



DRAFT MINUTES

City of Gig Harbor Design Review Board Meeting of January 23rd, 2025 Civic Center, 3510 Grandview Street 5:30 PM

This meeting may be accessed through Zoom at <https://us06web.zoom.us/j/89568206345> or by calling (253) 215- 8782 and entering Meeting ID 895 6820 6345. Please see the Public Comment & Decorum section at the end of this agenda for information on options to make public comment.

This meeting may also be viewed live in the Community Rooms A&B at the Civic Center.

- I. **Call to order:** 5:30 pm
- II. **Roll call:** Darrin Filand, Jon Ashlock, Brianne Blackburn, Kristine Isberg and Dean Wilder.

Staff: Interim Principal Planner, Jeremy Hammar and Planning Technician, Cindy Andrews

- III. **Approval of Minutes:** February 22, 2024

MOTION: Move to approve the minutes of February 22nd, 2024, as written.
Aslock / Blackburn – all in favor. Motion carried.

- IV. **Agenda Items for Formal Review.** Review will be conducted in the following order for each item.

Chair Filand announced the application and proceeded with items b-i.

- a. Announcement of Application
- b. Open Public Meeting Announcement
- c. Appearance of Fairness Issues
- d. Staff Report
- f. Applicant Introduction and Presentation

- h. Public Comment (See Assistance Memo)
- i. Discussion and Voting

1. **GIG HARBOR FIRE & MEDIC ONE. STATION 51. 6711 Kimball Dr. GIG HARBOR, WA 98332:** Gig Harbor Fire & Medic One, Station #51 (PL-DR-24-0017). The site is located at 6711 Kimball Dr. | Parcel Number – 0221083129.

The proposal includes the demolition of the existing Fire Station 51 and the construction of a new 22,000 square foot, two-story facility in approximately the same location as the previous facility. The new facility will house up to 10 career fire and medical emergency response staff and one battalion fire chief. Site improvements include the replacement of the existing fuel island with a new fuel island, new stormwater quality retention systems, parking improvements for staff and public use, and a new public space between the new building and the Kimball Drive entrance.

The applicant is proposing two design exceptions pursuant to GHMC 17.98.060, requesting relief from the specific requirements of GHMC 17.99.300 and 17.99.330, and proposing design alternatives for the specific requirements of GHMC 17.99.180 and 17.99.380.B.2.

Staff Presentation: Interim Principal Planner Jeremy Hammer provided staff's summary of the proposal.

DRB members reviewed the two design exceptions and the design alternatives requested by the applicant.

Applicant's Presentation: Applicant Erick Pilcher, Civil Engineer with MacKay & Sposito and Howard Struve of Rice Fergus Miller. Mr. Pilcher and Mr. Struve provided the applicants' presentation.

DRB members discussion.

MOTION: Move to continue the meeting to allow the applicant to look at some design updates for the architecture standards to meet the transition standards that have been discussed. Filand/ Ashlock. All in favor. Motion carried

MOTION: Move to approve the residential setbacks section as well as the parking lot standards as it relates to driveways as it meets the intent of the design. Filand / Blackburn. All in favor. Motion carried.

2. **DRB ELECTIONS: CHAIR AND VICE CHAIR ELECTIONS**

Mr. Ashlock nominated Darrin Filand to remain as Chair and Ms. Blackburn nominated Mr. Ashlock to remain as Vice Chair.

MOTION: Move to approve Jon Ashlock to remain as Vice Chair. Blackburn / Filand. All in favor. Motion carried.

MOTION: Move to approve Darrin Filand to remain as Chair. Ashlock / Blackburn. All in favor. Motion carried.

V. **Upcoming Meetings**

VI. **Adjourn:** The meeting adjourned at 6:48 pm

MOTION: Move to adjourn the meeting at 6:48 pm. Filand/Ashlock. All in favor. Motion carried.

Public comment is taken during the formal review portion of the agenda, specific to the application being considered. As a recommending body for project permits, the DRB acts in a quasi-judicial manner and, therefore, does not take general public comment.

WEBVTT

1

00:00:02.630 --> 00:00:03.125

City of Gig Harbor Staff: Great

2

00:00:03.840 --> 00:00:11.349

City of Gig Harbor Staff: it will get started. This is the city of New Harbor Designer View Board meeting for January 23, rd 2,025,

3

00:00:11.530 --> 00:00:22.320

City of Gig Harbor Staff: and we'll start with vocal Darren filing Jeremy Hammer, Cindy Andrews.

4

00:00:23.540 --> 00:00:33.705

City of Gig Harbor Staff: Hey? We have some meeting minutes to back from February 20, second last year. That was our last or

5

00:00:35.770 --> 00:00:51.089

City of Gig Harbor Staff: so, if we had a chance to read those over, make a motion to approve meetings as written for February 20, second, 2024, second and second, any further discussion.

6

00:00:51.920 --> 00:00:59.890

City of Gig Harbor Staff: all in favor. Okay, answer. Okay.

7

00:01:00.170 --> 00:01:09.649

City of Gig Harbor Staff: Go ahead and announce our our single application that we have tonight. It's a proposal. This is for the placement fire station up on camera.

8

00:01:09.920 --> 00:01:18.840

City of Gig Harbor Staff: This proposal includes demolition of existing fire station 51 construction of a new 22,000 square foot, 2 story facility, approximately 6 locations previous facility.

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00:01:19.220 --> 00:01:27.670

City of Gig Harbor Staff: We'll go ahead and and go through some fairly standard.

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00:01:28.500 --> 00:01:37.490

City of Gig Harbor Staff: This is an open public meeting, and the public is allowed to attend can comment here present. It could be somebody online at some point.

11

00:01:38.840 --> 00:01:41.649

City of Gig Harbor Staff: We'll we'll accept public comment.

12

00:01:42.600 --> 00:01:44.540

City of Gig Harbor Staff: We'll get time after the meeting

13

00:01:45.060 --> 00:01:54.530

City of Gig Harbor Staff: appearance of fairness. So you know, as the that's you.

14

00:01:55.730 --> 00:02:01.310

City of Gig Harbor Staff: And then do any of the members team

15

00:02:02.060 --> 00:02:17.020

City of Gig Harbor Staff: having transparency concerns member or staff members? Okay, so from there we turn it over to the staff report. Thank you. Chair.

16

00:02:17.529 --> 00:02:21.840

City of Gig Harbor Staff: Good evening, Drb, it's been a while since we've seen you all.

17

00:02:22.857 --> 00:02:34.270

City of Gig Harbor Staff: We're here tonight for consideration of the Gig Harbor Fire Medic, one station, 51. Located at 67, 11, Kimball Drive. The subject parcel is on v. 2

18

00:02:34.648 --> 00:02:43.230

City of Gig Harbor Staff: at the front portion of the site and R. 3 at the rear. So it splits own parcel the proposed work is largely taking place in the B 2 zoning portion.

19

00:02:43.380 --> 00:02:48.820

City of Gig Harbor Staff: Adjacent parcels are zoned b, 2 r. 1 r. 2, and R. 3

20

00:02:49.760 --> 00:02:55.710

City of Gig Harbor Staff: Had written down a description of the proposal, but chair, provided that. So I think we can skip that

21

00:02:56.326 --> 00:03:04.430

City of Gig Harbor Staff: so we're here today to look at 2 design exceptions and also 2 design alternatives proposed by the applicants

22

00:03:05.273 --> 00:03:12.110

City of Gig Harbor Staff: to start, I'll start with the design exceptions. In my staff report there were a few build

23

00:03:12.290 --> 00:03:16.094

City of Gig Harbor Staff: spots where I transcribed some letters on the

24

00:03:17.000 --> 00:03:29.250

City of Gig Harbor Staff: the specific requirements so correct those here. So the the applicant is requesting an exception from the specific requirements. 1799, 300 B. And 1799, 3, 30 B,

25

00:03:29.740 --> 00:03:46.369

City of Gig Harbor Staff: and have included a written statement describing the requested exceptions. Those descriptions are included as Exhibit B. The 1st 300 B requires 50% of the primary structures front facade be placed at the front setback line

26

00:03:46.550 --> 00:03:55.029

City of Gig Harbor Staff: and 3 30 B limits. The driveway widths 15 feet for one way, and 24 feet for 2 way.

27

00:03:55.410 --> 00:03:58.590

City of Gig Harbor Staff: And I have noted

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00:03:59.109 --> 00:04:04.680

City of Gig Harbor Staff: the 3 30 a in the staff report, and that should be 3 30 B. As I mentioned.

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00:04:05.382 --> 00:04:12.450

City of Gig Harbor Staff: So each exception requires that the proposal meets the criteria listed in 1798 0, 6 Od.

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00:04:12.590 --> 00:04:24.249

City of Gig Harbor Staff: The those criteria are listed in the staff report. The narrative submitted indicates special circumstances exist with the subject lot, and more

31

00:04:25.160 --> 00:04:40.479

City of Gig Harbor Staff: more with the use that necessitate the need for the exceptions. The citing of the proposed structure is a result of functional considerations for the use and not the result of economic hardship, personal convenience.

32

00:04:41.320 --> 00:04:43.700

City of Gig Harbor Staff: our personal design preference.

33

00:04:44.161 --> 00:04:56.460

City of Gig Harbor Staff: That's discussed in the staff report based on the analysis in the Staff Report staff finds the proposal to be consistent with the criteria listed in 1798, 6, 0. And as we move on

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00:04:56.600 --> 00:04:58.080

City of Gig Harbor Staff: Design Review Board will, just

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00:04:58.290 --> 00:05:07.180

City of Gig Harbor Staff: as we we did this before on a proposal of mine, we just go through the criteria, and if the proposal meets it, then ultimately we'll recommend

36

00:05:08.120 --> 00:05:12.890

City of Gig Harbor Staff: the exception, and I've included some findings for that.

37

00:05:14.330 --> 00:05:17.889

City of Gig Harbor Staff: For the design alternatives, the applicant is requesting.

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00:05:18.633 --> 00:05:23.950

City of Gig Harbor Staff: Review 2 alternatives, and those are, 1799, 200,

39

00:05:24.110 --> 00:05:28.230

City of Gig Harbor Staff: which that is the alternative. Zone transition standards which

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00:05:28.480 --> 00:05:46.130

City of Gig Harbor Staff: provides a prescriptive alternative to 1799, 180, which would require a minimum, 40 foot dense vegetative buffer between the portions of B 2 and R. 3 zoning. So that's depicted on the plans here, so you can see

41

00:05:46.610 --> 00:05:54.920

City of Gig Harbor Staff: 3 loss zone to R. 3, which would require that buffer the one directly adjacent to Kimball B. 2 would not require that buffer

42

00:05:55.060 --> 00:05:56.670

City of Gig Harbor Staff: may have shown where that

43

00:05:56.820 --> 00:06:08.246

City of Gig Harbor Staff: buffer line would be. So primarily. There's a portion of the building that it falls within that, and it's largely just some of the paved area.

