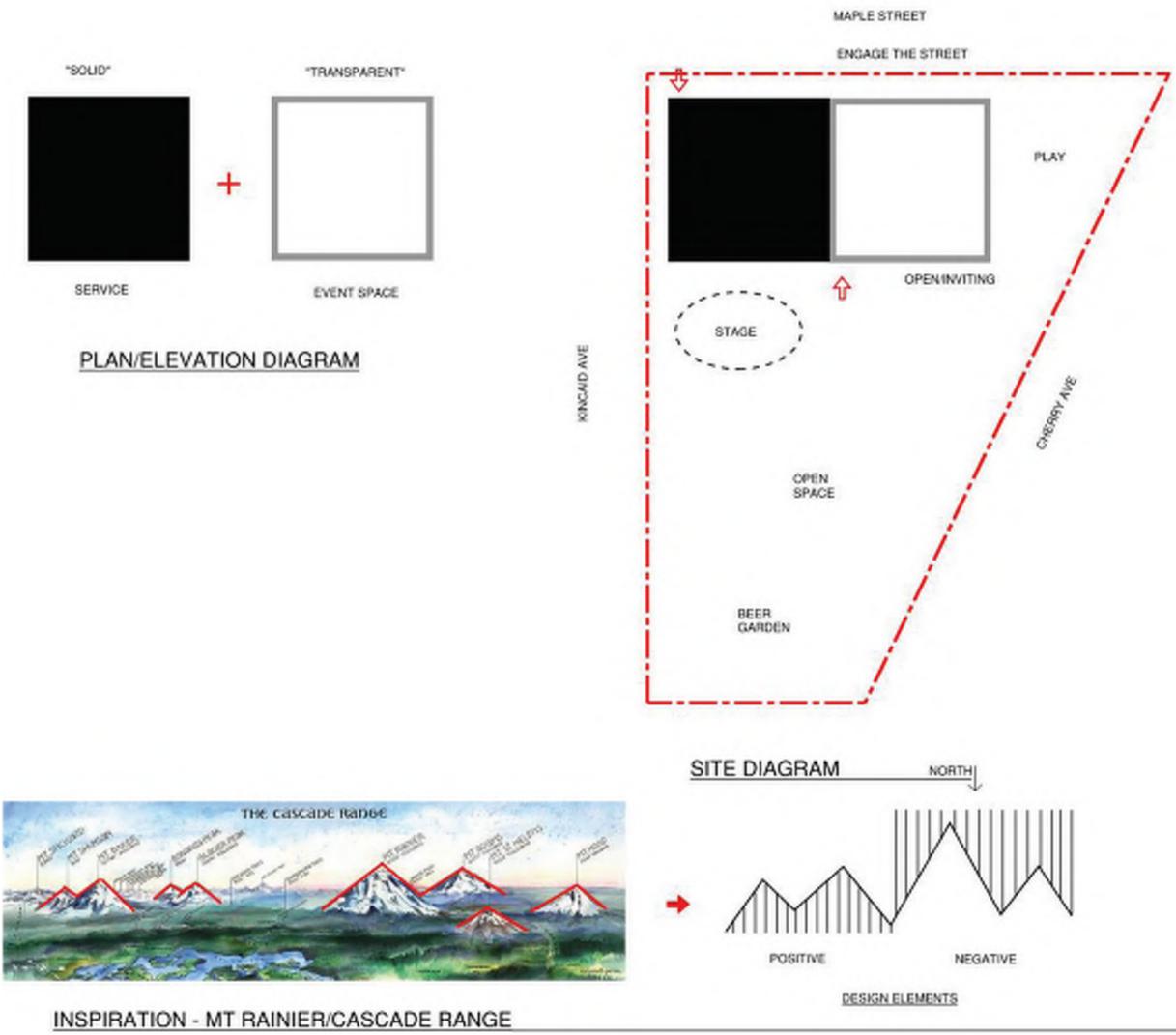
ALTERNATIVE 1



ALTERNATIVE 2

COMMUNITY BUILDING

BUILDING DESIGN STUDY & ALTERNATIVES



ALTERNATIVE 1



ALTERNATIVE 2

BUILDING PREFERRED CONCEPTUAL DESIGN



HERITAGE PARK



HERITAGE PARK



PHASING PLAN

PHASE ONE
ALLEY & MAIN STREET PLAZA

PHASE TWO
PARK & PLAYGROUND

PHASE THREE
COMMUNITY BUILDING

PARK ROM ESTIMATE

ITEM NO.	UNIT	Ext.	DESCRIPTION	UNIT PRICE	AMOUNT	NOTES
GENERAL						
130	LS	1	Mobilization (3%)	\$43,230	\$43,230	
131	LS	1	Erosion/Water Pollution Control (3.5%)	\$148,461	\$148,461	
132	LS	1	Construction Survey (3%)	\$127,271	\$127,271	
Total General =					\$699,993	
PART A - SITE PREPARATION						
200	LS	1	Demolition Buildings	\$200,000	\$200,000	
201	LS	1	Excavate Salvage	\$20,000	\$20,000	
202	LS	1	Site Demolition	\$100,000	\$100,000	
203	LS	1	Environmental/Hazardous Material	\$250,000	\$250,000	Contingency
204	TON	2000	Site Excavation and Fill	\$30	\$60,000	
TOTAL PART A =					\$630,000	
PART B - UTILITIES						
300	LS	1	Water Domestic	\$30,000	\$30,000	
301	LS	1	Water Fire	\$50,000	\$50,000	
302	LS	1	Sanitary Sewer	\$100,000	\$100,000	
303	LS	1	Stormwater Conveyance	\$100,000	\$100,000	
304	LS	1	Stormwater Treatment	\$80,000	\$80,000	
305	LS	1	Stormwater Detention/Infiltration	\$120,000	\$120,000	
306	LS	1	Power Service, Cabinet, & Lighting Controls	\$60,000	\$60,000	
307	LS	1	Power Extension - Food Truck Hoodup	\$50,000	\$50,000	Extension from Electrical Cabinet to hoodups.
TOTAL PART B =					\$590,000	
Part C - HARDSCAPE						
400	SF	6879	Promenade Paving	\$30	\$206,370	Precast Paving Units
401	SF	6472	Event Area Paving	\$30	\$194,160	Architectural Finish Concrete
402	SF	1419	Stage Paving	\$40	\$56,760	Architectural Finish Concrete
403	SF	2722	Plaza Paving	\$30	\$81,660	Architectural Finish Concrete
404	SF	3993	Typical Sidewalks	\$20	\$79,860	
405	SF	3665	Asphalt Parking Area	\$20	\$73,300	
TOTAL PART C =					\$714,450	
