KINGMAN ISLAND DEVELOPMENT PROJECT

February 5, 2019

CARE GOVERNMENT OF THE DISTRICT OF COLUMBIA DC MURIEL BOWSER, MAYOR

Agenda

- 1. Project History Key Terminology
- 2. Where we left off
- 3. What DOEE has done since
- 4. Project Timeline
- 5. Contract Community Engagement Timeline
- 6. RFP Components
- 7. Interim Projects
- 8. Discussion



- 1. Kingman & Heritage Island Feasibility Study Act 2016 - Released July 2017
- 2. Mayor Bowser Announces \$4.7 Million Investment in Kingman and Heritage Islands – January 12, 2018
- 3. Kingman Island Community Advisory Group (Kingman CAG) First Meeting – July 2018
- 4. DOEE Meeting with River Terrace Community at Anacostia Park – August 2018



Kingman CAG at Wunder Garten

Issues Discussed

- 1. Management of the islands and Visitor Center
- 2. Creating a better connection to the island from Benning Road and South Capitol Street
- 3. Balance between active and passive uses on the islands
- 4. Accessibility, safety, fire concerns



DOEE & River Terrace at Anacostia Park

Issues Discussed

- 1. Kingman Island Benning Road Entrance upgrade (wider gate, signage, etc.)
- 2. Programming on the Islands for the local community
- 3. Benning Road sidewalk on west side needs repair
- 4. Coordination with local schools for environmental education programming



What DOEE has done since

- 1. Research visits to other parks for relevant features (Jug Bay, Lake Artemesia)
- 2. Drafting the SOW
 - a) Kingman and Heritage Island Feasibility Study as basis
 - b) Internal team includes:
 - i. Wildlife Management Branch
 - ii. Restoration Branch
 - iii. Green Building and Climate Branch
 - iv. Energy Administration (solar technology, etc.)
 - v. Toxic Substances Division (soil investigation)
 - vi. Building Permit Plan Review Branch (stormwater, ESC)
 - c) Sister Agencies Team: DGS, DPR, OCTO
- 3. Market Research over 5 firms solicited
- 4. Interim Projects
- 5. Seeking Additional Funding



Approximate Project Timeline

DELIVERABLE	PLANNED DATE OF COMPLETION
CONTRACTING (Design Only)	
Contracting for Design Firm	August 2019
Permitted Designs and Bid-Ready Documents	September 2021
Contracting for Construction	July 2022
Project Completion	July 2024
INTERIM PROJECTS	Ongoing



Community Engagement for Design

DESIGN PHASE	APPROXIMATE TIMEFRAME
Community Project Kick-Off Meeting	Sept. 2019-Nov. 2019
Preliminary Concept Design (30%)	Feb. 2020-Apr. 2020
Schematic Design (60%)	June 2020 - Aug. 2020
Design Development (90%)	Sept.2020-Oct. 2020
Final Design (100%)	Dec.2020 - Jan.2021



Summary of Proposed Project Goals Features

- A flagship project showcasing state-of-the-art sustainability goals for the District of Columbia.
- Masterplan should be developed in adherence with guiding principles of ecological restoration, biophilic design, recreation, environmental education, flexible programmable spaces, connectivity to the natural environment of the river, lake and habitats, integration of lifeenhancing spaces, and universal design.
- Assessment of island conditions in preparation for developing a comprehensive ecological conservation and restoration, and management plan.
- Develop a comprehensive ecological restoration, conservation and management plan for the site.
- Review site conditions and conduct site analysis in preparation for developing designs for a Visitor Center on Benning Road that meet requirements of the Sustainable DC Plan. Examine and document sustainability goals, with the intent to maximize resilience and adaptation strategies as well as both site and building level energy and water conservation, generation and reuse strategies.

- Design a Visitor Center at the Benning Road entrance.
- Design 6 environmental education facilities ("outdoor classrooms"), as well as areas to encourage Interaction. Each outdoor classroom focuses on educating about a different habitat.
- Design features to facilitate human connection to the Anacostia River and provide strategic views of the river.
- Design pathways and boardwalks to guide visitors through the island experience, to connect the outdoor classrooms, to protect conservation areas, and to strategically direct all circulation (i.e., foot traffic, persons with disabilities, cyclists, dog walkers) to appropriate paths.
- Design wayfinding signage



Design a Visitor Center at the Benning Road entrance.

