

City of Newport

North End Urban Plan

nbbj

Draft Plan & Recommendations Update Presentation | July 30, 2020

HALVORSON DESIGN
PARTNERSHIP

ENGAGE
—MENT



MCMAHON
TRANSPORTATION ENGINEERS & PLANNERS



Tonight

1. Project schedule
2. Public outreach effort
3. Survey Results & Draft Recommendations
 - Online Public Forum results
 - Preliminary recommendations
4. Next Steps
5. Discussion of Public Benefits

Project Team



Team Introduction



Alan Mountjoy
Principal in Charge
NBBJ



Chris Herlich
Project Manager /
Urban Planner
NBBJ



Rodrigo Guerra
Urban Designer
NBBJ



John Harlow
Research
Specialist
Engagement Lab



Francisco Lovera
Lead Traffic Engineer
McMahon Associates



Christi Apicella
Lead Transportation
Planner
McMahon Associates



Robert Adams
Landscape Architect
Halvorson Design



Colin Scarff
Principal / Founder
Code Studio

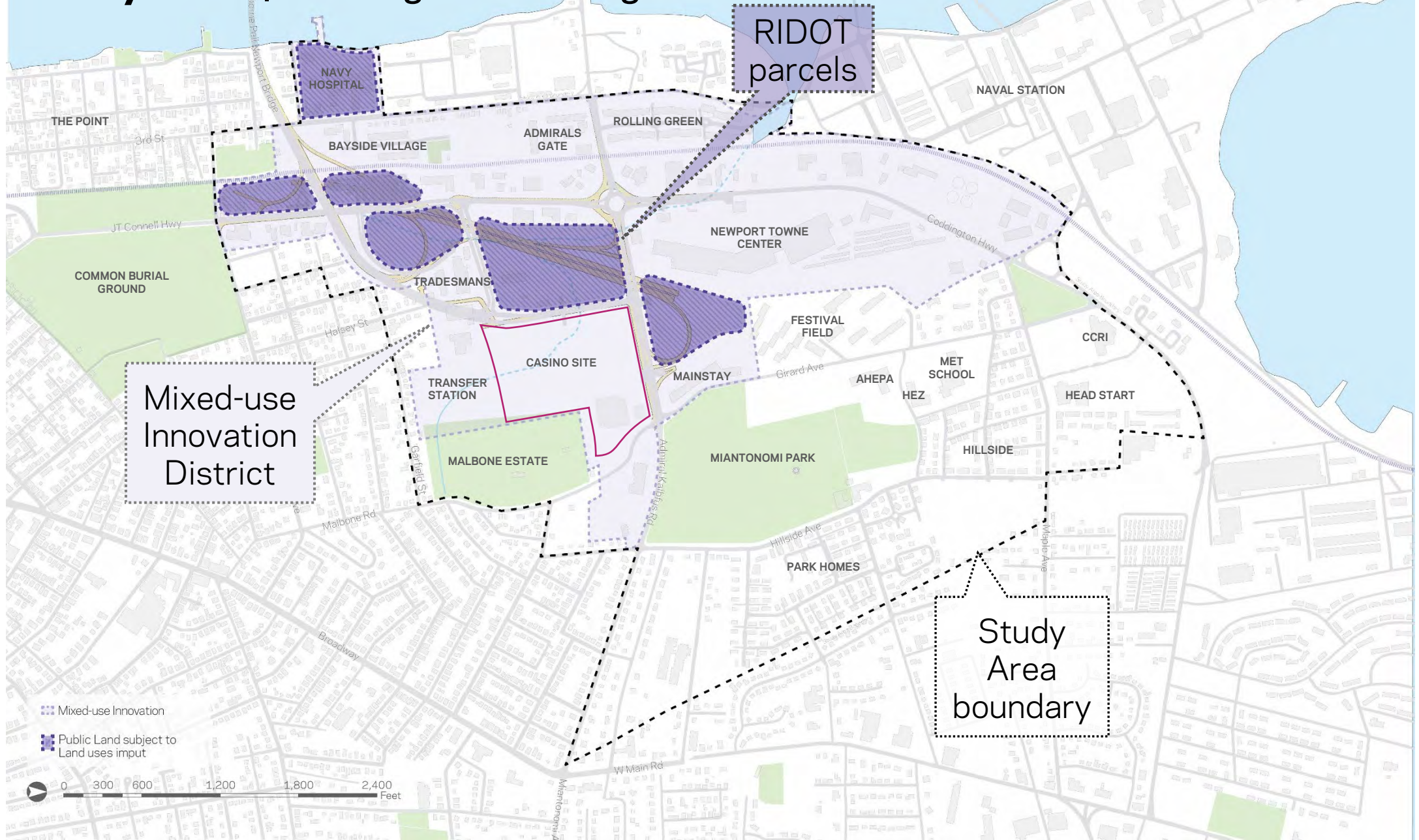


Tom Lovett
Source One

Project Goals

- 01 **Build community understanding of key issues & investment in process**
- 02 **Create a bold statement for 21st century Newport living**
- 03 **Support sustainable development practices, especially renewable energy generation and microgrid opportunities**
- 04 **Provide visual guidance to developers, decision-makers, & the public**
- 05 **Connect the North End with downtown Newport, healing their physical separation**
- 06 **Support dense, diverse development that creates amenities and street life welcoming to the public & North End**

Study Area | Planning vs. Rezoning



Project Schedule

Discover	Dialogue		Deliver	
COVID-19 & REGULATED GATHERINGS				
JAN	FEB	MAR	JUN	JULY
Establish a Steering Committee	Forum Week #1	Verify direction from Forum Week #1 w/ Steering Committee	Verify direction from Forum Week #2 w/ Steering Committee	Prepare draft plan for staff review
Review site conditions and all documentation from prior studies	Small group exercises	Narrow options for preferred framework	Review final products describing character & quality	Public Draft Presentation
Develop a “future existing conditions” plan	Begin formulating concepts	Additional coordination meetings with RIDOT, Navy, Carpionato Group	Additional coordination meetings with RIDOT, Navy, Carpionato Group	Zoning Working Group
Set up and begin holding key stakeholder meetings		On-line Survey	Steering Committee mtg #2	Submit Final Draft
Research precedents		Begin compiling recommendations		
Establish online information resource				

Stakeholder Engagement Approach

Listen, to make sure that your voices are heard

Educate, to clarify what this plan does and doesn't do

Facilitate discussion of values and trade-offs

Neighborhood Associations

North End
Off-Broadway
The Swamp
The Point

Government Agencies

Local

Newport School District
Newport Public Library
Newport Housing Authority

State & Federal

RIDOT
Navy

Anchor Institutions

Health Equity Zone
Newport This Week
Van Beuren Charitable
Foundation
Aquidneck Island Land Trust
MET School
CCRI

Businesses

Greater Newport Chamber
of Commerce
Tradesmen Centers
Discover Newport

Nonprofits & Arts Orgs

Living Cities
Bike Newport
Church Community Housing
Clean Ocean Access

Stakeholder Engagement In Action

Since beginning on 1/21/20,
we have:

- Toured the city and the study area
- Held targeted mapping sessions with residents & advocates
- Facilitated a business roundtable
- Made three presentations to City Council
- Established and collected 150 community responses through our online forum

350 individuals on our contact list, representing over

60 Newport organizations & businesses

25 individual meetings and phone calls with advocates & local experts

17 Small group meetings, including 5 mapping activities attended by a total of ~100

1,114 Visitors to our project website, making 177 comments

7/7 City Councilors engaged in person, by phone, and via video conference

Stakeholder Engagement In Action

Online Forum Survey

- 148 substantially complete responses
- 128 respondents addressed the entire survey
- Question types:
 - Rank-order
 - Multiple Choice
 - Open-ended



Themes

OPPORTUNITY

CONNECTIVITY

RESILIENCY

EQUITY

QUALITY

OPPORTUNITY

Survey Results

Gateway Sites

Use	Preference
Retail	1
Housing	2
Office	3
Hotel	4

RK Center Site

Use	Preference
Retail	1
Office	2
Housing	3

Coddington/JT Connell

Use	Preference
Advanced Manufacturing	1
Retail	2
Housing	3



OPPORTUNITY

Survey Results

Navy Hospital Site

Use	Preference
Public Access	1
Research	2
Office	3
Advanced Manufacturing	4

Tradesmen's Center

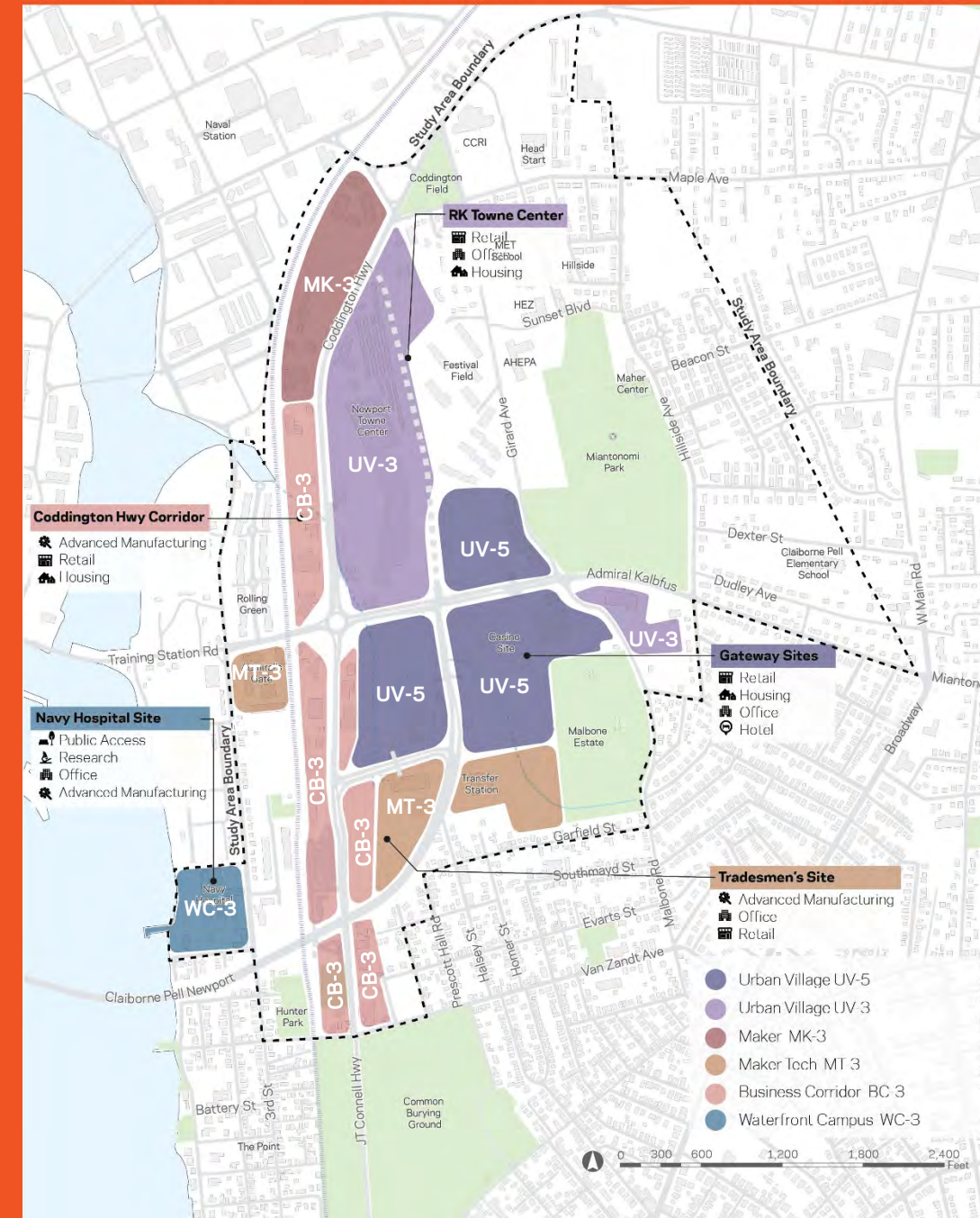
Use	Preference
Advanced Manufacturing	1
Office	2
Retail	3



OPPORTUNITY

Land Use - Character Districts

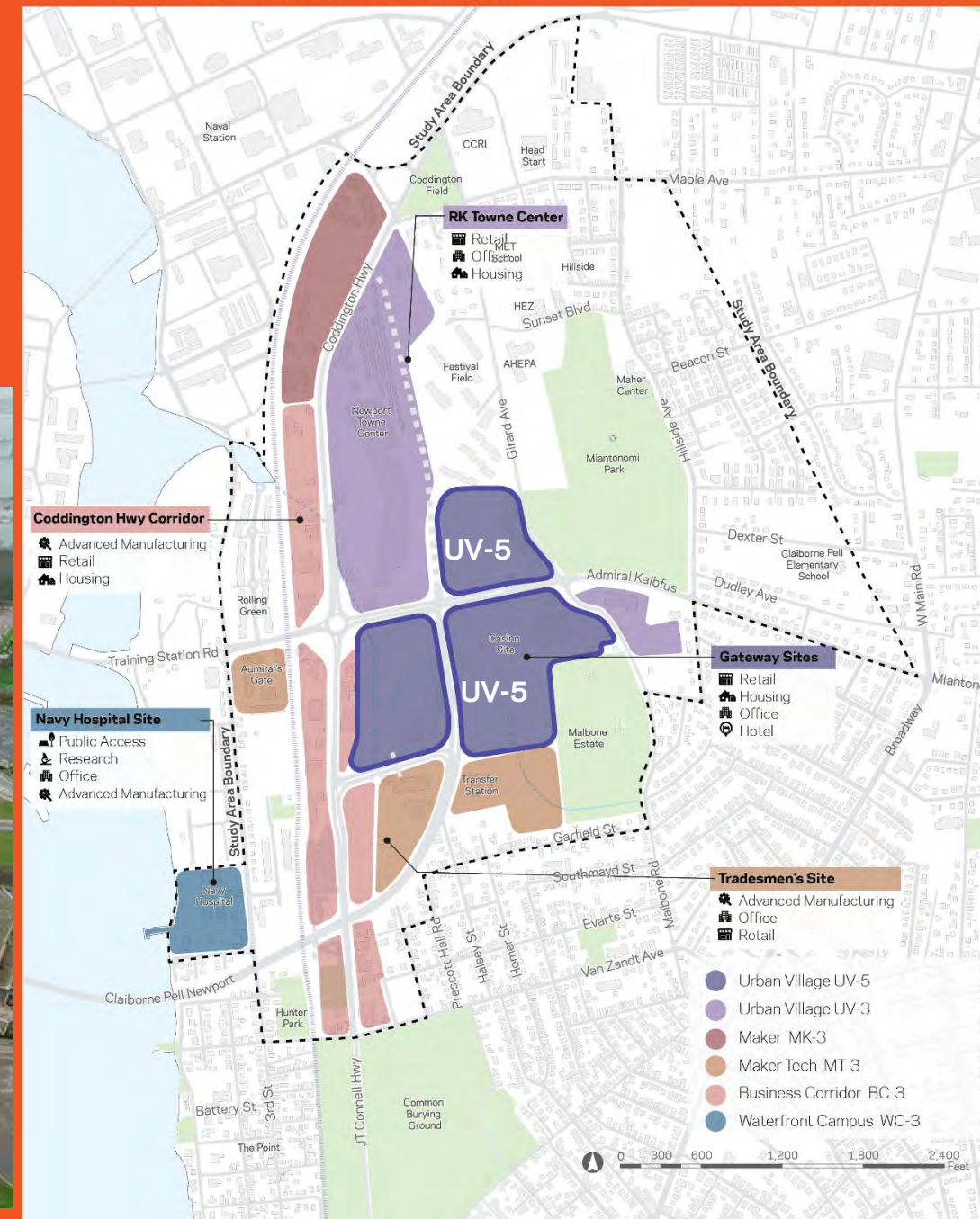
- Village Core UV-5
- Urban Village UV-3
- Maker MK-3
- Maker Tech MT-3
- Business Corridor BC-3
- Waterfront Campus WC-3



OPPORTUNITY

Land Use - Character Districts

Urban Village UV-5

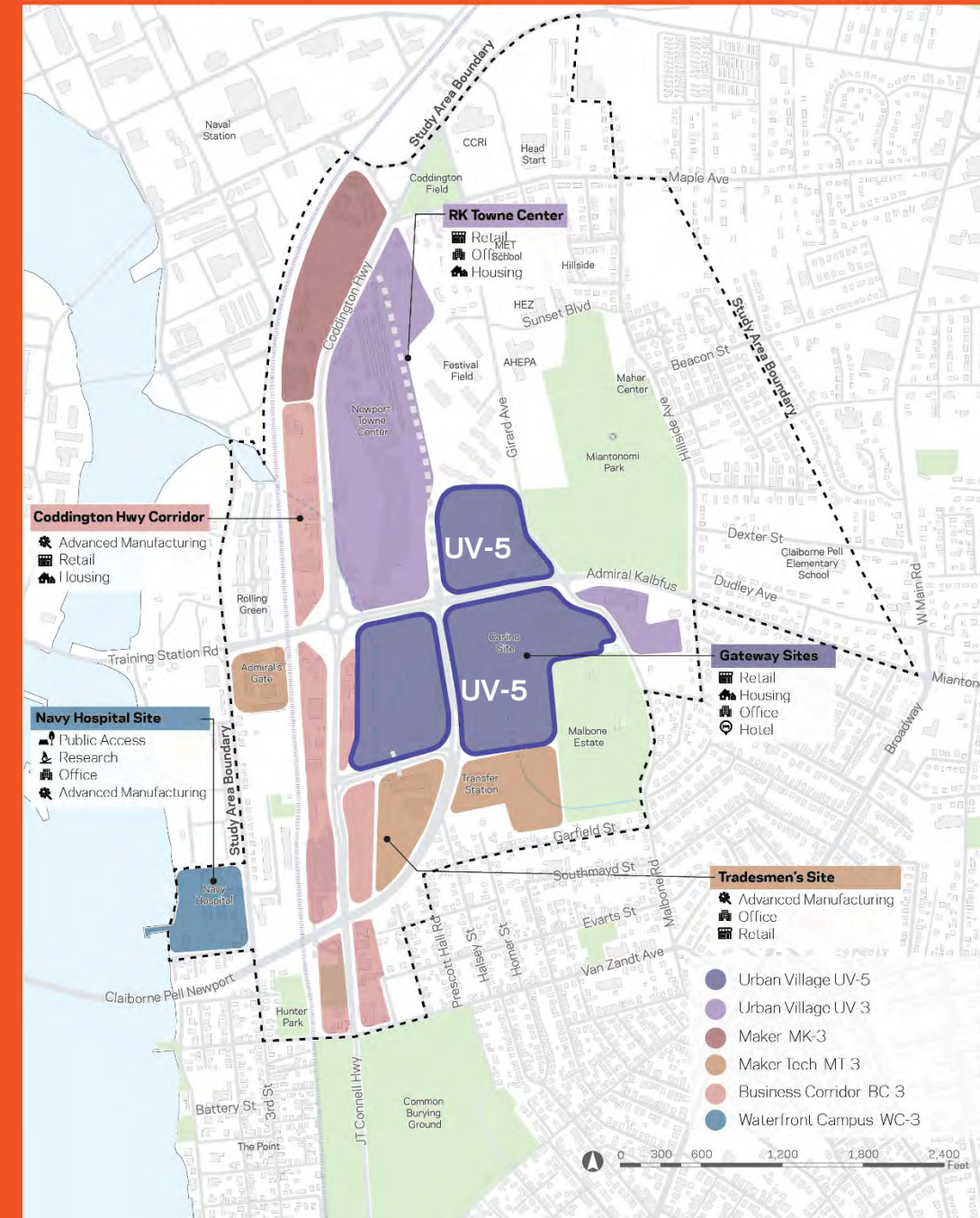


OPPORTUNITY

Land Use - Character Districts

Urban Village UV-5

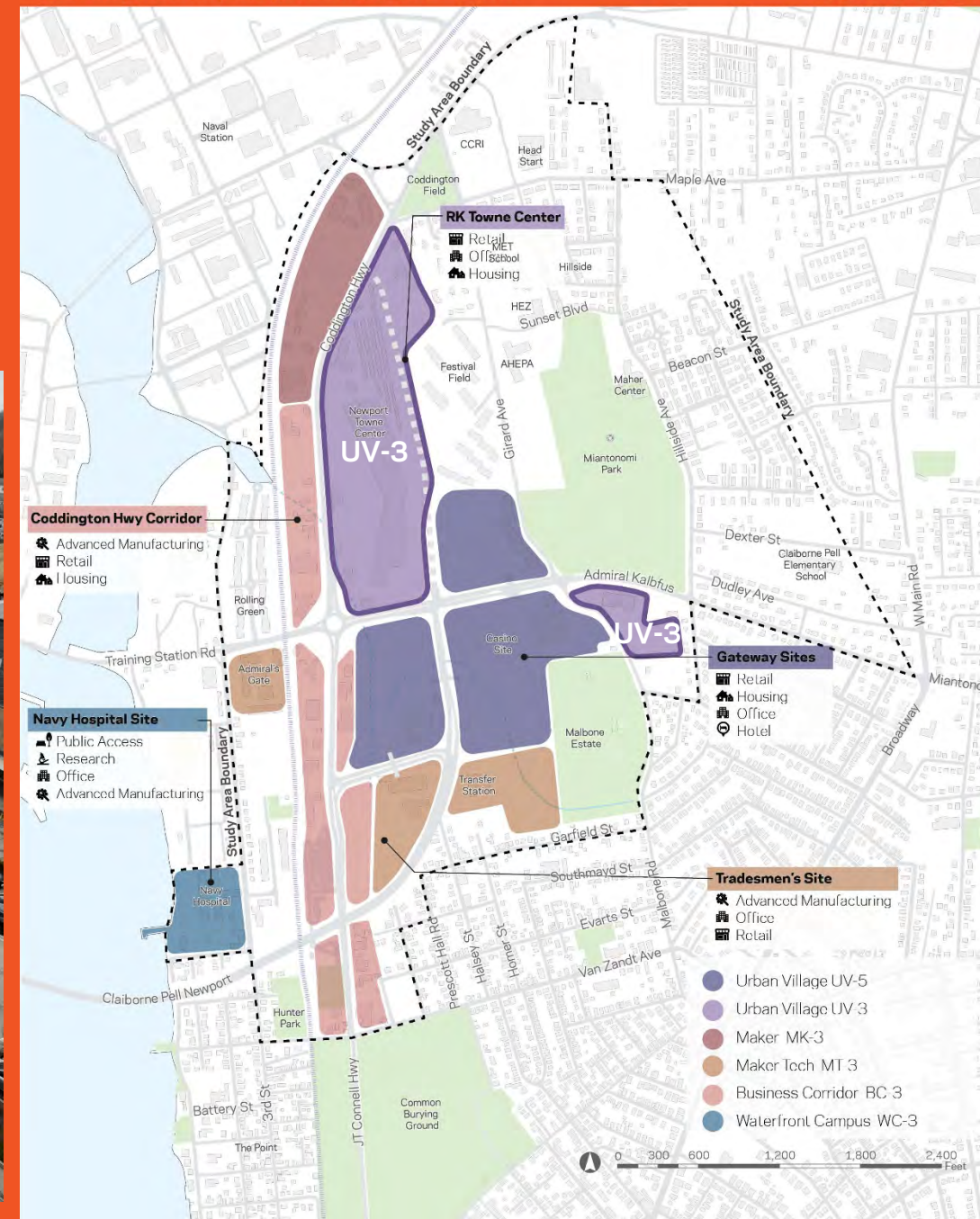
- Office
- Retail
- limited hotel and residential
- 5 story Maximum
- 5% open space requirements
- Pedestrian scale street network
- Active ground level