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00:06:09.358 --> 00:06:21.070

City of Gig Harbor Staff: 1799, 200 provides 13 criteria which must be met for Drb. To approve the use of that as the alternative.

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00:06:21.490 --> 00:06:27.619

City of Gig Harbor Staff: The second is 1799, 3, 80, under mass and scale B

46

00:06:27.760 --> 00:06:35.850

City of Gig Harbor Staff: states that no single run of ridge, cornice, or fish fascia still exceed 80 feet, without a 5 foot transition in height.

47

00:06:36.160 --> 00:06:48.769

City of Gig Harbor Staff: and that is along this southern portion. Here goes approximately 95 feet, and that is parallel to a secondary facade side. So not the primary one on Kimball

48

00:06:51.930 --> 00:07:00.180

City of Gig Harbor Staff: and that has been done to accommodate a photovoltaic array which would be necessary to meet the

49

00:07:00.380 --> 00:07:02.800

City of Gig Harbor Staff: updated energy code standards.

50

00:07:04.930 --> 00:07:14.760

City of Gig Harbor Staff: and strict adherence to the general requirements would likely not make a discernible difference from the street frontage on Kimball, for anybody viewing from that side

51

00:07:15.000 --> 00:07:21.950

City of Gig Harbor Staff: staff believes the proposal, as shown on the plans, constitute a overall improvement, or the strict adherence to the general requirements.

52

00:07:22.310 --> 00:07:26.619

City of Gig Harbor Staff: and it's consistent with development on adjacent parcels.

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00:07:27.490 --> 00:07:28.590

City of Gig Harbor Staff: The

54

00:07:28.900 --> 00:07:42.349

City of Gig Harbor Staff: additional design elements which were not looked at here to be reviewed administratively by staff, and thus far Staff has found that the proposal meets those prescriptively and may be approved administratively.

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00:07:42.480 --> 00:07:45.970

City of Gig Harbor Staff: Should the Board agree with the analysis described in the Staff report.

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00:07:46.590 --> 00:07:56.060

City of Gig Harbor Staff: and what Staff myself has mentioned here. Find findings and recommendations for the Board to consider adopting have been suggested in the staff report

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00:07:57.120 --> 00:08:02.869

City of Gig Harbor Staff: that would be needed to be finalized, and with a notice of a recommendation

58

00:08:03.390 --> 00:08:13.480

City of Gig Harbor Staff: from the Drb. So this concludes my synopsis of Peak Harbor fire and medic. One station 51 design review, and I'm happy to address any questions.

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00:08:14.920 --> 00:08:18.980

City of Gig Harbor Staff: Move forward which I have any questions, stats.

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00:08:19.440 --> 00:08:20.890

City of Gig Harbor Staff: It looks like the

61

00:08:21.190 --> 00:08:30.920

City of Gig Harbor Staff: area with the vegetative buffer doesn't exist right now. The existing building. Yes, that's correct. So they'd be essentially maintaining what is there? There is a

62

00:08:31.670 --> 00:08:36.009

City of Gig Harbor Staff: dense vegetative buffer, so to speak, but not at the extent of the

63

00:08:36.280 --> 00:08:43.519

City of Gig Harbor Staff: what would currently be required. So I think it ultimately serves the same purpose as providing that full buffer would

64

00:08:45.730 --> 00:08:52.000

City of Gig Harbor Staff: to the portions that are not developed is the buffer, I mean is the

65

00:08:52.460 --> 00:09:02.240

City of Gig Harbor Staff: with looking at the aerial. The buffer is a straight line currently that doesn't need that 45 standard. Is there a requirement to plant to meet that buffer?

66

00:09:03.180 --> 00:09:12.210

City of Gig Harbor Staff: So what they'd be looking at is just relief from that while providing just the standard perimeter landscaping.

67

00:09:12.370 --> 00:09:13.870

City of Gig Harbor Staff: Yeah, so concrete.

68

00:09:13.970 --> 00:09:20.879

City of Gig Harbor Staff: Yep, so essentially, it'd be keeping the same layout largely of the site.

69

00:09:25.330 --> 00:09:26.090

City of Gig Harbor Staff: Good

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00:09:29.380 --> 00:09:43.973

City of Gig Harbor Staff: before we turn it over to the applicant. We're gonna suggest that we talk about all the 1st items here, and I just want to serve this up in regards to those setbacks and refinements

71

00:09:45.413 --> 00:09:51.120

City of Gig Harbor Staff: familiar with the existing building existing street project.

72

00:09:51.270 --> 00:09:55.990

City of Gig Harbor Staff: I'm just gonna ask the Rp members if you have any concern about

73

00:09:56.380 --> 00:10:00.010

City of Gig Harbor Staff: the relief from bringing the building forward based on this.

74

00:10:00.160 --> 00:10:01.600

City of Gig Harbor Staff: It's use

75

00:10:01.870 --> 00:10:09.449

City of Gig Harbor Staff: and the fact they've got to get that drive for the emergency vehicles off the street. We don't have any concerns about that.

76

00:10:09.760 --> 00:10:16.427

City of Gig Harbor Staff: In the new building would operate similar to how the existing buildings operated for 40 plus years.

77

00:10:17.615 --> 00:10:35.259

City of Gig Harbor Staff: then, I would say concerns right now to me. It's by moving forward. You actually get rid of parking in front of it, and we were parking inside. So it makes it actually have a better. The driveway is required because of the emergency services. So it's

78

00:10:35.380 --> 00:10:41.359

City of Gig Harbor Staff: it's superior to the way it is. Now, okay, okay.

79

00:10:41.540 --> 00:10:47.470

City of Gig Harbor Staff: okay, so we'll still need to actually kind of present on that, or discuss on that.

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00:10:47.680 --> 00:10:54.509

City of Gig Harbor Staff: And then the other ones, in regards to the parking standards for that, and trying to understand

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00:10:54.840 --> 00:11:03.439

City of Gig Harbor Staff: how we're looking at. It doesn't sort of drive cuts right? Think we understand the need for the- the larger cut

82

00:11:03.740 --> 00:11:12.470

City of Gig Harbor Staff: this is emergency goes to deploy. I don't have any concern with it whatsoever. So you know. Serve that

83

00:11:12.770 --> 00:11:20.639

City of Gig Harbor Staff: that question up to the numbers. If you have any concern about that frontage, and in essence

84

00:11:20.770 --> 00:11:39.209

City of Gig Harbor Staff: the, you know, drives. You know, the property is long enough for the 2 drives anyways, and usually this kind of falls into public works. Standards as far as curve size are still with, but this is completely different from what standard would be, but it seems like it's fitting with the use

85

00:11:39.460 --> 00:11:42.750

City of Gig Harbor Staff: perfectly, so you would expect expect to see that.

86

00:11:43.480 --> 00:11:47.010

City of Gig Harbor Staff: So my understanding is both driveways are.

87

00:11:47.250 --> 00:11:49.809

City of Gig Harbor Staff: We don't conform to the standard width.

88

00:11:50.150 --> 00:12:01.459

City of Gig Harbor Staff: What are? Remind me what the widths are. Yeah, that is 15 feet for one way and 24 feet for 2 way. That's the standard. And what's proposed.

89

00:12:01.760 --> 00:12:14.772

City of Gig Harbor Staff: That is one way is reducing the existing right is what it sounded like.

90

00:12:16.330 --> 00:12:20.819

City of Gig Harbor Staff: what's the existing? I don't remember off the top.

91

00:12:22.110 --> 00:12:41.220

City of Gig Harbor Staff: It is significant, this one, this one is actually getting. It's currently for set up for 3 Lane. They are wider than normal, though, because we do have large engines that do need to make that port.

92

00:12:42.990 --> 00:12:54.959

City of Gig Harbor Staff: It is mentioned in the narrative. I can't get to it right now, because the your screen sharing bar is in front of what I need to click on.

93

00:12:55.440 --> 00:12:56.389

City of Gig Harbor Staff: here we go.

94

00:13:00.020 --> 00:13:06.819

City of Gig Harbor Staff: I, I similarly don't have any issues with the teams consistent with the use

95

00:13:11.640 --> 00:13:27.779

City of Gig Harbor Staff: okay, so I recommend that we can look at those separately. Once we kind of get through all the issues, none of those that's good. Okay?

96

00:13:28.600 --> 00:13:38.579

City of Gig Harbor Staff: So moving on to the design alternatives in zone transition, this is where we have a plethora of items in essence. We're really trying to

97

00:13:39.408 --> 00:13:48.719

City of Gig Harbor Staff: make the architecture provide that transition. If you look at the buildings that are Kimber now

98

00:13:49.220 --> 00:14:00.699

City of Gig Harbor Staff: they're all over the board, but you know the properties have shadowed lines, especially in the woods. Business. Park is

99

00:14:01.130 --> 00:14:12.650

City of Gig Harbor Staff: very residential and competitively adjacent. It was a 2 story with some hit groups. So.

100

00:14:13.337 --> 00:14:35.079

City of Gig Harbor Staff: in my opinion, so it needs to echo those things. But I think the design of it is, it needs to be a little fairly quiet and modest. It sits in the tree lines heavily.

101

00:14:35.270 --> 00:14:49.339

City of Gig Harbor Staff: Street signage with the fir trees and stuff. And that's design manual in regards to landscape is one of those properties that

102

00:14:51.070 --> 00:14:59.820

City of Gig Harbor Staff: so talking about these alternative zone transition standards, there are 13 of them that there are, I think that

103

00:14:59.910 --> 00:15:27.979

City of Gig Harbor Staff: the we should talk about them a little bit and see if we have any items that based on current proposed design. We would like to discuss a little further, and then it gets into a past that getting into scale, that particular one is in regards to a specific transition.

104

00:15:28.620 --> 00:15:31.530

City of Gig Harbor Staff: Does that make sense? Yeah, that's up

105

00:15:31.680 --> 00:15:37.979

City of Gig Harbor Staff: good way to start. And why don't we turn it over to the applicant? And we can talk about

106

00:15:38.240 --> 00:15:42.369

City of Gig Harbor Staff: you respond to the Zone transition. But I think that's really only our

107

00:15:42.740 --> 00:15:45.090

City of Gig Harbor Staff: the thing that we want to talk about.

108

00:15:46.550 --> 00:16:00.191

City of Gig Harbor Staff: No, so for the record. My name is Erica.

109

00:16:03.860 --> 00:16:24.419

City of Gig Harbor Staff: alright. So right now there is an existing nonconference that has been there for more than 50 years closer to 70 years. And what we're what we're wanting to do is basically use the same footprint of what's already paid

110

00:16:24.580 --> 00:16:28.360

City of Gig Harbor Staff: not expand beyond that, but but hold that as a constant

111

00:16:29.034 --> 00:16:45.509

City of Gig Harbor Staff: there is a vertical separation there as well, where there's a rotary along the northern portion of our property. So we're actually set. You know, 5 or 6 feet lower from the from the adjacent property. In addition, so as far as

112

00:16:46.750 --> 00:16:54.250

City of Gig Harbor Staff: you know, views or whatnot from the adjacent residential housing fit lower. You know those those aren't even instructive.

