

DISTRICT CHARRETTE

CITIZENS' MASTER PLAN



CHARRETTE II: THE GREAT PLACE

FEBRUARY 17, 2011



JIM FENDRICK, PHONE: 941.764.4920

DISTRICT CHARRETTE

CITIZENS' MASTER PLAN



OUR GOAL:

**TO CREATE A CITIZEN-BASED PLAN TO
REVITALIZE THE DISTRICT**

WE ARE NOT HERE TO:

**TAKE PROPERTY
IMPOSE NEW FEES OR TAXES**

CITIZENS' MASTER PLAN = CRA REVITALIZATION PLAN

3

SERIES I:

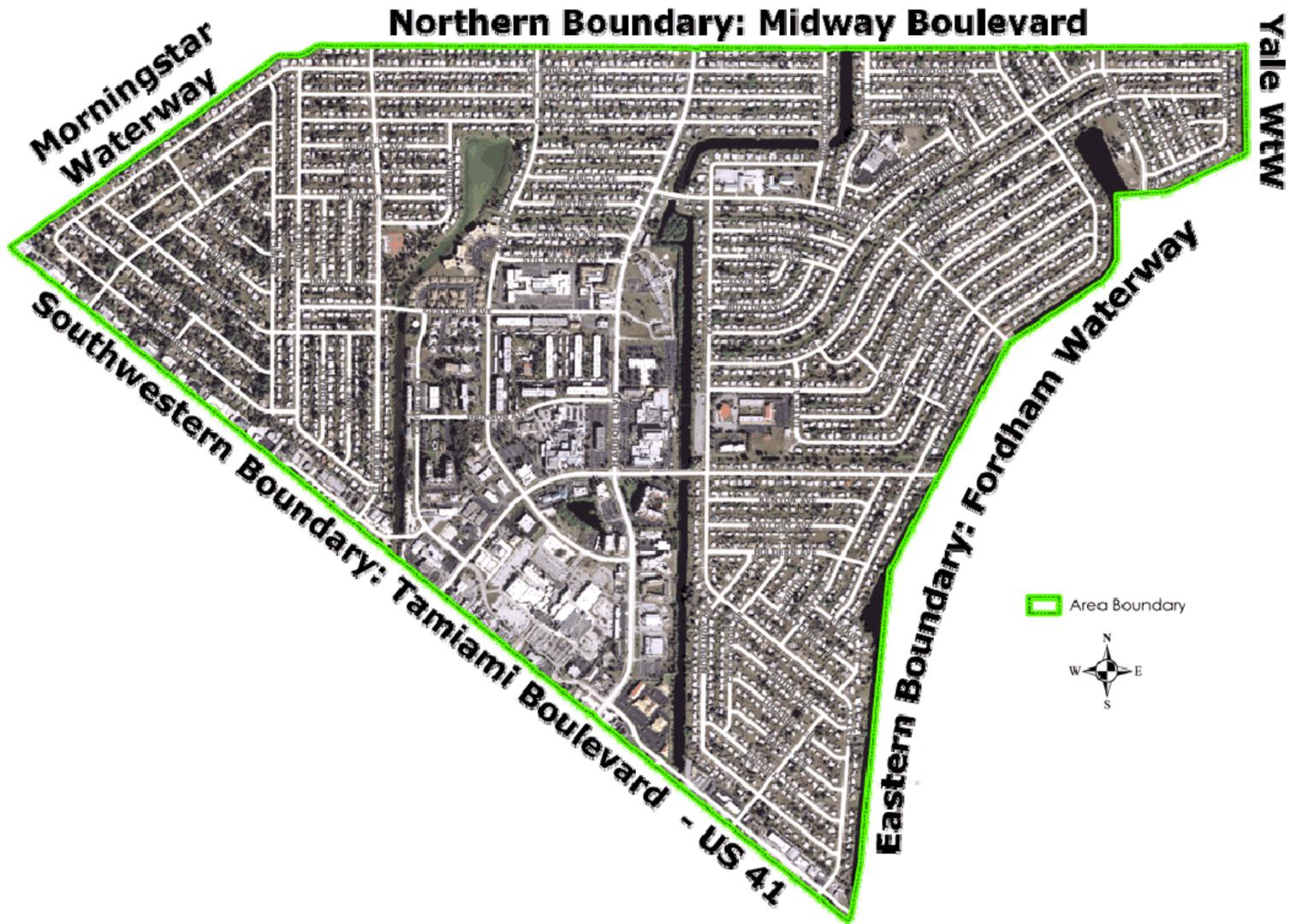
THANK
YOU!

**SESSION II:
PLACE-MAKING**

FEB 17, 2011

SERIES II:

DISTRICT BOUNDARY



CHARRETTE I: THANK YOU!



CHARRETTE I: THANK YOU!



DISTRICT CHARRETTE

OUR SHARED VISION



- 1. SAFE AND CLEAN COMMUNITY**
- 2. LIVABLE AND WALKABLE**
- 3. GREAT PUBLIC SPACES**
- 4. IDENTIFIABLE/DESTINATION**
- 5. UPDATED DISTRICT CORE**