Part D - MISC.						
500						
TOTAL PART D =					\$0	
Part E - STRUCTURES						
600	LS	1	Porch Stairs	\$10,000	\$10,000	CP, (3) 8' Risers X 4' Length
601	SF	28	Porch Seal Handrails	\$300	\$8,400	
602	LS	1	Play Area Stairs	\$10,000	\$10,000	CP, (4) 8' Risers X 90' Length
603	LF	20	Play Area Handrails	\$300	\$6,000	
604	CY	31	Stage Seal Walls	\$500	\$15,500	
605	LS	1	Stage Stairs	\$30,000	\$30,000	
606	CY	21	Playground Sealwalls	\$500	\$10,500	
607	CY	128	Seal Slope	\$600	\$76,800	
608	FF	674	2" to 18" Metal Walk/Edging @ Tip	\$150	\$101,100	Phase 11
609	LF	25	Timber Seat @ Metal Walk @ Tip	\$150	\$3,750	Phase 11
610	LF	300	CP curb & gutter	\$45	\$13,500	Phase 11
611	EA	7	Promenade Lights	\$8,000	\$56,000	Per Lighting Designer
612	LS	1	String Lights @ Tip & Wowerl Crossing	\$90,000	\$90,000	Includes poles
613	LF	625	Wall Lights	\$30	\$18,750	Per Lighting Designer
614	EA	25	Path Lights	\$1,500	\$37,500	Per Lighting Designer
615	LS	1	Play Equipment & Surfacing	\$300,000	\$300,000	Includes Surfacing
616	LS	1	Stage Icon w/ Cover	\$200,000	\$200,000	
617	LS	1	Water Letters & Barlap @ Tip	\$100,000	\$100,000	Phase 11
618	LS	1	Water Letter Lighting	\$10,000	\$10,000	
619	EA	3	Wayfinding Elements	\$3,500	\$10,500	
620	EA	11	Lounge Chair	\$700	\$7,700	
621	EA	4	Wide Lounge Chair	\$1,200	\$4,800	
622	EA	17	Barrio Tables	\$1,400	\$23,800	
623	EA	51	Barrio Chairs	\$500	\$25,500	
624	LS	1	Liter and Recycle Bins	\$10,000	\$10,000	Waste Collection Assumed to be Internal to Building and/or daily pickup with off-site collection
625	EA	18	Event Power	\$8,000	\$144,000	Forms, Food Trucks, Pop-Up Bluff, 30' OC
626	EA	9	Water/Water Water	\$40,000	\$360,000	Forms, Food Trucks, Pop-Up Bluff, 30' OC
627	LS	1	Stage Power, A/V	\$50,000	\$50,000	
628	LS	1	Stage Lighting	\$50,000	\$50,000	
629	LS	1	Art Overlay	\$50,000	\$50,000	Consider at a min. +1% of total hard/cost
TOTAL PART E =					\$1,524,290	