113

00:16:54.440 --> 00:17:17.199

City of Gig Harbor Staff: There is some vegetation on the north side, you know, on the uphill side of that rockery already. That kind of serves as a buffer to a different extent. Granted not the full length. Also the way that that residential lot has been developed. Their parking lot is between their dwelling and our site, so that

114

00:17:17.310 --> 00:17:19.870

City of Gig Harbor Staff: they're willing to sufficient set back

115

00:17:20.450 --> 00:17:25.939

City of Gig Harbor Staff: to, you know, not be adjacent to our site, where additional buffering would be necessary.

116

00:17:26.290 --> 00:17:29.760

City of Gig Harbor Staff: That's kind of my take from an engineering standpoint.

117

00:17:29.950 --> 00:17:34.319

City of Gig Harbor Staff: Well, you have anything else to add, Howard. From architecturally.

118

00:17:34.680 --> 00:17:39.085

City of Gig Harbor Staff: Howard, Screwby, Riceberg. Similar architects from

119

00:17:40.532 --> 00:17:59.249

City of Gig Harbor Staff: not really, I mean, I think it's pretty self explanatory. You know the site pretty well. There's parking already. On the adjacent commercial site that's above almost right up against the property back there. So.

120

00:17:59.960 --> 00:18:09.880

City of Gig Harbor Staff: and then parking was there too, so the district was very adamant about developing the piece

121

00:18:10.130 --> 00:18:16.990

City of Gig Harbor Staff: very much fully. Keep it within the parameters of what we have.

122

00:18:17.170 --> 00:18:18.380

City of Gig Harbor Staff: Currently.

123

00:18:18.560 --> 00:18:26.670

City of Gig Harbor Staff: that's why we had workstation forward a little bit. It's a little square footage. That's why we have the 2 stories on it.

124

00:18:26.820 --> 00:18:32.890

City of Gig Harbor Staff: because the the need is there. There, currently, they have.

125

00:18:33.310 --> 00:18:38.519

City of Gig Harbor Staff: So keep going. Explain to it that there's there's a need to have

126

00:18:38.800 --> 00:18:53.149

City of Gig Harbor Staff: sufficient staff because we brought as well. And so that's that's why we have a taller station. We have. Currently there will be no host power.

127

00:18:53.500 --> 00:19:01.199

City of Gig Harbor Staff: That's kind of by gone, so we won't have to look at Big Tower. It's just a taller.

128

00:19:01.470 --> 00:19:04.290

City of Gig Harbor Staff: better building for the most part.

129

00:19:04.777 --> 00:19:10.350

City of Gig Harbor Staff: And then I don't know if you see, but in the front, there, off of Kimball Drive.

130

00:19:10.470 --> 00:19:15.470

City of Gig Harbor Staff: right in between, sandwiched in between the 2 driveways district.

131

00:19:15.750 --> 00:19:19.590

City of Gig Harbor Staff: was to put a plaza in, and the plaza is

132

00:19:19.870 --> 00:19:33.020

City of Gig Harbor Staff: kind of a memorial, so to speak, to the fire service, so the chief can explain more to that. But it's supposed to be kind of like a mini park, if you will. You know 5 poles and some

133

00:19:33.592 --> 00:19:46.650

City of Gig Harbor Staff: just kind of hopefully cool designs. You won't, only you can only see if you're flying above it, but you'll have

something that's kind of more interesting for public. They want to sit there and just

134

00:19:46.950 --> 00:19:55.490

City of Gig Harbor Staff: take in the scenery if you will, including some hopefully, some aspects of the maritime

135

00:19:55.660 --> 00:20:04.849

City of Gig Harbor Staff: of Gig Harbor. So I don't know what that's all gonna look like. But they'll speak about fire service, but also speak about the history of

136

00:20:05.030 --> 00:20:12.270

City of Gig Harbor Staff: of the of the Cape cardboard from the airtime perspective. So I hope that addresses some of your questions.

137

00:20:13.249 --> 00:20:40.080

City of Gig Harbor Staff: Yeah, maybe maybe just I'll probably give you too much history because I do that sometimes. I was a Boise City Fire chief. For 13 years I worked there for 30 years. And we had a 1% for art program in our city where 1% of all buildings, public art and I grew to love and use that in every building that we built there. And that's why I wanted to put this this plaza

138

00:20:40.690 --> 00:20:49.170

City of Gig Harbor Staff: and wanted to make that central to it. We have to be careful because we pull out. We have to be able to see, so we can't have anything too large and grand. But

139

00:20:49.210 --> 00:21:12.909

City of Gig Harbor Staff: but we we are gonna put some public art there. I've been fire chief here for 4 years this month, and when I got here the plans that were given to me was actually to use the entire one, the 1st and the second lot, and to put a logistics facility and really grow this. And when I got here. You know, I worked for a city in the past, and I'm like.

140

00:21:12.910 --> 00:21:27.959

City of Gig Harbor Staff: but we're not. So. I actually scaled this project back. I took an entire logistics facility that they wanted to put in the wooded area. So we can't be expanding that in the city. That's that's too important of that

141

00:21:28.170 --> 00:21:45.110

City of Gig Harbor Staff: of an area. So I removed that. And that's like, Howard said. That's why we have. We do have to go 2 stories to try to

stuff that this in. But we've made lots of of changes to the original signs to to fit the current area rather than

142

00:21:45.330 --> 00:21:47.870

City of Gig Harbor Staff: taking down a lot of trees. So

143

00:21:49.300 --> 00:22:08.382

City of Gig Harbor Staff: that's just a little background or history of how we've got got to this point. So thanks for letting us be here, we're excited about this project. And like, I said, I work for a city of city farmers understand these processes and and and compliance we want to. We want to be good neighbors and good partners. But

144

00:22:09.100 --> 00:22:16.870

City of Gig Harbor Staff: we, we hope we brought you a good design and with just a couple of changes. Ken. Thank you.

145

00:22:17.300 --> 00:22:27.190

City of Gig Harbor Staff: Okay, you want to just dig into these. Okay, so let me just go through the 13 elements of the alternative zone transition. So let's start with the separation structures.

146

00:22:27.380 --> 00:22:34.040

City of Gig Harbor Staff: Does anybody have any issue where they're sitting down in the middle of the site, taking up the same footprint and adding board.

147

00:22:34.260 --> 00:22:51.329

City of Gig Harbor Staff: So I think when we talk about zone transition, if we have structures that are too close to one another, then obviously, there's some compatibility could happen. And this one got some separation. So I don't have any concern with what it's placed on the site. Now. Okay.

148

00:22:52.440 --> 00:22:53.350

City of Gig Harbor Staff: okay.

149

00:22:53.630 --> 00:23:02.730

City of Gig Harbor Staff: comment on that. So hey, I think good architectural modulation of building. So we do have some designs for building analytics.

150

00:23:03.030 --> 00:23:09.470

City of Gig Harbor Staff: maybe a little more preliminary in regards to the elevation stuff that we're seeing. So why don't we have

151

00:23:09.970 --> 00:23:15.320

City of Gig Harbor Staff: Howard and team talk about the design a little bit?

152

00:23:16.500 --> 00:23:42.759

City of Gig Harbor Staff: Because now we're starting to get building the roof lines and some of these other ones not really related to the the architectural sort of expression that we're looking at. Okay, so that's your concept for the build. What we're looking at. This is what we're talking about in regards to zone transition is, does this building fit within so that streetscape of Kimball

153

00:23:43.090 --> 00:23:58.540

City of Gig Harbor Staff: as we're moving down? And again, it's there's a lot of context there. Almost the whole street is parked like as you drive down, especially in that section with the fire station. So.

154

00:23:59.200 --> 00:24:05.219

City of Gig Harbor Staff: yeah, I mean, we, we feel it's within the city guidelines. We-, we

155

00:24:05.520 --> 00:24:15.559

City of Gig Harbor Staff: view the code pretty, the regulations fairly, strictly, and the whole idea or concept, if you will. What they're referring to

156

00:24:15.690 --> 00:24:20.420

City of Gig Harbor Staff: is again getting back to the maritime

157

00:24:21.230 --> 00:24:35.969

City of Gig Harbor Staff: feeling of Big Harbor. We walked with the assistant chief, and he's very much in tune with us in the city of Big Harbor. We're pretty close to it, and he really likes the maritime feel of it going up there.

158

00:24:36.190 --> 00:24:46.870

City of Gig Harbor Staff: Fishnet houses and things like that. So some of those bridge lines is what I call gables were kind of concepts based on what we saw down along the waterfront.

159

00:24:47.060 --> 00:25:03.299

City of Gig Harbor Staff: and then we borrowed some elements, the the curved arches, if you will, in front of what we call the apparatus Bay

doors, the 3 front doors, those are 3 of them are also some elements that we saw just walking through the city

160

00:25:03.520 --> 00:25:21.409

City of Gig Harbor Staff: downtown area. And then and then so then you kind of with that in mind. You kind of start to see visualize what we're trying to attempt to achieve with some of the more historic structures that are located on the waterfront, and we just developed from there.

161

00:25:22.925 --> 00:25:24.189

City of Gig Harbor Staff: As we.

162

00:25:24.980 --> 00:25:36.390

City of Gig Harbor Staff: We're gonna use materials. I don't know if you want me to get into that there or not, but just kind of keep it more like residential style materials like fiber cement.

163

00:25:36.610 --> 00:25:38.550

City of Gig Harbor Staff: the.

164

00:25:39.500 --> 00:25:55.689

City of Gig Harbor Staff: and and a little bit exciting to kind of break it up. So it's not too monotonous. We will have a mel roof. That that's basically a request from the fire district is they would prefer melt roof over house so, and I think, from

165

00:25:55.850 --> 00:26:02.924

City of Gig Harbor Staff: from a commercial standpoint, at the best pretty typical to see within the city.

166

00:26:04.220 --> 00:26:17.580

City of Gig Harbor Staff: I can't recall what other element that we use on the siding. But it's kind of like that burnt wood that you see, or Japanese would. But some of that's gonna go around the front where you see the station. 51

167

00:26:17.720 --> 00:26:22.000

City of Gig Harbor Staff: number. It's gonna go underneath that. So

168

00:26:22.270 --> 00:26:36.840

City of Gig Harbor Staff: so we're trying to make the the front. Obviously, in, Kimball needs to be more prominent, and that's why you see, it shows beams and some curved elements and brackets so just kind of accentuate that

169

00:26:37.150 --> 00:26:41.139

City of Gig Harbor Staff: similar to when you walk into the front entry, it does the

170

00:26:41.390 --> 00:27:01.376

City of Gig Harbor Staff: of this facility here, where you see some of those structural elements and how they're all connected. So that that's kind of a big part of this design is to to accentuate that as we came from to the side of the building, the south side of the building, which is the lower elevation. That's actually, instead of being a hip roof. There, that's that was what

171

00:27:01.790 --> 00:27:06.780

City of Gig Harbor Staff: Jeremy talked about was, that's the design exception that this it's

172

00:27:07.120 --> 00:27:11.000

City of Gig Harbor Staff: it's 80 P. For the code, but we would just like to make it

173

00:27:11.800 --> 00:27:21.519

City of Gig Harbor Staff: the gable roof all the way across. Then we can get the the solar panels on top, and then you won't have this weird feature on this building.