ART CONTEST

8

PORT CHARLOTTE MIDDLE SCHOOL

FIRST PLACE

Kayla Fletcher



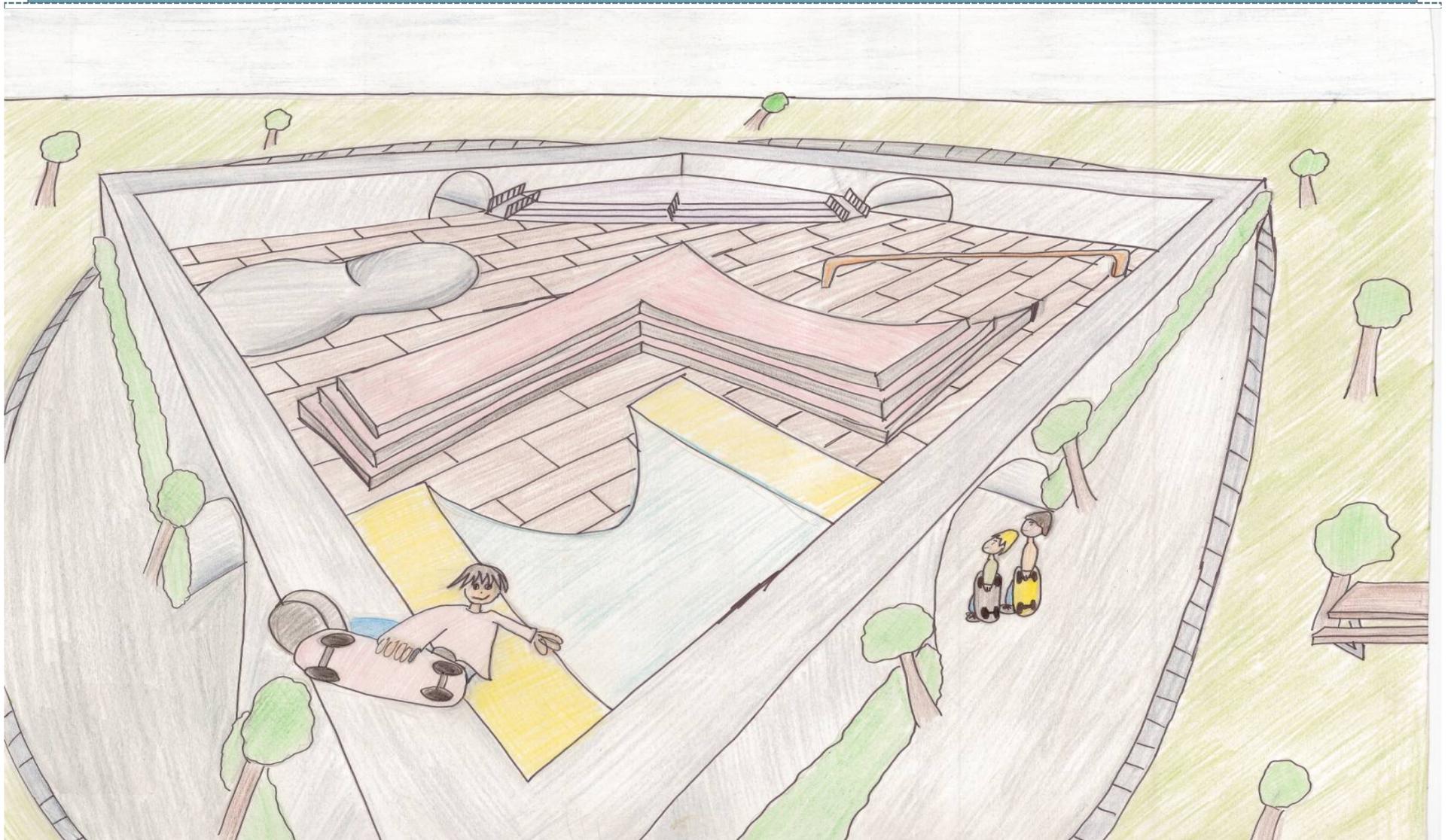
SECOND PLACE

Jennifer Rathburn



THIRD PLACE

Destiny Lafever



RULES FOR THIS MEETING

12

Don't Say:

No

That's Impossible

That's Crazy

Too Expensive

It Can't Be Done

Do:

Encourage Others

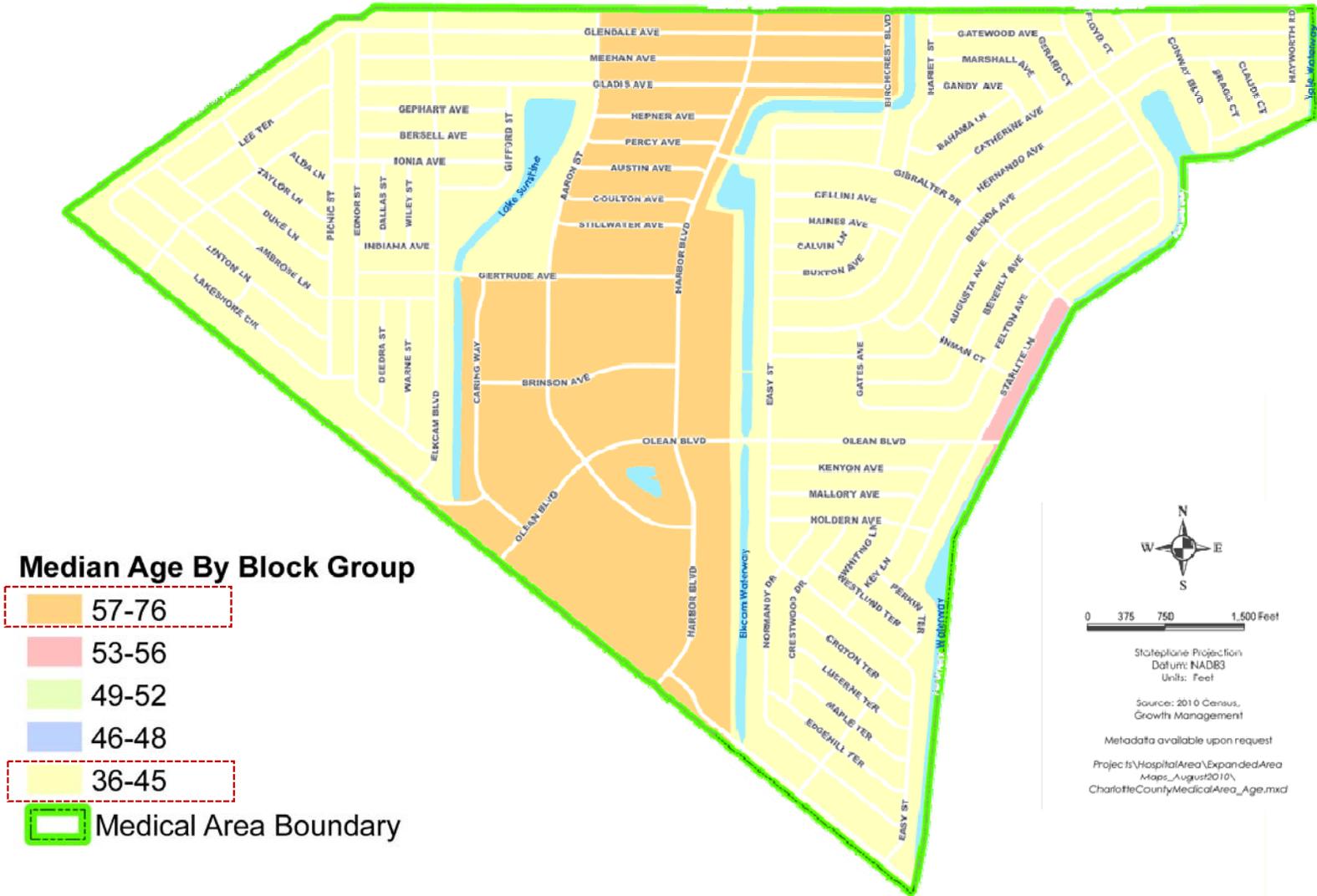
Imagine the Impossible

Be Crazy

Build Upon Other's Ideas

Have Fun

MEDIAN AGE BY AREA



Median Age By Block Group

- 57-76
- 53-56
- 49-52
- 46-48
- 36-45
- Medical Area Boundary

0 375 750 1,500 Feet
 Stateplane Projection
 Datum: NAD83
 Units: Feet
 Source: 2010 Census,
 Growth Management
 Metadata available upon request
 Project:\HospitalArea\ExpandedArea
 Maps_August2010\
 CharlotteCountyMedicalArea_Age.mxd

WHAT WE LIKE

THE DISTRICT

14

- **PROXIMITY TO BUSINESSES/SERVICES**
- **CULTURAL CENTER/LIBRARY/HOSPITALS**
- **SENSE OF COMMUNITY/CHARACTER**
- **PARKS/WATERWAYS**
- **SIDEWALKS/WALKABILITY**

CHALLENGES – TOP 5

15

- **DETERIORATING HOUSING/CODE**
- **DRUGS/CRIME/VAGRANCY**
- **VARIETY OF RESTAURANTS/BUSINESSES**
- **WALKABILITY/INFRASTRUCTURE**
- **PARKS AND OPEN SPACE**

DETERIORATING HOUSING/CODE

16

- **NSP GRANT - REHAB/RECONSTRUCT**
- **INTENSIFY CODE ENFORCEMENT**
 - **DEDICATE CODE OFFICER**
- **RENTAL STANDARDS**
- **DESIGN AND CODE STANDARDS**
- **INCENTIVES/PARTNERSHIPS**