OPPORTUNITY

Land Use - Character Districts

Urban Village UV-3

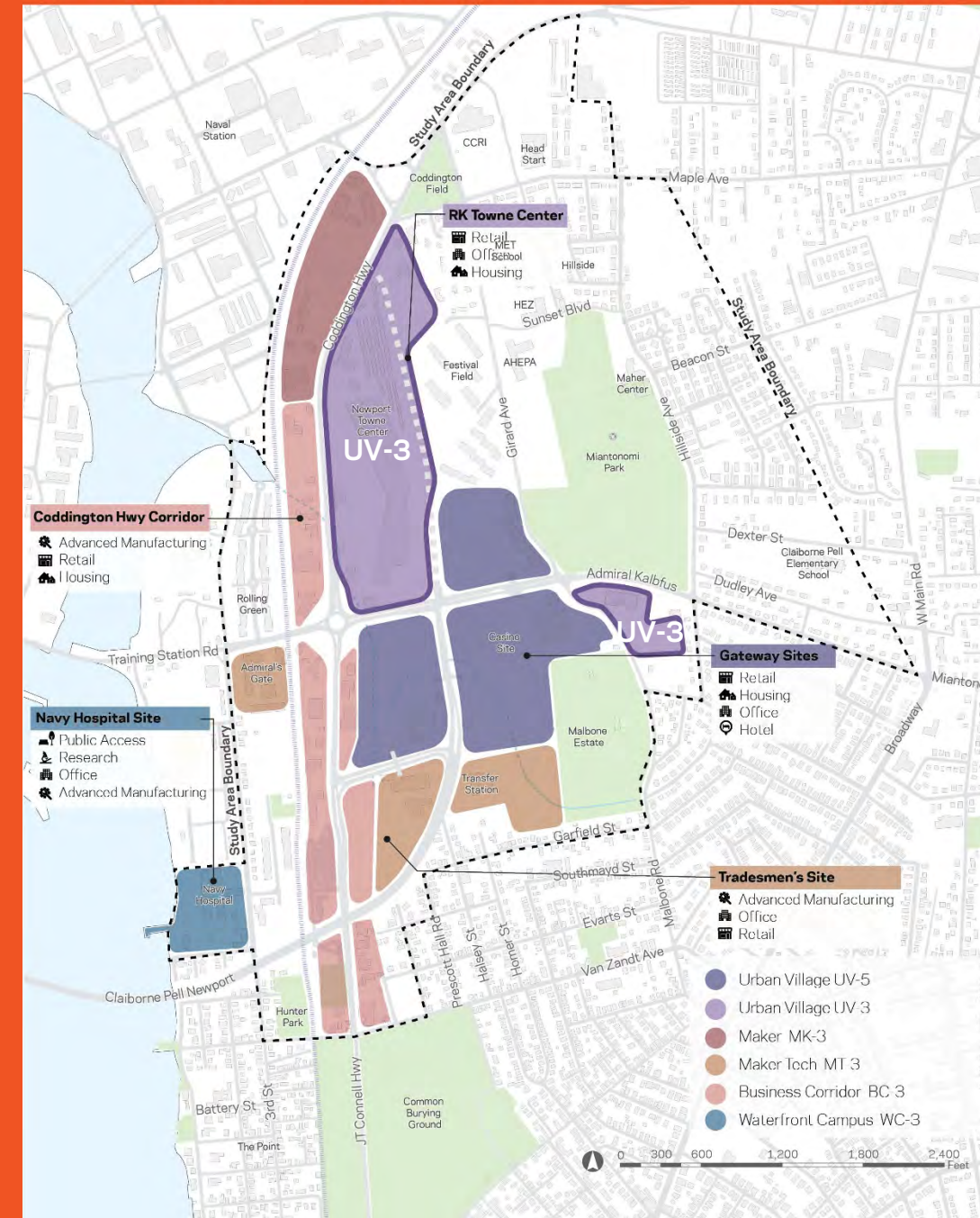


OPPORTUNITY

Land Use - Character Districts

Urban Village UV-3

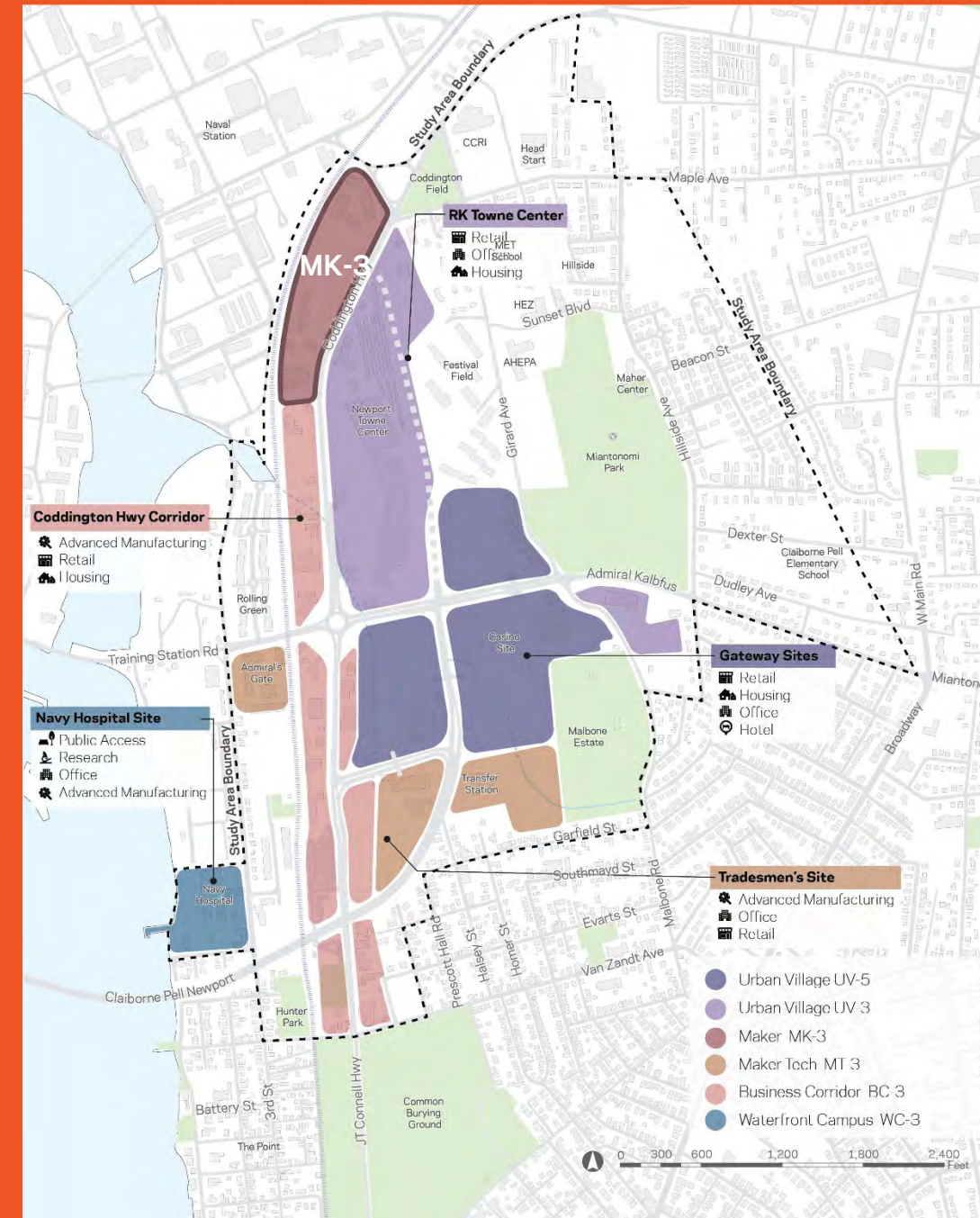
- Retail
- Office
- limited hotel and residential
- 3 story Maximum (up to 5 with public benefits)
- 5% open space requirements
- Pedestrian scale street network
- Active ground level



OPPORTUNITY

Land Use - Character Districts

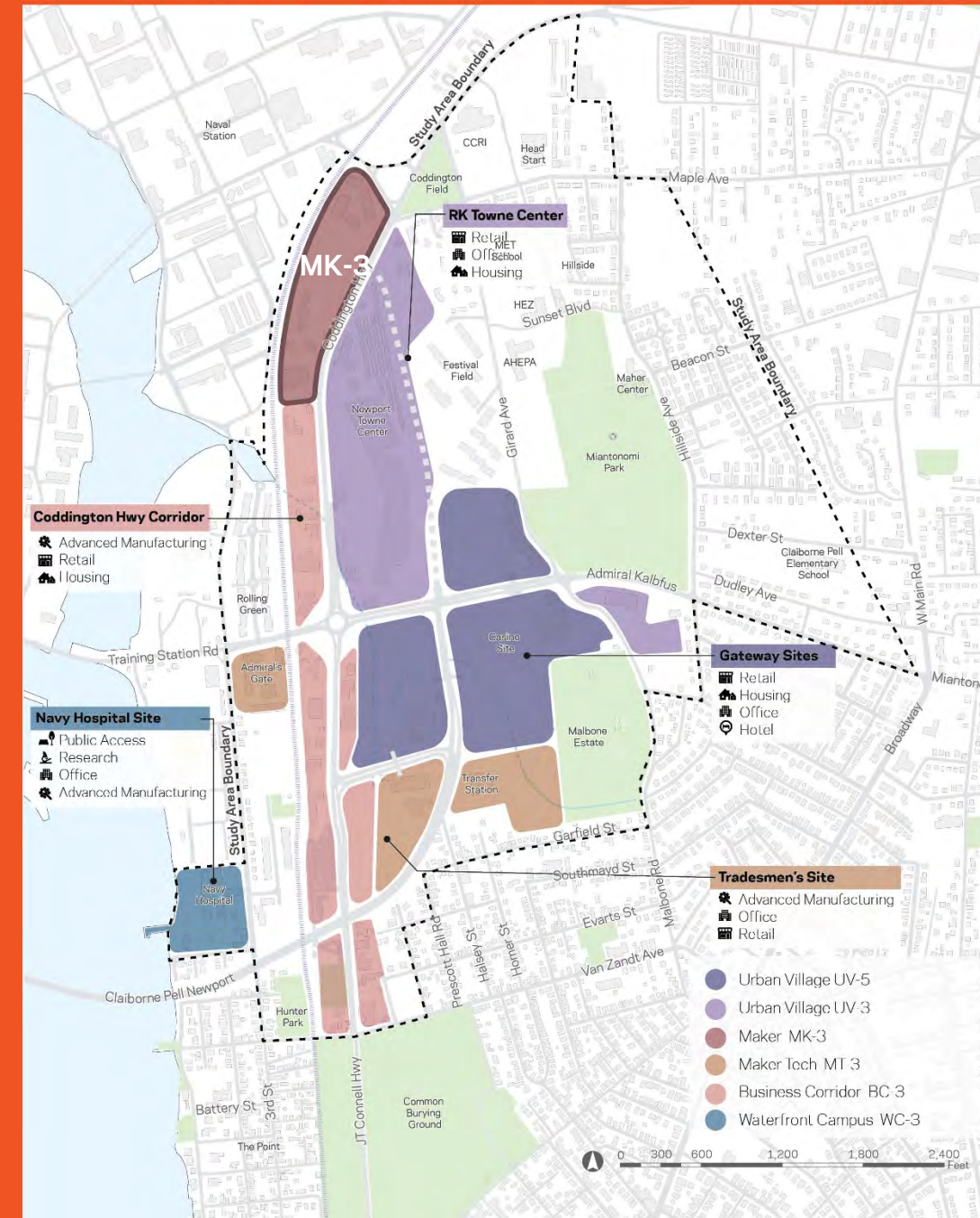
Maker MK-3



Newport North End Urban Plan

Maker MK-3

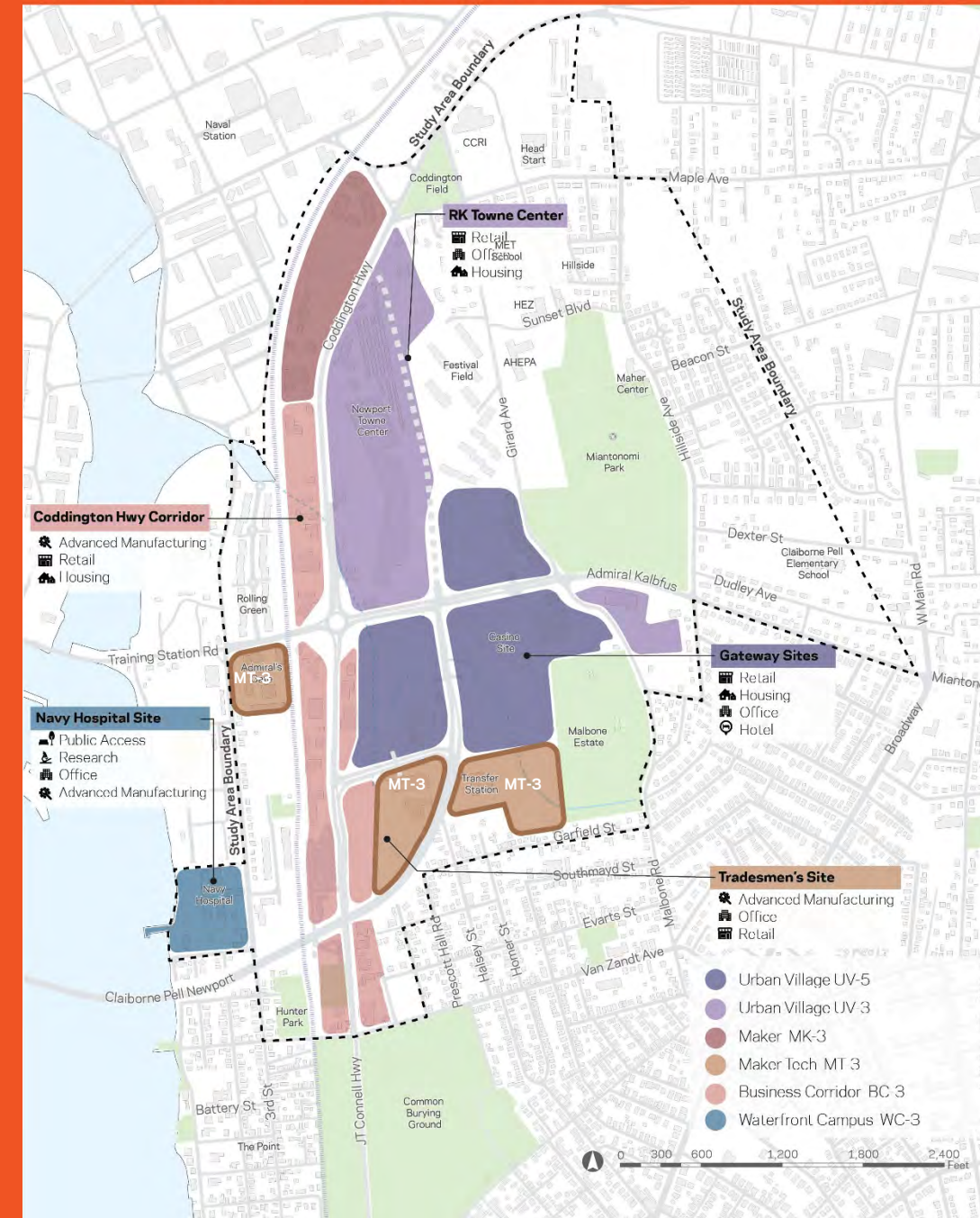
- Production
- Industrial
- Retail
- Waste Facilities
- No residential



OPPORTUNITY

Land Use - Character Districts

Maker Tech MT-3

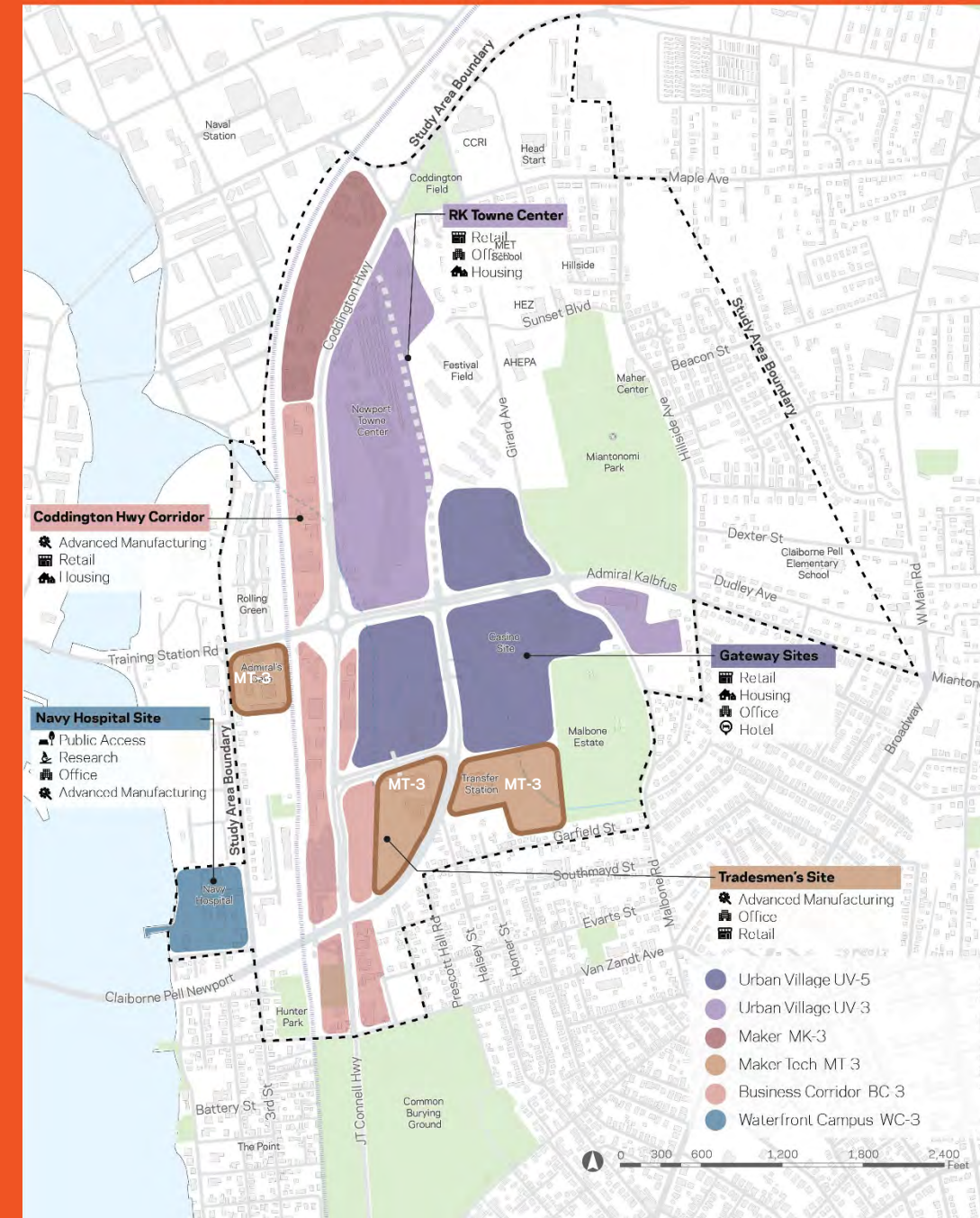


OPPORTUNITY

Land Use - Character Districts

Maker Tech MT-3

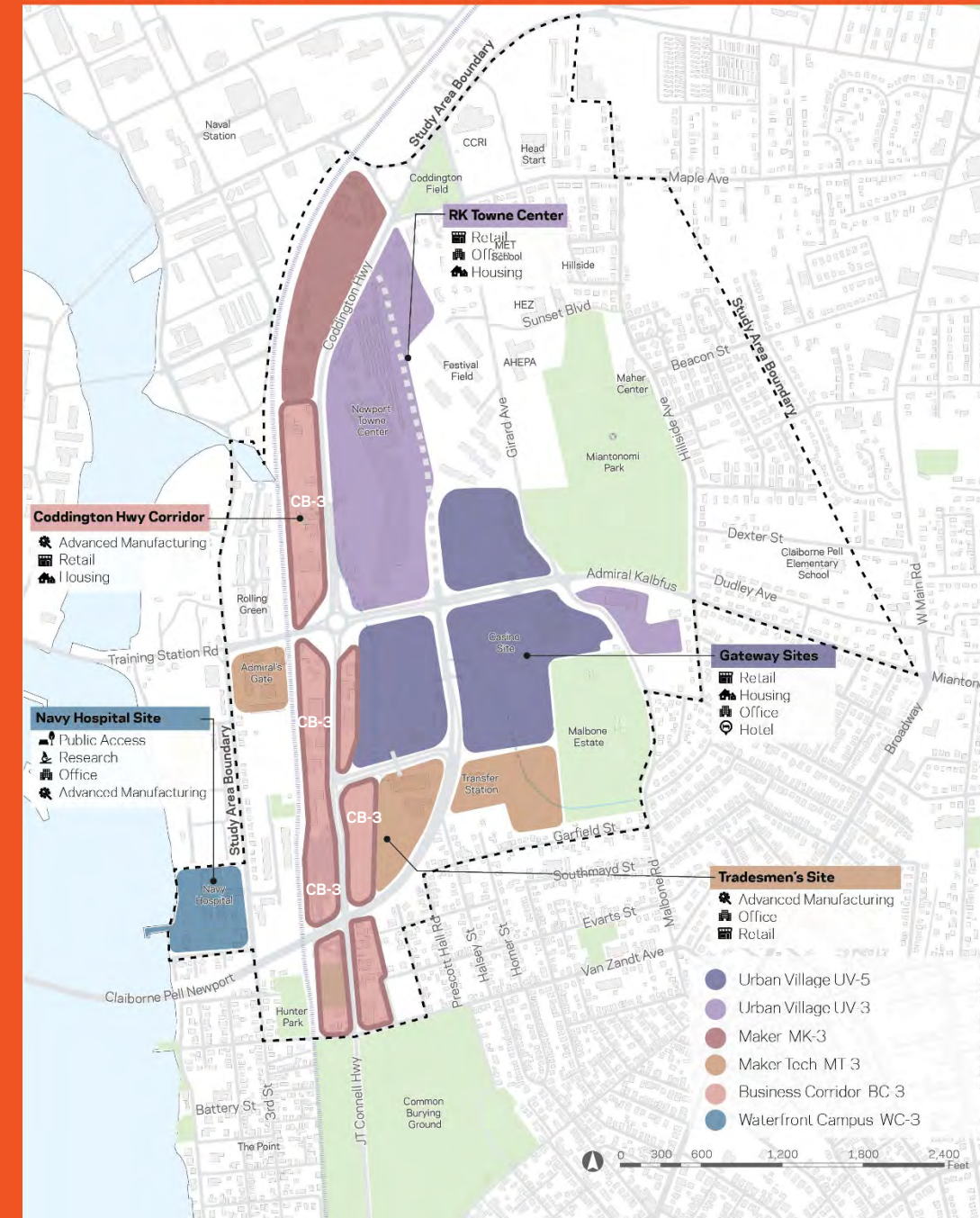
- Extension of Tradesmen's Center
- Production
- Maker, crafts light industrial
- On site sales
- Retail
- No hotel or residential