174

00:27:21.740 --> 00:27:24.639

City of Gig Harbor Staff: So it looks a little bit out there today. So

175

00:27:24.760 --> 00:27:28.960

City of Gig Harbor Staff: what else would you like? Learn a little more

176

00:27:29.540 --> 00:27:57.957

City of Gig Harbor Staff: descriptors? Yeah. Since we really don't have like broken stuff. And it's a 2 story. Talk about the you know, the investment sort of the residential component, like, you know, staff living here. And you know the idea of the balconies. I'm getting some, you know, some different languages, and what we're used to seeing. You know, facing it looks like we have a balcony, that's, you know, sort of nestled in there between those those bay doors, and then the

177

00:27:58.370 --> 00:28:07.050

City of Gig Harbor Staff: You know that gable, that the 51 sitting on it, I think, on the rear part of the building. There's another. So yes, sir, yeah, talk about that floor. Plan a little bit. Let's

178

00:28:07.470 --> 00:28:14.149

City of Gig Harbor Staff: what kind of going on inside. Yeah. So the lower floor is

179

00:28:15.520 --> 00:28:31.420

City of Gig Harbor Staff: lower floor is is staff, like all their offices. So we go inside the building on the 51. The entrance is on the like. See it there on the lower, on the south elevation 51. That's the main entrance in the building, which is right next to the parking area.

180

00:28:31.600 --> 00:28:33.925

City of Gig Harbor Staff: will be reparchy.

181

00:28:35.370 --> 00:28:43.520

City of Gig Harbor Staff: the that will be. That'll house all the downstairs will house all the offices, or basically the main floor. So

182

00:28:43.640 --> 00:28:58.560

City of Gig Harbor Staff: there will be the battalion chiefs will be there at least one per ship. They that's their area right directly in front, and then there'll be what we call firefighter watch offices. So that's where the station members will be there when they're on the ship.

183

00:28:58.830 --> 00:29:02.300

City of Gig Harbor Staff: and then associated with the downstairs

184

00:29:02.420 --> 00:29:17.459

City of Gig Harbor Staff: along those features where you see the windows kind of in the mid core of it, if you will, the 2 story core the bottom exterior wall there, that will be where all the sleep rooms will be there will be approximately 10 sleep rooms there.

185

00:29:19.560 --> 00:29:31.659

City of Gig Harbor Staff: And then, of course, we have the Associated restrooms. And then and then, of course, mechanical electrical rooms. And then, because it's 2 stories, we have to have 2 spare

186

00:29:31.870 --> 00:29:42.351

City of Gig Harbor Staff: wells to meet the code and then, as we move towards the back where it goes back down to one story. That is a fitness room.

187

00:29:43.280 --> 00:29:57.870

City of Gig Harbor Staff: which which will be yeah, he'll be in the back. So to address what Darren said. As you go upstairs onto the second floor you'll see a balcony on the front elevation, which is the west elevation that's directly off the kitchen

188

00:29:58.308 --> 00:30:20.671

City of Gig Harbor Staff: and then there's in the middle where you have the kitchen and the self elevation. Sorry I tried to do the best I can point to it. I think you're following along. So those 2 windows you get past the 51 going to the right. That's the kitchen area. Then you have 3 windows put together. That's what we call the day room.

189

00:30:21.930 --> 00:30:31.090

City of Gig Harbor Staff: no, that's that's the main room. And then the other 2 windows on the side are the the day room. So it's kind of a concept, like a residential

190

00:30:31.610 --> 00:30:38.689

City of Gig Harbor Staff: area, so to speak. So and then so then the district

191

00:30:39.190 --> 00:30:46.129

City of Gig Harbor Staff: to common in fire service these days is you have a porch or something for outside.

192

00:30:46.240 --> 00:30:58.559

City of Gig Harbor Staff: Just so when they're cooking, or something like that, they can go outside and get. What have you? So that's why we put it to the the outside. The the district

193

00:30:58.700 --> 00:31:02.200

City of Gig Harbor Staff: asked us to put it so let's face.

194

00:31:03.010 --> 00:31:11.729

City of Gig Harbor Staff: Originally we wanted to do the rear, but they said, No, our fire fire staff would prefer that they see out.

195

00:31:11.960 --> 00:31:17.989

City of Gig Harbor Staff: So the day room, which is in the back area also has its own.

196

00:31:18.280 --> 00:31:20.919

City of Gig Harbor Staff: If he goes to the other one, Jeremy.

197

00:31:21.040 --> 00:31:34.200

City of Gig Harbor Staff: Sorry down the back there, it's not as prominent. That's that's for the day room. So it's a secondary audio for just- just getting out the outdoors. It's

198

00:31:34.630 --> 00:31:39.509

City of Gig Harbor Staff: a lot of work that we do in design.

199

00:31:39.720 --> 00:31:50.390

City of Gig Harbor Staff: The design role for fire service is very important for ultra mind. The transition from inside outside just gives them.

200

00:31:50.870 --> 00:31:55.300

City of Gig Harbor Staff: It's just better for health of an individual, if you will.

201

00:31:57.600 --> 00:32:01.540

City of Gig Harbor Staff: As you can imagine. It's pretty stressful environment, you know.

202

00:32:01.660 --> 00:32:04.320

City of Gig Harbor Staff: So, anyway, did that.

203

00:32:05.450 --> 00:32:18.350

City of Gig Harbor Staff: and give you a little flavor as a firefighter in the building. And if you're looking forward to answer that, or for more color on. It's our home we live there for today. And-. And so

204

00:32:18.430 --> 00:32:37.469

City of Gig Harbor Staff: this this building is is not just a functioning fire station to serve our citizens. But our firefighters live there. They live there almost as much as they live at home. And so we. We have a workout room. We have a balcony, and we have a patio that for them to to barbecue and and come out and enjoy our

205

00:32:37.560 --> 00:33:01.109

City of Gig Harbor Staff: our beautiful summers with the workout room and a large door to open it up, to, to let fresh air in on nice days. So trying to find that combination of a community public safety room, but also somebody's home. The 1st floor is all the living version essence. That's the reason we put it on the 1st floor is a quicker response. Times to our fire engines.

206

00:33:01.670 --> 00:33:08.250

City of Gig Harbor Staff: And then the second floor, kitchen, dining room and a and a day room.

207

00:33:09.730 --> 00:33:25.330

City of Gig Harbor Staff: Yeah, they they, the firefighters, are really big into their Blackstones and their smokers and cooking, and that's where we we bond as the kitchen table so meals at the fire station is a big deal.

208

00:33:25.940 --> 00:33:31.300

City of Gig Harbor Staff: We center a lot of our activities around that throughout the day. So you don't have that

209

00:33:31.930 --> 00:33:39.047

City of Gig Harbor Staff: a nice area for them to to barbecue, make their risk.

210

00:33:40.510 --> 00:33:43.850

City of Gig Harbor Staff: Okay, for that.

211

00:33:44.690 --> 00:34:02.909

City of Gig Harbor Staff: So as we kind of move down the line, talk about architectural modulation of the building and work on so kind of gone through it and understand. You know what to propose, and it sounds like the hips that is shown in the drawings is not what the design team wants to propose.

212

00:34:03.090 --> 00:34:07.210

City of Gig Harbor Staff: That would be the only tip of phone that

213

00:34:07.470 --> 00:34:10.609

City of Gig Harbor Staff: current design. So we want to just extend it straight

214

00:34:10.830 --> 00:34:18.079

City of Gig Harbor Staff: so they could finish that with a cable. Seems like it. It works pretty well as far as their solar array up on the roof.

215

00:34:18.300 --> 00:34:20.090

City of Gig Harbor Staff: getting that over the breakthrough

216

00:34:21.980 --> 00:34:26.820

City of Gig Harbor Staff: the modulation of the let's- let's maybe talk about modulation of the building.

217

00:34:27.870 --> 00:34:39.630

City of Gig Harbor Staff: So I'm gonna speak 1st to just kind of set the table and based on some viewpoints. We have some prescriptive language code that is trying to avoid

218

00:34:39.940 --> 00:34:42.989

City of Gig Harbor Staff: big boxes, you know, just being a box.

219

00:34:43.909 --> 00:34:48.320

City of Gig Harbor Staff: This, programmatically is not a box. It's a fire station.

220

00:34:48.650 --> 00:34:52.909

City of Gig Harbor Staff: And I think sometimes when we apply the prescriptive code

221

00:34:53.280 --> 00:35:11.560

City of Gig Harbor Staff: to build typology that it wasn't really meant for, we end up coming up with results that maybe are over modulated. We have a lot of examples of that in the Harvard. We have things that you know. Years ago we looked at the Costco sites.

222

00:35:11.690 --> 00:35:15.460

City of Gig Harbor Staff: the adjacent buildings there. They're very like they're over.

223

00:35:15.570 --> 00:35:17.709

City of Gig Harbor Staff: And just to put it well.

224

00:35:17.970 --> 00:35:20.589

City of Gig Harbor Staff: and I I think they could be simple.

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00:35:20.770 --> 00:35:30.699

City of Gig Harbor Staff: and I think that while I'm looking at some of the design here, there's some pieces that might be a little over, because you're responding prescriptively to the code.

226

00:35:31.110 --> 00:35:57.760

City of Gig Harbor Staff: and I think what I envision Kimball myself. Especially the woods business. These buildings are probably taken out of a different time. They're like the low slope roof. They're very small in scale. They're very intimate. They're nestled in the woods. As a matter of fact, like the woods, business probably buildings wrap around the

trees. You know the trees in their little courtyards, so they have a very small, low scale.

227

00:35:58.670 --> 00:35:59.750

City of Gig Harbor Staff: I think

228

00:36:00.370 --> 00:36:07.250

City of Gig Harbor Staff: this building isn't necessarily going to be small scale, but I think it it. There's a perception of modulating

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00:36:07.500 --> 00:36:13.690

City of Gig Harbor Staff: where you push and pull on something, and we think you're trying to make it smaller. But I think you actually are doing the reverse.

230

00:36:14.200 --> 00:36:22.929

City of Gig Harbor Staff: If you keep the line simpler, less ups and downs and ins and outs, I think it quiets the building. Thus, I think

231

00:36:23.180 --> 00:36:29.170

City of Gig Harbor Staff: more fits with people that's just a general, overarching kind of statement on that.

