



# YORK DISTRICT LAND USE STUDY

## CITY OF GUELPH | PHASE 3 CHARETTE (AFTERNOON)

2008.04.05

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# Afternoon Presentation Overview

1. What makes Guelph “Guelph”?
2. What makes York District “York District”?
3. Growth Management Study
4. What is Urban Design?
5. Design Guidelines and Varying Levels of Control
  - Form based Design Guidelines – ***Allen-Sheppard, Toronto***
  - Comprehensive Detailed Design Guidelines – ***Seaside, Florida***
6. Design Guideline Elements
  - ***Public Realm***
  - ***Private Realm***
  - ***Other Design Considerations***
7. Land Use Designations
8. Key Thoughts / Questions for Discussion

# WHAT MAKES GUELPH "GUELPH"?





# GUELPH NEIGHBOURHOODS

*downtown*





# GUELPH NEIGHBOURHOODS

*Post war suburbs to present suburban sprawl*



# GUELPH NEIGHBOURHOODS

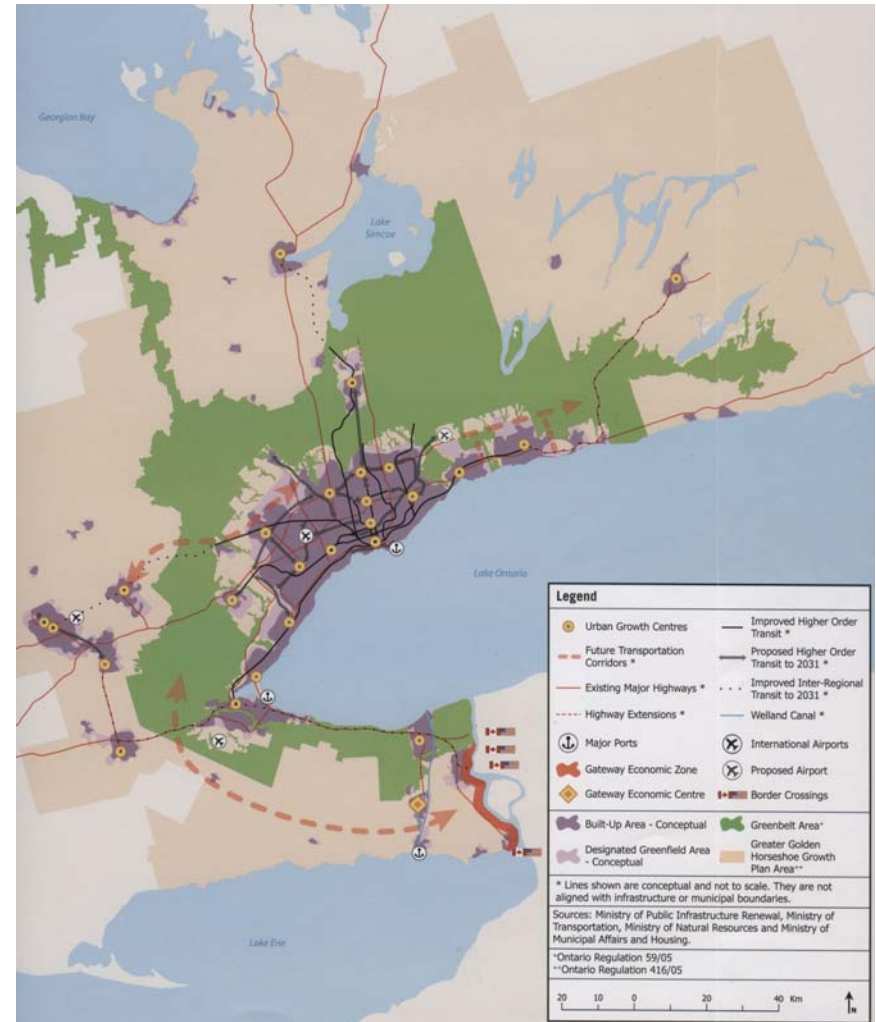
*Recent residential development*





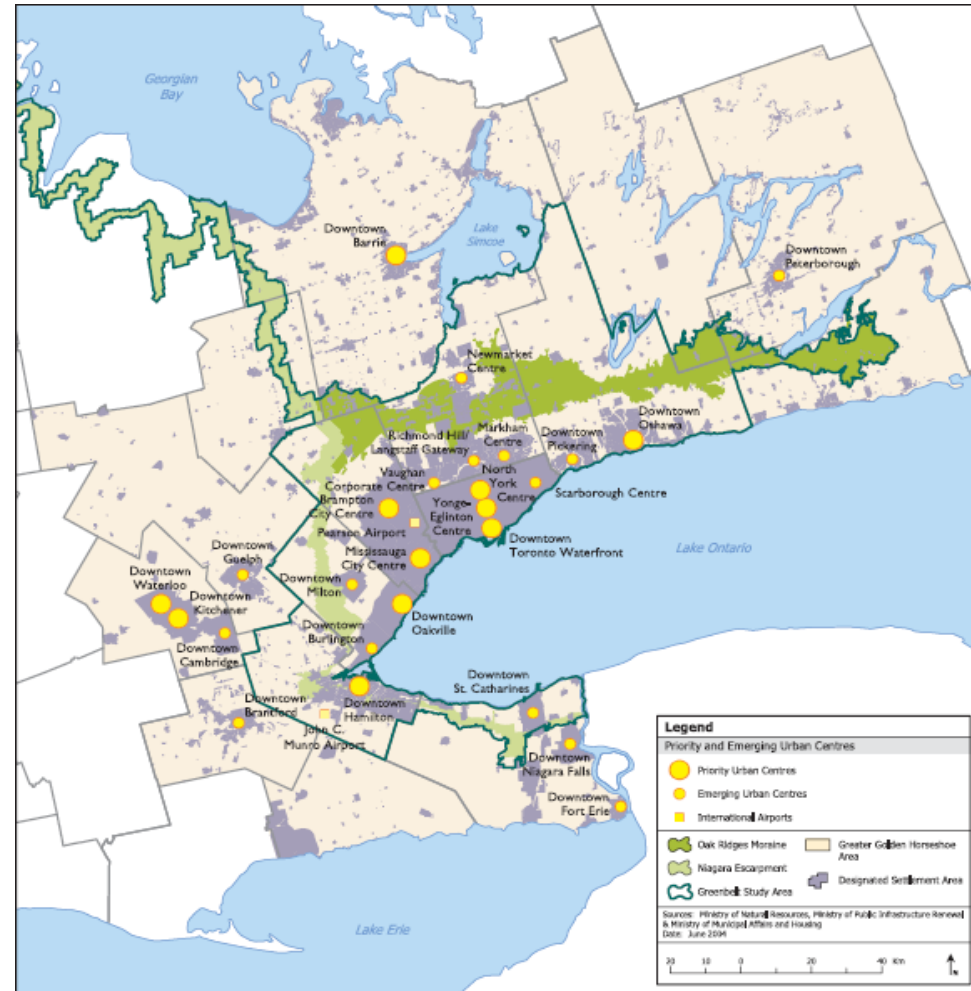
# GROWTH PLAN FOR THE GREATER GOLDEN HORSESHOE

- Greater Golden Horseshoe (GGH) is Canada's and one of North America's fastest growing regions
- By 2031, the population of the GGH is expected to grow by an additional 3.7m to 11.5m, creating 1.8m new jobs
- Growth Plan is a provincial initiative to address where and how this growth should be directed across the region
- Growth Plan is based fundamentally on the understanding that “growth as usual” is unsustainable



# GROWTH MANAGEMENT

- Smart Growth Guelph
- Ontario Public Infrastructure Renewal





# IMPLICATIONS FOR GUELPH

Growth Plan has profound implications for Guelph:

1. Population increase from 118,000 to 165,000 by 2031
2. Increased employment forecasted as well (no shortfall of industrial)
3. Downtown urban growth centre designated, at 150 r+j/ha
4. Other intensification areas identified
5. Greenfield urban development at 50 r+j/ha

# IMPLICATIONS FOR GUELPH

Direction from GuelphQuest workshops:

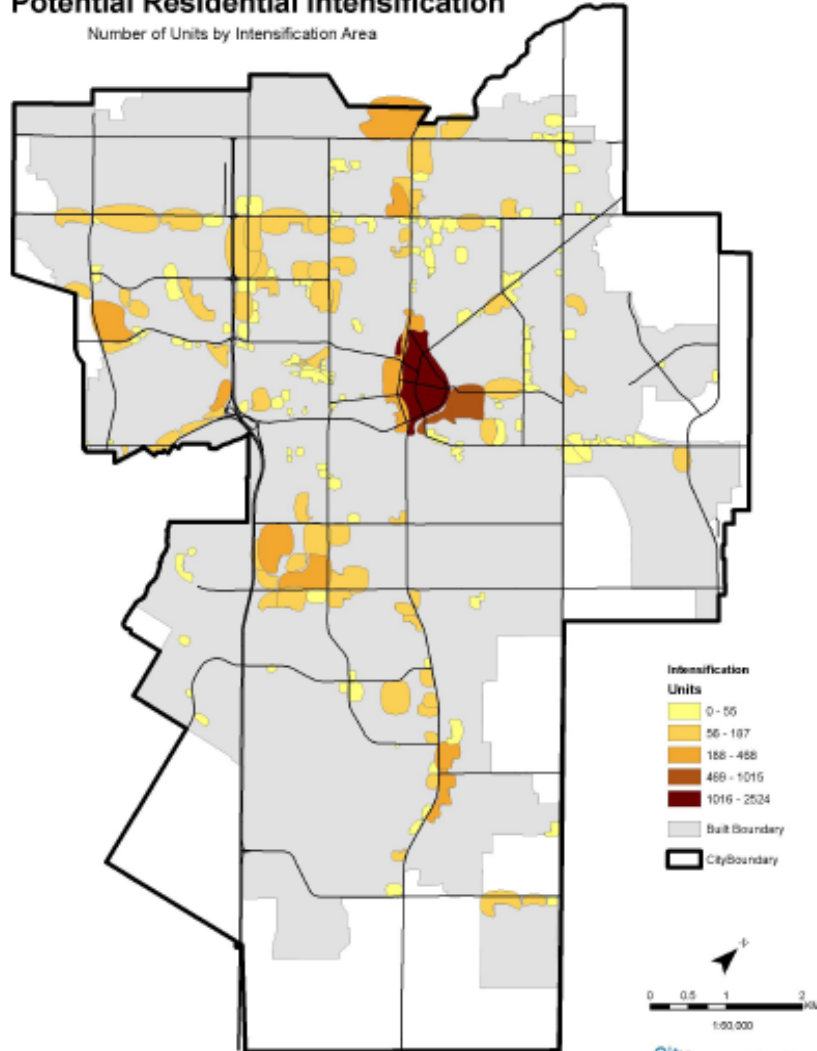
- More compact growth
- Intensification around nodes, corridors and downtown
- Jobs well-distributed across city
- Expanded transit options, in city and at regional level
- Best practices in energy & water conservation, air quality and solid waste reduction



