

**87 Main Street
Yarmouth | Maine 04096
T 207 846 4966
F 207 846 4596**

**www.mrld.net
info@mrld.net**

MRLD LLC

M E M O

DATE: 17 April 2008

PROJECT: Standish Corner Village Design Master Plan Implementation

TO: Village Design Implementation Committee (Committee)
Carolyn Biegel, Committee Chair / Council representative
Isabel Higgins - Property owner within village
Marc Lindberg - Property owner outside village
Maria Smith - Business owner within village
Mark Floor - Business owner outside village
Carol Billington - Planning Board Member representative
Garrett VanAtta - Recreation Committee representative
Jay Beedle - Property owner in the expanded village
Brenda Walker - Sebago Lake Village representative
Sally Clark - SAD 6 Board of Directors representative
David Robinson – Steep Falls representative

FROM: Mitchell Rasor, MRLD Principal

REGARDING: Standish Corner Village Design Master Plan Implementation
Issues Review Meeting
April 17, 2008
7:00 PM
Town Hall

MATERIAL REVIEW

Enclosed with this package are materials relating to density / scale, zoning boundaries and to a lesser extent land uses. This information was produced in collaboration with Bruce Hyman of GrowSmart Maine.

Please review this information. Bruce and I will elaborate on the materials as well as present additional graphics and data to inform our discussion, particularly information regarding land use and zone boundaries.

As previously mentioned, please take time to read the master plan. Your assessment of the issues and the vision put forth by the plan is it critical in shaping the implementation process.

The focus of the meeting on the 17th will be density / scale, zoning boundaries and land use issues. Additional materials will be presented at the meeting regarding not only the proposed land use changes corresponding with the recommended districts in the plan, but also the interrelationship between land use and issues such as density and scale.

Please note that the May meeting will focus on issues such as performance standards and more detailed visual quality issues. We wanted to start with more general issues in April before proceeding to more detailed design issues in May.