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# CHAPTER III.

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## PUBLIC SPACE & STREET: REGULATIONS FOR THE SCALE OF STREET & BLOCK

### A. PUBLIC SPACE & INFRASTRUCTURE

1. CIVIC SPACE
2. THOROUGHFARES
3. PARKING & SERVICE ACCESS

### B. STREETScape & LANDSCAPE

1. PUBLIC R.O.W. CONDITIONS
2. LANDSCAPE ELEMENTS
3. SITE LIGHTING

1. CIVIC SPACE
  2. THOROUGHFARE
  3. PARKING/SERVICE AREAS
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# SECTION 1

## CIVIC SPACE

### PRINCIPLE

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### PRECEDENT

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### GRAPHICS

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- **TRANSECT SCALE**
- **BLOCK SCALE**
- **LOT SCALE**

## NARRATIVE STANDARDS

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### I. PUBLIC SPACE

- A. FRONTAGES & DESTINATION**
  1. Social Character
  2. Clear and Direct Access
- B. SAFETY IN PUBLIC PLACES**
  1. Public Spaces
  2. Thoroughfares and Streetscapes
  3. Pedestrian Routes

### II. VARIETY OF PLACES

- A. TRANSECT SCALE**
  1. Naturalistic
  2. Park & Field
  3. Green & Garden
  4. Formal/Hard Surface
- B. BLOCK SCALE**
  1. Park & Field
  2. Green & Garden
  3. Formal/Hard Surface
- C. LOT SCALE**
  1. Formal/Hard Surface

### III. PUBLIC USE

- A. RECREATION, CIVIC, SOCIAL**
  1. Transect Scale
  2. Block Scale
  3. Lot Scale
  4. Public Facilities
- B. ACCESSIBILITY AND CONTINUITY**
  1. Open Space Linked
  2. Parking

### IV. MANAGEMENT & PROGRAMMING

- A. MAINTENANCE**
  1. By Ownership Condition

### V. QUALITY OF DESIGN

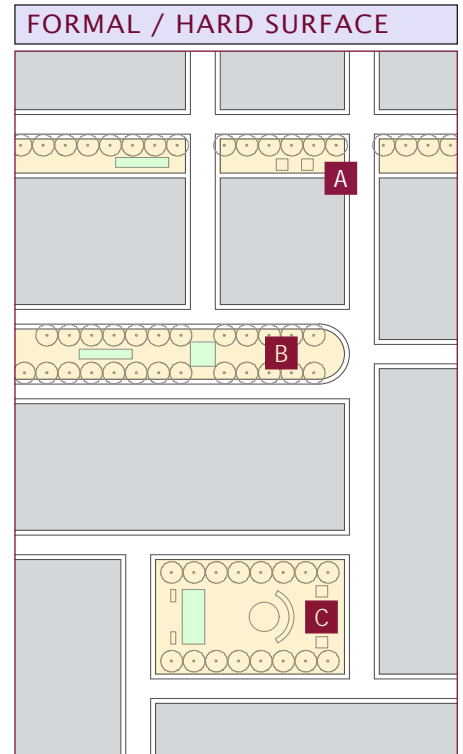
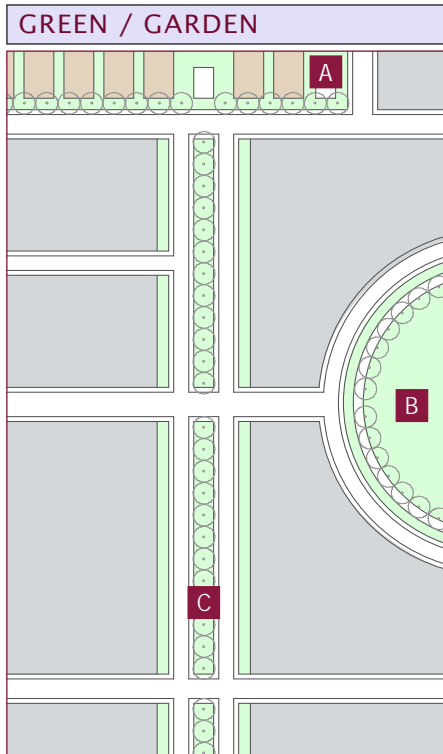
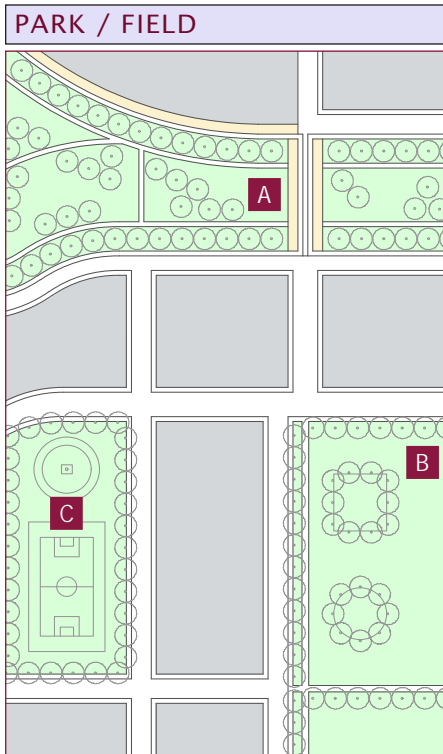
- A. PLANTINGS**
  1. Trees
  2. Shrubs
  3. Ground Cover
- B. OPEN AREAS**
  1. Hardscape
  2. Softscape
  3. Water Management
- C. WALKS**
  1. Walkways & Paths
  2. Steps & Platforms
  3. Special Elements
- D. PERIMETERS & ACCESS**
  1. Edge Elements
  2. Entrances
- E. SEATING**
  1. Seating
  2. Tables
- F. ELEMENTS**
  1. Pavilions, Arbors, Gazebos
  2. Water