OPPORTUNITY

Land Use - Character Districts

Business Corridor BC-3

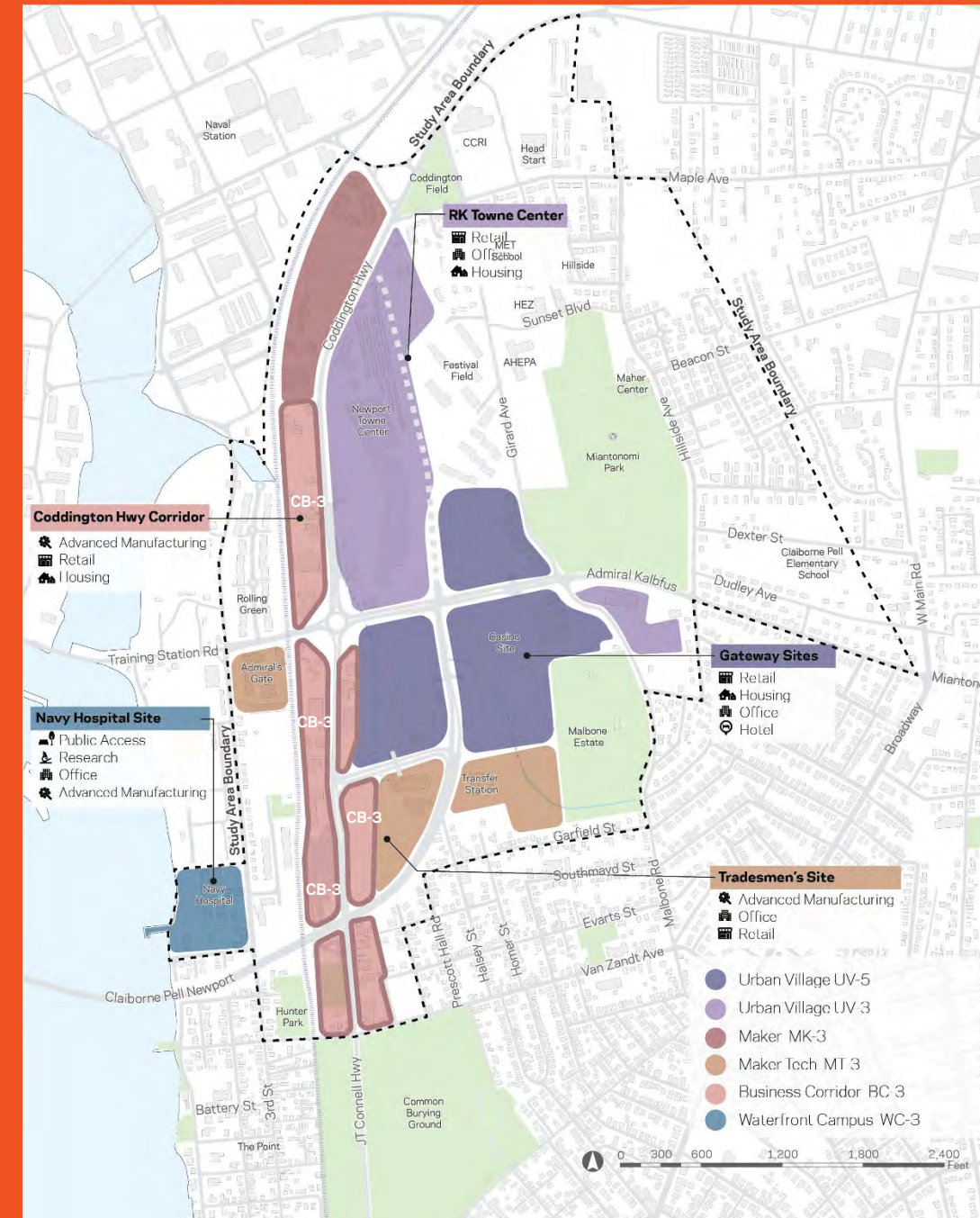


OPPORTUNITY

Land Use - Character Districts

Business Corridor BC-3

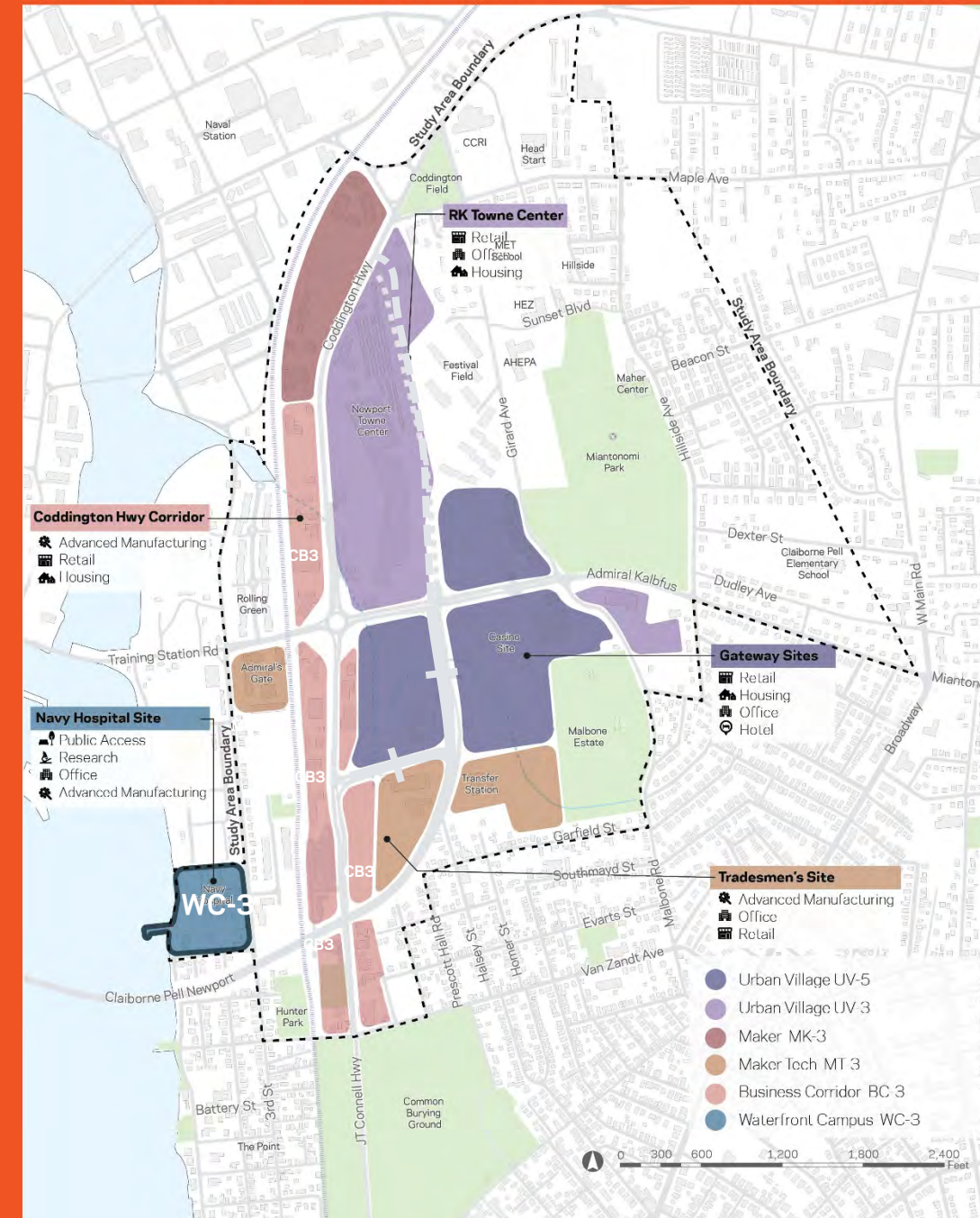
- Retail along JT Connell
- Production
- Light industrial
- On-site sales
- No residential except by special permit



OPPORTUNITY

Land Use - Character Districts

Waterfront Campus WC-3

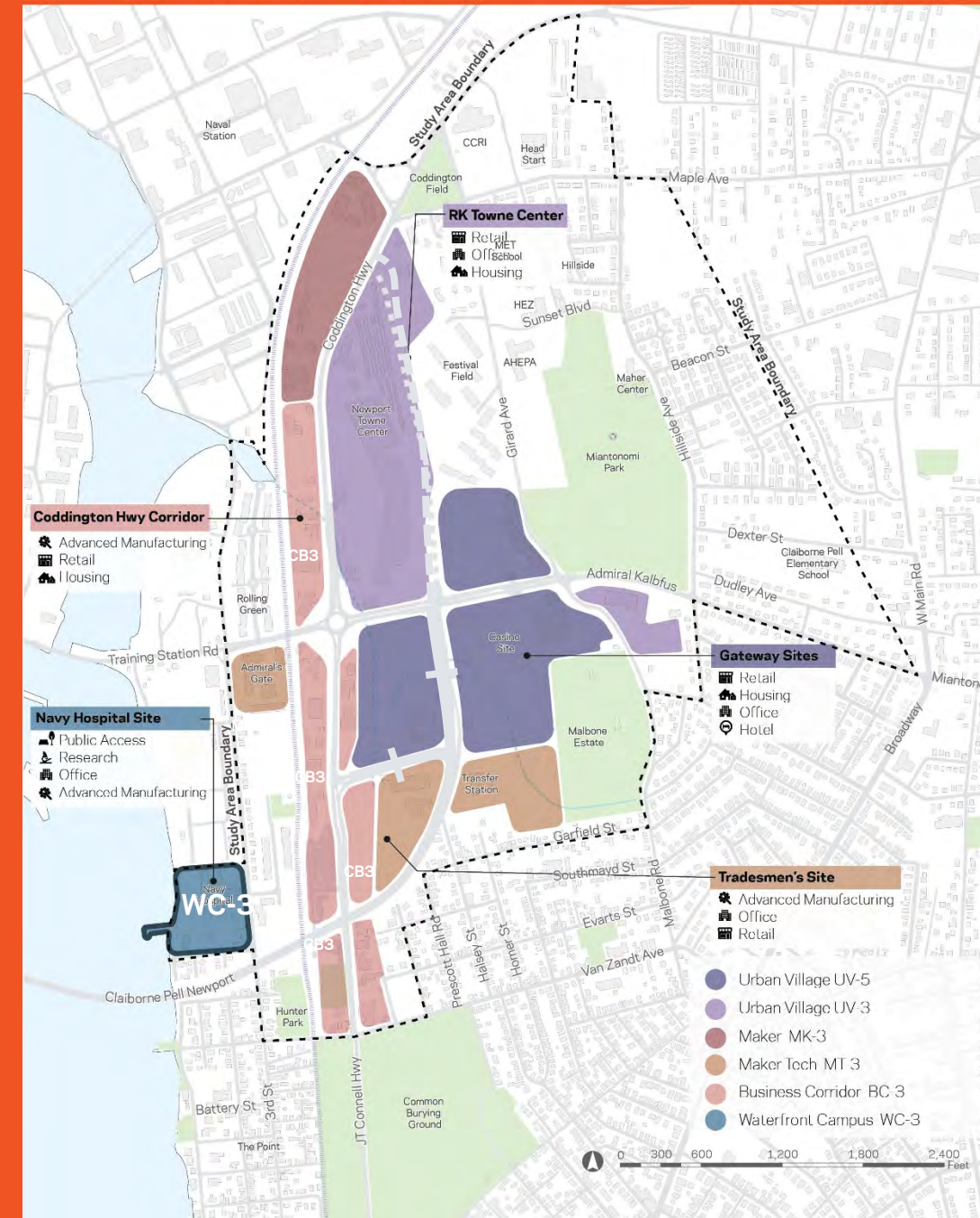


OPPORTUNITY

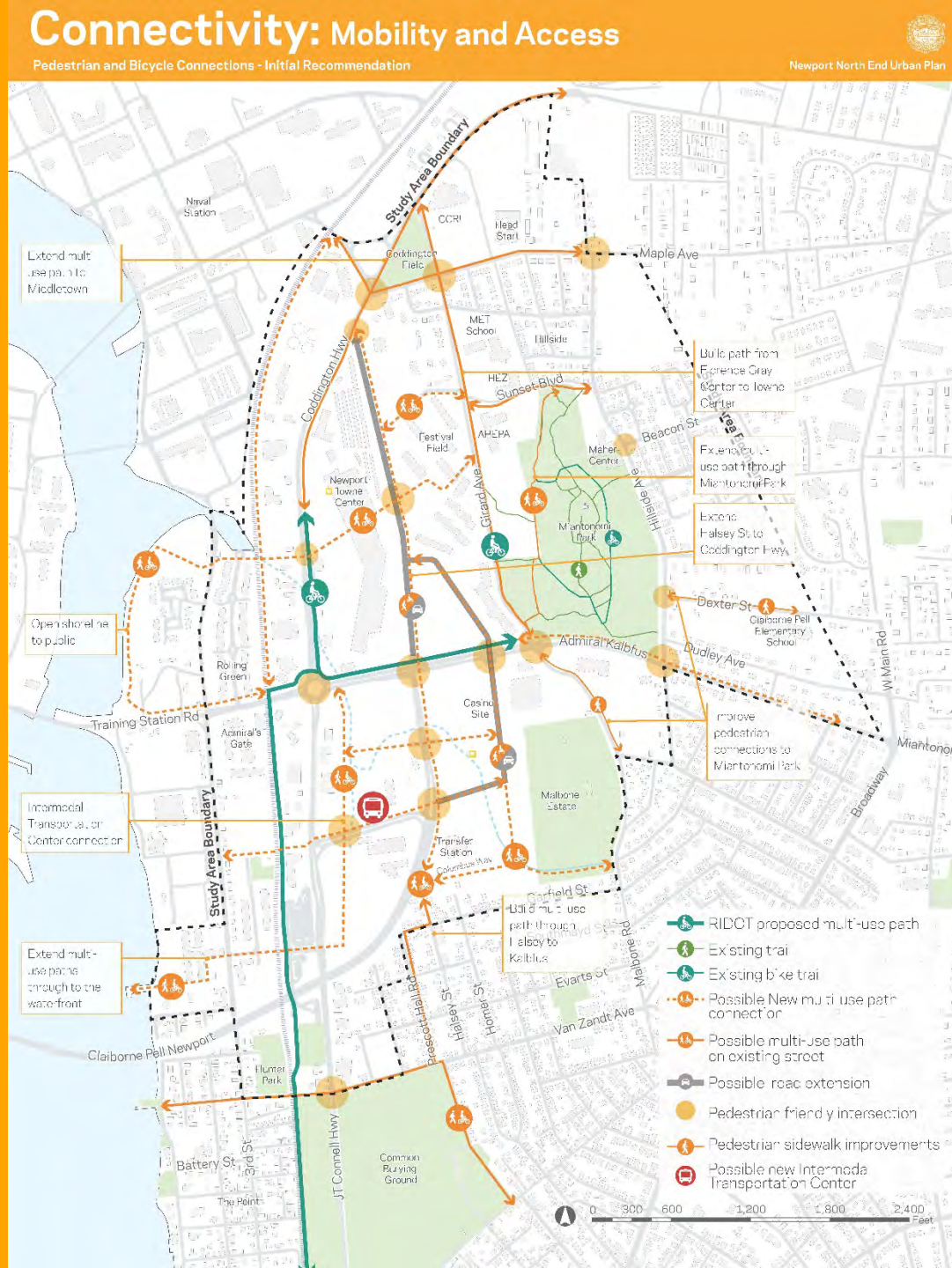
Land Use - Character Districts

Waterfront Campus WC-3

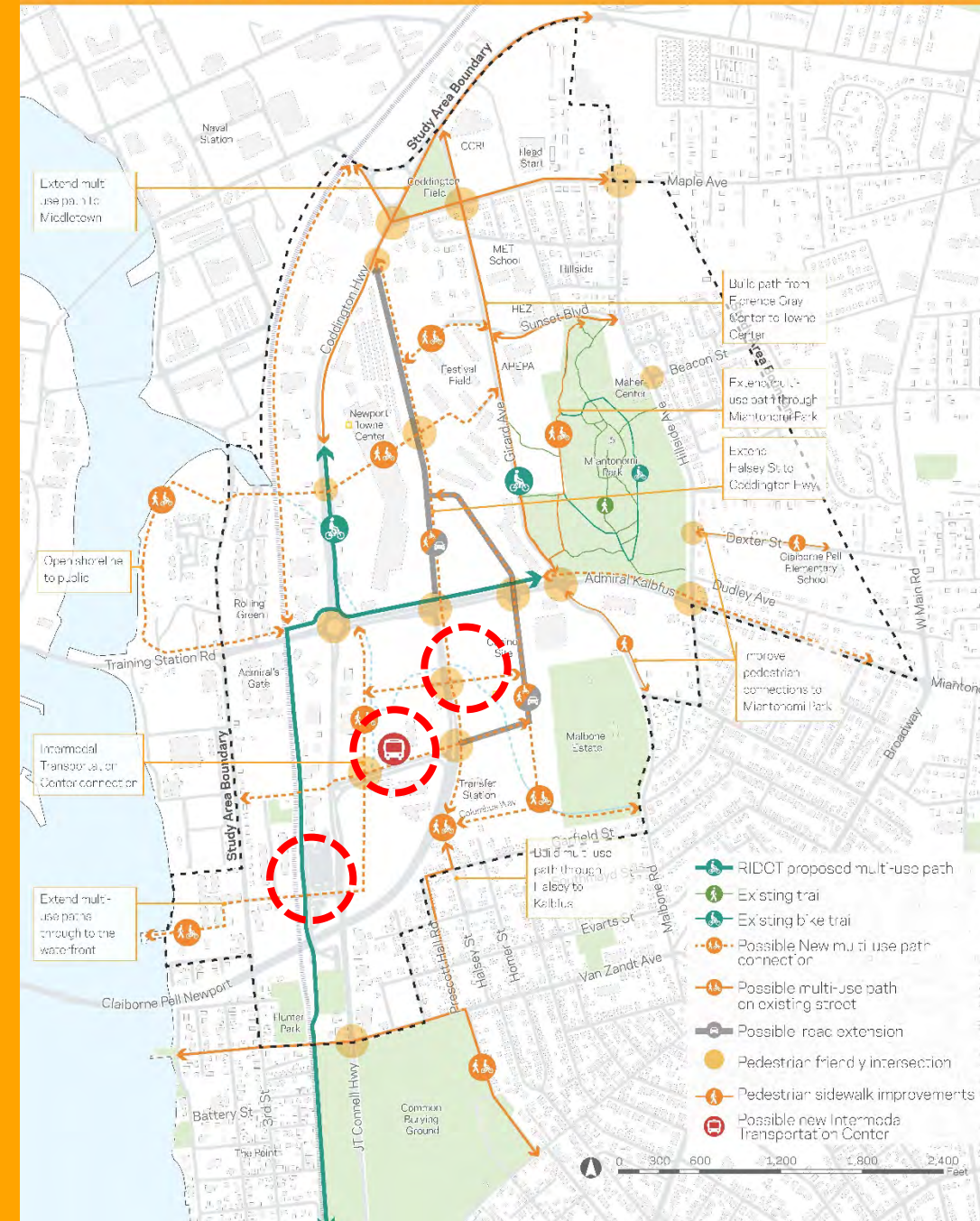
- Research
- Office
- Open space along waterfront
- Residential by special permit



