

# Grow Community

Bainbridge Island, Washington, U.S.



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**Size:**  
8 acres, 130 homes






**Dates:**  
2011 – 2016

**Project Team:**  
Asani, Davis Studio Architecture + Design, Cutler Anderson, Hartman Architecture + Design, PHC Construction

The Grow Community is a One Planet Living Community neighborhood development that promotes sustainable living. It is an innovative community that encourages dense development.

## Goals & Strategies

 Place	
<b>Food</b>	<b>Goals:</b> Urban agricultural program. <b>Strategies:</b> Community gardens with 65% of residents participating. Access to services in town.
<b>Habitat</b>	<b>Goals:</b> 10% of backyards are Certified Wildlife Habitats. <b>Strategies:</b> 35% tree canopy coverage over the site. Rain gardens with pollinators.
<b>Transportation</b>	<b>Goals:</b> 0.6 cars per household. Transit-oriented. <b>Strategies:</b> Ferry connection to Seattle. Community shared vehicles. Bicycle infrastructure. Public paths. Parking on the perimeter of the development.
 Water	
<b>Water</b>	<b>Goals:</b> Reduce consumption by 47% compared to regional average. <b>Strategies:</b> 95% stormwater running off the site will be treated. Water consumption monitored (currently 53 gallons per person, per day).

 <b>Energy</b>	
<b>Energy</b>	<p><b>Goals:</b> Zero carbon emissions by 2020.</p> <p><b>Strategies:</b> Solar PV arrays provide 85% of electricity demand. Passive solar design strategies. Continued monitoring of energy performance by the Northwest Energy Efficiency Alliance.</p>
 <b>Health + Happiness (Details not provided by researchers)</b>	
 <b>Materials</b>	
<b>Material Plan</b>	<p><b>Goals:</b> Goals not defined.</p> <p><b>Strategies:</b> Materials sourced within 300 miles.</p>
<b>Embodied Energy &amp; Carbon</b>	<p><b>Goals:</b> Goals not defined.</p> <p><b>Strategies:</b> 100% wood sourced with SFI Certificate. Preference for sustainable materials.</p>
<b>Waste</b>	<p><b>Goals:</b> Goals not defined.</p> <p><b>Strategies:</b> Prefabricated construction. Reduce, reuse, recycle, compost.</p>
 <b>Equity</b>	
<b>Neighborhood &amp; Access</b>	<p><b>Goals:</b> Goals not defined.</p> <p><b>Strategies:</b> Public access to streets. Human-scale design.</p>
<b>Access to Community Services</b>	<p><b>Goals:</b> Goals not defined.</p> <p><b>Strategies:</b> Community involved in sustainable initiatives. Easy access to town center.</p>
 <b>Beauty (Details not provided by researchers)</b>	

> See next page for Performance Levels achieved

**Performance Levels Achieved:**

	Standard	Good	Better	Living	Regenerative
<b>Place</b>					
Limits to Growth					
Food					
Habitat					
Transportation					
<b>Water</b>					
<b>Energy</b>					
<b>Health + Happiness</b>					
Civilized Environment					
Neighborhood Design					
Biophilia					
Resilient Connections					
<b>Materials</b>					
Material Plan					
Embodied Energy & Carbon					
Waste					
<b>Equity</b>					
Neighborhood & Access					
Access to Nature					
Access to Community Services					
Investment					
<b>Beauty</b>					
Beauty & Spirit	Not specified				
Inspiration					

**Sources:**

- <https://growbainbridge.com/>
- <https://inhabitat.com/grow-community-is-a-prefab-net-zero-housing-development-on-bainbridge-island/>
- <https://www.bioregional.com/projects-and-services/case-studies/grow-community-a-thriving-green-alternative-to-traditional-suburbia>

*\*Note: This case study was developed using found information.*

**21st Century Development** is a model for the creation of regenerative communities that strives to provide a healthy environment for all people and living systems now and in a dynamic future.

The initiative is created and supported by a partnership of AIA Minnesota, the Center for Sustainable Building Research, Colloqate Design and The McKnight Foundation.