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00:36:30.040 --> 00:36:32.560

City of Gig Harbor Staff: Like to hear some other thoughts. But

233

00:36:32.960 --> 00:36:37.050

City of Gig Harbor Staff: the Board members, you know, on on modulation things of those lines. A little bit.

234

00:36:40.950 --> 00:36:47.959

City of Gig Harbor Staff: I I would agree with you. I feel like my 1st look at this is, it looks. It looks very nice. It looks busy.

235

00:36:48.564 --> 00:36:54.785

City of Gig Harbor Staff: I think it would be my, my non technical take on that is, it looks

236

00:36:55.560 --> 00:36:58.840

City of Gig Harbor Staff: It looks seems to be busy. So.

237

00:36:59.250 --> 00:37:01.730

City of Gig Harbor Staff: and Darren probably said that, yeah.

238

00:37:02.080 --> 00:37:02.960

City of Gig Harbor Staff: And

239

00:37:03.540 --> 00:37:20.290

City of Gig Harbor Staff: yeah, the lights up of the roof on the windows of the top there on that. That just doesn't seem to fit to me. I almost rather see why the roofing versus having that pop up it just doesn't seem to jive with the design to the 1st

240

00:37:20.550 --> 00:37:28.810

City of Gig Harbor Staff: they hit on the on the other relations out. It looks like on the sky. It's not gonna be not visible from public right?

241

00:37:29.300 --> 00:37:41.720

City of Gig Harbor Staff: So to me, that's a that's a new point on that, adding the hip on the back just really scrambles that look at the building and personally see that go back to a gable to tie it together.

242

00:37:41.860 --> 00:37:54.469

City of Gig Harbor Staff: But yeah, the front looks super super busy, and I don't know if you were just to have a long clean on route which I know goes against the the city. It might actually make it stand out less

243

00:37:55.530 --> 00:38:00.379

City of Gig Harbor Staff: does have some function, too. That was my question.

244

00:38:00.730 --> 00:38:19.379

City of Gig Harbor Staff: You're the text. You tell me the design, but for the function for us is to break. So could you. Is it so that the full second story above the doors? Or is that just faulty going down? So could you do the same thing? I hate skylights, but can you do it with skylights, too, instead or not.

245

00:38:20.196 --> 00:38:30.330

City of Gig Harbor Staff: Me too kind of like the idea when it breaks up the the line table right now

246

00:38:30.680 --> 00:38:46.129

City of Gig Harbor Staff: design is relative. But but to speak to what you've done the same, you know. That's that's more like a clear story, right as we know it. It does bring daylight from the top skylights.

247

00:38:46.802 --> 00:39:04.769

City of Gig Harbor Staff: You know, it's kind of they're they're good to. They have their place where their long term maintenance issues. They get dirty easier because facing the sky. So having them 1st grade window, I think we're we're

248

00:39:04.990 --> 00:39:13.379

City of Gig Harbor Staff: ease of maintenance and looks. I think it's it's a better approach, you know. Have the light coming from the top versus having a bunch of

249

00:39:13.600 --> 00:39:24.509

City of Gig Harbor Staff: holes in the roof to try to distribute the like hopefully. That makes sense little thoughts on them.

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00:39:24.870 --> 00:39:26.630

City of Gig Harbor Staff: Violation provides.

251

00:39:32.250 --> 00:39:41.760

City of Gig Harbor Staff: appreciate all the arches, but that it's kind of like

252

00:39:42.440 --> 00:39:49.920

City of Gig Harbor Staff: like a combination of like the Greek and Roman, which is kind of like a big one, because you've got an art you've got. You know, the

253

00:39:50.455 --> 00:39:54.919

City of Gig Harbor Staff: the triangle, but then the circular right under it. So maybe

254

00:39:55.110 --> 00:40:06.359

City of Gig Harbor Staff: if you simplified that, even though we, I appreciate what you're going for. Maybe it's just a little too much, which is so many peaks.

255

00:40:08.580 --> 00:40:09.600

City of Gig Harbor Staff: That makes sense.

256

00:40:10.210 --> 00:40:28.359

City of Gig Harbor Staff: Yeah, the the arches are a little bit of tradition and history for us. In the. And to tell you, too, when I came here I wanted to know red, brick, design art, everything. And these guys are like we got to fit. So they told me, we're not drop me to this.

257

00:40:28.360 --> 00:40:42.790

City of Gig Harbor Staff: But the arches are. I hear you that the 2 may not put together. But the arches are a lot of history for us, having the arch doorways to bring horses and carriages out. So we- we like that in our design.

258

00:40:42.850 --> 00:40:43.989

City of Gig Harbor Staff: One of the worst.

259

00:40:44.190 --> 00:40:54.029

City of Gig Harbor Staff: You'll see it most fire stations sometime in March, with the engine of the truck above it. I hear you the tuning.

260

00:40:55.840 --> 00:41:00.690

City of Gig Harbor Staff: and I really appreciate the nod to the historic, you know. Give you.

261

00:41:00.970 --> 00:41:05.029

City of Gig Harbor Staff: Oh, man, it does. But it does look.

262

00:41:05.710 --> 00:41:07.050

City of Gig Harbor Staff: This is

263

00:41:09.370 --> 00:41:29.214

City of Gig Harbor Staff: okay. So is that the same for the the out kicking on the left hand side there is that for aloft it was funny when one of the stations I worked in. Boise was built in 19 0 2, and it had a hayloft, and when the trucks drive through downtown they would actually fall down into our into our room.

264

00:41:29.640 --> 00:41:54.379

City of Gig Harbor Staff: Sorry. The 3 on the on the right are for our engines, our ladder trucks medic units. The far left one is for our battalion chief. So that's more for pickups. That's why they're a little bit smaller. They're not a drive through the other 3. We like to drive through. It's safer than back in a big fire engine and putting firefighters behind you. So we always want to drive through, or the the 2 on the left

265

00:41:54.570 --> 00:42:06.189

City of Gig Harbor Staff: because of the size of the law. We just couldn't do a drive through, because we have to put a lot of the average. That's the purpose of the admin and the differences between the 3 and the 2.

266

00:42:08.500 --> 00:42:10.280

City of Gig Harbor Staff: Okay moments.

267

00:42:10.780 --> 00:42:15.870

City of Gig Harbor Staff: Let's keep moving on just to touch base on all of the zoom transition.

268

00:42:16.140 --> 00:42:29.110

City of Gig Harbor Staff: So location of services or service areas, all of that seems like them in sight. It's pushed to the back. It's like it's it's visually out of weights.

269

00:42:30.680 --> 00:42:33.220

City of Gig Harbor Staff: window and balcony orientation.

270

00:42:33.770 --> 00:42:36.930

City of Gig Harbor Staff: So this is in regards to

271

00:42:37.230 --> 00:42:45.879

City of Gig Harbor Staff: privacy with adjacent zones, right in building sort of being set on the middle of the property. I really see any issues whatsoever.

272

00:42:46.740 --> 00:42:47.949

City of Gig Harbor Staff: any concerns. Anyway.

273

00:42:48.980 --> 00:43:07.969

City of Gig Harbor Staff: we said, there's a small small buffy in the back, but that that looks back at trees, a lot of trees, and then on the front that looks like into

274

00:43:08.150 --> 00:43:19.530

City of Gig Harbor Staff: the left 3rd of the building, for that matter, that we'll be facing there, and that's really the backside of the apparatus thing. So it's opposite side of the building from where the

275

00:43:19.680 --> 00:43:22.009

City of Gig Harbor Staff: firefighter living or something.

276

00:43:22.680 --> 00:43:23.350

City of Gig Harbor Staff: Okay.

277

00:43:26.660 --> 00:43:33.030

City of Gig Harbor Staff: lighting, I think. Generally speaking, if all light is downward direction.

278

00:43:33.570 --> 00:43:43.256

City of Gig Harbor Staff: The most part stays on the property. I don't think we usually have an issue, so no more, you know. Clear balls, you know.

279

00:43:44.360 --> 00:43:49.009

City of Gig Harbor Staff: So nothing. So yeah.

280

00:43:50.600 --> 00:43:52.859

City of Gig Harbor Staff: And we talked about vegetative buffering.

281

00:43:53.080 --> 00:43:58.050

City of Gig Harbor Staff: The obviously, you have this half property to.

282

00:43:58.580 --> 00:44:04.670

City of Gig Harbor Staff: We're asking, for example, East, right? And yeah, on the East side.

283

00:44:04.820 --> 00:44:10.920

City of Gig Harbor Staff: And then you're basically just maintaining the landscaping sort of elements that are already there.

284

00:44:11.250 --> 00:44:17.615

City of Gig Harbor Staff: But I think you're improving a lot. The frontage on Kimball, which is nice so.

285

00:44:18.160 --> 00:44:41.419

City of Gig Harbor Staff: and the woods belt that's south of the property already has. It's sort of woven with evergreen trees and such that it just seems like 2 properties that are blend together, you know, right now. And yeah, there's a pretty good size open space for the where the current firehouse sits right now to kind of expect that this expectancies and garage doors, and you know.

286

00:44:41.600 --> 00:44:43.350

City of Gig Harbor Staff: emergency services are there?

287

00:44:44.400 --> 00:44:47.030

City of Gig Harbor Staff: You know I don't have any issue with them.

288

00:44:47.700 --> 00:44:51.579

City of Gig Harbor Staff: They need to sort of increase it by saying.

289

00:44:52.020 --> 00:45:00.719

City of Gig Harbor Staff: with the the furniture, the retaining along the vegetation on that will all that be preserved?

290

00:45:02.582 --> 00:45:04.630

City of Gig Harbor Staff: Yes, so we are

291

00:45:05.358 --> 00:45:19.710

City of Gig Harbor Staff: the roadway cross section that for the city standard would require ordinarily an 8 foot landscape strip, and then a sidewalk and a really substantial one. It'd be like a and a 12 foot wide sidewalk.

292

00:45:20.280 --> 00:45:37.959

City of Gig Harbor Staff: Effect right now, what's out? There is essentially a 5 and a half of one that's washed now, because of that retaining wall utilities behind it, we do not want to put in. So we have a public Works variance set, a process being reviewed by Erin Holst.

293

00:45:38.540 --> 00:45:49.620

City of Gig Harbor Staff: yeah. And so what we want to do is we are gonna put in a wider sidewalk than what's there now. Since we are essentially having to rebuild the frontage for the

294

00:45:50.160 --> 00:46:01.440

City of Gig Harbor Staff: so it'll be. We'll be going to 8 foot on that, from what I recall. But we want to leave. There's still enough room to do that and maintain that short little routine.