# IMPLICATIONS FOR GUELPH

## Potential Residential Intensification

Number of Units by Intensification Area



Note: An additional 2500 city wide mill units are to be created in low density residential areas through conversions and severances above and beyond what is being displayed on this map

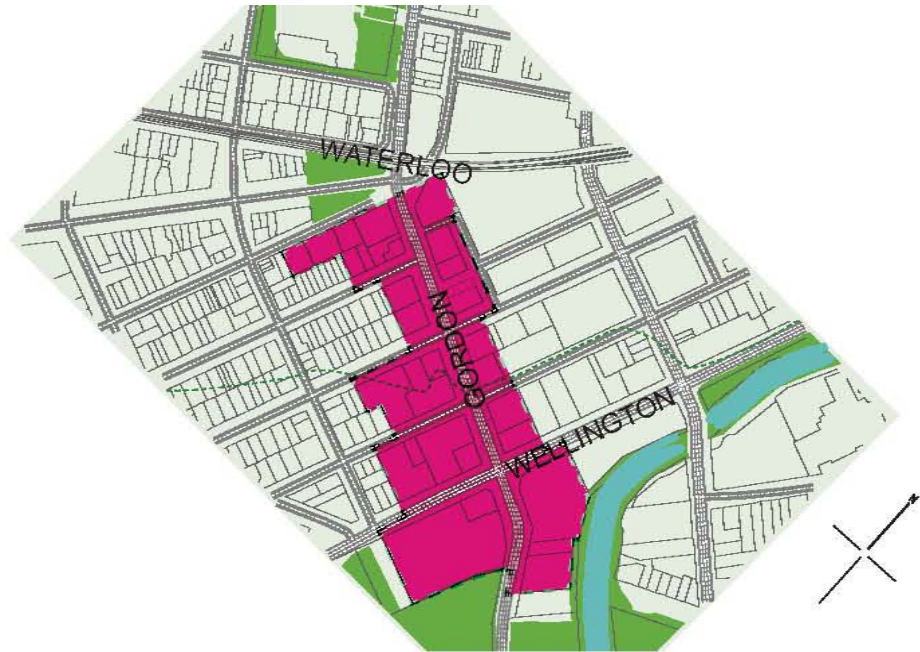
# IMPLICATIONS FOR GUELPH

Key question: How is this new growth going to be accommodated?

To answer this question, we worked with the City this summer to select four study areas and undertake the following:

1. Characterize **existing** built form and density (base case)
2. Determine maximum built form and density **permitted under current zoning regulations**
3. Define built form and density under a **moderate intensification scenario**
4. Define built form and density under a **full intensification scenario**.

# GORDON & WELLINGTON AREA



13



# GORDON & WELLINGTON AREA

Birds Eye View - existing



14

41 R+J/ha

# GORDON & WELLINGTON AREA

Birds Eye View – Currently Permitted



15

86 R+J/ha

# GORDON & WELLINGTON AREA

Birds Eye View – Moderate Intensification



16

179 R+J/ha



# GORDON & WELLINGTON AREA

Birds Eye View – Full Intensification

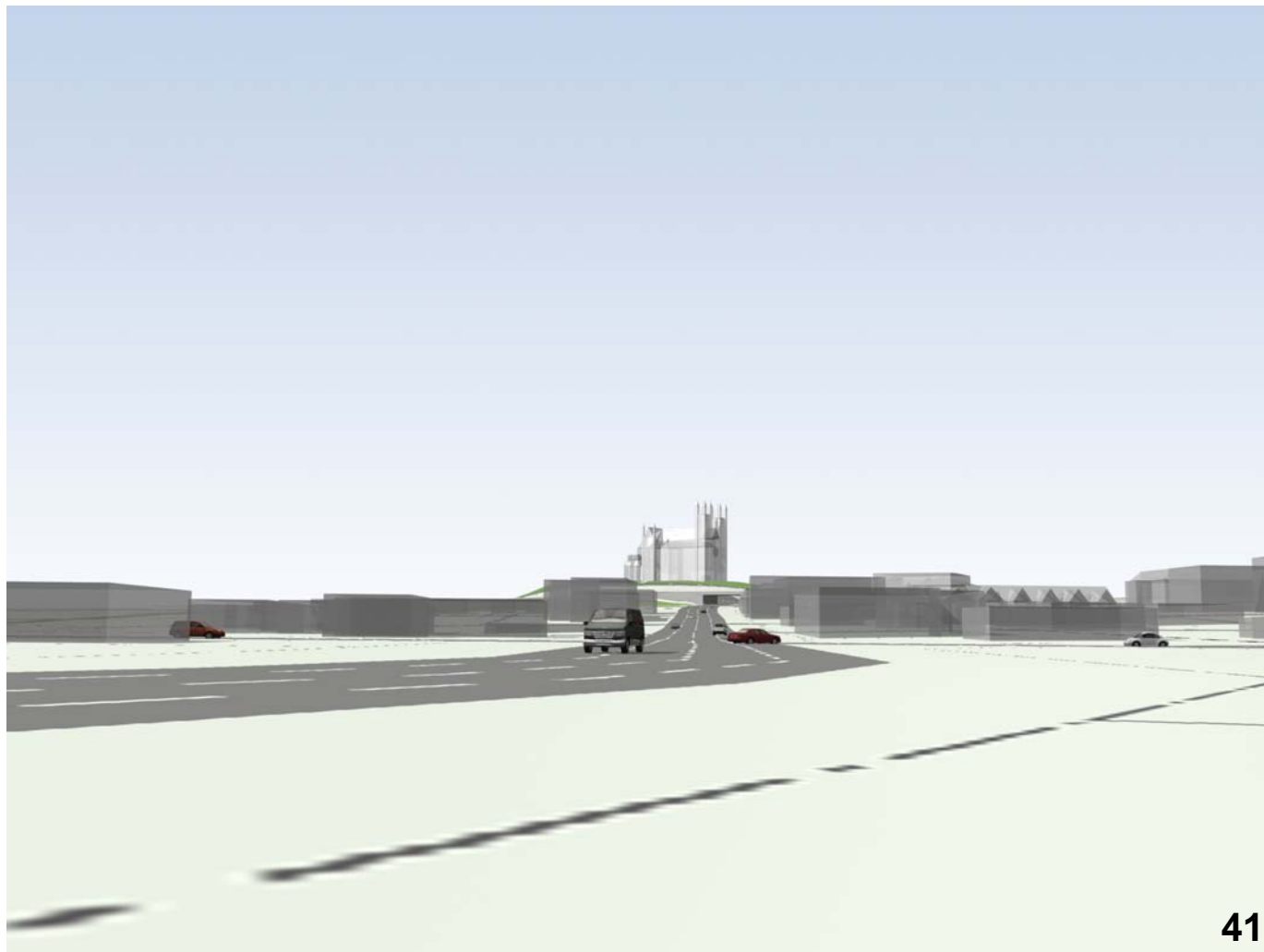


17

243 R+J/ha

# GORDON & WELLINGTON AREA

View west on Gordon (from east of Wellington) – existing



18

41 R+J/ha

# GORDON & WELLINGTON AREA

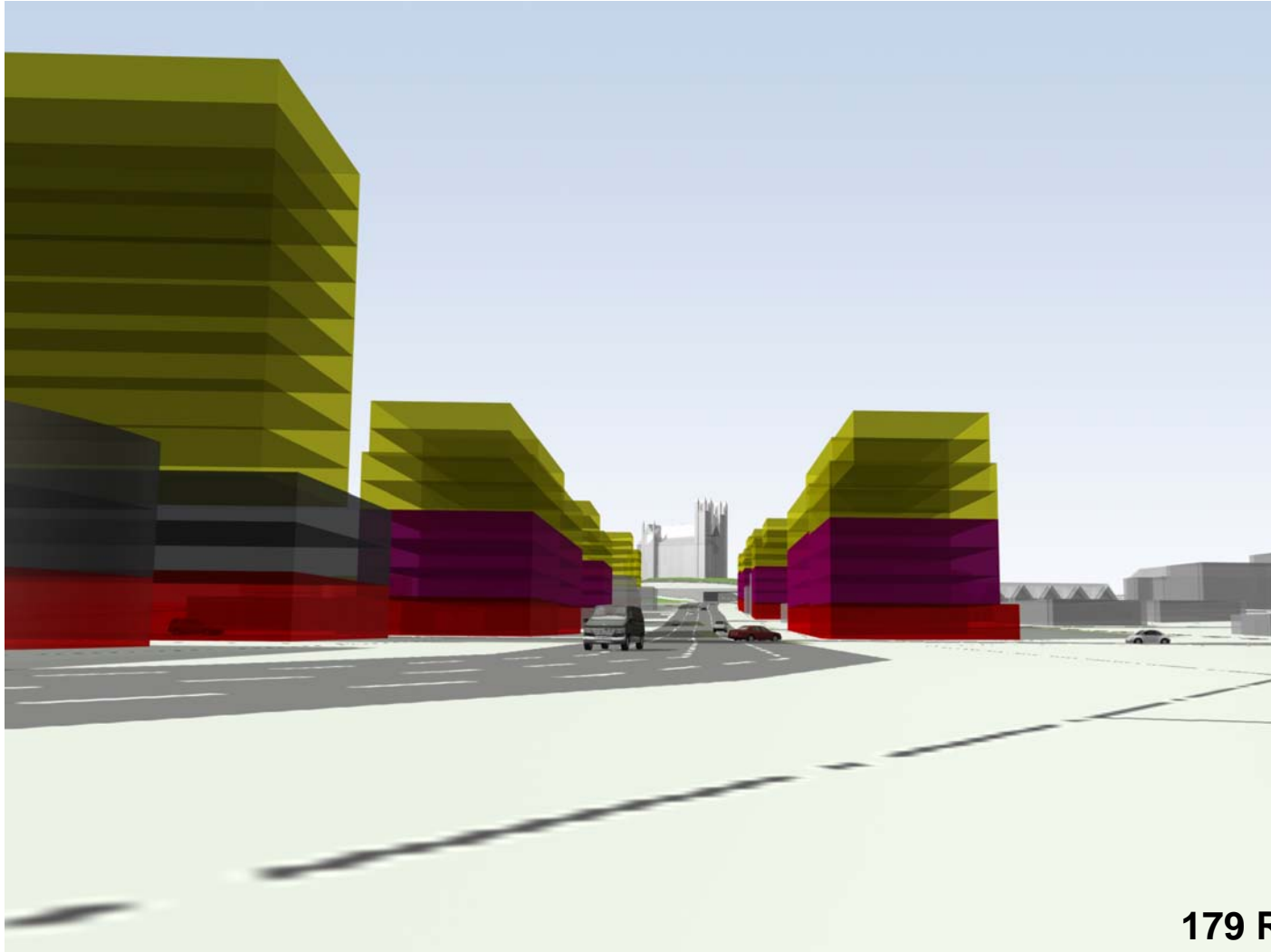
View west on Gordon (from east of Wellington) – currently permitted





