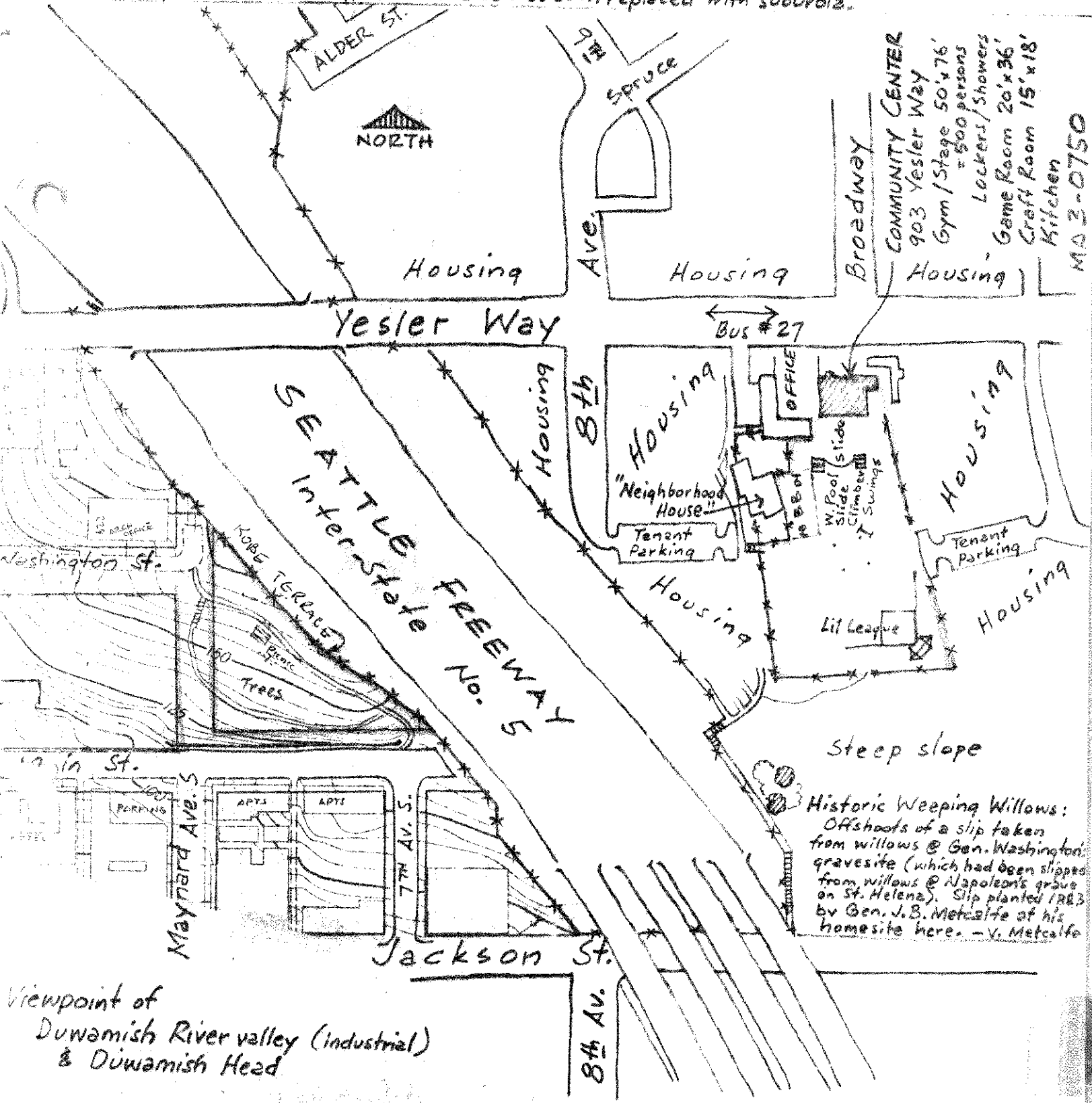


Yesler Way began as the skid road for logs enroute to Henry Yesler's sawmill at the foot of the hill on Elliott Bay: Seattle's first industry, built in 1853 by Yesler and John McLain of Massillon, Ohio, where they had been in the construction business. They built a wharf with sawmill, cookhouse, store and hotel to become the center of pioneer Seattle (now Pioneer Square). They logged a road up the hill to Yesler's Donation Land Claim and called it Mill Street, until it was renamed Yesler Way and dubbed "Skid Row" for the unfortunate human derelicts lying about like logs. Yesler's mansion was on the site of the present County Courthouse. (More: see Pioneer Sq.) About 1888 Yesler and two partners built a sawmill and wharf on the northeast shore of Union Bay and the village of Yesler sprouted; survived two sawmill fires but not the lowering of Lake Washington - commerce was soon replaced with suburbia.



COMMUNITY CENTER  
903 Yesler Way  
Gym / Stage 50' x 76'  
= 500 persons  
Lockers / Showers  
Game Room 20' x 36'  
Craft Room 15' x 18'  
Kitchen  
MA 2-0750

Historic Weeping Willows:  
Offshoots of a slip taken from willows @ Gen. Washington's gravesite (which had been slipped from willows @ Napoleon's grave on St. Helena). Slip planted 1863 by Gen. J.B. Metcalfe at his homesite here. - V. Metcalfe

Viewpoint of Duwamish River valley (Industrial) & Duwamish Head

1.1 Ac.  
Deed 1966 from F.H.A. as part of payment (+\$38,000) for Handicapped Center (Was part of Housing, prior to Freeway)

Small trees, weeds  
Picnic table + paths

~~YESLER TERRACE~~ - Now Kobe Terrace

(1.7 Ac. playground)  
Jurisdict. of the Fed. Housing Authority  
Seattle Branch office  
903 Yesler Way  
Constr. by City of Seattle in 1939 to replace slum area with new low-rent housing.  
Recreation Supervision (1946 - date)  
Incl. furnish. of minor supplies.  
F.H.A. provides supplies + custodial services.  
Program policy management Board (1969):  
Neighborhood Hce., Housing Auth. + Dept. Pl. + Recr.

YESLER P.G.