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Meeting Packet Memo & Agenda for Thursday Night: Village Committee

Bruce Hyman <bhyman@growsmartmaine.org>

Mon, Sep 15, 2008 at 5:46 PM

Good evening Village Implementation Committee,

Attached is the meeting memo to accompany the meeting materials you should have received in the mail today. Also attached is an updated Committee Work Plan and Schedule that suggests some new dates for upcoming Committee and Public meetings. I will bring copies of these items Thursday night.

The agenda for Thursday night's meeting, 7pm, Council Chambers, is:

Item #1. Welcome and Introductions (7pm)
(broadcast on cable)

Item #2. Overview Presentation of Tonight's Meeting Materials
(broadcast on cable)

Item #3. Discussion of the 3 Draft Village Center Development Concepts

Item #4. Revised Work Plan and Schedule

Item #5. Draft Survey

Item #6. Other Business

Adjourn.

Please contact me if you have any questions in advance of Thursday night's meeting. Please also notify me by email if you won't be able to make the meeting. *See you Thursday!*

Best regards,

Bruce

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**Maine Model Town Program
Standish Corner Village Design Implementation**



Meeting #6 Meeting Packet Memo
Standish Corner Village Committee
September 18, 2008

Agenda Item #3: Presentation and Discussion of Three Draft Development Concepts for Standish Corner

Materials provided: 3 Concept Plans, Concept Plan Table.

Standish Corner Village – Long-Term Development Concepts

“Development Concepts” Purpose: The mission of the Committee is to recommend to the Town Council and its Ordinance Committee a set of zoning ordinances and other policies and recommendations to implement the Village Master Plan and Comprehensive Plan Vision for Standish Corner. To do this in a more informed way, we are exploring within the Committee and with the public different forms and patterns of development for the village with lots of pictures and images. Often times, zoning ordinances are changed without broad understanding among the public how the changes might impact many important aspects of development. Zoning and other policies (like street standards) do have a big impact on how development in the village happens.

The Process: We are progressing through a series of steps to help inform what zoning changes, if any, to recommend. These steps are:

- **‘Big Issue’ Illustration and Discussion** – these are the information sheets we prepared to show the relationship between different planning and design issues and how they effect a village’s function and character. (These are the sheets that were presented on: Density and Scale; Zoning Boundaries; Land Uses; Roads and Streetscape; Design Guidelines/Standards; and, Dimensional Standards.)
- **‘Bubble Diagrams’** that show general areas for different types of development and zoning – this type of diagram was a main product of the Standish Corner Master Plan and is the starting point for our discussions and work. (Bubble diagrams for the three concepts were presented and discussed at the June and July meetings.)
- **‘Plan View Development Concepts’** (Sept. 18th’s focus) that show different patterns and sizes of development “footprints” (outlines of buildings from above) – this type of diagram shows in more detail the type and range of development that different zoning approaches would allow. (For instance, we have been discussing where in the village center it may be appropriate or not to limit the size or footprint of buildings. These diagrams continue to flesh out this idea.)
- **‘3-Dimensional Models of the Three Development Concepts’** (next meetings) that show a more realistic and understandable view of development patterns and form within the village. Once the Plan View versions of the concepts are refined, we will develop these 3-D models over the coming weeks.

The updated work plan (item #4 on the agenda) identifies these 3-D models as a major part of the next public meeting to get the public’s “likes and dislikes” about each development concept. This public input will help shape a “Preferred Development Concept” that takes the best parts of

September 18, 2008



Maine Model Town Program Standish Corner Village Design Implementation



each of the initial concepts and other good ideas that come along as well. The “Preferred Development Concept” will form the basis for the zoning and other recommendations made to the Council.

The Three Development Concepts: Three drawings in your packet have been prepared to illustrate three distinct, long-term village development concepts. These particular concepts were developed based upon the meeting materials and discussions at your June and July Committee meetings, as well as the ideas generated by the public at the June 12th Public Workshop. The concepts and the differences between them are described in the table (also in your packet). This table has been updated from the version that was distributed at your July meeting. The changes that have been made are shown by the ~~striketroughs~~ (deleted words) and underlined words (added/changed words).

