



**City of Saxman
Tourism Master Planning Committee
Meeting
May 06, 2021
5:00 PM**

AGENDA

Call to Order

Roll Call

Public Comment

Consideration of the Agenda

Old Business

- [1.](#) Draft Final Master Plan

New Business

Council Comments

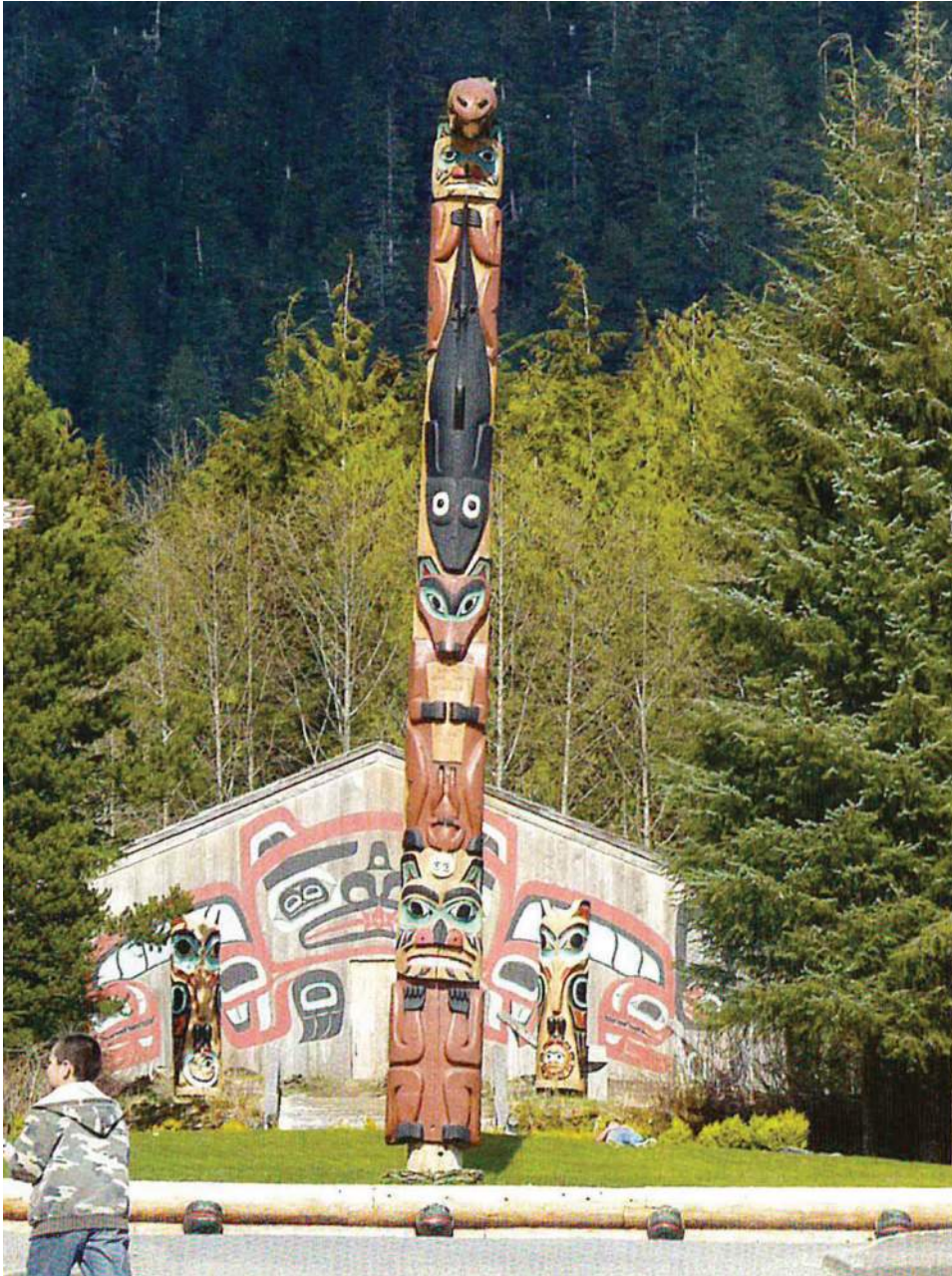
Adjournment

SAXMAN CULTURAL PARK & HARBOR DRAFT FINAL MASTER PLAN



SAXMAN CULTURAL PARK & HARBOR MASTER PLAN

Item 1.



Prepared For



Prepared By



Prepared On

April 13, 2021

Acknowledgments

We respectfully acknowledge the Alaska Native Tlingit upon whose traditional lands the community of Saxman and this plan effort are located. Saxman is the ancestral homeland of the Tlingit of Saxman, Saanya Kwaan, or People of the Southeast Wind. Saxman continues as a Tlingit village.

The planning team would like to thank the City of Saxman Council and City staff who provided input in the development of this plan.

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PROJECT DESCRIPTION

The most recent master plan developed for the City of Saxman was the 1989 Native Village Master Plan. The 2021 Cultural Park and Harbor Master Plan will identify new opportunities and facilities that will encourage future economic growth for the City of Saxman, and its expansion within cultural and recreation tourism, and the Southeast Alaska small cruise ship market.

The City of Saxman offers visitors an authentic Alaska Native cultural experience, something that is unique in Southeast Alaska. There is a desire to strengthen the activities and programming that would solidify Saxman as a premier cultural destination for cruise ship and independent visitors to the region. There is also the desire to provide facilities for its residents, as well as visitors. This master plan will offer a dynamic long-term planning guide for future growth and development to improve the waterfront, cultural park, and recreational spaces.

THE MISSION

This master plan is a twenty-year vision for the City of Saxman. It will focus on enhancing the cultural tourism offered by Saxman, retaining Saxman's authentic culture, and creating a world-class destination for independent travelers, small cruise ship passengers, and those that arrive in Ketchikan via large cruise ships.

THE OBJECTIVES

The project objectives are as follows:

- Celebrate Saxman's culture and heritage;
- Provide new economic opportunities for local employment, new business opportunities, and marketing local artisan products;
- Build facilities and services to become a turn-around port for small cruise ships;
- Build a harbor to meet local demands for recreational boating and fishing, charter tours, seaplane excursions, and commercial fishing;
- Expand facilities to offer day trips; and,
- Identify opportunities for multi-day itineraries.

CULTURAL HERITAGE TOURISM

According to the United Nations World Tourism Organization (UNWTO), cultural tourism is "A type of tourism activity in which the visitor's essential motivation is to learn, discover, experience and consume the tangible and intangible cultural attractions/products in a tourism destination." The explanation continues with, "These attractions/products relate to a set of distinctive material, intellectual, spiritual and emotional features of a society that encompasses arts and architecture, historical and cultural heritage, culinary heritage, literature, music, creative industries and the living cultures with their lifestyles, value systems, beliefs and traditions."

SAXMAN: YESTERDAY, TODAY & TOMORROW

Saxman, Alaska is a small coastal community located on the west side of Regillagidedo Island. It was founded in 1894 when residents of the Tlingit villages of Tongass and Cape Fox chose to leave their ancestral homes and move to the newly created village to have a government school and church. Saxman was incorporated as a second class city in 1929; the first Native village community to do so. Many residents in Saxman still lead a subsistence lifestyle with deer, salmon, halibut, and other wild foods being a significant part of the diet and an important part of cultural events.

During the 1930's, many totems and ceremonial artifacts were brought from the old villages of Cape Fox, Tongass, Cat Island, and Pennock Island to Saxman to be relocated or restored. Since then, Saxman's Totem Park has become a well-known and visited attraction with over 100,000 people visiting the park prior to COVID-19.

To this day, totem poles and clan screens are still carved in Saxman, and beading and weaving is taught by grandmothers to their grandchildren. Potlatches are held to commemorate events in the Tribal House, with traditional dances performed with elders and children. The Tlingit language is still spoken in Saxman, and the community remains a center of authentic Tlingit culture.

Existing Site Programming and Facilities

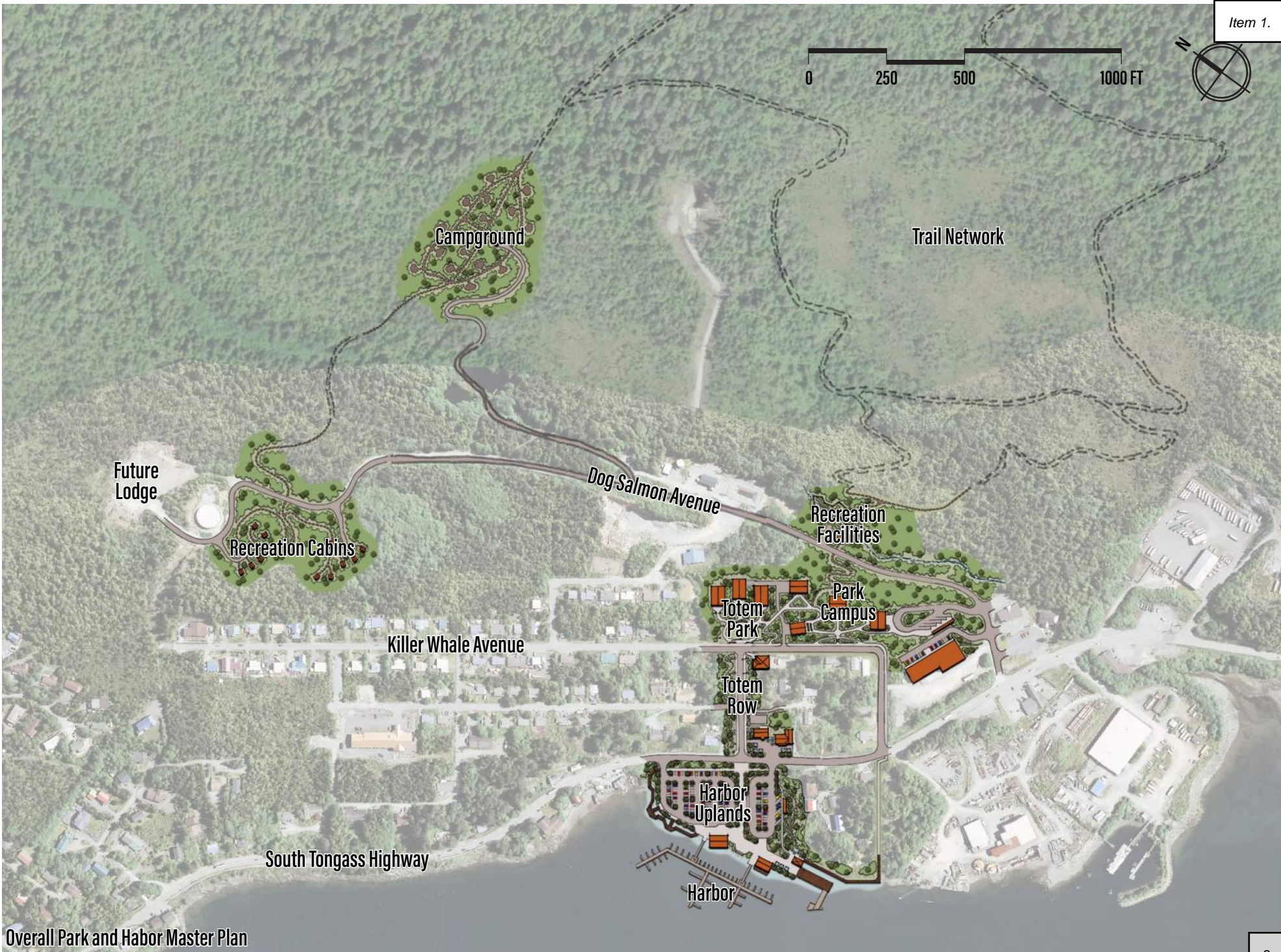
The City of Saxman currently offers a typical 90 minute experience for those that visit the Park. The experience includes:

