



Wild Mile Community Meeting #3

April 25, 2019

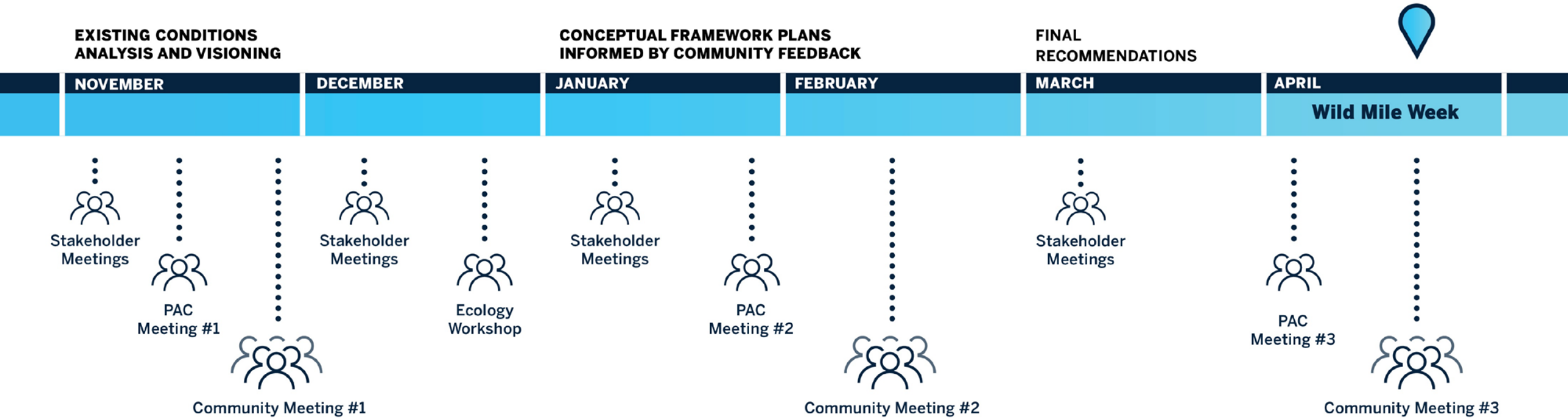




Photo Credit | Curtis Waltz | Aerialscapes Inc.



Where we're at



Engagement Summary

- Team Kayak and Canoe Trips
- Walking the Wild Mile
- Classroom Activities
- Meeting with Adjacent Property Owners
- Stakeholder Meetings (7)
- Ecology Design Workshop
- Near North Small Group Workshop
- Plan Advisory Committee Mtgs (3)
- Community Meetings (3)
- Wild Mile Week Events!



Agenda

- **Wild Mile Vision**
- **Implementation**
- **Questions**



A Vision for the Wild Mile





Principles

1. Put wildlife first.

- Create and expand habitat
- Foster immersive nature experiences
- Enhance and restore the riparian and emergent landscapes
- Create dog amenities away from habitat

2. Connect people with nature.

- Promote partnerships with local institutions that coordinate educational, cultural and recreational programming

3. Expand public access.

- Improve and create additional access points
- Paths closest to and/or in the river should be designed and designated for pedestrians
- Create designated bike routes separate from the pedestrian boardwalks

4. Design a cohesive experience.

- Create a sense of place for Chicago residents of all ages and backgrounds

5. Lead the world.

- Promote innovation and experimentation to inspire holistic thinking around ecology and urbanism

6. Create a place for everyone.

- Integrate a variety of spaces open to the public year-round, for a range of ages and abilities