The three concepts are:

- **#1, Existing Zoning Concept** – how development might occur based upon recent trends and keeping current zoning and other policies in place.
- **#2, Master Plan Concept** – how development might occur under zoning ideas in the Village Master Plan (slightly amended by the Village Committee during its discussions).
- **#3, Master Plan Variation Concept** – how development might occur with a variation on the zoning ideas in the Village Master Plan (the variation if for two different mixed use zoning districts instead of one larger central district – in the variation, one district is centered on the Oak Hill area; the second district is in the vicinity of Colonial Marketplace).

None of the three concepts are “recommended concepts”. Concepts #2 and #3 represent different patterns of development based upon the types of changes to zoning and other policies identified in the Village Master Plan. The three concepts, as developed so far, focus on different patterns and forms of *commercial development* (retail stores, offices, etc). In each, we keep the amount of commercial development generally constant between the three concepts. Each plan shows approximately 300,000 sq feet of commercial development. This is a large amount, but much less than a build out within the current Village Center zoning district. One part of our discussion should be about how much development to show on the concepts.

Residential development is not shown as specifically as the commercial development. It is represented mainly by the different street and open space layouts and patterns.

This will likely be a somewhat controversial exercise and process because, while we are showing hypothetical roads, buildings and greenspaces, this is a real place. We will need to convey to the public that we aren’t recommending that any of this “happen” by creating these drawings. Our intent is to explore the implications – *the good and the bad* – of real zoning issues in a real place to better inform future zoning changes.



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Standish Corner Village Design Implementation**



Agenda Item #4: Revised Work Plan and Schedule

Materials provided: Draft Work Plan and Schedule (attached in the email).

The Work Plan and Schedule show new suggested dates for the next Committee meetings and the Public meetings. The schedule suggests two Committee meetings in October on the 2nd and 16th to prepare for a Public Workshop on November 6th. A November Committee meeting would follow the next week on November 13th to review the public input and get Committee direction on the preparation of a “Draft Preferred Development Concept” to present at a Public Workshop in early-mid December (a quick turnaround).

It would be ideal to publicize both public meetings at the same time, beginning in early October.

Agenda Item #5: Public Survey

Materials provided: Draft Survey.

At the July meeting we discussed the *pros and cons* of distributing a survey to the public at this time. It was decided that it was still a good idea, but a survey at this time should build upon the input that was received at the June workshop, not try to repeat that work. One important part of our and the public’s work will be to evaluate or assess development concepts for the village. To do this, it is ideal to have a consistent, select set of criteria or outcomes against which to rate the development concepts. The draft survey is intended to help us think about what is most important or less important in our discussions.

The draft survey lists many statements describing characteristics of a village center from the Comprehensive Plan, the Village Master Plan, and the public workshop in June. Those that fill out the survey would be asked to rate how important each characteristic is to them.

Please take a moment to:

- fill the draft survey yourself so we get a sense of the Committee’s thoughts
- suggest some new criteria or ways to word the ones that are there
- come with new ideas for the survey (whole new topics, different ways to ask, etc).

I look forward to seeing you Thursday night! Bruce

STANDISH CORNER VILLAGE IMPLEMENTATION
 C1: EXISTING ZONING - CONCEPT BUILD OUT
 9.12.08
 MRLD | GROWSMART MAINE

PLEASE NOTE: All the roads, buildings, greenspaces and zoning shown are Planning Concepts Only

Each Concept is intended to illustrate a different, long term mix and pattern of development to help assess the benefits and drawbacks of a the planning approach. The Concepts are intended only to show distinct but possible outcomes under various types of zoning and other policies.

For each concept we will be asking:
"What do you like and dislike about this Concept? Why? What changes would make the Concept better?"

No road or building location is intended to be interpreted as specific to a particular site or lot.