- Welcome/orientation (located in Community Center): 5 minutes, typical capacity 40.
- Movie (located in Community Center): 25 minutes, capacity 180 seat theater
- Dance performance in Tribal house: 30 minutes, typical capacity 40;
- Walking tour of totems: 30 minutes, typical capacity 40; and,
- Carving shed: 10 minutes (when open-informal), typical capacity 10.

Proposed Activities

The City of Saxman has identified the following programming to support an enhanced cultural tourism experience.

- Oral traditions (story telling);
- Exhibit Kitchen/Classroom to share the traditional subsistence lifestyle led by Saxman residents;
 - Food and foraging tours
 - Traditional processing of foods, and education of arts
- Arts and Culture Museum;
- Market space to offer traditional foods, arts and crafts, and other items;
- Improved carving shed; and,
- Trail and walking tours with interpretive signage describing points of interest, cultural heritage, and history of Saxman (self guided walking tour).



Overall Park and Harbor Master Plan

THE CULTURAL PARK

The Cultural Park consists of Totem Row and Totem Park, and the new Park Campus to the east that includes visitor services. Totem Park and Totem Row act as the focal point of the site. As growth occurs in the Cultural Park, these areas will continue to act as the focal point and journey for people visiting and exploring Saxman's cultural history.

It is the intent that the larger park becomes a campus within a forest, maintaining or revegetating the native Southeast Alaska forest that surrounds Saxman. This area is meant to be discovered at the pedestrian scale, exploring and moving through the cultural experiences in a pleasant and rich natural setting.

Proper wayfinding and interpretation will be critical to the character and use of the site. As people explore the park, it is the intent that each part becomes a new discovery, one that tells the story of Saxman, the history, culture, and future of the site.

Symbolism

Where possible, symbolism might be incorporated into the site in order to provide a cultural overlay. Symbolism can be incorporated into the buildings and structures, paved elements, walls, vegetation, and interpretation. Symbolism needs to be appropriate and meaningful and developed in conjunction with local artists.

Wayfinding & Interpretation Panels

Interpretive displays will be incorporated throughout the site to relate the history of the site, the background of the totems, as well as other traditional and cultural elements. Wayfinding is critical at the Campus Park and will help to direct and orient visitors. The signs will be made of local materials that are true to the natural character of the site.

Landscape

It is the intent that the Cultural Park be set within the natural setting surrounding Saxman, including the Tongass Forest and natural waterfront. It is important that vegetation be interactive, and where possible, plant species have traditional or medicinal uses. Great emphasis is placed on the ability for people to connect with the traditional nature of the site and that the landscape is used as a way to educate visitors. The materials for the site should be local in character, and generally natural in feel.

PARK CAMPUS

The Park Campus will be the formal gateway to the larger cultural campus for many visitors. This area includes the motor coach drop-off and pick-up, new Visitor Center and theater, and acts as the centralized welcome and orientation area for visitors with improved pedestrian linkages to the surrounding attractions. The Park Campus replaces those found within the Community Center and places them within a formal cultural setting and closer to the park attractions. The Park Campus is the central core location that provides access to the Cultural Park and Recreation Area.

Site Character

The character of the Park Campus is to create a formal gateway to the larger campus. Consolidating motor coach drop-off and pick-up into a developed setting immediately adjacent to the Visitor Center facilitates linear and convenient movement of pedestrians. The character blends formal developed facilities within a natural setting to create the feeling of a forested village campus. Traditional art and totems will be incorporated throughout the site with traditionally styled buildings. The intent is to ensure appropriate space is utilized to provide a comfortable experience without overcrowding, while also keeping open space areas from being oversized. The Park Campus will create a journey with pathways connecting to buildings and plaza spaces that provide gathering and decision making points. Facilities are logically linked to provide efficient flow from the motor coaches through the campus, but when desired, also provides visitors with the chance to explore their surroundings.

Spaces, Activities, and Events

Proposed activities at the Park Campus include:

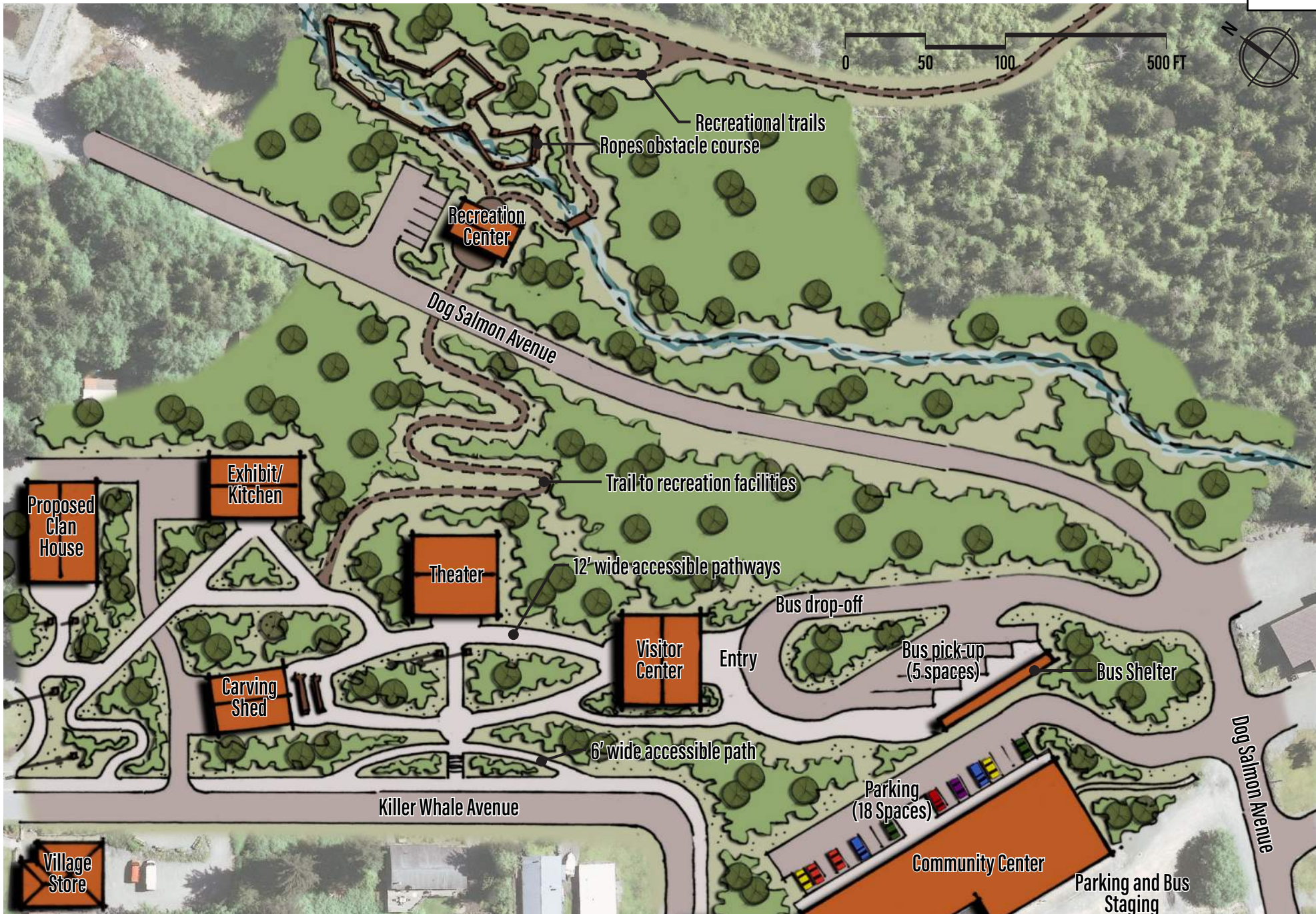
- Visitor Center: welcome space, orientation, gift shop
- Theater: short film
- Kitchen and Exhibition Classroom: traditional food preparation and arts
- Carving Shed

Circulation

A majority of visitors arrive on motor coach on the perimeter of the site near the Community Center. A new organized and paved motor coach lot provides drop-off and pick-up in the same location for ease of visitors returning to their coaches. Drop-off will happen directly in front of the new Visitor Center to facilitate ease of orientation.

