

Rebuild Potrero Focus Groups  
Sustainability, January 24, 2009

**Clubs:**

Mobility- Less of an island, dependent on bus service

Community

- Sunday market/edible landscape
- Urban Ag.- integrate
- Safety
- create on-site neighborhood serving programs- stewardship program
- foster a sense of ownership for the community at large

Energy

- Produce 30% power on-site
- sustainable and cooperative energy sources (working with PG&E as opposed to against PG&E)
- explore other means for energy creation- solar thermal/wind power

Mobility

- Connectivity in all modes- pedestrian, bikes, ADA, cars
- localize community resources
- Make it comfortable to live on Potrero hill without a car

Habitat

- vegetation management
- concern about emissions from industrial areas nearby; how can we measure our impact?
- create metrics to measure our success towards sustainability

Water

- Rainwater harvesting for all irrigation needs

**Diamonds**

1. Proper Design/Management of Open Space
  - Designated Activity areas (dog management)
  - Landscape management- Irrigation/stormwater management
  - keep significant trees
  - Redesign edge of Park (connections, dog, Eucalyptus grove, falling rocks)
  - well-defined trails and paths
  - Private backyard/garden
  - livable, usable, private outdoor spaces
2. Respectful, practical management of housing
  - no \$30.00 charge for chalk
3. Seniors integrated into neighborhood

4. Good childcare + resource center
  - Develop local employment and longterm resource sharing
5. Good connections in/out/through the neighborhood
6. Good community spaces
  - Walkable local businesses-- retail/community spaces- groceries, coffee shops, variety

### **Hearts**

#### 1. Connectivity

- Draw people to Potrero from outside the area (to parks, childcare, grocery store) and from inside out—give access to external services
- Physical integration
- Services that integrate the area-- grocery stores
- Deal with the isolation- provide access: 3<sup>rd</sup> Street, CalTrain station, Dogpatch, downtown, west- Potrero/Mission
- Childcare for people from other parts of the city
- Parks that attract people from other parts of the city
- Larger community garden

#### 2. Design to specific conditions

- restoration of landscape
- deal with cliffs—dangerous and ugly
- design around shade issues- mold and mildew in the north side units
- Cliffs- treat to make more attractive, restoration of landscape
- Take advantage of different ecosystems

#### 3. Sustainability/Maintenance

- Graywater usage
- rainwater
- wind systems
- Maintenance free landscape and building materials
- Less grass/more shrubs
- photovoltaic's
- Integrate market rate and affordable in same building
- Have to have mechanisms for long term maintenance of open space
- Pick the right trees- deciduous trees are a problem
- Central garbage collection
- Solar hot water

### **High Cards—Facilitators: Ben & Fred**

- Conserve/recover water
- Maximize opportunities to generate solar power
- Recycling- services + education
- Community Services/ Health—whole family, including teens; education
- Retail Space/healthy food
- Stores, trees, farmers market, gardens
  
- Open space-- pay attention to homeless issues

#### Buildings:

- Recycling- city services (3 cans)
- Orientation/energy tied together
- Promote social interaction
- Solar Panels
- Water Recovery Systems in homes

#### Community Facilities

- Focused on whole family
- Health center/program – cooperate with SF General
- training programs
- entrepreneur
- Family Resource Center
- Senior programs
- Big meeting/social space
- Coordinated services

#### Schools/Pre-schools

- Programs available to the broad community
- Facilities also within housing developments—incl. infant care and toddler care

- People-friendly streets/multi-use
- Parks through = healthy community
- Pick trees well—owners have to trim (fruit trees)

#### Rec. Center

- Use land better
- City Park \$?
- not just a dog park
  
- New sewer system required—new sewer in Mission Bay?

#### Retail:

- Market(s) on hill = less driving
- affordable prices

- healthy food (veggies)
- no more liquor stores or smoke shops
- family friendly = mobility and community
- Farmers Market
- Community Gardens

Water:

- No sewer plant here
- Graywater: domestic and rainwater
- “Pervious sidewalks”
- Drought resistant/appropriate plants
- Lots of greenery

**Spades- Brice: Facilitator**

Green Buildings:

- Recycling, reuse
- save \$
- low energy
- ensure comfort, it's hot
- \*Goal- Learn from residents how to use available energy on site to save resources and create comfort

Lighting:

- Not safe, no one has eyes on pedestrian spaces

Water:

- irrigate with rainwater
- recycle water
- re-use water
- filter water to make safe and healthy
- reveal water through art
- integrate water into how people move around but don't impede movement (no fording streams in streets or jumping puddles)
- use shower water to water plants
- permeable paving- make a showcase

- \*Goal- No such thing as waste water

Energy:

- Learn from residents what works and what doesn't to provide for the comfort, health, louvers, solar power

Growing Food:

- Immigrant traditions, talking with the elderly

-Deal with hills, street connection, limit dead end streets, hills not accessible, wider stairs, beautiful pedestrian pathways, passages through buildings, trails, clusters for low mobility, diagonal cut throughs

\* Goal- Make it easy for everyone to access the site regardless of age/mobility/etc.

-Cohesiveness but integrated into the community—keep identity intact, rely on associations to do things, sense of togetherness, “we”

Relationship to nature:

-Trees and grass

-Connections to one another

-every day nature experience—e.g. edible schoolyard

-kids and community

-green jobs

-local food security

\*Goal- Grow as much food as possible here for self-sufficiency

Community:

-Seniors- places to sit, have their own community center, more accessible places

-lights for safety

-public parks

-community garden/ organic market

-BBQ

-coffee shop

-retail (smaller scale, local)

-intersection repair

-keep community services: daycare, resource center

-security cameras

\*Goal- Keep existing community services but encourage more; build more opportunities for interaction