

# **Grow Community**

Bainbridge Island, Washington, U.S.



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### Size:

8 acres, 130 homes

#### Dates:

2011 - 2016

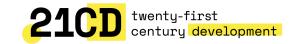
# **Project Team:**

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	
Food	Goals: Urban agricultural program.
	<b>Strategies:</b> Community gardens with 65% of residents participating. Access to services in town.
Habitat	<b>Goals:</b> 10% of backyards are Certified Wildlife Habitats.
	<b>Strategies:</b> 35% tree canopy coverage over the site. Rain gardens with pollinators.
Transportation	Goals: 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.
<b>⊘</b> Water	
Water	<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).

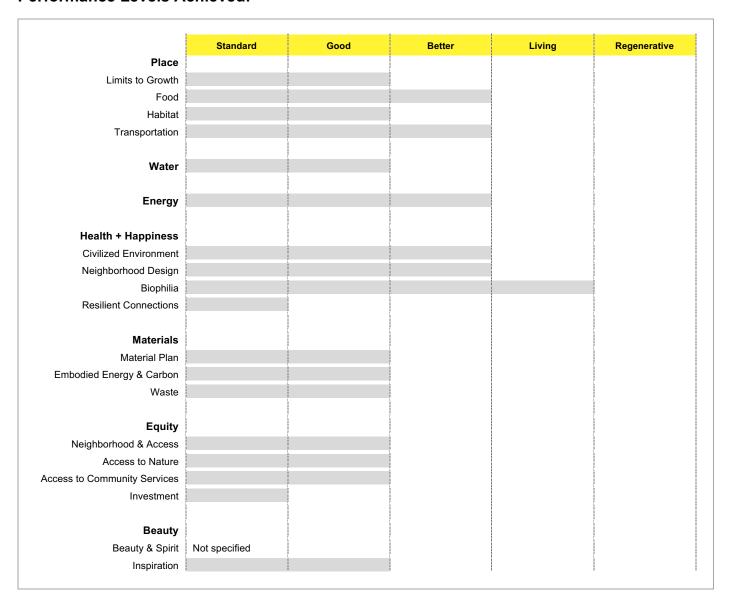


4 Energy		
Energy	Goals: Zero carbon emissions by 2020.  Strategies: Solar PV arrays provide 85% of electricity demand. Passive solar design strategies. Continued monitoring of energy performance by the Northwest Energy Efficiency Alliance.	
中 Health + Happiness (Details not provided by researchers)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

<sup>&</sup>gt; See next page for Performance Levels achieved



## **Performance Levels Achieved:**



#### Sources:

https://growbainbridge.com/

https://inhabitat.com/grow-community-is-a-prefab-net-zero-housing-development-on-bainbridge-island/

 $\underline{https://www.bioregional.com/projects-and-services/case-studies/grow-community-a-thriving-green-alternative-to-traditional-suburbia}$ 

\*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.