Main pedestrian routes throughout the campus will be crushed gravel with a width of 12 feet. The width of secondary and accessible paths may vary, but will be a minimum of 6 feet. Accessibility is essential for any improvements on the site. The use of meandering trails will ensure that an accessible route throughout the Park Campus be maintained.

It is the intent that Killer Whale Avenue and Totem Row is closed to vehicular traffic during the summer, limited to local traffic only.



Park Campus Master Plan

Visitor Center

The Visitor Center serves as the first point of connection for visitors. Visitors will be oriented within the park and will be able to assess park offerings and attractions, as well as any other information needed for the duration of their stay. The building has a large visitor lobby, information desk, restrooms, ticket sales, and gift shop. It is a 2,880 square foot, wood framed, open concept, single-story building (see Appendix for floor plan).

PROGRAM

Assumptions include that there will be three city staff needed for seasonal use and that the lobby will need to hold approximately 80 people during peak visitation.

- Large visitor lobby
- Public information and reception counter
- Staff administration office and storage
- Public restrooms (five per side)

DESIGN CHARACTERISTIC

The building character is a mixture of contemporary and traditional design elements identifiable as the “front-door” to the greater Cultural Park visitor experience. A simple form with an open and naturally lit public lobby. The Visitor Center has a front porch element that serves as a covered entry with a heavy timber, post and beam design style, creating a connection with traditional Tlingit building methods.

MATERIALS AND FINISHES

Mixture of steel and wood framing. Materials are durable and practical.

MECHANICAL AND ELECTRICAL SYSTEMS

Propose new mechanical and electrical systems designed for lobby assembly and administrative offices. Building to be sprinklered with full fire alarm system.

Theater

The Theater is a 4,216 square foot single-story building with a steel and wood frame design that will host a small to medium theater space for video performances and presentations. The Theater building will also function as an exhibit space for small temporary or permanent exhibits of local culture and art.

PROGRAM

Assumptions include that there will be three city staff needed for seasonal use and that the theater and lobby space will need to hold approximately 80 seats, including pre-performance audience staging. The large main entry lobby will be designed for 80 visitors at one time, including exhibit space, for those waiting to enter the theatre.

- Ticket and information counter
- Office/administration area for staff including secured storage
- Exhibit hall
- Public restrooms
- Back of house storage for exhibit space and theatre use
- Audio visual systems for both theatre and exhibit hall

DESIGN CHARACTERISTIC

The character of the Theater will tie in aesthetically with the local vernacular by materiality. However, the design will be more practical in construction with a simple form that houses the theater, lobby, and exhibit space. This will be tempered by front porch elements and exterior and interior material similar to other wood framed buildings in the community.

MATERIALS AND FINISHES

Mixture of steel and wood framing, with light commercial framed construction. Siding will be a mixture of metal and wood siding durable to address a waterfront location. The building will be designed to be energy efficient to help minimize operating expenses.

MECHANICAL AND ELECTRICAL SYSTEMS

Propose mechanical and electrical systems designed for a large lobby with a theatre performance program. This would include heating cooling and ventilation. Lighting to be energy efficient fixtures and required lighting for performance venues. Special lighting for small exhibits and displays are required. Building to be sprinklered with full fire alarm system

Kitchen & Exhibit Classroom

Designed as an education facility for both visitors and locals. Programs will include culinary arts, traditional processing of food, use of traditional plants, arts and crafts, and other programs. The building includes a commercial kitchen and classroom setting to allow education programs within a 2,160 square foot single-story, wood-framed building.

PROGRAM

- Large front room for visitor classroom instructional programming
- Front of house teaching/exhibit kitchen open to main classroom and seating area
- Formal sit-down bar area at instruction open kitchen
- Back of house prep/commercial kitchen.
- Cold and dry storage
- Staff area in kitchen
- Public restrooms
- Back of house service and delivery entry

DESIGN CHARACTERISTIC

The building will be wood framed vernacular reminiscent of both historical and current wood framed buildings in the region. Simple form with durable materials scaled to the pedestrian with covered entries and substantial over-hangs.

MATERIALS AND FINISHES

The facility will be built with light commercial wood framed construction. Siding will be a mixture of metal and wood siding durable to address a waterfront location. The building will be designed to be energy efficient to minimize operating expenses.

MECHANICAL AND ELECTRICAL SYSTEMS

Propose mechanical and electrical systems designed for a classroom and education space. Includes audio and visual system for education purposes. Includes a fire alarm system with security given the nature of the building. Building to be sprinklered with full fire alarm system. Commercial grade kitchen and related amenities.

Carving Shed Addition

The carving shed is an existing facility that remains in its current location. The building does not include a seating area for viewing carving activities. A building addition includes a 640 square foot, single-story, heavy timber addition to accommodate seating and viewing.

PROGRAM

Addition is for 40 seats plus circulation to coordinate with existing program.

- Cover seating area with raked viewing of carving activities

DESIGN CHARACTERISTIC

Design to be complimentary to the existing carving shed building.

MECHANICAL AND ELECTRICAL SYSTEMS

Basic electrical systems designed for outdoor space with the option for infrared or propane heating elements for audience comfort. Building to be sprinklered if existing building is sprinklered.

TOTEM ROW & TOTEM PARK

Totem Park was established in 1938 as the site for totem poles from the original villages of Cape Fox and Tongass, as well as other villages throughout the area. Totem Park represents the history of these villages and the culture of the Tlingit people. The story of the Tlingit people of Cape Fox and Tongass villages is told through the totems that have been collected, restored, and carved for almost a century. Looking to the future, the intent of this master plan is to strengthen these connections to the culture and history of Saxman.

Site Character

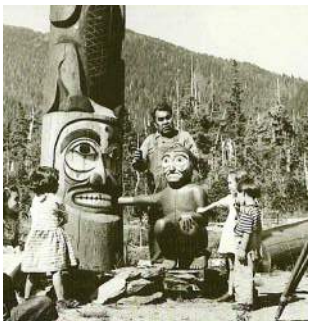
The existing totem park and green space in front of the existing clan house will be expanded to accommodate the addition of two new clan houses and will continue to be used for outdoor performances and exhibits of totem. The character will compliment and be an extension of the existing green space with totems to create a unified space with a natural forest edge and curvilinear path network.

Improvements to Totem Row will be minimal and are intended to improve circulation and enhance the cultural identity. The intent is to incorporate small circular paved areas around each totem similar to the original platforms used (see images below). A curved retaining wall will replace the stone bases and can act as a seat wall and unifying design element with formline designs incorporated. Decorative elements can be used in the paving and retaining wall to improve the site character. Decorative paving can be incorporated at street crossings to safely circulate people through the site and enhance the aesthetics of the street corridors.

Spaces, Activities, and Events

Proposed activities at the Totem Row and Totem Park include:

- Clan/Tribal Houses: dance performance, story-telling, interpretive display, traditional architectural showcase;
- Museum: arts, cultural, traditional art;
- Market Space: space for local vendors and craftsmen; and,
- Totem tour.



Circulation

Item 1.

At the park and within the expanded green space, paths will be crushed gravel and meet ADA requirements and link into the existing path system. The main sidewalk bordering Totem Row will be widened to 10 feet to facilitate better movement throughout the site and create a more comfortable atmosphere for visitors. An accessible path southwest of Totem Row will provide ADA access from the harbor to Totem Park. The accessible path will be 6 feet wide and crushed gravel. A crosswalk at the intersection of Totem Row and South Tongass Highway will provide access from Totem Row to the Harbor.

Clan Houses

The clan house is a 3,740-sf single-story heavy timber building designed around traditional Tlingit long-house construction and design elements. This building is to evoke the culture and traditions of the Saxman historical building practices and would include as much authentic construction and aesthetic detailing as possible to express cultural meaning. There would be two new clan houses, one for each of the two clans who are currently not architecturally represented in Saxman.

PROGRAM

Assumptions include that there will be three to four staff needed for seasonal use and that the capacity is approximately 80 people each with an expected visitor count of 40 people per house at one time.

- Large main room for cultural multi-use programs
- Public information and reception front of house
- Back of house invoking traditions private areas to be used for preparing for performances and storage.
- Storage for seating and security

DESIGN CHARACTERISTICS

Design to be replica of both current long-house buildings in Saxman with design true to authentic and culturally accurate material and means. Modern roofing, insulation and weather mitigation is proposed to insure long-term viability and durability where practical. The building would include clan representation through carvings and painting of the screen, house posts, and front facade.

MATERIALS AND FINISHES

The facility will be built with heavy timber and wood plank exterior walls. Interior to be wood plank with concrete subflooring and heavy timber floor decking.

The building will be designed to be as energy efficient as possible to minimize operating expenses.

MECHANICAL AND ELECTRICAL SYSTEMS

Propose new mechanical and electrical systems designed for public use and museum heating cooling and ventilation required for assembly programs and controlled exhibit space. Lighting to be replaced to period character with modern fixtures for museum displays where required. A fire alarm system with security given the nature of museum exhibits and displays. Building to be sprinklered.

Old School Renovation To New Museum:

The Old School Building renovation to a new Museum proposes a selective renovation of the interior with selective upgrades to the exterior maintaining all historic characteristics. The existing building, built in 1995 is historically significant as being the oldest wood framed building built on the island. It was used as a public school up until 1945. It currently is being used as the Saxman City Hall where you will find historic displays and photographs. The square footage of the building is approximately 2,160-sf and it is a two-story wood framed building of period significance and reasonably good condition. The two levels propose a majority of the public museum display areas to be located on the main level where offices and non-public spaces to be located on the upper level with the roof plane.

In front of the new museum, the large existing parking lot would become a shared plaza space and developed into a market space for local vendors to sell arts, crafts, and food.