295

00:46:02.310 --> 00:46:07.130

City of Gig Harbor Staff: But I'm thinking specifically about breaking up. It's a lot of

296

00:46:07.430 --> 00:46:18.390

City of Gig Harbor Staff: necessarily a lot of concrete out in front of that building, between the sidewalk and and the building, so breaking that up with vegetation is

297

00:46:19.509 --> 00:46:48.019

City of Gig Harbor Staff: nice. Yes, so just curious. If you're reconstructing the retaining wall, will there be? Will there be some sort

of education between the sidewalk and the driveway? So we are looking to. Replace that. Did we have our landscape plan submitted with the packet? It's in the simple plan. It is in the simple plan.

298

00:46:48.342 --> 00:46:59.619

City of Gig Harbor Staff: Thought so, yeah, so there will be the plaza there. There are some like, you know, there again, some high set utilities have to avoid. But yeah, the plan is to give you something. Yeah.

299

00:46:59.700 --> 00:47:07.479

City of Gig Harbor Staff: along there. It's, you know, breaking up of education. So it's not a continuous

300

00:47:21.307 --> 00:47:34.922

City of Gig Harbor Staff: couple, more trees that- that are, you know, like ornamental street scape trees.

301

00:47:36.210 --> 00:47:49.890

City of Gig Harbor Staff: That is consistent with our perimeter landscaping requirements, too.

302

00:47:50.580 --> 00:48:05.639

City of Gig Harbor Staff: and by taking away the current, you know, drive through area in front of the station that we use it for landscaping, too, as you know, so that it'll definitely be more.

303

00:48:10.570 --> 00:48:13.099

City of Gig Harbor Staff: Let me see some of the plantings here.

304

00:48:14.100 --> 00:48:18.080

City of Gig Harbor Staff: Yeah, there's the memorial area. And then sure.

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00:48:18.320 --> 00:48:20.320

City of Gig Harbor Staff: more plantings down here as well.

306

00:48:26.600 --> 00:48:31.530

City of Gig Harbor Staff: Okay, sorry about that.

307

00:48:32.450 --> 00:48:48.049

City of Gig Harbor Staff: And then existing properties set back and bargains in front.

308

00:48:48.200 --> 00:48:57.219

City of Gig Harbor Staff: And obviously, we're not trying to recreate that. And so I think they're doing a much better job than the neighboring properties, getting it closer to what we're really looking.

309

00:48:57.590 --> 00:49:08.119

City of Gig Harbor Staff: We're not gonna get building up front. We can sort of line it up with trees and landscaping and soft.

310

00:49:12.180 --> 00:49:16.120

City of Gig Harbor Staff: And we've already talked about location parking. And so that completes.

311

00:49:16.430 --> 00:49:18.800

City of Gig Harbor Staff: Let's one.

312

00:49:19.250 --> 00:49:28.170

City of Gig Harbor Staff: That's pardon me, but I think it relates a little bit to the buildings in the entrance and the building main entrance

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00:49:28.740 --> 00:49:39.690

City of Gig Harbor Staff: for visitors. I would think I don't know. How-
how often is that? Visitors that come families, you know, more families
than

314

00:49:39.760 --> 00:50:01.980

City of Gig Harbor Staff: they don't do business out of there, and people
don't come get burn from that or anything. So it would be just somebody
in help, or me coming to visit them. The engine. Okay, one of the things
about what the design standards are looking to achieve is that sense of
that entry point?

315

00:50:02.160 --> 00:50:08.819

City of Gig Harbor Staff: And right now it's turned to the side, which is
convenient for the way that the parking to drive up onto the site

316

00:50:08.950 --> 00:50:25.300

City of Gig Harbor Staff: park you can see the entrance. But what I'm
maybe not seeing in design, even though there's this North Plaza manned
by Kimball, is some essence of the front door that you can see Kimball
meaning like an extension. Or

317

00:50:25.440 --> 00:50:29.849

City of Gig Harbor Staff: maybe there's part of the lock right? The door might technically be

318

00:50:30.110 --> 00:50:37.469

City of Gig Harbor Staff: facing south, but there's really no sense of entry like a pedestrian entry that goes to Campbell and

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00:50:37.690 --> 00:50:47.059

City of Gig Harbor Staff: doors. You obviously recognize the emergency bay doors for the fire engines and stuff, and that's everybody understands what that is. But

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00:50:47.220 --> 00:51:01.879

City of Gig Harbor Staff: I still can't like maybe see it. I could see that there's a pedestrian walkway on Kimball, and we do have a little bit of grade that's there. But it could still be something that that Orient, some essence of that front door acknowledging Kimball.

321

00:51:05.207 --> 00:51:25.170

City of Gig Harbor Staff: That's good, the walkway and all that, I think is good. So speaking more, maybe, to the architecture responding to that

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00:51:25.900 --> 00:51:28.809

City of Gig Harbor Staff: that sort of pedestrian pathway.

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00:51:29.030 --> 00:51:34.490

City of Gig Harbor Staff: If there's a way to sort of acknowledge that a bit more, you go to the design.

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00:51:34.690 --> 00:51:38.320

City of Gig Harbor Staff: so go to the next 151.

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00:51:39.560 --> 00:51:40.569

City of Gig Harbor Staff: There we go.

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00:51:51.730 --> 00:51:52.470

City of Gig Harbor Staff: you know.

327

00:51:57.340 --> 00:52:02.750

City of Gig Harbor Staff: and it's the way the building set up now is. The whole side is the entry entry point. So

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00:52:04.866 --> 00:52:12.010

City of Gig Harbor Staff: think again the the element with within this, as we're talking about the parking the driveway. Kansas Bank

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00:52:12.230 --> 00:52:15.729

City of Gig Harbor Staff: think the building sort of front door is is

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00:52:16.550 --> 00:52:22.560

City of Gig Harbor Staff: linked at the hip with that so far, and where the entrances right now, and drinking.

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00:52:23.310 --> 00:52:30.170

City of Gig Harbor Staff: I think there's still some ambiguity that's happening with the buildings and spaces, Kimball.

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00:52:30.660 --> 00:52:38.430

City of Gig Harbor Staff: that when we talk about busyness, there's there's some things, I think, that help simplify it and make it a little more elegant.

333

00:52:38.720 --> 00:52:50.969

City of Gig Harbor Staff: Yeah, I do think, understanding the front door where it is. And again, don't know how often you freak in the firehouse, you know, unless you have something, but

334

00:52:51.160 --> 00:52:53.010

City of Gig Harbor Staff: that's why I asked that question.

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00:52:53.150 --> 00:52:56.400

City of Gig Harbor Staff: But it's something to have

336

00:52:57.380 --> 00:53:08.609

City of Gig Harbor Staff: front entry that you can see as opposed to driving around the backside or side of it. It's a little more in, you know, from Street.

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00:53:10.850 --> 00:53:35.580

City of Gig Harbor Staff: you know. Thoughts on. Is it a location? Because it's all the way to the right. And then, or are you looking for? Not a single entrance? No, it can still be, you know, a senior entrance. I obviously it doesn't warrant you have multiple entrances. But I think that building doesn't have any acknowledgement of that entry. So basically, Kimball.

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00:53:36.180 --> 00:54:00.779

City of Gig Harbor Staff: as an example, I don't have proposed design things. But if it had. You have like these gables that run out of it. Maybe that's a short little column 8 or something that goes out, maybe to the 1st set of steps, or something, and sort of said, Hey, this is the entrance right? And you come up this path, and there's a front porch right for that family quality to it. And we ask for front porches and things. You know, we get down this.

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00:54:00.780 --> 00:54:08.010

City of Gig Harbor Staff: And it's sort of this acknowledgement, you know, this is where you greet people coming up.

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00:54:08.240 --> 00:54:13.179

City of Gig Harbor Staff: And it's it's that kind of architectural gesture. I think that would be helpful.

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00:54:18.130 --> 00:54:34.289

City of Gig Harbor Staff: Okay, and that gets to. I guess I skipped the entry orientation because that's exactly what I was talking about. So those are the 2 elements that think.

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00:54:34.820 --> 00:54:46.649

City of Gig Harbor Staff: And then your open space common area. It's-it's nice. You're creating as more symbolic purpose than just

343

00:54:46.770 --> 00:55:03.432

City of Gig Harbor Staff: be functional. I think that's really wonderful. So look forward to seeing how that's going to develop. I want to comment on the open space. I love that you're incorporating something right along the the sidewalk. I think that's going to be great for the community. It is

344

00:55:04.260 --> 00:55:24.799

City of Gig Harbor Staff: It is a frequented, as I'm sure you're well aware. Bike route, as you're connecting Cushman to Cushman, and there aren't a lot of places on in this area where people on bikes can sit and take a break. So I I don't have any suggestions, but just just acknowledging that, and

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00:55:25.080 --> 00:55:28.680

City of Gig Harbor Staff: as someone who walks and bikes a lot in this area that

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00:55:28.790 --> 00:55:34.230

City of Gig Harbor Staff: you may have a fair number of people in the spot to just sit for a second

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00:55:34.700 --> 00:55:37.009

City of Gig Harbor Staff: and if there's a way to acknowledge that and

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00:55:37.130 --> 00:55:49.180

City of Gig Harbor Staff: incorporate that into that, whatever that ultimate design looks like, that would be welcomed, whether that's even like a bike rack. So a place to to set a bike down. And

349

00:55:49.910 --> 00:56:08.559

City of Gig Harbor Staff: so there, there is a bike rack incorporated. Now I think we had it near the front door. But we're kicking around the idea of where that's going to be located as well as benches that are incorporated. There's not a lot of places that are easy to stop.

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00:56:09.040 --> 00:56:14.459

City of Gig Harbor Staff: Well, you're connecting the Cushman trail portions in this area.

351

00:56:14.620 --> 00:56:16.439

City of Gig Harbor Staff: a really pleasant place to sit

352

00:56:18.085 --> 00:56:26.670

City of Gig Harbor Staff: built a fallen fire memorial. We build it on the green belt.

353

00:56:26.900 --> 00:56:37.170

City of Gig Harbor Staff: and we put a lot of benches there, and the amount of people that stop on their bikes and just rest and enjoy the space. So I really like that.

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00:56:39.090 --> 00:56:51.200

City of Gig Harbor Staff: Okay, this is natural site there. Just a huge gesture of preserving the property is a nice check.

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00:56:51.480 --> 00:56:53.310

City of Gig Harbor Staff: very completion.

356

00:56:59.330 --> 00:57:00.970

City of Gig Harbor Staff: Let's just a bit more.

357

00:57:04.490 --> 00:57:15.979

City of Gig Harbor Staff: So you guys are changing the grade, you know, dramatically. Usually when we talk about things like this.

358

00:57:16.360 --> 00:57:21.020

City of Gig Harbor Staff: scrape walls, you know, and we had

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00:57:21.250 --> 00:57:24.879

City of Gig Harbor Staff: looks like it's less than 5 feet when I look at it.

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00:57:25.230 --> 00:57:30.980

City of Gig Harbor Staff: The only thing we're scraping is.