### VI. TABLES A, B, C, D

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CIVIC SPACE TYPE

TRANSECT SCALE



ELEMENTS

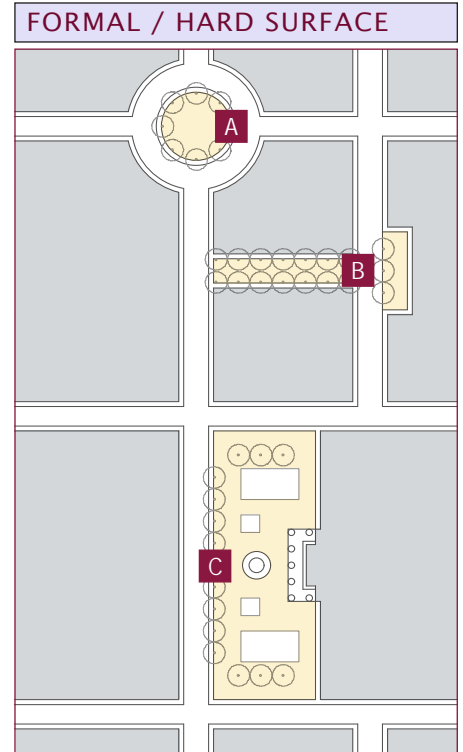
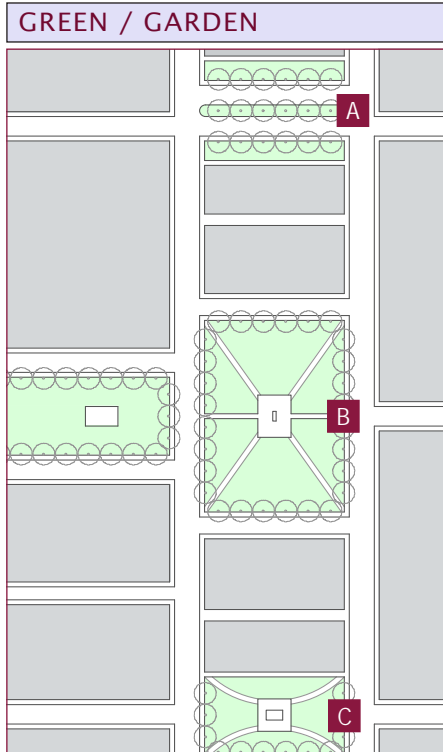
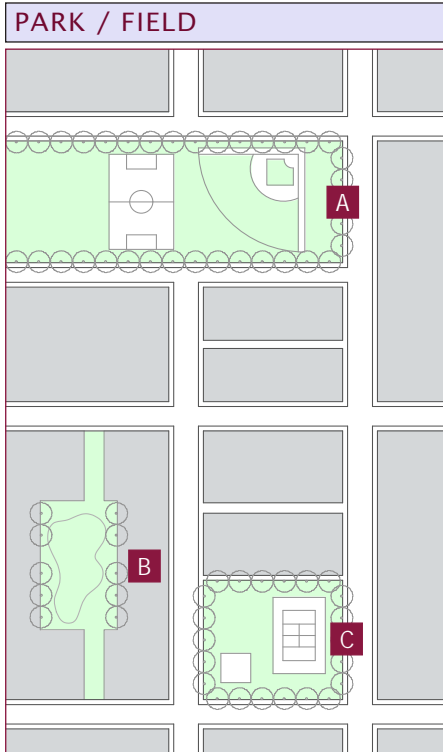
<b>A</b>	<b>Greenway</b>	Service Area	Multiple Neighborhoods
		Size	Min. area: 6.0 ac. Max. area: N.A.
		Use	Passive and Active Activity with green surfaces
		Character	Extensive natural corridor Path, trail, small structure
		Frontage	May have lot front, side, rear
<b>B</b>	<b>Park</b>	Service Area	Multiple Neighborhoods
		Size	Min. area: 4.0 ac. Max. area: N.A.
		Use	Passive and Active Large scale allows diverse use
		Character	Naturalistic green space Balance of wildlife and human
		Frontage	Lot/building fronts or sides
<b>C</b>	<b>Play Fields</b>	Service Area	Multiple Neighborhoods
		Size	Min. area: 6.0 ac. Max. area: N.A.
		Use	Active, organized sports
		Character	Equipped for children/adult play Generally level ground plane
		Frontage	May have lot front, side, rear