PROGRAM

- Selective adaptive renovation of the existing plan to conform to a museum space where the building itself is considered part of the exhibit
- Existing office space to be public gathering with temporary exhibits
- Office/Admin area for staff including secured storage
- Small arts gift shop
- Public restrooms
- Elevator
- New finishes to historic standards

DESIGN CHARACTERISTIC

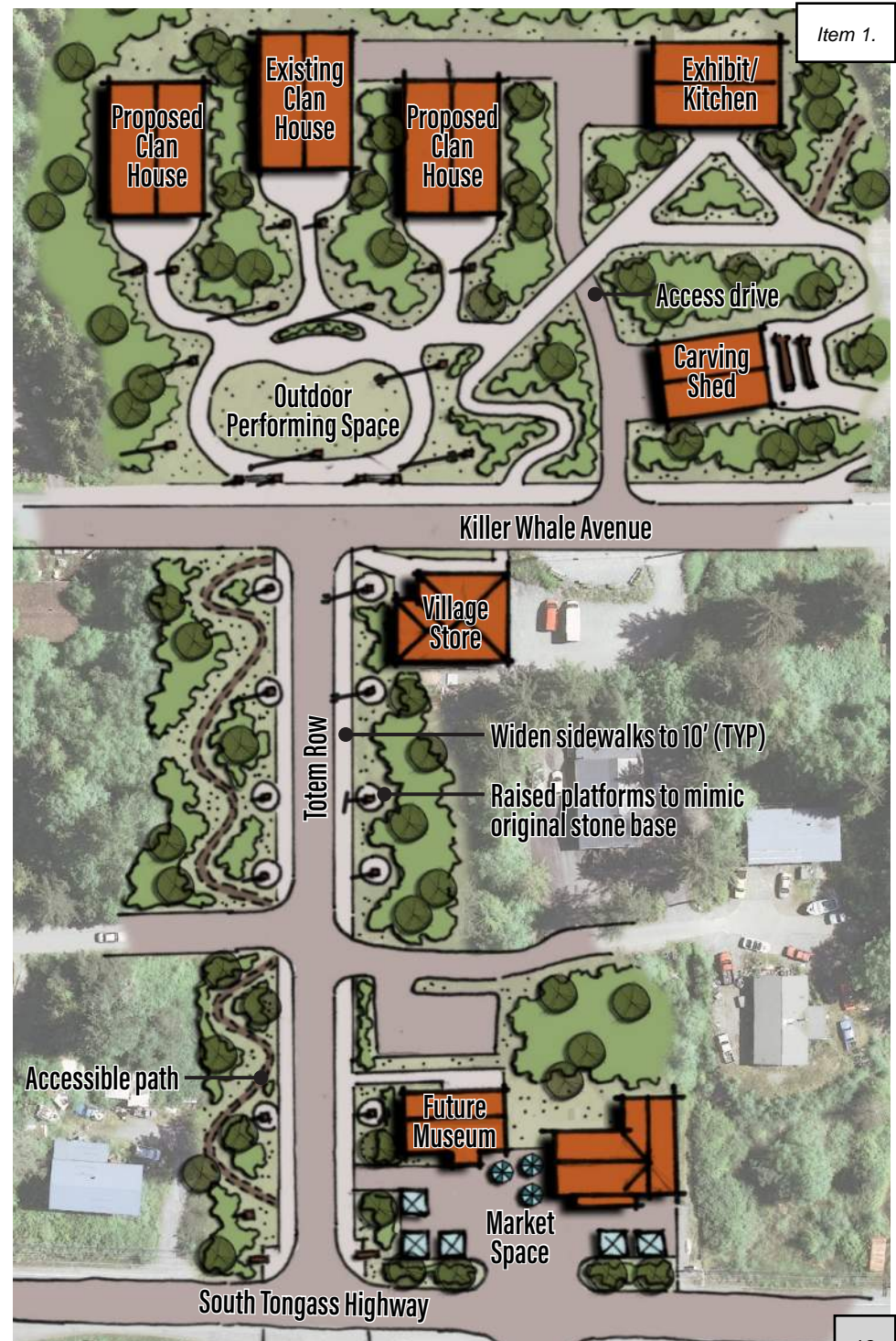
Maintain the existing plan and exterior design to historical standards proposing a historic assessment identifying a specific period as a basis for all upgrades and renovation efforts.

MATERIALS AND FINISHES

Historical accurate for all materials and finishes pertaining to the existing building. Interior spaces can be proposed to add contemporary materials with authorization and review related to museum displays and adaptation to heavy-access public use

MECHANICAL AND ELECTRICAL SYSTEMS

Propose new mechanical and electrical systems designed for public use and museum level heating cooling and ventilation. Lighting to be replaced to period character with modern fixtures for museum displays where required. We propose a fire alarm system with security given the nature of museum display. Building to be sprinklered with full fire alarm system.



Totem Row and Totem Park Master Plan



THE HARBOR

The harbor will provide capacity for a small cruise ship and yacht berth, as well as space for seine boats, commercial fishing boats, charter vessels, recreational boats, and seaplane floats. A Harbormaster Office will be located in the uplands with large parking areas to service the harbor and tourism facilities. The viewing corridor along Totem Row is critical, and will be preserved with a large entry plaza from Totem Row leading to a waterfront promenade. It is important that the harbor represent to the greatest capacity the character of the historic waterfront.

HARBOR UPLANDS

Site Character

The character of the harbor uplands is built off of the historic waterfront with large planting areas along the harbor edge that mimic a natural Southeast Alaska beach and materials that are representative of the surrounding area. The waterfront promenade leading to Totem Row will ensure that this view corridor is preserved and will help to maintain separation between the two parking areas and associated activities. A large natural park setting will be implemented on the north east side of the fill to create separation between the private properties located along the fill line and the busy harbor activities. A stepped waterfront connection is located at the end of the waterfront promenade and will act as an access point to a small waterfront beach. A seawalk will lead site users off of the southwest side of the harbor, through the natural beach planting areas and over the water. The seawalk on the northeast side of the site will create a small viewing node with a connection to Bear Clan Street.

Spaces, Activities, and Events

Proposed activities at the Harbor include:

- Day Excursions
- Seawalk

Circulation

A 10-foot wide seawalk will be installed along the harbor waterfront, extending beyond the harbor to the northeast. If desired, the seawalk can be extended in this direction to meet an existing right-of-way and connecting with Bear Clan Street. In order to facilitate appropriate circulation, the sidewalk along Bear Clan Street will need to be improved and widened.

The Harbor will have two dedicated parking areas and with separate access from South Tongass Highway. One parking area will serve the harbor with (84) regular vehicle parking spaces and one parking area will serve cruise ship and commercial activities with (28) regular vehicle parking spaces, (8) shuttle parking spaces, and (2) bus drop-off spaces.

Wayfinding & Interpretation Panels

Interpretive displays will be incorporated throughout the site to relate the history of the site, the background of the totems, as well as other traditional and cultural elements. Wayfinding will facilitate circulation and help to orient visitors at the park. The signs will be made of local materials that are true to the natural character of the site.

Landscape

It is the intent that the site mimic the natural setting surrounding Saxman, including the Tongass Forest and natural waterfront. It is important that vegetation be interactive, and where possible, plant species have traditional or medicinal uses. Great emphasis is placed on the ability for people to connect with the traditional nature of the site and that the landscape is used as a way to educate visitors. The materials for the site should be local in character, and generally natural in feel. This includes rock, plantings, and other items commonly found in Saxman.





Harbormaster Office

The Harbormaster Office facility is 3,456 square foot, single-story, wood framed building for harbor related business and community information.

PROGRAM

Assumptions include there will be three city staff needed for seasonal, a public lobby for three to four people, and public restroom and shower for three to four people. The Harbormaster Office includes:

Public information and administrative counter

- Harbor maintenance garage and secured storage
- Administrative meeting room with break area
- Administrative restrooms
- Public harbor-use restrooms, laundry and shower facilities

DESIGN CHARACTERISTIC

The building is prepossessed as a wood framed waterfront vernacular reminiscent of both historical and current wharf/waterfront buildings in the region. The form is simple, with durable materials, pedestrian-scaled with covered entries and substantial over-hangs.

MATERIALS AND FINISHES

Materials will be light commercial steel-wood hybrid framed construction. Siding will be a mixture of metal and wood siding durable to address a waterfront location.

MECHANICAL AND ELECTRICAL SYSTEMS

The building will be designed to be energy efficient to minimize operating expenses. We propose large storefront windows to utilize natural lighting and to help with an inviting character. Electric and heat pump heating cooling and ventilation. Lighting to be energy efficient LED where possible. Building to be sprinklered with full fire alarm system. Security system for monitoring of public use areas during off-hours

Restaurant & General Store

The Restaurant and General Store is 2,160-sf single-story wood-framed building designed for high-traffic seasonal and limited year-round local community and visitor use.

PROGRAM

Assumptions include there will be three to four staff for seasonal use and two full-time staff for year-round use. Restaurant and store programmed to hold 30-40 people.

The building will host both a general store mercantile and a public restaurant with sit-down, bar seating, and an outdoor seating deck overlooking the harbor.

- Public information and reception counter
- Front of house short-order kitchen open to restaurant fronting sit down bar eating
- Back of house prep kitchen with catering capabilities including commercial kitchen.
- Cold and dry storage for long-term supplies
- Staff office and storage
- Public restrooms.
- Back of house service and delivery entry

DESIGN CHARACTERISTIC

The building is proposed as a wood framed waterfront vernacular reminiscent of historical and current wharf/waterfront wood framed buildings in the region. The form is simple, with durable materials, pedestrian-scaled with covered entries and substantial over-hangs. Front entry to be storefront with awning to allow for seasonal outside limited seating for food or waiting.

MATERIALS AND FINISHES

The facility will be built with light commercial wood framed construction. Siding will be a mixture of durable metal and wood siding.

MECHANICAL AND ELECTRICAL SYSTEMS

The building will be designed to be energy efficient to minimize operating expenses. We propose large storefront windows on the public street-side to utilize natural lighting and to help with an inviting character and architectural aesthetic. Electric and heat pump heating cooling and ventilation. Lighting to energy efficient LED where possible. Building to be sprinklered with full fire alarm system. Security system for monitoring of public use areas during off-hours. Building to be sprinklered.