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00:57:31.580 --> 00:57:36.280

City of Gig Harbor Staff: But then, in the last element is setting material details.

362

00:57:37.340 --> 00:57:47.949

City of Gig Harbor Staff: So I guess, going back to the elevations. Maybe like circle back around, we'll kind of take assessment of our conversations.

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00:57:48.380 --> 00:57:55.450

City of Gig Harbor Staff: Sounds like element B, which is our central modulation facilities, and then the growth line.

364

00:57:55.950 --> 00:58:01.989

City of Gig Harbor Staff: and then possibly the entry orientation. And then maybe this siding, too, we can talk about a little bit.

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00:58:02.650 --> 00:58:10.739

City of Gig Harbor Staff: There's a it- it sounds like there might be some architectural messaging to go on just to kind of simplify, and

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00:58:10.980 --> 00:58:14.730

City of Gig Harbor Staff: I think we've done in the past. We've had applicants

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00:58:15.570 --> 00:58:20.609

City of Gig Harbor Staff: try to hit prescriptively, and then there's a couple of things that can't quite get.

368

00:58:21.360 --> 00:58:22.500

City of Gig Harbor Staff: We try to.

369

00:58:22.780 --> 00:58:30.410

City of Gig Harbor Staff: We're we're usually pretty approachable. So we like to say, Listen, we're giving you a little bit of rain to say, don't worry about the numbers and the math.

370

00:58:31.510 --> 00:58:55.979

City of Gig Harbor Staff: What the code says, but we really want is an elegant solution, you know, to fit the function honestly, that's a firehouse, and I don't think anybody on this town concern about 80 feet or a hundred feet. It's beautiful. So and so that's I think, one thing that we'd like to get across now on these elements

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00:58:57.106 --> 00:59:05.670

City of Gig Harbor Staff: think across the board. We've we've heard that the this front elevation, the most prominent elevation that faces people is a little bit busy.

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00:59:06.330 --> 00:59:15.539

City of Gig Harbor Staff: and I think if you look at the back elevation where you have the more utilitarian garage phase.

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00:59:15.820 --> 00:59:17.669

City of Gig Harbor Staff: you could scroll for that.

374

00:59:18.260 --> 00:59:23.909

City of Gig Harbor Staff: Yep, yeah, this one right here is a little quieter elevation

375

00:59:24.620 --> 00:59:51.790

City of Gig Harbor Staff: if we imagine that hip growth coming off and being cable and maybe the element of the projection of that cable line that's on the right hand side. Maybe that's just squared off. I know. You see the the backside of the clear story, you know, projecting up to form that little bit of a shed that's there. There's kind of a simplicity to that lean to structure over the bay that has this nice forward local line.

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00:59:51.930 --> 00:59:52.920

City of Gig Harbor Staff: and

377

00:59:53.270 --> 01:00:06.979

City of Gig Harbor Staff: it's it's calmer, the elevation a little calmer. I think that the front, even though it has more excitement

because it's places where everything's coming out. And you've got you know the entry points. I think it could

378

01:00:07.540 --> 01:00:12.999

City of Gig Harbor Staff: be more like the the rear of the building and quieting down a little bit more.

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01:00:13.410 --> 01:00:17.740

City of Gig Harbor Staff: So going back to the front elevation, Kimball.

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01:00:18.400 --> 01:00:22.280

City of Gig Harbor Staff: if the arches are an important part of them, the

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01:00:22.490 --> 01:00:29.240

City of Gig Harbor Staff: the the history, the legacy, the heritage of of firefighting, and I'd say.

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01:00:30.200 --> 01:00:36.740

City of Gig Harbor Staff: make your arches, you know, and and do a nice statement right there. If you want to use masonry, use masonry

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01:00:37.990 --> 01:00:42.809

City of Gig Harbor Staff: And the idea of the clear story window up there. I think that

384

01:00:43.278 --> 01:00:52.150

City of Gig Harbor Staff: kind of reading what John was saying. It looks a little boring, because it's a little more modern looking. You know the clear story is modern shit.

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01:00:52.500 --> 01:01:05.429

City of Gig Harbor Staff: Maybe if you had a horizontal line over the doors and get some arches, maybe you can do some dormers, you know, up that have little gables or something. Get your daylight in there. I don't know if

386

01:01:05.740 --> 01:01:19.129

City of Gig Harbor Staff: you're facing west or facing east is getting, you know better for orientation from solar standpoint, you know, getting the daylight in there. Everything is West. And gonna happen you're gonna get more

387

01:01:20.770 --> 01:01:24.549

City of Gig Harbor Staff: we don't like. But I think that

388

01:01:24.790 --> 01:01:45.159

City of Gig Harbor Staff: making a simple road line of that, I think, would be would be helpful and expressing that front entrance on those 3 main garage base. I mean, there's nothing more exciting for for children, and my wife's included in that. Those fire trucks are light up and coming out those doors, you know you, basically she, it's just a

389

01:01:45.370 --> 01:01:50.439

City of Gig Harbor Staff: it's just a prideful thing community. And I think this building

390

01:01:50.690 --> 01:02:05.626

City of Gig Harbor Staff: should speak to the pride of Duke Harbor, and people really excited about it. No one's gonna care whether it's 80 feet 5 feet or extra modulation on it. They it should be a beautiful statement. And

391

01:02:06.542 --> 01:02:15.447

City of Gig Harbor Staff: think there's just a few things that maybe if you went back and kind of like massage to simplify. Still, you know, working with the program

392

01:02:15.920 --> 01:02:22.479

City of Gig Harbor Staff: But and again, I don't want to just how, when I designed to. But I

393

01:02:22.730 --> 01:02:41.259

City of Gig Harbor Staff: you know everybody's got a little different flavor to it. But think our board is, is recognizing that there's there's a little too many things going on. And this building, I think we all understand the importance of this building, and how prominent it is, and we want you to be really successful.

394

01:02:41.760 --> 01:02:56.200

City of Gig Harbor Staff: So I don't think there's any. After looking at all this. I don't think there's anything relative to that. We're looking at other than maybe a little bit of architecture that would help us, you know. Quiet it down, make it blend nice with Kimball.

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01:02:56.460 --> 01:02:58.920

City of Gig Harbor Staff: But when we typically get to things like this.

396

01:03:00.130 --> 01:03:09.459

City of Gig Harbor Staff: we we hate to send you away and say, Listen, we're not, gonna maybe give you a blessed approval. But hopefully we can give you guidance to say we'd like to see you come back

397

01:03:10.480 --> 01:03:21.099

City of Gig Harbor Staff: with the latitude to say, Don't worry about the number from this, and you don't have to worry about any of these other things that you know. I think we all said, Hey, we're we're good on those right.

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01:03:22.340 --> 01:03:27.960

City of Gig Harbor Staff: Okay, that was my synopsis. So shout

399

01:03:28.250 --> 01:03:51.480

City of Gig Harbor Staff: title of Board members viewpoints. So I want to say, thank you, because I I agree with it completely. And I do think that's what we're trying to do is follow the letter. And I want to build a building that is hallmark of this community into this. That is a fire station. But yet is a cornerstone of this community. So thank you for that feedback and

400

01:03:51.849 --> 01:04:01.419

City of Gig Harbor Staff: you know, 1st to tell you that I'm not disappointed because I want to get this thing going, but but it also excites me in another way now, and I appreciate your

401

01:04:01.760 --> 01:04:03.630

City of Gig Harbor Staff: their guidance, and

402

01:04:04.220 --> 01:04:22.819

City of Gig Harbor Staff: I don't know about. Maybe you guys aren't as excited, but the delay doesn't excite me. But I'm excited to incorporate some of that and get your feedback and- and here and I hear it. You say that.

403

01:04:23.620 --> 01:04:29.329

City of Gig Harbor Staff: Don't throw it all out, but don't worry about so much and build this nice one. I hear you.

404

01:04:30.094 --> 01:04:31.470

City of Gig Harbor Staff: I'm excited about that.

405

01:04:32.180 --> 01:04:45.719

City of Gig Harbor Staff: I know we hadn't talked specifically about materials and stuff, but it's so- so you Bond, you know that your place

up there. I know we have a building down town that has it, and it's sort of mixed reviews, right? It's natural, but it also

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01:04:46.240 --> 01:04:54.260

City of Gig Harbor Staff: just its appearance, you know can be unsightly sometimes if it's not completely black. And I I guess I'm I'm thinking.

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01:04:54.910 --> 01:05:01.270

City of Gig Harbor Staff: if you're if you're applying it because you're trying to emulate something downtown, I'd say. Well, that's the wrong reason.

408

01:05:01.370 --> 01:05:24.501

City of Gig Harbor Staff: you know. There's a lot of architecture this downtown that shouldn't copy. Well, you know what, if we made it all. I could kind of get behind that. I could understand that. But I don't know. Think that

409

01:05:26.290 --> 01:05:53.950

City of Gig Harbor Staff: If you simplified your palate a little bit, too. It just seems out of place that that element there the and even like the your 51 insignia and some of the other things I think you could be, you know, a little more prominent with things. And I just think that there's there's some misogyny to take place with that and don't be afraid of masonry. I know it's more costly. But

410

01:05:54.840 --> 01:06:04.460

City of Gig Harbor Staff: okay, well, no, I think, do think that code and stuff.

411

01:06:04.880 --> 01:06:15.589

City of Gig Harbor Staff: So it's it's understandable. We- we see it a lot. And that's kind of the downside of of trying to sort of like.

412

01:06:15.770 --> 01:06:18.540

City of Gig Harbor Staff: give you design guides right and think well.

413

01:06:18.960 --> 01:06:23.149

City of Gig Harbor Staff: and we appreciate the the attempt for sure, but

414

01:06:24.093 --> 01:06:36.210

City of Gig Harbor Staff: definitely want to see this this firehouse, you know a really strong, elegant design, and I'd say your footprint is that you? You're already modulated enough, I think, by program.

415

01:06:36.724 --> 01:07:05.345

City of Gig Harbor Staff: Think you just it needs to go through a cycle. I think one more time to get it really singing and be proud of the program. You know what you're doing. It's okay that we can make a fire. I think you know what you know, that's with the program people want to drive, you know, doesn't look like, you know, somebody's, you know, large scale, like, you know, log or something, you know. So it should look like a firehouse. So

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01:07:06.750 --> 01:07:08.790

City of Gig Harbor Staff: other comments on that.

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01:07:09.820 --> 01:07:20.959

City of Gig Harbor Staff: Okay, so in that case, we would make a motion to continue what we typically do.

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01:07:21.140 --> 01:07:28.320

City of Gig Harbor Staff: And given the applicant enough sort of latitude instruction of what we're looking for.

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01:07:29.819 --> 01:07:40.370

City of Gig Harbor Staff: And then we would in essence reconvene. And again, you guys control the schedule we've been.