ITEM NO.	UNIT	Ext.	DESCRIPTION	UNIT PRICE	AMOUNT	NOTES
Part F - LANDSCAPE						
700	SF	12200	Irrigation	\$3	\$36,600	
701	SF	905	Paving to Metal Planters @ Tip	\$20	\$18,100	Phase 11
702	SF	238	Tree Pit Planting	\$20	\$4,760	
703	SF	2365	Typical Planting	\$20	\$47,300	
704	SF	211	Stormwater Planting Areas @ Maple	\$100	\$21,100	Phase 11
705	EA	215	Soil Cells below South Promenade Trees	\$500	\$107,500	Silva Cell 8 SF EA X 7 depth
706	EA	2	Specimen Trees	\$25,000	\$50,000	
707	EA	12	Promenade Trees - Gingko	\$2,000	\$24,000	
708	SF	8000	Event Lawn	\$35	\$280,000	Synthetic Turf
709	SF	8000	Event Lawn Underdrainage	\$10	\$80,000	
710	SF	2254	Seal Step Lawn	\$15	\$33,810	Seal/Soc
711	LF	683	18" Metal Plant Protection Fence	\$16	\$10,928	
TOTAL PART F =					\$714,480	
General						
Total A =					\$699,993	
Total B =					\$590,000	
Total C =					\$714,450	
Total D =					\$0	
Total E =					\$1,524,290	
Total F =					\$714,480	
Subtotal =					\$4,942,373	
Sales Tax (0.5%)					\$24,712	
Total Construction Cost					\$5,411,869	
Soft Costs(25%)					\$1,352,967	
Contingency (30%)					\$1,623,712	
Total Site Project Cost					\$8,398,548	Does not include building
Total Estimated Project Area (SF)					50,000	Includes building area (prep costs)
ROM Cost Per SF					\$137.89	Does not include building
Building Public/Event Facilities (SF)					7,825	
Building Parks Admin Facilities (SF)					2,944	
Building ROM Budget					\$7,000,000	
Building ROM \$/SF					\$772	

ALLEY - 30% ESTIMATE (HOP ALLEY SECTION)