# GORDON & WELLINGTON AREA

View west on Gordon (from east of Wellington) – Moderate Intensification

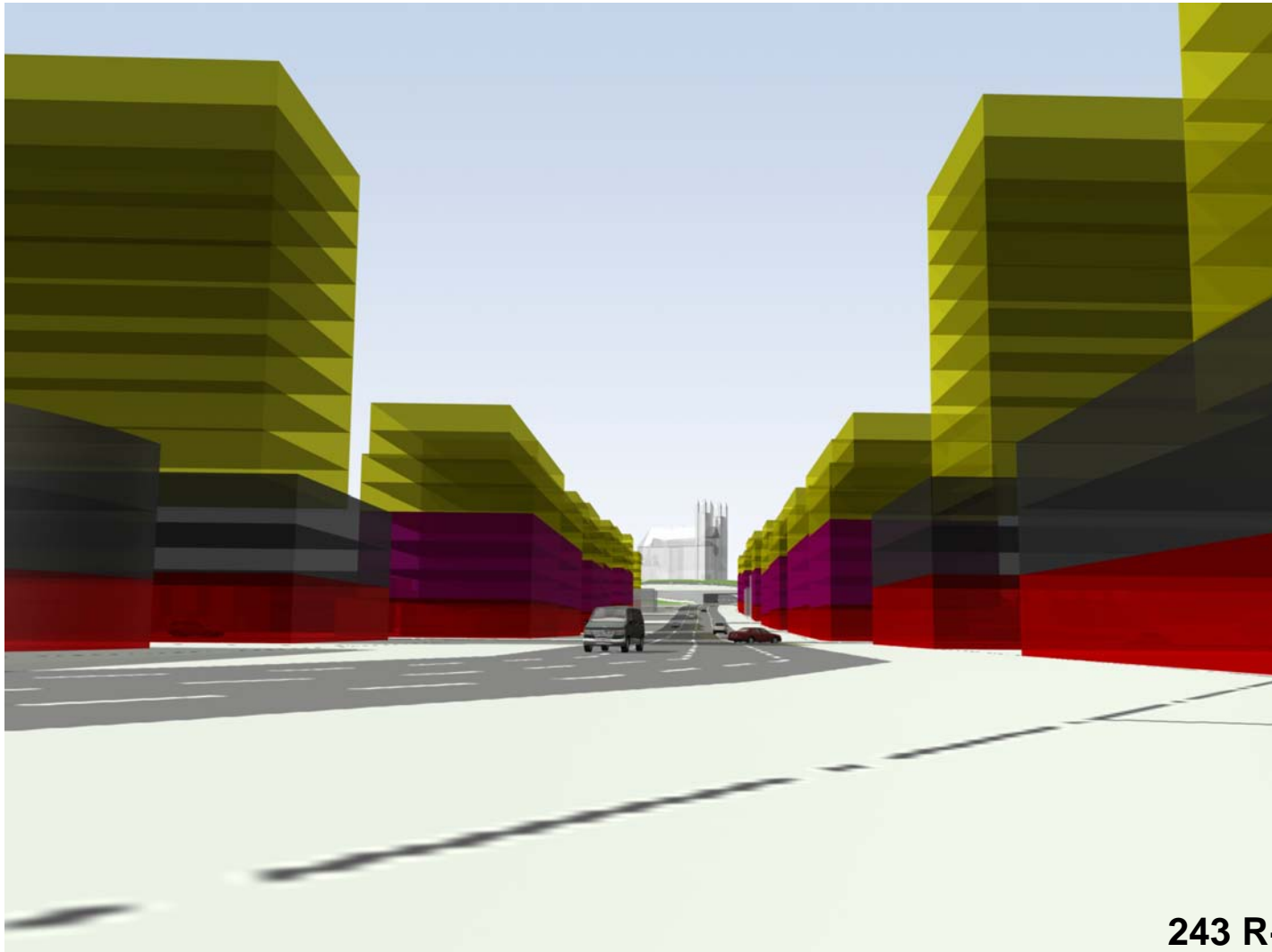


20

179 R+J/ha

# GORDON & WELLINGTON AREA

View west on Gordon (from east of Wellington) – Full Intensification



21

243 R+J/ha

# GORDON & WELLINGTON AREA

View west on Gordon (from east of Wellington) – Full Intensification





# GROWTH MANAGEMENT STUDY

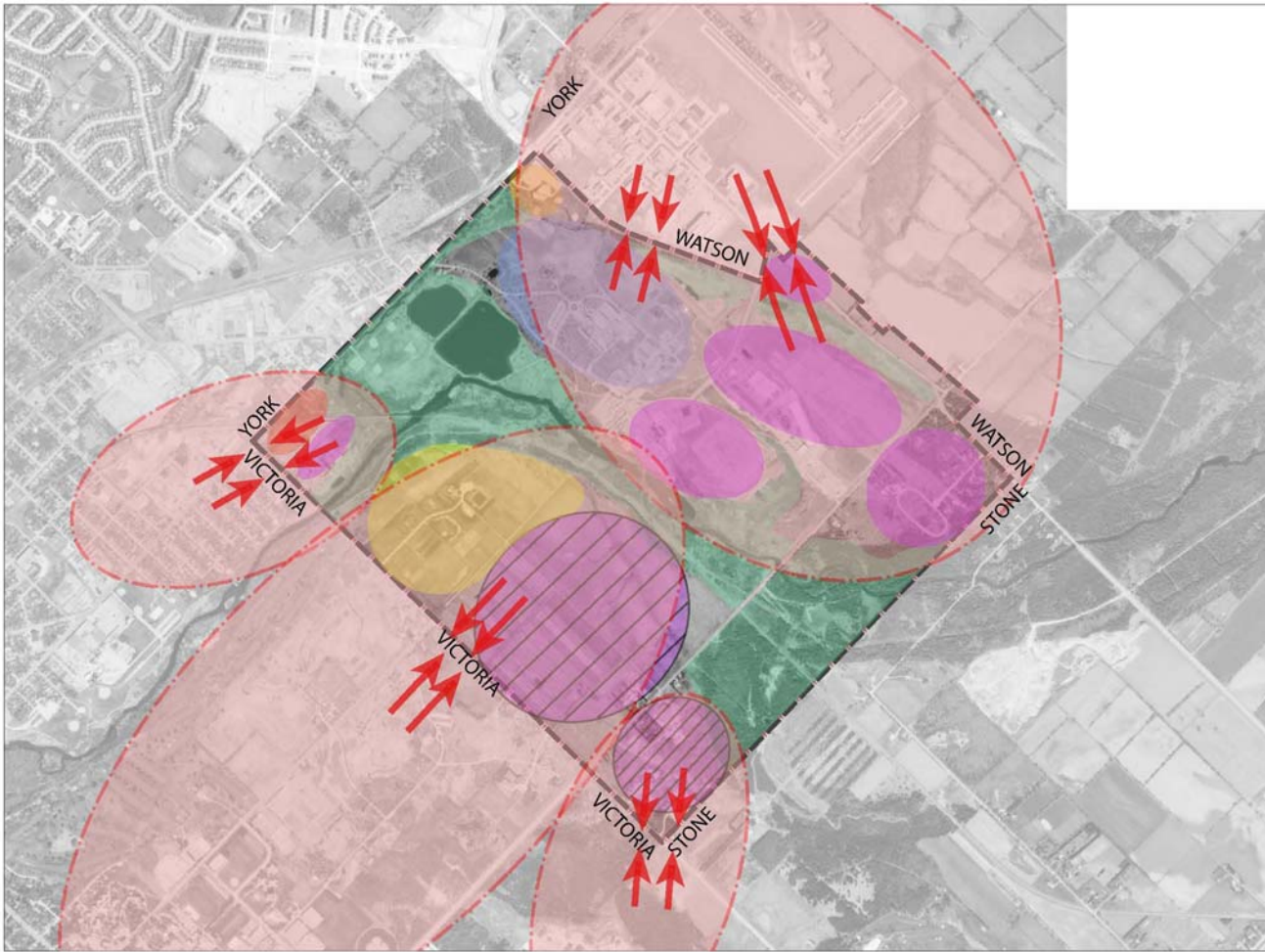


# WHAT MAKES YORK DISTRICT “YORK DISTRICT”





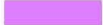

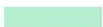
York District is one of only two large settlement areas left within the city for the development of a secondary plan







### Legend

-  site boundary
-  neighbourhood commercial
-  service commercial
-  institutional
-  employment mixed use
-  industrial employment
-  residential mixed use
-  greenlands
-  contextual relationship



# ALTERNATIVE LAND USE OPTIONS



## Legend

- site boundary
- neighbourhood commercial
- service commercial
- institutional
- employment mixed use
- industrial employment
- residential mixed use
- greenlands



# DESIGN GUIDELINES AND VARYING LEVELS OF CONTROL

*Allen-Sheppard, Toronto*

## Form based design guidelines

### Public realm:

- Sets out general requirements for open space provision, right of way widths, pedestrian sidewalks and connections
- Create road hierarchy and with emphasis on bicycle lanes, wide pedestrian spaces and view corridors and connections
- Does not provide detailed design standards