LEGEND

2,500 SF FOOTPRINT 1 STORY	
3,500 SF FOOTPRINT 1 STORY	
3,500 SF FOOTPRINT 1 STORY	
15,000 SF FOOTPRINT 1 STORY	
15,000 SF FOOTPRINT 2 STORY	
30,000 SF FOOTPRINT 1 STORY	
60,000 SF FOOTPRINT 1 STORY	
CLUSTER SUBDIVISION OPEN SPACE / NEIGHBORHOOD NATURAL AREA	
NATURAL AREA	
SUBDIVISION / LOCAL STREET	

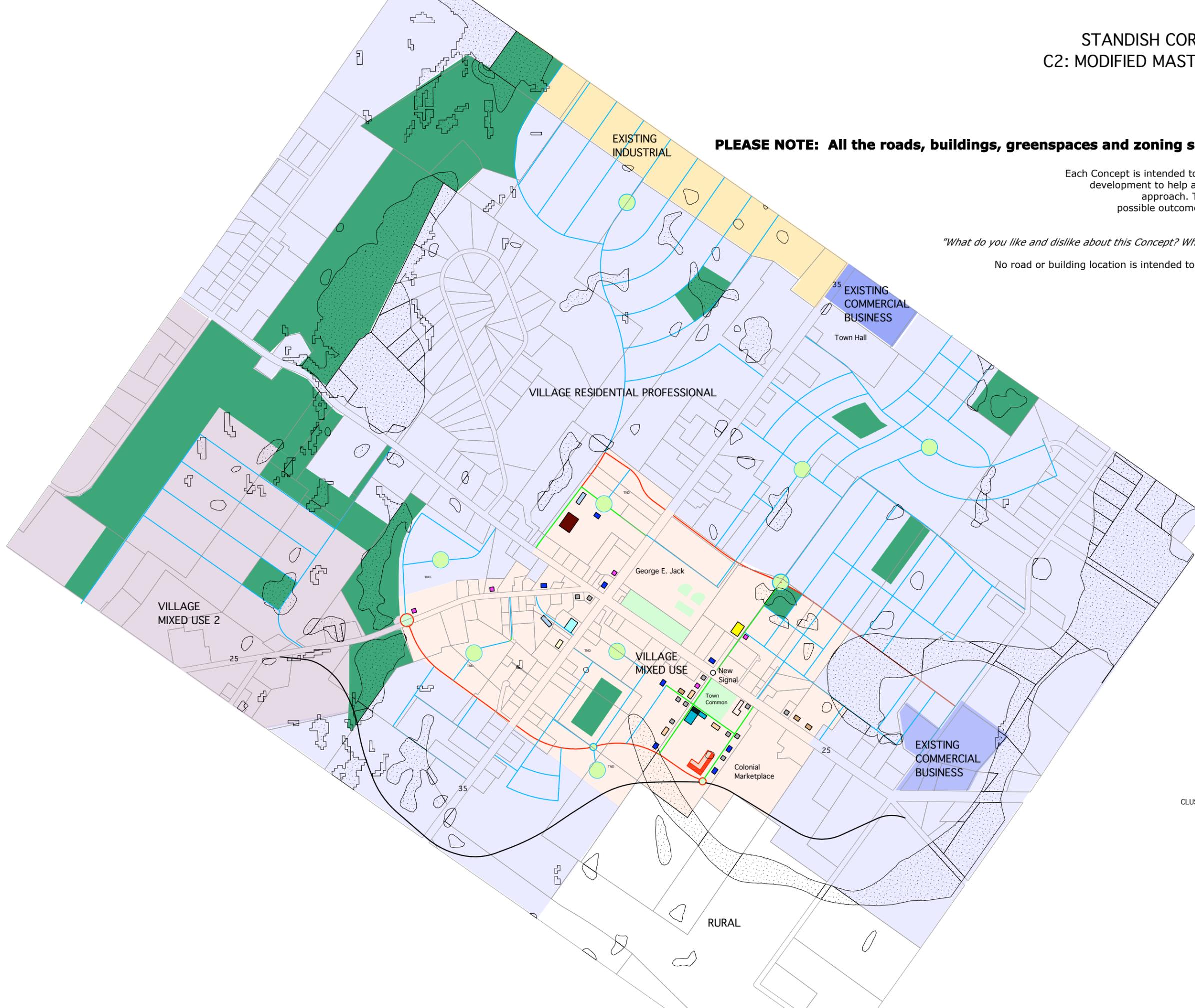
STANDISH CORNER VILLAGE IMPLEMENTATION
 C2: MODIFIED MASTER PLAN - CONCEPT BUILD OUT
 9.12.08
 MRLD | GROWSMART MAINE

