



**RHODE
MAP RI**

Building a Better Rhode Island

Rhode Island Division of Planning
March 8, 2014

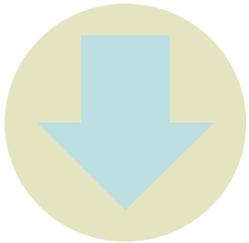


Sustainable Communities Regional Planning Grant

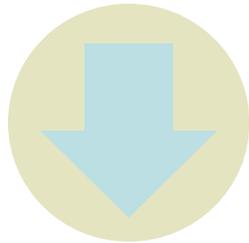
- Nationally competitive
- \$1.9 Million from HUD over three years
- *Regional Plan for Sustainable Development*

INTEGRATED PLACE BASED APPROACH

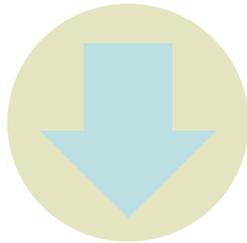
Transportation



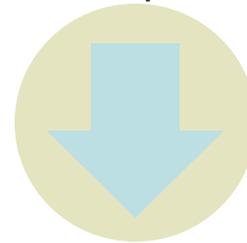
Water



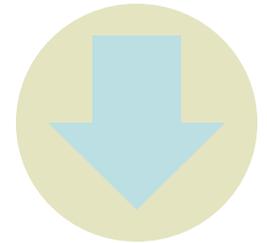
Land Use



Economic
Development



Housing



Regional Plan for Sustainable Development



ECONOMIC DEVELOPMENT



HOUSING



GROWTH CENTERS



TECHNICAL ASSISTANCE



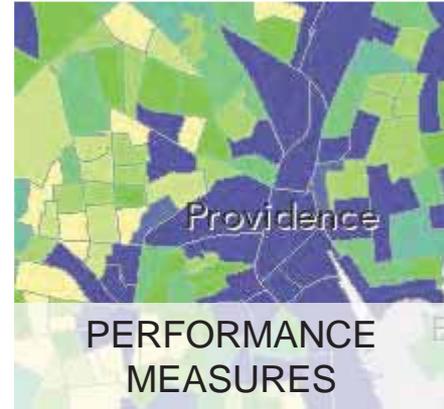
IMPLEMENTATION



PUBLIC ENGAGEMENT



SOCIAL EQUITY



PERFORMANCE MEASURES

Project Timeline

Year 1

Community engagement and RFP development

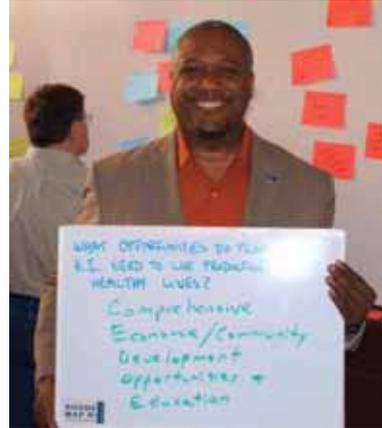
Year 2

Development of plans, public participation and capacity building

Year 3

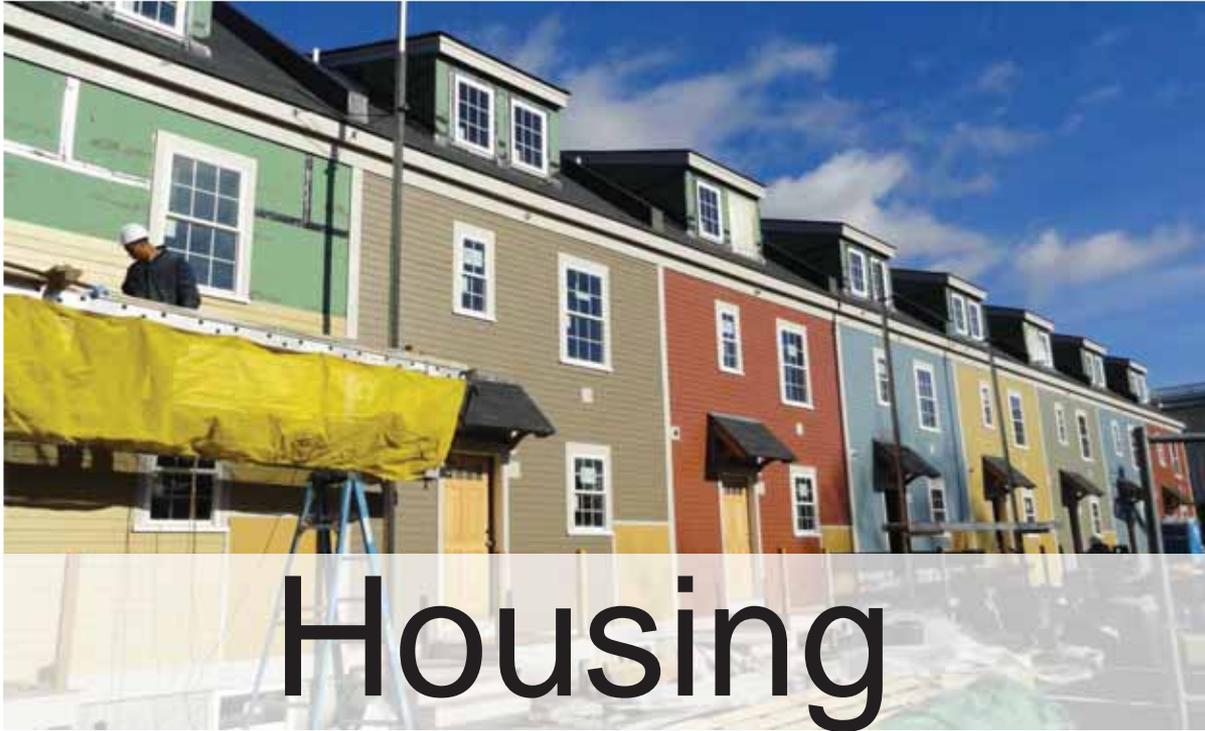
Plan adoption, capacity-building and implementation

Public Engagement



- Regional Forums (4)
- Workshops (19)
- Focus Groups (8)

- Interviews (20+)
- Online Tools
- Meetings in a Box (20+)



Housing

Emerging Themes

Affordability

Housing for
Elders

Neighborhoods

Healthy Homes

Connection to
Economy

Expanding
Housing
Options

Building and
Fire Codes

Homelessness

Effective,
Efficient
Policies



Economic Development

Matt Ducke

Public Feedback



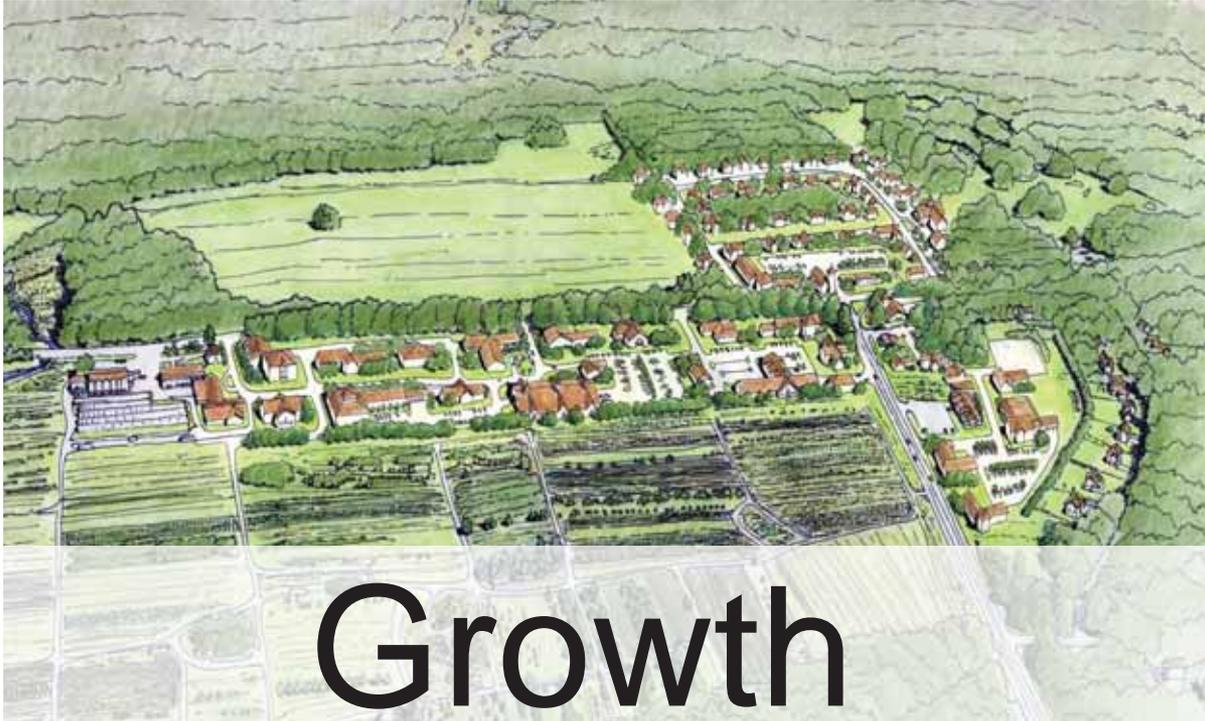
Grow our own economy

Place based: what works in urban areas vs. rural areas?

Housing brings jobs

Taxes and regulations

Education and training



Growth Centers

HOW TO LOCATE GROWTH CENTERS?