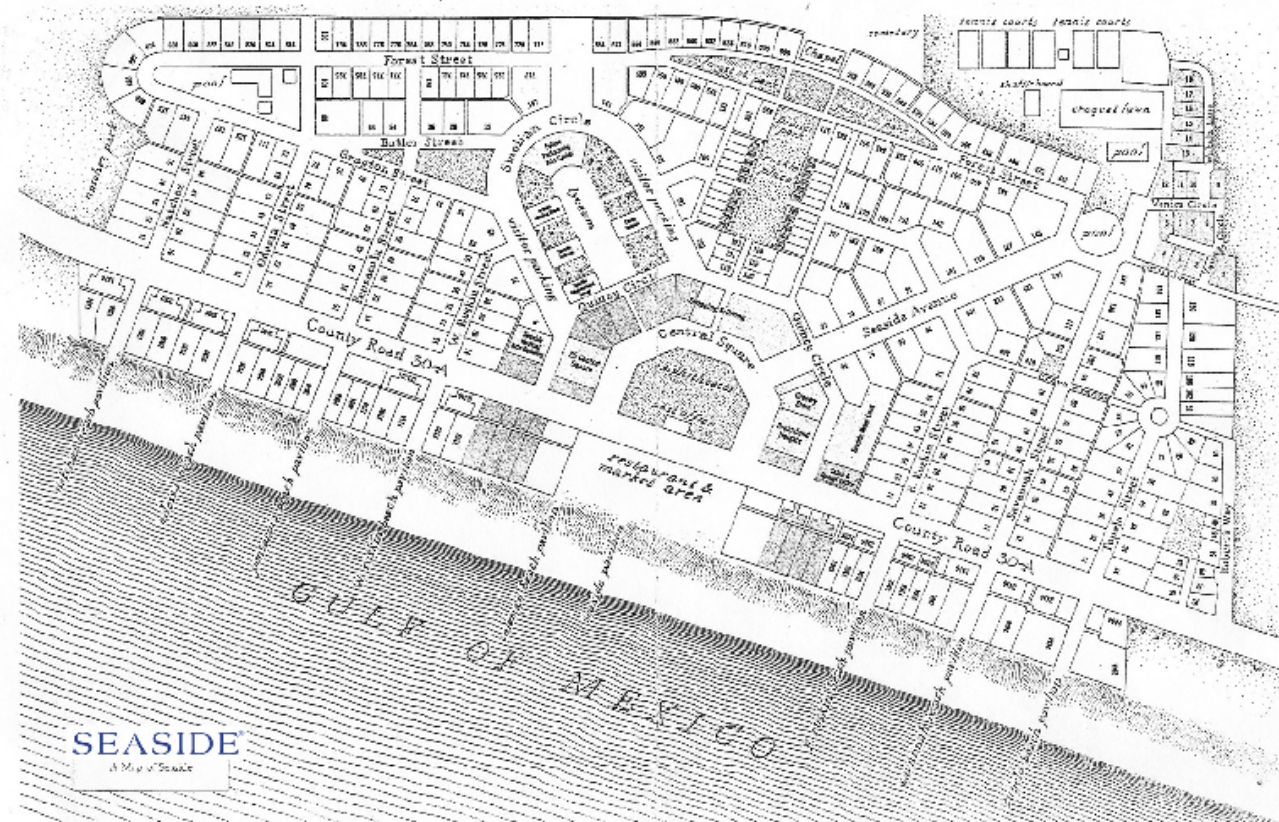
### Private realm:

- Primarily concerned with building massing, height, setbacks and build to lines
- No prescriptive architectural design requirements (style, materials, etc)
- Defines the intensity of development by precincts to foster neighbourhood development



# DESIGN GUIDELINES AND VARYING LEVELS OF CONTROL

Seaside, Florida



# DESIGN GUIDELINES AND VARYING LEVELS OF CONTROL

*Seaside, Florida*

## Comprehensive detailed design guidelines

### Public realm:

- Provides detailed policy and design requirements for crosswalks, street trees, road right-of-ways and bicycle lanes

### Private realm:

- Sets out building heights, setbacks and building massing
- Lists preferred architectural materials types
- Sets requirements for residential and commercial landscaping requirements
- High degree of input into the private realm
- Strong emphasis on mix of uses

# POTENTIAL URBAN DESIGN GUIDELINES

## Public Realm

### Parks and Open Space Systems

- Natural Heritage System trails
- Parks
- View corridors and linkages

### Right of way composition

- Road typologies (Typical Streets, Arterials, etc)
- Street trees
- Pedestrian crosswalks
- Sidewalk widths and materials
- Bicycle routes
- Transit Oriented Design
- Street furniture
- Public transit facilities
- Lighting
- Parking configuration

## Other Design Considerations

### Environmental

## Private Realm

Density

Building height

Building mass

Sunlight protection

Façade articulation and materials

Landscaping

Parking

Signage

Lighting



# PUBLIC REALM











## *NATURAL HERITAGE*

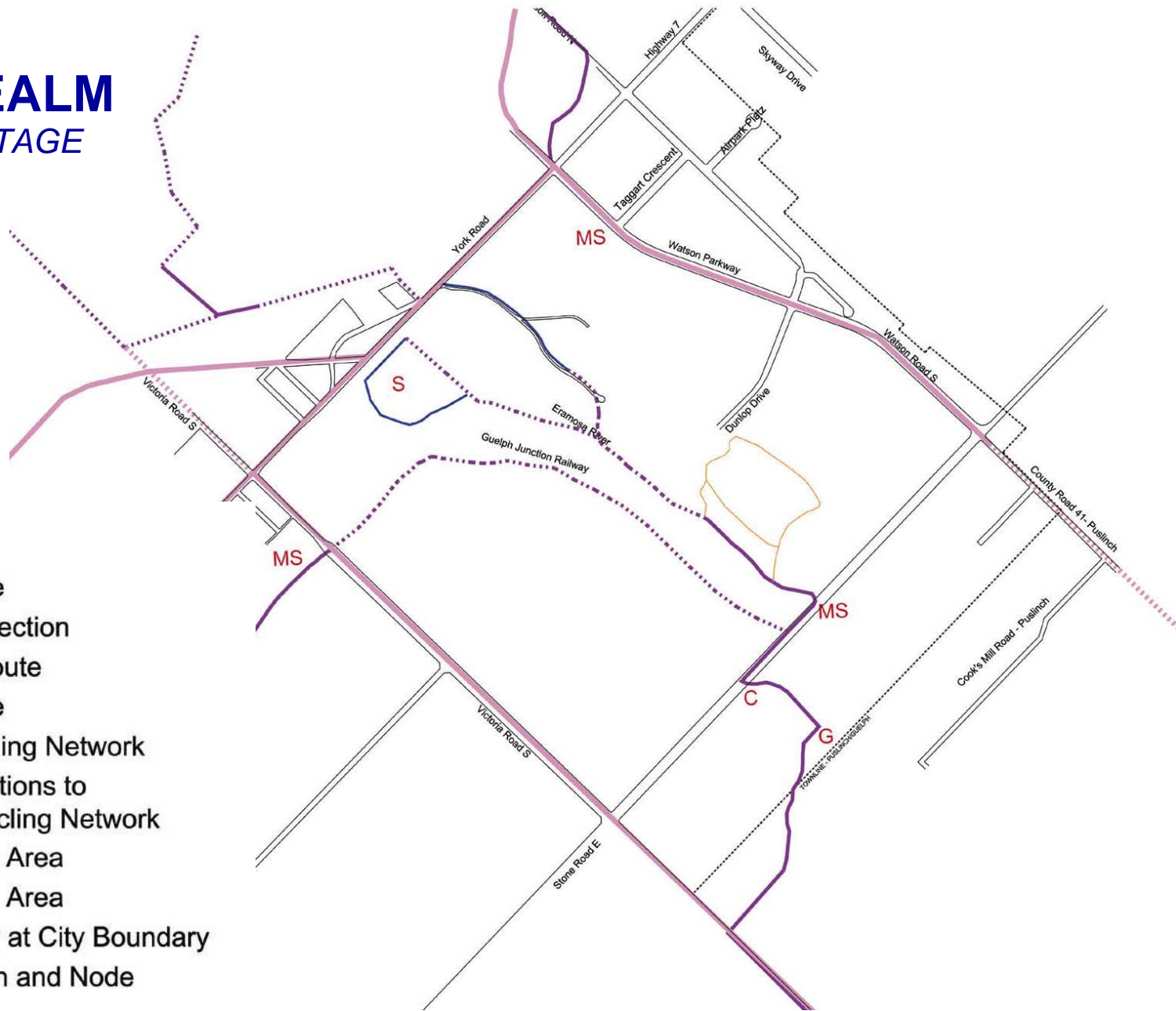
- Help reinforce natural heritage
- Support its growth and awareness
- Allow for interaction with remaining woodlots and Grand River Conservation Authority



# PUBLIC REALM NATURAL HERITAGE TRAILS

## Legend

-  Primary Route
-  Desired Connection
-  Secondary Route
-  Tertiary Route
-  On Road Cycling Network
-  Potential Additions to On-road Cycling Network
-  Major Staging Area
-  Minor Staging Area
-  Trail Gateway at City Boundary
-  Canoe Launch and Node





# PUBLIC REALM

## PARKS

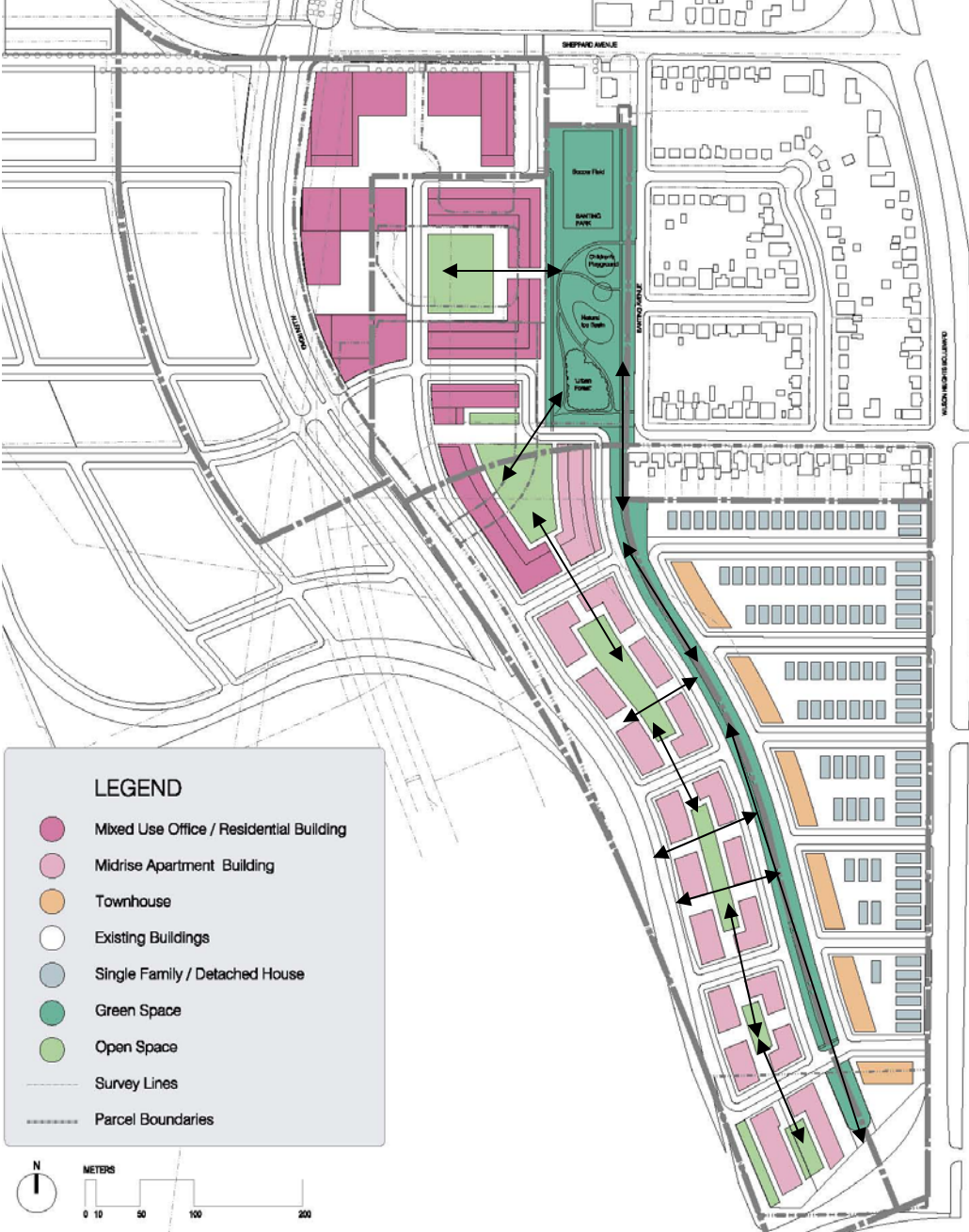
- To allocate large parcels of land as open space for both passive and active recreation
- Variety of uses for a diverse city
- To allow a co-existence with humans and nature





