

**City of Alexandria
Waterfront Plan
History Night - January 14, 2010
Group Notes**

Group #1

Places

- Original shoreline
- Ralph's Gutt
- Beachcomber
- West's Point
- Point Lumley
- Fishtown
- Old and new architecture

Periods

- Native American period is important
- African American period is important
- Commerce period is important
- Hard to choose among periods
- To pick one, you lose history

Tools

- Trash cans - tobacco casts (Oronoco connection)
- Walking Paths with historic markers (creative markers)
- Commercial places/Tide Lock Park
 - Make buildings multi-use (mix-use)
 - Maybe museum in Tide Lock Park area
 - Larger archaeological museum
 - Historic museum

Other

- Important to preserve historic buildings
- Identify opportunities to reuse buildings
- Connectivity to open space
- New construction at compatible scale
- Balance in terms of development
- No parking lots
- Trolley on Union

Group #2

Places/Themes/Tools

- Preserve America Grant
- Interpret the historic shoreline
- Alexandria was and should be in the future a bustling port City
- Enhance physical and visual access
- Alexandria from the water
- Buildings at the same scale with some elements that echo historic buildings
- Interpret more than the Colonia era
- Maritime History Museum at the Strand
- No fake historic buildings
- Context and fabric
- Adaptive reuse
- Open blocked alleys and maintain existing
- Maybe Robinson Terminals don't need to be saved
- Height of existing buildings is right
- Rebuild some of the wharves?
- Do not prettify - evoke what used to be there
- Operational waterfront
- Ships
- Streets that go all the way to the water like Duke
- Connect parks with a continuous walkway called the "Ellen Pickering Strand"
- 1st action is getting access through Robinson South
- Get rid of the parking lots at the Strand
- Streetscape - cobblestone, paving stones, brick
- Reorient people along the waterfront
- Fishtown at Founders
- Benjamin Banneker in Jones Point
- Need to include some industry
- How much can a tourist absorb?
- History shouldn't come at you
- Models
- Edge of water and looking back

Group #3

Places/Themes/Tools

- Urban slave quarters - how slaves lived
- Lumber history - in Fishtown, give artist the history to come up with interpretive art
- Historic - eras - instead of theme - resolution - civil war - WW II
- Show the historic shoreline
- Fishtown at Founders Park [different levels of interpretation] sign gives basics, technology gives more
- Symbols that link things thematically [colors, etc]
- Contemporary era also - soon this will be history
- Broader themes - the shoreline, for example - history overlaps
- Shoreline theme a way to highlight Wests Point, for example
- Contemporary art/architecture contrast to say, Torpedo Factory
- Foot of King
 - Important to see the water
 - Be busy - water taxi, etc
 - Tall ships
- Old Alleys - some are gone, some still exist. Reclaim them. Get to water
- ODBC and parking lot blocks access to River
- Water taxis are an authentic reason to go to water
- Activities including for children, near foot of King. Interactive - build things - that are historic related
- Interactive fountains
- Contemporary interpretations of historic themes
- Don't forget ship building - no sign of it now - vital to city and nation
 - Point Lumley was active for a long time
 - The guy who started it had a very colorful story
- Annapolis has lead and drama
- Reuse and interpret historic warehouses carefully
- New buildings should have same mass and scale or smaller
- New building - smaller than Torpedo Factory
- Commerce along Strand/Waterfront adaptive reuse/public market (fish market to recall Fishtown)
- Civil War - where army landed and what happened
- Make sure to interpret all eras be balanced.
 - Cincinnati is a model
- Waterfront amphitheater - tied to a venue for different interpretive events [think about flight paths]
- Not just wars, which are well interpreted already
- Puppet shows

Group #3 (Cont)

Places/Themes/Tools

- Living history performances
- Long lasting signs - photos and drawings - not just words
- Railing, stairways, etc
- Whet their appetites
- Revisit idea of museum - the "Hub" like Boston - historic food
- Women in 1940s are an interesting story
- Trolley along waterfront - Union/Lee
- Art in Chicago - Millennium Park - as an example - Art is part of our history
- Like adaptive reuse - restaurants on the waterfront and/or warehouses, should not be chains and should interpret history (Williamsburg)
- Should have a lot of interpretation of how waterfront was critical to birth of city
- Nothing fancy/signage/medallions/not technology
- Important - reflect all those ships that are not there today
- Dock historic boats, with tours, act as ambassador of city
- Tall ships? Where? Also host visiting ships
- Norfolk has tall ships that allow day trips, allow you to be part of the crew
- Non-profits to pay for/operate ships
- King St Pier extended with tall ship
- "Real" water taxi
- Slavery - big sore - associated industries
- Slaves were artisans