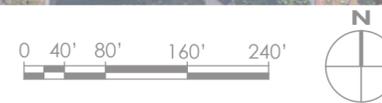
ITEM NO.	UNIT	Ext.	DESCRIPTION	UNIT PRICE	AMOUNT	NOTES
GENERAL						
100	LS	1	Mobilization (3%)	\$73,441	\$73,441	
101	LS	1	Erosion/Water Pollution Control (3.5%)	\$32,130	\$32,130	
102	LS	1	Construction Survey (4%)	\$36,721	\$36,721	
Total General =					\$142,292	
PART A - SITE PREPARATION						
200	LS	1	Demolition	\$50,000	\$50,000	Includes tree removal
201	TON	200	Site Excavation and Fill	\$30	\$6,000	
TOTAL PART A =					\$56,000	
PART B - UTILITIES						
300	EA	4	Ford Hydrant	\$2,000	\$8,000	
301	LF	240	Water Line - 2-inch Poly	\$40	\$9,600	
302	EA	1	Double Check Valve Assembly	\$4,000	\$4,000	
303	LS	1	Water Service Connection	\$5,000	\$5,000	Includes Meter
304	LF	170	Storm Line - 6-inch PVC	\$10	\$1,700	
305	EA	2	Connect to Existing Catch Basin	\$3,000	\$6,000	
306	LS	1	Power Service, Cabinet, & Lighting Controls	\$40,000	\$40,000	
307	LS	1	Power Extension - Food Truck Hoodup	\$50,000	\$50,000	Extension from Electrical Cabinet to hoodups.
308	EA	10	Food Truck Hoodup - Vault & Equipment	\$3,000	\$30,000	
TOTAL PART B =					\$165,350	
Part C - HARDSCAPE						
400	TON	70	Asphalt	\$250	\$17,500	
401	SF	1200	Concrete Sidewalk	\$12	\$14,400	
402	TON	50	CSTC - Crushed Gravel	\$60	\$3,000	
403	TON	30	C55C - Crushed Gravel	\$50	\$1,500	
404	SF	625	Promenade Paving	\$35	\$21,875	
405	TON	40	Permeable Radial	\$200	\$8,000	
406	LF	1700	Concrete Curb - 6" - 6"	\$40	\$68,000	
407	LF	110	Concrete Curb - 6" - 18"	\$60	\$6,600	
TOTAL PART C =					\$146,895	
Part D - MISC.						
500	EA	4	ADA Parking Signs & Posts	\$1,000	\$4,000	
501	LS	1	Channelization	\$10,000	\$10,000	
502	LS	1	Seal Coat	\$8,000	\$8,000	
TOTAL PART D =					\$22,000	
Part E - STRUCTURES						
600	LS	1	Vertical Screen Element Structure	\$10,000	\$10,000	
601	SF	327	Metal Vault	\$157	\$51,339	Raised Planter Walls
602	EA	1	Trash Enclosure	\$50	\$50	
a	SF	450	Concrete Slab and Foundation	\$50	\$22,500	
b	LS	1	Enclosure Metal Structure	\$40,000	\$40,000	
c	LS	1	12' Wide Swing Gate	\$10,000	\$10,000	
d	LS	1	7' Wide Person Door	\$3,000	\$3,000	
603	EA	2	Gateway Signage	\$40,000	\$80,000	Includes structure, loading, graphics
b	EA	2	Gateway Signage Lighting	\$5,000	\$10,000	
TOTAL PART E =					\$202,000	
Part F - LANDSCAPE						
700	LS	1	Movable Site Furniture	\$20,000	\$20,000	Includes cable and locking hardware
701	LF	107	Timber Bench	\$150	\$16,050	
702	EA	10	2' Cal Trees	\$15,000	\$150,000	PSAPE
703	EA	87	Shrubs	\$70	\$6,090	PSAPE
704	EA	695	Groundcover	\$40	\$27,800	PSAPE
705	EA	30	Vines	\$100	\$3,000	PSAPE
706	CY	101	Planting Soil	\$60	\$6,060	
707	CY	16	Arboreal Wood Chip Mulch	\$50	\$800	
708	SF	1739	Irrigation	\$5	\$8,695	Doesn't include POC meter. Includes Controller.
709	EA	43	Soil Cells	\$500	\$21,500	At new north trees
TOTAL PART F =					\$121,930	
Total General =					\$142,292	
Total A =					\$56,000	
Total B =					\$165,350	
Total C =					\$146,895	
Total D =					\$22,000	
Total E =					\$202,000	
Total F =					\$121,930	
Subtotal =					\$1,060,300	
Sales Tax (0.4%)					\$4,241	
Total Construction Cost					\$1,064,541	
Soft Costs(25%)					\$266,135	
Contingency (15%)					\$159,681	
Total Project Cost					\$1,590,357	



ALLEY MASTER PLAN

1. **Alley Master Plan**
2. **Alley Design Guidelines**
3. **Hops Alley Site Plan & Renderings**
4. **Alley Activation**
5. **Overall Master Plan Perspectives**