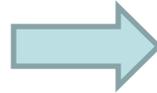
Green
Asset
Mapping

Economic
Asset
Mapping

Public
Input

What do we want to measure?

Implementati
on of Plan
Strategies



*Performance
Measures*

Progress on
Plan Goals



*Indicators of
Sustainable,
Equitable
Development*

Performance Data Should Be...

Meaningful

- Agreement among stakeholders

Manageable

- Free
- Updated semi-regularly
- Available at appropriate scale

Accessible

- A platform for reporting results in plain language

Actionable

- Help planners and implementers learn

Green Asset Inventory

Scott Millar

RI DEM

What are Rhode Island's Green Assets?

Habitat



Water Resources



Farmland



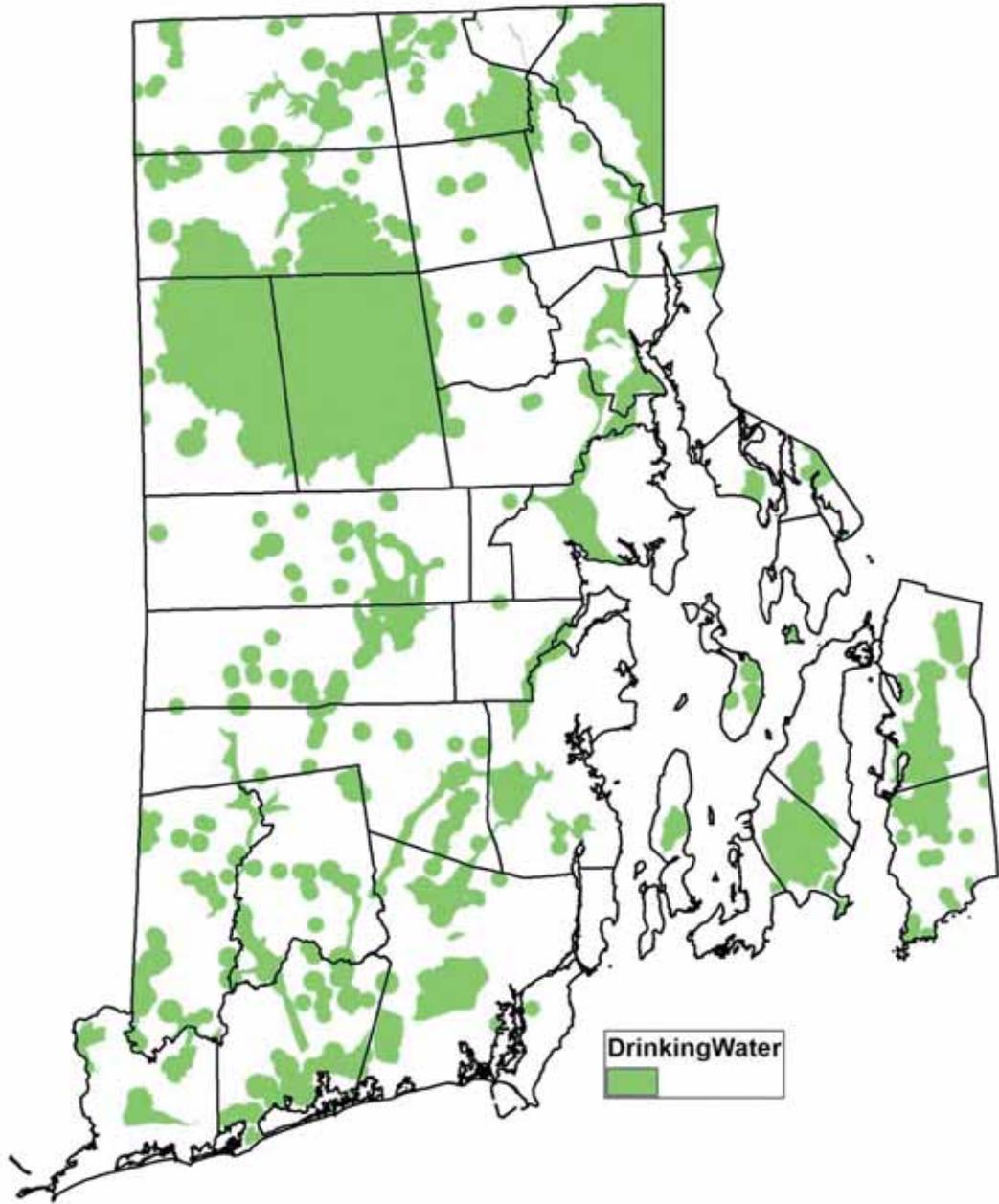
Cultural and Historic Resources



Forests



Recreation



SOUTHERN RI

AGRICULTURAL RESOURCES

Green Assets Mapping

USDA Farmland Type

-  Prime Farmland Soils
-  Statewide Important Farmland Soils
-  Impervious Surfaces (2003-04)

Farms (2012) and Agricultural Land Use (2003/2004)

-  Farms, inc. Cropland, Orchards, Vineyards, Nurseries & Pastures

Preserved Agricultural Land (2012)

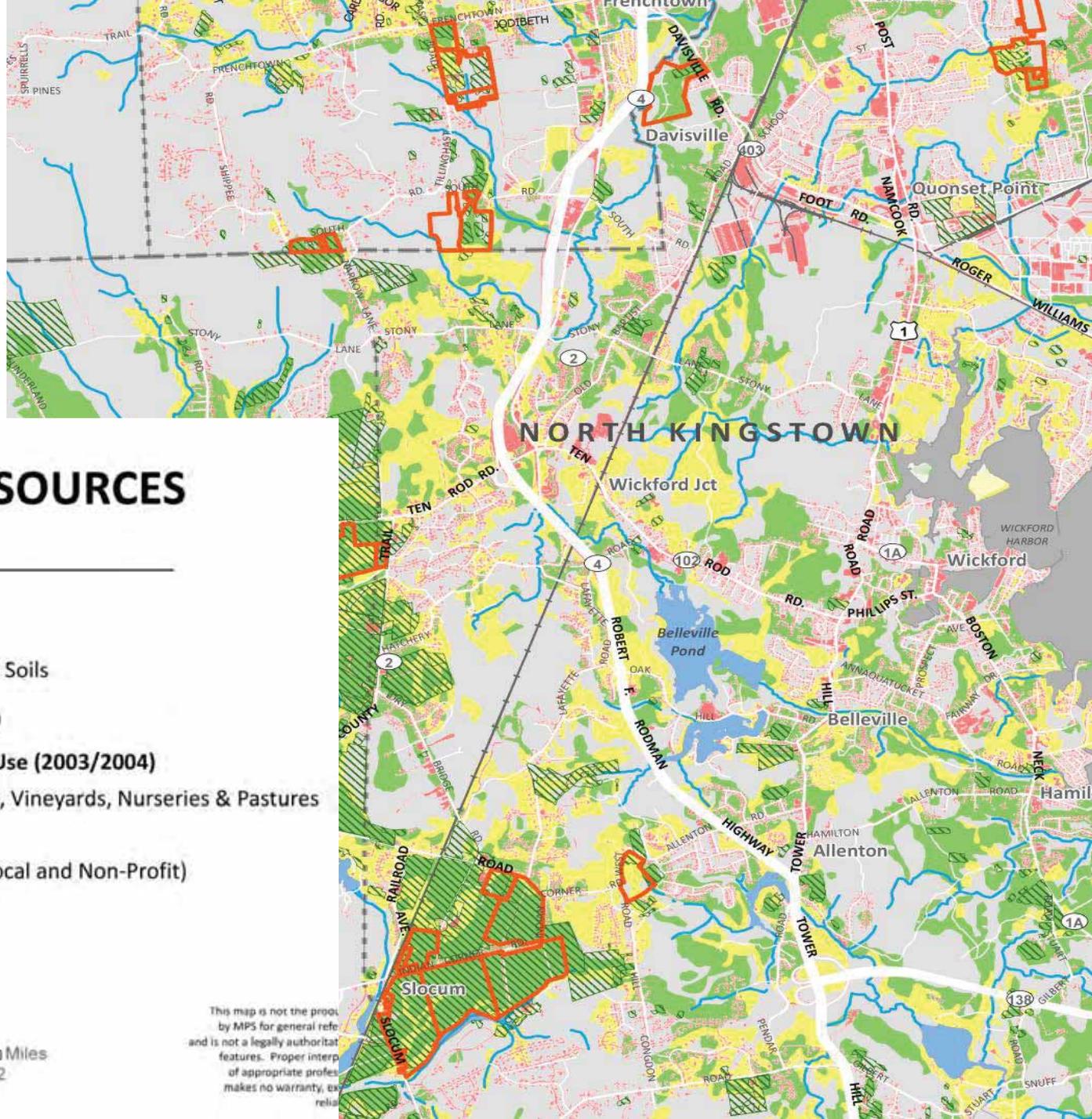
-  Ag Preservation Land (State, Local and Non-Profit)