- Design a state of the art sustainable building to welcome visitors to the islands and support youth programs. Building to include:
- Office space for park staff with storage space for emergency medical equipment
- Toilets for visitors to the islands
- Storage for facilities maintenance equipment (e.g., mowers); and storage for educational equipment (e.g., boots)
- Boot wash stations
- Multi-purpose welcoming space to accommodate educational displays and small groups of visitors
- Building shall be developed to:
- Achieve the goals of the Living Building Challenge
- Be in compliance with the District of Columbia's Green Building Act of 2006
- Implement the latest applicable building codes and codes for ADA accessibility.

- Design an entry point that is welcoming to visitors using various forms of transportation (buses, bicycles, pedestrian)
- Associated sitework to be ADA compliant, and to include stormwater management features that shall be in compliance with the District's Stormwater Guidebook.





Perspective View



Precedent Images





Glass / Wood house by Kengo Kuma

High Meadow Cabins



Zecc Architecten and Roel van Norel.



Design 6 environmental education facilities ("outdoor classrooms"), as well as areas to encourage interaction.

- Each outdoor classroom focuses on educating about a different habitat.
- Built structures and associated infrastructure must be sited and constructed in a manner that minimizes impacts to existing wildlife habitat.

To include:

- Marsh Landing Classroom
- Gateway Meadow Classroom
- □ Floating Lab on Anacostia Tributary (FLOAT)
- Understory Classroom
- Area of Repose
- Eagle's Outlook Woodland Classroom
- Sculpture Areas





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MARSH LANDING (NORTH HERITAGE ISLAND) - WETLAND CLASSROOM SITE PLAN & IMAGERY



Example Images



A. Accessible Boardwalk to Connect Bridges



B. Tiered Seating for Classes & Classroom Storage



C. Lean-to railing with interprative wetland signage D. Handwashing Station





MAIN MEADOW - CLASSROOM, PAVILION, & FLOAT

SITE PLAN & IMAGERY





F.L.O.A.T. (Floating Lab on Anacostia Tributary)

Pavilion - shade structure with seating for 25 people

Cisterns to capture water off of building and pump water from Kingman Lake to water the meadow



Underground waterline for water for water to be pumped from Kingman Lake to Cisterns for meadow maintenance

Log seating for a class of 25 students



Grass mown path



ADA Accessible path

Birdhouses located in different microclimates











Example Images



. Enclosed Classroom









E. Lean-to Railing



C. Weather Station



F. Handwashing Station









Design features to facilitate human connection to the Anacostia River and provide strategic views of the river.

To include:

- Natural-looking gazebos made to blend with the environment
- □ Fenced overlook decks
- Benches and other seating made of natural materials









Design pathways and boardwalks to guide visitors through the island experience, to connect the outdoor classrooms, to protect conservation areas, and to strategically direct all circulation (i.e., foot traffic, persons with disabilities, cyclists, dog walkers) to appropriate paths.

 Trail system should be designed in a way that will minimize impacts to existing wildlife habitat.

To include:

- ADA Accessible Routes (primary 8' wide path & secondary 6' wide paths)
- ADA Accessible platform on Heritage Island to connect the two bridges to the islands. A path or walkway to access vernal pool habitat area without disturbing it.
- All trails to have mileage markers, wayfinding and place identification signage
- Railed boardwalk encircling the designated critical conservation area and extending into the marshes to avoid foot traffic in the designated critical conservation area (or canopy walk)







Interim Projects

Benning Road/River Terrace Walkability Project (Tactical Urbanism Pilot)
Mussels Grant
High Water Mark
Community Stormwater Solutions Grant
Green Zone Environmental Program (GZEP)
Invasive Removal
Tree Planting on Heritage Island
Vernal Pool Restoration (RiverCorps)

Tactical Urbanism

Tactical Urbanism is an approach to neighborhood building that uses shortterm, low-cost, and scalable interventions to catalyze long term change.



DISCUSSION. QUESTIONS. CONTACTS.

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