DRUGS/CRIME/VAGRANCY

17

- **WEED AND SEED**
 - **STEPPED UP ENFORCEMENT**
 - **FULL TIME PRESENCE**
 - **NEW CITIZEN PARTNERSHIPS**
 - **JOB CREATION PROGRAM**

VARIETY OF USES RESTAURANTS/BUSINESSES

18

OUR SUCCESS

WALKABILITY/INFRASTRUCTURE

Sidewalks/Lights/Trees/Traffic

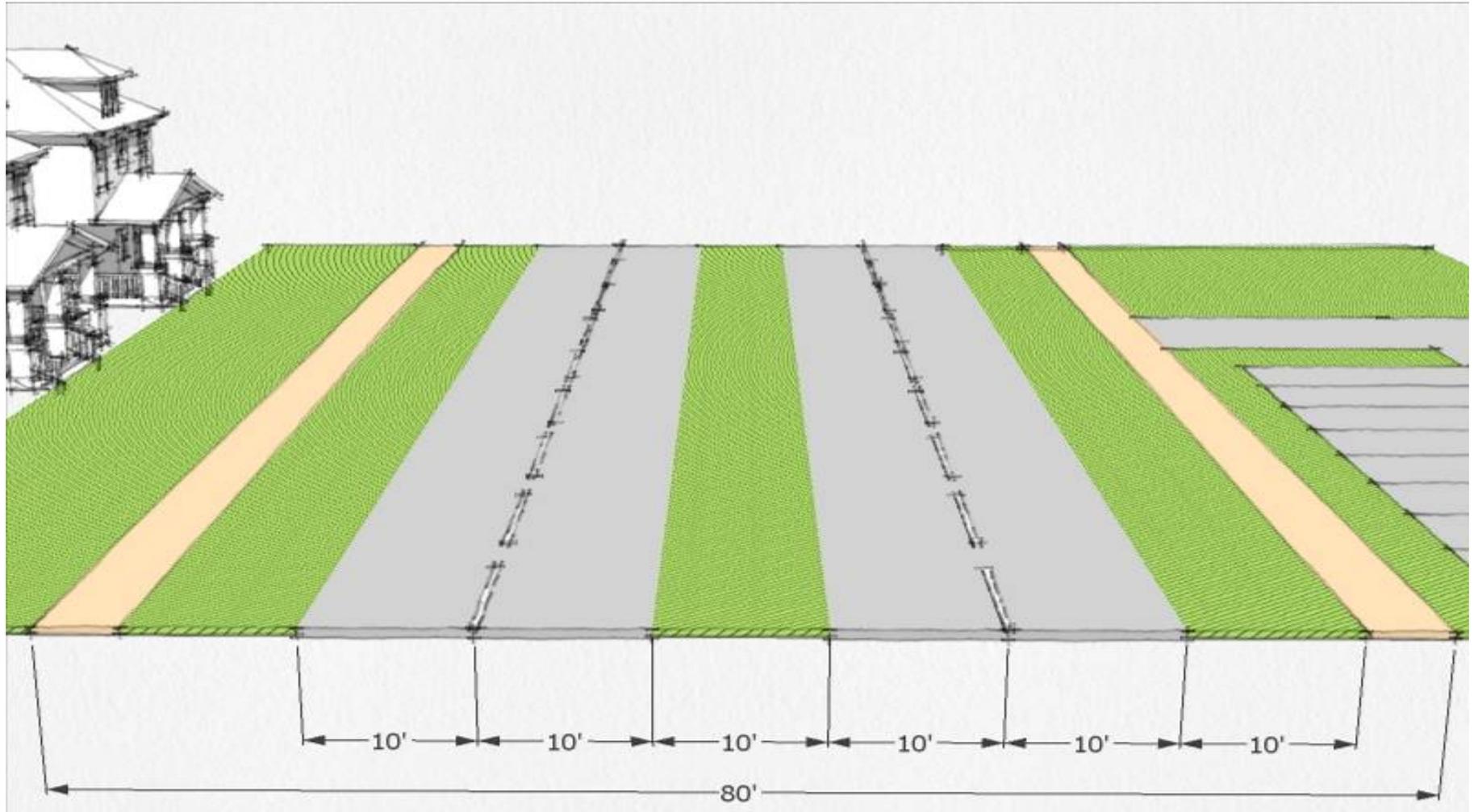
19

- **SAFETY**
 - **REFUGES**
 - **EDGES**
 - **SPEED**
- **HUMAN SCALE – DISTANCE – ¼ MI**
- **WAYFINDING/STREET FURNITURE**