HARBOR

There are two breakwater/wave attenuator floats that reflect recommendations based on the previous wind/water analysis conducted. The south breakwater/wave attenuator float serves a dual purpose as a drive-down float with direct connection to the uplands via the vehicle/pedestrian access bridge.

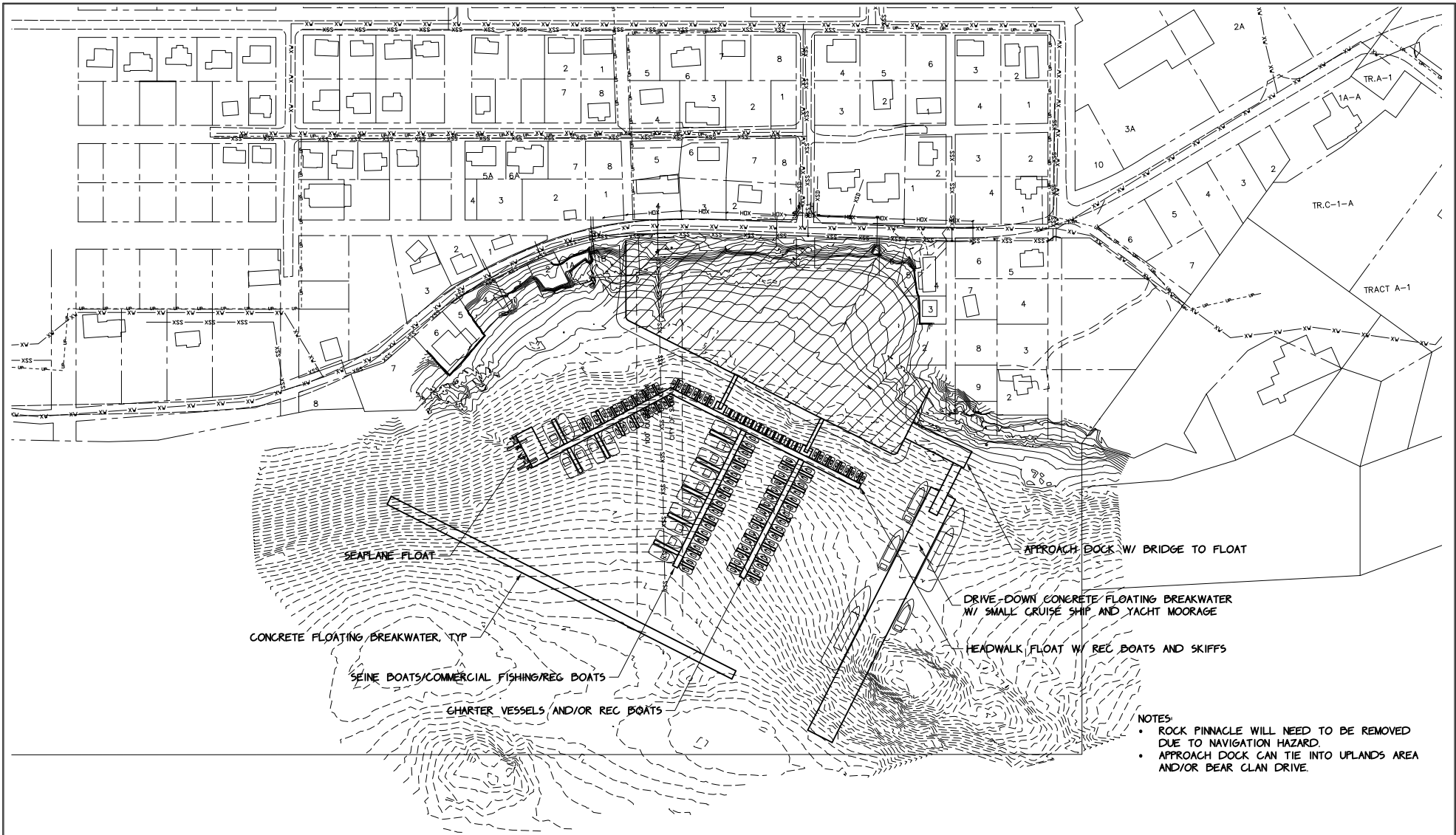
The cruise ship/yacht moorage float is peripheral to the harbor basin, but separate from the majority of harbor users and provides the maneuvering space necessary for a small cruise ship. There are float connections for charter vessels, recreation boats, commercial fishing vessels, seine boats, and seaplanes. The harbor moorage has two pedestrian access gangways and headwalk. Docks would include lighting, power and water.

The floats are aligned with existing contours to avoid the need for dredging and the headwalk float is located along the 20 foot contour to allow access at all tide levels. The seaplane facility is incorporated into the harbor float system and located at the far end of the north mainwalk float providing wave protection and the necessary space to maneuver.

Moorage Summary:

- Small cruise ships: 4
- Vessels up to 60 feet: 16
- Vessels up to 40 feet: 60
- Vessels up to 24 feet: 34
- Vessels under 20 feet: 20
- Yachts ~600 linear feet transient moorage

The harbor plan requires the removal of an underwater rock pinnacle in the vicinity of the south breakwater.



- NOTES:
- ROCK PINNACLE WILL NEED TO BE REMOVED DUE TO NAVIGATION HAZARD
 - APPROACH DOCK CAN TIE INTO UPLANDS AREA AND/OR BEAR CLAN DRIVE

REVISIONS

REV.	DATE	DESCRIPTION	DWN.	CKD.	APP.

9360 Glacier Highway, Ste. 100
 Juneau, Alaska 99801
 Phone: 907-586-2093
 Fax: 907-586-2099
 www.pndengineers.com

DESIGN: _____ CHECKED: JLD
 DRAWN: _____ APPROVED: _____

SCALE IN FEET
 0 100 200 FT.

CONCEPTUAL DESIGN

SHEET TITLE: _____

DATE: 09/-/2020

PND PROJECT NO.: 202063 C.A.N. NO.: AECC250

1A

RECREATIONAL FACILITIES

The recreational facilities will be in the undeveloped area northeast of the Cultural Park. Facilities proposed are day-use activities as well as overnight excursions. There is a proposed campground and recreational cabin facilities for use, with looped trail systems and future connection opportunities to regional trails. Saxman can offer guided tours or people are able to explore independently. Future expansion can lead to a large lodge developed close to the recreational cabin locations.

Site Character

Recreation areas will be kept natural and designed to blend in to the environment. Trails and buildings will be designed to minimize impacts to the natural environment.

Spaces, Activities, and Events

- Outdoor Education Center
- Recreation Center
- Foraging Tour
- Treetop Adventure Course
- Public-use cabins
- Campground
- Looped hiking system
- Access to larger regional trail system
- Guided adventures

Circulation

There will be a looped trail system that starts at the Recreation Center and provide a variety of distances and challenges to the user. This includes a fully accessible 1 mile Forest and Muskeg Trail (Class V Trail). A longer 2.25 mile loop trail (Class III Trail) provides a more remote trail experience and would also return users back to the Recreation Center. Spur trails will connect to the cultural park, campground, and recreational cabins. The trails will be hardened aggregate with boardwalks as needed in wetland environments. Long range planning includes a spur trail that will connect with regional trail networks and potential hut-to-hut camping amenities.

Wayfinding & Interpretation

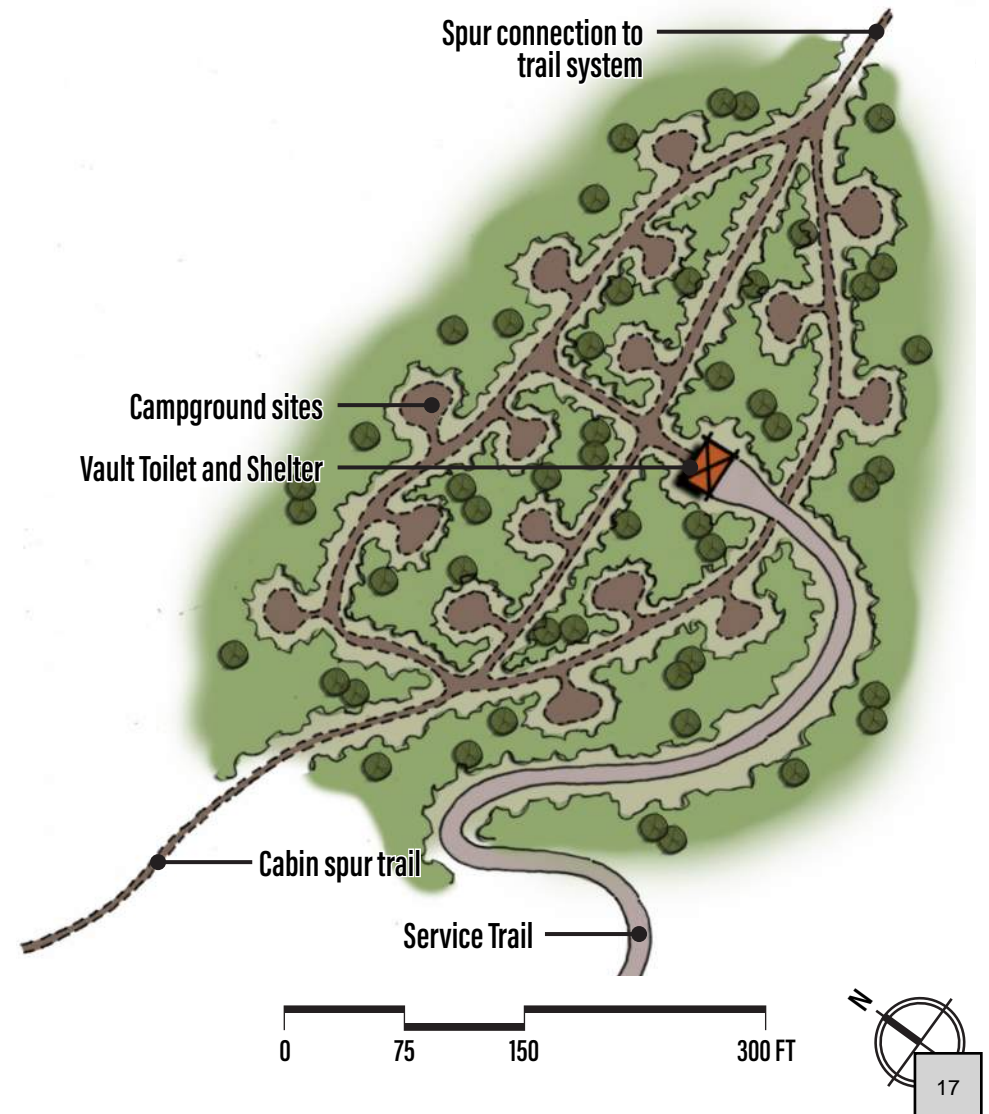
The 800 square foot Recreation Center and small Outdoor Education Center on the Forest and Muskeg Trail provide the primary wayfinding and interpretation. Wayfinding signage will facilitate circulation as necessary and provide information on trail distances, difficulty, and uses. Interpretation will highlight local ecosystems and provide interpretive opportunities that link in with potential trail and foraging tours. Signs and panels will be made of local materials that are true to the natural character of the site.