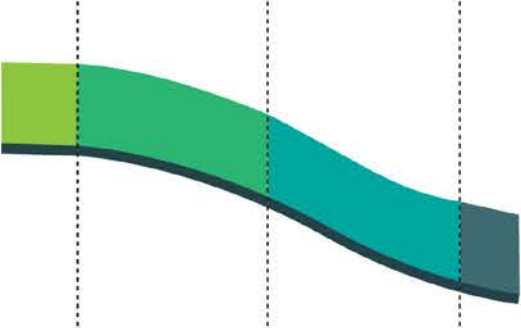


A Strategy for Urban Wildlife



Concept Expanding edges

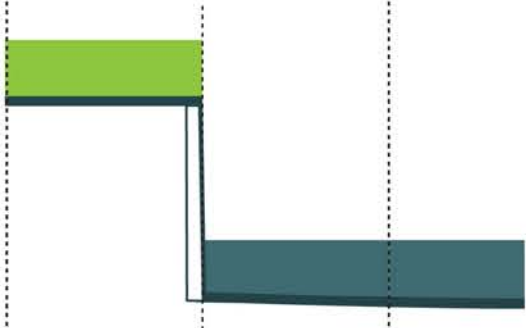
then



upland riparian emergent aquatic

natural river edge

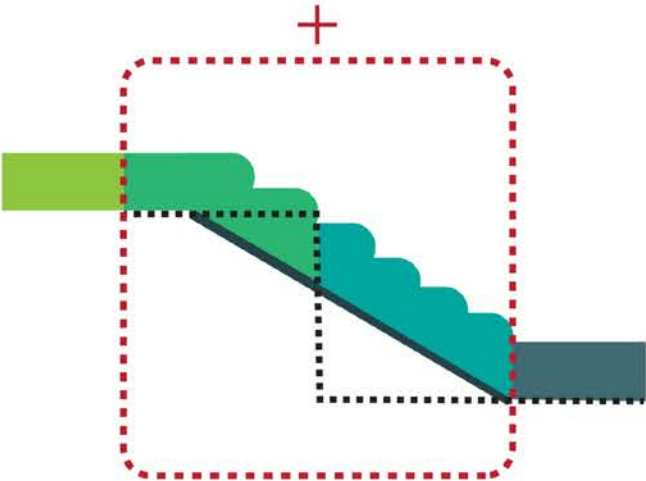
now



upland aquatic

channelized river edge

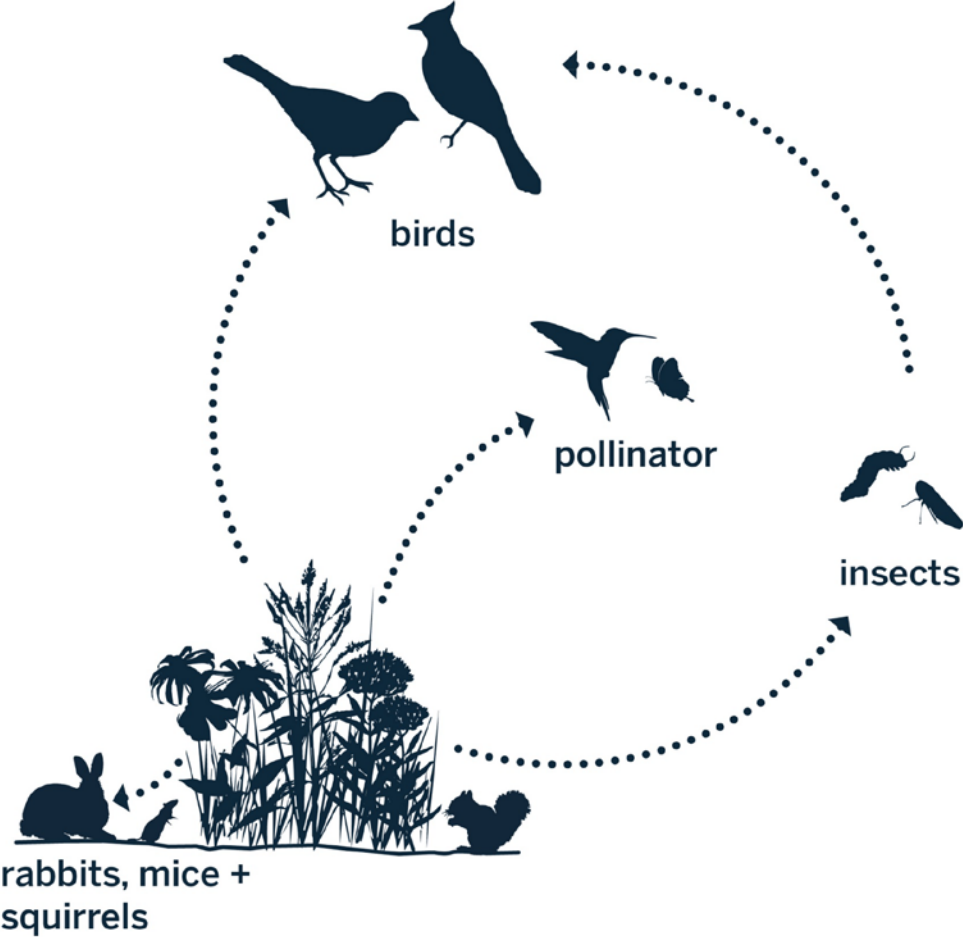
future



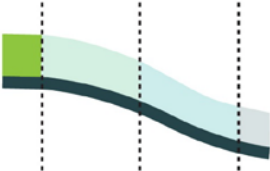
upland riparian emergent aquatic

- * bring back nature
- * reintroduce the lost zones

Food Web Upland Zone

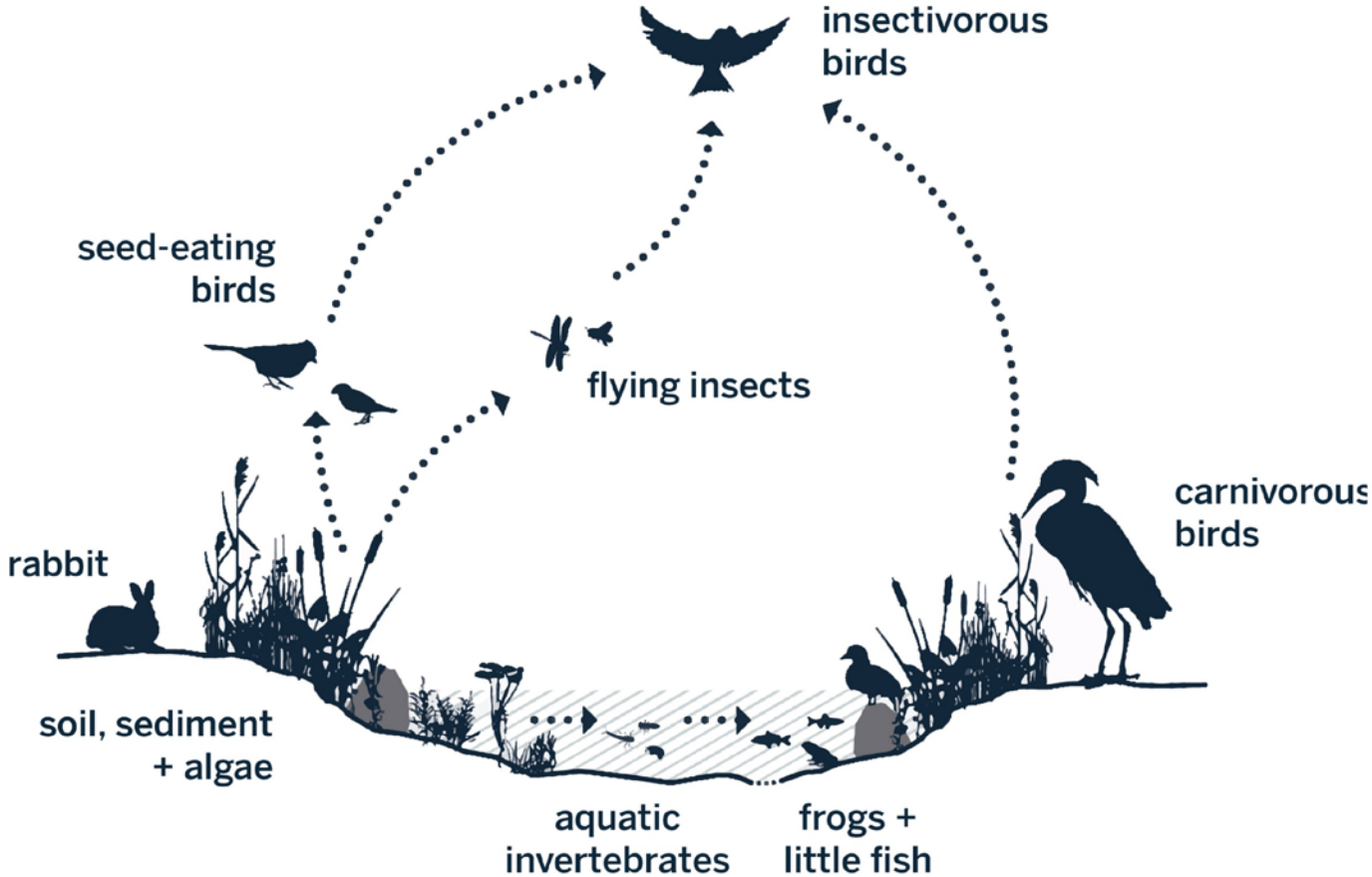


● Upland Zone



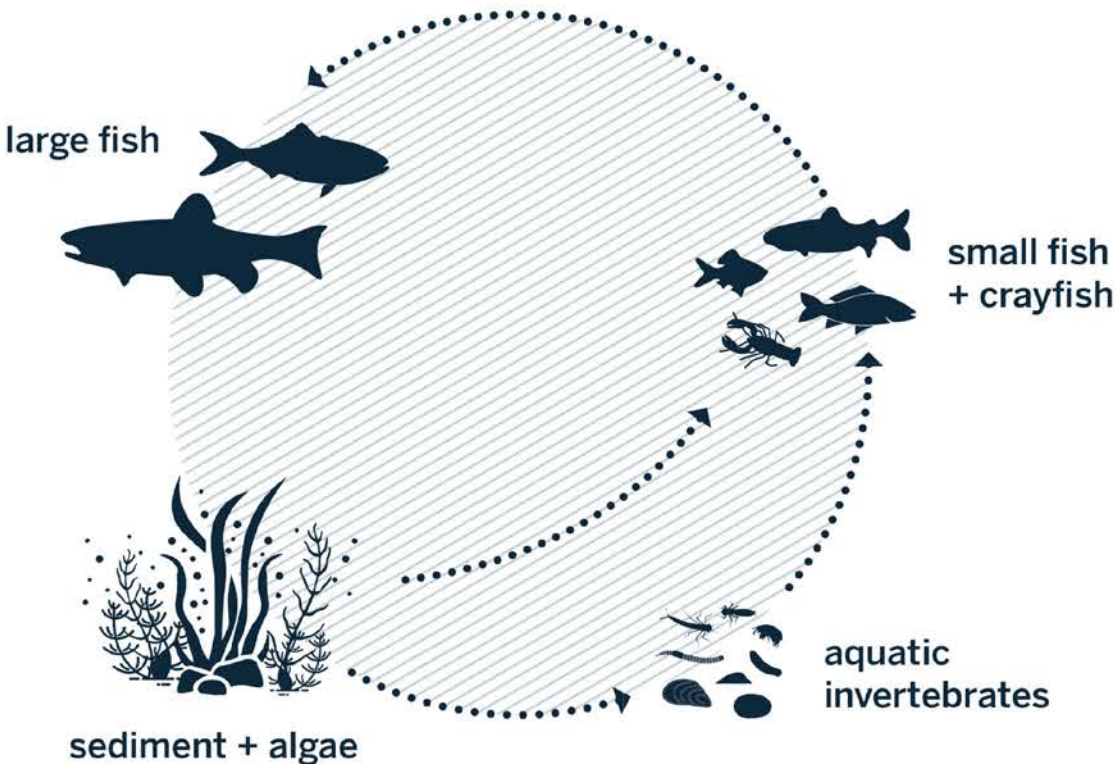


Food Web Riparian and Emergent Zones





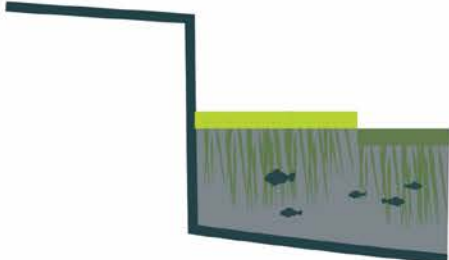
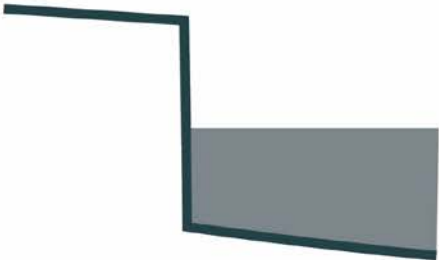
Food Web Aquatic Zone





Concept Add habitat value to the edge

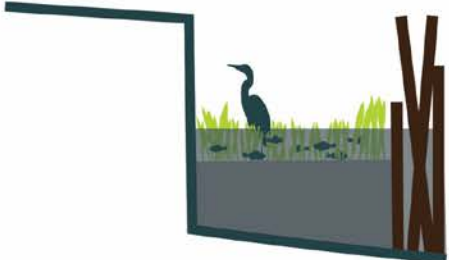
1 vertical wall



floating habitat

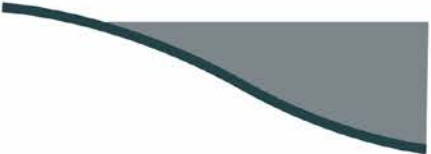


textured habitat
fixed to wall



shallow water
habitat

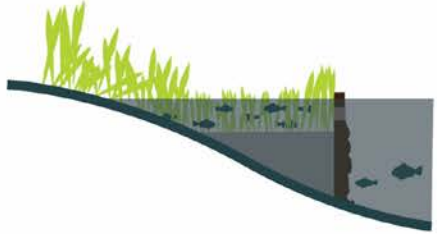
2 eroded shoreline



rocky habitat
installation



terraced
habitat



shallow water
habitat

Habitat + Plant Species Matrix

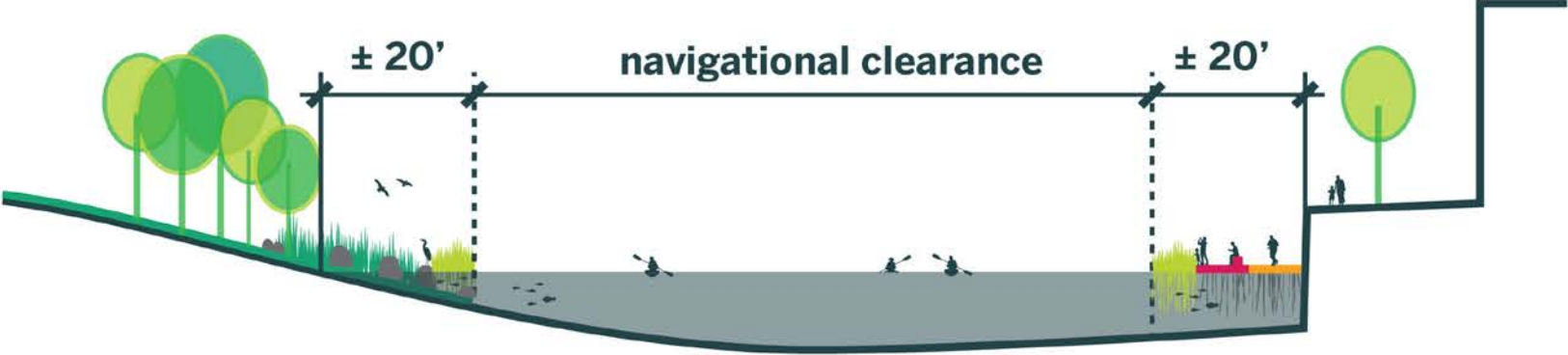
*Not full document.

New Habitat Type	Existing Edge Type ¹	Plants ²	Target Animals ³	Key Food Webs ⁴	Time to Install (months) ⁵	Potential Issues ⁶	Rough Cost ⁷	Rank ⁸
Floating (Fixed to Existing Edge)								
<i>Floating Pollinator Garden</i>	a,b,d,e,h	P, E	Flying insects (bees, flies, butterflies, beetles); spiders; hummingbirds; songbirds	plant > invertebrates > bats, birds; plant (fruit, seeds) > small mammals, birds; plant roots > small fish, crayfish	0-3	C	Raft cost	1
<i>Floating Wetland</i>	a,b,d,e,h		Flying insects (bees, flies, butterflies, beetles); spiders; songbirds	plant > terrestrial invertebrates > bats, birds; plant > aquatic invertebrates > fish/turtle plant > turtle plant > muskrat	0-3	C	Raft cost	1
<i>Floating Amphibian Pond and Garden</i>	a,b,d,e,h	E, S Also, open water with pebble bottom	plant (fruit, seeds) > small mammals, birds;	Plant > tadpoles Plant > invertebrate > frogs, toads, salamanders	0-3	C	Raft cost	1
<i>Mussel trays (flow through connectors between planted rafts)</i>	a,b,d,e,h	S	Native mussels (aquatic insects will colonize)	Plankton > mussels (filter feeders) aquatic insects > frogs, dragonfly nymphs; adult flying insects > bats, birds, frogs, adult dragonflies	0-3	C	Raft cost	1
<i>Multi-Species Haul-out Raft (with outriggers for turtles to climb on)</i>	a,b,d,e,h	S, E short plants only; nothing tall enough to hide a heron	Turtles; frogs, perching birds; ducks.	Key function for turtles and frogs is basking. Turtles and frogs will eat algae, aquatic invertebrates (worms, snails and clams, larval insects, crayfish and other crustaceans, etc.), and fish. Perching birds (herons, cormorants) eat fish and crayfish. Ducks eat aquatic vegetation and small aquatic invertebrates.	0-3	C	Raft cost	1
<i>Floating Trees</i>	a,b,d,e,h	D (trees)	Songbirds; insects	plant > invertebrates > birds/bats; Plant > birds	0-6	C	2 (Nick?)	1
<i>Turtle Snags (away from shore but tethered to existing edge)</i>	a,b,d,e,h	None	Painted turtle, map turtle, other native turtles; frogs	Key function is basking. Turtles and frogs will eat algae, aquatic invertebrates (worms, snails and clams, larval insects, crayfish and other crustaceans, etc.), and fish.	0-3	---	Use fallen logs from arboretum, parks (labor cost)	1
<i>Curtains /Hula Skirts⁹</i>	i	None (algae will naturally colonize the skirts)	Aquatic invertebrates, small fish, crayfish, tadpoles	algae > invertebrates, tadpoles, small fish > fish/crayfish > aquatic birds heron, cormorant)/turtles	included with floating walkways	---	\$0.40 LF for knotless mesh 14" deep	1
<i>Bird Perches</i>	a,b,c,d,e,f	None	Birds (kingfisher, cormorant, herons, raptors, songbirds)	Key function is perching. Kingfisher may dive for fish from the perch; prefers horizontal structure over middle of stream	0-6	---	Design-dependent	2
<i>Fish Habitat Beneath Floating Rafts</i>	1,2,4	No plants; cubbies, pipes, or other structure attached to bottom of floating gardens	Fish (resting, spawning, rearing)	Key function is shelter. Fish will eat algae, aquatic invertebrates (worms, snails and clams, larval insects, crayfish and other crustaceans, etc.) and other fish.	0-3	---	Design-dependent (\$50 minimum)	1
Fixed to River Bottom								
<i>Submerged Sheeppile or Gabion (with clean sand/gravel behind)</i>	a,b,d	S, E	Fish, mussels, aquatic invertebrates in nearshore sand/gravel shallows	plant > invertebrates > bats, birds; plant (fruit, seeds) > small mammals, birds; plant roots > small fish, crayfish	0-6	A	plus sand/gravel fill; design-dependent; > \$5,000	2

Expand Public Access



Concept Clear Zones



shelter	reproduction	food
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± 0'-20' ± 0'-20' ± 0'-20'

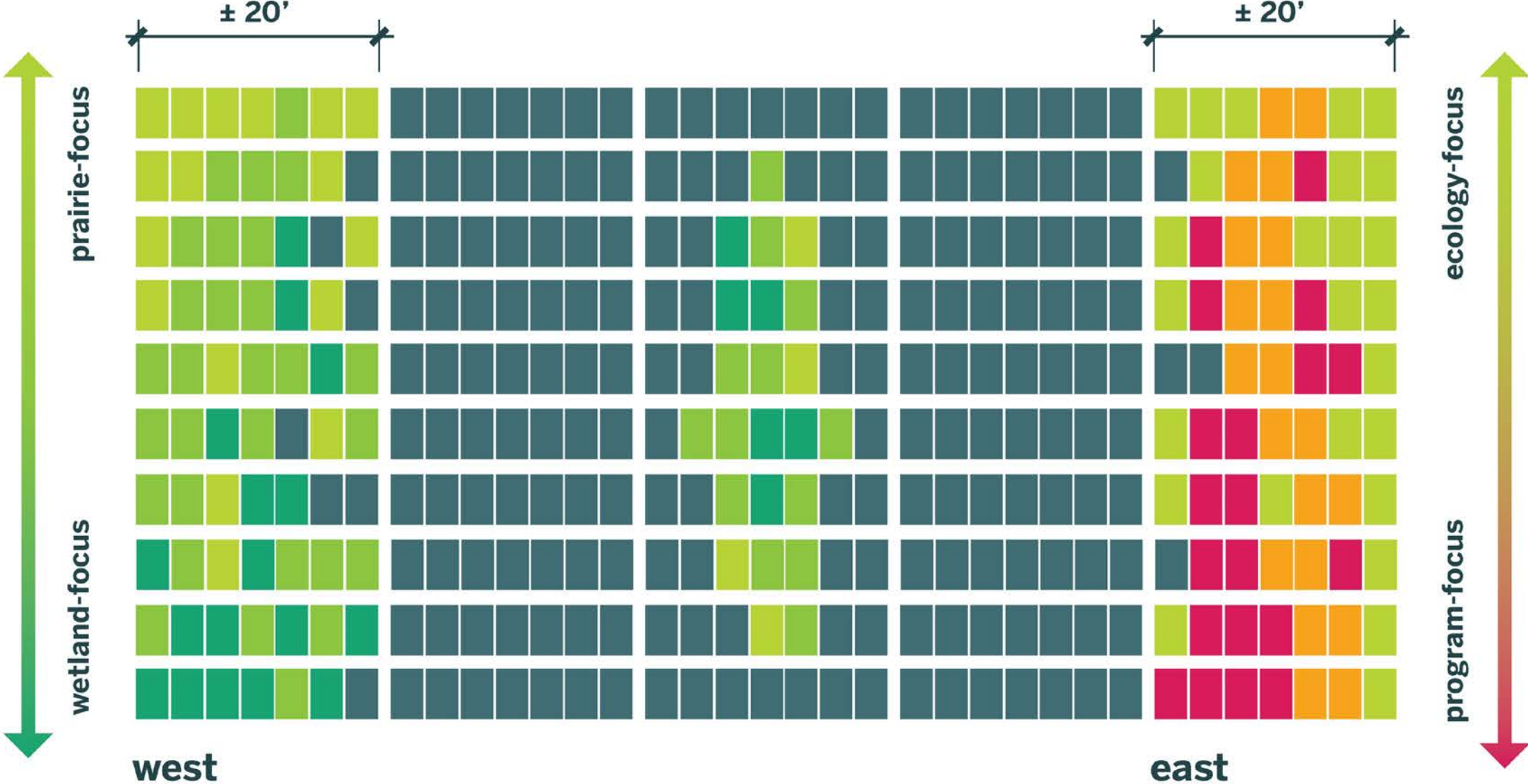
west = wildlife

habitat	pathway	program
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± 0'-12' ± 8' ± 0-12'

