

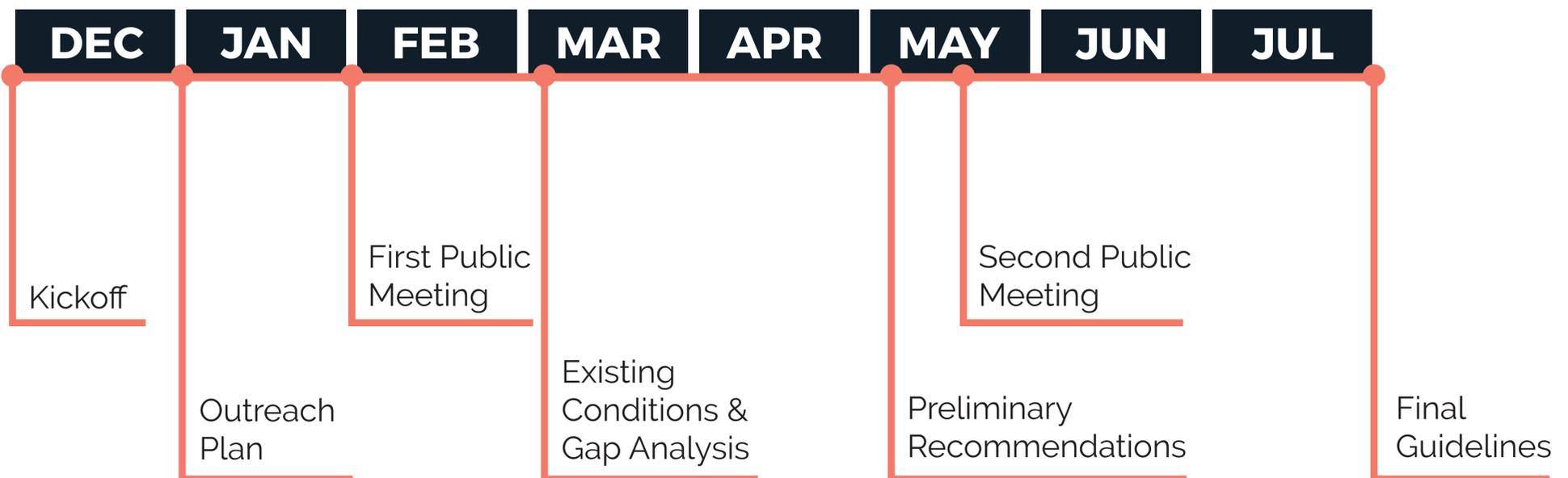
PROJECT OVERVIEW

MAJOR STEPS

Bainbridge Island is undertaking a process to update the City's Design Guidelines to improve the quality of design in the community and support the vision of Bainbridge as a sustainable and thriving place. As part of this effort the City and its design team are:

- 1 Assessing Existing Conditions**
- 2 Reviewing & Improving the Administrative Process**
- 3 Evaluating Board and Commission Meetings**
- 4 Revise Design Guidelines**
- 5 Gathering Stakeholder Input**

SCHEDULE



WHAT WE'D LIKE TO HEAR FROM YOU

Is this direction consistent with the City's vision and goals?

Is there anything unclear or missing?

STRUCTURE & ORGANIZATION

DESIGN STANDARDS

Standards mandate planning and design actions that the applicant must incorporate in their project application. Compliance with standards is mandatory and failure to meet a mandatory standard may be used as a basis for the city's denial of a project application.

DESIGN GUIDELINES

Guidelines are voluntary and not mandatory; however, compliance with guidelines may be necessary to meet design standards. Guidelines provide a variety of ways to satisfy the design standards based on the specific context and site. Failure to meet a voluntary guideline cannot be used by the city as a basis for a project denial.

DEVELOPMENT

"Development" means all structures and other modifications of the natural landscape above and below ground, on a particular site.

CONTENTS

1 DESIGN FOR BAINBRIDGE

The Island
Design Principles

2 DESIGN REVIEW

Process
Submittal Requirements

3 CONTEXT ANALYSIS

Components of Analysis

4 DESIGN STANDARDS

Site Design
Public Realm
Building Design
Landscape

5 DESIGN GUIDELINES

Site Design
Public Realm
Building Design
Landscape

6 STREET TYPES + DISTRICTS

Street Types
Districts

VALUES & PRINCIPLES

The Bainbridge Island community values authenticity and design that is specific to Bainbridge. Generic approaches to design for sites, streets, buildings, and other elements are inconsistent with the island character and values.