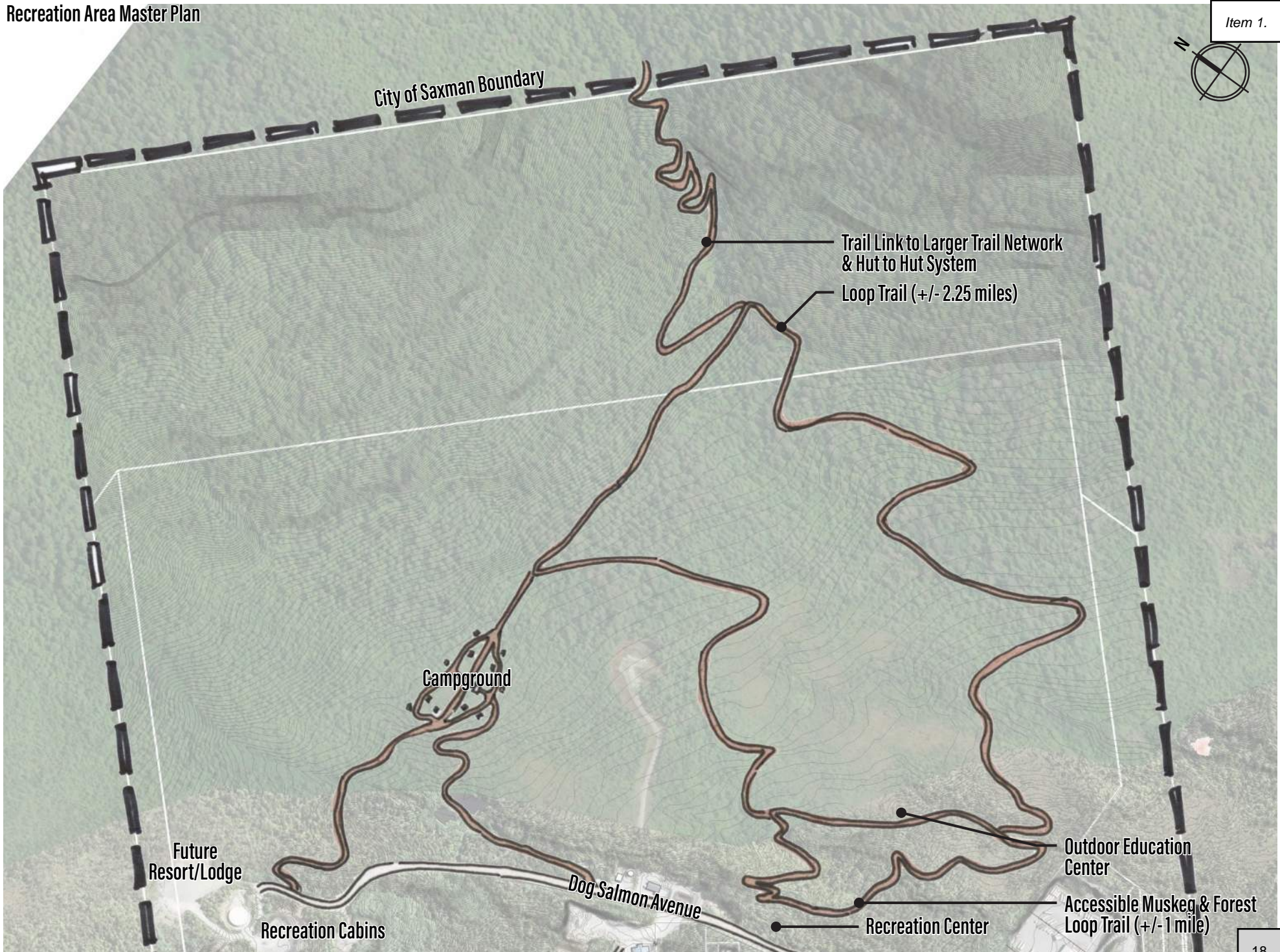
Landscape

The landscape will be kept or returned to a natural state.

CAMPGROUND

The campground includes 16 elevated tent platforms connected to a looped trail system off the cabin spur trail. The campground would be a walk-in facility. The campground includes a day-use recreation/picnic shelter and a vault toilet for campground users. A small service trail to the campground allows maintenance of the vault toilet by a small ATV or similar.





RECREATION CABINS

The recreation cabins will be clustered throughout a restored forest environment with shared recreation spaces and linked connections to the hiking trails. They are located away from the Cultural Park and Harbor in a quiet location at the end of the Dog Salmon Service Road on the site that offers the “million dollar views.”

PROGRAM

The cabins will be 384 square feet, timber structures with a common living space, bathroom, and two bedrooms. A shared outdoor recreation space will provide a day-use pavilion with an outdoor gathering space and fire pit.

DESIGN CHARACTERISTIC

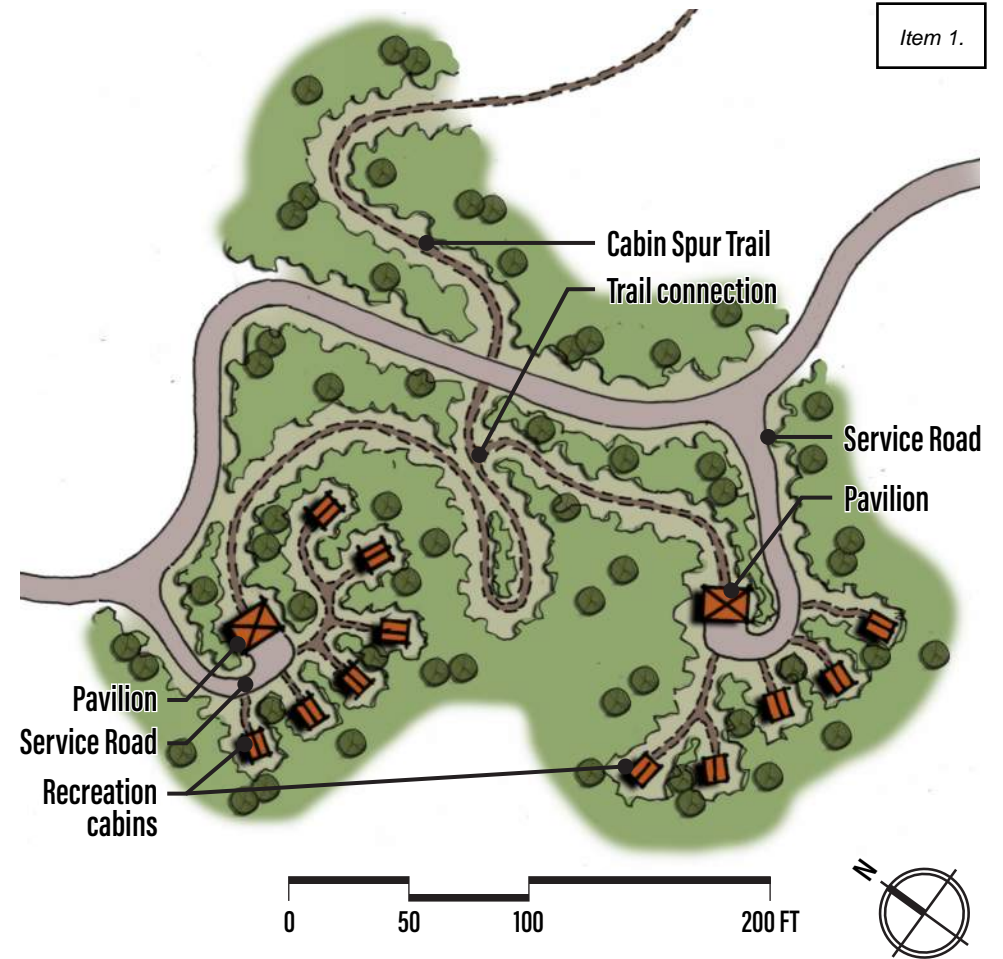
The cabins would be kit built from locally sourced cedar. The kits would be stacked tongue and groove timber with a large open concept living space with generous wall to ceiling windows looking towards the south and the ‘million dollar views’. The traditional cabin form is simple, with durable materials allowing year round use, low maintenance, and durability. Each cabin would be surrounded by native plantings providing privacy from adjacent cabins. Decks on the view side of the cabins allows private outdoor space. A shared day-use recreation area includes a large timber picnic structure, BBQ and picnic facilities for cabin users.

MATERIALS AND FINISHES

The cabins would be kit-built cedar from a local mill. The roofing would be metal with modern doors and windows for year round use. Materials and finishes would be durable yet rustic in character. Basic amenities would include a simple kitchen and bathroom.

MECHANICAL AND ELECTRICAL SYSTEMS

The cabins will have propane tanks for heating and cooking and will be connected with electricity for lighting and general use. Power hook-up to the sites would be required. Each cabin would include a vault septic system or compost toilet system. Water would be supplied by independent water tanks for each cabin.