east = trail

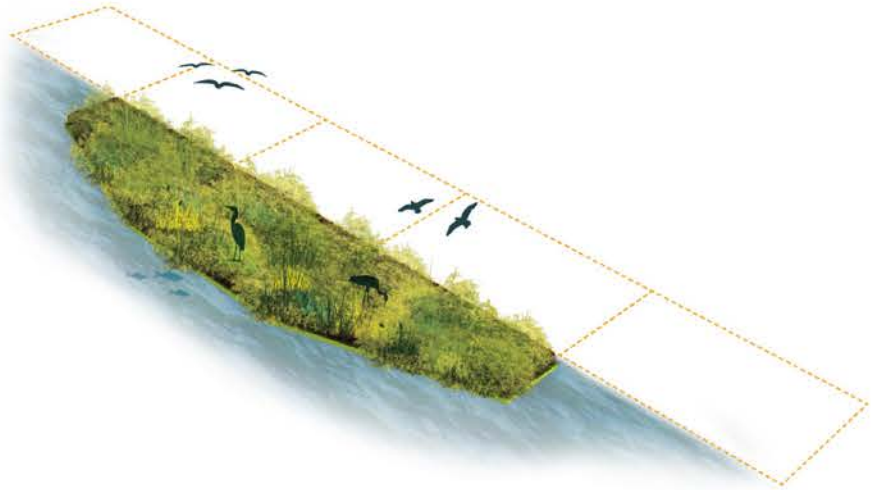
Concept A Habitat Mosaic



Habitat Components

floating habitat

Floating Habitat Raft



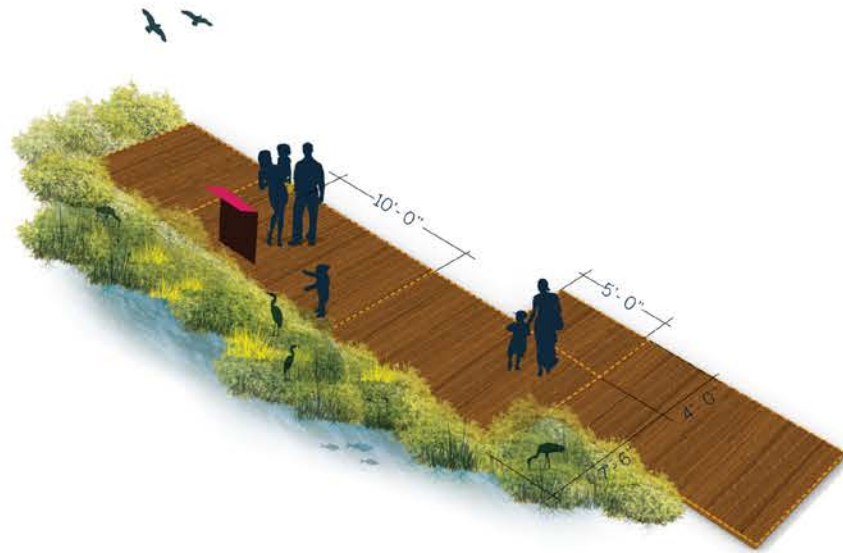
Floating Tree Raft



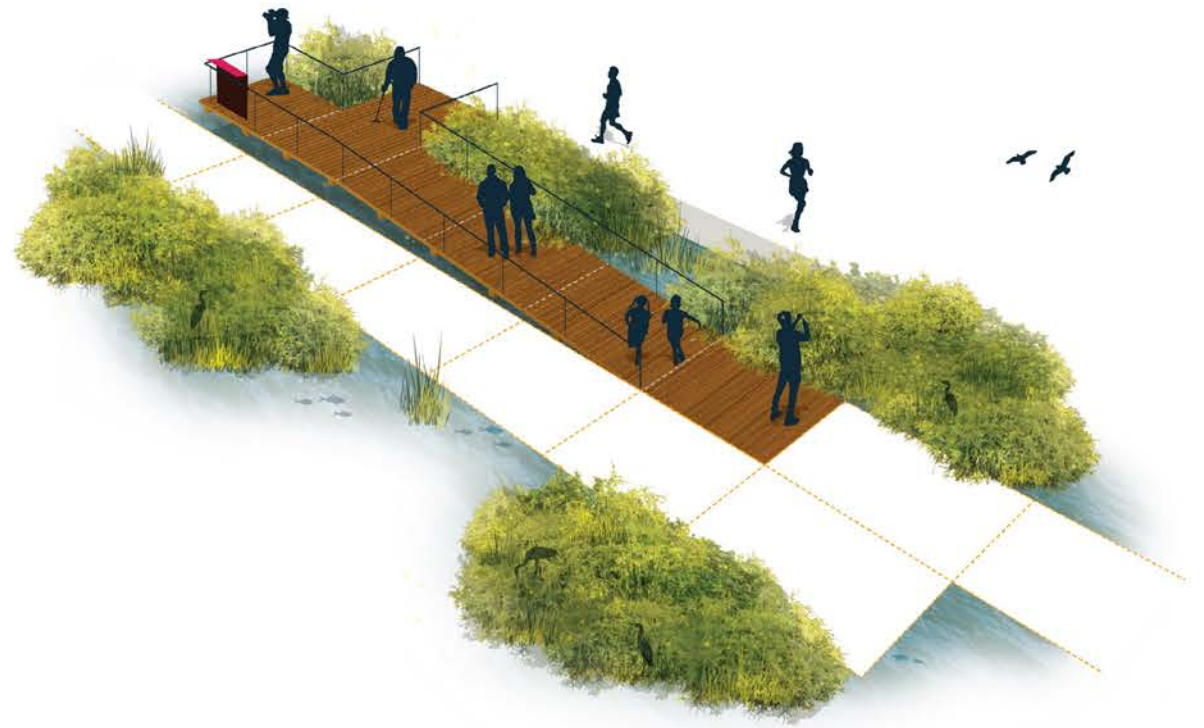
Trail Components



Continuous Platform



Access Ramp



Trail Components

  walkable

Overlook



Gathering Steps



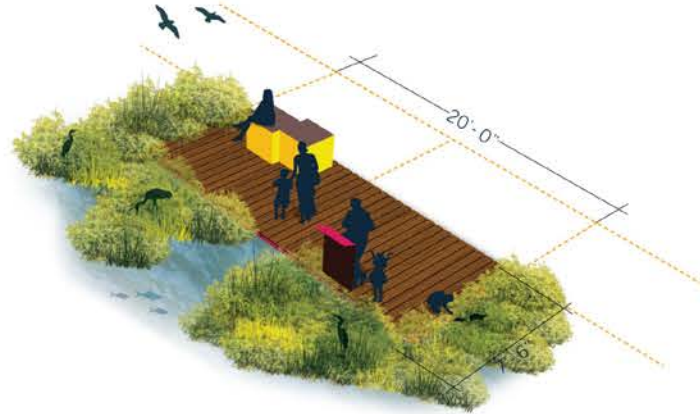
Trail Components

  walkable

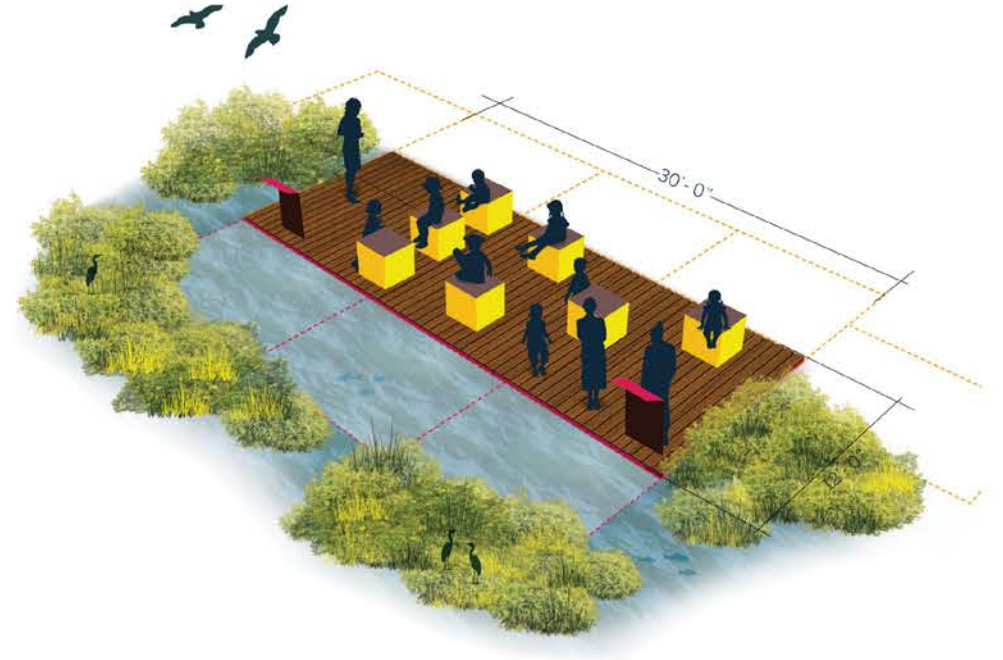
Viewing Pier (S)



Activity Platform (M)



Gathering / Classroom Platform (L)



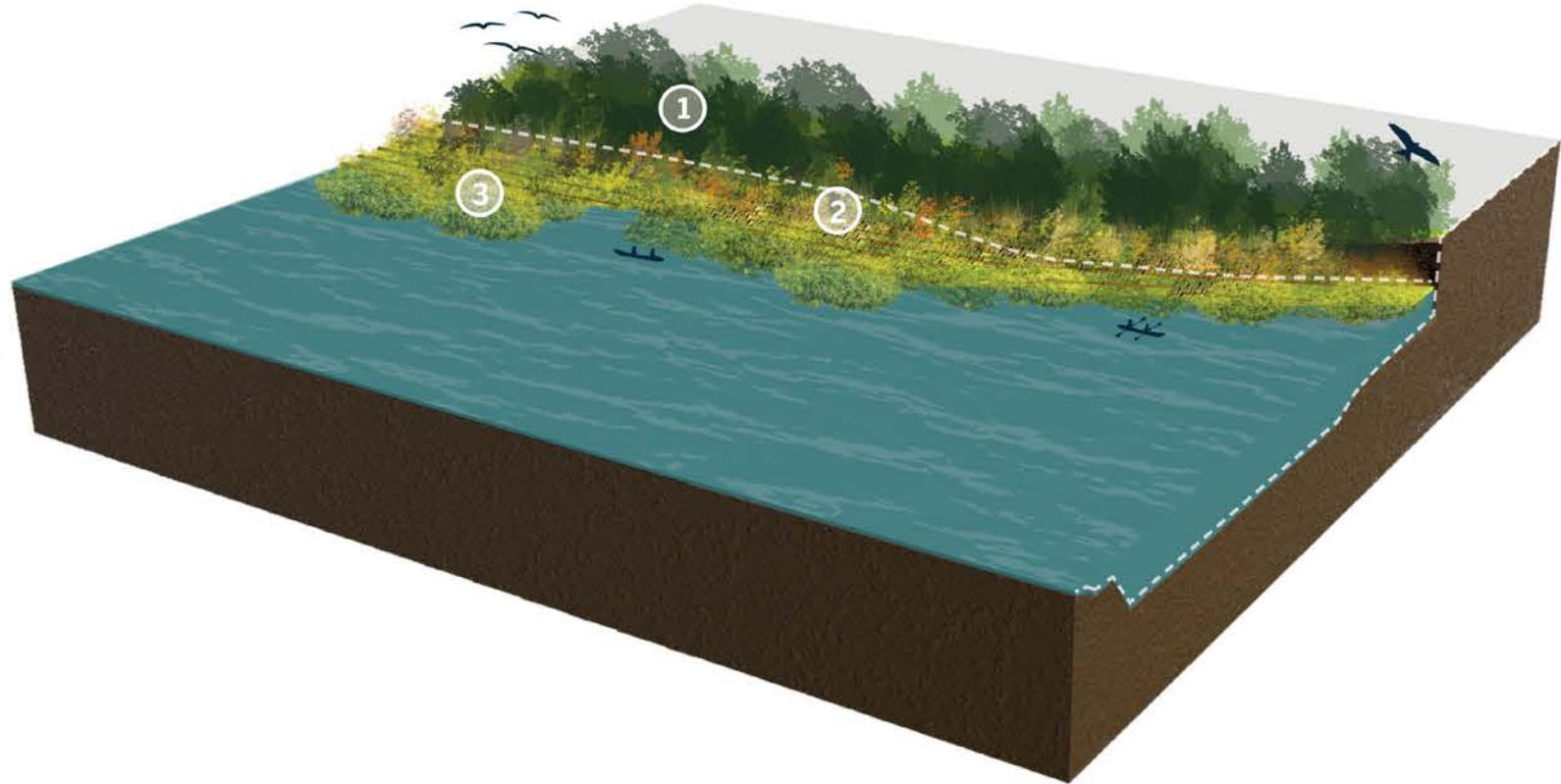
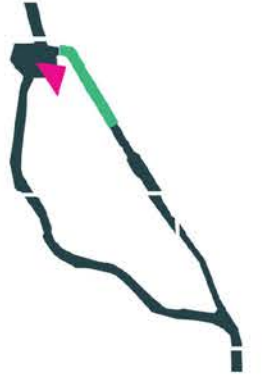
Connect People with Nature



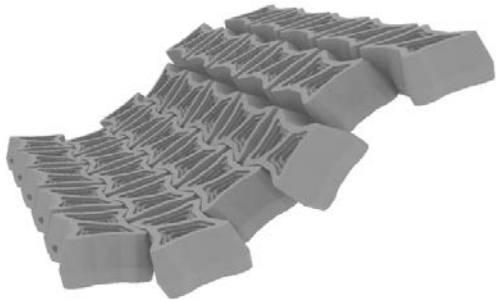
Natural Edge at Cherry Street

Component Configurations

1. Selective clearing of invasive species
2. Slope stabilization with terraced geogrid and plantings or articulated concrete mattress*
3. Floating habitat rafts