Survey Results:

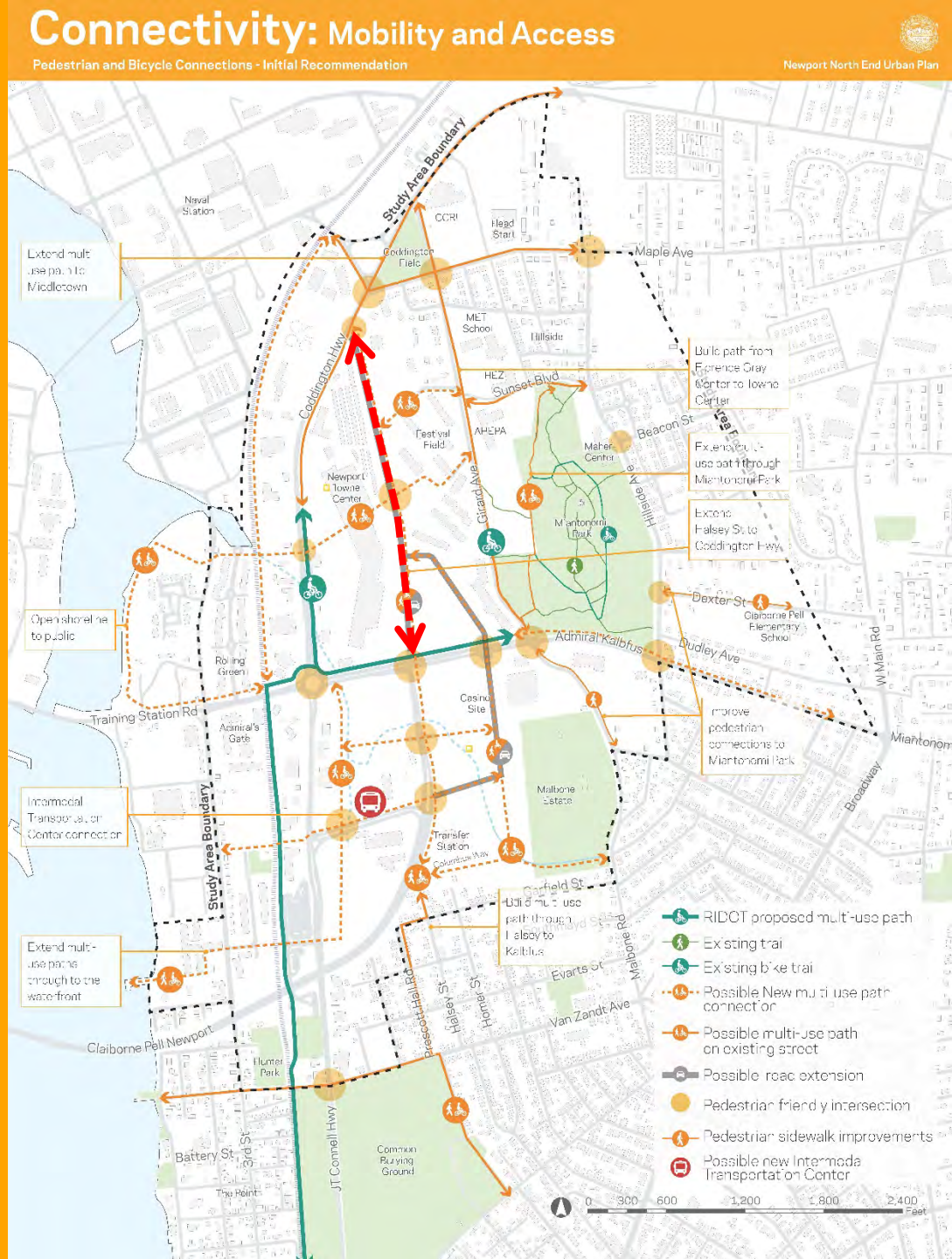
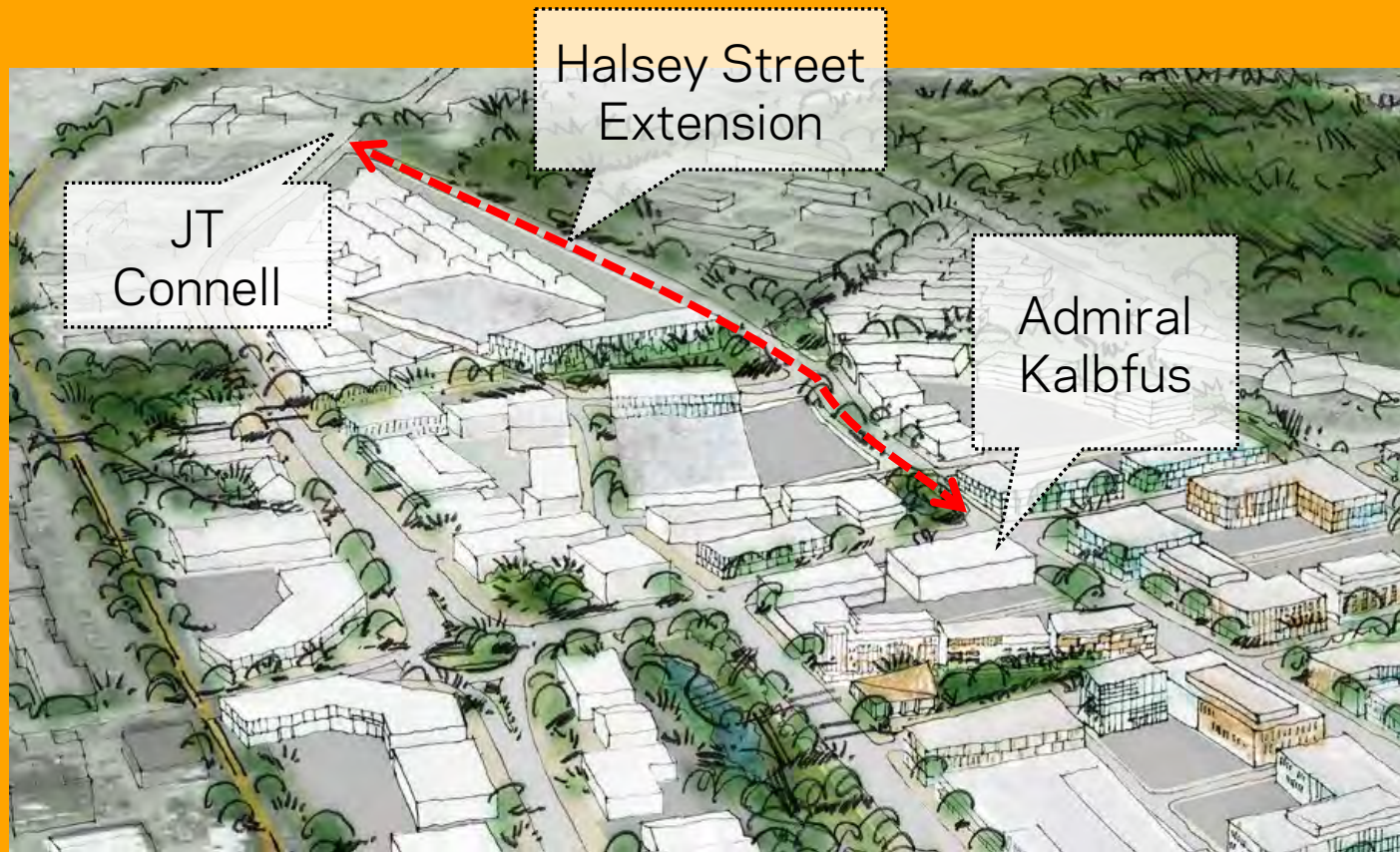


Intermodal Center in Gateway District

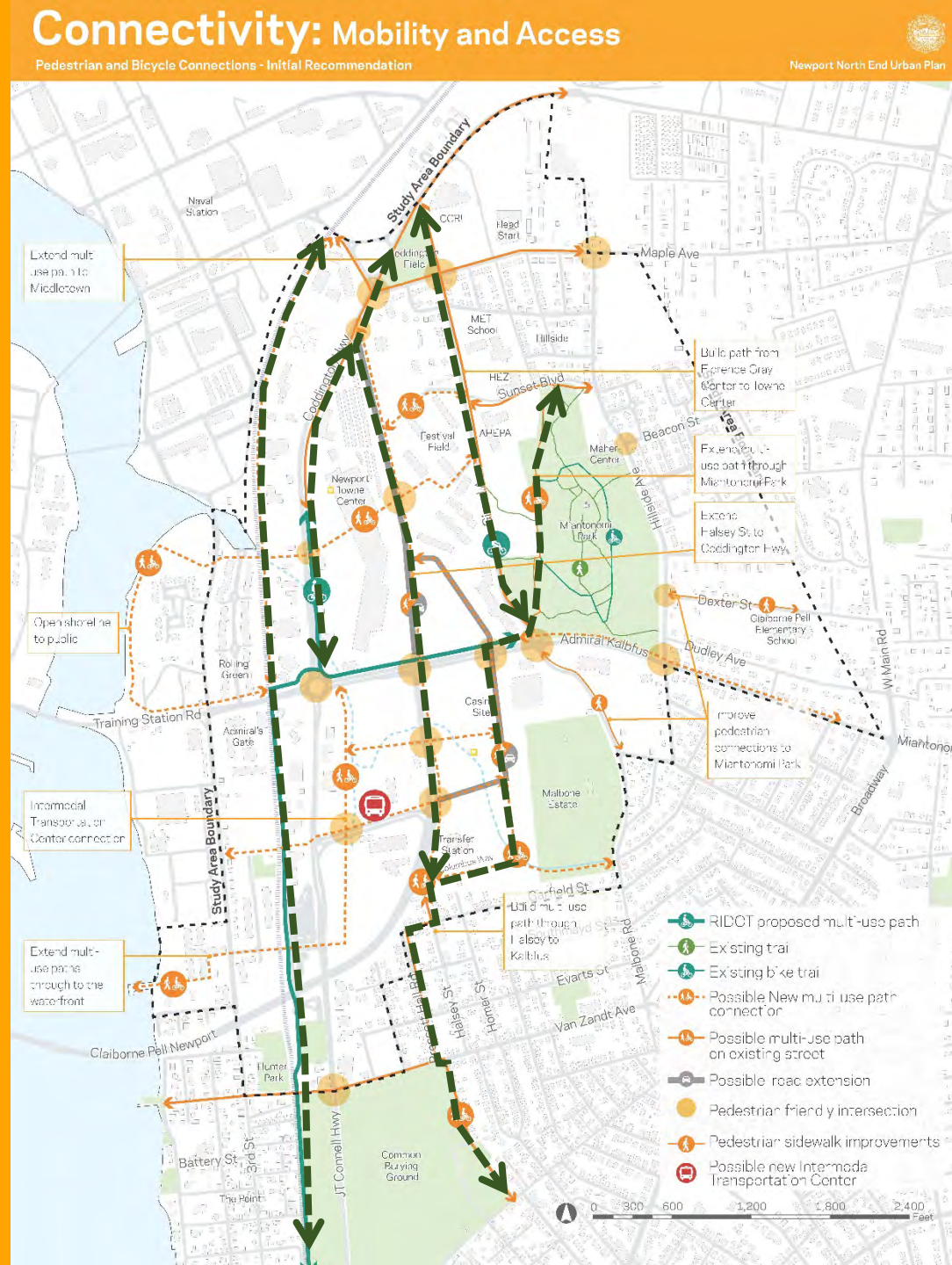


Street, Trail and Infrastructure priorities and recommendations

Halsey Street Extension to JT Connell



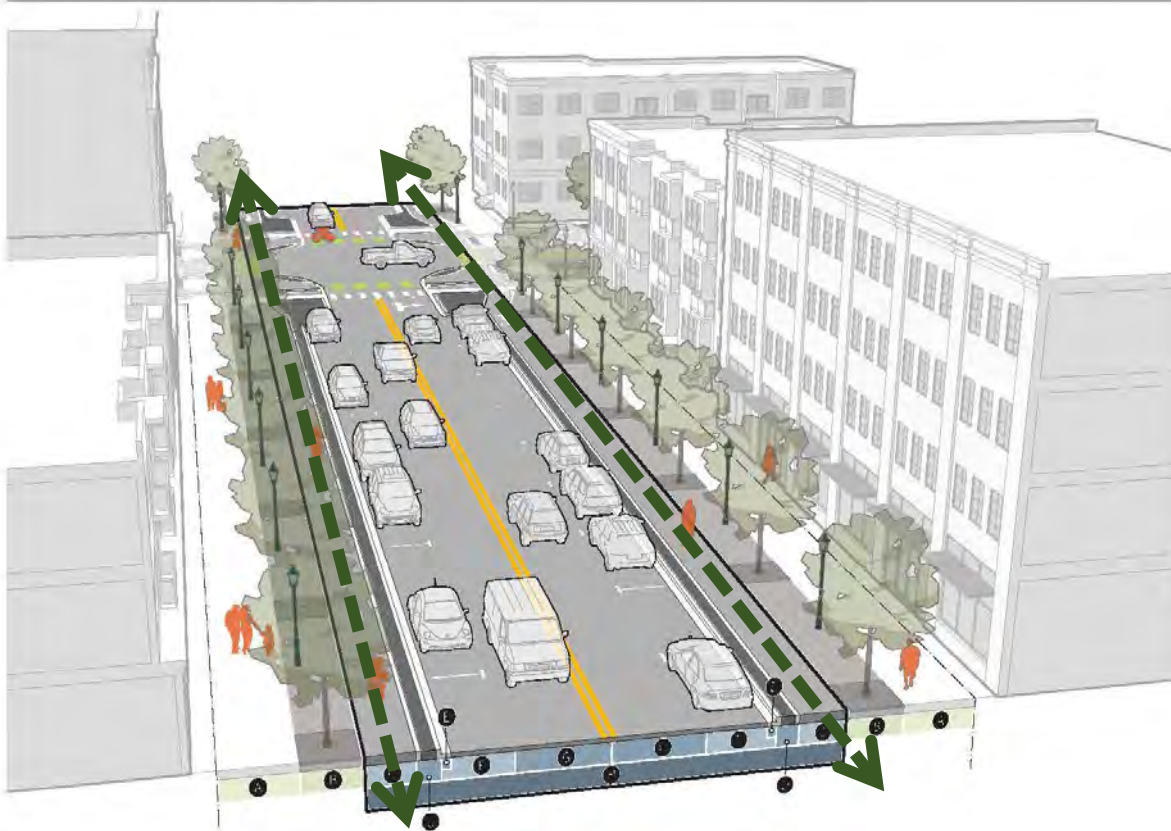
North-south ped and bike connections



Street, Trail and Infrastructure priorities and recommendations

North-south ped and bike connections

f. Village Core Street



Connectivity: Mobility and Access

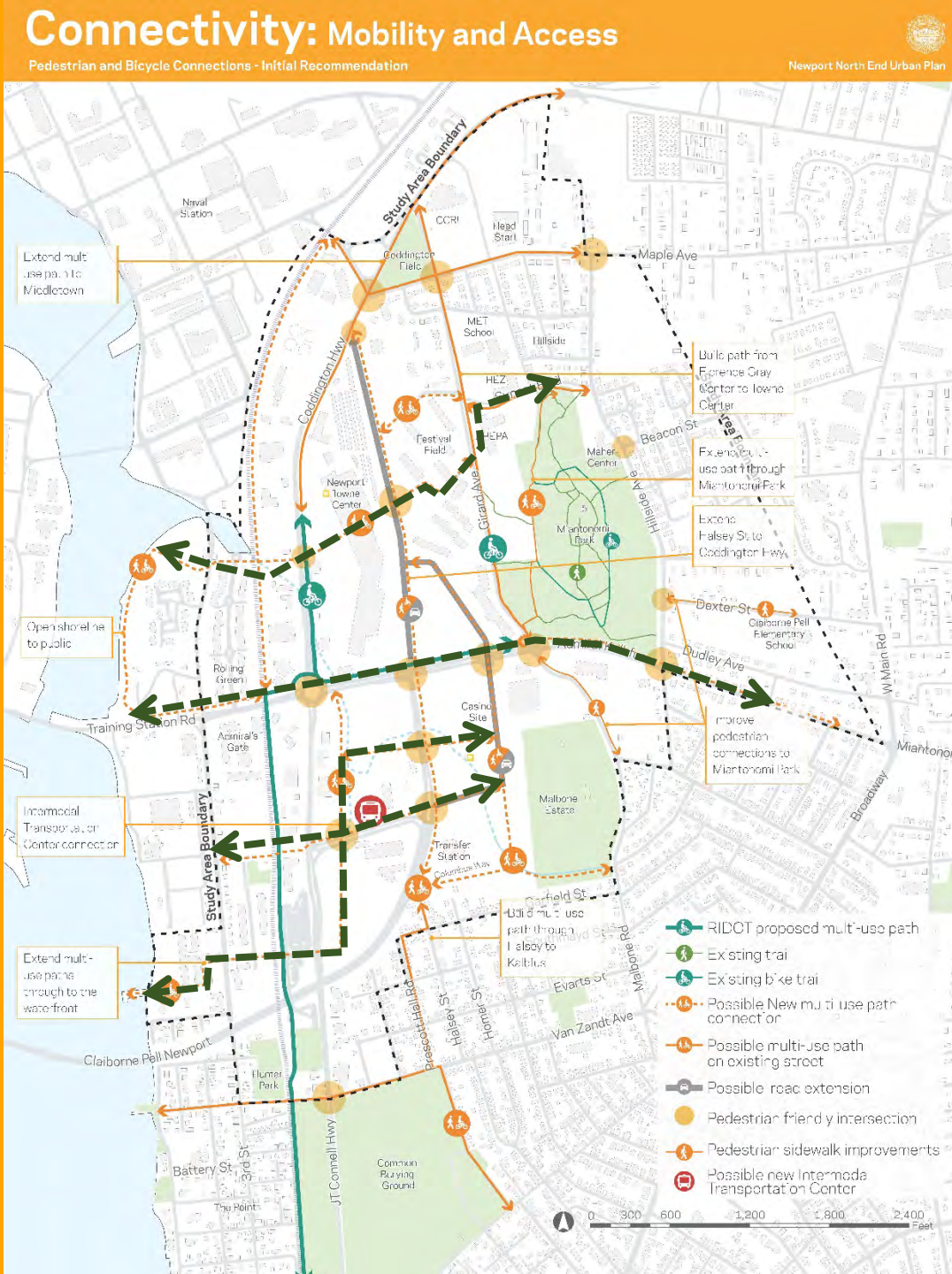
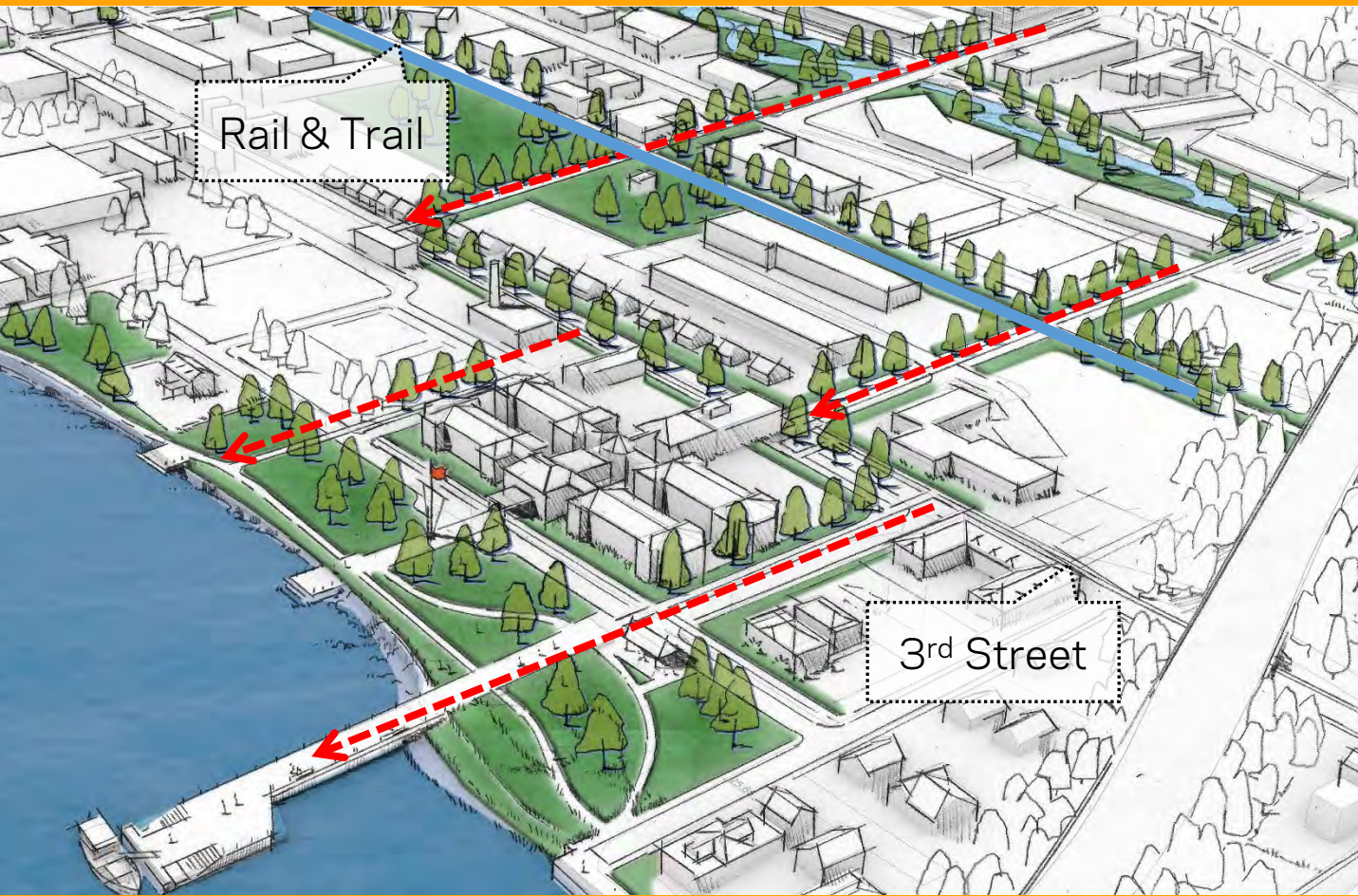
Pedestrian and Bicycle Connections - Initial Recommendation

