



COMMUNITY DESIGN GUIDELINES SUMMARY

MRRA is developing community design guidelines for NASB that will translate the vision of the NASB Reuse Plan into a vibrant “live, work, play and learn” environment. Design review will provide an opportunity to evaluate and set standards for overall streetscapes, building design, energy conservation and sustainability, landscaping, and other design issues. These guidelines will ensure consistency and quality in community design, will protect and enhance values and sense of place, and will set standards for sustainability and energy conservation.

The intent of these Guidelines is to provide greater clarity to citizens and developers on design, with an emphasis on guidance, not requirements.

COMMUNITY DESIGN GUIDELINES OUTLINE

Introduction and Context

1. Neighborhood Principles (framed around smart growth principles)

- a) Sustainability
 - Transit-oriented development
 - Context sensitive transportation
 - LEED and the built environment
 - Runoff and stormwater management
 - Green infrastructure
 - Green energy
- b) Mix of Land Uses
- c) Compact Development Form
- d) Native Vegetation and Urban Forest
- e) Community Gardens
- f) Social Equity and Community Development
 - Public amenities
 - Affordable housing
- g) Light and Noise Pollution Abatement
- h) Contextual Design/Character Defining Elements

2. Neighborhood Framework Plan

- a) Transects
- b) Zones (Six sub-districts)
- c) Lot standards

3. Public Realm Standards (Landscape and Signage)

- a) Roads
- b) Sidewalks & streetscape
- c) Parks & open space
- d) Multi-use trails
- e) Storm water management and low-impact development (LID)
- f) Signage & wayfinding

4. Private Realm Standards (Architecture, Landscape & Signage)

- a) Residential
- b) Street commercial
- c) Large-format commercial
- d) Office
- e) Industrial
- f) Off-street parking
- g) Energy conservation, sustainability & green initiatives
- h) Environmental, storm water management & LID

5. Implementation

- a) Administrative framework – form-based (architecture, landscape, wayfinding, sustainability and environmental impact)
- b) Phasing and hierarchy
- c) Implementation strategies (e.g. incentives, density bonuses, etc.)