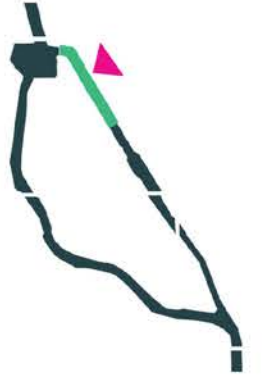
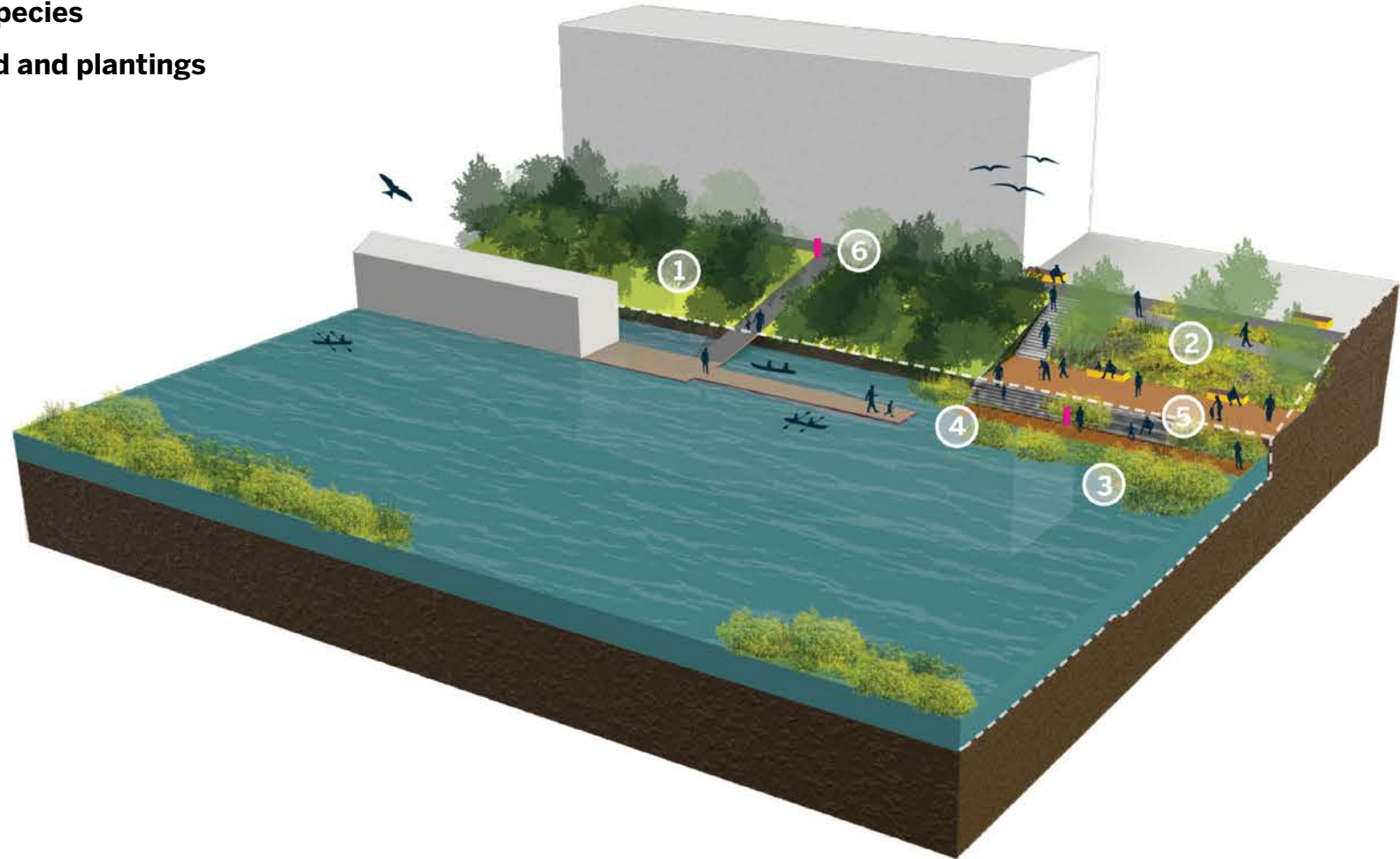
*ECONcrete



Weed Street

Component Configurations

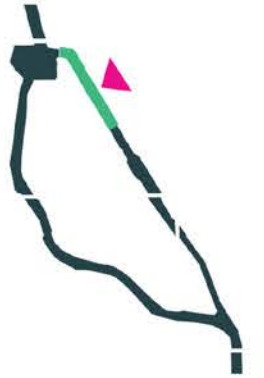
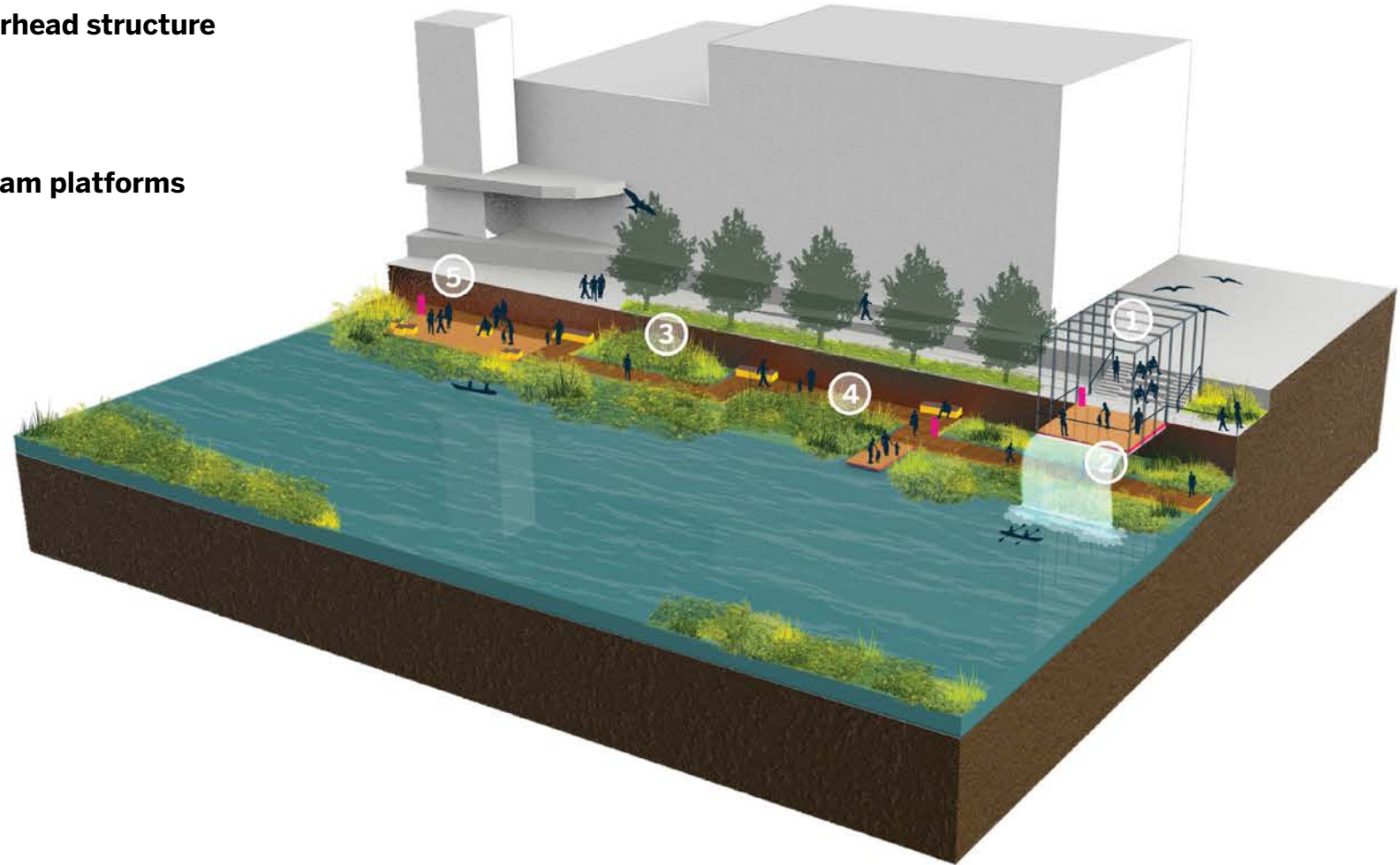
1. Selective clearing of invasive species
2. Slope stabilization with geogrid and plantings
3. Floating habitat rafts
4. Program platform
5. Floating porous concrete steps
6. Interpretive signage



Whole Foods Edge / Blackhawk

Component Configurations

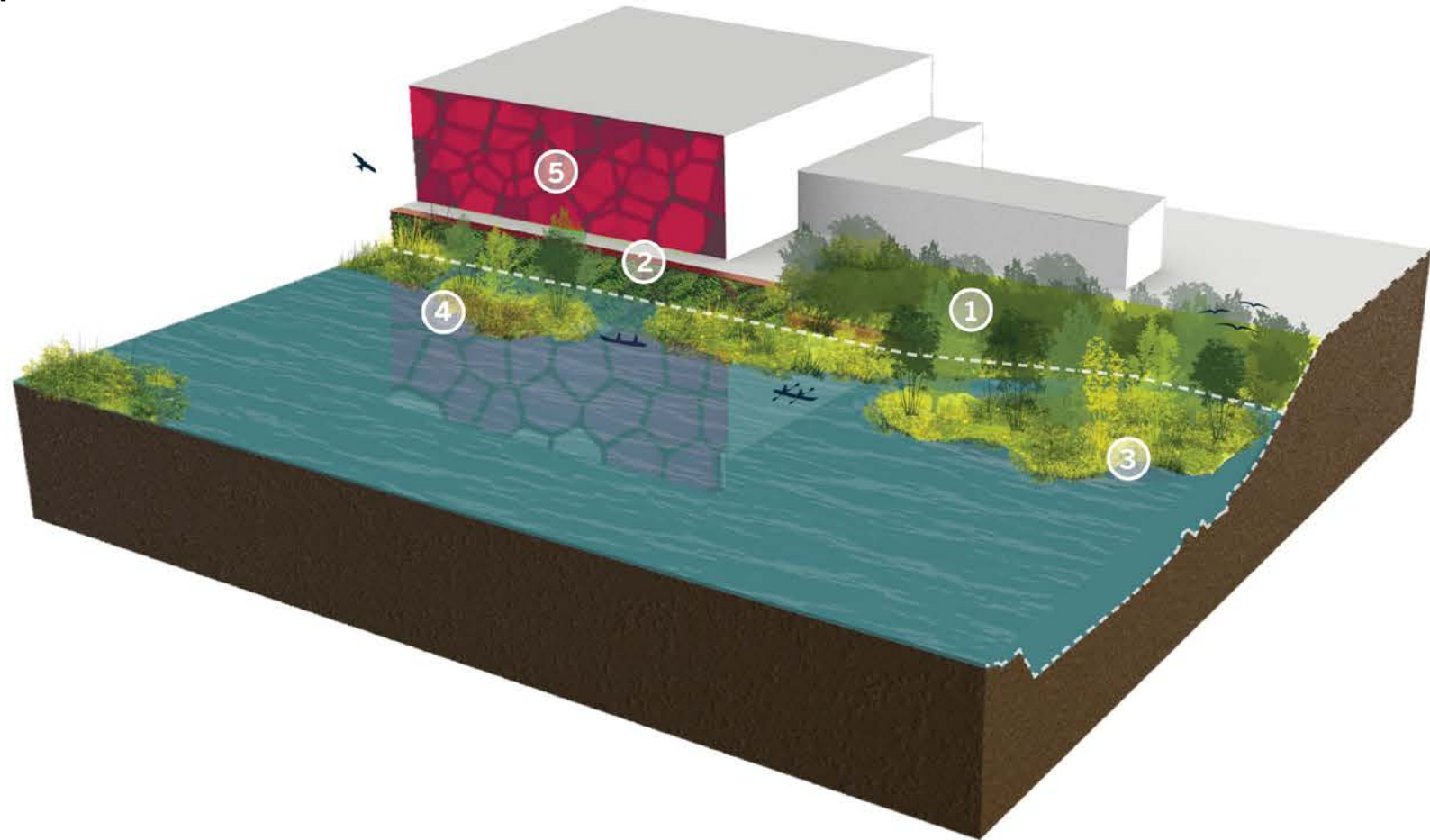
1. Cantilevered platform with overhead structure
2. Aeration waterfall
3. Floating habitat rafts
4. Continuous pathway and program platforms
5. Interpretive signage



Waste Management Edge

Component Configurations

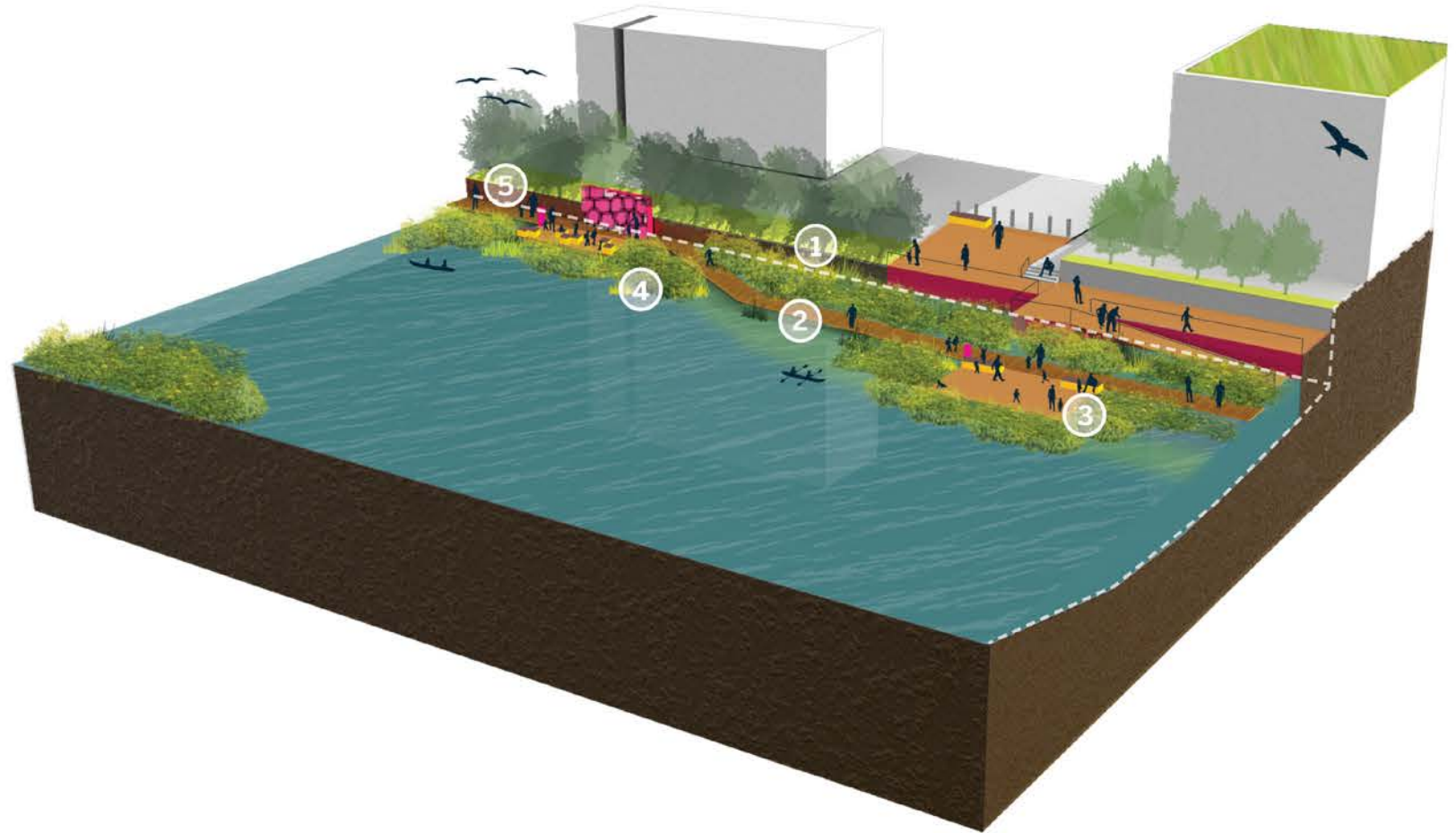
1. Selective clearing of invasive species
2. Sheet pile wall planters
3. Floating habitat rafts
4. Floating trees
5. Mural