PLEASE NOTE: All the roads, buildings, greenspaces and zoning shown are Planning Concepts Only

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- LEGEND**
- 2,500 SF FOOTPRINT 1 STORY
 - 2,500 SF FOOTPRINT 2 STORY
 - 3,500 SF FOOTPRINT 1 STORY
 - 3,500 SF FOOTPRINT 2 STORY
 - 5,000 SF FOOTPRINT 1 STORY
 - 5,000 SF FOOTPRINT 2 STORY
 - 7,500 SF FOOTPRINT 1 STORY
 - 15,000 SF FOOTPRINT 1 STORY
 - 15,000 SF FOOTPRINT 2 STORY
 - 30,000 SF FOOTPRINT 1 STORY
 - 30,000 SF FOOTPRINT / PARTIAL 2 STORY
 - 60,000 SF FOOTPRINT / PARTIAL 2 STORY
 - NEIGHBORHOOD GREEN SPACE
 - CLUSTER SUBDIVISION OPEN SPACE / NEIGHBORHOOD NATURAL AREA
 - NATURAL AREA
 - CIVIC GREEN SPACE
 - LOCAL STREET
 - COLLECTOR STREET
 - COMMERCIAL STREET
 - BY-PASS

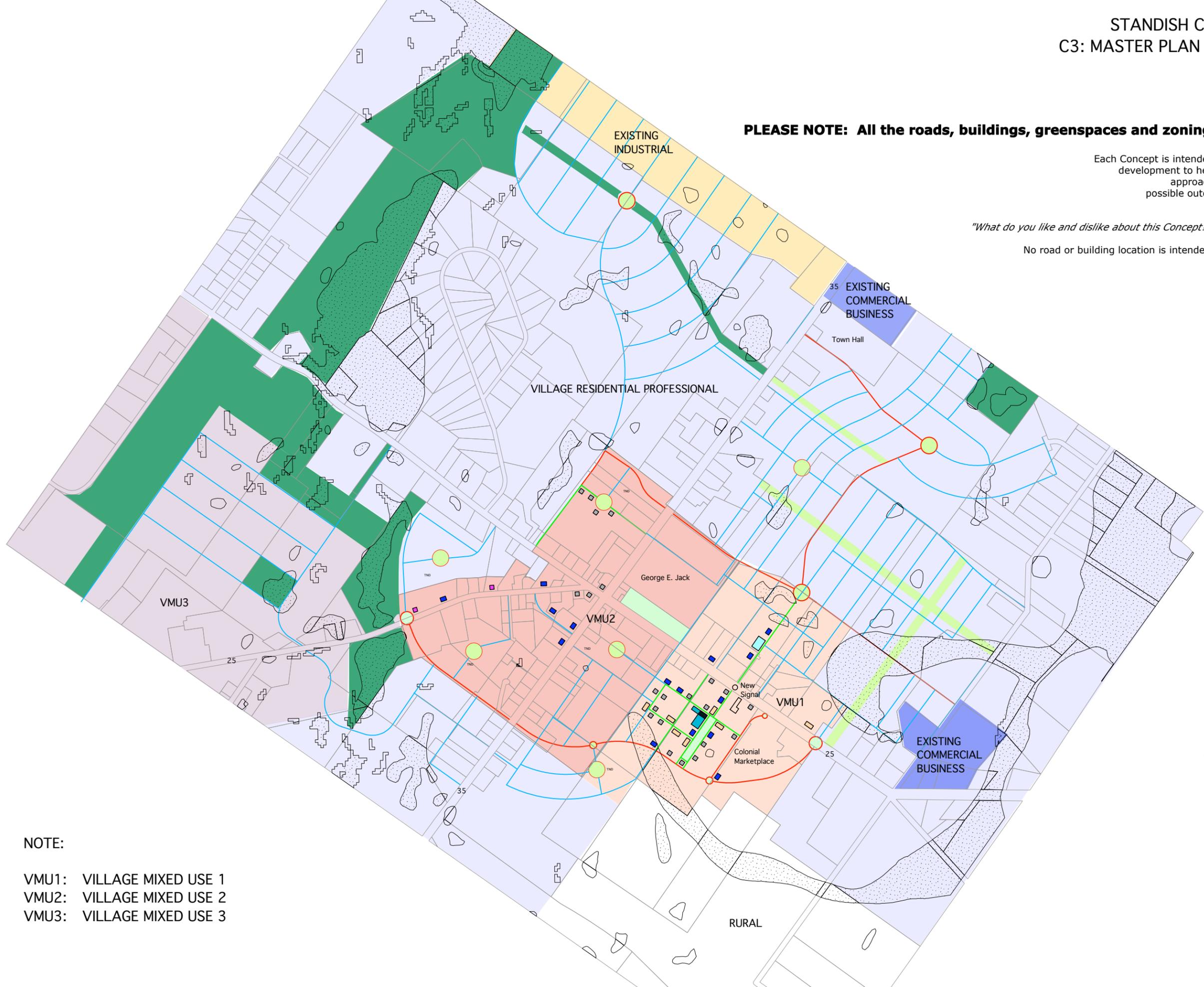
STANDISH CORNER VILLAGE IMPLEMENTATION
 C3: MASTER PLAN VARIATION - CONCEPT BUILD OUT
 9.12.08
 MRLD | GROWSMART MAINE