DESIGN FOR BAINBRIDGE

Bainbridge Island's architecture is diverse, spanning a range of eras and architectural styles, but its urban fabric maintains a defining character and continuity within its varied buildings, streets and neighborhoods. Good design is the thoughtful composition of buildings, landscape and public spaces that creates a meaningful relationship to a building's surroundings and contributes to the public realm and neighborhood fabric. These guidelines define the responsibility of new development to respect neighborhood context, and respond sensitively to the surrounding built and natural environment to contribute to the community.

DESIGN FOR SUSTAINABILITY & CLIMATE RESILIENCE

Bainbridge residents cherish the Island's natural environment and are committed to protecting and restoring the ecological and hydrological functions of its natural lands and water bodies. Sustainable design and green building practices help reduce the burden of development on natural systems. Concentrating growth in the Island's urban centers through the zoning code, and around shared infrastructure conserves natural habitat and recreation areas. Specific elements of building design, construction and operation can mitigate the environmental toll of new development, such as efficient use of energy and water, integration of renewable energy, use of sustainable and ethical materials.

DESIGN FOR A WALKABLE, BIKABLE & CONNECTED COMMUNITY

Part of a safe, healthy and sustainable community is a walkable, bikable and transit friendly built environment that encourages active transportation. Walkable, bike- and transit-friendly development that reduce reliance on cars can help improve air quality and enhance help residents live healthier more active lives. New development should support alternative travel modes and contribute to the individual's connection to place. Thoughtful design can further both these goals enhancing the public realm that ties together the city's buildings, which in turn improves the quality of the walkable and bikable experience.

DESIGN FOR HEALTH, EQUITY, & INCLUSION

Healthy housing development and expanding educational and civic institutions support diverse and inclusive growth, and help build thriving neighborhood centers. Design can have an effect not only on the community's look and feel, but also on housing affordability to people of different means, and the comfort of people from different backgrounds. Building an accessible community that can support transit and creates a quality pedestrian experience can help grow employment locally, improve quality of life, and lay the foundation for a more diverse community. New development, such as efficient use of energy and water, integration of renewable energy, use of sustainable and ethical materials.

DESIGN FOR FOSTER CULTURE & SOCIAL WELL-BEING

The contributions of Bainbridge Island's residents through the arts, agriculture, and active organizations are a piece of what defines the City. Bainbridge Island's rich history, and dynamic cultural life are supported by the City's buildings, parks, and public spaces. They represent the community's experiences and foster a robust public life in Bainbridge Island's downtown, in distinct neighborhoods and in the Islands rural areas. New development should contribute to and create spaces that are accessible and reflect local culture and identity.

DESIGN FOR CONNECTIONS TO THE NATURAL ENVIRONMENT

Bainbridge Island's natural environment is not simply a scenic backdrop for its built environment - the two are intimately connected. New development should draw inspiration from and preserve natural areas, responding to natural features like slopes, streams, heritage trees and wetlands in ways that minimize disturbance and leave ecological functions intact.

DESIGN REVIEW PROCESS

WHAT REQUIRES DESIGN REVIEW:

Nonresidential projects
5+ Unit multifamily projects
Projects in guideline areas

DISCUSSION TOPICS & MATERIALS

1 CONCEPTUAL PROPOSAL REVIEW

Context Analysis
Site Analysis
Statement of Intent

● DRB MEETING

2 DESIGN GUIDANCE REVIEW

Schematic Design
Conceptual Alternatives
Massing & Siting Options

● PREAPPLICATION SUBMISSION

● DRB MEETING

3 PREAPPLICATION REVIEW

Site and Landscape Plan
Architectural Drawings
Guideline Compliance

● COMMUNITY MEETING

● DRB MEETING

● ● ● APPLICATION STAGE

4 FINAL DESIGN REVIEW

CONTEXT ANALYSIS

This outlines requirements for applicants to present an understanding of the site's context. This context analysis forms the foundation of the design review process.

C1

NATURAL SYSTEMS

Natural systems include water and hydrology; vegetation, forestry and soils; solar access and wind conditions. The natural systems analysis is the basis of designing a project that minimizes impacts and maximizes sustainable solutions for each project.