Newport North End Urban Plan

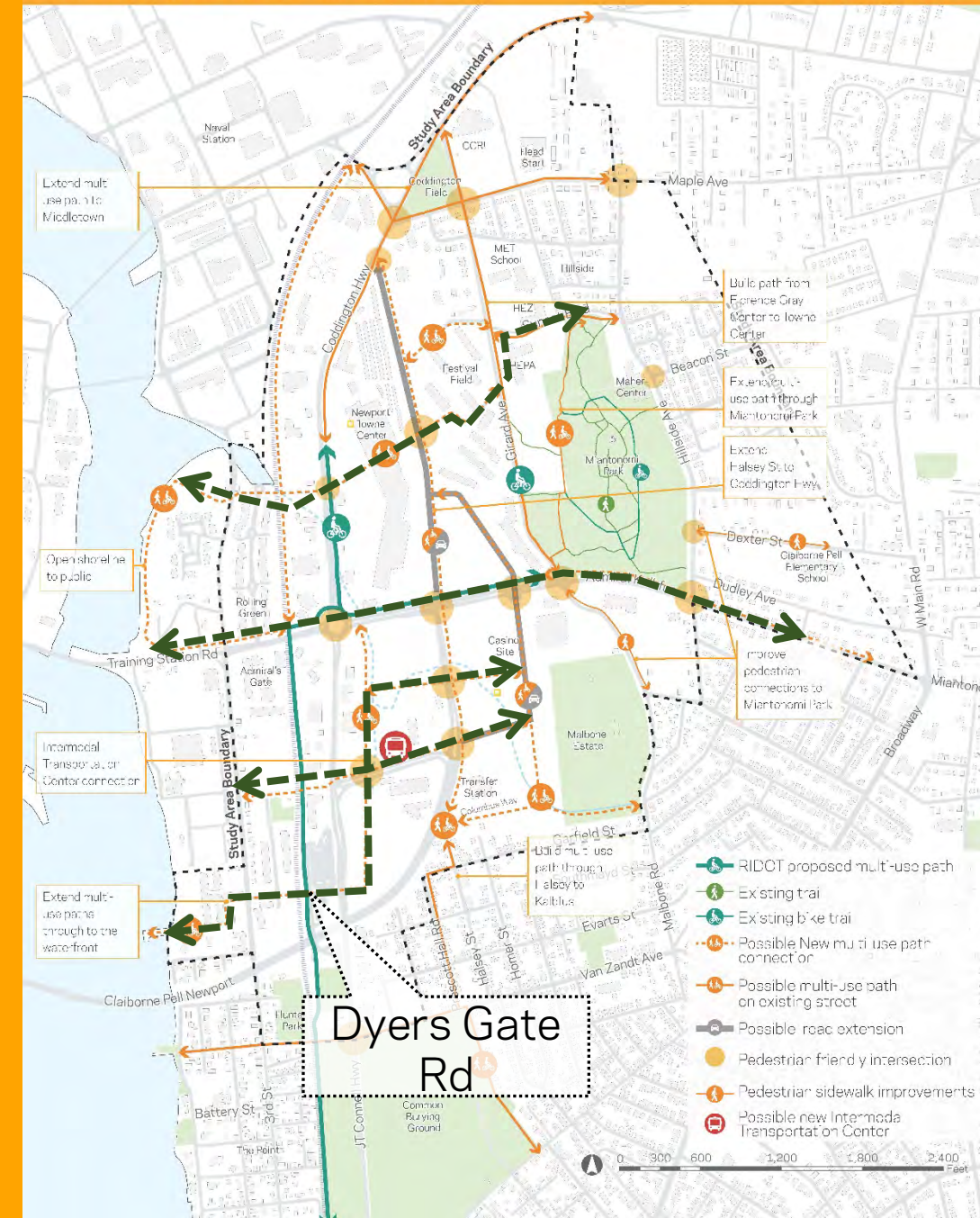


Street, Trail and Infrastructure priorities and recommendations

- East-west ped connections to waterfront

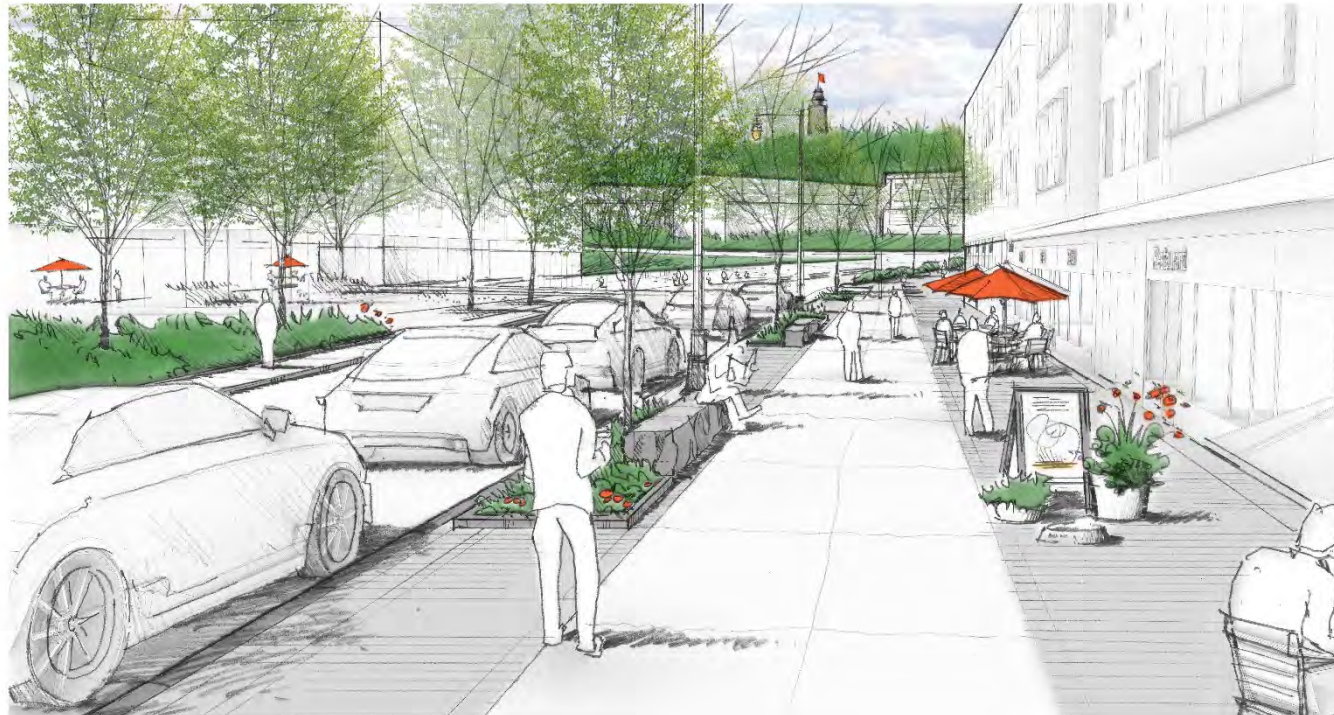


East-west ped connections to waterfront



Street, Trail and Infrastructure priorities and recommendations

East-west ped connections to waterfront

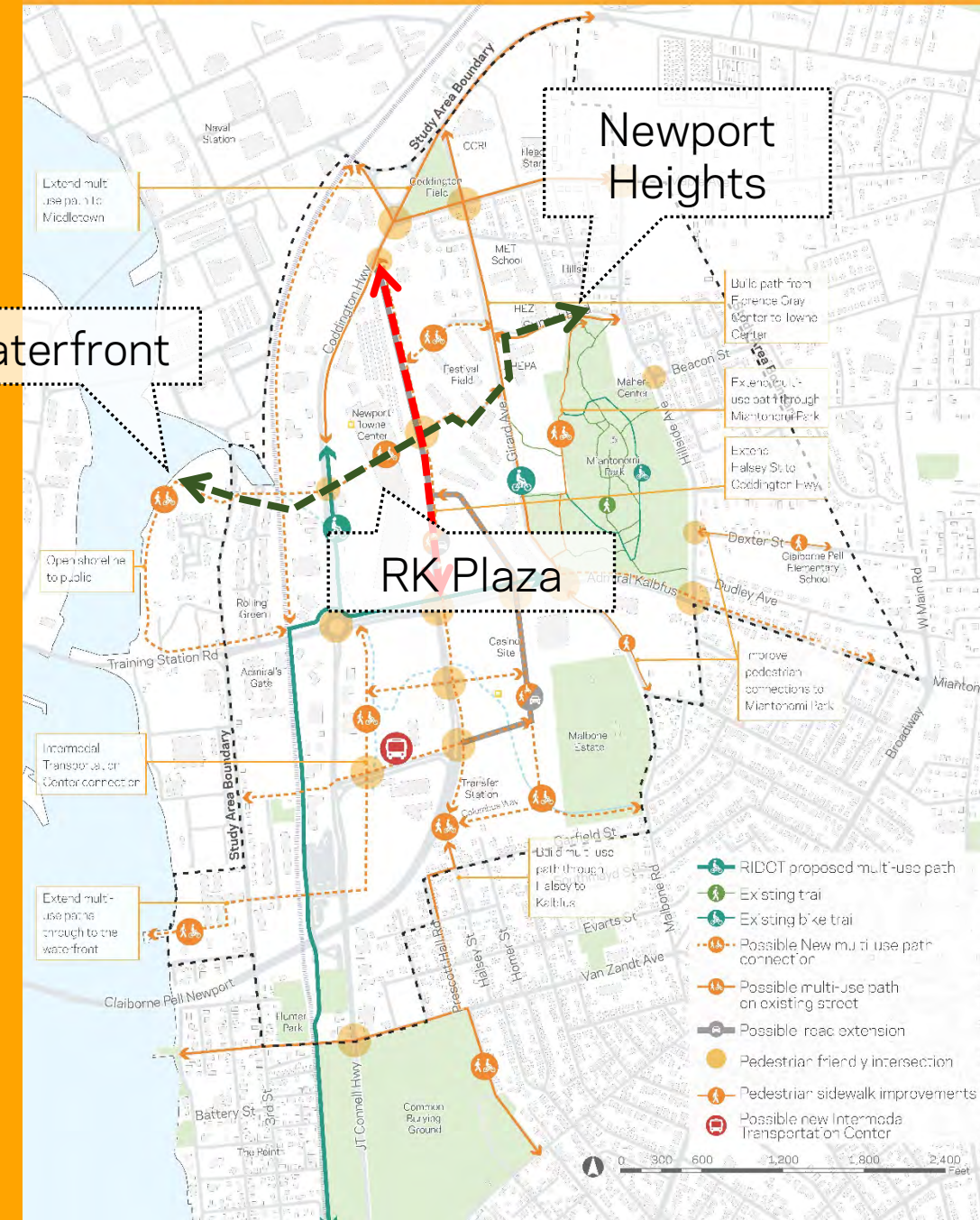


Connectivity: Mobility and Access

Pedestrian and Bicycle Connections - Initial Recommendation

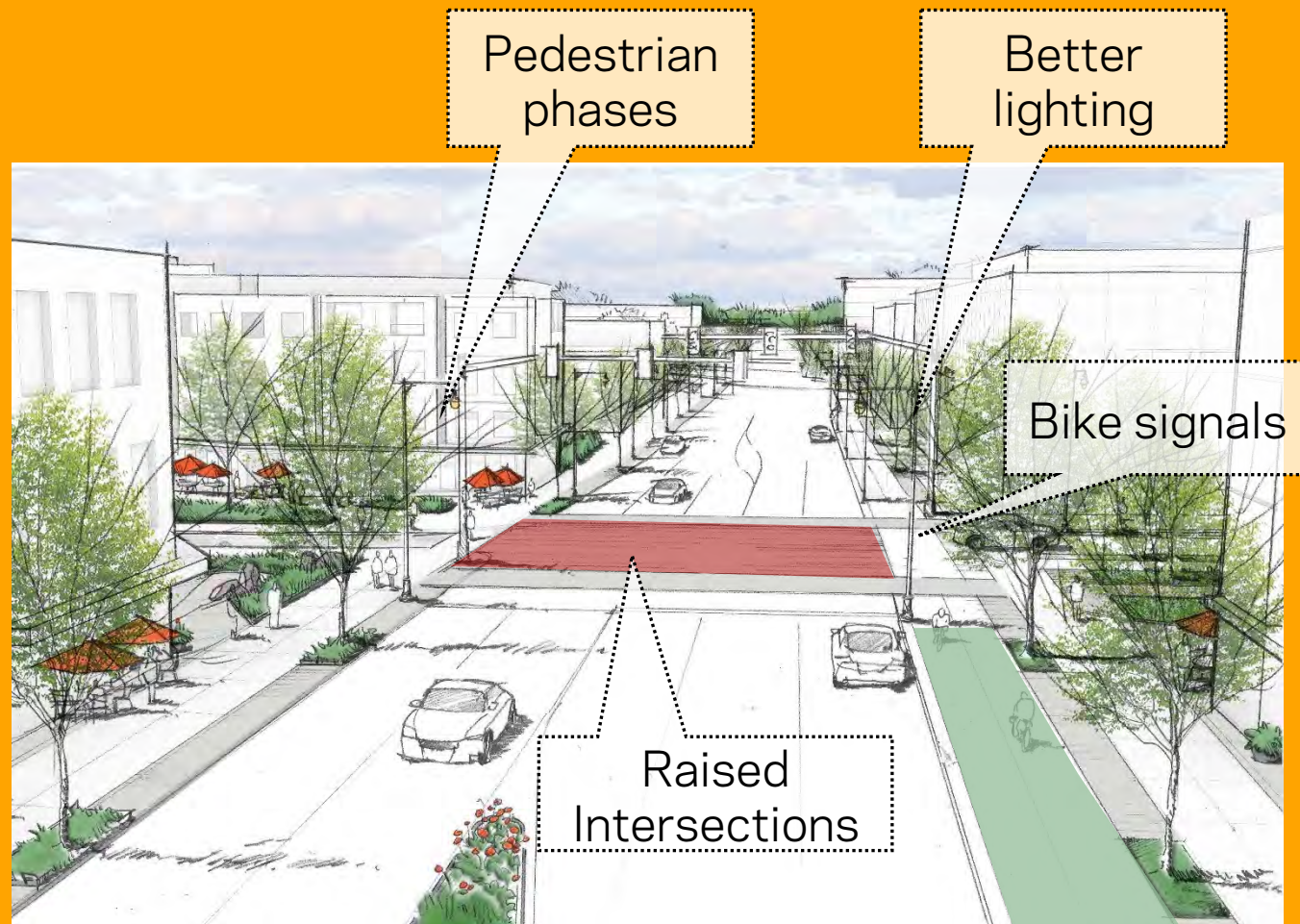
Newport North End Urban Plan

Waterfront



Street, Trail and Infrastructure priorities and recommendations

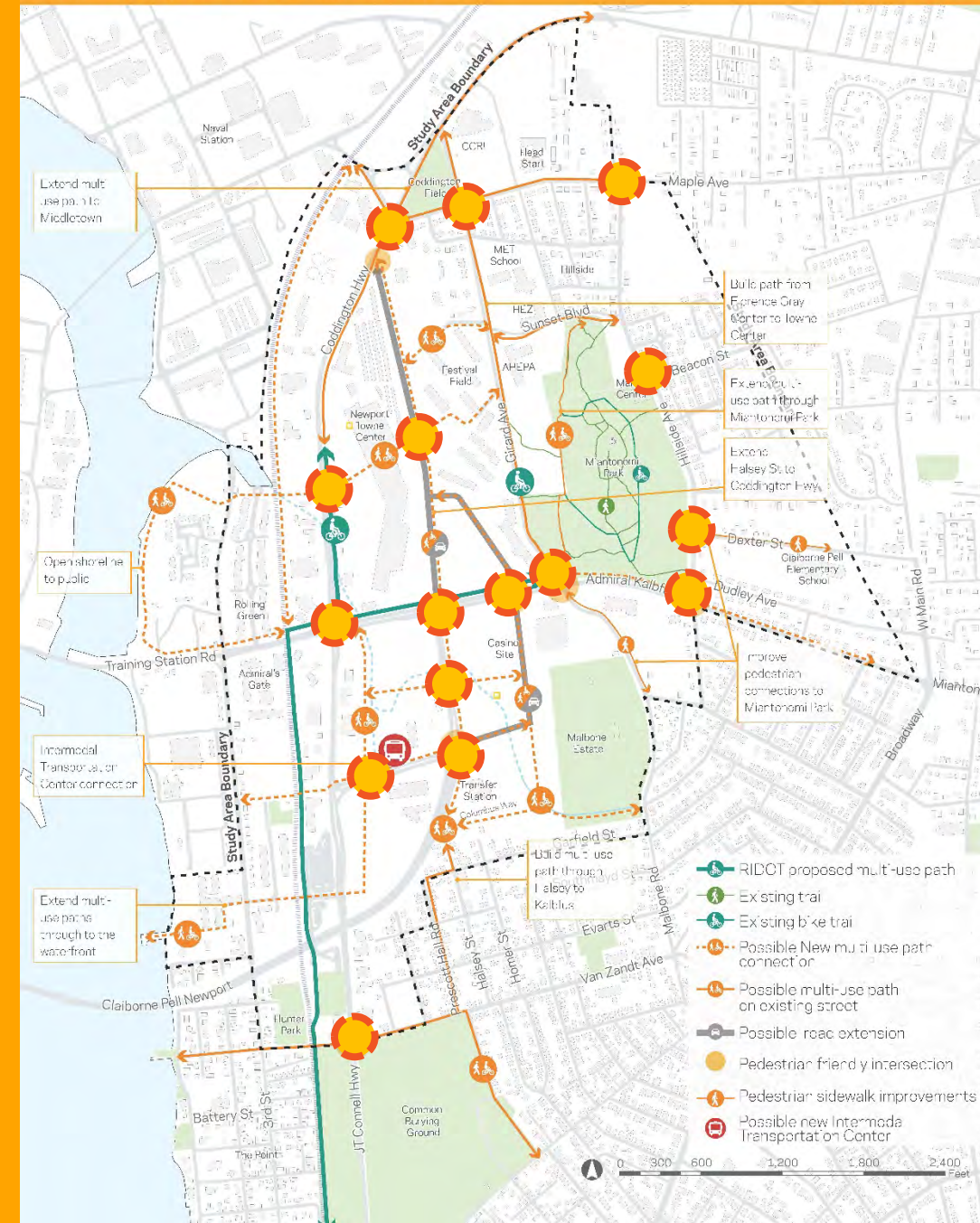
Improved pedestrian crossings



Connectivity: Mobility and Access

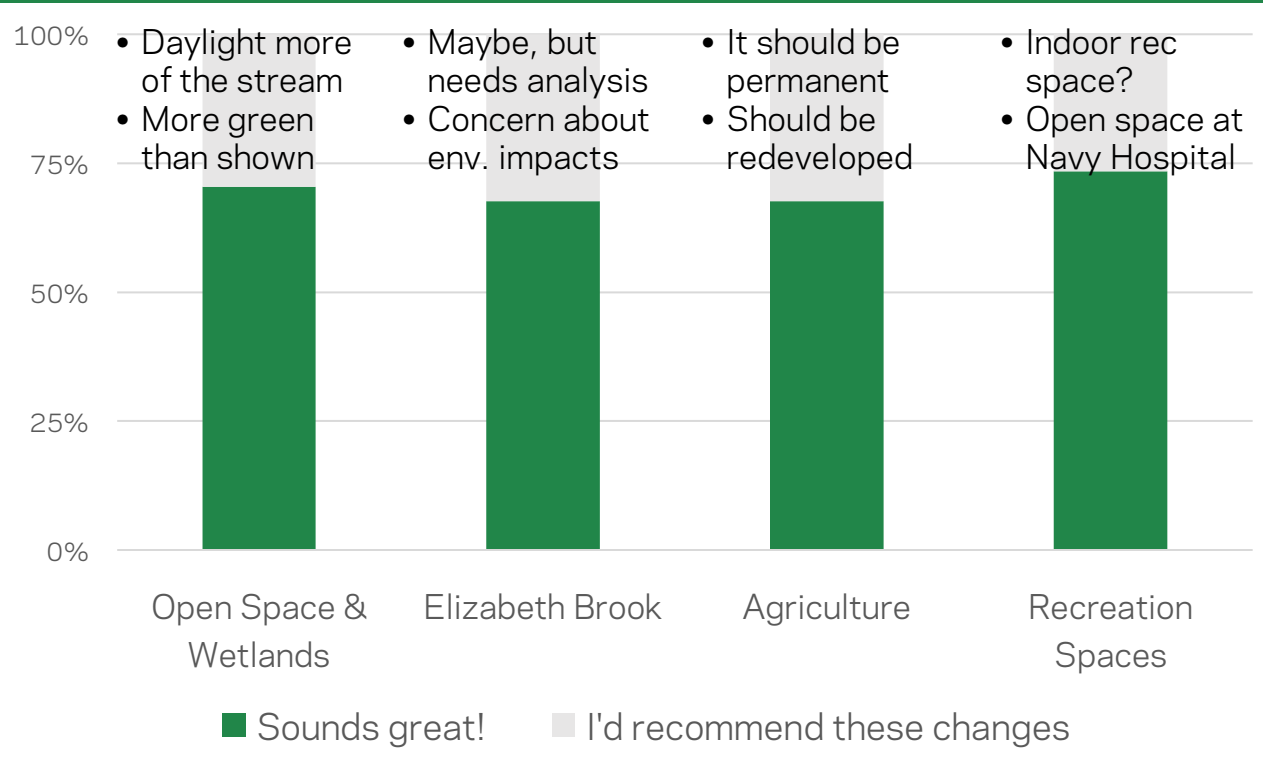
Pedestrian and Bicycle Connections - Initial Recommendation