Eastman Street / REI

Component Configurations

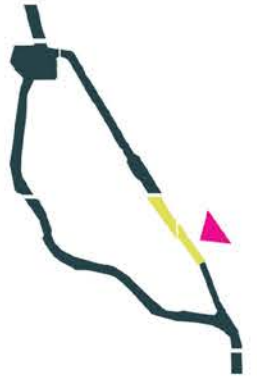
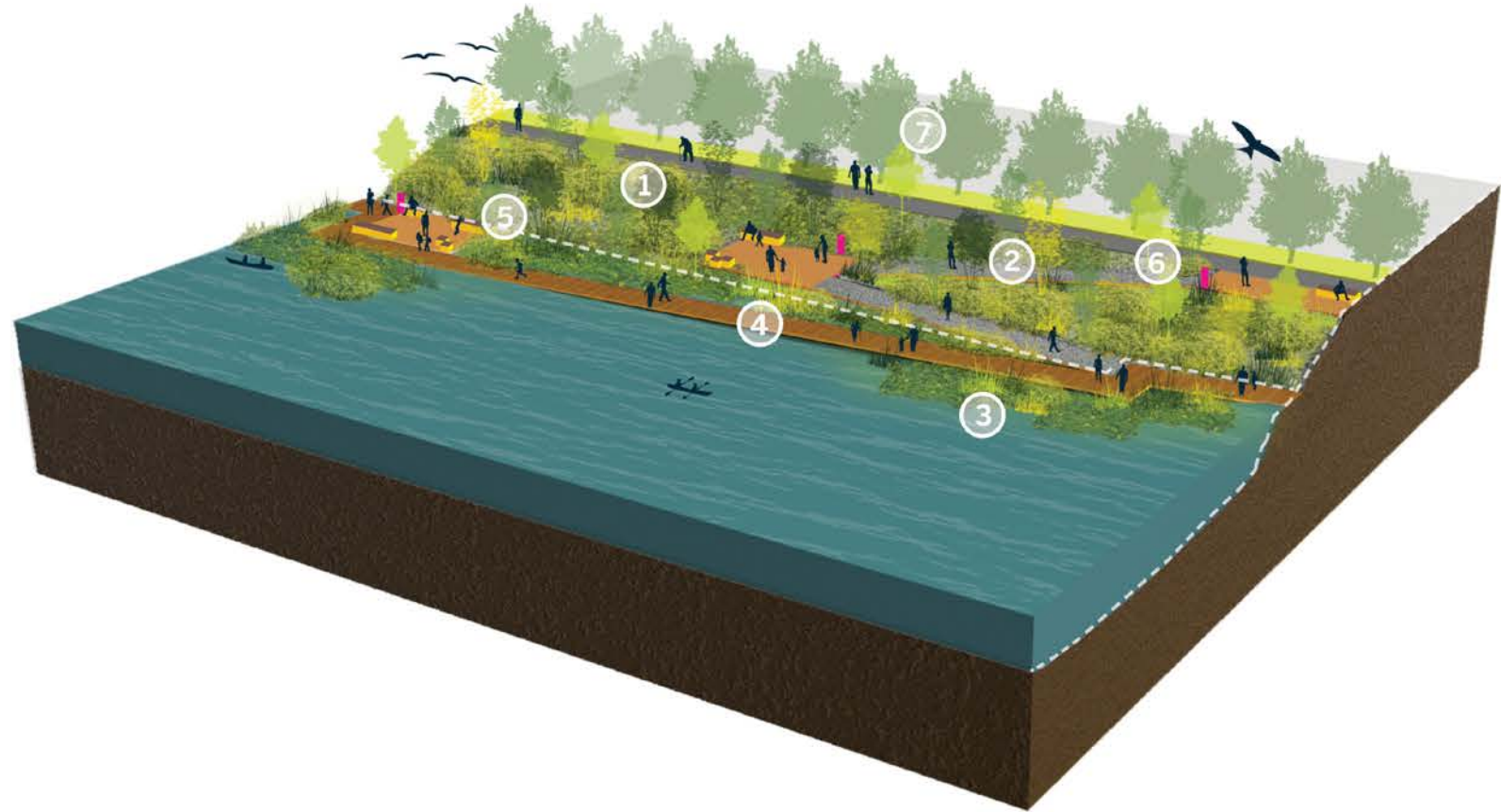
1. Selective clearing of invasive species
2. Continuous pathway
3. Program platforms
4. Floating habitat rafts
5. Interpretive signage



Hobbie Street Cove

Component Configurations

1. Slope stabilization with geogrid and plantings
2. Stabilized gravel pathways
3. Floating habitat rafts
4. Continuous pathway
5. Program platforms
6. Interpretive signage
7. Native trees along Riverwalk