<b>A</b>	<b>Community Garden</b>	Service Area	Multiple Neighborhoods
		Size	Min. area: 1.5 ac. Max. area: N.A. (per subzone)
		Use	Small scale cultivation Available to nearby residents
		Character	Open ground with garden plots May be included with other spaces
		Frontage	May have lot front, side, rear
<b>B</b>	<b>Circus</b>	Service Area	Multiple Neighborhoods
		Size	Min. area: 3.0 ac. Max. area: 4.0 ac.
		Use	Passive and Active Park activities in geometric space
		Character	Formal defined green space Formal plantings along edges
		Frontage	Lot/building fronts define space
<b>C</b>	<b>Boulevard Park</b>	Service Area	Multiple Neighborhoods
		Size	Min. area: 5.0 ac. Max. area: N.A. (per length)
		Use	Passive and Active Large scale allows diverse use
		Character	Clearly defined through sub-zones Linear park aligned with roadway
		Frontage	Lot/building fronts define space

<b>A</b>	<b>Linear Plaza</b>	Service Area	Multiple Neighborhoods
		Size	Min. area: 4.0 ac. Min. width 40ft. Max. area: N.A. (per length)
		Use	Passive and Active Activity with hardscape surfaces
		Character	Clearly defined through sub-zones Formal plantings along edges
		Frontage	Lot/building fronts define space
<b>B</b>	<b>Center Avenue</b>	Service Area	Multiple Neighborhoods
		Size	Min. area: 3.0 ac. Max. area: N.A.
		Use	Passive and Active Activity with green surfaces
		Character	Formal defined green space Formal plantings along edges
		Frontage	Lot/building fronts define space
<b>C</b>	<b>Turbine Square</b>	Service Area	Multiple Neighborhoods
		Size	Min. area: 1.0 ac. Max. area: N.A.
		Use	Passive - sitting, strolling Access across safe crosswalks
		Character	Central focal space for traffic Formal plantings along edges
		Frontage	Lot/building fronts define space

CIVIC SPACE TYPE

BLOCK SCALE



ELEMENTS

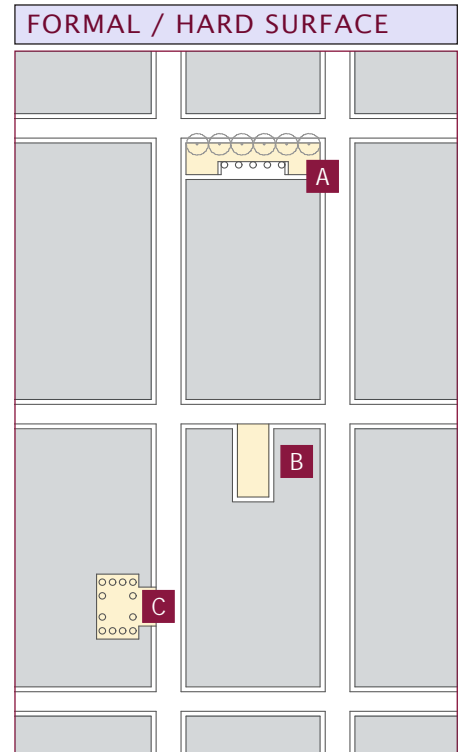
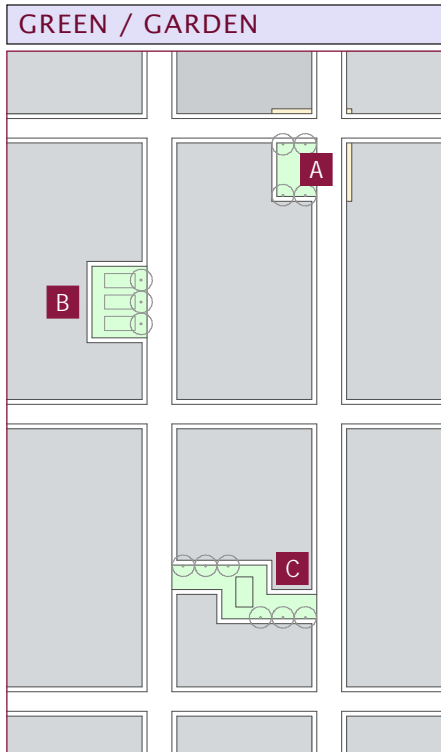
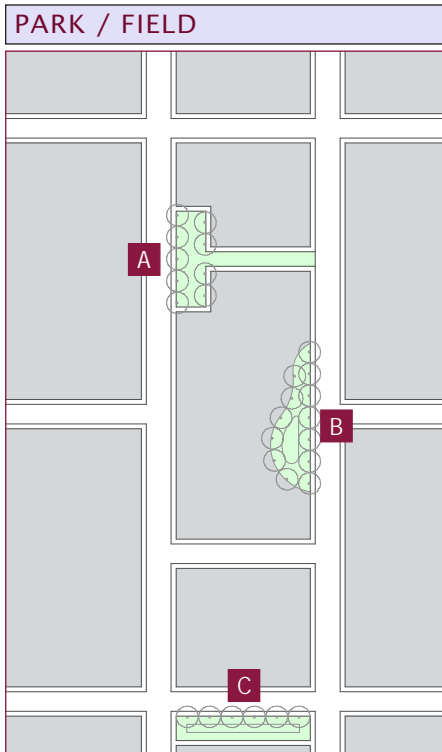
<b>A</b>	<b>Sportsfield</b>	Service Area Neighborhood Size Min. area: 2.0 ac. Max. area: N.A. (per subzone) Use Active recreation, organized play  Character Equipped for children/adult play General level ground plane Frontage May have lot front, side, rear
<b>B</b>	<b>Mid-Block Quad</b>	Service Area Neighborhood Size Min. area: 1.0 ac. Max. area: 1.5 ac.  Use Active or Passive: public but quiet Activity with green surfaces Character Space interior within block Primarily green, planted space Frontage Lot/building fronts define space
<b>C</b>	<b>Playground</b>	Service Area Neighborhood Size Min. area: 1.0 ac. Max. area: N.A. (per subzone) Use Active With children - fenced for safety Character Equipped for children's recreation May be included with other spaces Frontage May have lot front, side, rear