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01:07:41.170 --> 01:07:43.210

City of Gig Harbor Staff: and that's more projects.

421

01:07:43.930 --> 01:07:49.545

City of Gig Harbor Staff: Fancy, burn out some, you know, some updates and things. And

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01:07:50.340 --> 01:07:53.720

City of Gig Harbor Staff: you know, I don't know if you guys have anything that's model. You know, this

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01:07:53.870 --> 01:08:11.729

City of Gig Harbor Staff: board really loves to see stuff, too.

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01:08:12.040 --> 01:08:30.850

City of Gig Harbor Staff: That'd be fantastic. So make a motion to continue, instruct the applicant to look at some design dates for the architecture to meet these other transition standards have a second

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01:08:31.710 --> 01:08:38.550

City of Gig Harbor Staff: further discussion, all in favor. Okay, so just

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01:08:38.680 --> 01:08:52.973

City of Gig Harbor Staff: for some clarification. The design exceptions that we talked about 1st sounded like the board was good with those. So that's those are kind of the primary driving factors for permitting moving forward, since they're more

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01:08:53.479 --> 01:09:04.340

City of Gig Harbor Staff: location on the site based. Alright, I think I think that would make sense. Just so we can have some

428

01:09:04.890 --> 01:09:09.039

City of Gig Harbor Staff: really set clarity on the site where things are so we can move

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01:09:09.149 --> 01:09:13.530

City of Gig Harbor Staff: the permits forward initiate in the meantime. So I think that would make sense.

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01:09:13.920 --> 01:09:18.836

City of Gig Harbor Staff: And so the let's see the way you had it put in here. So the

431

01:09:19.279 --> 01:09:25.149

City of Gig Harbor Staff: essentially, you would just, you know, the front setback.

432

01:09:26.000 --> 01:09:27.839

City of Gig Harbor Staff: a location near the front setback.

433

01:09:28.400 --> 01:09:33.579

City of Gig Harbor Staff: I don't think I had one since that was a exception.

434

01:09:33.670 --> 01:09:48.569

City of Gig Harbor Staff: The way we've done it before is essentially the board is, if you agree that it meets the criteria, then I will craft the make your recommendation. You can make a motion to proceed forward with Staff doing that. And then

435

01:09:48.640 --> 01:10:03.960

City of Gig Harbor Staff: I will email that to the chair who will sign it? And it'll be the notice of recommendation portion of it. So it's a non-residential setback and the limits.

436

01:10:05.810 --> 01:10:08.279

City of Gig Harbor Staff: Okay, okay, do we make a little?

437

01:10:08.710 --> 01:10:16.171

City of Gig Harbor Staff: We're gonna go ahead and make a motion. And so I'll make a motion that we

438

01:10:16.830 --> 01:10:22.029

City of Gig Harbor Staff: approve the residential setbacks section as well in the

439

01:10:22.620 --> 01:10:27.829

City of Gig Harbor Staff: parking lot standards as it relates to driveways

440

01:10:28.070 --> 01:10:32.260

City of Gig Harbor Staff: as a design where this leads the

441

01:10:32.640 --> 01:10:42.430

City of Gig Harbor Staff: the intent of the design. So second executive in further discussion, all in favor.

442

01:10:42.620 --> 01:10:50.890

City of Gig Harbor Staff: Okay, so that'll get it moving forward. The last one is the massive scale. I think we get it

443

01:10:51.130 --> 01:11:00.809

City of Gig Harbor Staff: that it's not gonna prohibit them. Move forward that we need to probably evaluate that. Just again, I think if they work on the zone transition elements.

444

01:11:01.730 --> 01:11:04.710

City of Gig Harbor Staff: Okay, does that make sense? Is it clear enough?

445

01:11:09.150 --> 01:11:09.674

City of Gig Harbor Staff: Alright.

446

01:11:10.810 --> 01:11:14.119

City of Gig Harbor Staff: Front elevation facing Kimmel is busy.

447

01:11:14.905 --> 01:11:17.605

City of Gig Harbor Staff: Simplify it, and then

448

01:11:18.460 --> 01:11:23.873

City of Gig Harbor Staff: you can get rid of your hip. Don't worry about the numbers. Okay? And

449

01:11:24.610 --> 01:11:29.030

City of Gig Harbor Staff: maybe. Look at, you know, acknowledging. You know the entrance a little bit.

450

01:11:29.290 --> 01:11:38.740

City of Gig Harbor Staff: Bike racks this little place to stop, you know, because you are on the cushion trail sort of pathway, you know, connecting those 2

451

01:11:39.240 --> 01:11:45.019

City of Gig Harbor Staff: elements together. So yeah, simplify a little bit. Think

452

01:11:45.480 --> 01:11:49.499

City of Gig Harbor Staff: you appreciate the nod to the harbor and some of the structures down there.

453

01:11:50.240 --> 01:11:58.549

City of Gig Harbor Staff: I don't think you need to. Don't worry about it. You're already in the right sort of vocabulary that fits up there, and I would just keep it a little simple.

454

01:12:00.630 --> 01:12:01.430

City of Gig Harbor Staff: Okay?

455

01:12:02.770 --> 01:12:06.095

City of Gig Harbor Staff: Alright like. I have what I need to move forward and

456

01:12:06.890 --> 01:12:13.780

City of Gig Harbor Staff: any further hearings. You want me to do the the notice public public hearing. It's just a continued meeting. So

457

01:12:14.060 --> 01:12:17.829

City of Gig Harbor Staff: so much yeah, much simpler process. Yeah.

458

01:12:19.770 --> 01:12:37.219

City of Gig Harbor Staff: you know. Talk with Jeremy as far as when you're ready scheduled. So we just need 2 times a month and usually give. You can do things in a couple of weeks, and it'd be on the next. So yeah.

459

01:12:38.628 --> 01:12:43.100

City of Gig Harbor Staff: okay, perfect. Okay, thank you. Appreciate it.

460

01:12:44.120 --> 01:12:59.409

City of Gig Harbor Staff: We have a few. We do have some people, but it does not look like anyone has hands up, for anybody would like to provide a public comment, use the hand, raise function.

461

01:12:59.710 --> 01:13:00.909

City of Gig Harbor Staff: raise your hand.

462

01:13:02.840 --> 01:13:08.780

City of Gig Harbor Staff: and if there is nobody that would like to speak, we can move on to the next agenda item.

463

01:13:11.711 --> 01:13:21.598

City of Gig Harbor Staff: Wouldn't want to stay.

464

01:13:24.660 --> 01:13:29.640

City of Gig Harbor Staff: Yeah, great. Thank you.

465

01:13:32.330 --> 01:13:37.280

City of Gig Harbor Staff: Good any functionality?

466

01:13:37.680 --> 01:13:44.520

City of Gig Harbor Staff: Alright. So last thing we have any agenda is election.

467

01:13:46.200 --> 01:13:51.910

City of Gig Harbor Staff: since we only need once a year. It's beyond every.

468

01:13:53.600 --> 01:13:55.440

City of Gig Harbor Staff: Okay. So

469

01:13:55.900 --> 01:14:25.679

City of Gig Harbor Staff: we have a chair and a vice chair. I think I don't even remember other than myself. So we start with nominations. Anybody want to make a nomination for chair. I'd like to nominate you in that same vein. I will nominate you as vice chair, because you only did it. Thank you. Do we have any other nominations?

470

01:14:26.697 --> 01:14:47.700

City of Gig Harbor Staff: Step up all the rains for a while. It's not that hard, really, especially once a year. I will second the nomination for vice Chair.

471

01:14:48.240 --> 01:14:50.170

City of Gig Harbor Staff: Anybody. Oh, second

472

01:14:50.320 --> 01:14:58.840

City of Gig Harbor Staff: his nomination for you per chair. Okay, all right. So all in favor of John, serving as vice chair.

473

01:14:58.950 --> 01:15:05.059

City of Gig Harbor Staff: Say, aye, all in favor of myself, serving as chair and say, Aye, aye.

474

01:15:05.550 --> 01:15:30.409

City of Gig Harbor Staff: so their election. Okay, so we always, before we end, we always ask Staff have anything up their sleeves and and have an idea for us. So we can anticipate.

475

01:15:31.130 --> 01:15:31.820

City of Gig Harbor Staff: Okay.

476

01:15:32.040 --> 01:15:50.780

City of Gig Harbor Staff: well, we're getting projects in all the time. So thank you for the notice on this one. By the way, the previous meeting seemed like they're really close to when we actually had plenty of time to look at the trail. We're just trying to get it out a little more timely.

477

01:15:52.312 --> 01:16:04.957

City of Gig Harbor Staff: Think that was a concern. It's like, jeez we haven't met in a while. Nobody's got it on their radar.

478

01:16:05.900 --> 01:16:20.019

City of Gig Harbor Staff: Yeah, he probably would have been here today. But he's left for a vacation today. Yeah.

479

01:16:21.670 --> 01:16:33.179

City of Gig Harbor Staff: okay, well, maybe next time. And you know, department being run. And

480

01:16:33.510 --> 01:16:42.069

City of Gig Harbor Staff: you know, we-, we started these at 5 30. It was times, you know, way back, when you know we were on furloughs. Do these things right at 5,

481

01:16:42.170 --> 01:16:49.180

City of Gig Harbor Staff: and I don't know I usually leave the office to get here. I mean, I can. I don't know what everybody else's schedule is, but I was

482

01:16:49.430 --> 01:16:50.130

City of Gig Harbor Staff: perfect.

483

01:16:50.370 --> 01:17:18.890

City of Gig Harbor Staff: Yeah, because we do have that little bit of time. We, you know, get off at 5. And then you're like.

484

01:17:19.100 --> 01:17:24.179

City of Gig Harbor Staff: set up and waiting. So okay, perfect. Anything else that we do in the order.

485

01:17:24.620 --> 01:17:25.360

City of Gig Harbor Staff: Okay.

486

01:17:25.500 --> 01:17:31.170

City of Gig Harbor Staff: so we don't have any meetings scheduled at this point. Nothing scheduled right. Now. We have a few projects that could

487

01:17:31.440 --> 01:17:32.826

City of Gig Harbor Staff: good Drb,

488

01:17:33.820 --> 01:17:43.209

City of Gig Harbor Staff: Often people try to avoid it, just to simplify their end of things. But there's some things coming up in the next year, so they'll likely

489

01:17:43.660 --> 01:17:47.230

City of Gig Harbor Staff: rights to Drb, so not sure what they are, exactly. But

490

01:17:47.700 --> 01:17:56.294

City of Gig Harbor Staff: I assume there'll be more projects in last year.

491

01:18:00.070 --> 01:18:02.030

City of Gig Harbor Staff: Favorite

492

01:18:06.340 --> 01:18:09.580

City of Gig Harbor Staff: good seeing everybody. Yeah.

493

01:18:10.570 --> 01:18:14.109

City of Gig Harbor Staff: Yep, we want 8 inches of snow.