Create a Place for Everyone



A Strategy of Connectivity



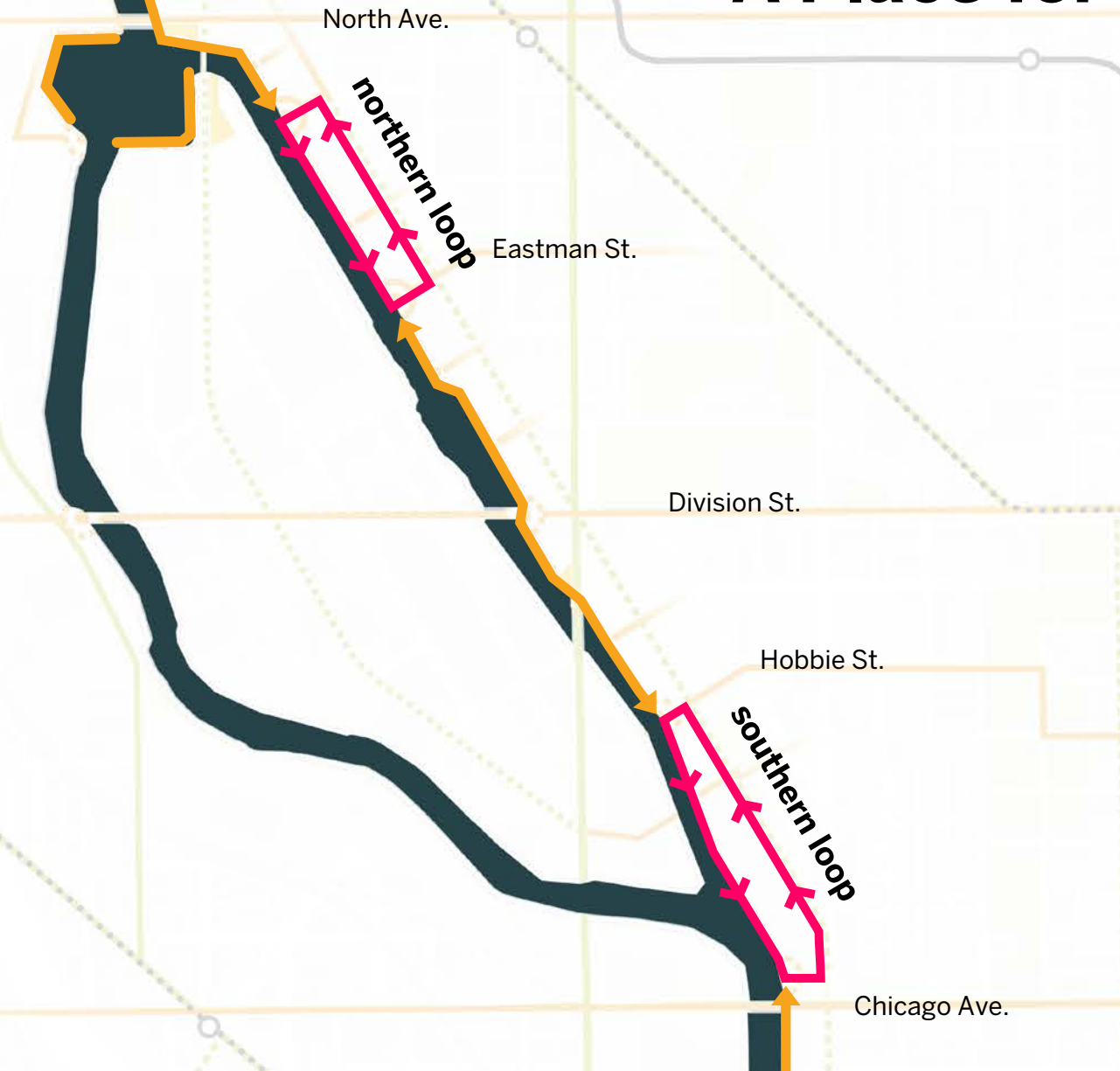
A Place for Wildlife



— habitat

A Place for Walking and Strolling

River-level Pedestrians



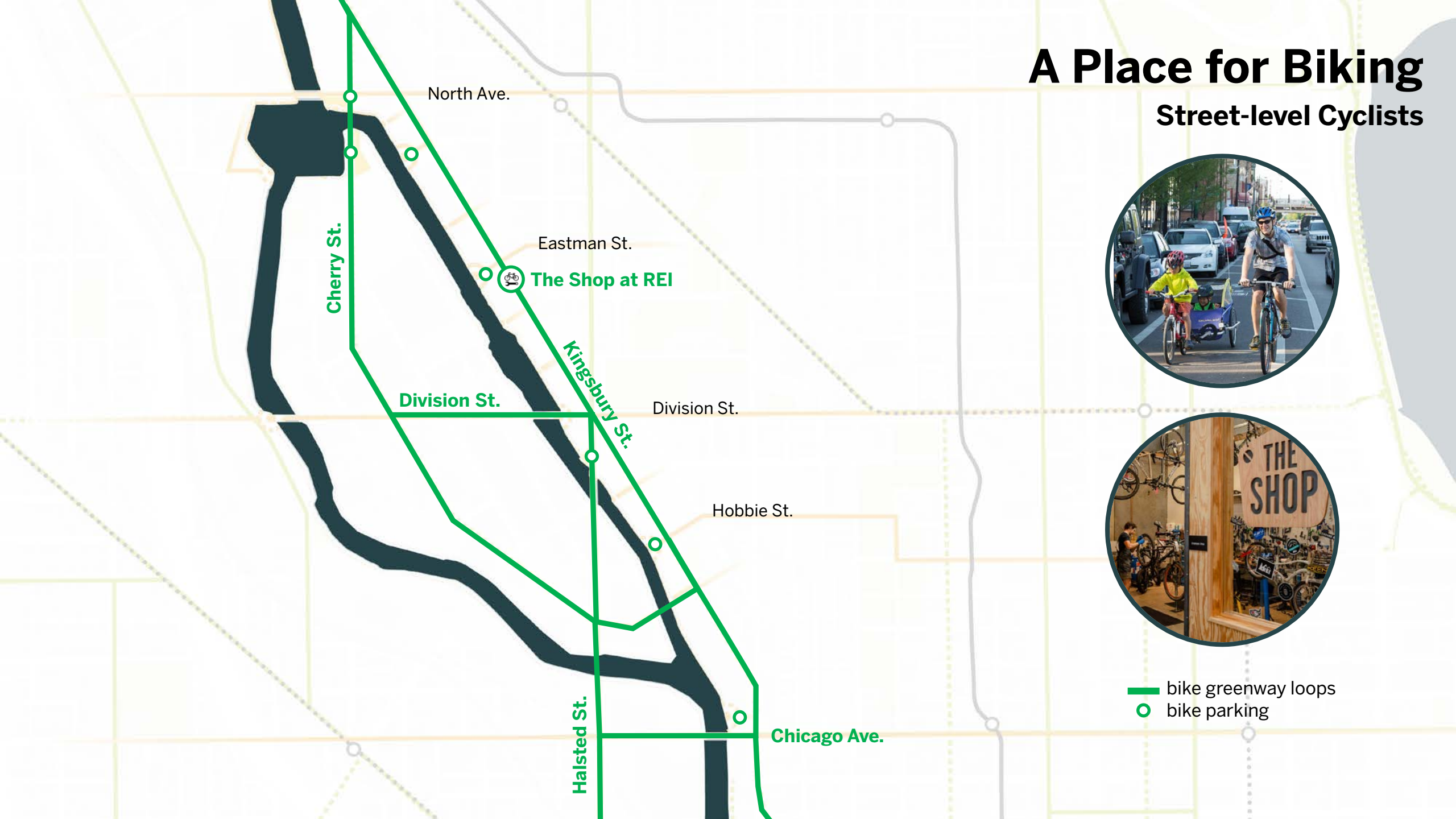
- near term loops
- river level pathway

A Place for Biking

Street-level Cyclists



-  bike greenway loops
-  bike parking

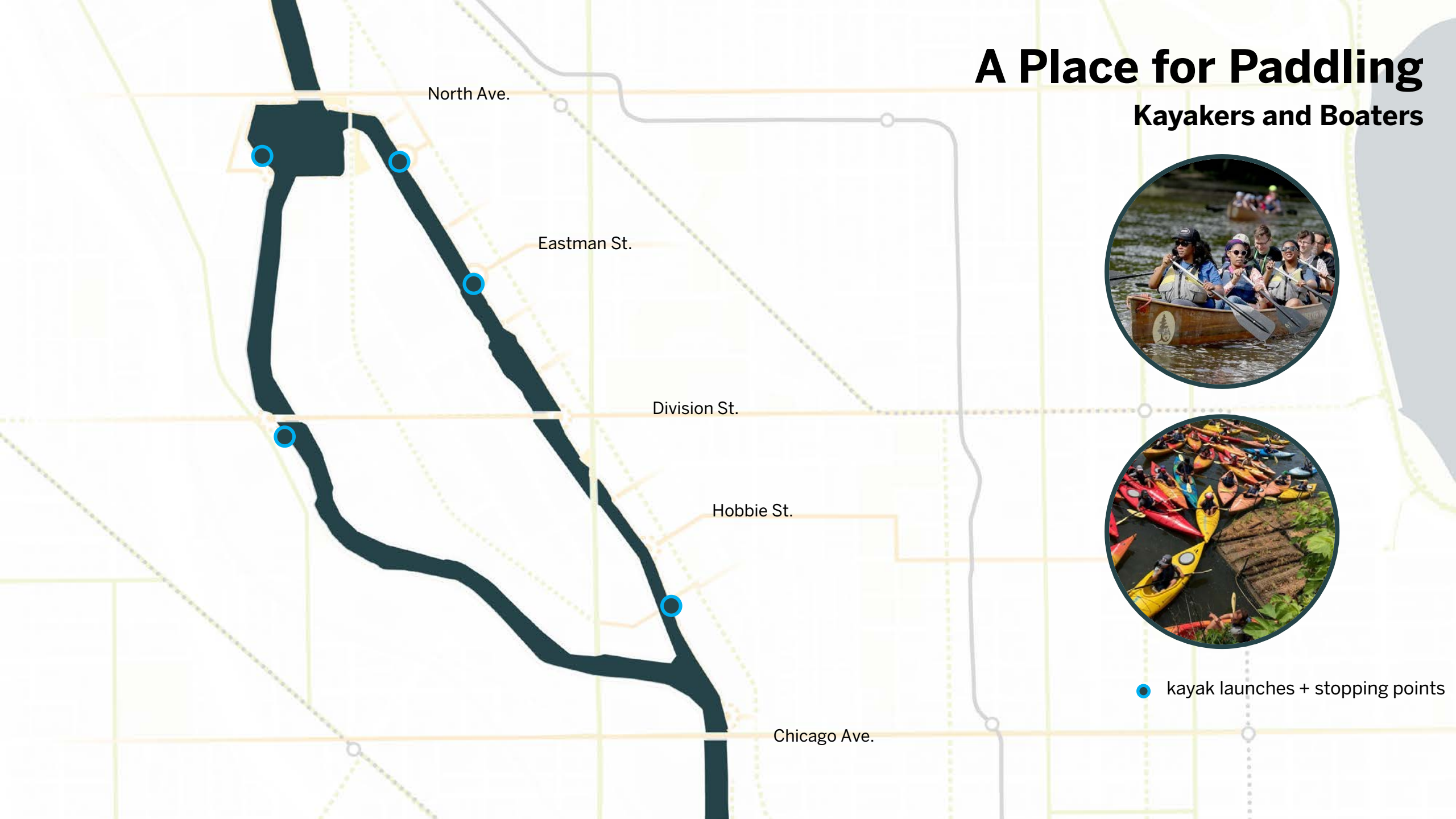


A Place for Paddling

Kayakers and Boaters



● kayak launches + stopping points



A Place for Everyone

- Safe and continuous trails
- Multiple access points
- Safe access to the river
- Connectivity to city-wide trails and greenways



- near term loops
- river level pathway
- wild mile bike greenway loop
- bike parking
- kayak launches + stopping points

Design a Cohesive Experience



The Reaches

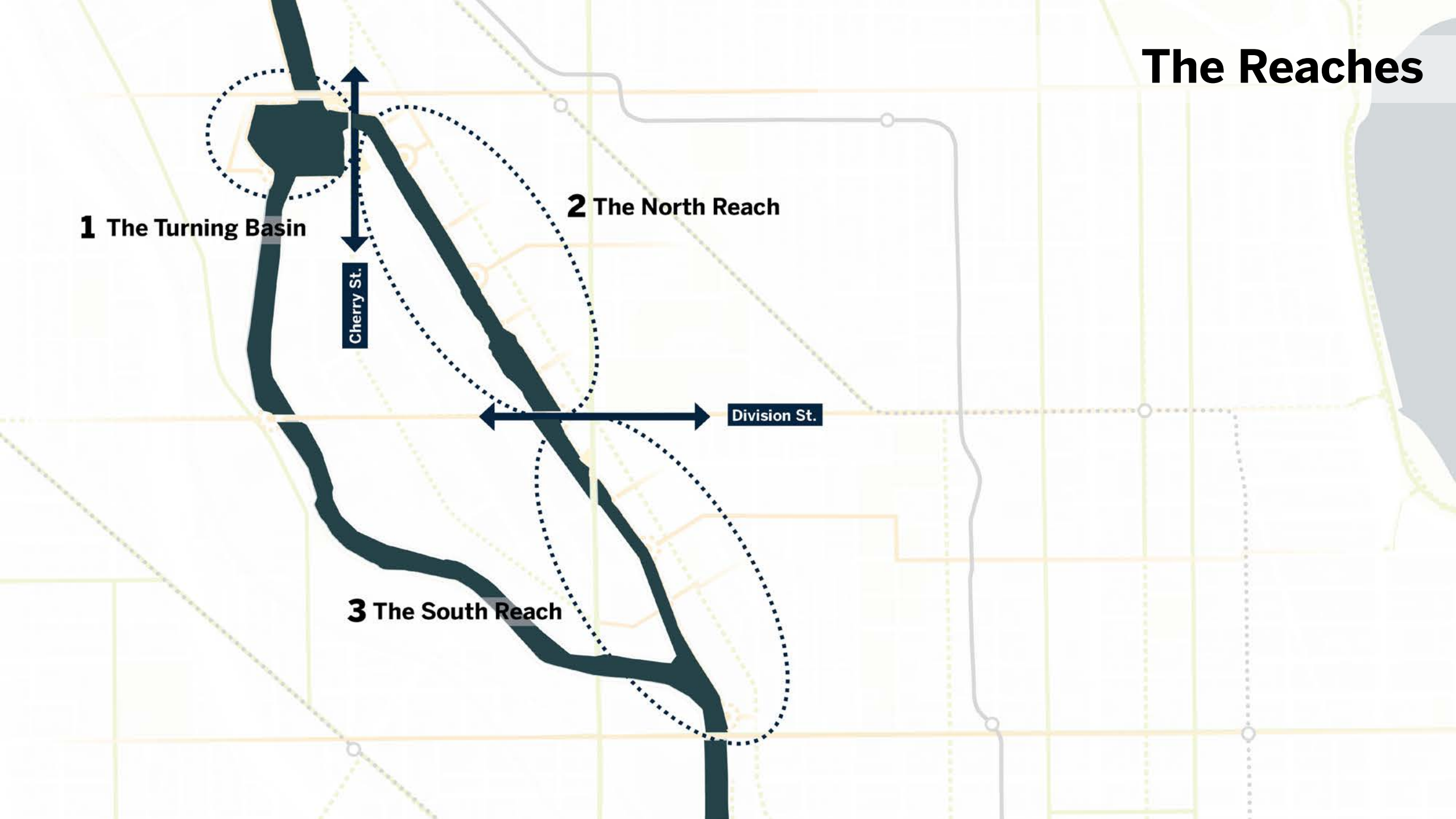
1 The Turning Basin

2 The North Reach

3 The South Reach

Cherry St.

Division St.



Unique Programming Opportunities

1 The Gateway Art + Performance

Cherry St.

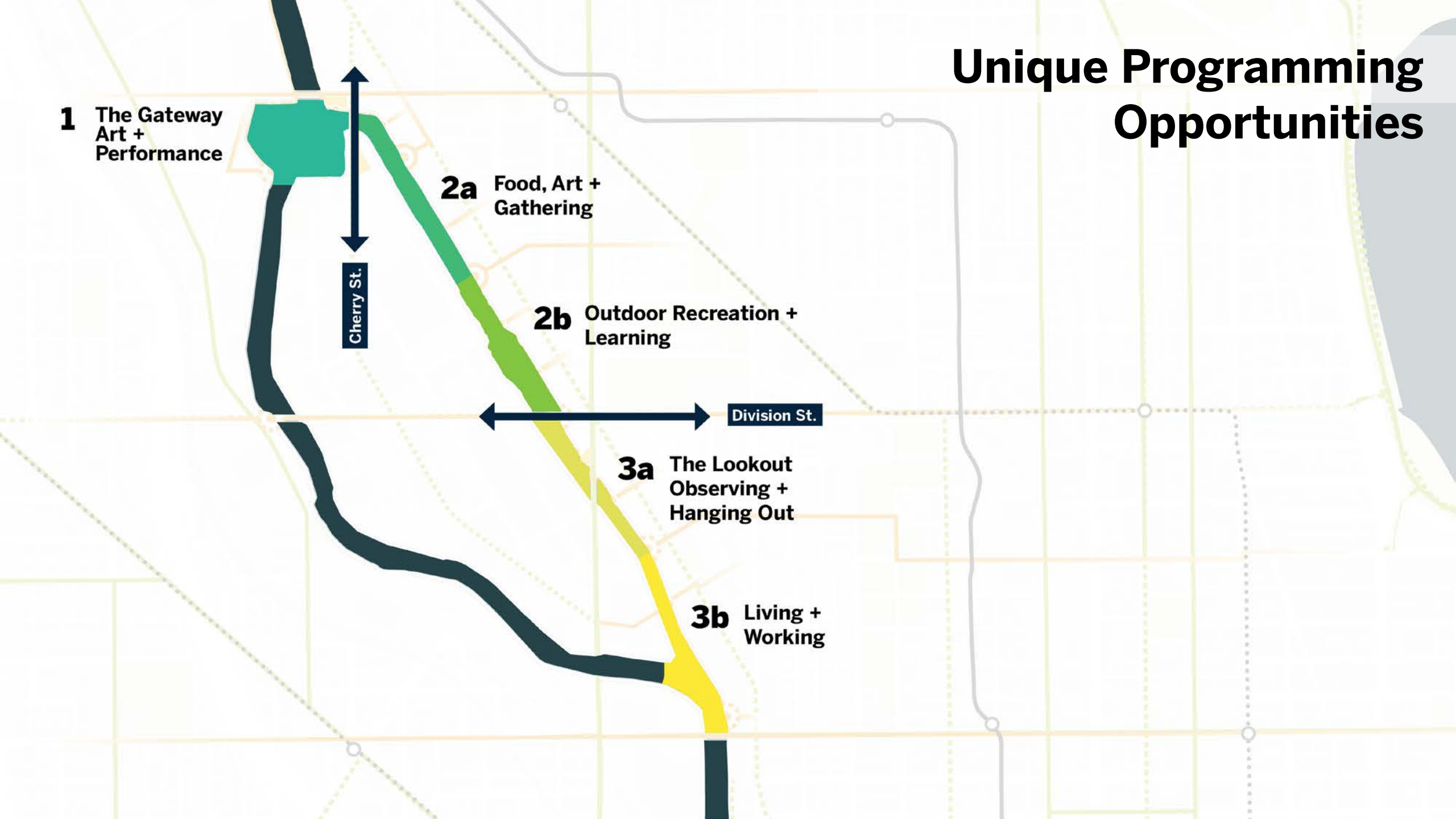
2a Food, Art + Gathering

2b Outdoor Recreation + Learning

Division St.