<b>A</b>	<b>Alley</b>	Service Area Neighborhood Size Min. area: 6.0 ac. Max. area: N.A. (per length) Use Passive - sitting, strolling Typically trees for canopy, shade Character Linear space with formal planting Aligned with thoroughfare Frontage Lot/building fronts define space
<b>B</b>	<b>Square</b>	Service Area Neighborhood Size Min. area: 0.5 ac. Max. area: 4.0 ac.  Use Passive: assembly, sitting, strolling Civic purposes or unstructured Character Formal, hardscape or green Added elements - water, shelter Frontage Lot/building fronts define space
<b>C</b>	<b>Green</b>	Service Area Neighborhood Size Min. area: 1.0 ac. Max. area: N.A.  Use Small, Primarily Passive Activity with green surfaces Character Formal space, green surface Typically trees for canopy, shade Frontage Lot/building fronts define space

<b>A</b>	<b>Circle</b>	Service Area Neighborhood Size Min. area: 0.03 ac. (1,300 sf) Max. area: 0.4 ac. (per subzone) Use Passive - sitting, strolling May be used as park or plaza Character Central focal space for traffic Access across safe crosswalks Frontage Lot/building fronts define space
<b>B</b>	<b>Passage</b>	Service Area Neighborhood Size Min. area: 1.0 ac. Min. width 15 ft. Max. area: N.A. (per length) Use Active or Passive - walking, sitting Activity with hardscape surfaces Character Linear - movement through block High amenity pedestrian route Frontage Lot/building fronts or sides
<b>C</b>	<b>Plaza</b>	Service Area Neighborhood Size Min. area: 0.5 ac. Max. area: 2.5 ac.  Use Civic uses, Primarily passive Activity with hardscape surfaces Character Formal space, hard surface Added elements - water, shelter Frontage Lot/building fronts define space

CIVIC SPACE TYPE

LOT SCALE



ELEMENTS

<b>A</b>	<b>Pocket Park</b>	Service Area	Part Neighborhood (small, local)
		Size	Min. area: 0.1 ac. (4,000 sf) Max. area: 0.5 ac. (per subzone)
		Use	Small, Passive, Quiet Activity with paths, water, shelter
		Character	Formal or informal shape Green, often naturalistic
		Frontage	Lot/building fronts or sides
<b>B</b>	<b>Copse</b>	Service Area	Part Neighborhood (small, local)
		Size	Min. area: 0.2 ac. (8,000 sf) Max. area: N.A. (per subzone)
		Use	Primarily planted Minimal pedestrian paths, seating
		Character	Naturalistic planting pattern Typically for tree preservation
		Frontage	May have lot front, side, rear
<b>C</b>	<b>Swale</b>	Service Area	Part Neighborhood (small, local)
		Size	Min. area: 2.0 ac. Max. area: N.A. (per subzone)
		Use	Primarily hydrology: water, planting Minimal pedestrian paths, seating
		Character	Formal or informal (per subzone) Recessed in elevation for retaining
		Frontage	Lot/building fronts or sides

<b>A</b>	<b>Small Green</b>	Service Area	Part Neighborhood (small, local)
		Size	Min. area: 0.1 ac. (4,000 sf) Max. area: N.A. (per subzone)
		Use	Small, Primarily Passive Activity with green surfaces
		Character	Formal space, green surface Typically trees for canopy, shade
		Frontage	Lot/building fronts define space
<b>B</b>	<b>Common Garden</b>	Service Area	Part Neighborhood (small, local)
		Size	Min. area: 0.1 ac. (4,000 sf) Max. area: 1.0 ac. (per subzone)
		Use	Small scale cultivation Available to nearby residents
		Character	Open ground with garden plots May be included with other spaces
		Frontage	May have lot front, side, rear
<b>C</b>	<b>Mews</b>	Service Area	Part Neighborhood (small, local)
		Size	Min. area: 1.0 ac. Max. area: N.A. (per length)
		Use	Primarily passive, balance with auto Often with garage access
		Character	Interior of block, local lot access Dwellings: minor scale, rear of lot
		Frontage	Lot/building fronts or sides