Analyze

Water:

stormwater, streams, wetlands, aquifers, shorelines

Soil:

stormwater infiltration, geological hazards, soil stability

Vegetation:

existing major trees, forested areas, and plant communities

Solar Access:

sun and shadow conditions on and near site

Wind:

prevailing wind direction

Resiliency:

current and future flood risk and tidal inundation, heat vulnerability and heat waves

C2

WILDLIFE HABITAT & CORRIDORS

Bainbridge's exceptional ecosystem and wildlife habitat is highly valued by the community, and development must be balanced with the diversity and abundance of native plants and animals. Habitat includes the terrestrial and marine environment, not only along the shoreline, but for upland sites as well.

Analyze

Habitat:

known species, identified key habitat

Connectivity:

existing or desired connections between key habitat areas

Shoreline:

existing conditions of waterfront sites

C3

UNIQUE & PROMINENT FEATURES

Some sites merit special attention because of how they relate to features that make Bainbridge distinct and memorable. These include a variety of natural and man-made features including views and vistas, bluffs, shorelines, bodies of water, historic buildings and working farms. The design review process will focus on minimizing impact on the visibility or character of these valued features as experienced from the public realm.

Analyze

Natural Features:

views and view corridors significant trees, forested areas, outcroppings, waterfront and beaches

Man-made Features:

civic or publicly significant buildings or structures, working farms, harbors and marinas

Historic Sites / Buildings:

past human activity, historic sites and buildings

CONTEXT ANALYSIS

Your site is part of our community

Design should go beyond consideration of individual buildings and fit successfully into Bainbridge Island's context. The pre-requisite for the design process is understanding all aspects of the site and its context. Sustainability is an overarching goal for design on Bainbridge, and will be a key component in this analysis.

C4

BUILT ENVIRONMENT

The patterns of man-made buildings and spaces around the site inform project design. Appropriate design responses are not encouraged to mimic the built context of the site, but to find ways to be compatible and contribute to the surroundings.

Analyze

Massing:

height, bulk, and form of nearby buildings

Siting:

setbacks from property lines, access points, relationship between buildings and open spaces

Scale:

how features, design elements and proportions relate to the human experience

Uses:

services, schools, special populations

C5

PUBLIC REALM

Public realm includes streets, sidewalks, parks, civic buildings and other places that are accessible to the public. These spaces are often enlivened by adjacent retail or other privately-owned entities. The public realm is at the heart of civic life, and the relationship of projects to the public realm is a fundamental design issue.

Analyze

Building Frontages:

relationship of nearby buildings to sidewalk/street

Activities:

nearby retail or other activities

Open Space:

location and type of nearby public and private open spaces

Landscape:

patterns of trees or other significant vegetation

Utilities:

utility poles, junction boxes, utility meters, stormwater

C6

SYSTEMS OF MOVEMENT & ACCESS

The site context includes its connection to streets, sidewalks, open spaces, and trails. Appropriate approaches to site design will prioritize pedestrians, transit and principles of universal design, and will strive to create new connections where possible.

Analyze

Streets:

street classification, width, traffic levels, parking

Sidewalks / Trails:

pedestrian network, materials, walk score

Transit:

nearby transit facilities

Bicycles:

nearby bike facilities

Access:

patterns of nonmotorized and motorized access

DESIGN STANDARDS

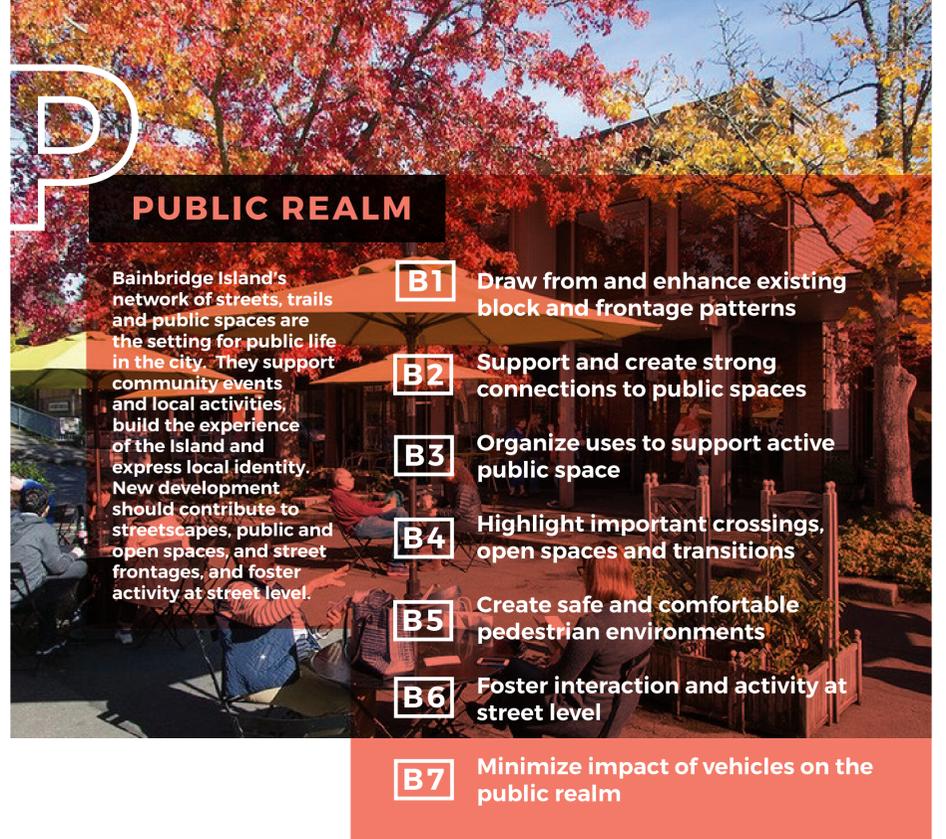
Design standards establish the minimum requirements for Design for Bainbridge to take advantage of the opportunities of the surrounding context and site while contributing to the neighborhood. To provide some flexibility, creativity in design, and address the specifics of each site the design guidelines provide a variety of ways to meet the standards.



S SITE DESIGN

Building on an understanding of the site and its context, site design defines how a building relates to the island's urban fabric. The placement, orientation and massing of buildings should support broader patterns in Bainbridge Island's built and natural environment as well as livable neighborhoods and communities.

- S1** Protect and repair natural systems
- S2** Preserve and enrich wildlife habitat
- S3** Respect and magnify unique aspects of site and context
- S4** Complement and contribute to the built environment and local identity
- S5** Fit the project into the systems of access and movement, prioritizing pedestrians and bicycles



P PUBLIC REALM

Bainbridge Island's network of streets, trails and public spaces are the setting for public life in the city. They support community events and local activities, build the experience of the Island and express local identity. New development should contribute to streetscapes, public and open spaces, and street frontages, and foster activity at street level.

- B1** Draw from and enhance existing block and frontage patterns
- B2** Support and create strong connections to public spaces
- B3** Organize uses to support active public space
- B4** Highlight important crossings, open spaces and transitions
- B5** Create safe and comfortable pedestrian environments
- B6** Foster interaction and activity at street level
- B7** Minimize impact of vehicles on the public realm



B BUILDING DESIGN

Bainbridge Island's built environment has a defined character because of how its diverse buildings and architectural styles work together within the Island's unique natural setting. New development should build on local identity with contemporary expressions of appropriate themes and architectural language.

- B1** Express a clear organizing architectural idea
- B2** Use an architectural language appropriate to Bainbridge Island
- B3** Celebrate and prominently feature sustainable design
- B4** Use high-quality materials that are appropriate to the setting
- B5** Design buildings to be viewed from multiple perspectives with attention to each façade
- B6** Create a sense of texture and depth along building surfaces
- B7** Create a rhythm of horizontal and vertical elements