SITE PLAN



KEY NOTES

- 1 CHERRY & KINCAID AVES WOONERF
- 2 HERITAGE PARK
- 3 HOPS ALLEY | SEGMENT 1
- 4 HOPS ALLEY | SEGMENT 2A
- 5 HOPS ALLEY | SEGMENT 2B
- 6 HOPS ALLEY | SEGMENT 3
- 7 RYAN HOUSE
- 8 HOPS ALLEY STREET CROSSINGS
- 9 MAIN STREET CONNECTIONS
- 10 NORTH ALLEY | SEGMENT 1
- 11 NORTH ALLEY | SEGMENT 2
- 12 RYAN AVE FESTIVAL STREET
- 13 NORTH ALLEY STREET CROSSINGS
- 14 SUMNER HIGH SCHOOL

AMENITY KEY

- W WASTE ENCLOSURE
- P PARKING SIGNAGE
- S WAYFINDING SIGNAGE
- E EVENT/FOOD-TRUCK POWER
- C WASH-DOWN WATER
- G SEATING/GATHERING AREA
- M MICRO-ALLEY CONNECTION
- P PARKING

NOTE: Please refer to hop alley (segment 2a) 30% design set, dated may 12, 2023 for amenity examples/detail & prototypical amenities applicable throughout alley master plan area where indicated on plan.

NARRATIVE

SUMMARY: Sumner Town Center hosts a diverse multitude of community events over the course of the year. Many of these events and the associated prep/cleanup work adversely impact daily functions of businesses downtown. With future growth anticipated, it is likely that many of these events may grow in size and require larger footprint areas. The Alleys, which in their current state function primarily to meet parking needs, are seen as opportunity sites to better support Main Street events while also potentially providing capacity to host community events off Main Street. North Alley parallels Main Street to the North while Hop Alley parallels Main Street to the South. These two alleys can function as the connective tissue between key nodes downtown including Main Street businesses, Heritage Park, Ryan House, and the Sumner High School campus providing fun, active, safe, accessible, legible connections while offering nodes for gatherings within. All sections of North and Hop alleys are envisioned to provide accessible parking stalls, short-term customer parking stalls, waste enclosures for businesses, and safe pedestrian connections. It is the intent of this re-imagining to encourage businesses to open their back of house areas onto activated alleys where ever possible.

HOPS ALLEY | SEGMENT 1: With a direct connection to the re-imagined Heritage Park (currently in Master Planning, 2023) this alley is a logical extension of market spaces proposed for the Park allowing for increased capacity. The alley also features a gathering space focused on the back 'yards' of the Main St businesses which abut the space. On non-event days, the gathering space can be a place to sit down, rest, and enjoy a coffee and book from Main St businesses. For event days, the alley is designed to be closed to vehicles and can host Food Trucks and Market tents. Parking in the alley is designed to meet accessibility needs as well as provide short term parking for customers.

HOPS ALLEY | SEGMENT 2A: Currently in private ownership, acquisition of this parcel could support connecting the other segments of Hop Alley for a completed whole.

HOPS ALLEY | SEGMENT 2B: An assembly of parcels, this portion of the alley offers two connections to Main St and a connection to Maple St. This segment is well suited to provide for parking, small gathering, pedestrian connectivity improvements and services to support businesses. A small gathering space may be feasible.