<b>A</b>	<b>Minor Plaza / Piazza</b>	Service Area	Part Neighborhood (small, local)
		Size	Min. area: 0.1 ac. (4,000 sf) Max. area: 0.5 ac. (per subzone)
		Use	Civic uses, Quiet, Passive Activity with hardscape surfaces
		Character	Formal space, hard surface Added elements - water, shelter
		Frontage	Lot/building fronts define space
<b>B</b>	<b>Close</b>	Service Area	Part Neighborhood (small, local)
		Size	Min. area: 0.1 ac. (4,000 sf) Max. area: 1.0 ac. (per length)
		Use	Primarily passive Activity with green or hardscape
		Character	Defined three sides, open to street Typically planted surfaces
		Frontage	Lot/building fronts or sides
<b>C</b>	<b>Court</b>	Service Area	Part Neighborhood (small, local)
		Size	Min. area: 0.1 ac. (4,000 sf) Max. area: 0.5 ac. (20,000 sf)
		Use	Passive, quiet Activities derive from building use
		Character	Defined three sides (often four) Architectural character
		Frontage	Lot/building fronts or sides

# NARRATIVE STANDARDS

## REQUIREMENTS

- I. PUBLIC SPACE
- II. VARIETY OF PLACES
- III. PUBLIC USE
- IV. MANAGEMENT & PROGRAMMING
- V. QUALITY OF DESIGN



## I. PUBLIC SPACE

### A. FRONTAGES & DESTINATION:

#### 1. Social Character

- a. Public Space Edges.
  - i. Shaping and detailing public places, within a neighborhood, is one of the important elements of a high quality compact community.
  - ii. Open spaces within the neighborhood shall be bordered on at least three sides (or 75% of their perimeter) by front facades of building.
  - iii. Building facades may front directly to the space (no thoroughfare intervening) or may front onto public thoroughfares which border the space.
  - iv. Public spaces shall not have parking lots placed adjacent to their edges.
  - v. Recreation spaces at the neighborhood boundary are not subject to the same prohibition on parking.
- b. When not established for natural/environmental purpose:
  - i. Common open space shall be allocated to social and recreational use.
  - ii. All common open space within a neighborhood shall be for public purpose and character, not just "left over", back-of-the-lots area (which is not public at all).

*"Left over" space is "residual space", and feels underutilized and undefined - not legitimately public nor fully private. Conventional suburban planning often yields this "misplaced" kind of space by lack of attention to rules identified in this chapter.*

#### c. Activity.

Public places shall enhance active gathering and socializing for all residents, for both day and evening, and shall include places for sitting, personal interaction, and informal recreation.

#### 2. Clear and Direct Access

##### a. Quality Approaches.

Public space in project shall be fully accessible, with pleasant and efficient routes of access (primarily pedestrian) to their locations.

##### b. Locations

- i. Shall be located at regular intervals throughout a neighborhood in key settings.



Figure 1. A broad parkstrip and central median for a residential avenue, combined with strong planting along the garden walls of lot frontages, clearly defines the edges of street space and creates a high quality park-like setting.

DIAGRAM 1

CIVIC SPACE TYPES

Portion of a neighborhood depicts public spaces types. The Neighborhood Green is comprised of 80,000 s.f. (1.8 acre), the Square 22,000 s.f. (0.5 acre), the Plaza 22,000 s.f. (0.5 acre), and the Attached Space 13,000 s.f. (0.3 acre). The Park at edge of the neighborhood extends beyond the diagram, and exceeds 20 acres.

Block sizes are shown ranging from 2.2 acres to 3.7 acres, and lot sizes range from 1,600 s.f. to 10,000 s.f. Lot depths are generally shown at 100' - 0".