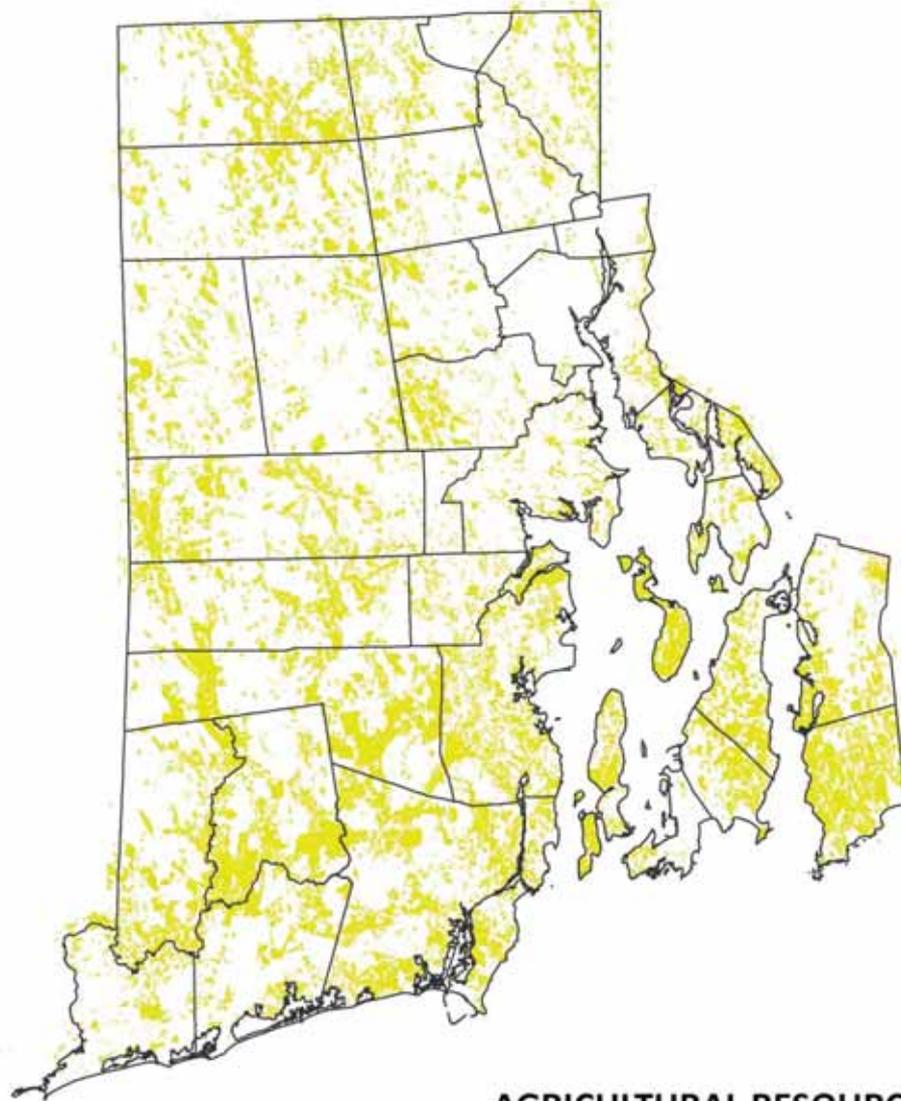
 Inland Rivers and Streams

 Inland Ponds and Lakes



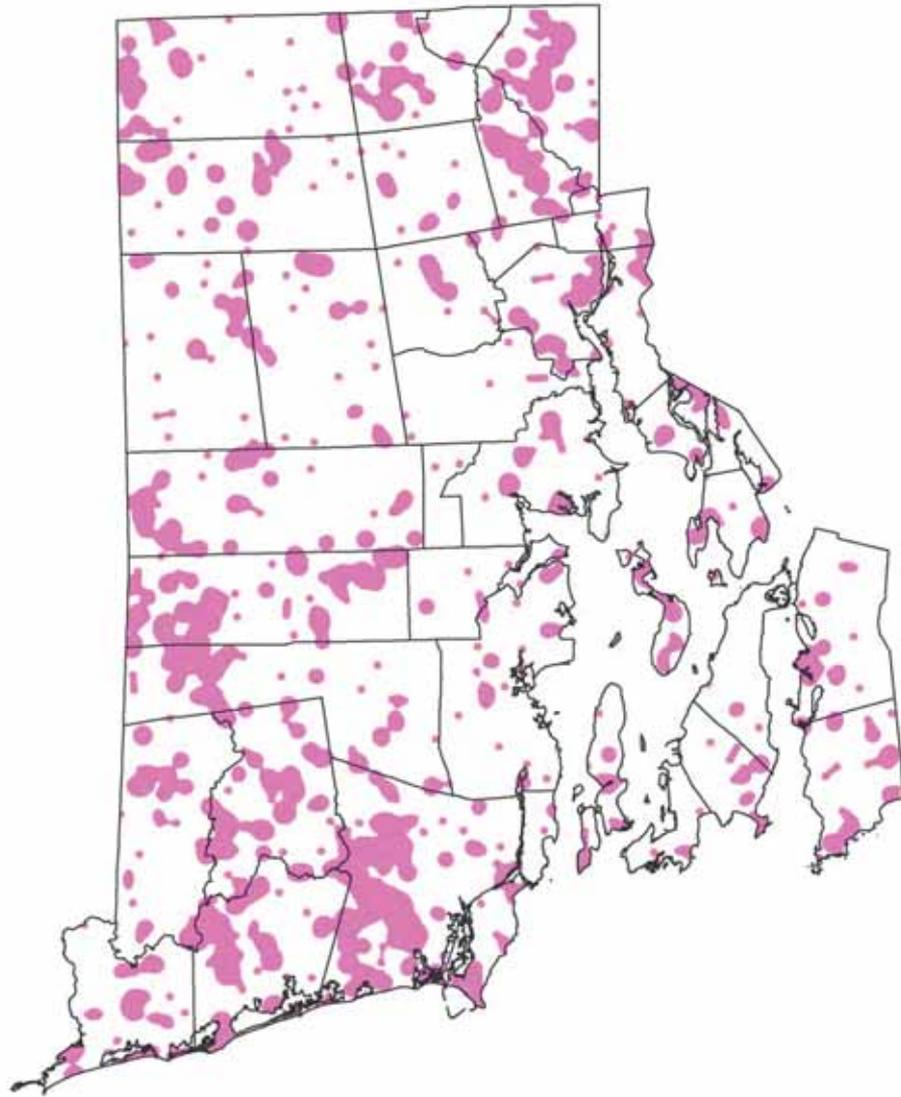
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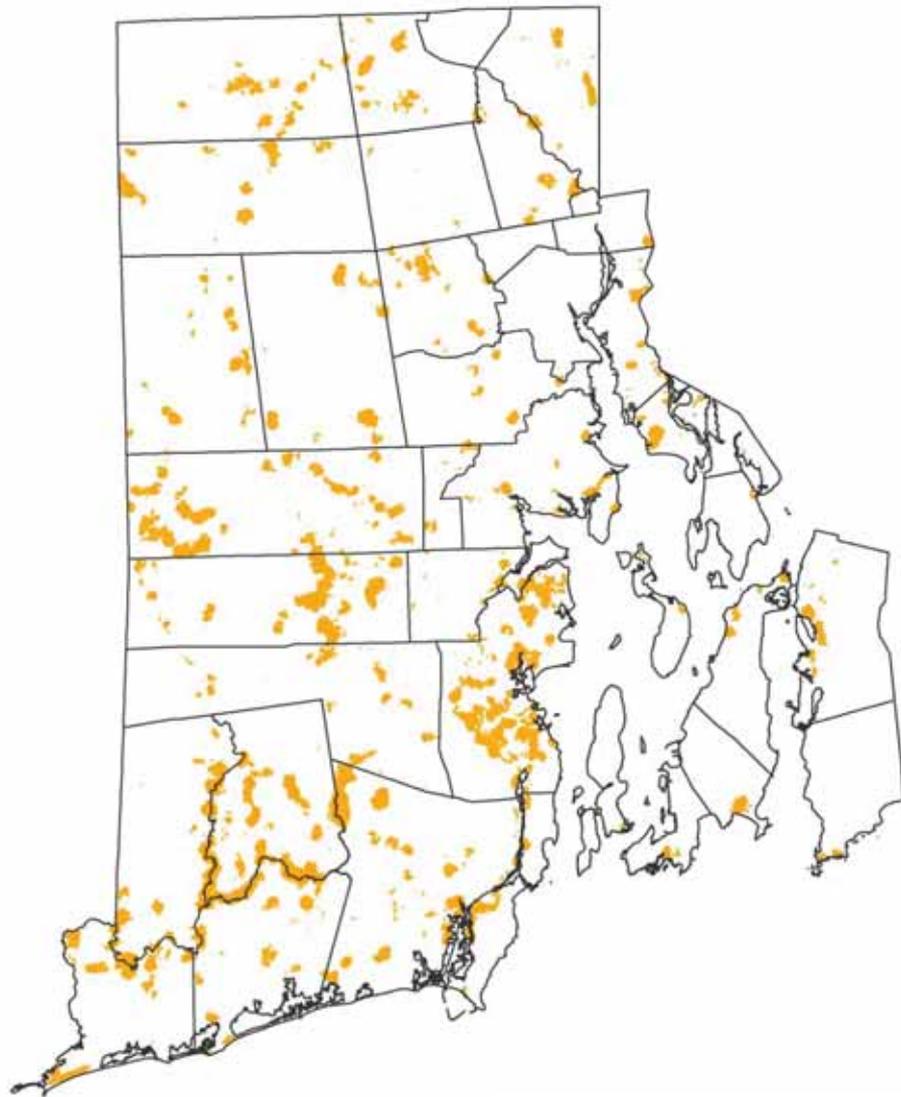
AGRICULTURAL RESOURCES
Undeveloped Prime/Important
Farmland Soils, plus
Agricultural Land Use and Farms