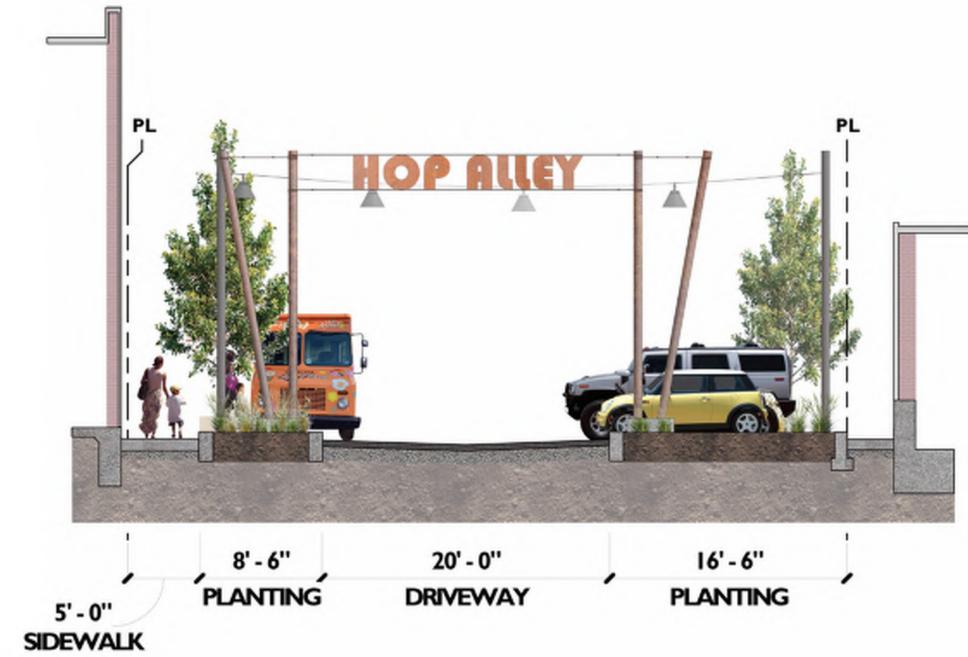
HOPS ALLEY | SEGMENT 3: Anchored by the adjacent to Ryan House (currently being designed, 2023) and providing connections to Main St and Maple St this segment can be the celebrated end, or beginning, of Hop Alley. This segment is well suited to small and medium sized gatherings, pedestrian connectivity improvements; it may function as a spill out, and support space for events at the Ryan House.

RYAN AVE FESTIVAL STREET: Already made awesome by over-street string lights and murals, this space has the opportunity to be evolved into a Festival Street providing a north-side-of-main anchor to complement Heritage Park (which anchors the South side of Main). The festival street can be selectively closed to traffic for events and utilized as a medium to large sized community event space. This space, combined with connections from Hop Alley Segment 2B can complete a connection between North Alley and Hop Alley.

NORTH ALLEY | SEGMENT 1: Adjacent to several Main St businesses which were damaged/destroyed in a 2023 fire, this alley is poised to be redesigned in coordination with rebuilding efforts both public (utility mains, etc) and private, with opportunity to capture new pass-thru spaces, reoriented frontages, and not-so-back-of-house spaces which seek to energize and gain energy from an activated alley and new private uses/businesses. As the largest single segment, this space is envisioned to host small to medium and potentially even large community events, while also providing parking, service and pedestrian connections on the day to day.

NORTH ALLEY | SEGMENT 2: This alley segment is unique among the segments in that there are residential neighbors (to the North). Improvements must carefully designed to avoid/minimize impacts to the residential properties. This segment is well suited to pedestrian connectivity, parking, and business service uses with the exception of the space which connects south to Main St. This smaller space is well suited to small to medium gatherings.

SECTION



Flexible restaurant / retail seating at pedestrian scale



Micro seating, using wood in character, double as bollards along pedestrian walkways



Fixed seating doubled as tree protection and a character element for the alleys



Flexible lounge seating paired with retail courtyards



Sidewalk | Unit Pavers at Utility Corridor | Plantings provide pedestrian access and organization/access of utilities.



Weathered steel raised planters create a sense of enclosure and protect seated patrons from vehicular activity in the alleys



Lush plantings, low in water use and annual maintenance, provide texture and scale along with habitat value.



Metal Panels for screening / enclosures



Catenary Lighting



Power / Water Hook-ups

CREATING A PLACE

The alley design guidelines are the basis of design in the downtown alleys and will provide a uniform character and feel for patrons comfort, safety, and intuitive wayfinding and navigation. Each alley is unique in scale, width, aspect to the sun, adjacent use, and design. The goal for each alley is to create a safe and comfortable pedestrian experience while maintaining access, loading, and parking for the main street retailers.

Providing safe pedestrian access into each alley will be dependent on the overall width of each alley, retail use and needs, and Sidewalks should maintain 5' minimum width and provide a minimum 1 foot-candle of lighting uniformity. Provide alternatives for seating and gathering in each block along with providing infrastructure for events and food vendors. Provide a tree canopy for patrons and walkways and screen any dumpsters, transformers, back of house equipment that may impact the users experience.