3a The Lookout Observing + Hanging Out

3b Living + Working



1 The Turning Basin

The Gateway | Art + Performance

- Floating Pathway
- Access
- Overlooks
- Floating Program Platforms
- Habitat
- New Public Spaces
- Proposed Greenway
- Water Taxi Route



1 The Turning Basin

Existing



1 The Turning Basin

Proposed



2a The North Reach

Food, Art + Gathering

- Floating Pathway
- Access
- Overlooks
- Floating Program Platforms
- Habitat
- New Public Spaces
- Proposed Greenway
- Water Taxi Route



2b The North Reach

Outdoor Recreation + Learning

- Floating Pathway
- Access
- Overlooks
- Floating Program Platforms
- Habitat
- New Public Spaces
- Proposed Greenway
- Water Taxi Route



2 The North Reach

Existing



2 The North Reach

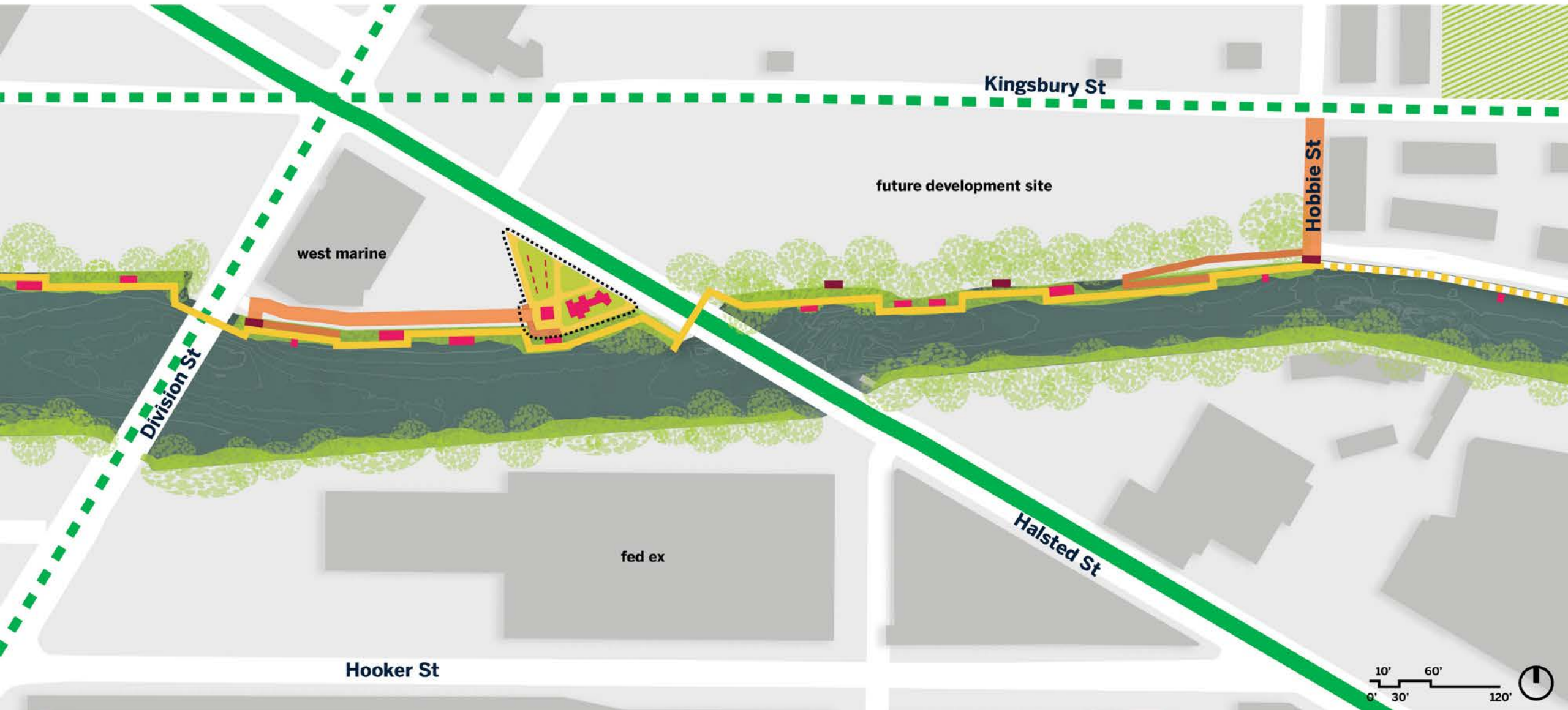
Proposed



3a The South Reach

The Lookout | Observing + Hanging Out

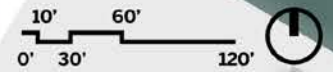
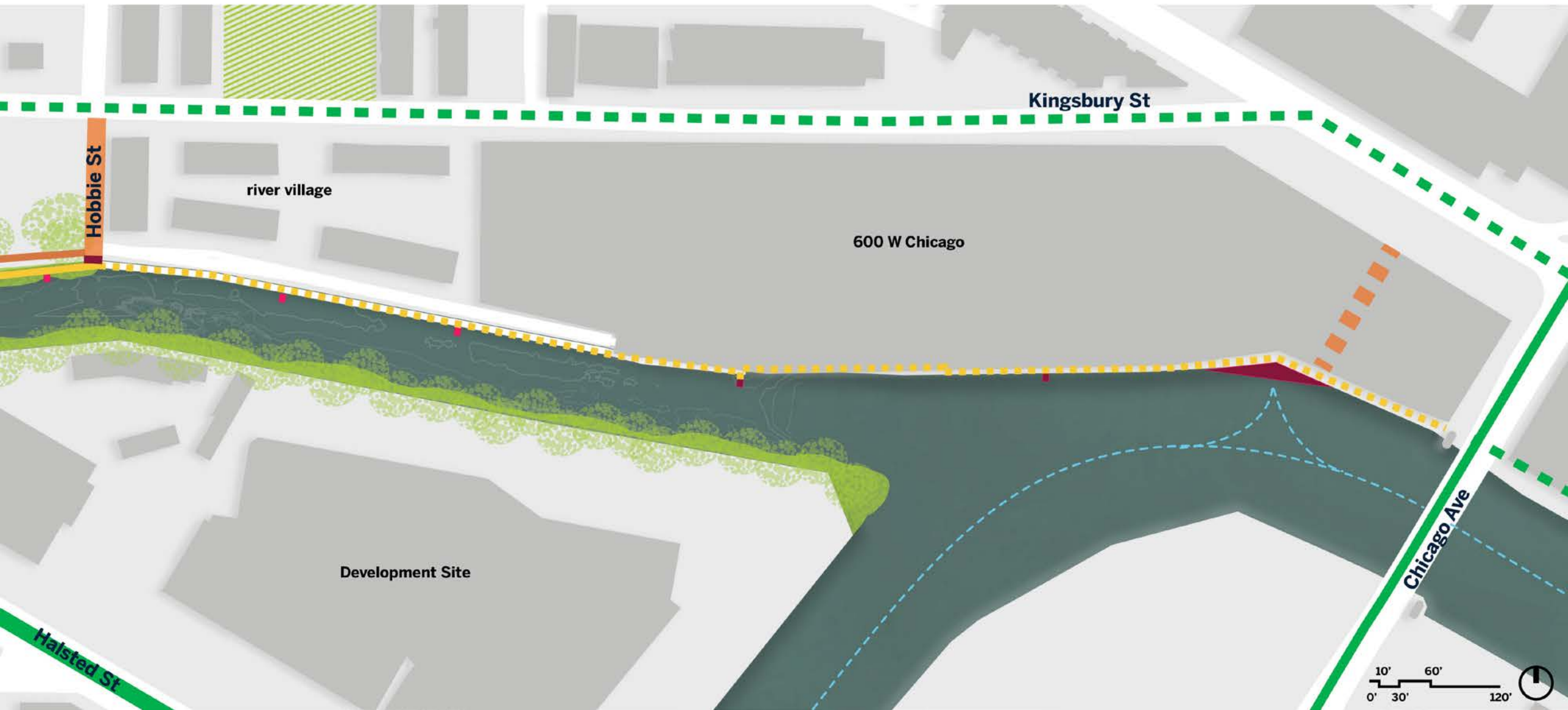
- Floating Pathway
- Access
- Overlooks
- Floating Program Platforms
- Habitat
- New Public Spaces
- Proposed Greenway
- Water Taxi Route



3b The South Reach

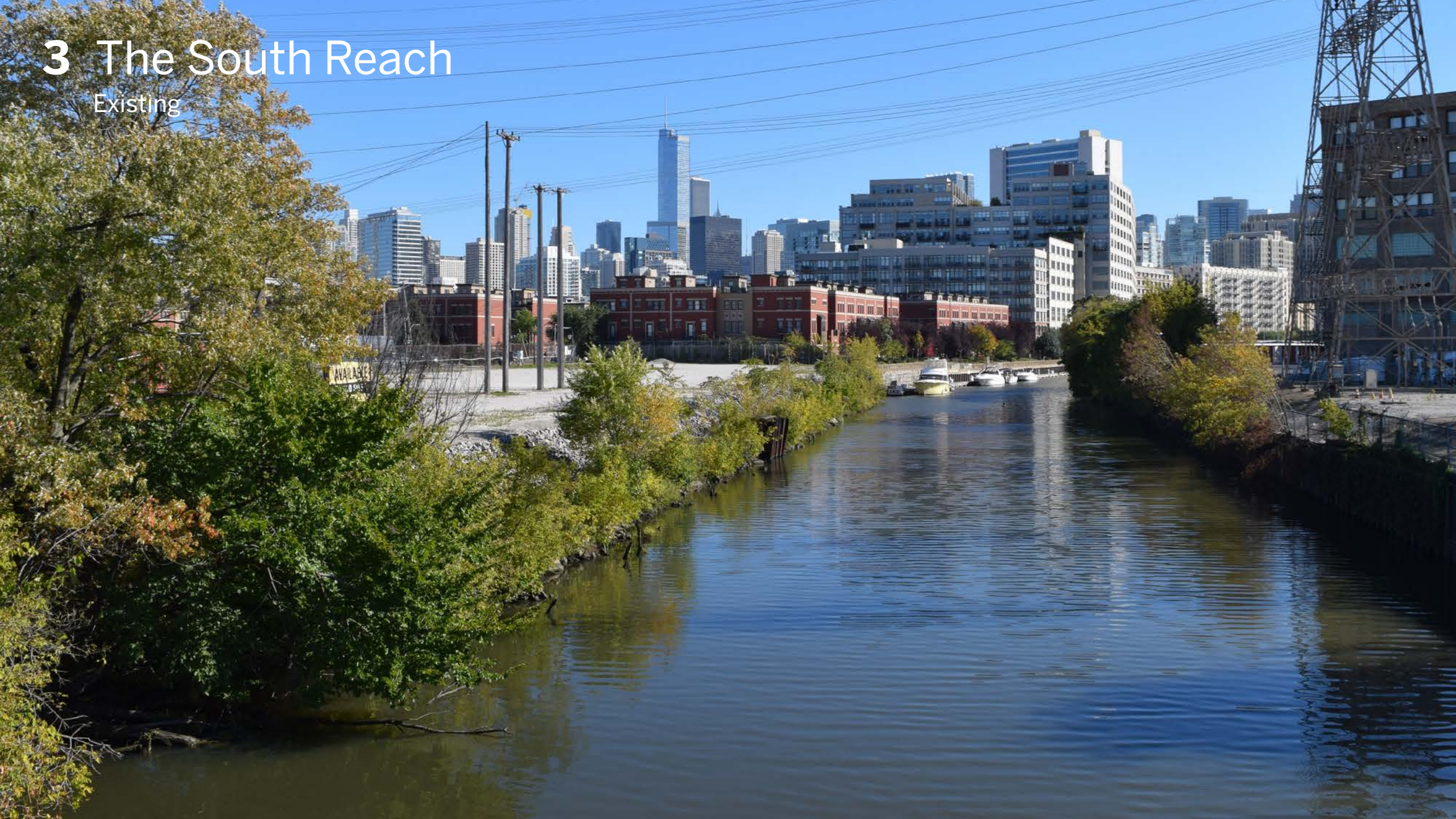
Living + Working

- Floating Pathway
- Access
- Overlooks
- Floating Program Platforms
- Habitat
- New Public Spaces
- Proposed Greenway
- Water Taxi Route



3 The South Reach

Existing



3 The South Reach

Proposed



Implementation



How to Build the Wild Mile



The Wild Mile Implementation Process



1 Design

2 Permission + Permitting

3 Fundraising

4 Installation

project lifetime



The Wild Mile starts as a collection of community managed spaces ...



... The Wild Mile will grow into a coordinated program with more structured governance

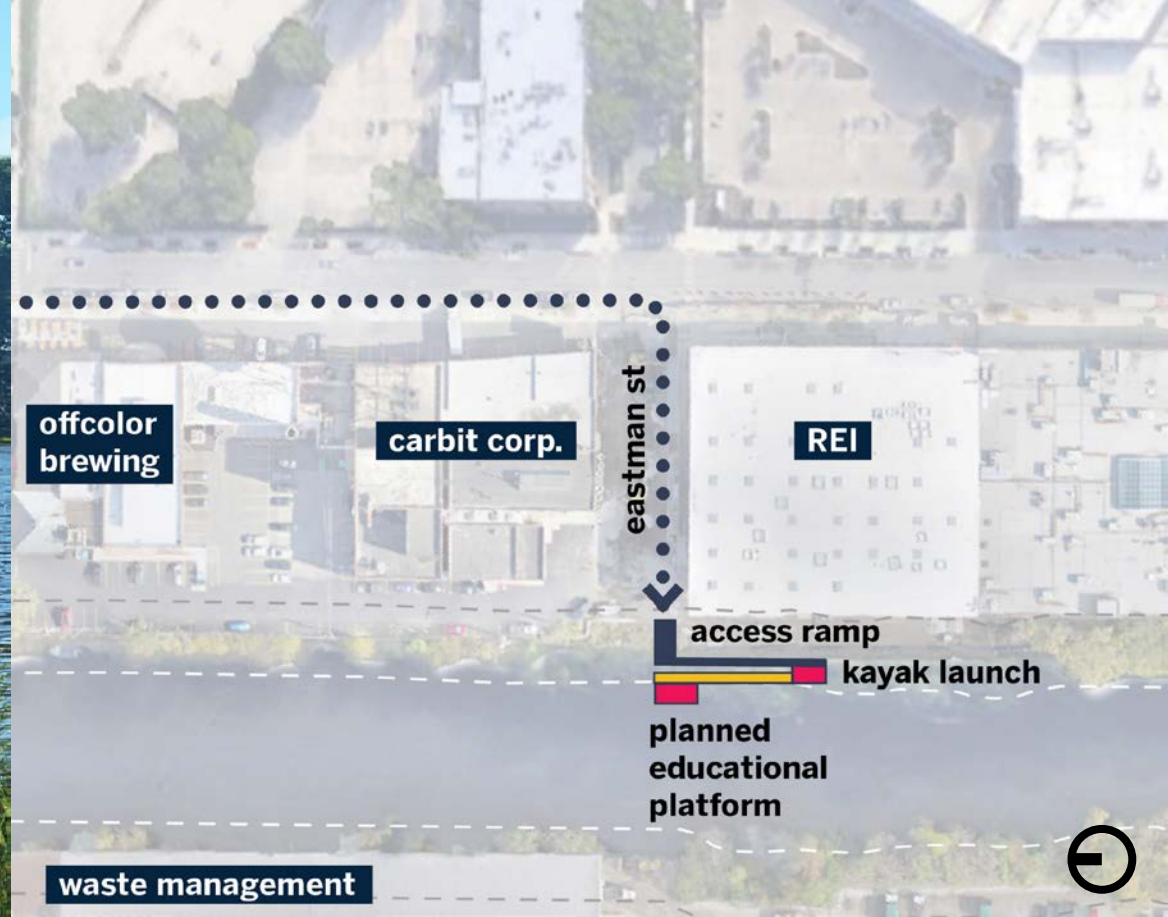
Neighborspace, Urban Rivers, and Near North Unity working with...