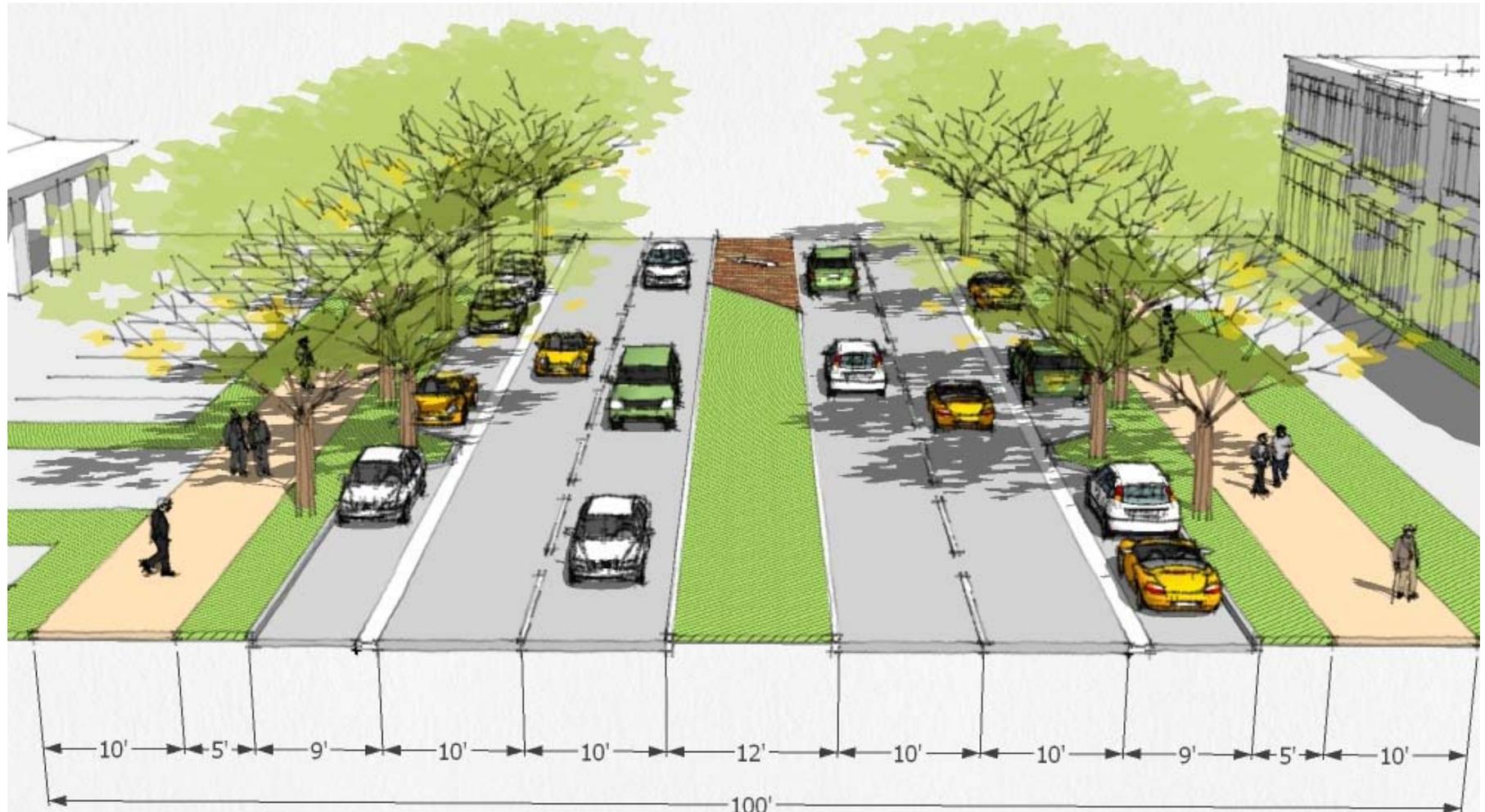
TYPICAL REFUGE/CALMING



HARBOR/OLEAN BLVD (100')



HARBOR/OLEAN BLVD (100')

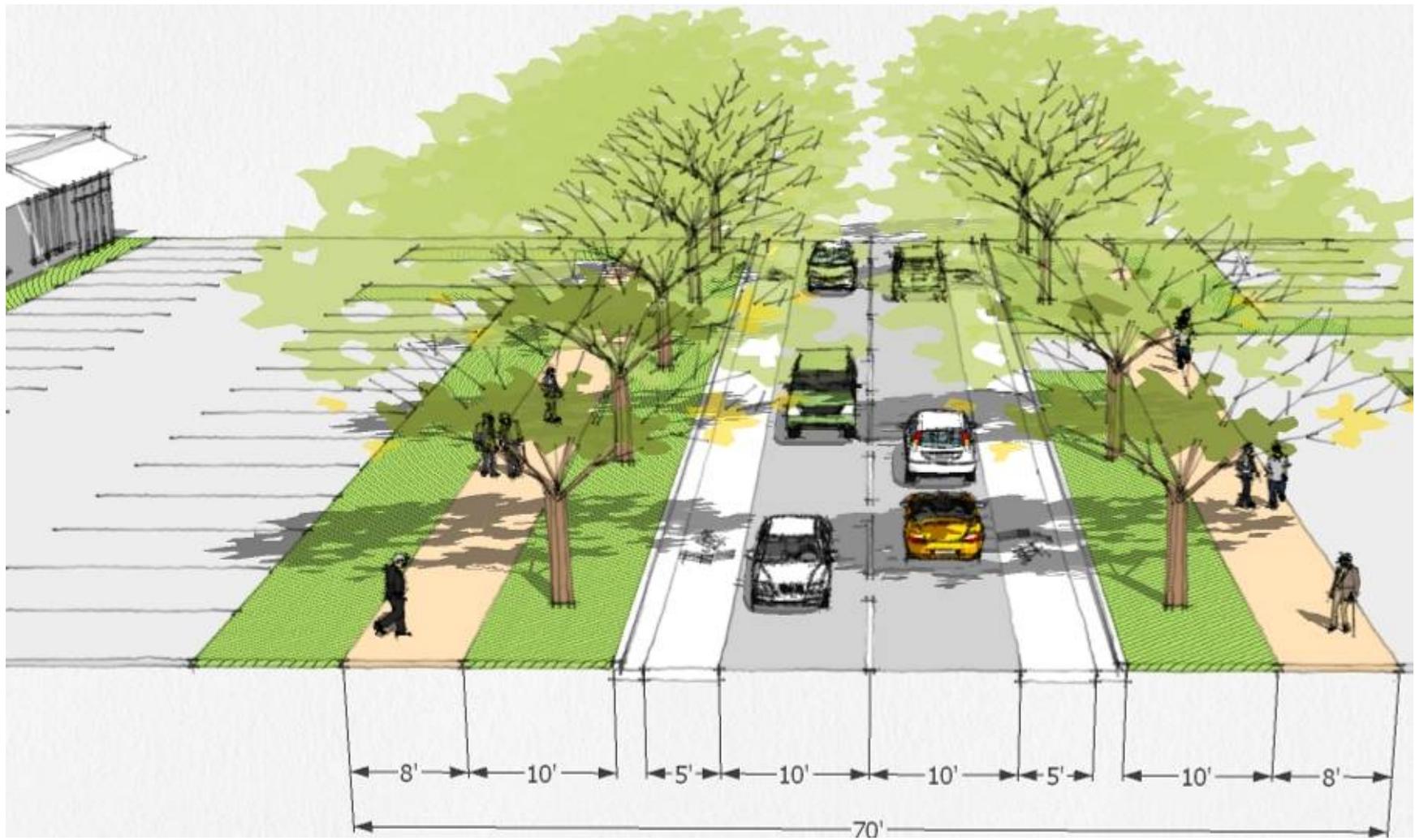


* 80' right-of-way will change the above configuration to either 4-lane cross-section with no parking or 2-lane cross-section with parking in the final design.

AARON STREET (80')



GERTRUDE AVE (70')