PLEASE NOTE: All the roads, buildings, greenspaces and zoning shown are Planning Concepts Only

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For each concept we will be asking:
"What do you like and dislike about this Concept? Why? What changes would make the Concept better?"

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LEGEND

- 2,500 SF FOOTPRINT 1 STORY
- 2,500 SF FOOTPRINT 2 STORY
- 3,500 SF FOOTPRINT 1 STORY
- 3,500 SF FOOTPRINT 2 STORY
- 5,000 SF FOOTPRINT 1 STORY
- 5,000 SF FOOTPRINT 2 STORY
- 7,500 SF FOOTPRINT 1 STORY
- 15,000 SF FOOTPRINT 1 STORY
- 15,000 SF FOOTPRINT 2 STORY
- 30,000 SF FOOTPRINT 1 STORY
- 30,000 SF FOOTPRINT / PARTIAL 2 STORY
- NEIGHBORHOOD GREEN SPACE
- CLUSTER SUBDIVISION OPEN SPACE / NEIGHBORHOOD NATURAL AREA
- NATURAL AREA
- CIVIC GREEN SPACE
- LOCAL STREET
- COLLECTOR STREET
- COMMERCIAL STREET

NOTE:
 VMU1: VILLAGE MIXED USE 1
 VMU2: VILLAGE MIXED USE 2
 VMU3: VILLAGE MIXED USE 3



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3 Concepts for Development of the Standish Corner Village Center: Distinguishing Characteristics