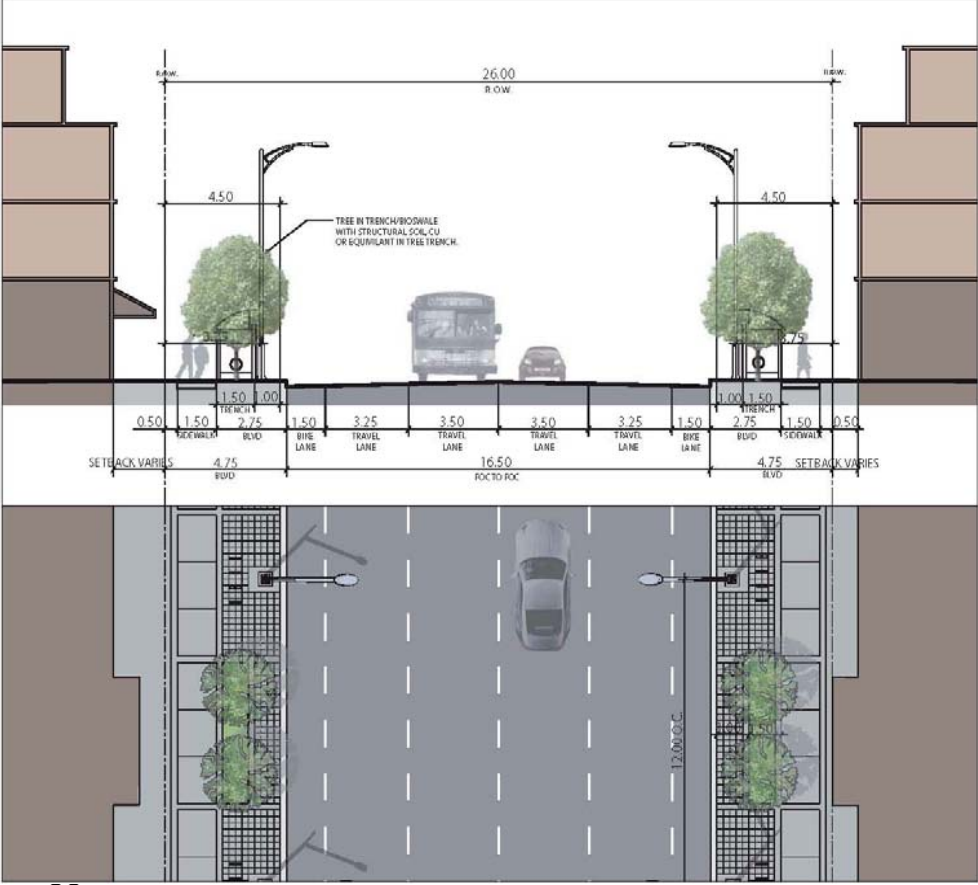
# PUBLIC REALM

## VIEW CORRIDORS AND LINKAGES



# PUBLIC REALM

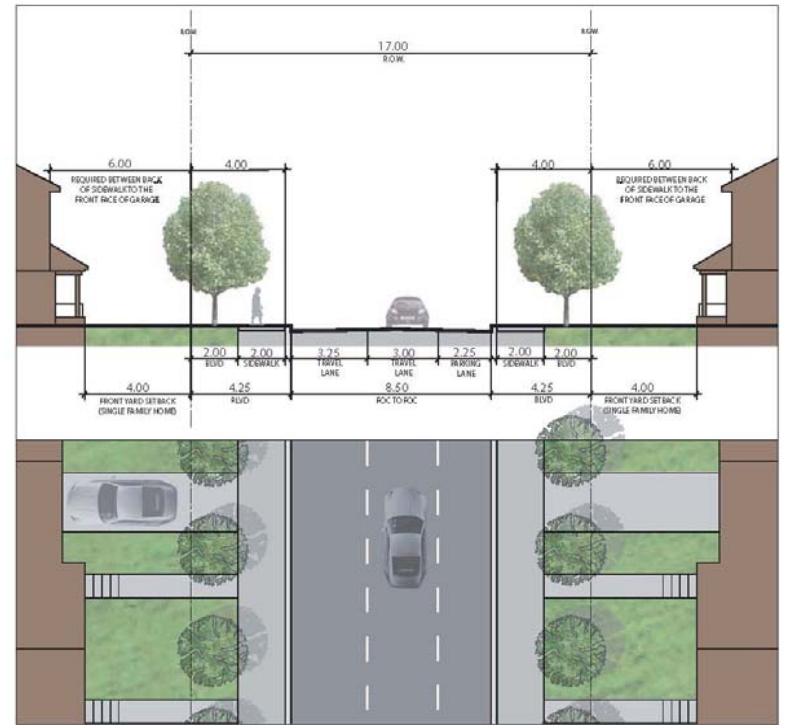
## ROAD TYPOLOGY: Arterials



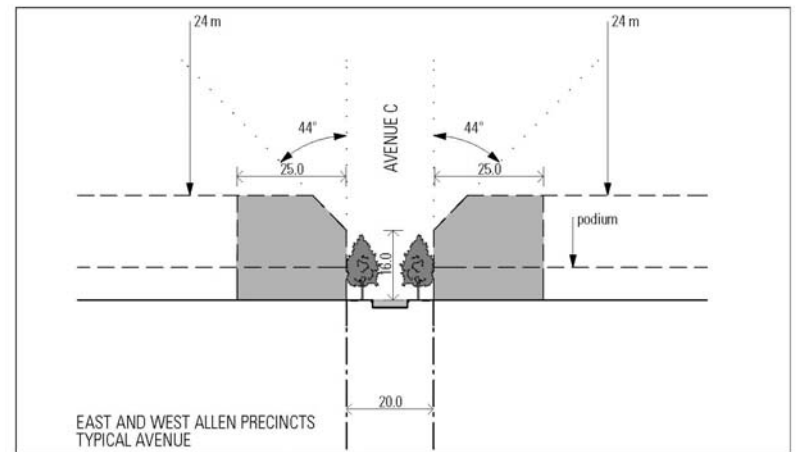
# PUBLIC REALM

## ROAD TYPOLOGY: Local Streets

- Reduce vehicular speeds
- Allow for more informal pedestrian interaction and crossing
- Reinforce community character



Local Road section through the General Urban Designation.





# PUBLIC REALM

## *RIGHT OF WAY PLANTING*

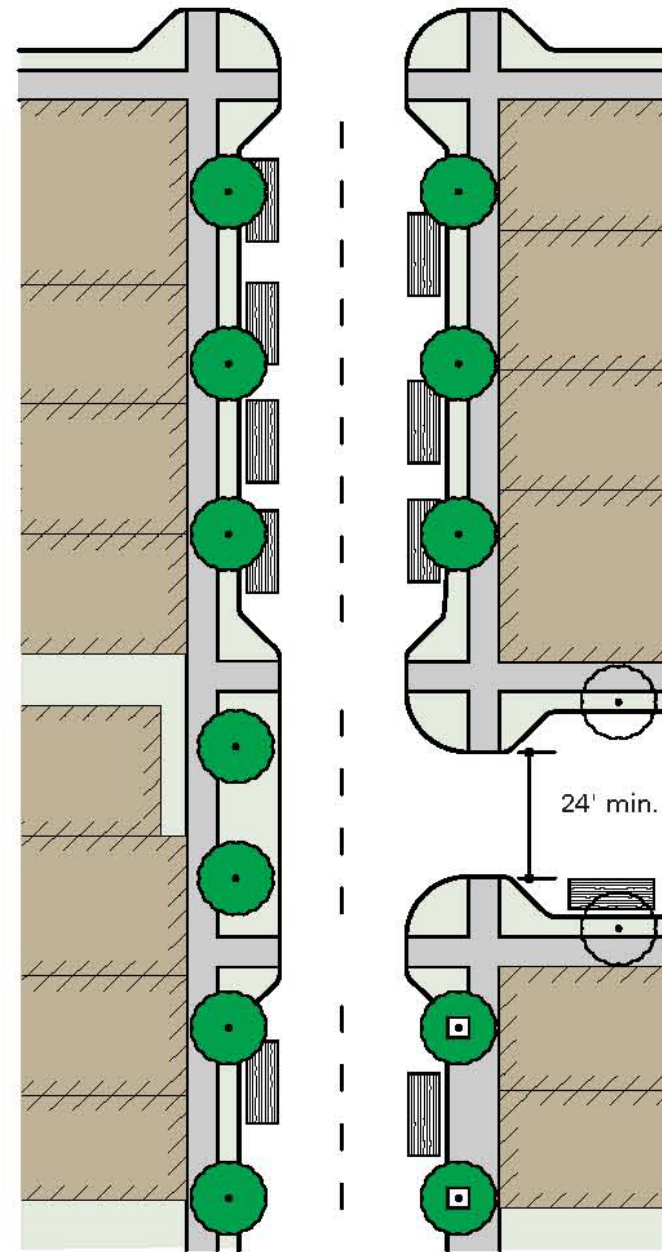
- Promote concept of urban forest
- Green environment
- Create pedestrian friendly streets
- Buffer between vehicles and pedestrians