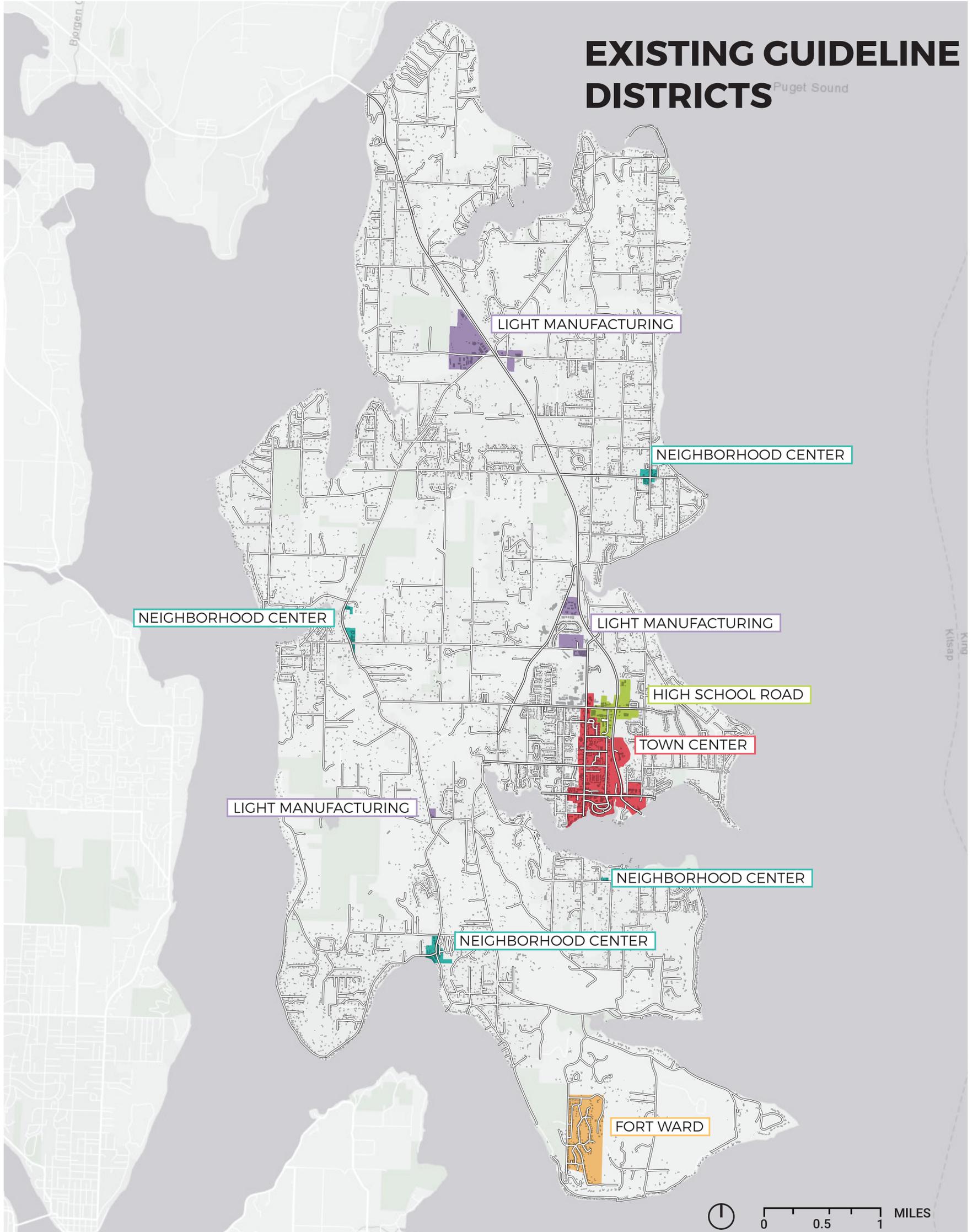


L LANDSCAPE

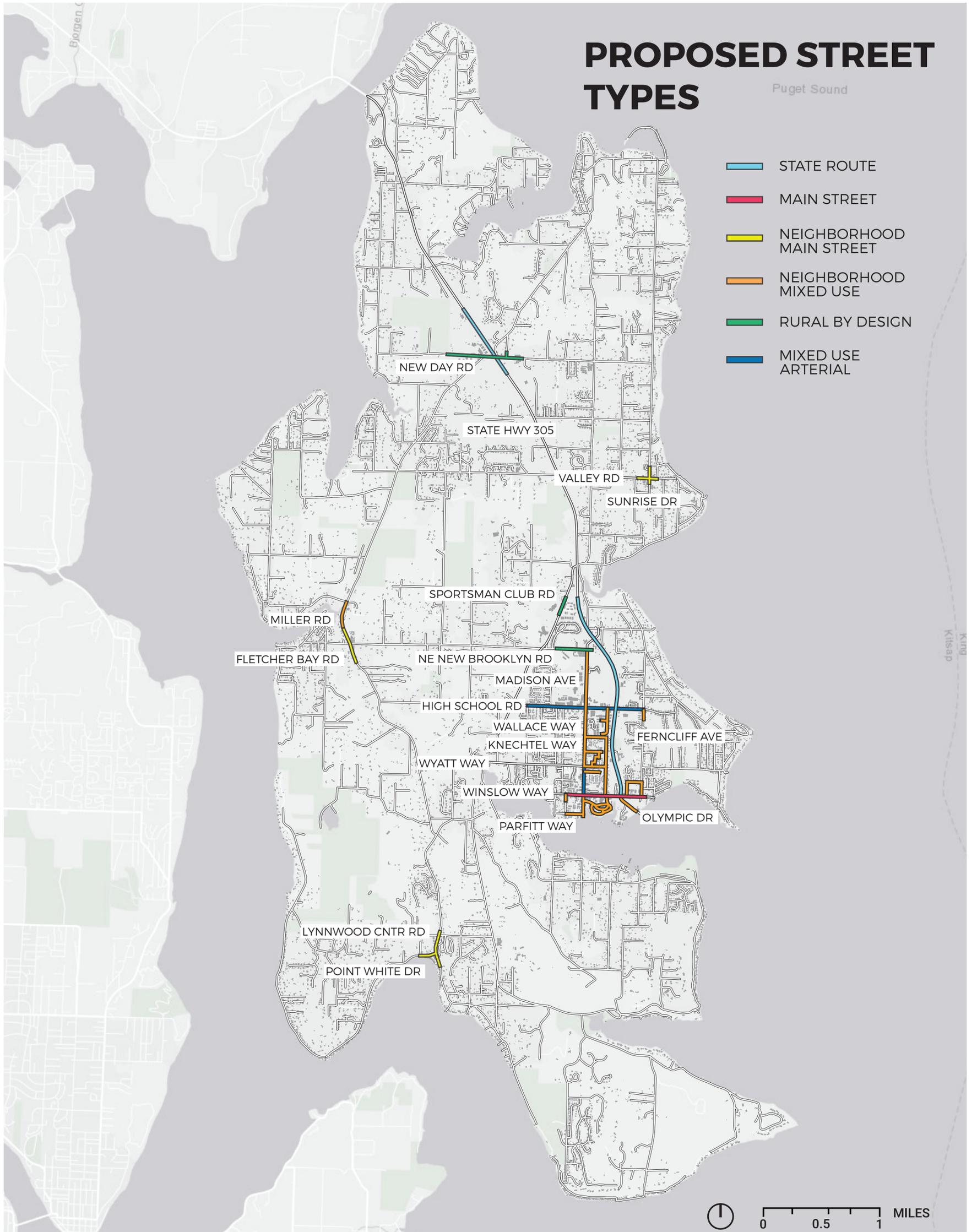
Landscape design should fit the building and its natural setting, contribute to a comfortable and welcoming pedestrian environment, and preserve and repair natural systems with habitat-friendly and sustainable features. Landscape can be integrated into existing public spaces to enhance the features, activities and functions of those spaces.

- L1** Integrate stormwater function and highlight features in landscape design
- L2** Integrate sustainable features into the landscape and make them visible wherever possible.
- L3** Complement the architectural concept with landscape
- L4** Take important views and view corridors into account
- L5** Contribute to or create habitat in the landscape

GUIDELINE DISTRICTS



PROPOSED STREET TYPES



DESIGN EXAMPLES

Let us know what you like or dislike.

These examples of design on Bainbridge Island, in the region and farther afield were collected from the community board members and the design team.

RETAIL DEVELOPMENT



DESIGN EXAMPLES

Let us know what you like or dislike.

These examples of design on Bainbridge Island, in the region and farther afield were collected from the community board members and the design team.

RESIDENTIAL DEVELOPMENT



DESIGN EXAMPLES

Let us know what you like or dislike.

These examples of design on Bainbridge Island, in the region and farther afield were collected from the community board members and the design team.

RESIDENTIAL DEVELOPMENT



DESIGN EXAMPLES

Let us know what you like or dislike.

These examples of design on Bainbridge Island, in the region and farther afield were collected from the community board members and the design team.

OFFICE DEVELOPMENT