	Existing Zoning & Standards	Modified Master Plan Zoning & Standards	Master Plan Variation Zoning & Standards
Overall Concept	<u>In General:</u> Maintains <u>existing</u> Village <u>Commercial-Center</u> zoning centered on Rt 25. <u>Residential:</u> Larger lot single family and-or multi-family subdivisions <u>primarily</u> on loop/dead end streets. Some accessory units. <u>Commercial:</u> Vast majority along Route 25 frontage; mish-mash of types and uses; mostly single story, <u>single use buildings</u> . Individual parking lots <u>with little connectivity/sharing</u> . <u>Civic/Open Space:</u> Little/none.	<u>In General:</u> One larger Mixed Use central zoning district encompassing Oak Hill and Rt 25 Gateway area. <u>Includes a Village Bypass route along with a local street grid</u> . <u>Residential:</u> Mix of housing types and lot sizes within subdivisions along interconnected streets. <u>Commercial:</u> Smaller footprint buildings along Rt 25 & 35; larger buildings on back lots along new street grid. Some shared, interconnected parking lots. <u>Civic/Open Space:</u> A <u>fewsmaller number of</u> larger-size Open Spaces/Parks.	<u>In General:</u> One smaller-scale mixed use district at Oak Hill and one medium-scale mixed use district at Rt 25 Gateway area. <u>Residential:</u> Mix of housing types and lot sizes; more upper story housing in <u>Traditional Neighborhood Development</u> form. <u>Commercial:</u> Smaller scale shops and buildings in Oak Hill; Medium and Smaller scale shops at Rt 25 Gateway area; <u>Civic/Open Space:</u> <u>MoreA larger number of</u> smaller-size Open Spaces/Parks.
Residential	<u>Development Pattern:</u> Larger lot subdivisions (~1.5 – 2 acre min. lot size). <u>Houses are set back from streets and have little or no pedestrian/community orientation. Pattern does not directly support village business.</u> <u>Development Form:</u> <u>Residential</u> subdivisions are “pod-style” or insular with <u>low to moderate connectivity</u> <u>little or no connections between them</u> .	<u>Development Pattern:</u> Residential neighborhoods on interconnected, pedestrian-scale streets. <u>Ata a sufficient-higher density and in closer proximity</u> to support <u>village</u> shops and services. <u>Upper story residential in Oak Hill</u> . <u>Development Form:</u> A mix of housing types (single family, 2 & 3 family homes and multi-family developments on lots of varying sizes (<u>1/2-1/3</u> to 1 acre lots) <u>creating neighborhoods closer to the commercial center</u> . Conservation Subdivisions in abutting residential areas. Interconnected streets <u>and greenspaces</u> .	<u>Development Pattern:</u> Residential neighborhoods on interconnected, pedestrian-scale streets. <u>at sufficientAt a higher density and in closer proximity</u> to support <u>village</u> shops and services. <u>Development Form:</u> Traditional Neighborhood (Mixed Use) Development (<u>mostly residential but with a civic and/or retail ‘core’</u>) on lots of varying sizes (1/4 to 1 acre lots). Some community/cluster septic systems where soils support them. Interconnected streets <u>and greenspaces</u> .
Commercial	<u>Bldg Footprints:</u> No limits (as currently allowed). A wide range of sizes results. <u>(Up to 60,000 sf shown.)</u> <u>Development Pattern:</u> Commercial uses continue to be mostly located along the frontage of Route 25 the length of the Village Center zoning district. Large and small buildings locate throughout the Village Center district. <u>Collectively, the new development does not contribute to a “Center”</u> . <u>Development Form:</u> Mostly single-story, single use buildings with individual parking lots. <u>Larger setbacks from streets and not oriented to pedestrians</u> . Undistinguished architecture. <u>Parking:</u> Parking serves individual sites only; parking allowed in front, sides, and rear of buildings; some interconnection of parking lots.	<u>Bldg Footprints:</u> 3500 sf max. <u>footprint</u> for buildings fronting Rts 25 (<u>& 35?</u>); larger buildings allowed on backlots (<u>up to 60,000 sf shown</u>) <u>throughout Village Mixed Use district, notably within Oak Hill as well.</u> <u>Development Pattern:</u> Retail & Commercial/Office of all sizes and uses equally dispersed throughout the Village Mixed Use district (per footprint limitations above). Development takes place on and along a <u>new</u> street grid creating backlots. <u>Development Form:</u> A <u>50-50</u> mix of <u>mostly</u> single story <u>with some-and</u> multi-story buildings fronting streets with higher quality architecture and landscaping per new design guidelines. <u>Parking:</u> Shared, interconnected parking is encouraged among businesses; public parking lot. On-street parking <u>on new streets</u> within commercial areas.	<u>Bldg Footprints:</u> Smaller footprints in Oak Hill (<3500 sf); Medium footprints allowed in Rt 25 Gateway district (<u>←(up to 60,000 sf shown)</u>). <u>Development Pattern:</u> Smaller scale shops and office buildings within Oak Hill area district on interconnected and pedestrian-scale streets; Medium and larger scale buildings developed bordering Town Common in the Rt 25 Gateway area district and on backlots along a <u>new</u> street grid (<u>300’-400’</u> long blocks). <u>Development Form:</u> Buildings <u>fronting-front and define</u> streets and parks/open space. Mostly two-story buildings with higher quality architecture and landscaping per new design guidelines. <u>Parking:</u> Public parking lots and shared, inter-connected parking lots serving commercial and civic/public uses. On-street parking <u>on new streets</u> within commercial areas.
Civic/Open Space	Little connectivity of and public access to open space created via development. Community Center across from Town Hall Some trail links created.	A few larger parks and open spaces are created and distributed throughout the Village Center. <u>A Town Common is located along Route 25 within the commercial center of the village</u> . Connected open space created via Conservation Subdivisions. A number of trail connections created.	A larger number of smaller parks and open spaces are created and distributed throughout the Village Center. <u>Opportunity for Community Center in Village Commercial district as a destination/activity generator</u> . Connected open space created via Conservation Subdivisions. A number of trail connections created.