# PUBLIC REALM

## PEDESTRIAN CROSSING

- Assist in pedestrian mobility
- Visual and materially separate pedestrian crossings and assist in traffic calming





# PUBLIC REALM

## *SIDEWALK WIDTHS AND MATERIALS*

- To ensure that pedestrian circulation is a recognized part of the street
- To ensure that sidewalk widths are appropriate for the types of activities they are servicing





# PUBLIC REALM

## *BICYCLE ROUTES*

- Provide clear indication of cycling lanes
- Avoid conflict of commuter cyclists with general pedestrian movement
- Ensure safe transition between cycling lanes and direct vehicular access



# PUBLIC REALM

## TRANSIT ORIENTED DESIGN

- Ensure that other pedestrian links reinforce a walkable community
- To make these connections safe for all users
- 500m radius for pedestrians to reach transit and local shopping



*U Guelph walk*



*approximate 5 minute walking radius*



# PUBLIC REALM

## STREET FURNITURE

- For passive recreation
- Define a sense of place
- Promote pedestrian activity and casual street surveillance





# PUBLIC REALM

## *PUBLIC TRANSIT FACILITIES*


- Provide adequate bus stops for demand
- Clearly demark transit stops
- Provide real time information of transit schedule
- Visually integrate transit stops within design concept



# PUBLIC REALM

## LIGHTING

- Distinctive street lighting can add to the 'sense of place'
- Opportunity to use energy efficient lighting to promote environmental stewardship



**Leading the Revolution in Telecommunications Poles.**

The Trafalgar™ Telecommunications Pole is designed with internal compartments that house both telephone and cable utility service equipment. Let the Trafalgar™ Telecommunications Pole eliminate unsightly street furniture in your new development.

**Characteristics**

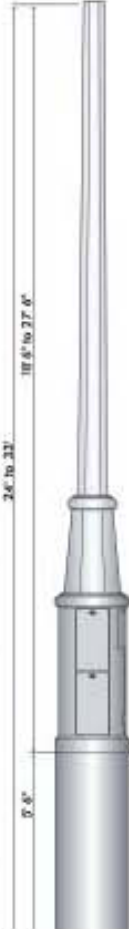
- Revolutionary internal compartments for cable and telephone services
- Mounting heights from 18' 6" to 27' 6" above grade
- Octagonal cross section
- Etched finish

**Product Logic**

|                              |                       |                      |                                    |  |  |
|------------------------------|-----------------------|----------------------|------------------------------------|--|--|
| Sky Cast                     | Class A/G             | Electric Ground      | Prestressed                        |  |  |
| SC                           | 330                   | ATR                  | DRE                                | DTG                                      | P  |
| Overall Length<br>24" in 15" | Shape<br>TR Trafalgar | Color<br>See page 21 | Finish<br>F-Etched<br>F-Attachment | Installation<br>D-Direct<br>B-Base Plate | Top<br>C-Cap<br>B-Sid<br>F-Fin<br>T-Term |


See page 20 for coding information

Grade XXXXX



18' 6" to 27' 6"

8' 6"

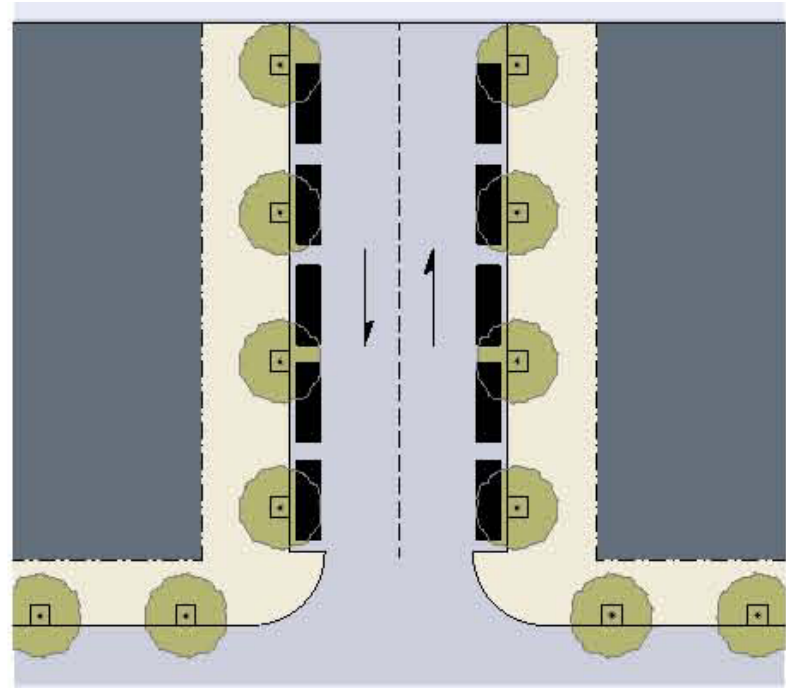
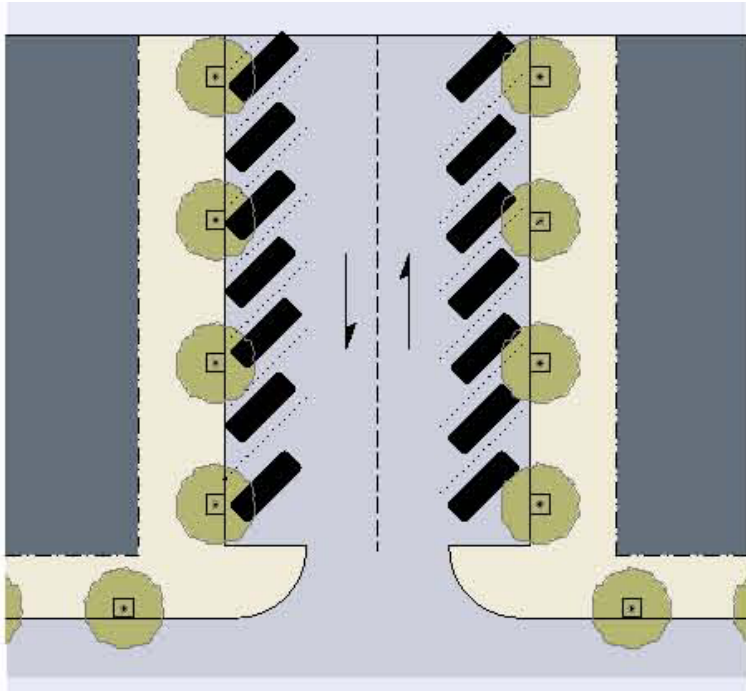


Cross section of shaft

*Sky Cast Inc.'s Trafalgar Pole*

# PUBLIC REALM

## PARKING CONFIGURATION

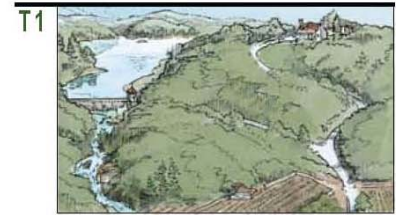




# PRIVATE REALM

## DENSITY

- Expression of the number of units per hectare of land
- Built form is linked to density
  - However, higher densities can be achieved without towers
- Locate higher densities at appropriate intersections, along appropriate streets and within appropriate communities.



# PRIVATE REALM

DENSITY

GORDON & WELLINGTON AREA





# PRIVATE REALM

## DENSITY

### GORDON & WELLINGTON AREA





# PRIVATE REALM

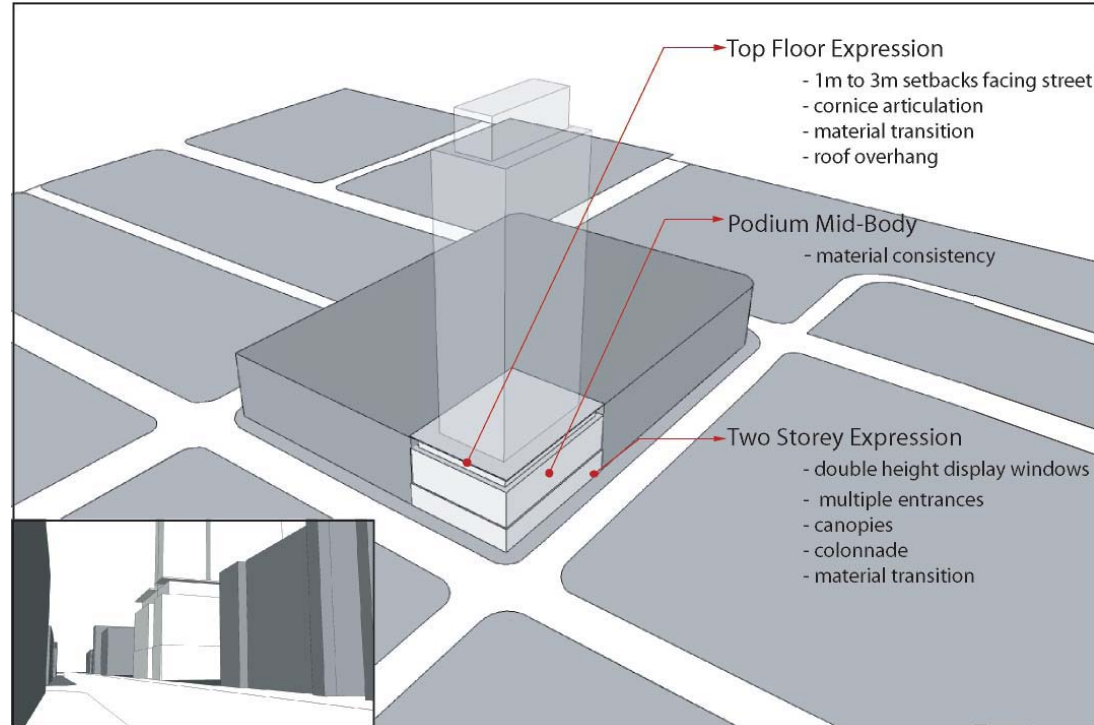
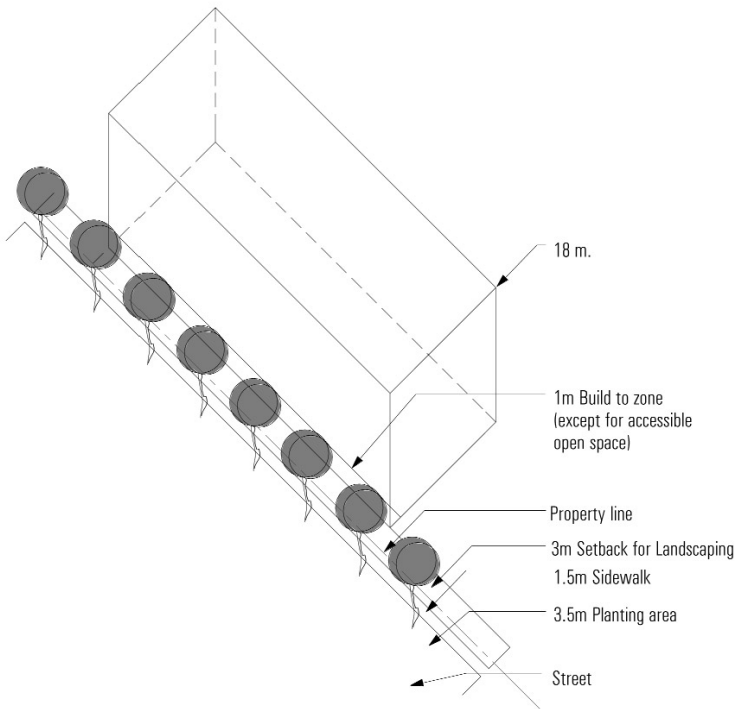
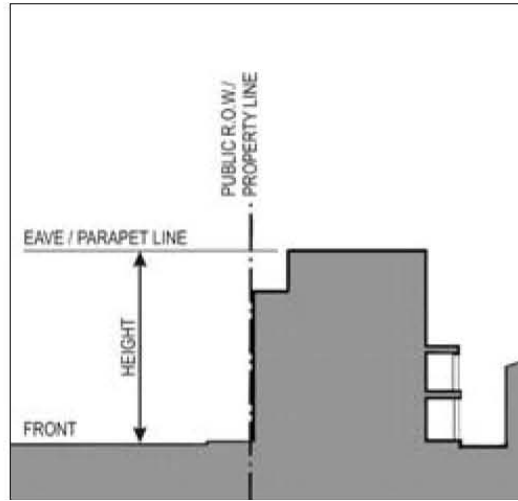
## DENSITY