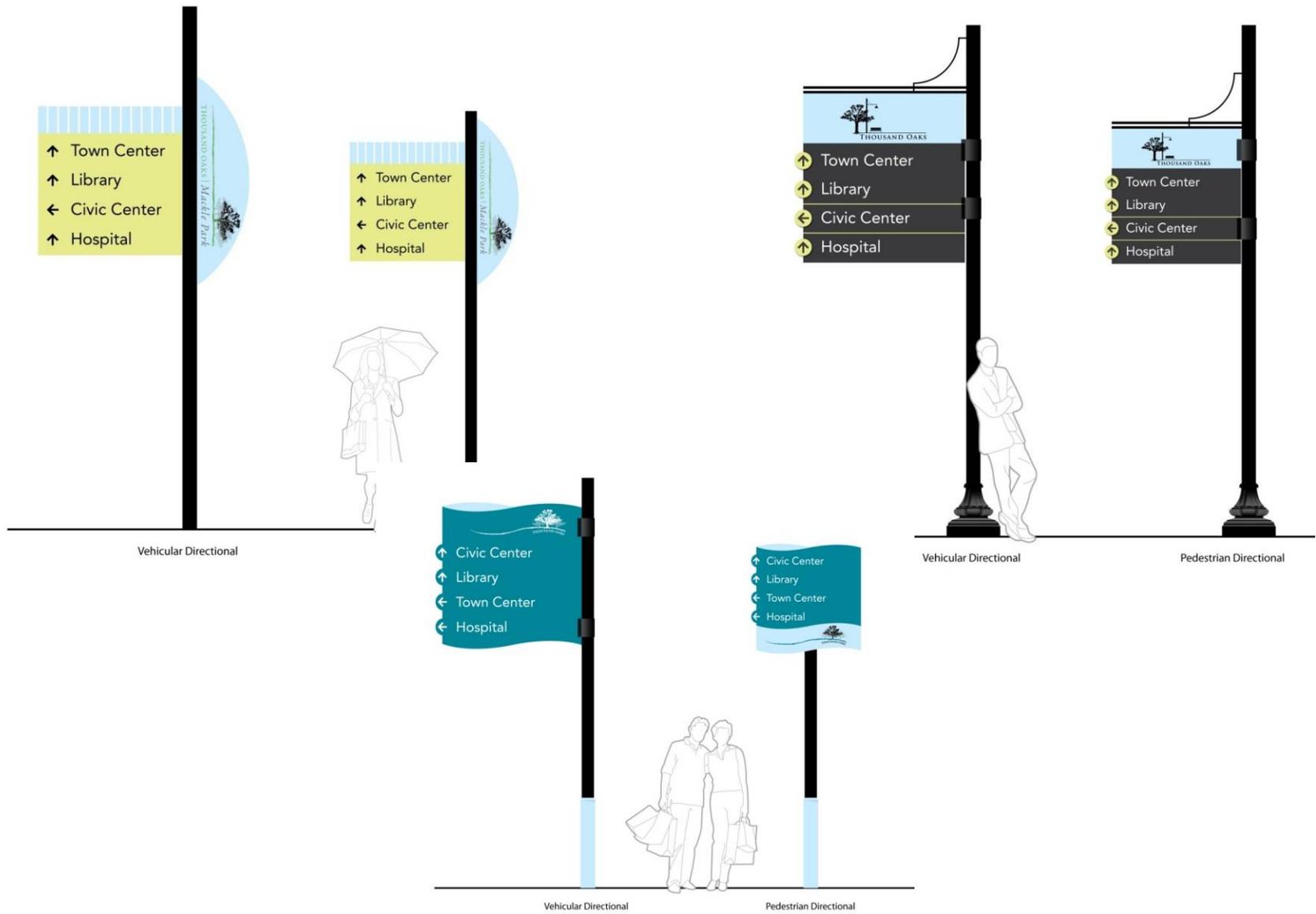


ELKCAM BLVD (70')



NEIGHBORHOOD ROAD (70')





PARKS AND OPEN SPACE

28

- **SAFETY**
- **NOT ENOUGH**
- **NOT PROPERLY LAID OUT**
- **NOT CONNECTED**
- **MAINTENANCE**

Master Plan Vignette Parks and Open Space System

Plan Highlights

- The plan utilizes the new streetscapes to connect the various neighborhoods together and to connect water in the canals and lake, and to tie together all of the potential green spaces and open spaces within the study area.
- Maguire Park has been reconfigured to allow for more safety, without losing any of the amenities of the park.
- Finally, the drainage ways between Coulton & Austin and Gladia & Hepner should be reconfigured as greenways, again, connecting neighborhoods, waterways, and the overall community.



Maguire Park – Redesigned

With larger open spaces at the entrance to the park and play structures and park architecture near the street, the park is more visually accessible, more “eyes” on the park, therefore safer.

Also, other park amenities/structures like bathrooms, water fountains, etc. should be introduced or maintained in order to meet the full demand of the residents & children living in the adjacent neighborhoods.

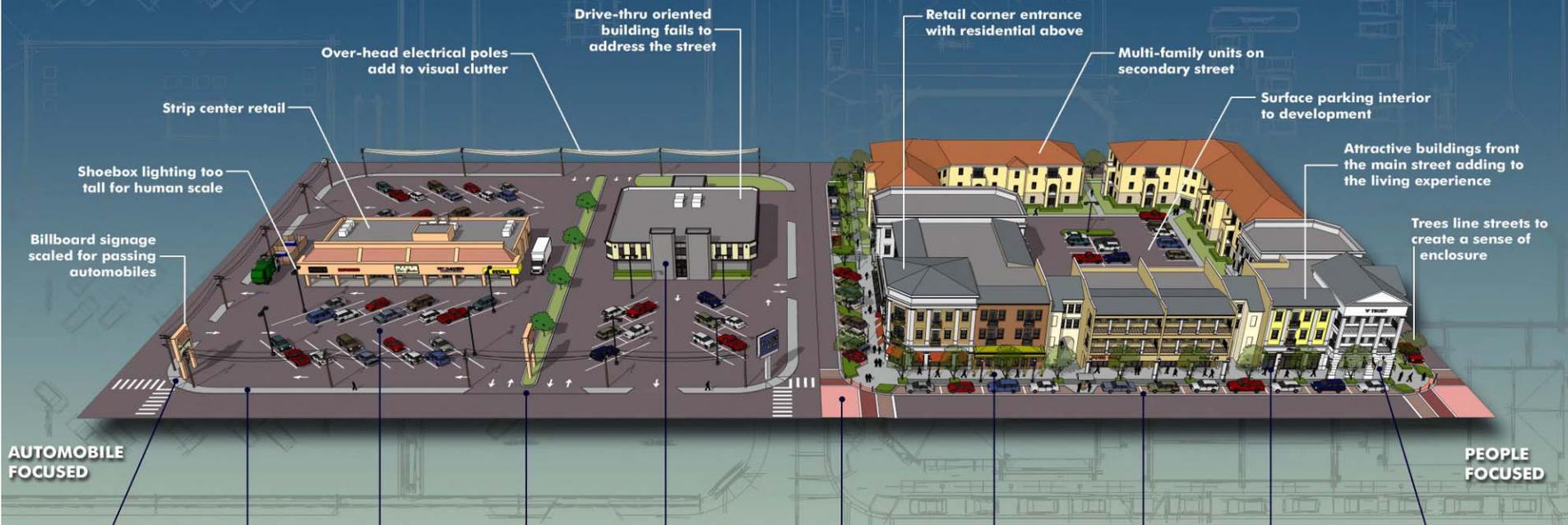
PLACEMAKING

30

- 
- **FILL THE STREET/SPACE**
 - **CREATE MEMORABLE DESTINATIONS**
 - **CREATE SAFE AND FUN PLACES**
 - **VARIETY OF USES AND OPPORTUNITIES**
 - **A GREAT PLACE TO SEE AND TO BE SEEN**