Newport North End Urban Plan



RESILIENCY

Survey Results:



Proposed integrated parks & wetlands system

Excavate & daylight brook

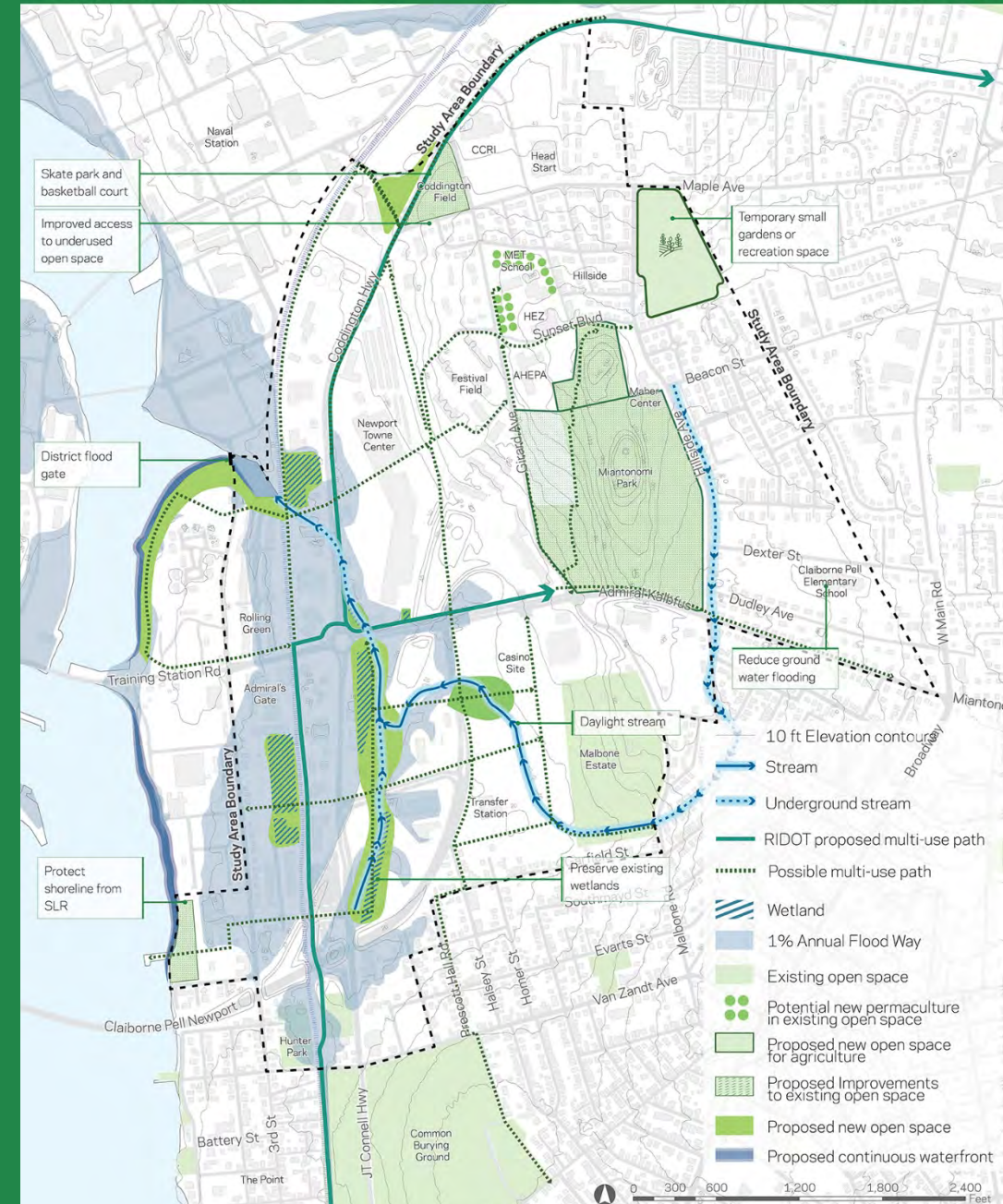
Temporary community ag space at Hillside & Maple

Proposed locations of open & rec spaces

Resiliency: Parks and Open Space

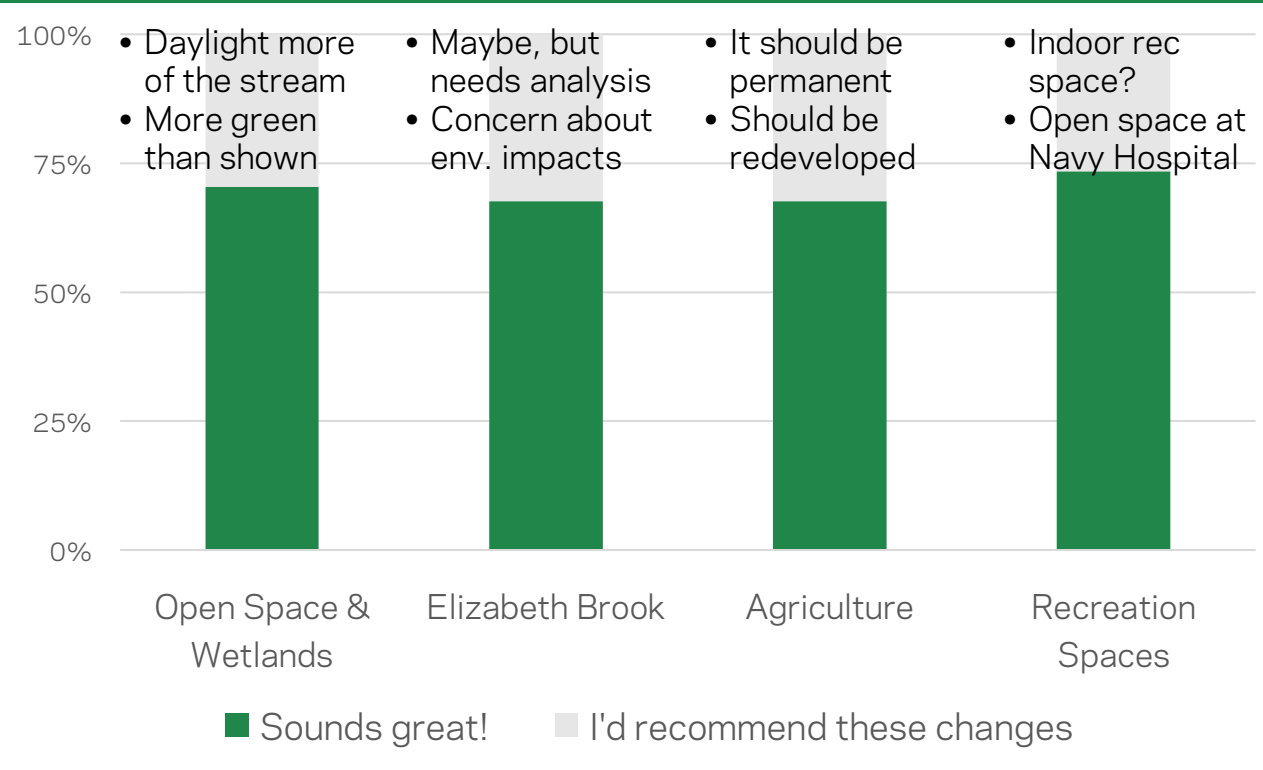
Parks and Open Space - Initial Recommendations

Newport North End Urban Plan



RESILIENCY

Survey Results:



Resiliency: Parks and Open Space

Parks and Open Space - Initial Recommendations

Newport North End Urban Plan
Forum Week #2
March 1st, 2024

Park/Wetland Integrated System



Daylight of Stream



Spaces for Agriculture - Production and Year-round Farmers' Market



1870 Historic Map - Showing the stream



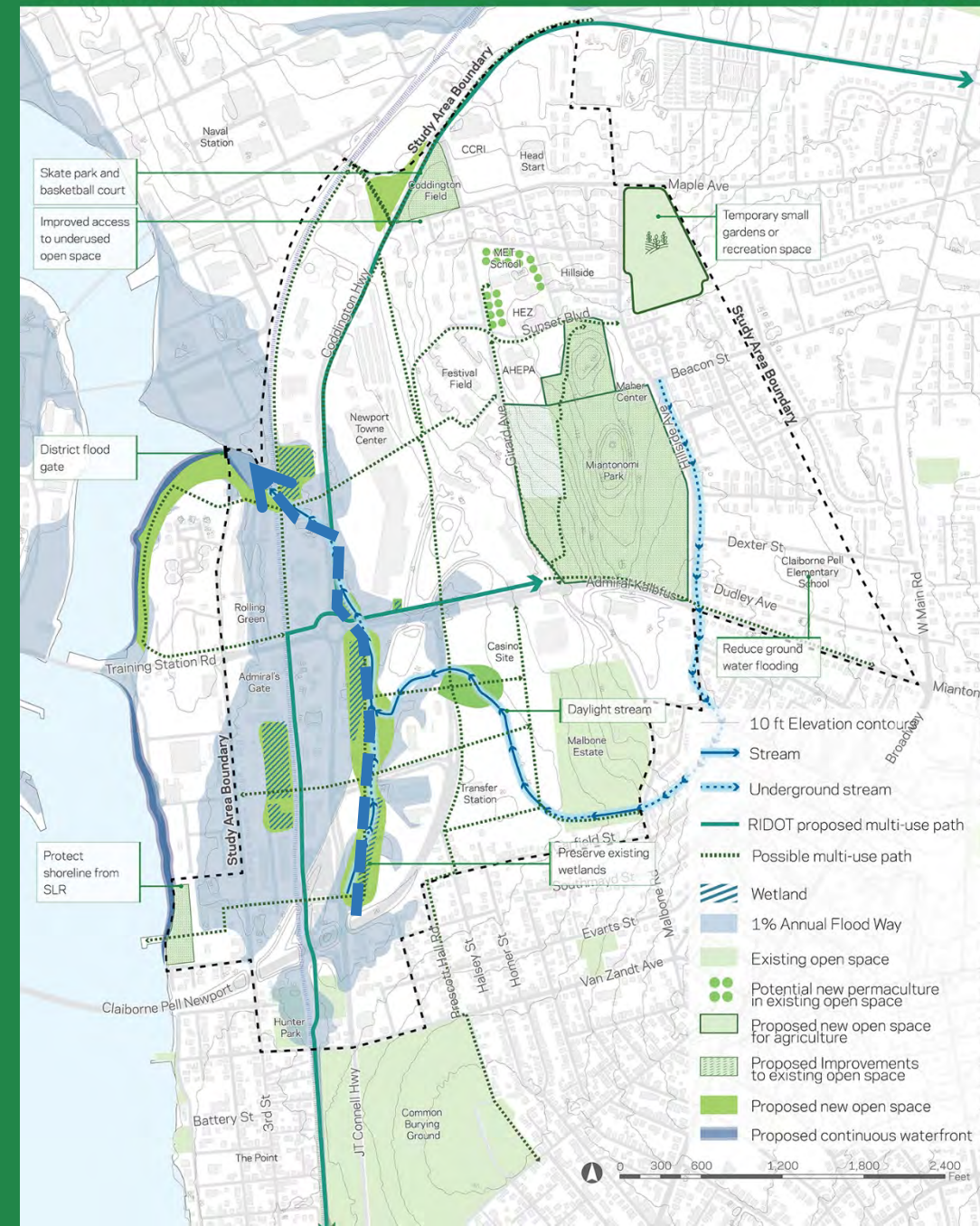
Open Space Resources Map



Continuous flood storage parklands at low point in district

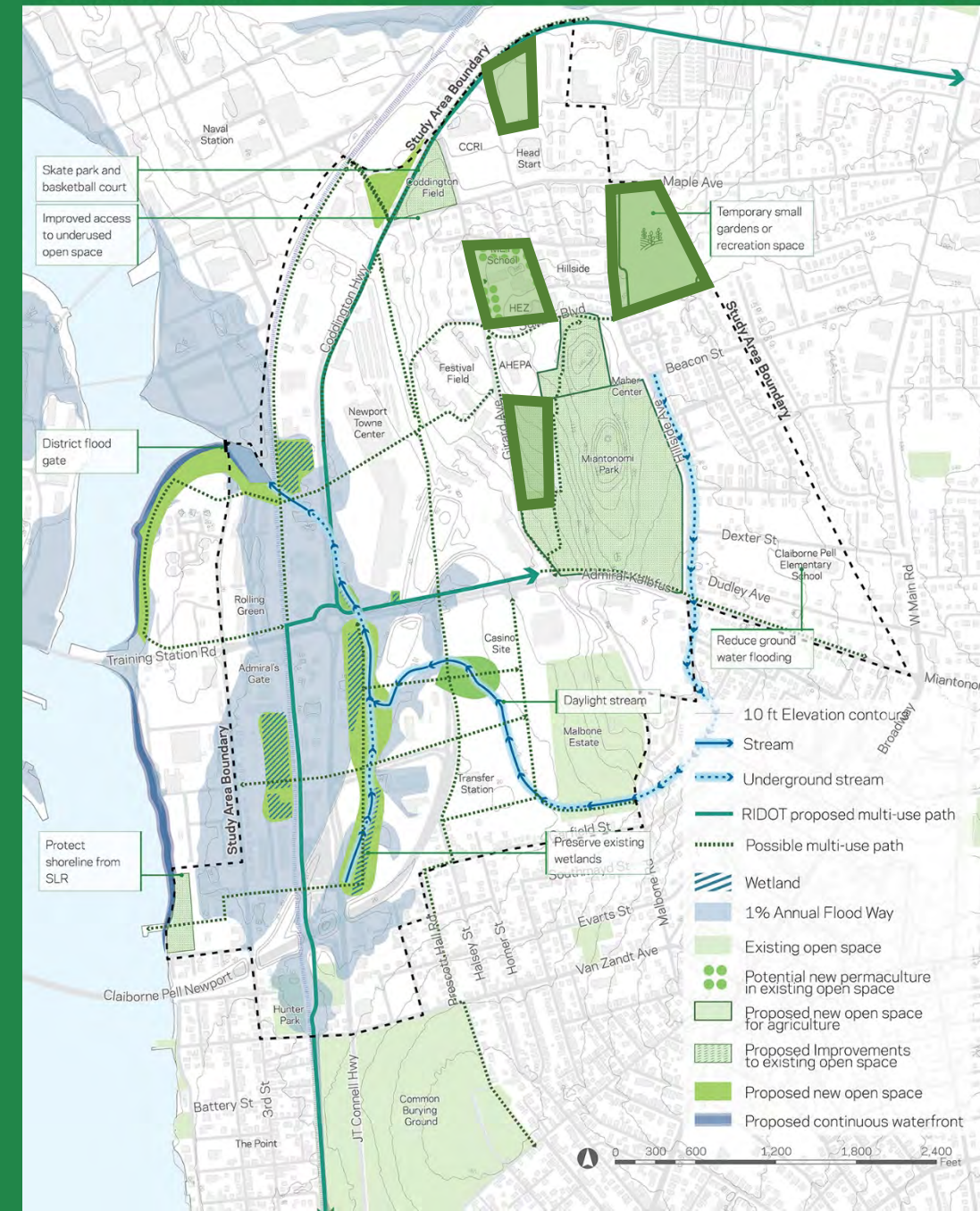


Parks and Open Space - Initial Recommendations



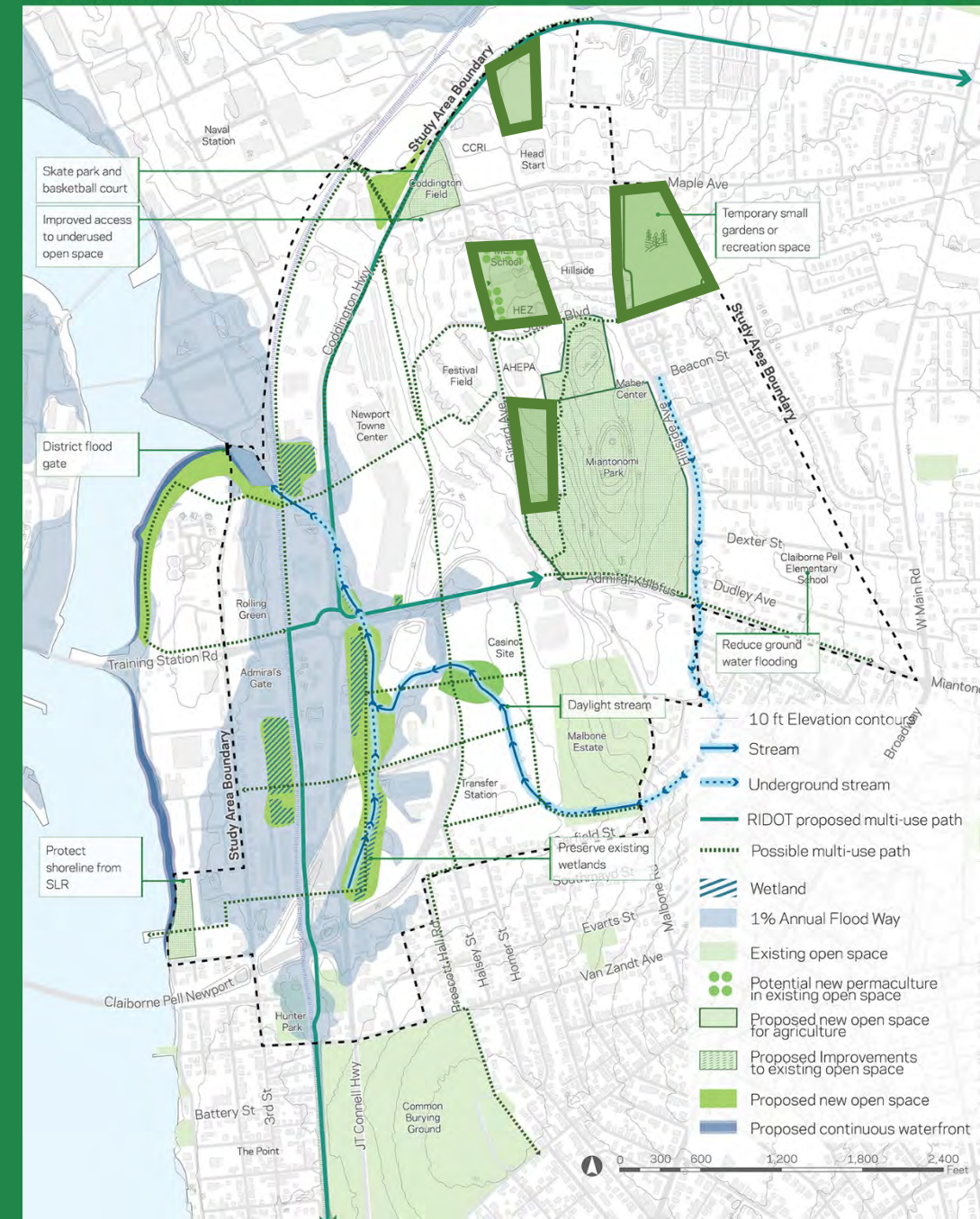
Open Space and Parks priorities and recommendations