### GORDON & WELLINGTON AREA



# PRIVATE REALM

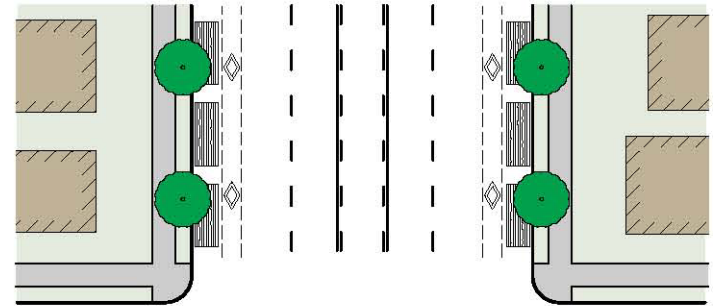
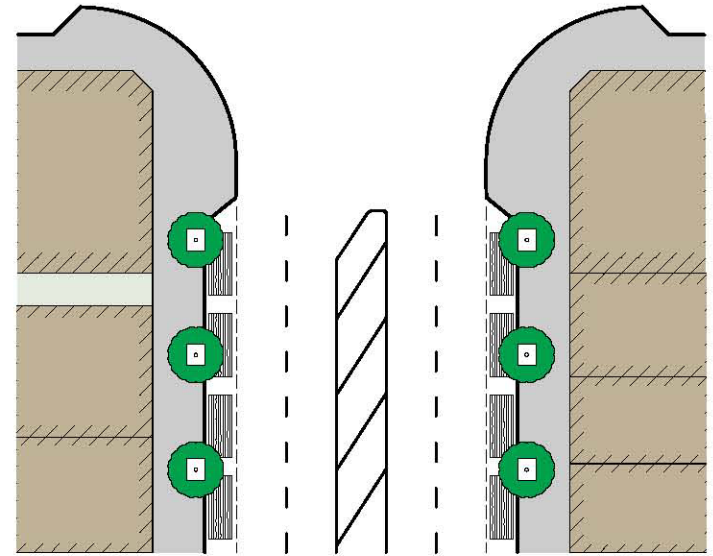
## BUILDING HEIGHTS



# PRIVATE REALM

## BUILDING SETBACKS

- Reinforce building relationship / character to public street and adjacent buildings

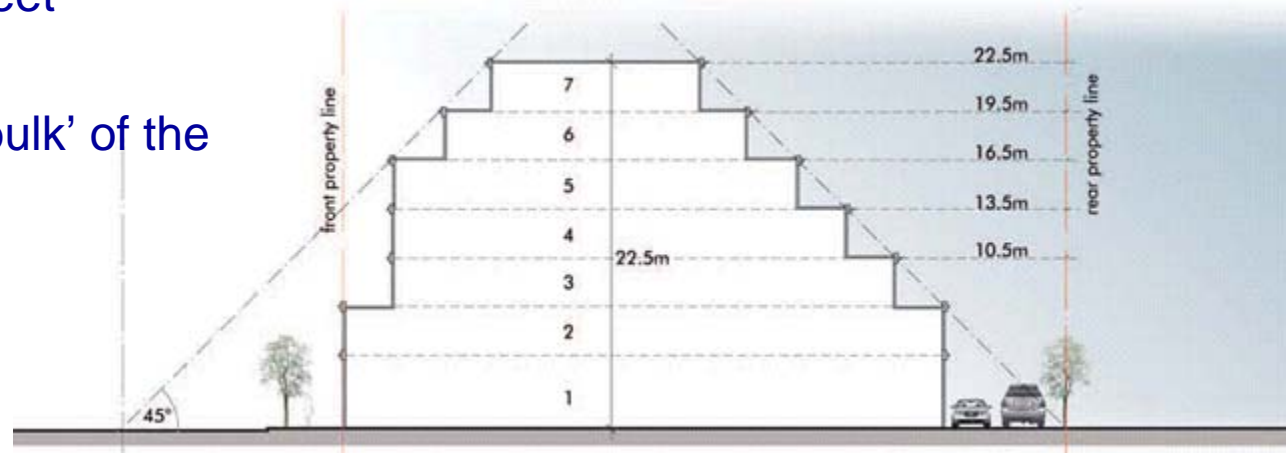




# PRIVATE REALM

## BUILDING MASS + PLANES

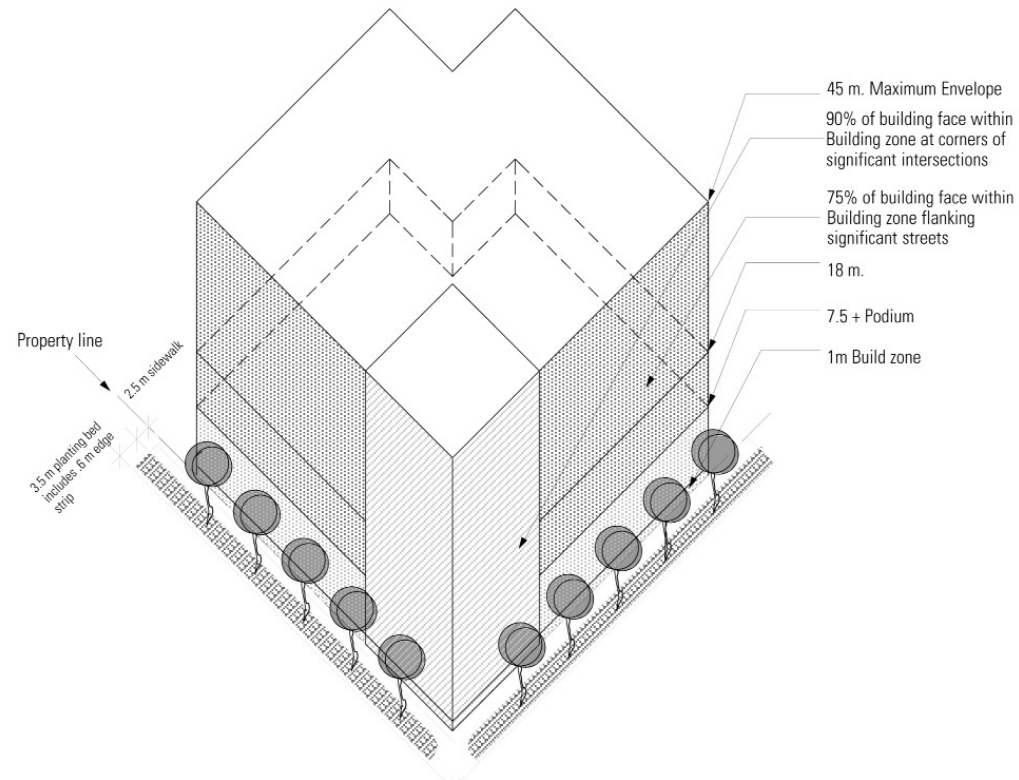
- To ensure adequate sun and shade to/on the street
- To promote pedestrian friendly microclimates
- To control the height of the building next to the street
- To control perceived 'bulk' of the building at street level



# PRIVATE REALM

## BUILD-TO LINE

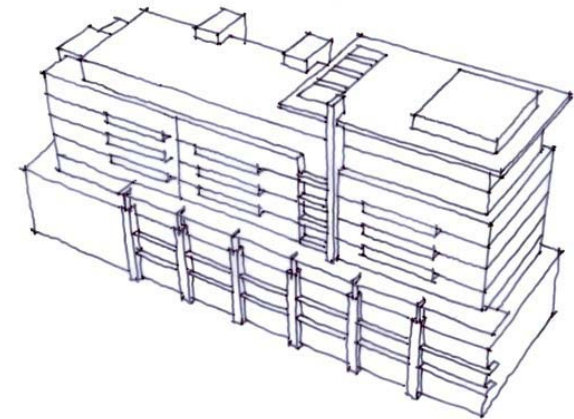
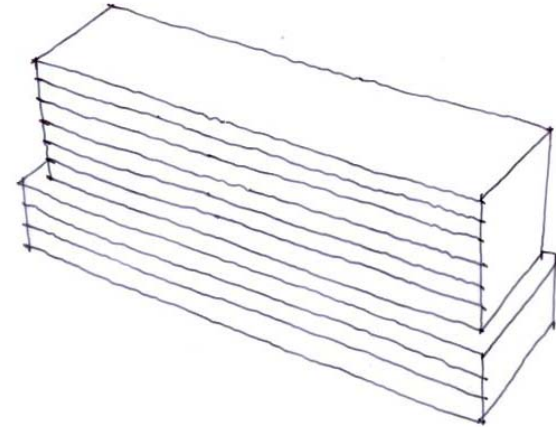
- Set specific location for building placement on a site
- Create a regulated street edge where all buildings form a continuous 'street wall'