There are two strategies for Park phasing for this project:

- Ensuring capacity of facilities meets expected demand, and expanding when needed; and,
- Providing new programming and attractions, despite meeting capacity and demand.

Capacity and Demand

In 2019, prior to COVID-19, Saxman had 117,160 visitors with the majority of these coming from large cruise ships in Ketchikan with an average daily visitation of 697, and peak of 1,129. The average hour visitation on a peak day is 141 people at one time, with a peak hour visitation on a peak day of 205. A majority of these visitors are from large cruise ships that arrive via motor coach, typically with 40 passengers at a time.

The existing facilities as currently offered, has a capacity of 350 (with management of visitation and no bus arriving within 20 minutes of each other). This exceeds the current demand of 205 people at one time and no new facilities are needed to meet current needs.

Looking to the future, assuming annual growth in the large cruise ship market at 2.42% (and visitors to Saxman) and attracting two small cruise ships to call in at the new Saxman Harbor each week (2,901 passengers/year) starting in 2027, the total expected visitation to Saxman that year is 161,121. In 2027, that translates to 215 visitors on an average hour on a peak day and 304 visitors on peak hour during a peak day. This visitation is still below the existing capacity of 350 and it is not until after 2027 that new capacity and facilities are needed to meet the expected growing demand. See Appendix for Capacity and Demand Matrix for detailed discussion. Based on meeting anticipated demand, the following represents a logical phasing of new facilities:

- Visitor center and motor coach drop-off and pick up (2027)
- Theatre and carving shed addition (2032)
- Two clan houses and museum (2037)
- Totem Row improvements, kitchen and exhibit classroom, and recreation center and trail network provide limited capacity for those on site for two hours or less (typical large cruise ship passengers). These provide attractions for small cruise ship passengers and should be developed when these passengers are expected.

New Programming and Attractions

Another option is that demand may not drive the need for new facilities, rather the desire to provide an expanded variety of cultural experiences may drive this need. As the Park offers more cultural experiences, it is expected that annual growth may be greater than 2.42% as the Park becomes more of a destination and pulls visitors away from other destinations in the Ketchikan area. As priorities and funding opportunities present themselves, new facilities and attractions are constructed. Based on this method, the following represents a logical sequencing of new facilities:

- Visitor center, theatre and motor coach drop-off and pick up
- One clan house
- Totem Row improvements
- Carving shed addition
- Recreation center and trail network
- Second clan house
- Museum/art gallery
- Cabins
- Kitchen and exhibit classroom
- Campground

COST ESTIMATE

Item 1.

CULTURAL PARK

PRELIMINARY BUDGET ESTIMATE
PREPARED BY: PND ENGINEERS, INC.
Prepared on: April 1, 2021

Item Description	Units	Quantity	Unit Cost	Amount
Mobilization	LS	All Req'd	10%	\$1,724,220
Demolition and Disposal	LS	All Req'd	\$100,000	\$100,000
Clearing & Grubbing	AC	4	\$25,000	\$100,000
Unusable Excavation	CY	10,000	\$15	\$150,000
Class B Shot Rock Borrow	CY	15,000	\$35	\$525,000
Base Course, Grading C-1	CY	5,000	\$75	\$375,000
Storm Drain Improvements w/ Manhole	LS	All Req'd	\$150,000	\$150,000
Water and Sewer Services	LS	All Req'd	\$750,000	\$750,000
Construction Surveying	LS	All Req'd	\$100,000	\$100,000
Concrete Pavement Hardscape	CY	200	\$1,500	\$300,000
Landscape Improvements	LS	All Req'd	\$300,000	\$300,000
Curb, Gutter and Sidewalk	LS	All Req'd	\$150,000	\$150,000
Bus Shelter	LS	All Req'd	\$100,000	\$100,000
New Buildings/Renovation				
Long Houses (two at 3,740 sqft each)	SF	7480	\$300	\$2,244,000
Carving Shed Addition	SF	640	\$300	\$192,000
Theatre/Exhibit	SF	4216	\$550	\$2,318,800
Visitor Center/Reception	SF	2880	\$470	\$1,353,600
Exhibit/Kitchen	SF	2160	\$380	\$820,800
Museum (Old School Renovation)	SF	5400	\$320	\$1,728,000
Site Furnishings	LS	All Req'd	\$165,000	\$165,000
Power and Area Lighting	LS	All Req'd	\$1,000,000	\$1,000,000
Recreation Center, Trails and Education Center	LS	All Req'd	\$1,820,000	\$1,820,000
Ropes Course	LS	All Req'd	\$650,000	\$650,000
Recreation Cabins (11 cabins, 2 shelters and utilities)	LS	All Req'd	\$1,400,000	\$1,400,000
Campground (tent platforms, vault toilet, shelter, trail)	LS	All Req'd	\$450,000	\$450,000
ESTIMATED CONSTRUCTION BID PRICE				\$18,966,420
Contingency (20%)				\$3,793,284
Permitting				\$50,000
Topographic Survey & Geotechnical Investigation				\$150,000
Final Design & Contract Documents				\$1,820,776
Contract Administration and Construction Inspection				\$1,593,179
TOTAL RECOMMENDED PROJECT BUDGET				\$26,373,660

Cost Estimate Narrative

The cost estimates are an estimate of probable costs. The estimates are for conceptual level designs and include a 20% contingency and are for planning purposes only. This is a result of the preliminary level of design, expected site unknowns, and current volatility of the construction market due to COVID-19. As the design and engineering is refined and a more in depth site analysis performed, it is expected the estimate will become more refined.

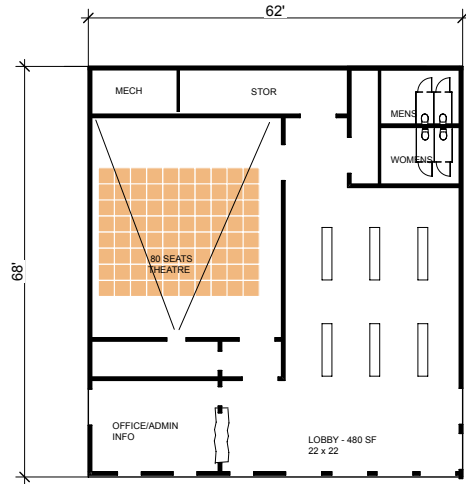
For all facilities, the quality of materials, finishes, and included building elements can impact these estimates.

PRELIMINARY BUDGET ESTIMATE
PREPARED BY: PND ENGINEERS, INC.
Prepared on: April 1, 2021

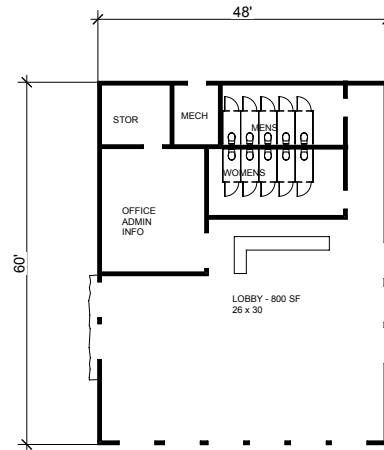
Item Description	Units	Quantity	Unit Cost	Amount
Mobilization	LS	All Req'd	10%	\$4,540,650
Class A Shot Rock Borrow	CY	85,000	\$40	\$3,400,000
Base Course, Grading C-1	CY	5,500	\$65	\$357,500
Armor Rock	CY	7,000	\$65	\$455,000
Storm Drain System	LS	All Req'd	\$200,000	\$200,000
Water and Sewer Services	LS	All Req'd	\$500,000	\$500,000
Construction Surveying	LS	All Req'd	\$100,000	\$100,000
Landscaping	LS	All Req'd	\$300,000	\$300,000
Site Furnishings	LS	All Req'd	\$150,000	\$150,000
Shelters	LS	All Req'd	\$100,000	\$100,000
Painted Traffic Markings	LS	All Req'd	\$50,000	\$50,000
30'x450' Timber Approach Dock - Tee Dock	SF	13,500	\$200	\$2,700,000
Concrete Dock Abutments	EA	2	\$100,000	\$200,000
AC Pavement, Type II, Class B, 3" Thick	SY	12,000	\$50	\$600,000
80ft Access Gangways	EA	2	\$150,000	\$300,000
Timber Moorage Floats	SF	13,900	\$200	\$2,780,000
Timber Finger Floats	SF	9,980	\$200	\$1,996,000
40'x80' Timber Seaplane Float	SF	3,200	\$200	\$640,000
20'x850' Concrete Breakwater Float	SF	17,000	\$400	\$6,800,000
50'x600' Concrete Drivedown/Breakwater Float	SF	30,000	\$500	\$15,000,000
Furnish and Install Steel Pipe Float Mooring Piles	EA	40	\$10,000	\$400,000
Dock and Bridge Abutment Piles	EA	80	\$10,000	\$800,000
Concrete Aprons, Sidewalks & Seawalks on Grade	CY	1,500	\$1,000	\$1,500,000
Concrete Gangway Abutment	EA	2	\$50,000	\$100,000
Transfer Bridge	LS	All Req'd	\$1,000,000	\$1,000,000
Bridge Abutment	LS	All Req'd	\$150,000	\$150,000
Elevated Seawalk (8' wide)	LF	870	\$800	\$696,000
Harbormaster Office	SF	3,500	\$470	\$1,645,000
Restaurant/General Store	SF	2,100	\$470	\$987,000
Uplands Area Lighting	LS	All Req'd	\$500,000	\$500,000
Float Power and Lighting	LS	All Req'd	\$1,000,000	\$1,000,000
ESTIMATED CONSTRUCTION BID PRICE				\$49,947,150
Contingency (20%)				\$9,989,430
Environmental Permitting, IHA and Compensatory Mitigation				\$300,000
Rock Pinnacle Removal & Permitting				\$5,000,000
Topographic Survey & Geotechnical Investigation				\$200,000
Design & Contract Documents				\$4,495,244
Contract Administration and Construction Inspection				\$3,995,772
TOTAL RECOMMENDED PROJECT BUDGET				\$73,927,596