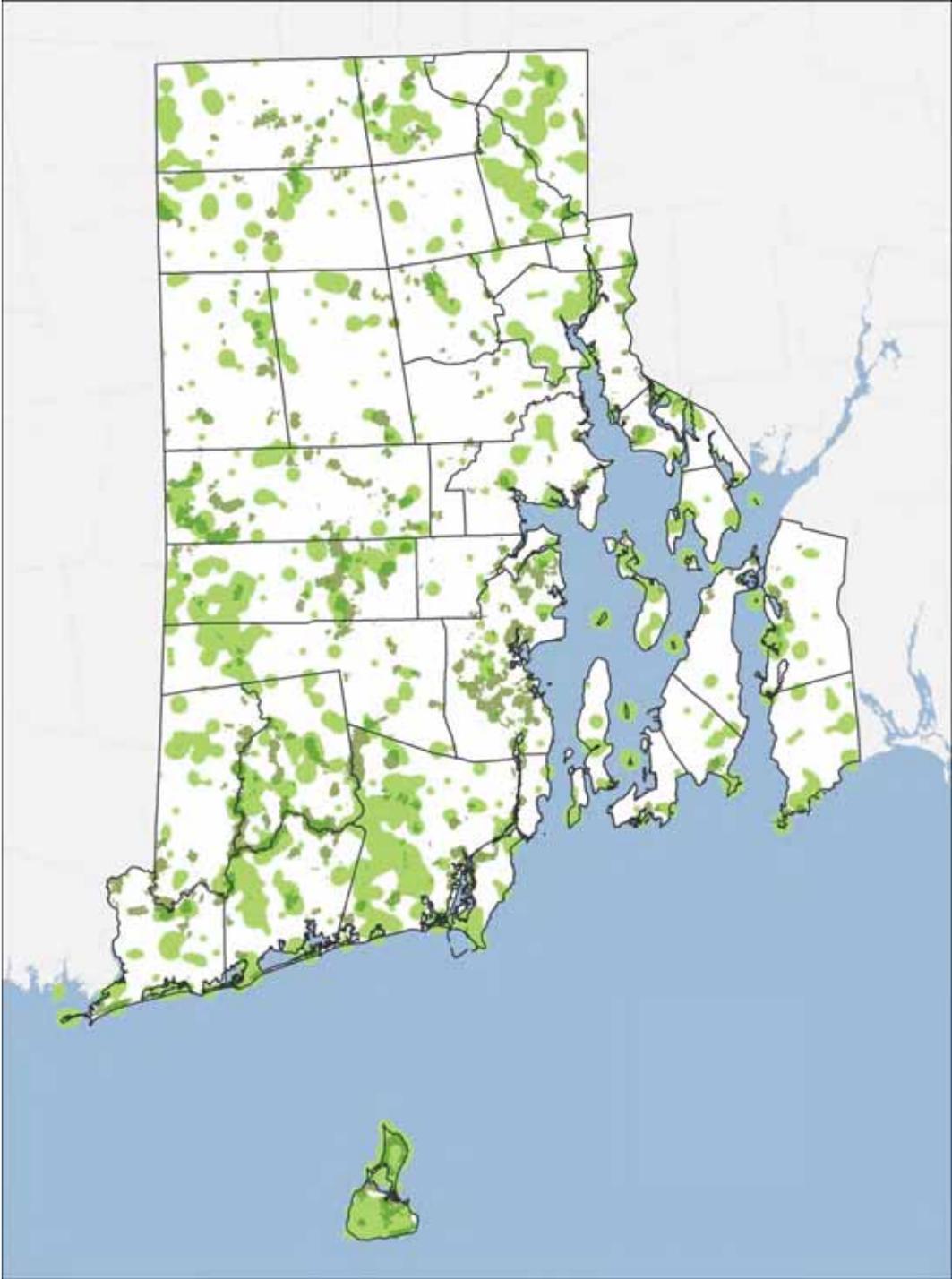
NATURAL HERITAGE AREAS

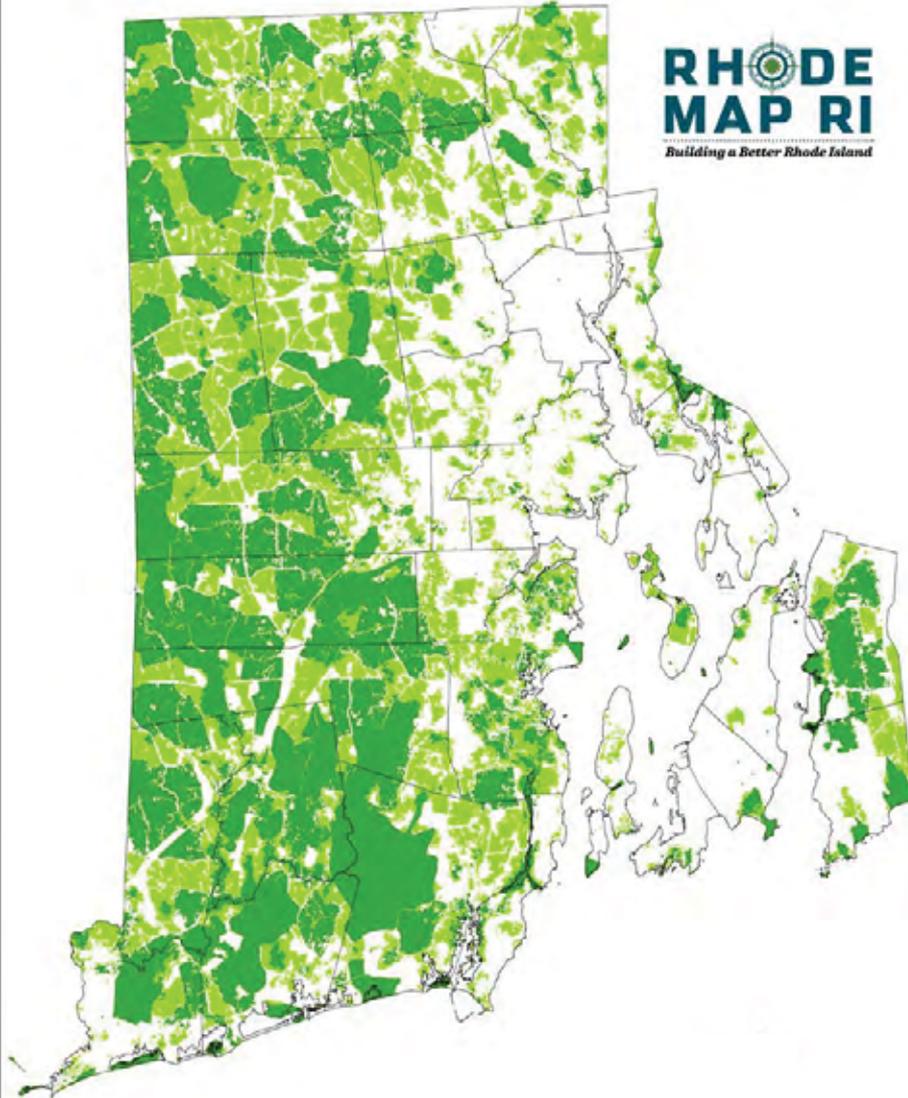




ECOLOGICAL LAND UNITS

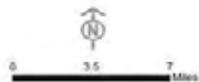