← 1,350'-0" →  
EDGE 5 MIN. WALK CENTER

SYMBOL: ▲  
Termination of View

TABLE A

CIVIC SPACE TYPES

**TRANSECT SCALE:**

PUBLIC OR COMMON TRACT

	SIZE	EDGE/DETACHED (NE & ND)	NEIGHBORHOOD GENERAL (NG)	RESIDENTIAL/ ATTACHED (NA)	NEIGHBORHOOD CENTER (NC)
<b><u>PARK/FIELD</u></b>					
<b>GREENWAY, LAVA DOMAIN</b>	5-50 ACRES	PERMITTED	PERMITTED	(REDUCED SCALE)	PROHIBITED
<b>WATER SETTING</b>	3-20 ACRES	PERMITTED	PERMITTED	(REDUCED SCALE)	(REDUCED SCALE)
<b>LOCAL PARK</b>	5-25 ACRES	PERMITTED	PERMITTED	(REDUCED SCALE)	(REDUCED SCALE)
<b>SPORTSFIELD</b>	3-20 ACRES	PERMITTED	PERMITTED	PROHIBITED	PROHIBITED
<b><u>GREEN/GARDEN</u></b>					
<b>GREEN</b>	2-5 ACRES	PERMITTED	PERMITTED	PERMITTED	PERMITTED
<b>COMMUNITY GARDEN</b>	1-4 ACRES	PERMITTED	PERMITTED	(REDUCED SCALE)	PROHIBITED
<b><u>FORMAL/HARD SURFACE</u></b>					
<b>SQUARE</b>	1-4 ACRES	PROHIBITED	(REDUCED SCALE)	(REDUCED SCALE)	PERMITTED
<b>PLAZA</b>	1-2 ACRES	PROHIBITED	(REDUCED SCALE)	(REDUCED SCALE)	PERMITTED
<b>CIRCLE</b>	1-2 ACRES	PERMITTED	PERMITTED	PERMITTED	PERMITTED

**BLOCK SCALE:**

PUBLIC OR COMMON TRACT

	SIZE	EDGE/DETACHED (NE & ND)	NEIGHBORHOOD GENERAL (NG)	RESIDENTIAL/ ATTACHED (NA)	NEIGHBORHOOD CENTER (NC)
<b><u>PARK/FIELD</u></b>					
<b>PLAYGROUND PARK</b>	10 - 60,000 S.F.	PERMITTED	PERMITTED	(REDUCED SCALE)	(REDUCED SCALE)
<b><u>GREEN/GARDEN</u></b>					
<b>SMALL GREEN</b>	15 - 60,000 S.F.	PROHIBITED	PERMITTED	PERMITTED	(REDUCED SCALE)
<b>COMMON GARDEN</b>	10 - 60,000 S.F.	PROHIBITED	PERMITTED	PERMITTED	PERMITTED
<b><u>FORMAL</u></b>					
<b>SMALL SQUARE</b>	10 - 60,000 S.F.	PROHIBITED	PERMITTED	PERMITTED	PERMITTED
<b>SMALL PLAZA</b>	10 - 60,000 S.F.	PROHIBITED	PERMITTED	PERMITTED	PERMITTED
<b>CLOSE, COURT</b>	10 - 60,000 S.F.	PERMITTED	PERMITTED	PERMITTED	PERMITTED
<b>QUADRANGLE</b>	8 - 60,000 S.F.	PERMITTED	PERMITTED	PERMITTED	PERMITTED
<b>ATTACHED SPACE</b>	8 - 40,000 S.F.	PERMITTED	PERMITTED	PERMITTED	PERMITTED

**LOT SCALE:**

PRIVATE TRACT

	SIZE	EDGE/DETACHED (NE & ND)	NEIGHBORHOOD GENERAL (NG)	RESIDENTIAL/ ATTACHED (NA)	NEIGHBORHOOD CENTER (NC)
<b><u>FORMAL/HARD SURFACE</u></b>					
<b>YARD, GARDEN</b>	1 - 20,000 S.F.	PERMITTED	PERMITTED	(REDUCED SCALE)	(REDUCED SCALE)
<b>COURTYARD</b>	1 - 15,000 S.F.	PERMITTED	PERMITTED	PERMITTED	(REDUCED SCALE)
<b>TERRACE, PATIO</b>	1 - 15,000 S.F.	PERMITTED	PERMITTED	PERMITTED	(REDUCED SCALE)

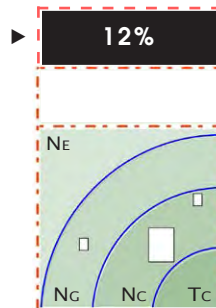
TABLE B

SCALES OF OPEN SPACE & BONUS INCENTIVES:

Project shall be scored on three separate types of open space. Scoring Worksheet prepared by Planning Staff identifies the Section and Line Item for Base and Bonus Scoring (matching Sections listed below). The Table is provided as a summary of the character and scoring value of Three Classes of Open Space.

**COMMUNITY SCALE**

COUNTRYSIDE LANDS ALLOCATED



OUTSIDE NEIGHBORHOOD  
OPEN LAND SETTING

(80 ac. area as example Land Element, following Diagram)

ERU Density Bonus: 14% of Total ERU Available

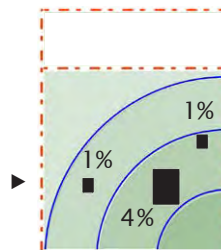
Open Lands:

Base Requirement 12% of Overall (open) Land Area - Open Land Setting

Bonus Density Additional 12% of Overall (open) Land Area 7% of Total ERU  
Additional 12% of Overall (open) Land Area 7% of Total ERU

**TRANSECT SCALE**

PUBLIC SPACES ALLOCATED



WITHIN NEIGHBORHOOD  
DEVELOPED LAND SETTING

(50 ac. area as example Land Element, following Diagram)