TOWN MAKER'S GUIDE: Healthy Building Placement

Walkable and Livable
Communities Institute



EDGES	SIDEWALKS	PARKING	BUILDINGS	CHARACTER	EDGES	SIDEWALKS	PARKING	BUILDINGS	CHARACTER
Edges are essential for a comfortable walk. Edges define spaces and provide visual cues to guide appropriate behaviors. Open areas such as this create high levels of discomfort for both walkers and drivers. Without an edge, walkers feel they have entered the motorist's realm and motorists feel that pedestrians do not belong, so they do not respect them. Edgeless streets look sick and make people feel sad.	Sidewalks must be a comfortable width (typically 6-10 feet for suburban commercial areas), be separated from the curb with a planter strip of 6-10 feet, be continuous and not open to numerous driveways. In general, the higher the roadway speed the wider the planter strip. This space lacks a sidewalk completely, but even the portion with a walk does not "invite" walking.	Parking set to the front of a building devalues walking in many ways. It creates building-to-building swaths of asphalt as wide as 400 feet. Such inhospitable environments (too hot in the summer, too cold in the winter, too cold all the time) do not honor walking, bicycling, transit, or even auto arrivals. Off-street parking takes three times as much land as on-street parking.	Walkability requires easy and complete access to buildings. When buildings are set back, arrival by foot is plagued with problems. Individual properties often carve up the front of a block into independent parking lots and this fractionalizing of land creates ugly and unpleasant spaces to traverse. It devalues the overall experience and also the overall land value. Property owners rarely take care of these spaces, investing instead in large signs advertising to drivers.	Suburban style strip malls and building types are often devoid of character and personality. They are large, faceless, lifeless, uninteresting, uninspiring spaces. Walkers tend to shun such "voids" and motorists tend to speed up when they come across them. These spaces can be anywhere - they have a universal ugliness. Health studies reveal that people in ugly places have elevated blood pressure. Road rage also increases.	Quality edges provide a protective enclosure satisfying the human eye, heart and foot. Edges address our need for comfort, safety and security. Creating a sense of enclosure usually requires building to the interior edge of walkways, planting ground cover and trees, and including on-street parking to buffer the pedestrian from moving traffic. Edges are essential to an enjoyable walking experience.	Sidewalks of sufficient width allow walking to be the most natural, fun, rewarding and healthy way to travel. They allow people to enjoy walking, a relaxed conversation with another, to linger or sit outdoors at a cafe, and they encourage people to stay and socialize. Although sidewalks can be made of a number of materials from concrete to pavers, the most pleasant walkways have a simple elegance—they are well constructed and maintained.	The combination of on-street parking and urban buildings carefully screen or fully hide off-street parking. Off-street parking is placed in interior courts or in well landscaped gardens to the side or rear of the building. Thriving downtowns or pleasant villages rarely require off-street parking minimums. In many cases today, municipalities prescribe maximum number of spaces that are allowed, which makes better use of limited space.	Quality buildings not only create an address, they address the street. Well designed urban buildings have 70-90% glass at grade, giving natural surveillance to the street. A palette of colors, shapes, tones, textures, window styles add predictability, authority and dignity to a street. In order to improve mobility and accessibility, buildings need to have convenient breaks and pauses, certainly every 400 feet and sometimes less.	Buildings can be simple in their designs, but they must help contribute to the character, personality, style, complexity, elegance, charm and experience of the street. In this way, they define where we are. We want to play in our environment, celebrate great artistry and cultural achievements, and create a place that it always fun to come back to, enjoy and protect. A great street is also great theatre.

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Poster Illustrated by TDC Design Studio

EDGES	SIDEWALKS	PARKING	BUILDINGS	CHARACTER
<h1>AUTO FOCUSED DEVELOPMENT</h1>				

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EDGES	SIDEWALKS	PARKING	BUILDINGS	CHARACTER
<h1>PEOPLE FOCUSED DEVELOPMENT</h1>				

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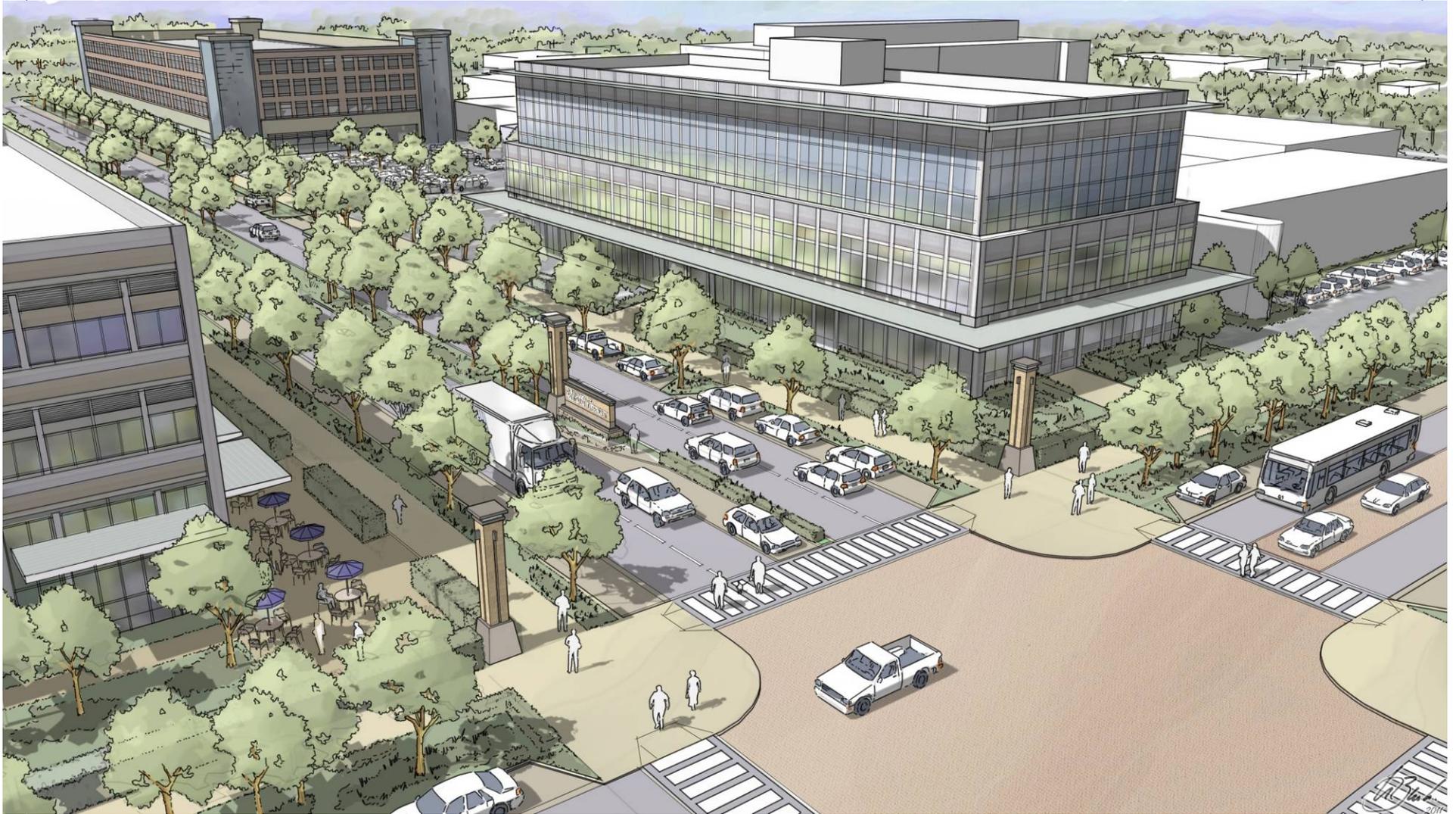
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QUESTION: IS THE EXISTING DISTRICT AUTO OR PEOPLE FOCUSED? WHICH IS PREFERRED?



















credit: Hardeman Kempton Landscape Architecture



Credit: Dan Burden, walkable.org



Credit: Dan Burden, walkable.org





DISTRICT CHARRETTE

EXERCISE IA: CONNECTIVITY

CONNECTING DESTINATIONS/CALMING



INSTRUCTION WITH PENS

PLEASE DRAW PURPLE=SPECIAL

- ORANGE = TRAIL
- **GREEN** = PARK AREA
- **BLUE** = BENCH/AMENITY
- **RED** = CONFLICT

DISTRICT CHARRETTE

EXERCISE 1B: PLACEMAKING



INSTRUCTION

LIST ON WHITEBOARD OR DRAW:

- **WHAT PARK, OPEN SPACES, AND FEATURES SHOULD BE ADDED.**
- **WHAT AMENITIES SHOULD BE AT PARKS.**

DISTRICT CHARRETTE

SUMMARY REPORT OF 1A/1B



INSTRUCTION

- **PICK YOUR TOP THREE TO FIVE IDEAS AND PROVIDE A SUMMARY OF IDEAS PREVIOUSLY UNMENTIONED.**

DISTRICT CHARRETTE

SUMMARY WRAP-UP



- 1. SAFE AND CLEAN COMMUNITY**
- 2. LIVABLE AND WALKABLE**
- 3. GREAT PUBLIC SPACES**
- 4. IDENTIFIABLE/DESTINATION**
- 5. UPDATED DISTRICT CORE**

DISTRICT CHARRETTE

THANK YOU



**PLEASE PLAN TO ATTEND THE
NEXT CHARRETTE MARCH 24.**

CONTACT INFORMATION

JIM FENDRICK, PHONE: 941.764.4920

Charrette II Table Exercise Report 2

1. CENTRAL PARK PLAZA w/ ROUNDABOUT

@ ARRON & BRINSON

- NEED LAND ACQUISITION
- TURN PAVEMENT INTO GREEN SPACE
- ROUNDABOUT FOR TRAFFIC CALMING

2. COMMUNITY PARKS IN ALL CORNERS OF NEIGHBORHOOD

- NEED CONNECTIVITY
- NEED SPECIAL COMMUNITY CHARACTER FOR EACH PARK: "BRANDING"
- PEDESTRIAN "WAYFINDING SIGNAGE"

3. TURN CANALS^{FRONTAGE} INTO RIVERWALKS & CONNECTORS

- NEED BRIDGES
- NEED VEST POCKET PARKS FOR RESTING
- VISUALLY PLEASING AND ACCESSIBLE

Charrette II Table Exercise Report 2

AMENITIES	PARKS-OPEN-FEATURES
- POST OFFICE	- PARADISE ISLAND @ HARBOR/GILBRATAR
- CAFE	- LAKE BETTY
- CANAL FOUNTAIN	- BAND STAND
- BIKE RACKS	- WATER FEATURE
- BENCHES	- BOAT/KAYAK TRAIL ON CANALS
	- ENTRANCE "GATE"

Charrette II Table Exercise Report 2

A LARGE COMMUNITY POOL IN ONE
OF THE PARKS

MAKE MORE USE OF THE CANALS BY
HAVING WALKS ALONG THEM.