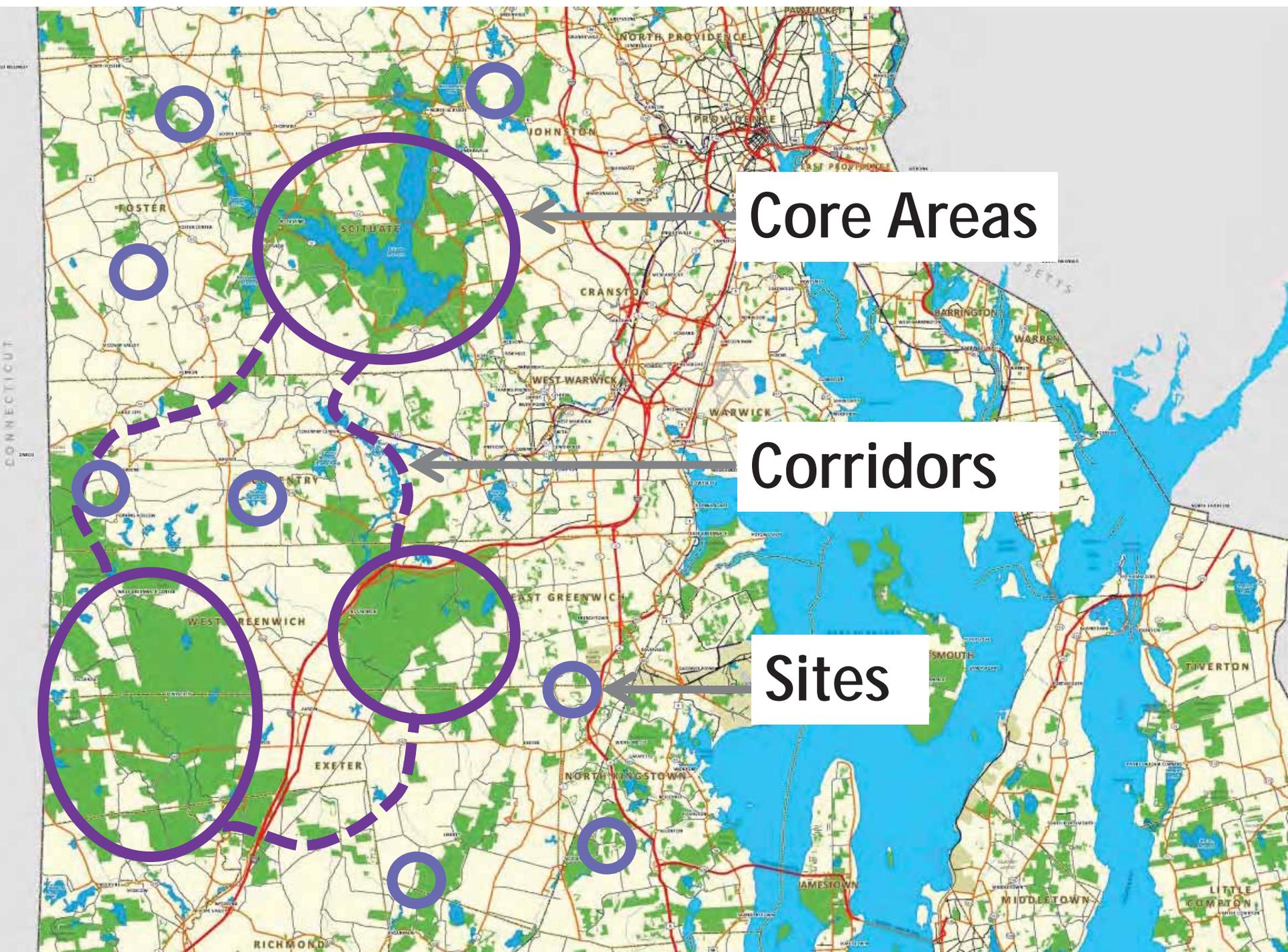




CORE and SECONDARY AREAS

- Core Areas
- Secondary Areas



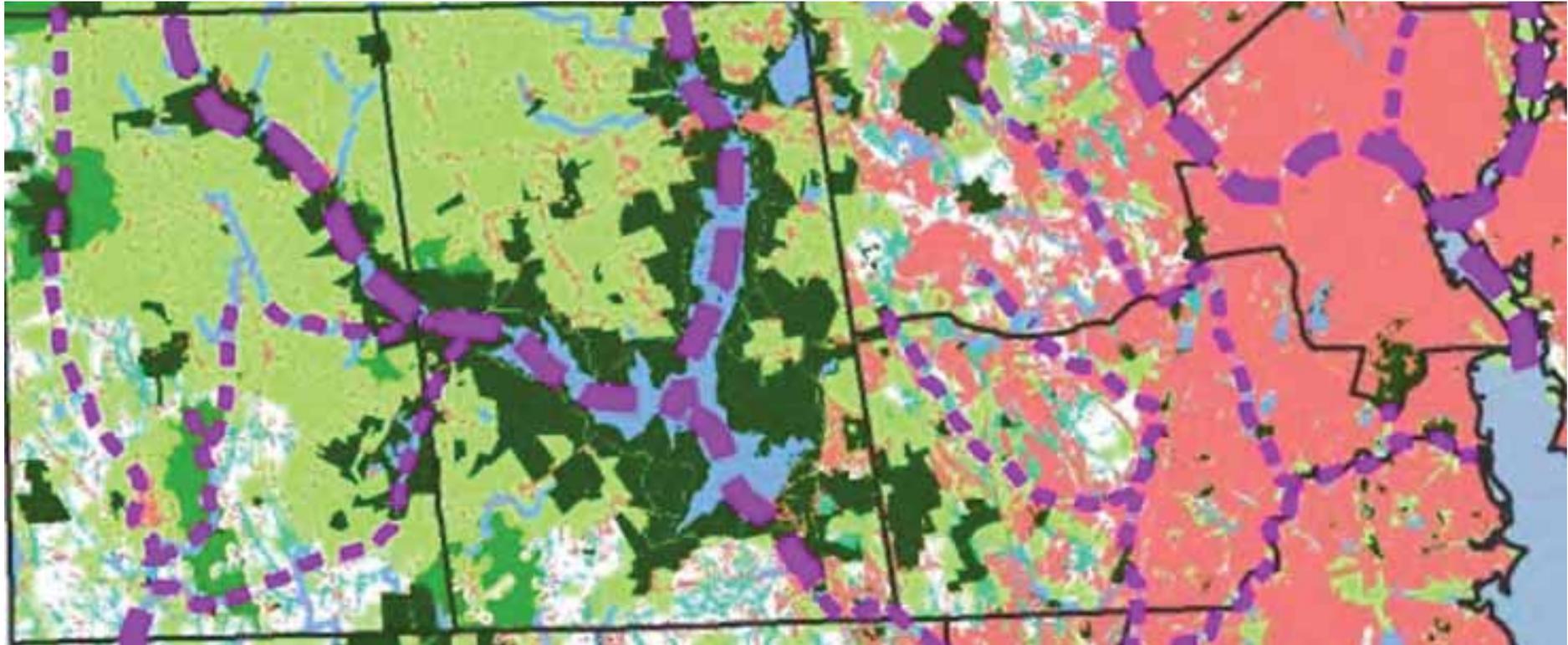


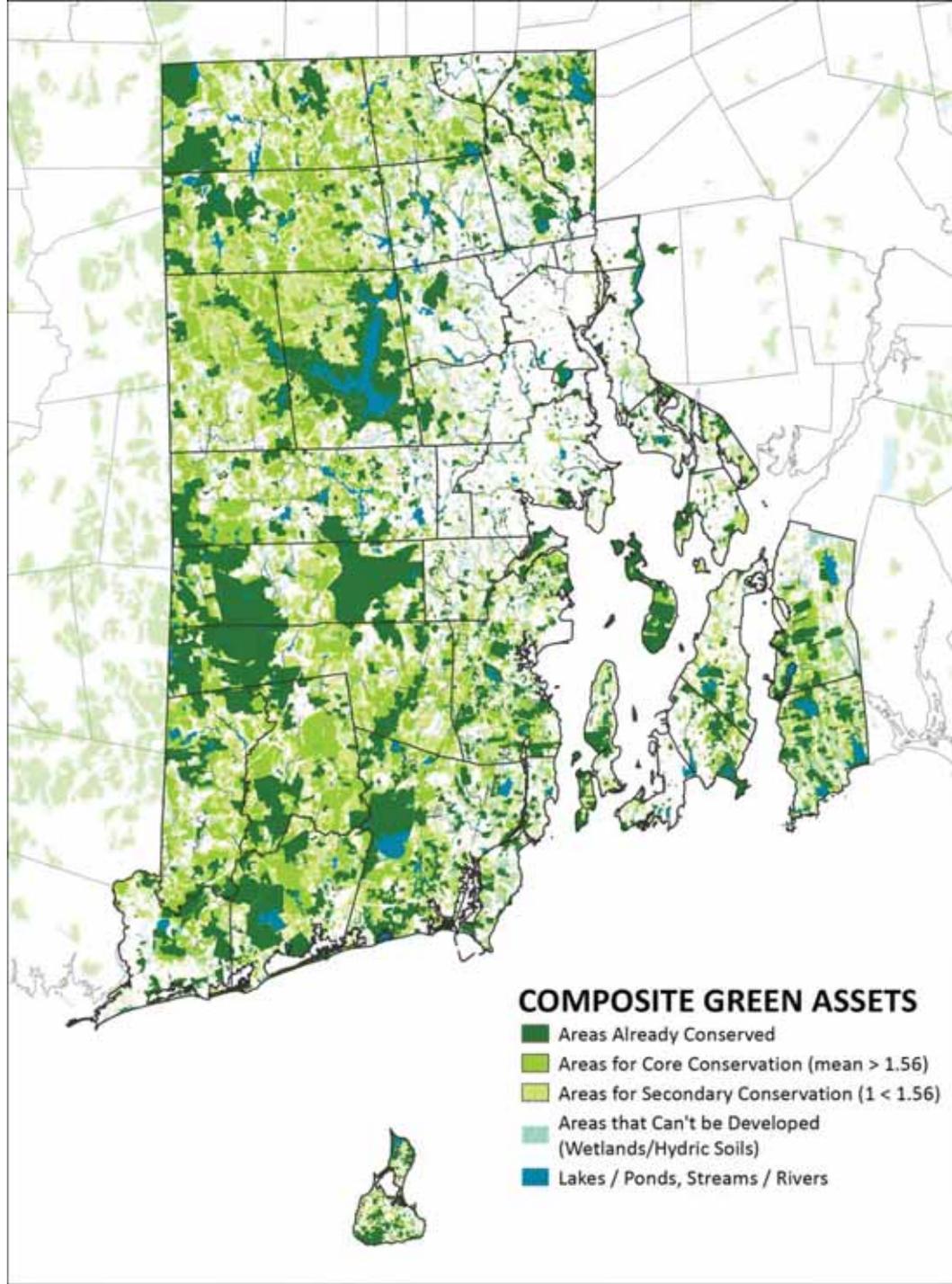
Core Areas