ERU Density Bonus: 10% of Total ERU Available

Location in Text:

Section III.A.1. Public Spaces

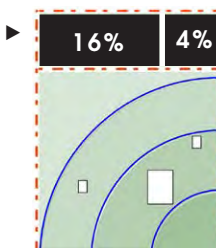
Neighborhood Scale & Block Scale:

Base Requirement 6% of Project Developable Land Area - Developed Land Setting

Bonus Density Required Build Out of Public Spaces (Automatic Bonus Density) 5% of Total ERU  
Additional Quality of Design, Investment 5% of Total ERU

**TRANSECT SCALE**

RECREATION LANDS ALLOCATED



NEIGHBORHOOD BOUNDARY  
DEVELOPED LAND SETTING

(50 ac. area as example Land Element, following Diagram)

ERU Density Bonus: 4% of Total ERU Available

Location in Text:

Section VII.A.2. Land Design

Recreational Areas:

Base Requirement 4% of Project Developable Land Area - Developed Land Setting  
(2.5% of Overall (open) Land Area - Open Land Setting)

Bonus Density Required Build Out of Recreation Areas (Automatic Bonus Density) 2% of Total ERU  
Additional 16% of Project Developable Land Area (Unimproved) 2% of Total ERU

TABLE C

GUIDELINE BY ZONE

EXAMPLE:

(50 ACRE ILLUSTRATION)

WITHIN NEIGHBORHOOD

AT NEIGHBORHOOD BOUNDARY

TYPICAL 50 ACRE LAND ELEMENT NEIGHBORHOOD		PUBLIC SPACE ALLOCATION			RECREATION SPACE ALLOCATION	
NEIGHBORHOOD CONDITION	PUBLIC ALLOCATION	BLOCK SCALE	NEIGHBORHOOD SCALE	RECREATION SCALE		
<b>Nc</b>  TYPICAL AREA: 4.0 AC (8% OF 50 AC)	REQUIRED OPEN SPACE OR FEE-IN-LIEU  FACILITIES CONSTRUCTION OR FEE-IN-LIEU	<b>12%</b> OF Tc LAND	4% OF Tc LAND (0.15 ACRE)  <b>ALL IMPROVEMENTS ON 0.15 AC.</b>	8% OF Tc LAND (0.33 ACRES)  <b>ALL IMPROVEMENTS ON 0.33 AC.</b>	0% OF Tc LAND	(0.0 ACRE)  \$30,000 / ACRE OF Tc LAND
<b>Na</b>  TYPICAL AREA: 6.0 AC (12% OF 50 AC)	REQUIRED OPEN SPACE OR FEE-IN-LIEU  FACILITIES CONSTRUCTION OR FEE-IN-LIEU	<b>10%</b> OF Nc LAND	3% OF Nc LAND (0.18 ACRE)  <b>ALL IMPROVEMENTS ON 0.18 AC.</b>	7% OF Nc LAND (0.45 ACRE)  <b>ALL IMPROVEMENTS ON 0.45 AC.</b>	VARIABLE % OF Ng LAND	(0.40 ACRE) APPROXIMATE LOCATION  <b>ALL IMPROVEMENTS ON Nc LAND</b> \$20,000 / ACRE OF Nc LAND
<b>Ng</b>  TYPICAL AREA: 15.0 AC (30% OF 50 AC)	REQUIRED OPEN SPACE OR FEE-IN-LIEU  FACILITIES CONSTRUCTION OR FEE-IN-LIEU	<b>8%</b> OF Ng LAND	2% OF Ng LAND (0.30 ACRE)  <b>ALL IMPROVEMENTS ON 0.30 AC.</b>	6% OF Ng LAND (0.90 ACRE)  <b>ALL IMPROVEMENTS ON 0.90 AC.</b>	VARIABLE % OF Ng LAND	(0.50 ACRES) APPROXIMATE LOCATION  <b>ALL IMPROVEMENTS ON Ng LAND</b> \$10,000 / ACRE OF Ng LAND
<b>Nd/Nr</b>  TYPICAL AREA: 12.0 AC (24% OF 50 AC)	REQUIRED OPEN SPACE OR FEE-IN-LIEU  FACILITIES CONSTRUCTION OR FEE-IN-LIEU	<b>4%</b> OF Ne/Nr LAND	1% OF Ne LAND (0.15 ACRE)  <b>ALL IMPROVEMENTS ON 0.15 AC.</b>	3% OF Ne LAND (0.38 ACRE)  <b>ALL IMPROVEMENTS ON 0.38 AC.</b>	VARIABLE % OF Ne LAND	(1.10 ACRES) APPROXIMATE LOCATION  <b>ALL IMPROVEMENTS ON Ne LAND</b> \$5,000 / ACRE OF Ne/Nr LAND
<b>TOTALS</b> DEVELOPED AREA: 37.0 AC (74% OF 50 AC)	Approximately (37.00 Ac)	<b>PUBLIC SPACE AREA: 3.0 Ac</b> (6% of 50 Ac)	Approximately (0.80 Ac) Range: 1 - 2%	Approximately (2.20 Ac) Range: 4 - 5%	<b>RECREATION AREA: 2.0 AC</b> (4% OF 50 AC)	Approximately (2.00 Ac) Req.  (8.00 Ac) "Bonus" 10% of 50 Ac

Note 1: The percentage values are the key numbers from the chart, and most useful for projects smaller than the neighborhood unit.

