

GROW COMMUNITY

Bainbridge Island, Washington, U.S



Size: 8 acres, 130 homes

Dates: 2011-2016

Team: Developer: Asani Architects; Davis Studio Architecture+ Design, Cutler Anderson, Hartman Architecture + Design, Construction: PHC construction

Description: The Grow Community is a neighborhood development that promotes sustainable living. One Planet Living Community

Intent: Innovative sustainable community that encourages dense development

S
Sit+Place

GOALS: (Food) Urban agricultural program ; (Habitat+Biodiversity) 10% certified as wildlife back- yard habitat ; (Transport) 0.6 cars per household, transit oriented

STRATEGIES: (Food) Community gardens with 65% of residents participating, access to services in town ; (Habitat+Biodiversity) 35% tree canopy coverage over the site, rain gardens with pollinator ; (Transport) Ferry connection to Seattle, community shared vehicle, bicycle infrastructure, public paths, parking on perimeter of development

W
Water

GOALS: Reduce consumption by 47% compared to regional average

STRATEGIES: 95% storm water running off site will be treated, water consumption monitored currently 53 gallons/person/day

E
Energy

GOALS: Zero carbon emissions by 2020

STRATEGIES: Solar PV arrays provide 85% of electricity demand, passive solar design strategies, continued monitoring of energy performance by Northwest Energy Efficiency Alliance

E
Equity

Percentage of affordable units: 0%
GOALS: Not defined

STRATEGIES: Public access to streets, human scale design, community involved in sustainable initiatives, easy access to town center

M
Materials

GOALS: (Materials) Not defined ; (Waste) Not defined

STRATEGIES: (Materials) 100% wood sourced with SFI certificate, materials sourced within 300 miles, preference for sustainable materials ; (Waste) Prefabricated construction, reduce, reuse, recycle, compost

SUSTAINABILITY MATRIX

		STANDARD	GOOD	BETTER	LIVING COMMUNITY	REGENERATIVE
S Site+Place	Limits to growth		Developed for density/ limits growth, contains open space			
	Urban Ag				Every resident to have access to community garden, greenhouse, local farm education	
	Habitat Exchange		Landscaping includes parks, landscaping, some emphasis on storm water management			
	Human Powered Living				Walkable streets, bicycle infrastructure, public transit links, car sharing, EV charging stations, easy access to services	
W Water	Net Positive Water		Some stormwater reuse or infiltration, grey water recycling, conservation goals			
	Net Positive Energy				2030 standards of efficiency, advanced construction techniques, ongoing monitoring to meet goals, net +ve energy, carbon neutral goals, 100% renewable energy	
E Energy	Civilized Environment				Community has some organization and collaborates on 1-2 of the living community listed programs	
	Healthy Neighborhood Design				Access to walking and bike trails that connect to amenities, parks, recreation areas	
	Biophilic Environment					Innovative landscaping, designed to include elements that encourage human/nature connection, aesthetic design
	Resilient Community Connections	Nothing considered/ not reported				
H Health+ Happiness	Living Material Plan		Some material selection standards, passive house standards used			
	Embodied Carbon Footprint		Some proxy standards for reducing CO2 in material selection and construction			
	Net Positive Waste		Material selection for recycled/recyclable materials, waste collection facilities, reduction standards			
	Human Scale and Humane Places		Project contains some elements of human-scaled design			
M Materials	Universal Access to Nature and Place		Access to parks, promotes sense of place, some daylighting strategies for buildings			
	Universal Access to Community Services		Some services & community centers in development accessible by bike or walking			
	Equitable Investment	No contribution to charity				
E Equity	Beauty and Spirit					
	Inspiration and Education		Some education on the developments attributes, some opportunities for community events			
B Beauty						

SOURCES:

<http://growbainbridge.com/>
<http://inhabitat.com/grow-community-is-a-prefab-net-zero-housing-development-on-bainbridge-island/>
<http://www.bioregional.com/grow-community/>



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