Short-term gardens (or renewable energy) in unused open spaces

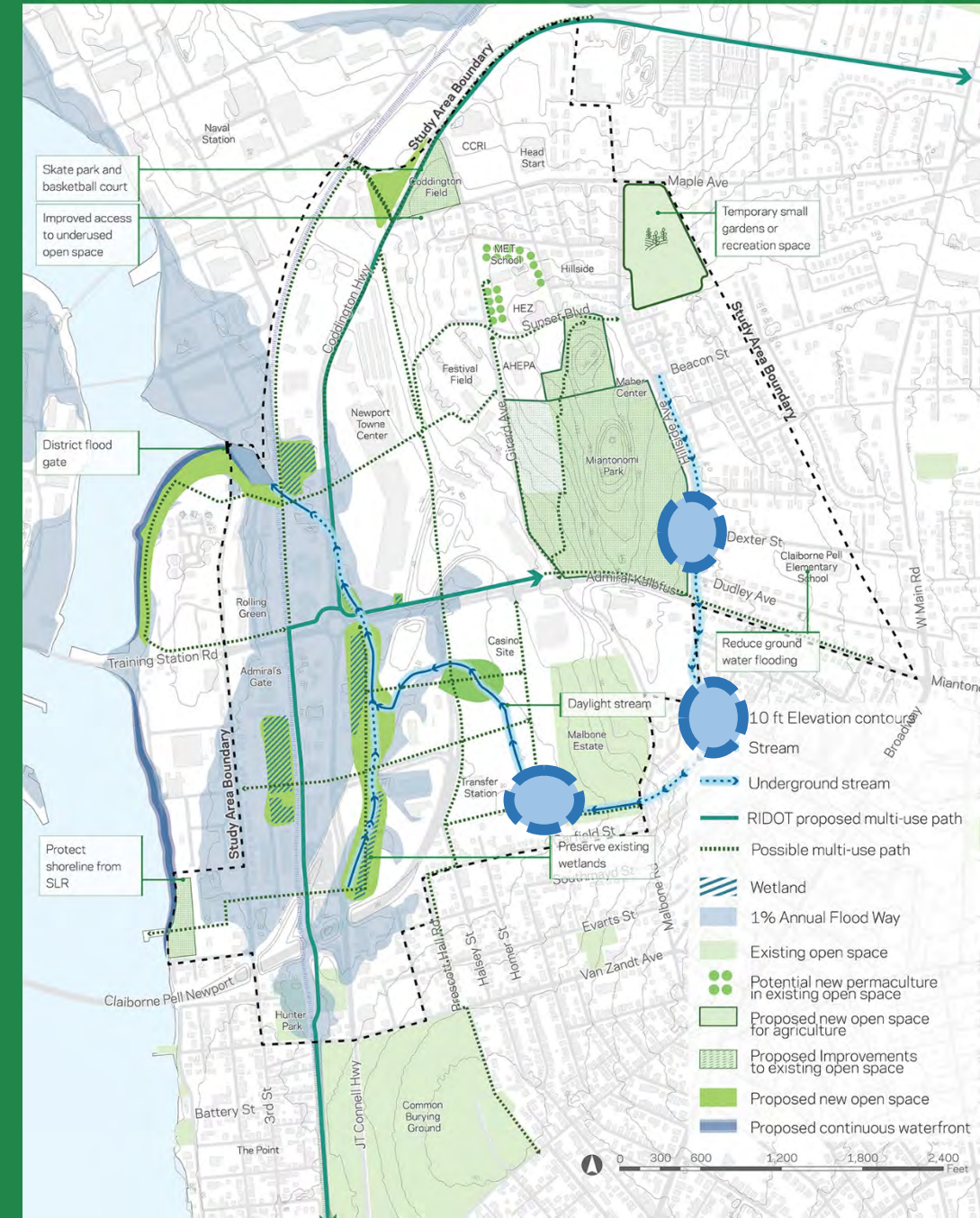


Open Space and Parks priorities and recommendations

Short-term gardens (or renewable energy) in unused open spaces

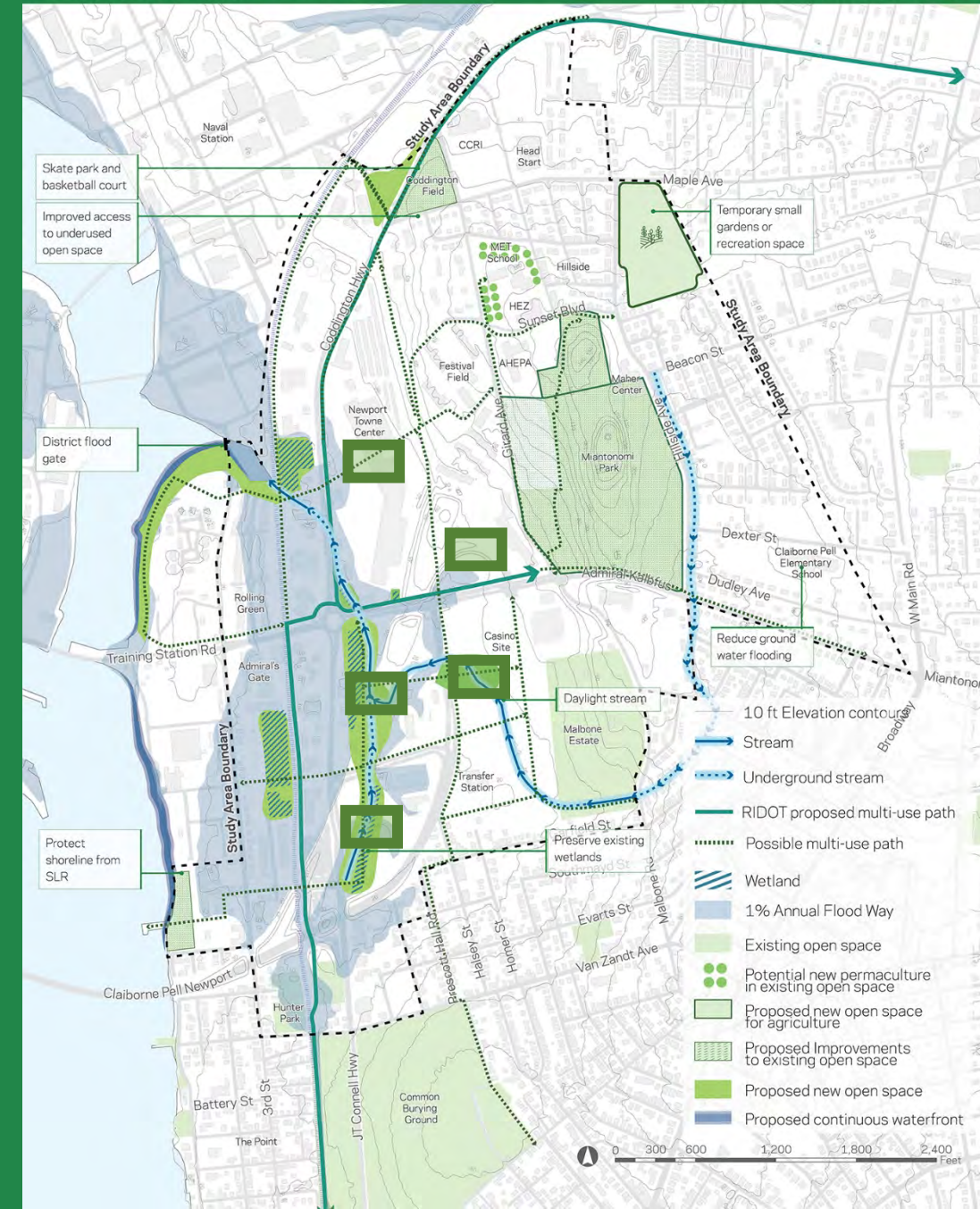


Flood remediation in neighborhoods



Open Space and Parks priorities and recommendations

Minimum open space requirements for large scale redevelopment sites

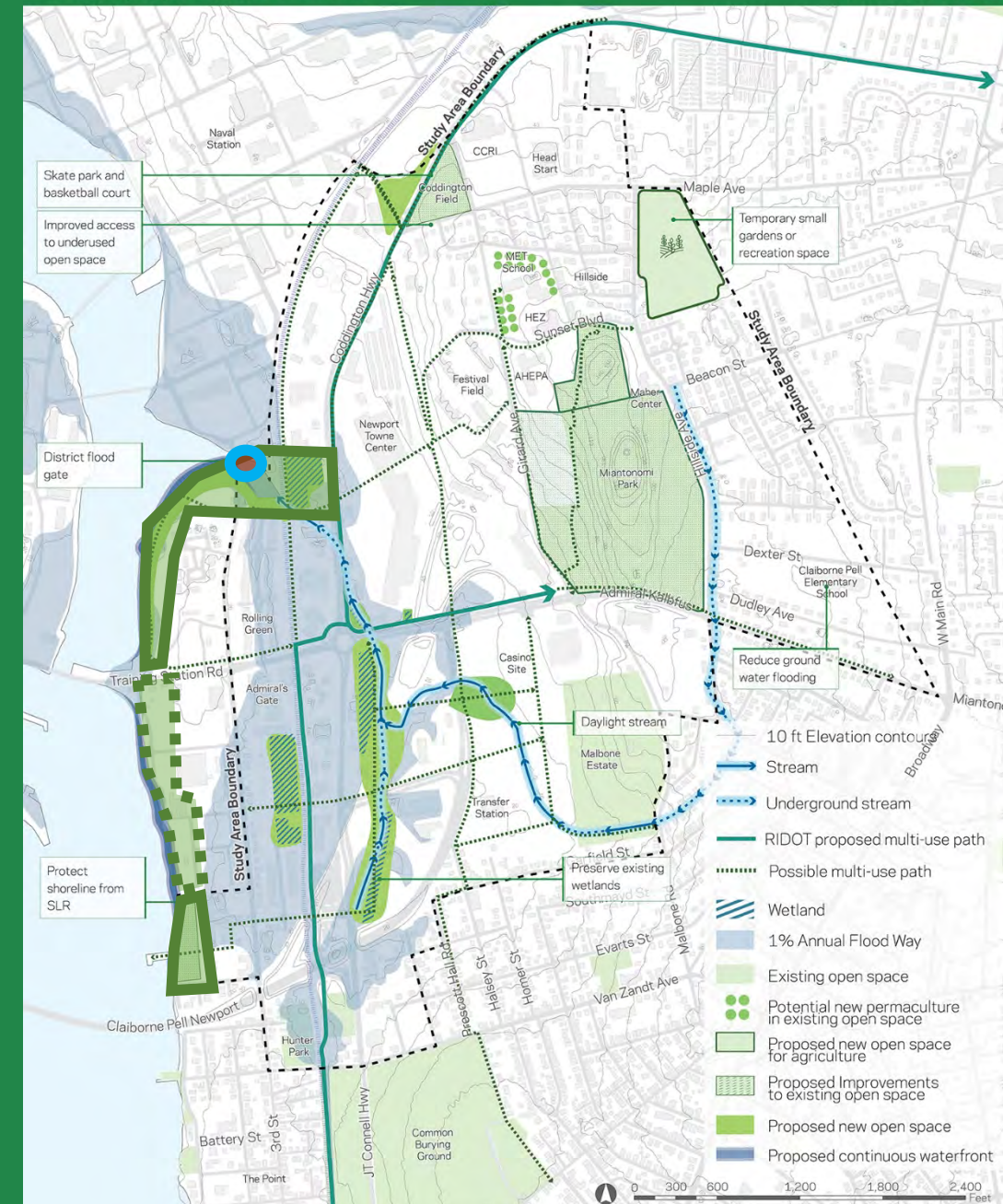


Open Space and Parks priorities and recommendations

- Publicly accessible waterfront open spaces



From: Newport Tree Parks and Open Space Plan



EQUITY

Survey Results

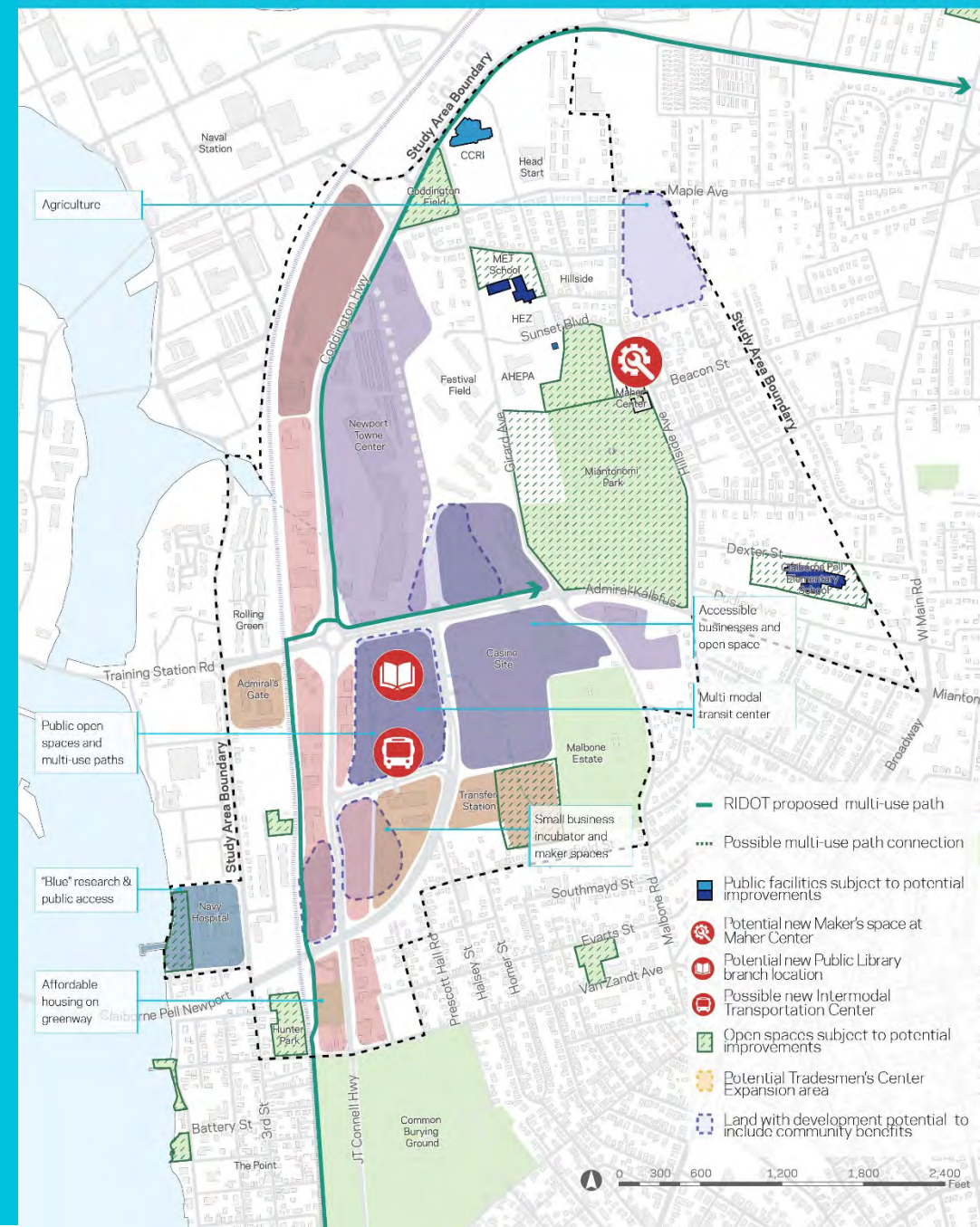
Community Benefits

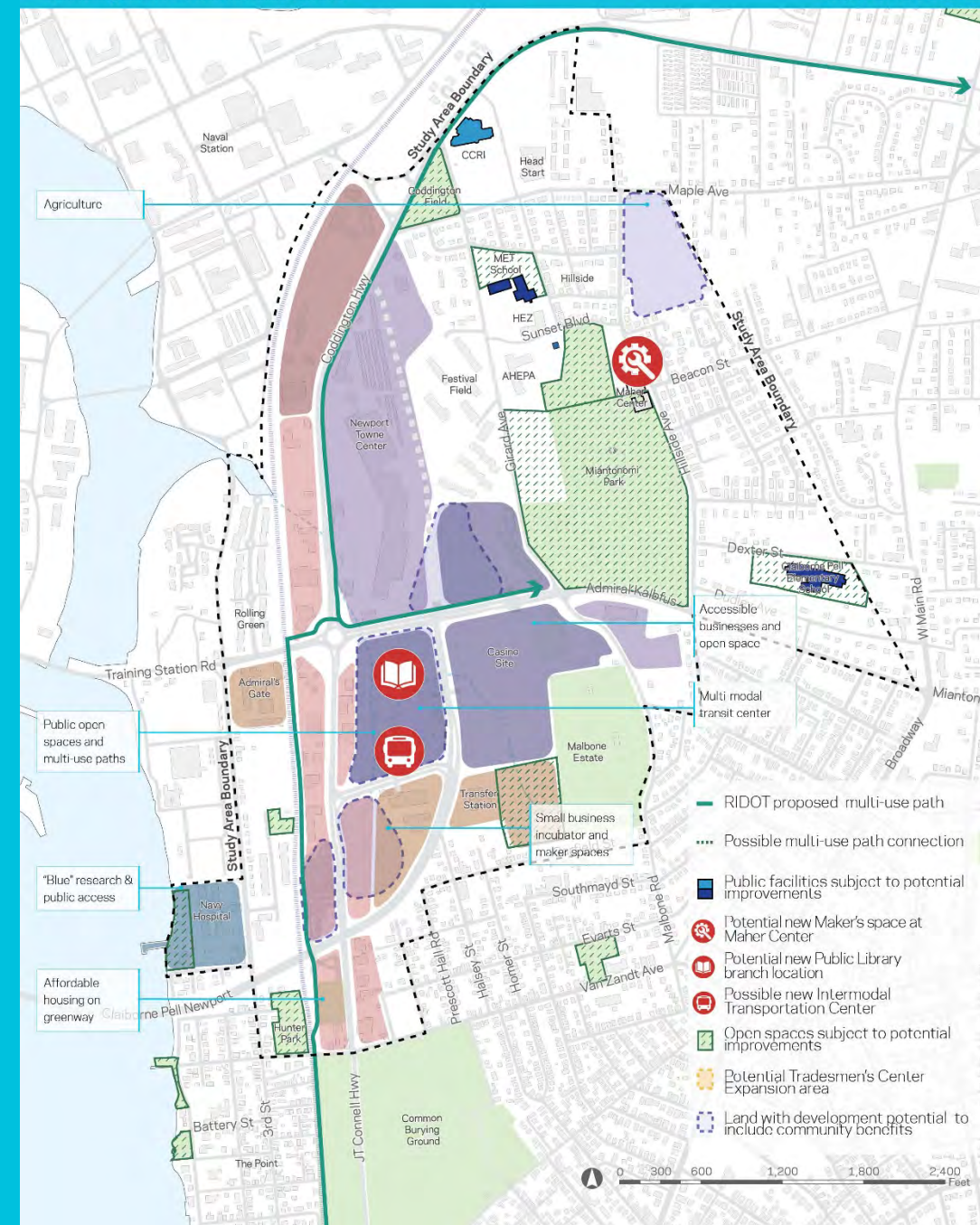
Use	Preference
Civic Amenities	1
Housing	2
Opportunities	3
Recreational Uses	4
Entrepreneurial & Small Business	4

Equity: Public and Community Benefits

Community Benefits - Initial Recommendations

Newport North End Urban Plan





EQUITY

Survey Results

Recreational Uses

Use	Preference
Playground	1
Public Marina	2
Splash Pad	3
Swimming Pool	4

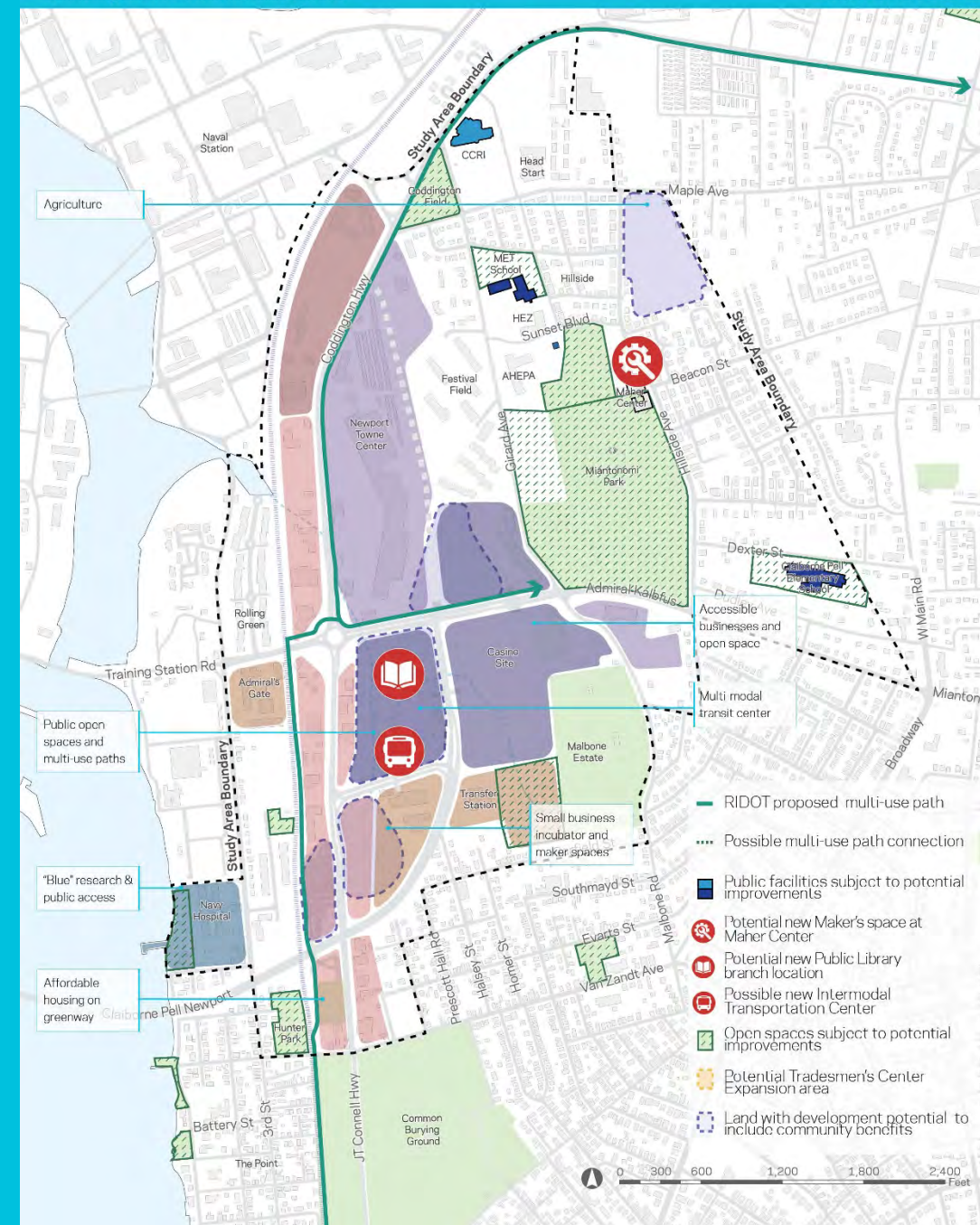
Entrepreneurial & Small Business

Use	Preference
Startup small business incubator	1
Maker spaces	2
Low-cost retail storefronts	3

Equity: Public and Community Benefits

Community Benefits - Initial Recommendations

Newport North End Urban Plan



QUALITY

Survey Results:



Up to 5 stories

Human-scale, max. perimeter

Hidden parking, min. needed

Limited, no parking in front

Meaningful open space, green streets



QUALITY

Character Districts

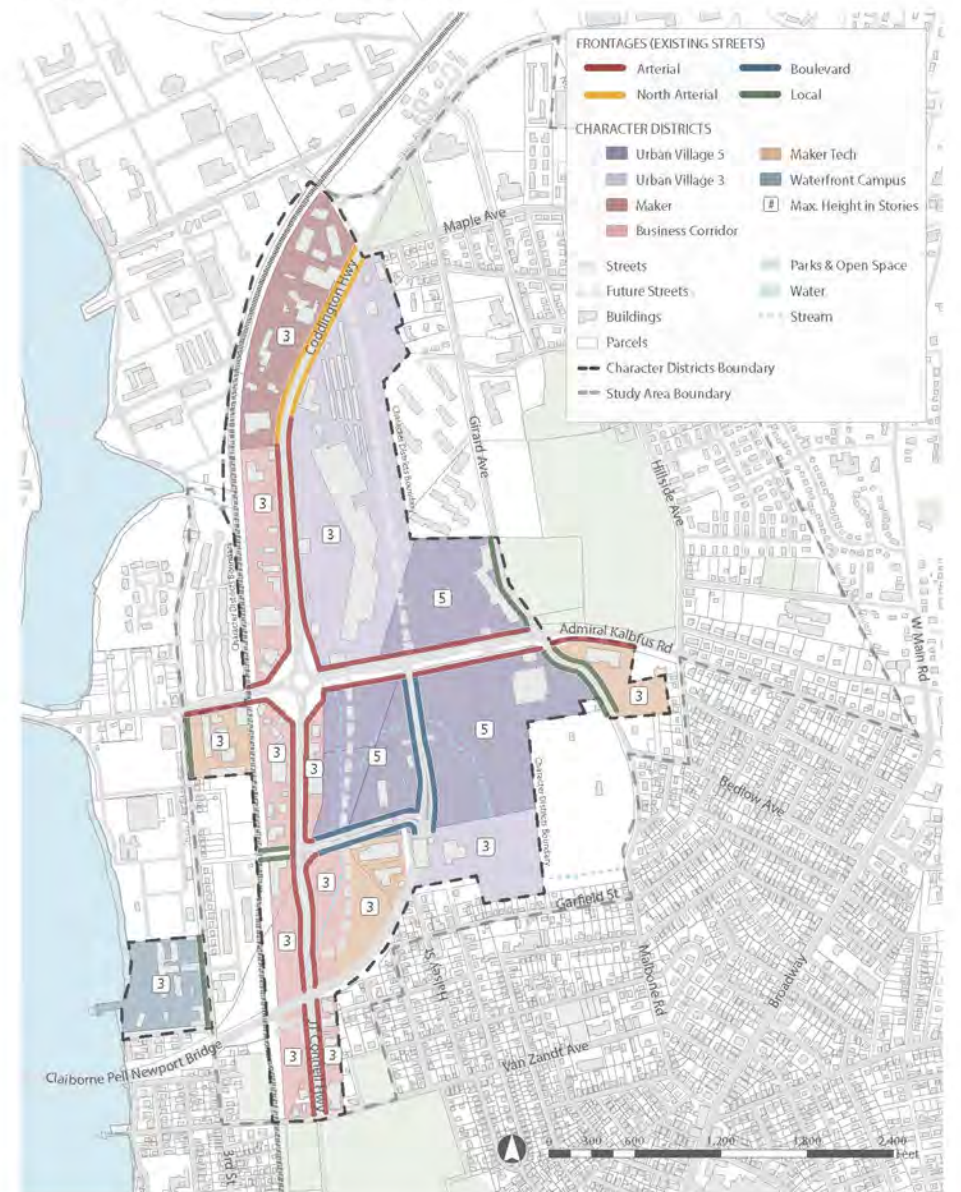
- Urban Village 5
- Urban Village 3
- Maker
- Maker Tech
- Business Corridor
- Waterfront Campus

QUALITY

Street Frontages

- Arterial
- North Arterial
- Boulevard
- Local
- Village Core
 - Active Core
 - Business Core
- Village Secondary

17.65.30. FRONTAGES



QUALITY

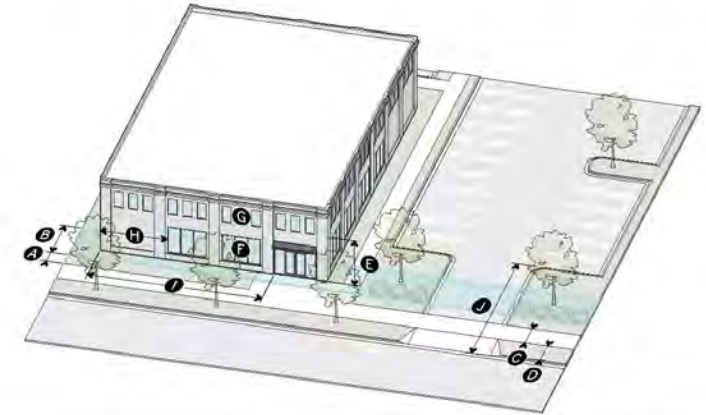
Street Frontages

- Arterial



E. Arterial

The Arterial Frontage provides for a walkable environment along major corridors. An environment that balances the auto-dominant nature of the corridor with that of pedestrians. The requirements generate buildings primarily for retail or office use (although all uses allowed in the zoning district may occur).



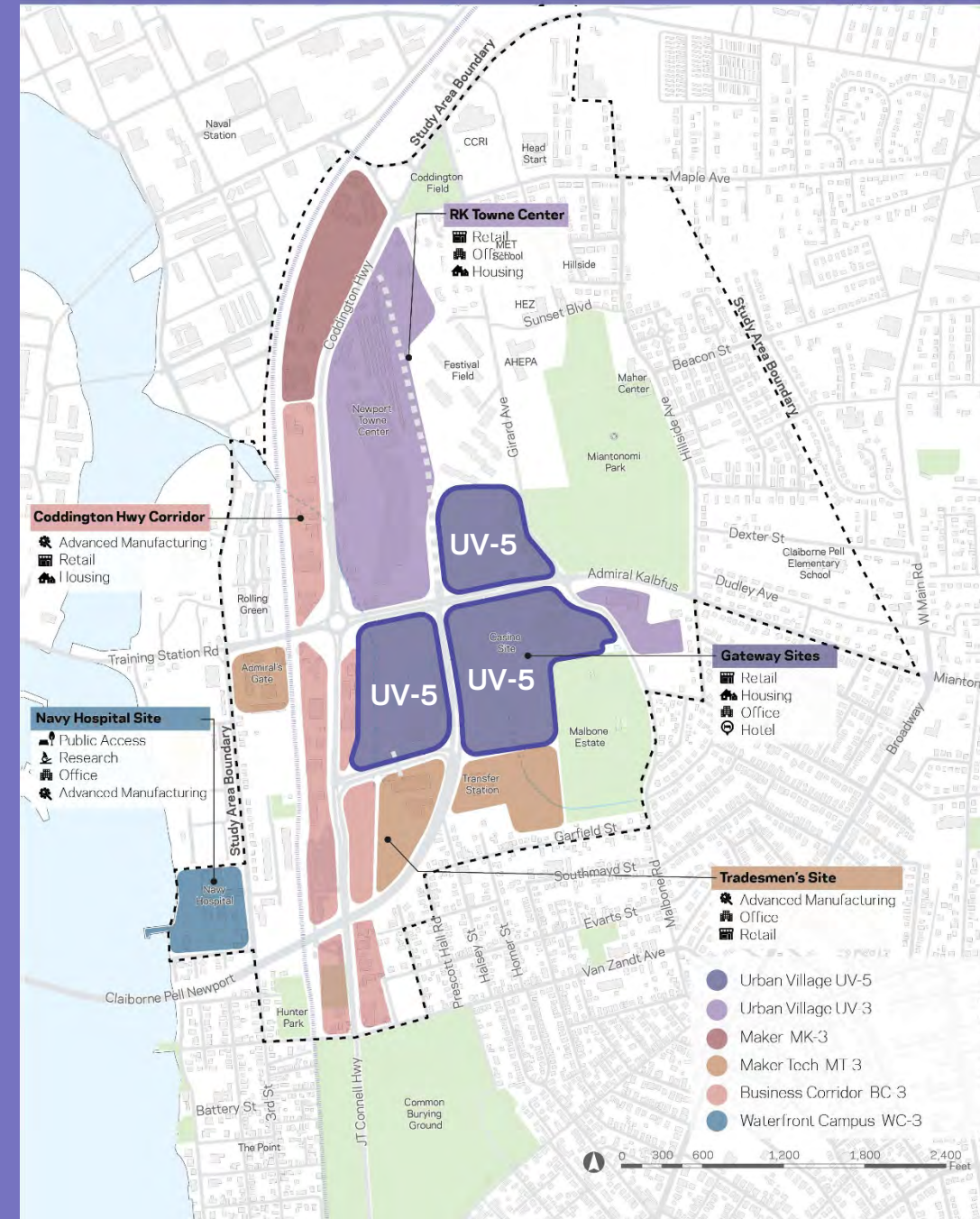
1 BUILD-TO	
A Front line setback (min)	5'
B Depth (max)	15'
Width (min)	n/a
Occupiable depth (min)	15'
2 PARKING LOCATION	
No parking between building and street	
Required parking screen	Type B2
3 STREETScape	
C Sidewalk zone (min)	8'
D Curb zone (min)	8'
Tree planting type	Lawn
Tree planting	35' avg on-center
Wall and fence type allowed	Type C2 and C3

4 STORY HEIGHT	
Ground floor elevation (min/max)	n/a
E Ground story height (min)	10'
5 TRANSPARENCY	
F Ground story (min)	40%
G Upper story (min)	20%
H Blank wall width (max)	30'
6 PEDESTRIAN ACCESS	
I Street-facing entrance spacing (max)	75'
7 VEHICLE ACCESS	
Driveway spacing (min)	200'
Distance after intersection (min)	100'
Distance before intersection (min)	200'
Number of lanes (max)	2
Lane width (min/max)	8'/12'
J Throat depth (min)	40'

QUALITY

Urban Village 5:

- Maximum block sizes
- Required pedestrian friendly streets that connect
- Required active street frontages (20%)
- 5% usable open space



QUALITY

Urban Village 5:

- Limited block sizes
- Required pedestrian friendly streets (Core Streets)
- Required active street frontages (20%) along Core Streets
- 5% usable open space

A. Urban Village-5 [UV-5]

District



1 INTENT

The Urban Village-5 district is intended to create an urban, mixed-use village with an emphasis on technology-related employment activity that connects the neighboring community to jobs, housing and urban amenities through a network of pedestrian-oriented streets. Buildings can be no taller than 5 stories in height.

2 BLOCKS

1765.20.01

A	Perimeter (max)	1,600'
B	Length (max)	600'

3 STREETS

1765.20.02

C	Village Core Street spacing (max)	1,000'
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4 FRONTAGE

1765.20.03

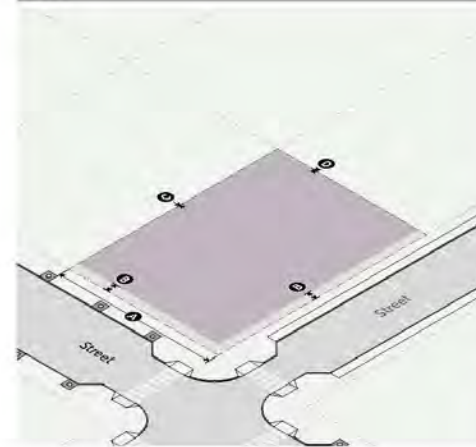
Village Core Streets		
D	Active Core (min)	20%
E	Business Core, Residential Core	Remainder
Village Secondary Streets		
	Active Core, Business Core, Residential Core, Secondary	100%
	Existing streets	See Frontage Map
OPEN SPACE		
1765.20.03		
F	Area (min)	5%

QUALITY

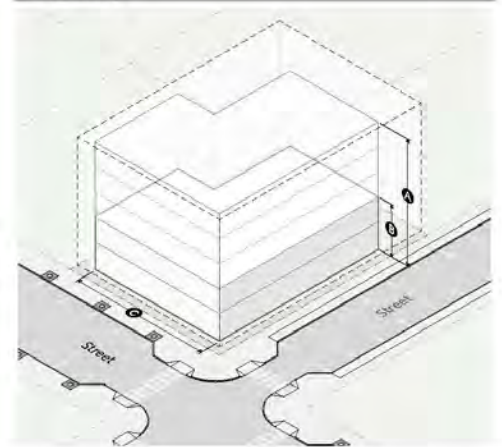
Urban Village 5: Site and Massing

- Maximum height 5 stories
- Minimum height – 2 stories
- Maximum width of a single building- 150' unless interrupted by a courtyard

Site



Massing



5 LOT	1765 20 G 5
A Width (min)	15'
6 BUILDING SETBACKS	1765 20 G 6
B Front line (min)	See Frontage
C Side line (min)	0'
D Rear line (min)	0'
7 TRANSITIONS	1765 20 G 7
Transition	Type A1

8 BUILDING	1765 20 G 8
A Height (max)	5 stories/65'
B Height (min)	2 stories
C Width (max)	150'

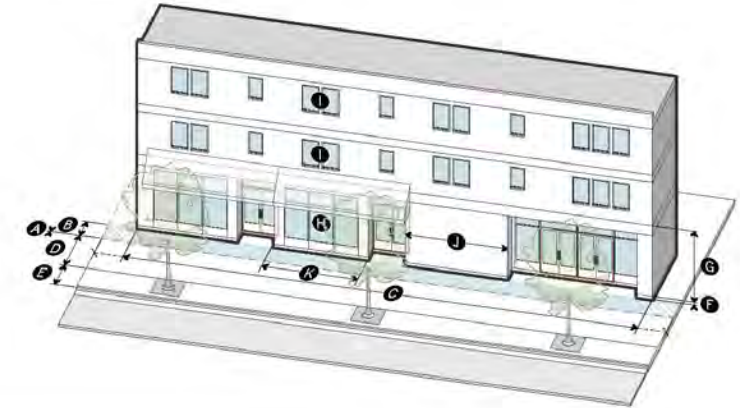
QUALITY

Urban Village: Active Core

- Minimum build-to -90%
- Parking behind
- Streetscape width minimums
- Required transparency: 70%
- Entrance spacing: max 30'
- No driveway interruptions

A. Active Core

The Active Core Frontage provides for a high-quality active and walkable environment along Village Core Streets within an Urban Village District. The requirements generate buildings primarily with ground floor retail uses with office or residential space above (although all uses allowed in the zoning district may occur).



1 BUILD-TO	
A Front line setback (min)	0'
B Depth (max)	5'
C Width (min)	90%
Occupiable depth (min)	20'
2 PARKING LOCATION	
No parking between building and street	
Required parking screen	Type B1
3 STREETScape	
D Sidewalk zone (min)	10'
E Curb zone (min)	6'
Tree planting type	Pits
Tree planting	35' avg on-center
Wall and fence type allowed	Type C1

4 STORY HEIGHT	
F Ground floor elevation (min/max)	0'/2'
G Ground story height (min)	14'
5 TRANSPARENCY	
H Ground story (min)	70%
I Upper story (min)	20%
J Blank wall width (max)	15'
6 PEDESTRIAN ACCESS	
K Street-facing entrance spacing (max)	30'
7 VEHICLE ACCESS	
Number of driveways (max)	0



Example: Boulevard within the Urban Village District



Example: Core Street within the Active Core of the Urban Village District



Example: Required Open Space within the Active Core of the Urban Village District

QUALITY

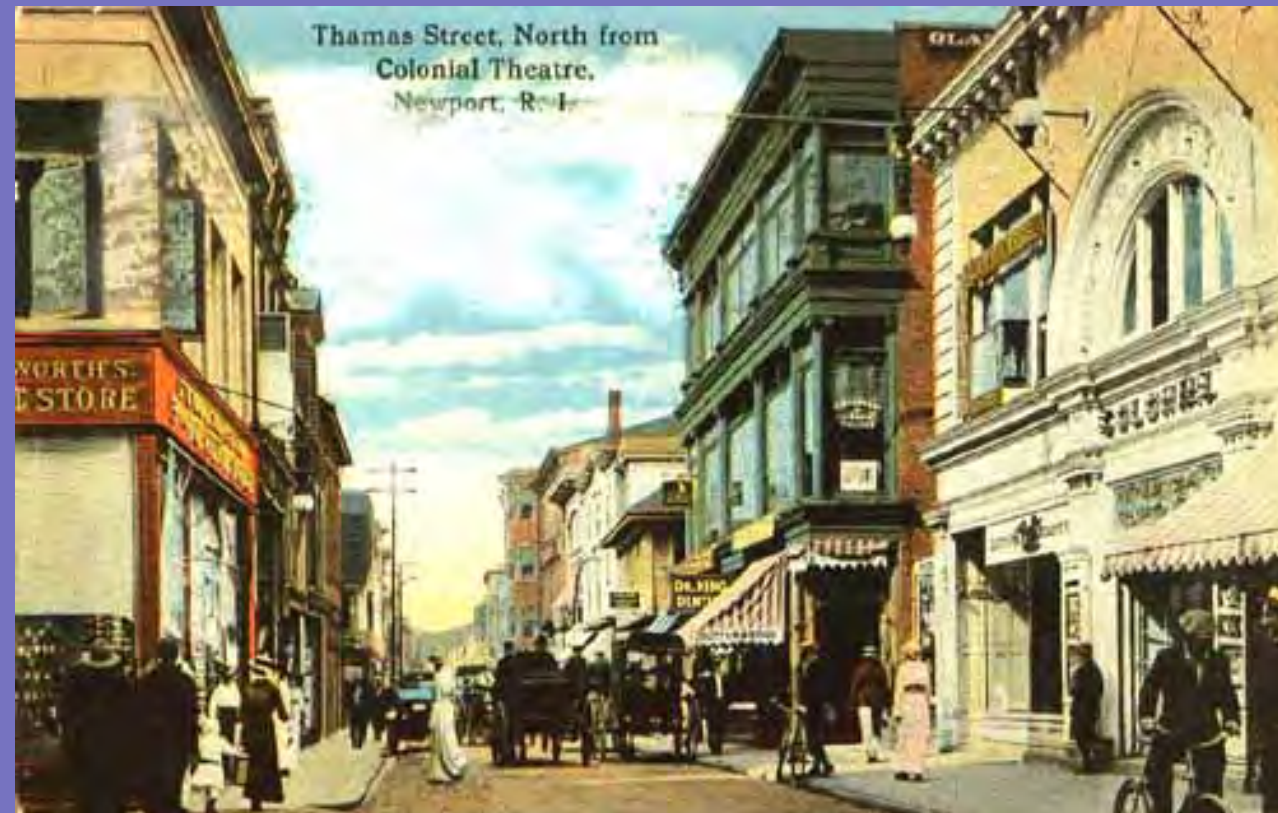


QUALITY

Architectural Character

Let us not forget Newport's position as the birthplace of the shingle style. Preserving this architecture is of critical importance and Newport has been a national leader in historic preservation for more than a half-century. The North End, however, by and large, presents an opportunity for a fresh approach.

North End should take stock of the limited, but worthy, commercial architecture that exists in Newport along Thames Street. In particular, the continuous line of storefronts on both sides of the street provide a range of articulation and transparency that is essential for successful pedestrian oriented retail.



QUALITY

Architectural Character

Much of Newport's most urban fabric was created in the 18th and 19th century and has a **pedestrian scale** with smaller streets and shorter blocks.

Much of the The North End, by contrast, is predominantly from the last century and has little to offer in the way of exemplary public places, human scaled streets, sidewalks or street trees.



QUALITY

Architectural Character

The North End already has examples of a **wide range of architectural periods**. CCRI Newport campus, the **Met School**, HOPE VI, the reconstructions at Park Holm, and Pell Elementary School offer a range of references for future architecture.

The former **Newport Daily News building** is an interesting example of midcentury modern design and Admiral's Gate is perhaps the city's most prominent example of postmodern architecture. The Old Navy Hospital presents a fine historic rehabilitation of its early twentieth century façade and good examples of vernacular homes dot the study area.



QUALITY

Architectural Character

Because the North End is envisioned as a locale for innovative uses, a more **eclectic range of materials** could be encouraged that reflect a more playful and contemporary environment.

Here, the use of **industrial materials**, metal siding or panels, for example, could be deployed in ways that may not be acceptable in more historically consistent areas. A local example of this may be found in the **East Bay Family Health Care** center and the **Newport Craft Brewery** that utilizes an industrial aesthetic in a playful manner



QUALITY

Architectural Character

Adaptive reuse combined with new compatible construction has been successful in various Newport settings including the IYRS School of Technology and Trades on Spring Wharf.

Another example of successful adaptive reuse is Innovate Newport from a former school on Broadway. What is clear from these examples is that **traditional forms and materials** can be successfully adapted to a range of modern office and technology uses while remaining reflective of Newport's rich architectural heritage.



QUALITY

Architectural Character

Residential uses frequently require new forms when considered at higher densities. Newport Heights replaced former public housing with traditional single and multiple family housing with **traditional housing forms** from the region.

More challenging is developing housing at higher densities that is compatible with Newport's residential architectural character. Examples of infill development in Providence suggest that borrowing various **residential typologies such as roof forms and rhythmic breaks** in street edge can help to break down the large mass and integrate larger projects into a neighborhood.



QUALITY

Architectural Character

Mixed-use residential architecture can be modern in detailing while still maintaining the texture of historic Newport architecture. Use of **vertical bay windows, roof elements and a mix of traditional materials** such as brick combined with some newer materials creates a bridge from historic to contemporary.

Larger commercial buildings that support higher technology work spaces with the need for more light, can still maintain texture and character that borrows from historic elements. Here the use of steel and clear glass with floor delineations provides **a sense of scale to the building**. Use of some traditional materials provides continuity from historic precedents. Other elements that make this example acceptable is clear demarcation of building entrance areas and an active ground level with plenty of transparency.



Project Goals

- 01 **Build community understanding of key issues & investment in process**
- 02 **Create a bold statement for 21st century Newport living**
- 03 **Support sustainable development practices, especially renewable energy generation and microgrid opportunities**
- 04 **Provide visual guidance to developers, decision-makers, & the public**
- 05 **Connect the North End with downtown Newport, healing their physical separation**
- 06 **Support dense, diverse development that creates amenities and street life welcoming to the public & North End**

Process & Next Steps

- Plan
 - Staff review: ongoing
 - Submittal to Planning Board – late August
- Zoning
 - Submittal to City Council
 - Review by Planning Board
 - Recommendation to Council
 - Council vote