Note 2: Monetary values are indicated only as guidelines for negotiation of Fee- in-Lieu payments.

TABLE D

GUIDELINE BY ZONE

Note: Area amounts show typical sizes that derive from % value requirement.  
Types of places provided as examples, and shall not limit choice of facilities.

NEIGHBORHOOD (DEVELOPED LAND)

LAND ALLOCATION

50 AC. NEIGHBORHOOD LAND ELEMENT (TYPICAL)

PUBLIC FACILITIES (TYPICAL)

ALLOCATED AREAS (Recommended)		SPACE REQUIRED (Example Open Space)		CONSTRUCTION REQUIRED (100% of Allocated Public Space)
10.0 Ac (Approx.)	RECREATION AREA (Neighborhood Boundary) 20% of 50 Acres	<b>A</b>	PARK/FIELD: 5.0 AC: <u>SPORTSFIELD OR PARK</u> Ex: Football, Basketball, Soccer, Tennis	<b>A</b> BUILD-OUT RECEIVES BONUS DENSITY Trees: (See Landscape) Shrubs: (See Landscape) Groundcover: Various grasses; mulches Hard Surfaces: Sufficient for walking Services: Drinking fountains, receptacles Improvements: Benches, tables (various)
		<b>B</b>	NATURALISTIC: 5.0 AC: <u>LANDSCAPED GREENWAY</u> Ex: Fishing Pond, Nature Trail	<b>B</b> BUILD-OUT RECEIVES BONUS DENSITY Trees: (See Landscape) Shrubs: (See Landscape) Groundcover: Continuation of indigenous Hard Surfaces: Walking paths. Services: N.A. Improvements: Benches (various types)
2.0 Ac (Approx.)	PUBLIC SPACE (Transect Scale) 4% (to 5%) of 50 Acres: 85,000 s.f.	<b>A</b>	GREEN/GARDEN: 55,000 SF: (200' X 275') <u>NEIGHBORHOOD GREEN</u> Ex: Amphitheater	<b>A</b> BUILD-OUT RECEIVES BONUS DENSITY Trees: (See Landscape) Shrubs: (See Landscape) Groundcover: Grass, selected planting beds Hard Surfaces: Walking, small sitting areas Services: Drinking fountains, receptacles Improvements: Benches, tables, pavilions
		<b>B</b>	FORMAL/HARD SURFACE: 30,000 SF: (150' X 200') <u>PLAZA</u> Ex: Ice Rink, Barbeque Area, Swimming Pool	<b>B</b> BUILD-OUT RECEIVES BONUS DENSITY Trees: (See Landscape) Shrubs: (See Landscape) Groundcover: Minimal grass, planting beds Hard Surfaces: Masonry pavers, concrete Services: Drinking fountains, receptacles Improvements: Benches, tables
1.0 Ac (Approx.)	PUBLIC SPACE (Block Scale) 1% (to 2%) of 50 Acres: 43,000 s.f.	<b>A</b>	PARK/FIELD: 9,000 SF: (90' X 100') <u>PLAY PARK</u> Ex: Skate Park, Playground, Horse Shoe Pit, Tennis Court	<b>A</b> BUILD-OUT RECEIVES BONUS DENSITY Trees: (See Landscape) Shrubs: (See Landscape) Groundcover: Grass, planting beds Hard Surfaces: Gravel, sand, pavers Services: Drinking fountains, receptacles Improvements: Benches, tables
		<b>B</b>	GREEN/GARDEN: 12,000 SF: (100' X 120') <u>COMMON GARDEN</u>	<b>B</b> BUILD-OUT RECEIVES BONUS DENSITY Trees: (See Landscape) Shrubs: (See Landscape) Groundcover: Grass where garden ends Hard Surfaces: Selected walks Services: Water supply for gardening Improvements: Fencing

DEVELOPMENT AREA (TYPICAL ALLOCATION)

4.0 Ac	TOWN CORE (Tc) 8% of 50 Acres	ALLOCATION OF PUBLIC AREAS: MEETS REQUIREMENTS FOR BASE DENSITY	BUILD-OUT OF REQUIRED PUBLIC FACILITIES  (HALF OF ALLOCATED PUBLIC SPACE AREAS):
6.0 Ac	NEIGHBORHOOD CENTER (Nc) 12% of 50 Acres		RECEIVES 5.0% OF TOTAL AVAILABLE
15.0 Ac	NEIGHBORHOOD GENERAL (Nc) 30% of 50 Acres		E.R.U. FOR ZONE
12.0 Ac	NEIGHBORHOOD EDGE (NE & NR) 24% of 50 Acres		