APPENDIX

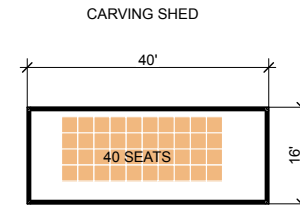
BUILDING FLOOR PLANS



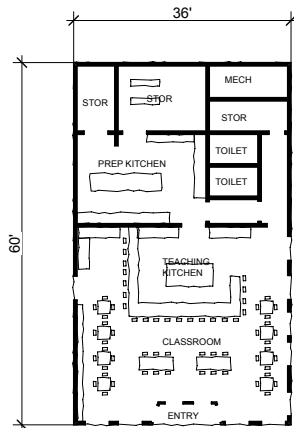
4216 SF
62 x 68' - THEATRE/EXHIBITS 80 SEAT WITH LOBBY - 40 PERSON EXHIBIT SPACE W/STOR



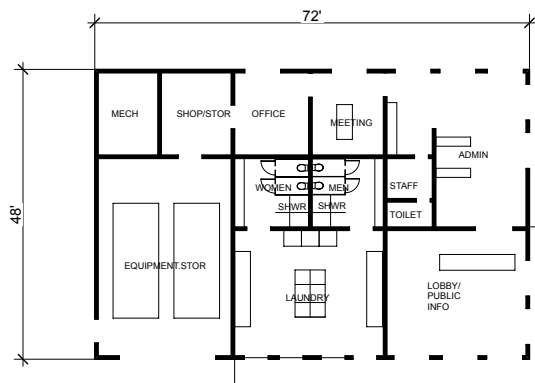
2880 SF
48' x 60' - VISITOR'S CENTER CONTACT, ORIENTATION, RESTROOMS



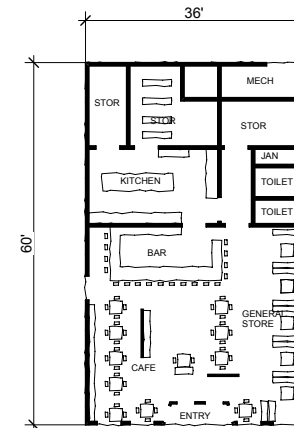
640 SF
40' x 16' OVER-FLOW SEATING AT CARVING SHED - 40 PEOPLE SITTING



36' x 60' EXHIBITION KITCHEN
2,160 SF



72' x 48' - DOCKS AND HARBOR OFFICE
3456 SF

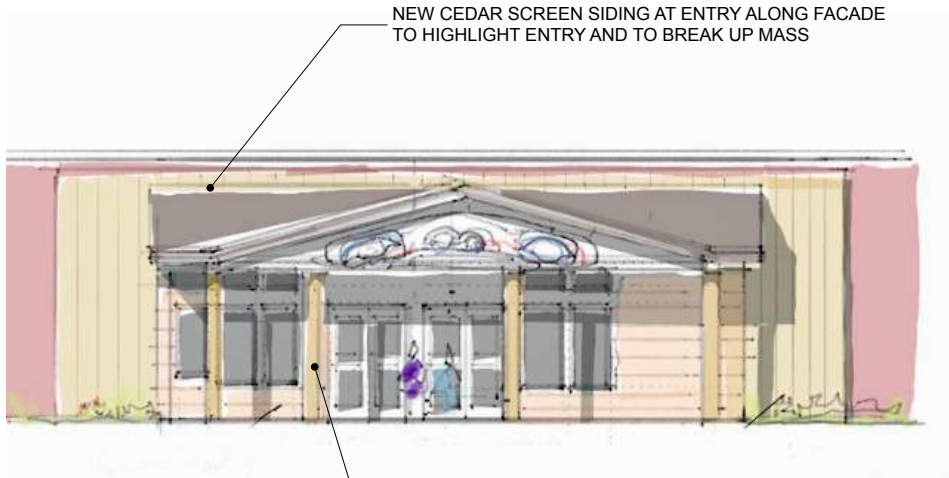


36' x 60' CAFE/GENERAL STORE
2,160 SF

Saxman Community Center



EXISTING STRUCTURE



NEW CEDAR SCREEN SIDING AT ENTRY ALONG FACADE TO HIGHLIGHT ENTRY AND TO BREAK UP MASS

REFURBISH POST AND BEAM DETAILING TO NATURAL WOOD

- PROPOSED UPGRADES:**
- NEW SIDING
 - NEW SIDING AROUND FRONT ENTRY

Old School House



EXISTING STRUCTURE



INTERIOR RENOVATION TO MUSEUM PROGRAM

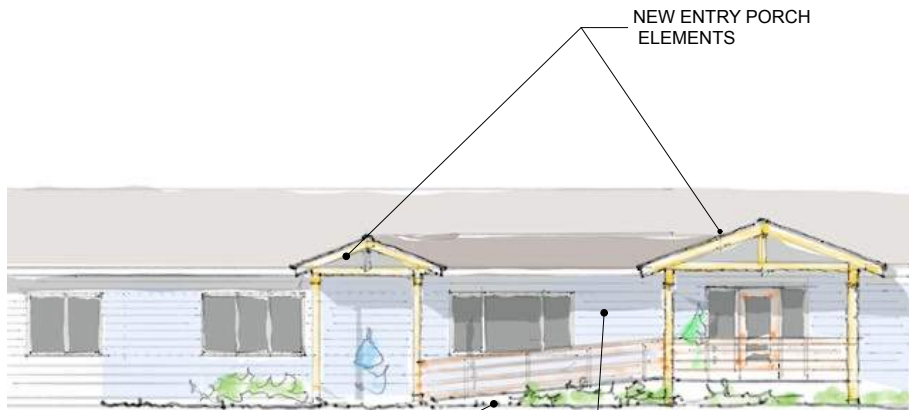
RESTORE TO HISTORICAL LEVEL, EXTERIOR

- PROPOSED UPGRADES:**
- COMPLETE HISTORICAL RESTORATION
 - NEW INTERIOR PROGRAM
 - SITE WORK TO PROVIDE VISITOR ACCESS

Senior Housing



EXISTING STRUCTURE



NEW ENTRY PORCH ELEMENTS

NEW ENTRY PORCH ELEMENTS

PAINT, REFURBISH SIDING AND TRIM

PROPOSED UPGRADES:

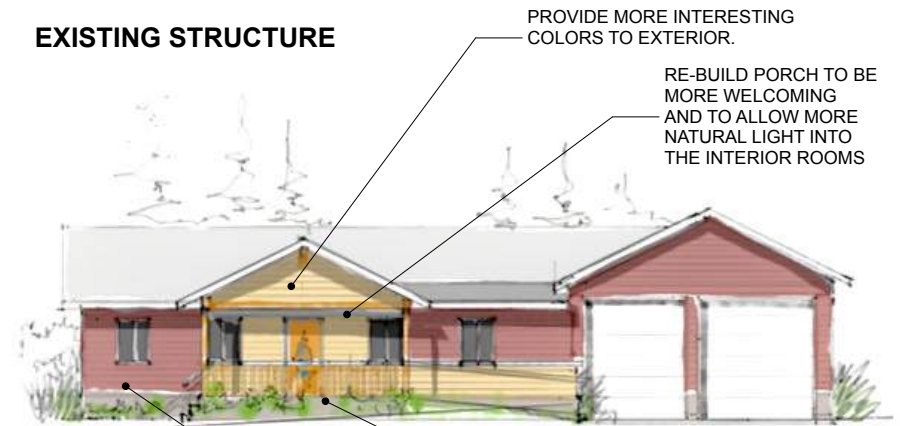
- NEW PORCH HIGHLIGHTING ENTRY
- REFURBISH EXTERIOR SIDING AND TRIM
- SITE WORK

Public Safety

Item 1.



EXISTING STRUCTURE



PROVIDE MORE INTERESTING COLORS TO EXTERIOR.

RE-BUILD PORCH TO BE MORE WELCOMING AND TO ALLOW MORE NATURAL LIGHT INTO THE INTERIOR ROOMS

DEVELOP SITE TO WELCOME PEDESTRIANS AND TO PLACE STRUCTURE INTO THE SITE

ADD TRIM TO EXTERIOR AESTHETIC

PROPOSED UPGRADES:

- NEW SIDING
- NEW OPEN PORCH
- NEW ROOF GABLE MARKING ENTRY
- SITE WORK

Residence 1



EXISTING STRUCTURE



PROPOSED UPGRADES:

- NEW SIDING
- NEW PORCH
- SITE WORK

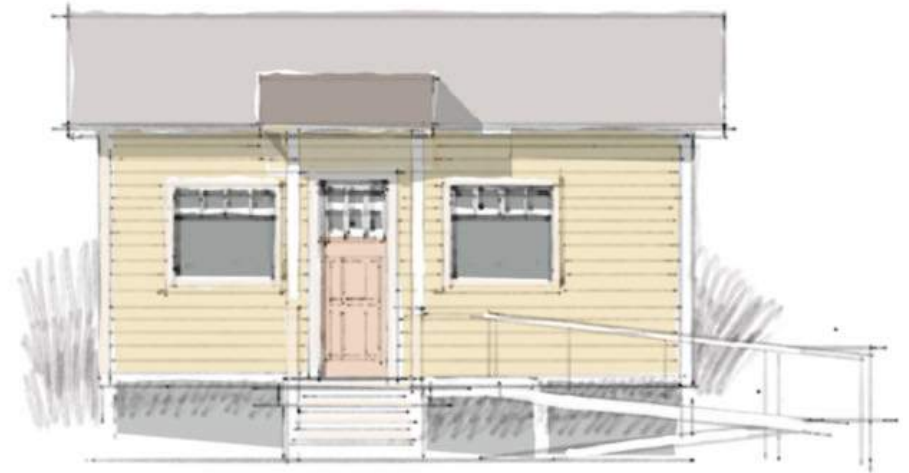
NEW ACCESS
AT PORCH

Residence 2

Item 1.



EXISTING STRUCTURE



PROPOSED UPGRADES:

- NEW SIDING
- NEW PORCH
- SITE WORK