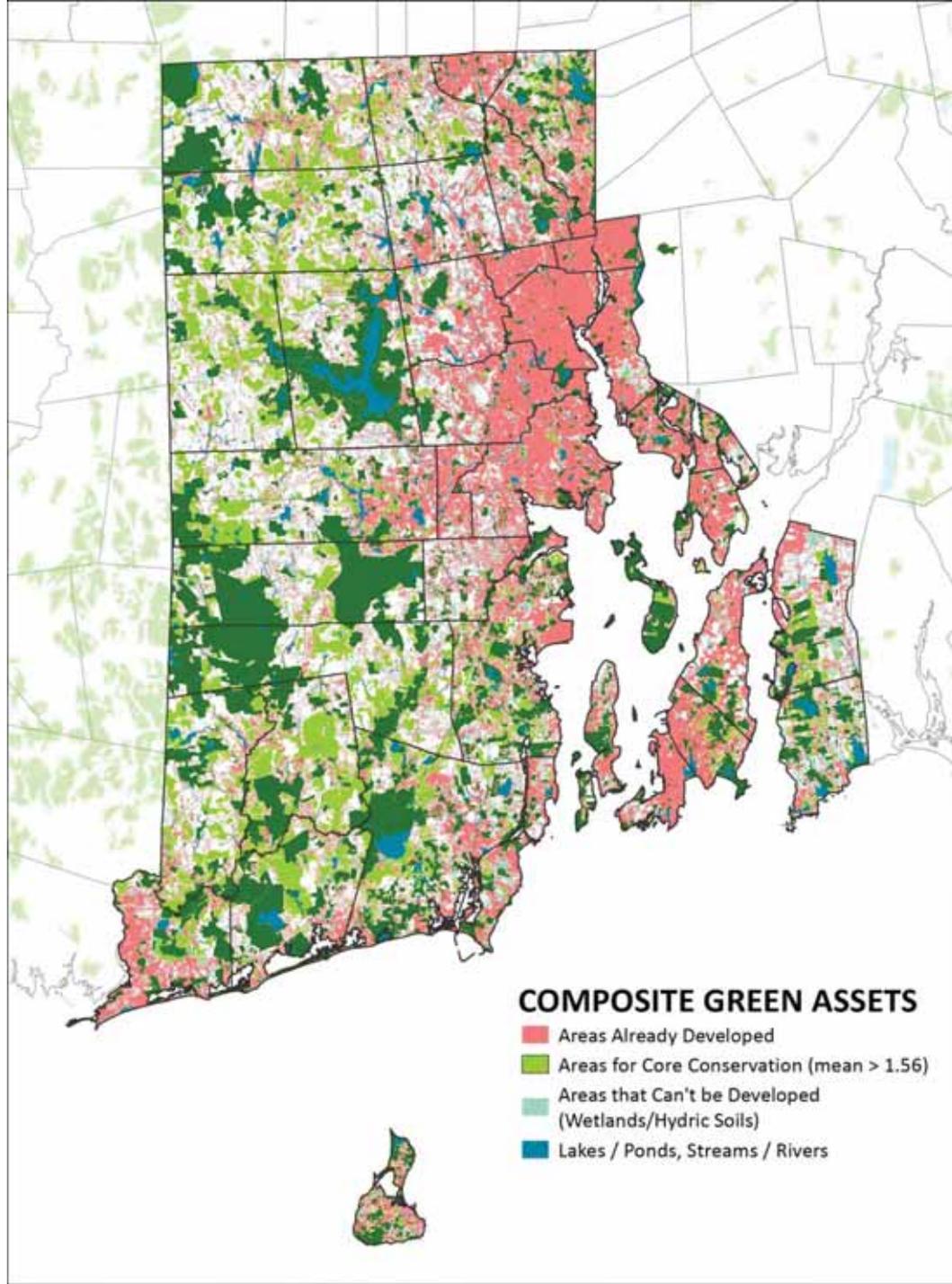
Corridors

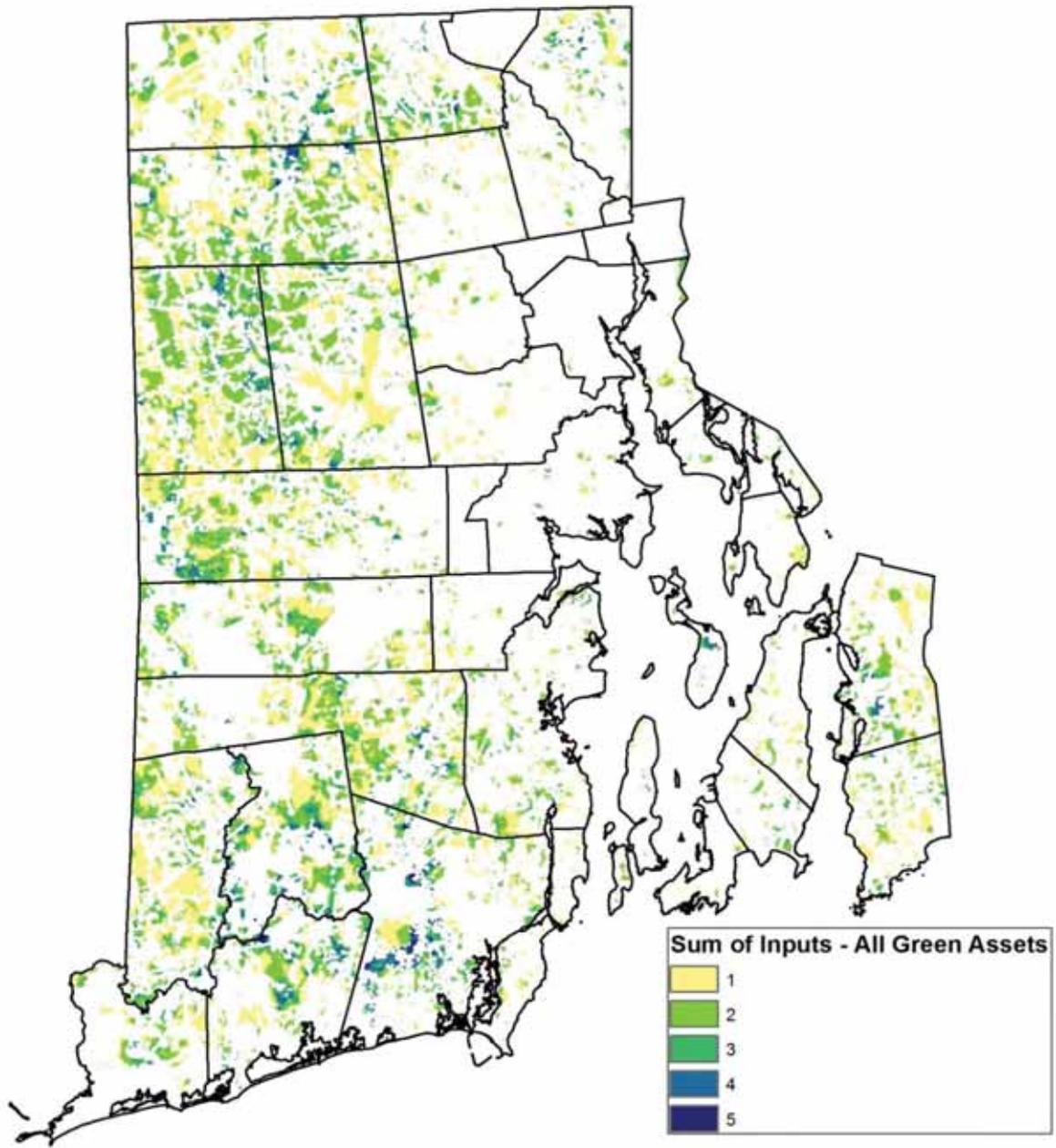
Sites











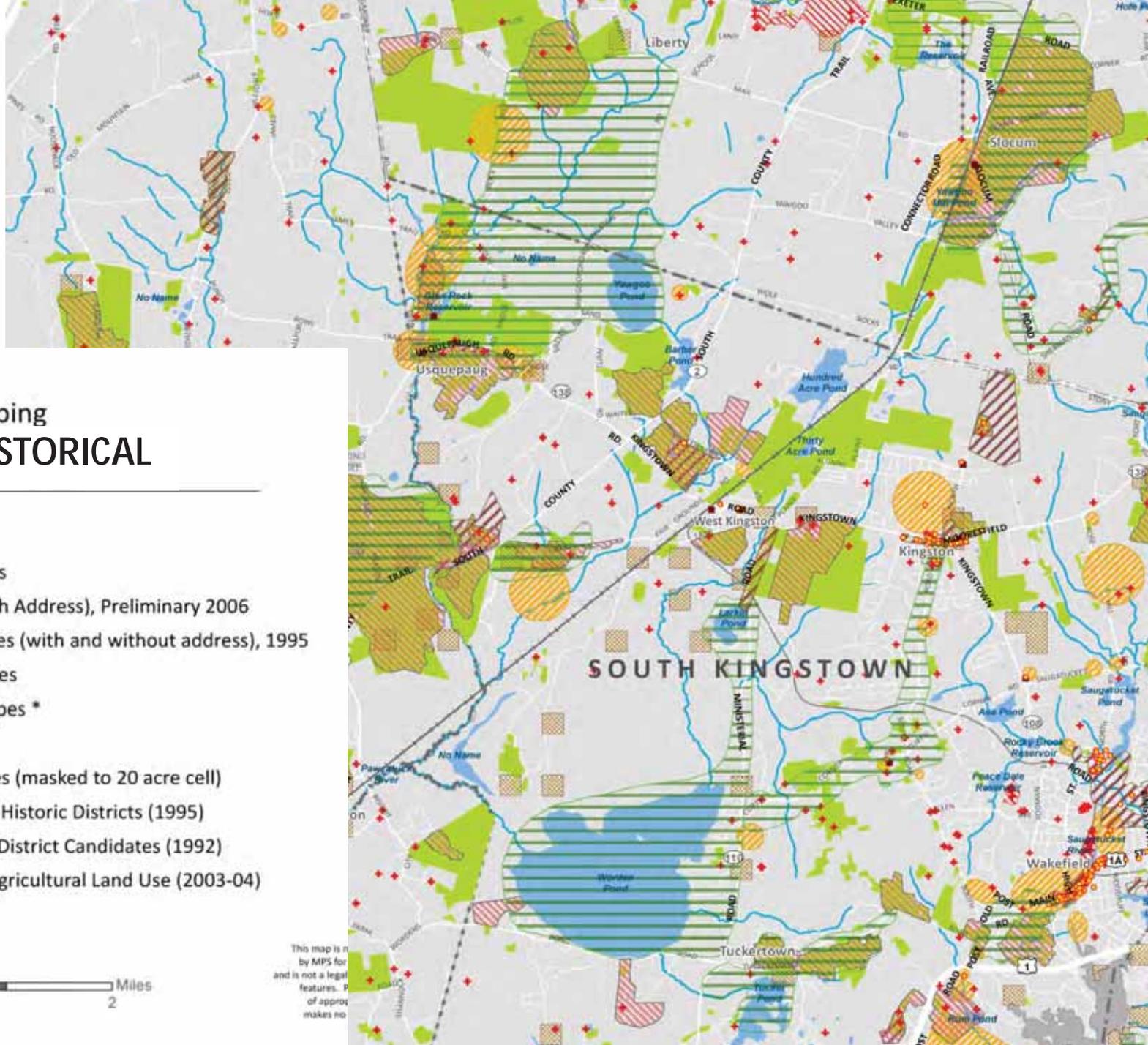
SOUTHERN RI Green Assets Mapping CULTURAL/HISTORICAL