NEED A SKATEBOARD PARK + PROBABLY
MORE THAN ONE

GET RID OF STUMPS, WIDEN SIDEWALKS,
CURBS + GUTTERS

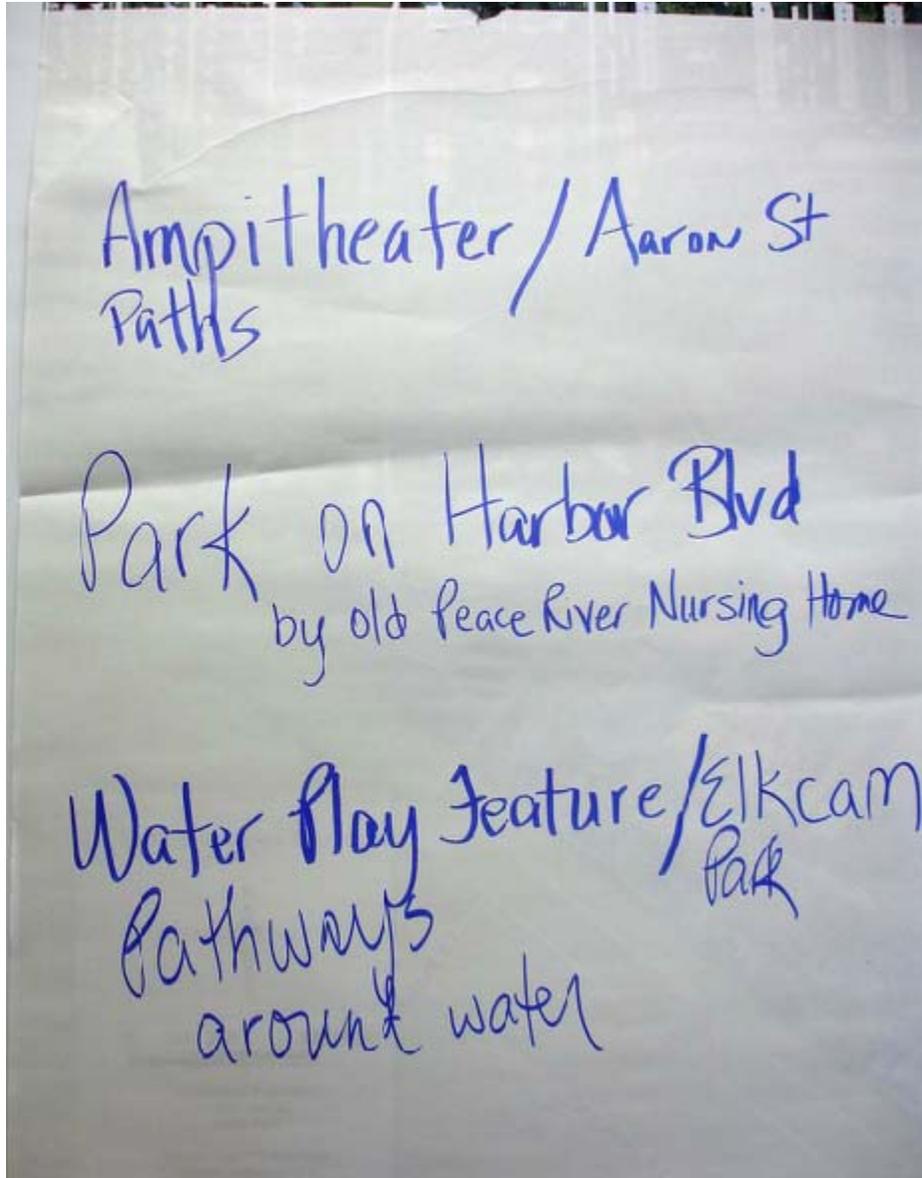
NEED SOME KIND OF SMALL BUS ROUTE
TAKING SECTIONS TO WINN DIXIE

~~MAINTENANCE~~

MAINTENANCE ALONG THE CANALS

REWRITTEN FROM CITIZEN ^{WRI}TE BOARD COMMENTS

Charrette II Table Exercise Report 2



Charrette II Table Exercise Report 2

North of McGuire Park
Between Arrow - & Park

Fountain in Swamp
Park / Play Gym

Main Rd - Old / Easy / Harbor -
Wider Walks
- Benches
- Slow traffic

Hospitals - Add Park + Benches
maybe playground

Back of Winn Dixie - Musical Venue

Church on Easy St - Benches / Park

Charrette II Table Exercise Report 2

Parking structure in
central area

Wider sidewalks ^{lighting at}
parks

Promenades area- have
shops, restaurants, activities

Farmer's Market at Family Services
Center area

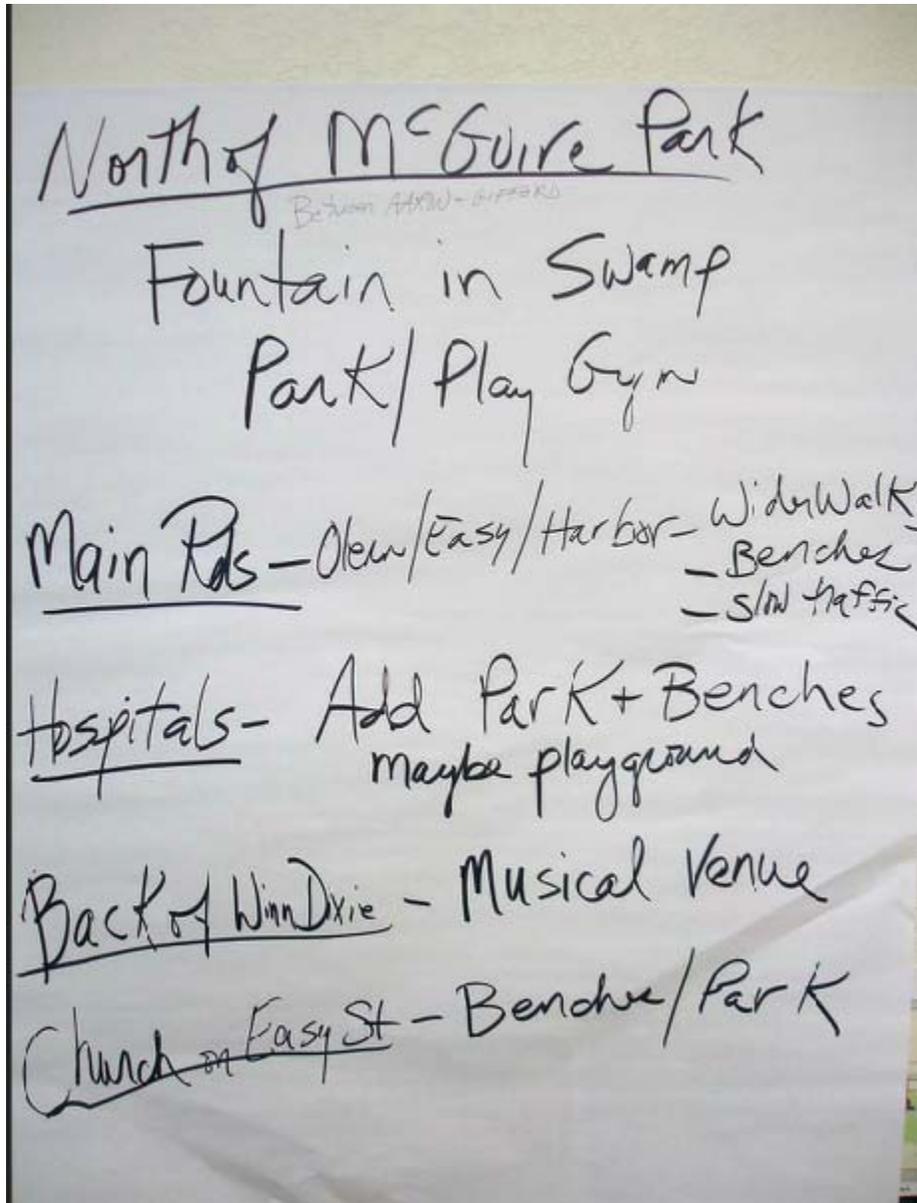
Bridges over waterways
clean ↑ up

Charrette II Table Exercise Report 2

Ⓢ Ideas

1. Concert / FOUNTAIN PARK
Behind Promenades near little lake
2. PARKING Garage on HARBOR Blvd
3. KAYAK / Paddle Boats on 2 lakes
4. TRAILWAYS + Crossovers over Canal
wide enough for golf carts
5. 4 Pocket Parks

Charrette II Table Exercise Report 2



Charrette II Table Exercise Report 2

- ① Sidewalks
on Both Sides of
Harbor + Brinson ^{CROSSWALKS} + (CROSS OVER
TO PEACER HOSE
- ② Bridge to
McGuire Park
- ③ Walkway from
Brinson to Mall
with Trees + Benches

Charrette II Table Exercise Report 2

① Improve Lake Betty Park
x

② Between Harbor + Easy St.
- Turn Island into Park
x Palm trees
x Benches

③ Finish landscaping along 41
up to Harbor Blvd and make Harbor
the entrance to the Park

④ Water Park @ Gertrude St.

Charrette II Table Exercise Report 2

3 - 5 IDEAS

① (BEHIND PROMENADE)
LAKE + PARK AT AARON, HARBOUR
CLEAN - KIDS ACTIVITIES,
USE THE WATER,

② REHABILITATE PARK AT
McGUIRE + ELKCAM.
TO MAKE IT SAFER.
COMMUNITY GARDEN

③ GERTRUDE + HARBOUR (VILLAGE PLACE)
- TRY TO PUT IN A PARK AREA
IN FRONT OF CHRONIC CARE FOR
JOINT USE BY KIDS + SENIORS
- MAYBE LINK IN THE LITTLE
ISLAND NEARBY.

GENERAL

SKATE PARK
FOR KIDS
USE THE WATER!
COMMUNITY
GARDENS

Charrette II Table Exercise Report 2

#1 ▶ Low-Powered Neighborhood Lighting (Solar)

#3 ▶ Olean, Harbor, Axon Triangle Park conversion (Amphitheater, Exercise trail, & playground)

#3 ▶ Trail Network linking parks

#2 ▶ Intersection Restoration & Improvement (Along 41 & Trail Network)

#5 ▶ Linking Easy St. & Normandy Dr. Creating a possible pocket park

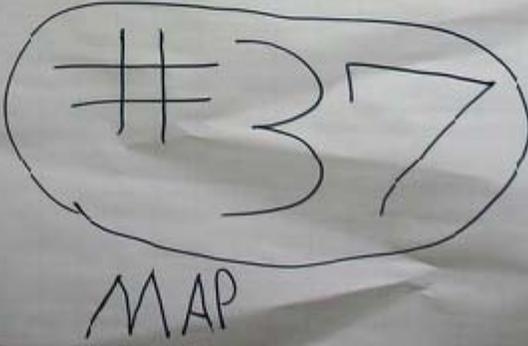
#5 ▶ Open-Air Trails Along Elkham & New road between Easy & Normandy

Inviting open-air markets along streets



#4 ▶ Plaza Thoroughway Linking Easy St. to Midway Blvd. (Similar to the West Jackson-Pl. Charlotte Blvd. Plaza)

#3 ▶ In-water Fountains to aid water circulation through streets



#37
MAP

Charrette II Table Exercise Report 2

1. Mimic the a ROK ~~St~~ from west side
(improved areas) on Tamiami to the east side
2. Bridges over ~~the~~ Waterway
 - A. From Normandy St
between American Legion & other building
 - B. Easy Street / Augusta Ave
current bridge must walk thru
hospital ER entrance
3. WALKWAYS - from Tamiami trail
to each ~~area~~ neighborhood Area
Promenades Mall to West

Charrette II Table Exercise Report 2

3-5 IDEAS

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SKATE PARK
FOR KIDS
USE THE WATER!
COMMUNITY
GARDENS

Charrette II Table Exercise Report 2

1. ^{Add} Sidewalk on Harbor from ^{Har} 41 to Olean
(In front of bowling lanes and Legion Building)
2. Shelter + Benches at Lake Betty Park
3. Possible small park between Peace River
Hospital and Nursing home on Harbor
across from Cartrude Ave