# PRIVATE REALM

## *FACADE ARTICULATION*

- Opportunity to ensure degree of articulation and continuation of key architectural elements such as cornice lines
- Breaks the massing of a large building by creating a rhythm of small architectural elements





# PRIVATE REALM

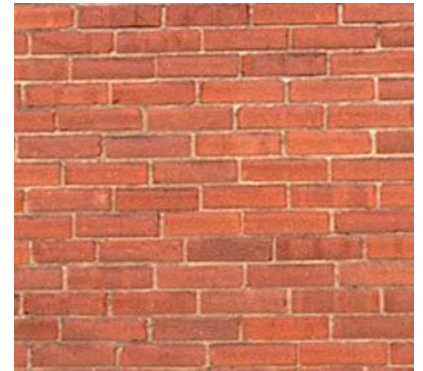
## FACADE MATERIALS

- Define preferred materials in order to ensure materials respect surrounding buildings and context
- Represents a discretionary (versus mandatory) level of design control

*Stone*



*Red brick*



*Textured  
concrete block*



# PRIVATE REALM

## LANDSCAPING

- Use planting to create esthetically appealing environment, screen blank facades, parking and loading areas
- Reinforce proprietorship of space
- Reduce storm water run-off
- Coordinate with public realm planting to create continuous tree canopy or planting theme





# PRIVATE REALM

## HERITAGE BUILDINGS

- To maintain a sense of history
- To revision how historic buildings can be reused
- To create new opportunities to celebrate culturally significant architecture





# PRIVATE REALM

## AT GRADE USES

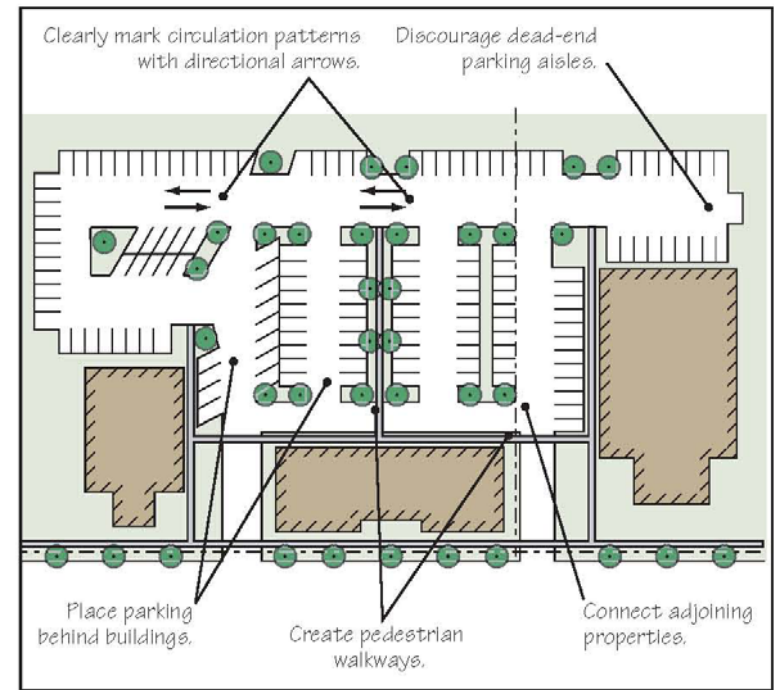
- Allow for grade related commercial and community amenities to activate the street level
- Create interesting and active streets
- Provide local commercial and personal services uses to support a walkable community



# PRIVATE REALM

## PARKING

- Locate parking
- Reduce impermeable paving
- Introduce bio-swales to reduce the impact of vehicular related pollutants
- Create priority parking for vehicles that are more efficient





# PRIVATE REALM

## SIGNAGE



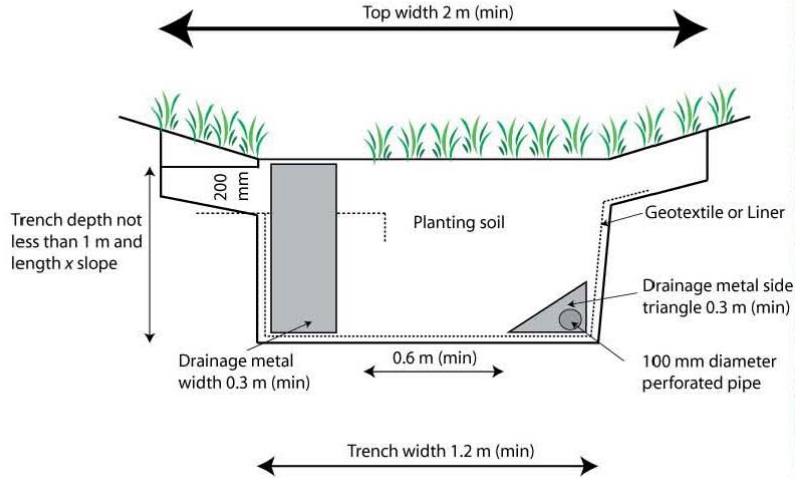


# OTHER DESIGN CONSIDERATIONS

- Environmental Sustainability
  - Stormwater management
  - Paving materials
  - Alternative/Renewable energy sources
  - LEED New Construction + Neighbourhood Design

# ENVIRONMENTAL SUSTAINABILITY

## STORMWATER MANAGEMENT: PONDING & SWALES



# ENVIRONMENTAL SUSTAINABILITY

*STORMWATER MANAGEMENT: Bio-filtration trenches*





# ENVIRONMENTAL SUSTAINABILITY

## PERMEABLE PAVERS

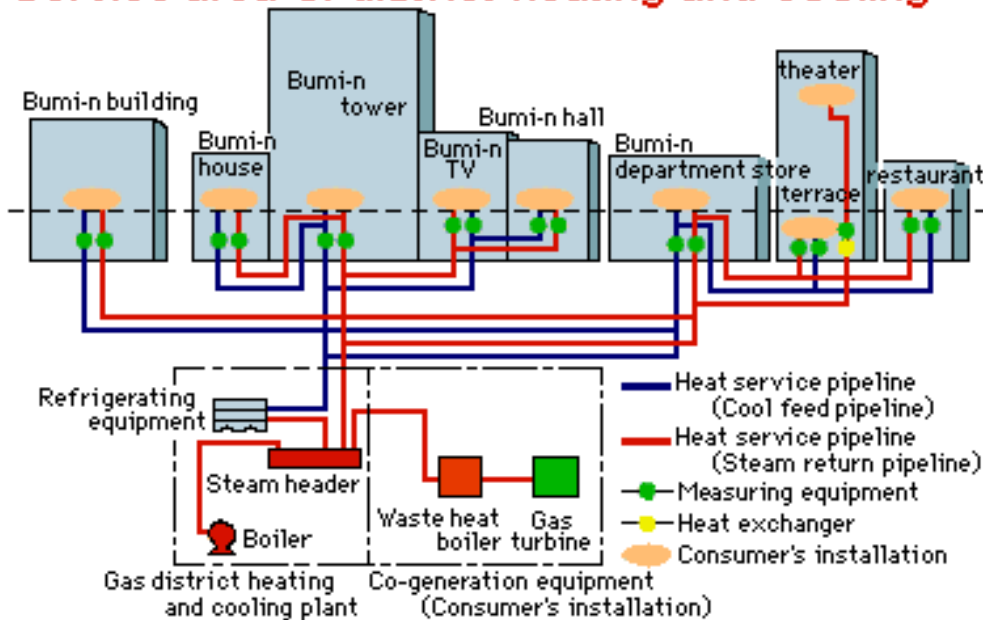


# ENVIRONMENTAL SUSTAINABILITY

## ALTERNATIVE ENERGY



### Service area of district heating and cooling



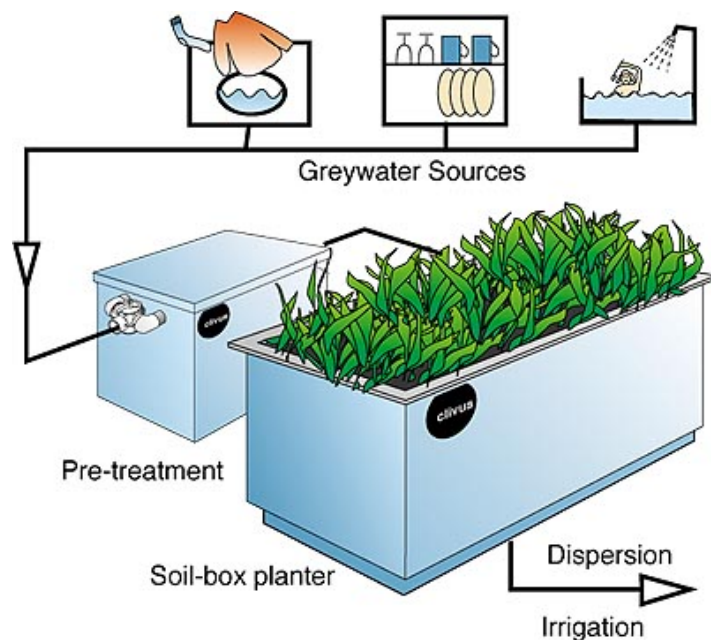


# ENVIRONMENTAL SUSTAINABILITY

LEED

## Sustainable Building Technologies

- Reduction in energy consumption, water usage and carbon footprint
- Guelph Community Energy Plan





# LINK TO LAND USE DESIGNATION

**How do urban design guidelines relate to land use?**

- **Mixed Use residential**
- **Service Commercial**
- **Neighbourhood Commercial**
- **Institutional**
- **Mixed use Employment**
- **Industrial Employment**
- **Natural heritage**

**Each land use represents a different built form each with a distinct purpose, building typology, and public and private realm**

# BREAKOUT GROUP

Participants will be divided into four groups each examining what urban design guidelines are required for their respective land use

Public Realm

Private Realm

Residential/Commercial

Employment/Industrial

Institutional

# QUESTIONS FOR DISCUSSION

- **What should define the form of the public realm?**
  - What design guidelines are needed for the public realm to achieve this vision?
- **What should define the built form of the residential/ employment / industrial / institutional private realms?**
  - What design guidelines are needed for the private realm to achieve this vision?
- **What type of green design initiatives should be included within the plan and the urban design guidelines?**