-  Scenic Landscapes
-  Historic Sites (with Address), Preliminary 2006
-  Other Historic Sites (with and without address), 1995
-  Historic Cemeteries
-  Heritage Landscapes *
-  Cemeteries
-  Archeological Sites (masked to 20 acre cell)
-  National Register Historic Districts (1995)
-  National Historic District Candidates (1992)
-  Farms (2012) & Agricultural Land Use (2003-04)



0 2 Miles

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and is not a legal
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SOUTHERN RI

RECREATION RESOURCES

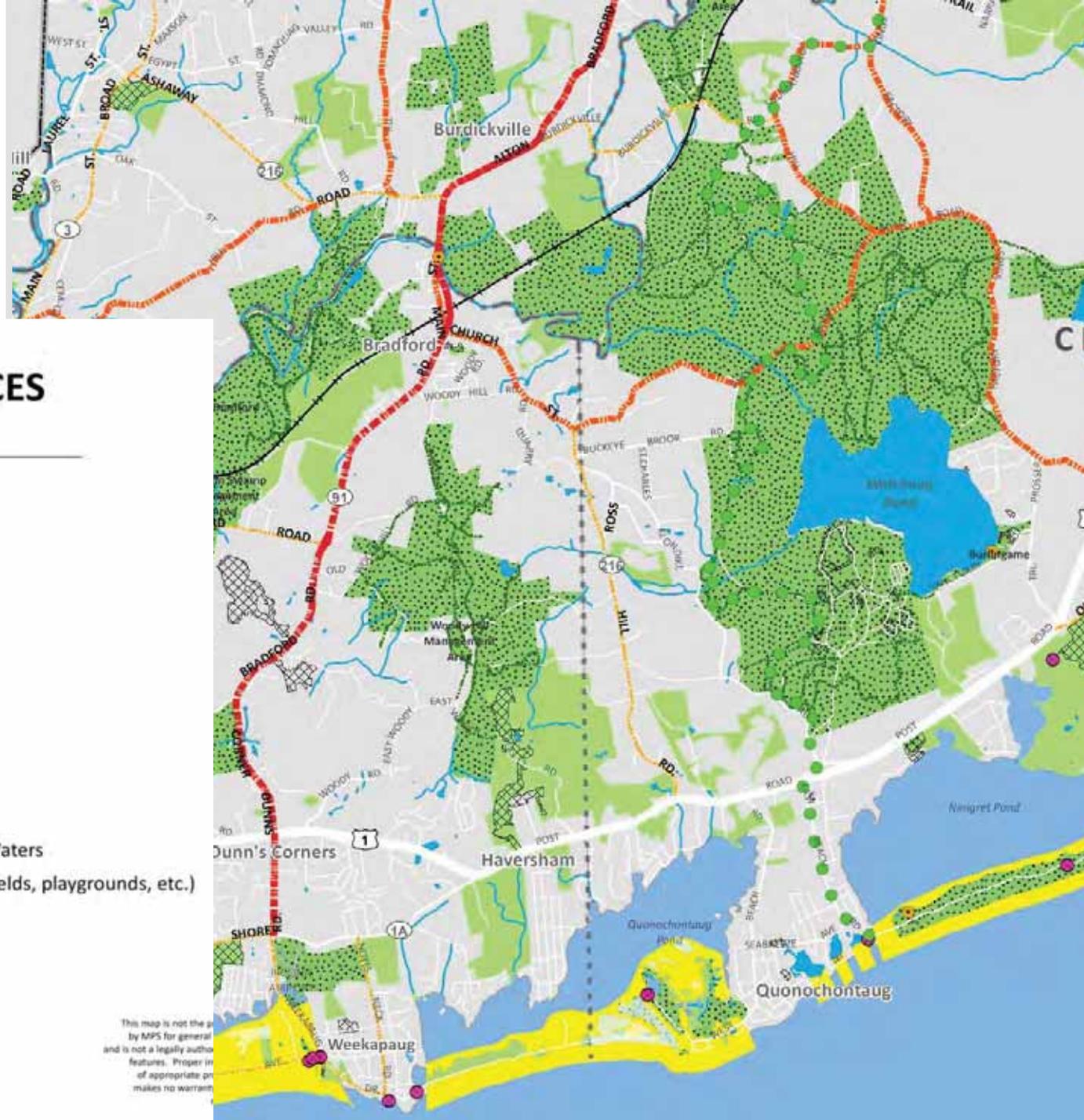
Green Assets Mapping

- Rhode Island North-South Trail
- ± Marinas
- Public Shoreline Access
- Fishing and Boating Access
- Existing Local Trail
- Bike Paths - Completed 2010
- Bike Paths - Under Design 2009
- Roads Most Suitable for Bicycling
- Roads Suitable for Bicycling
- Streams and Rivers
- Lakes and Ponds
- Narragansett Bay and Surrounding Waters
- Recreation Areas (golf courses, ballfields, playgrounds, etc.)
- State Conservation Areas
- Local and NGO Conservation Areas
- Barrier Beaches and Spits



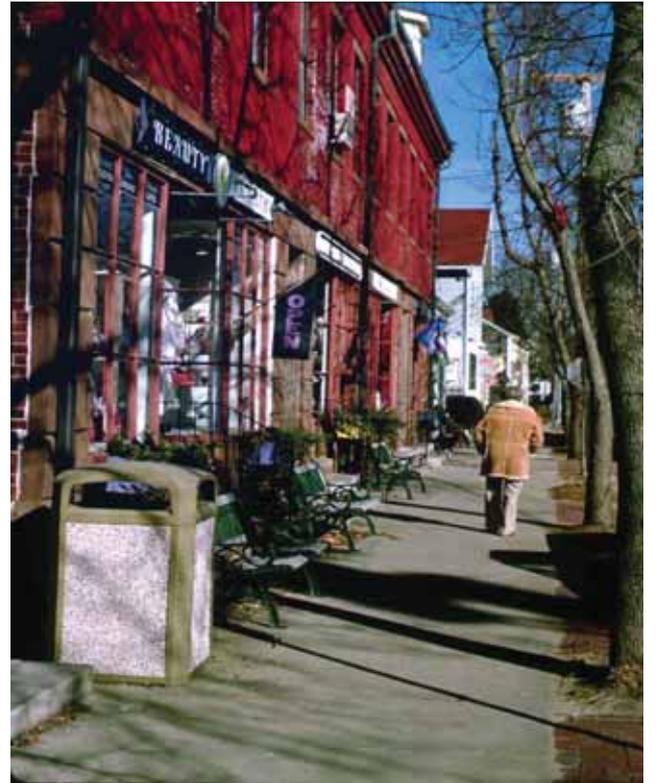
0 2 Miles

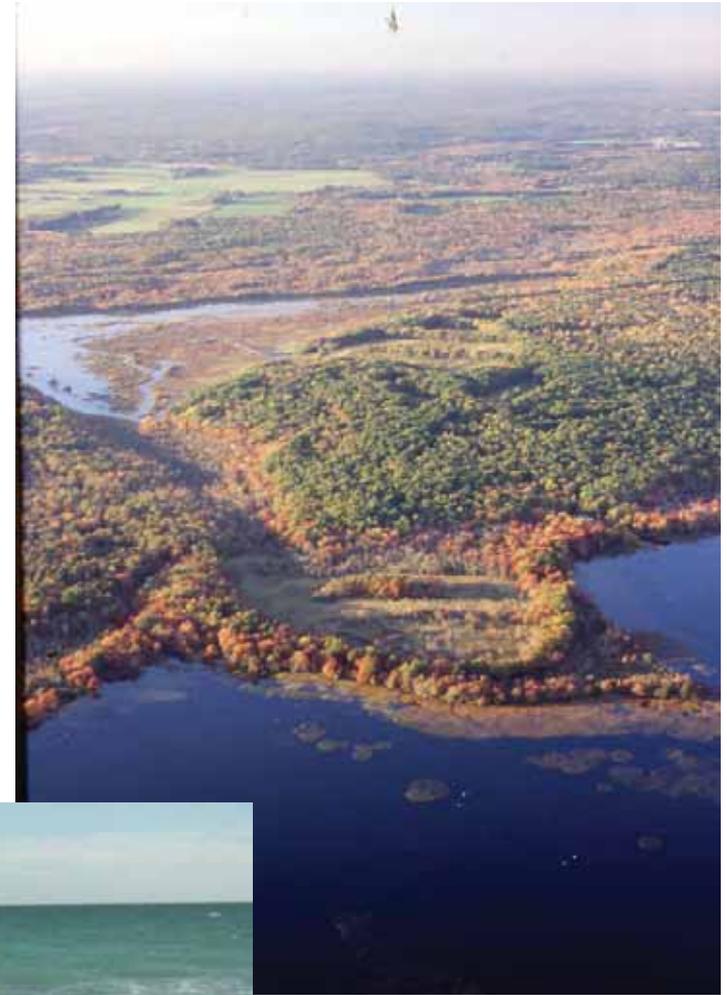
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Next Steps