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Standish Corner Village Design Implementation**



DRAFT Survey

[to be mailed out to those that attended 6/12, on-line, at town hall/library, & other places?]

What is Most Important to You When Considering a New Village Center at Standish Corner?	Very		Not at All		
Overall					
Promotes a development pattern that supports the Town Vision	+5	+3	0	-3	-5
Creates a pedestrian-friendly, compact village center	+5	+3	0	-3	-5
Potential need for public investment to bring Concept to fruition	+5	+3	0	-3	-5
Can achieve proper balance between too little/too much regulation	+5	+3	0	-3	-5
Preserves character of Standish Corner's historic buildings	+5	+3	0	-3	-5
Route 25 traffic is safer and flows more smoothly	+5	+3	0	-3	-5
Connects Standish Corner together with trails and sidewalks	+5	+3	0	-3	-5
Streets that let local traffic travel off of Route 25	+5	+3	0	-3	-5
Ways for pass-through traffic to bypass Route 25 quickly	+5	+3	0	-3	-5
	+5	+3	0	-3	-5
	+5	+3	0	-3	-5
Residential / Homes					
Promotes a village center residential neighborhood pattern that:	+5	+3	0	-3	-5
creates a diverse mix of housing for all ages and incomes	+5	+3	0	-3	-5
directly supports village businesses	+5	+3	0	-3	-5
helps protect the town's rural character and natural resources	+5	+3	0	-3	-5
creates walkable neighborhoods with sidewalks along streets	+5	+3	0	-3	-5
	+5	+3	0	-3	-5
	+5	+3	0	-3	-5
	+5	+3	0	-3	-5
Commercial / Businesses					
Promotes a village center commercial development pattern that:	+5	+3	0	-3	-5
primarily serves/catets/is oriented to local goods and service needs	+5	+3	0	-3	-5
supports a desired mix of business sizes and types	+5	+3	0	-3	-5
creates jobs and increases/diversifies tax base	+5	+3	0	-3	-5
allows customers to walk from business to business conveniently	+5	+3	0	-3	-5
	+5	+3	0	-3	-5
	+5	+3	0	-3	-5
	+5	+3	0	-3	-5
Civic Uses & Open Space / Natural Resources					
Promotes a pattern and form of development that:	+5	+3	0	-3	-5
creates a good mix of public gathering places/parks	+5	+3	0	-3	-5
puts new town/civic uses where they help local businesses too	+5	+3	0	-3	-5
protects and increases access to natural areas	+5	+3	0	-3	-5
creates trail connections between parts of Town	+5	+3	0	-3	-5
Quality	+5	+3	0	-3	-5
	+5	+3	0	-3	-5
	+5	+3	0	-3	-5