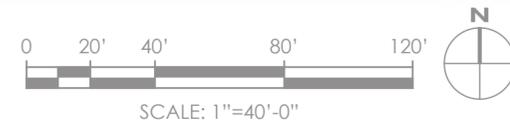
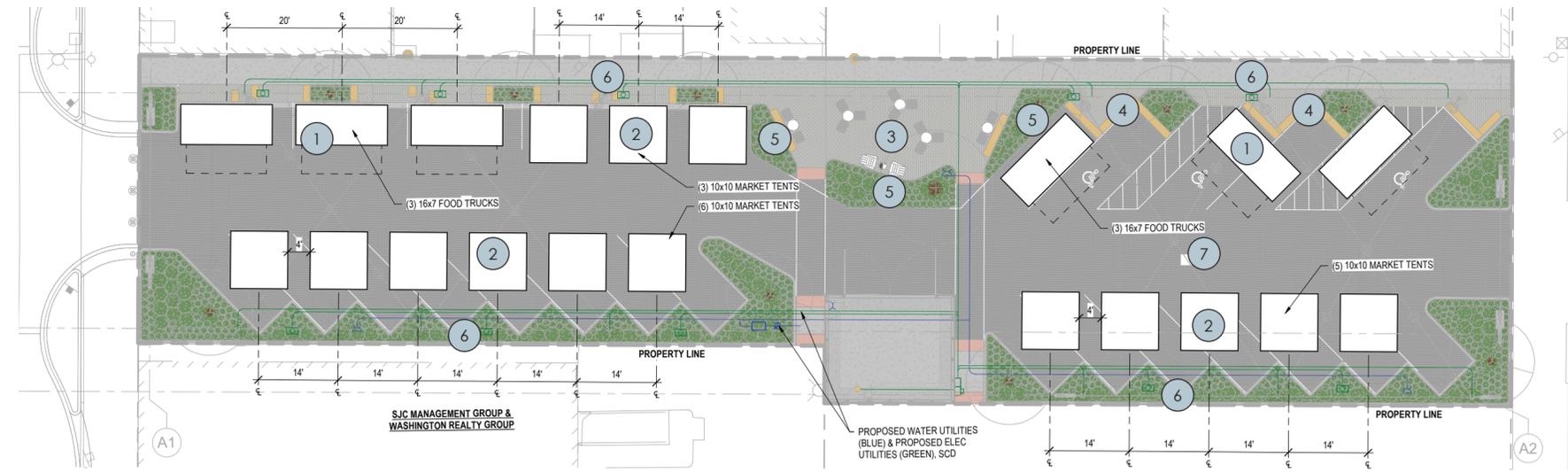
PREFERRED SITE PLAN



KEY NOTES

- 1 PARKING - BACK-IN
- 2 CENTRAL TRASH COLLECTION
- 3 MAIN GATHERING AREA
- 4 FIXED SEATING ELEMENTS
- 5 MOVABLE SEATING
- 6 RAISED PLANTERS
- 7 COLUMNAR TREES
- 8 PLANTING AREAS
- 9 ACCESSIBLE WALKWAY
- 10 UNIT PAVING
- 11 SIGNAGE
- 12 EVENT LIGHTING
- 13 LOADING AREA

DIAGRAM



KEY NOTES

- 1 FOOD TRUCK VENDORS
- 2 MARKET TENTS
- 3 SEATING / GATHERING AREA
- 4 EVENT SEATING AREA
- 5 RAISED PLANTERS
- 6 UTILITY HOOK-UPS
- 7 OVERHEAD LIGHTING

ACTIVATION

Every alley will have a variation on the type and level of activation based on context business in each section. Hop Alley is anchored by Heritage Park and Alder Avenue with traditional main street businesses and service needs. The adjacency to the park creates instant synergy allowing each open space to host a variety of events at all scales. Hop Alley's existing retail and courtyards combined with the new pedestrian spaces and event spaces will create instant activation day and night. During major events in town center, Hop Alley will be able to host outdoor tent and truck vendors in with direct access to water, electricity, and refuse in a central location. Trash consolidation will remove refuse from the retail back of house and provide clean spaces for customers to enjoy the public and private outdoor spaces along the alley. Lighting overhead will compliment the existing lights creating feeling of comfort and safety for evening events and pedestrian users.



Food Vendors & Art Markets



Night Market



Retail Activation



Local Mural Art