- **Groupon on river cleanup day**
- **Whole Foods on Wild Mile art display**
- **Waste Management on habitat installs**
- **REI on educational activity**
- **Other events and efforts**

There will be a shared responsibility to program and manage the Wild Mile



This is happening now ...

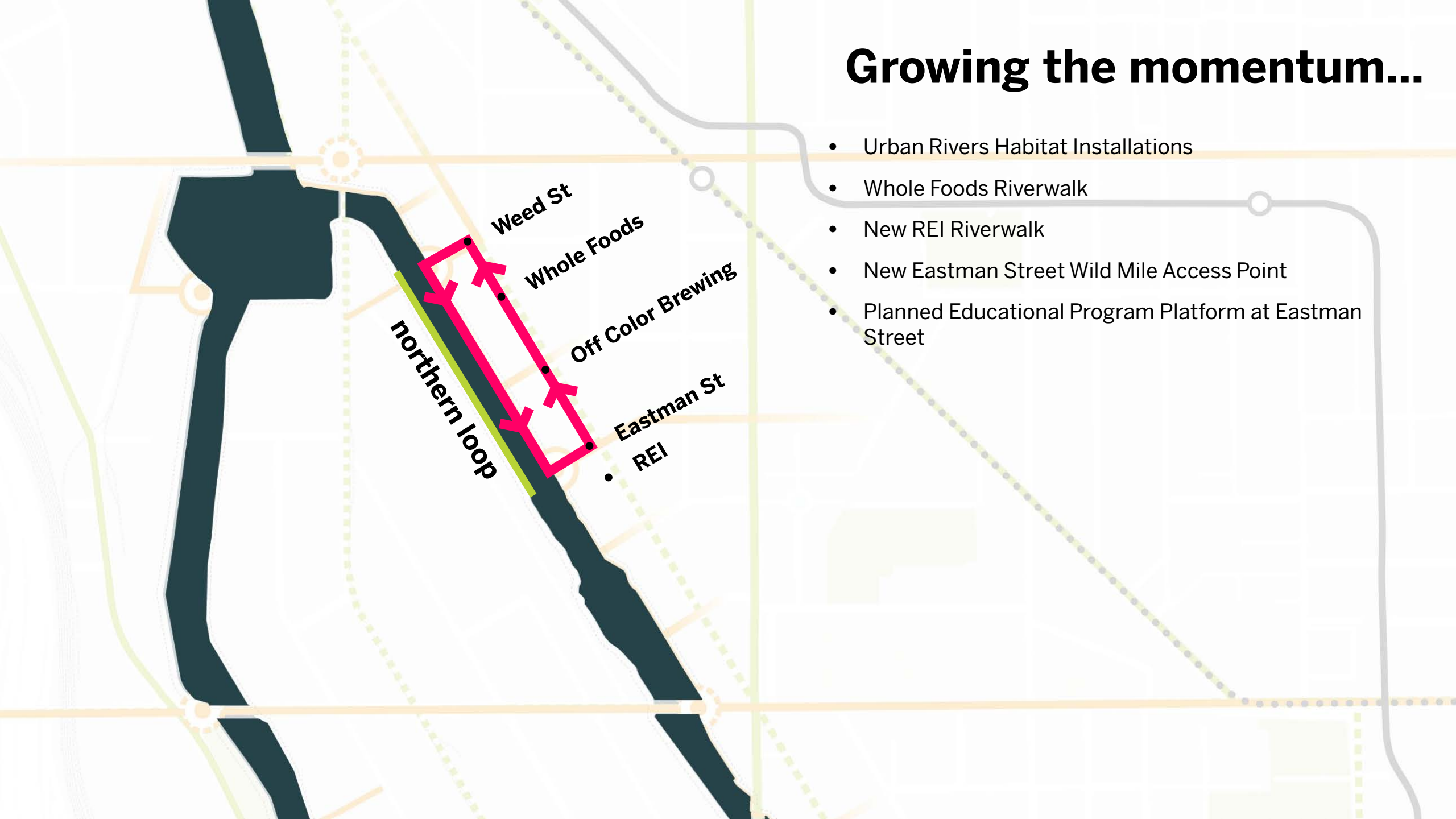


Wild Mile Learning Dock

- NeighborSpace/Urban Rivers/ Near North Unity
- Building off the new REI ramp and kayak dock
- Summer 2019 installation
- Welcome community engagement to help with programming and setting up stewardship

Growing the momentum...

- Urban Rivers Habitat Installations
- Whole Foods Riverwalk
- New REI Riverwalk
- New Eastman Street Wild Mile Access Point
- Planned Educational Program Platform at Eastman Street



northern loop

Weed St

Whole Foods

Off Color Brewing

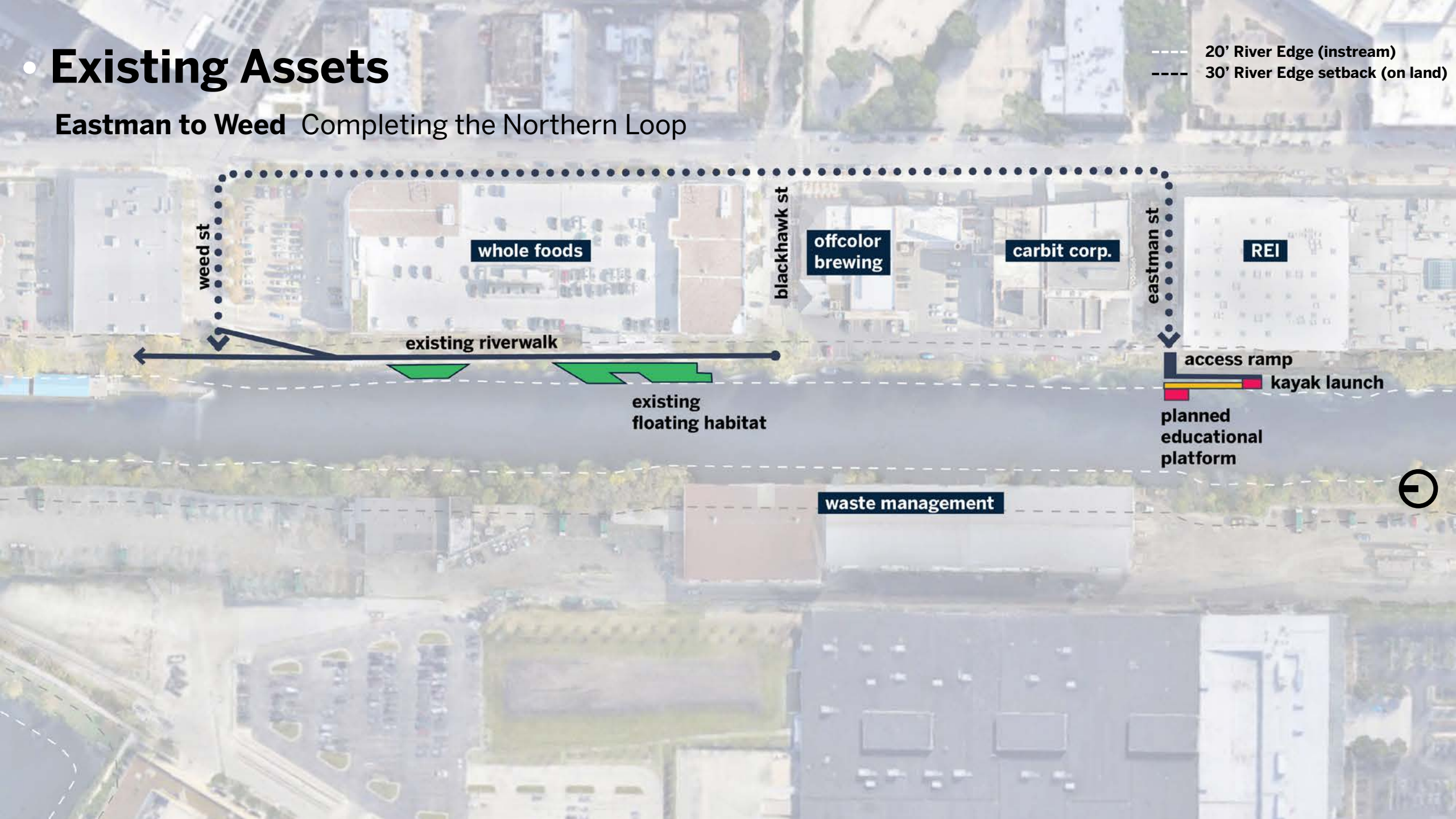
Eastman St

REI

Existing Assets

Eastman to Weed Completing the Northern Loop

- 20' River Edge (instream)
- 30' River Edge setback (on land)



weed st

whole foods

blackhawk st

offcolor
brewing

carbit corp.

eastman st

REI

existing riverwalk

existing
floating habitat

access ramp

kayak launch

planned
educational
platform

waste management



Starting with the Path

Eastman to Weed Completing the Northern Loop

--- 20' River Edge (instream)
--- 30' River Edge setback (on land)



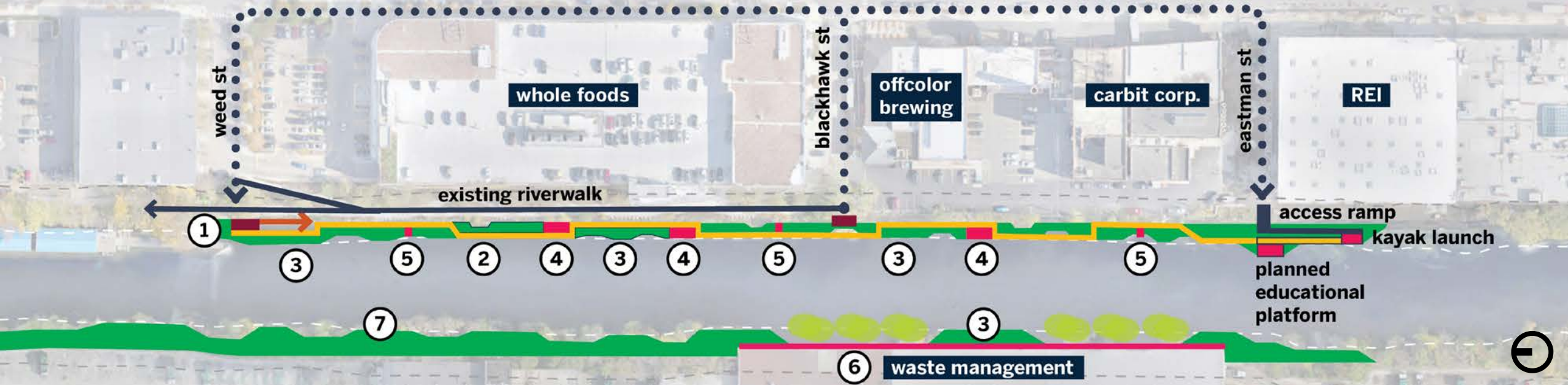
1. Weed Access Point
2. Continuous Walkway from Eastman to Weed
3. Floating Habitat

- Floating path cost is approximately \$1.3 - \$1.5 M
- Recommend Open Space Impact Fees to fund starting path

- floating pathway
- floating program platform
- floating habitat
- access point
- access ramp
- existing

Adding Wild Mile Components

--- 20' River Edge (instream)
 --- 30' River Edge setback (on land)



1. Weed Access Point

2. Continuous Walkway from Eastman to Weed

3. Floating Habitat

4. Program Platforms

5. Viewing Pier

6. Mural

7. Floating Habitat and Naturalized Shoreline

- Leverage private funds for add on floating islands and program platforms

— floating pathway
 — floating program platform
 — floating habitat
 — access point
 — access ramp
 — existing

Building the Wild Mile Vision

- Draft Wild Mile Framework Plan can be downloaded from **www.wildmilechicago.org**
- Presentation materials to be kept on display at Near North Unity Leslie Hall
- Media to contact Chicago Department of Planning and Development
- Follow updates on the website **www.wildmilechicago.org**
- Contact Information – Sign up for continued involvement
- Continued coordination with the Army Corps of Engineers



Lead the World



Wild Mile Week (April 22nd - April 27th)

- **Wild Mile Book Display**
April 15th - April 27th
Near North Branch Library, 310 W Division
- **Earth Day River Clean Up with Groupon**
Monday, April 22nd, 4:00 pm-6:00 pm
600 W. Chicago Ave Lobby
- **Whole Foods Social with We All Live Here**
Tuesday, April 23rd, 5:00 pm-8:00 pm
Whole Foods Market, 1550 N. Kingsbury St.
- **Wild Mile Community Meeting #3**
Thursday, April 25th, 6:00 pm-7:30 pm
Cornerstone Center, Leslie Hall, 1111 N. Wells St.
- **Wendela Boat Tour**
Friday, April 26th, 6:30 pm-8:30 pm
Chicago Water Taxi-North Avenue
- **Wild Mile Canoe Trip with Kayak Chicago**
Saturday, April 27th, 10:00 am-2:00 pm
Kayak Chicago, 1501 N. Magnolia Ave.
- **Hands-on Garden Activity with REI and Urban Rivers**
Saturday, April 27th, 2:00 pm-5:00 pm
REI 905 W. Eastman St.
- **The Original Earth Day River Cruise with Wendella and Friends of the Chicago River**
Monday, April 22nd, 11:30am-1:30pm
Wendela Boats, 400 N. Michigan Ave.



A large, stylized blue brushstroke graphic that resembles a wavy line or a calligraphic flourish, positioned behind the word 'discussion'.

discussion

Visit wildmilechicago.org