- Continue to get input on the inventory
- Update inventory
- Maps available via RhodeMapri.org





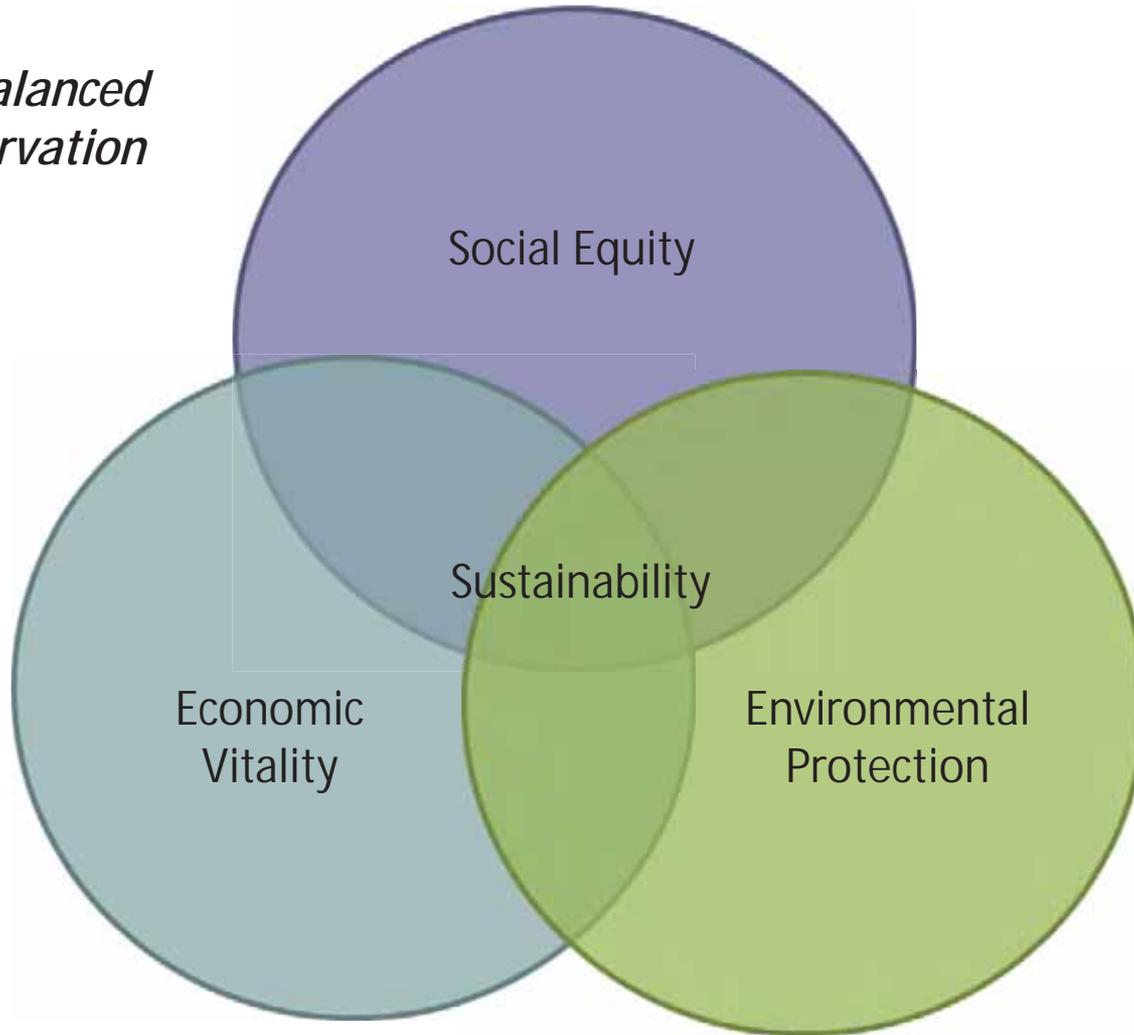
Great Places

Rhode Island is blessed with great places to live, work, shop and play.

The RhodeMap process will help cities and towns identify the best areas for redevelopment and revitalization, while protecting the natural and cultural assets that support economic opportunity and a rich quality of life for all residents.

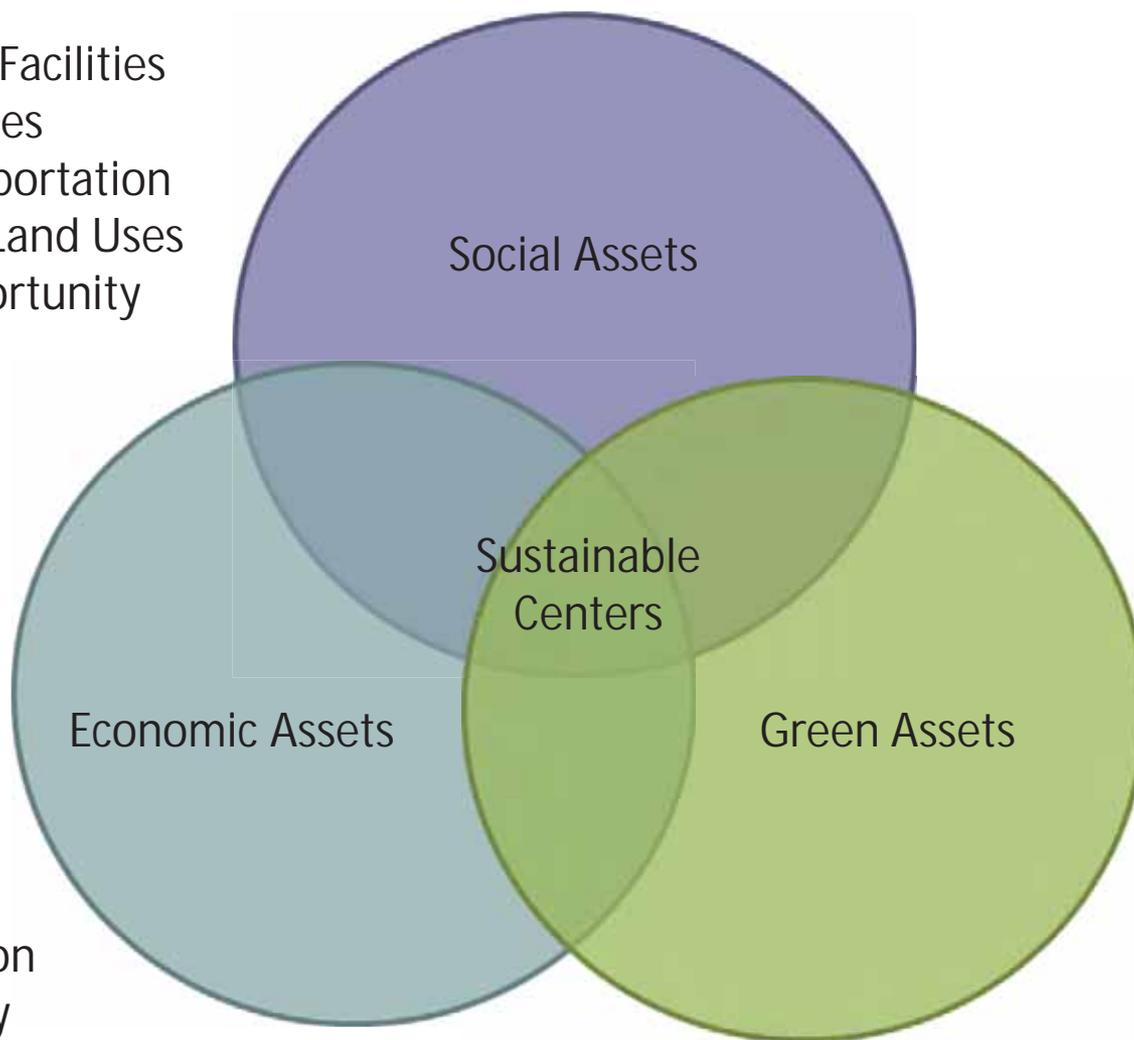


*Planning for Balanced
Growth, Conservation
and Equity*



Mapping Social, Economic and Green Assets

- Community Facilities
- Social Services
- Public transportation
- Residential Land Uses
- Equity/Opportunity



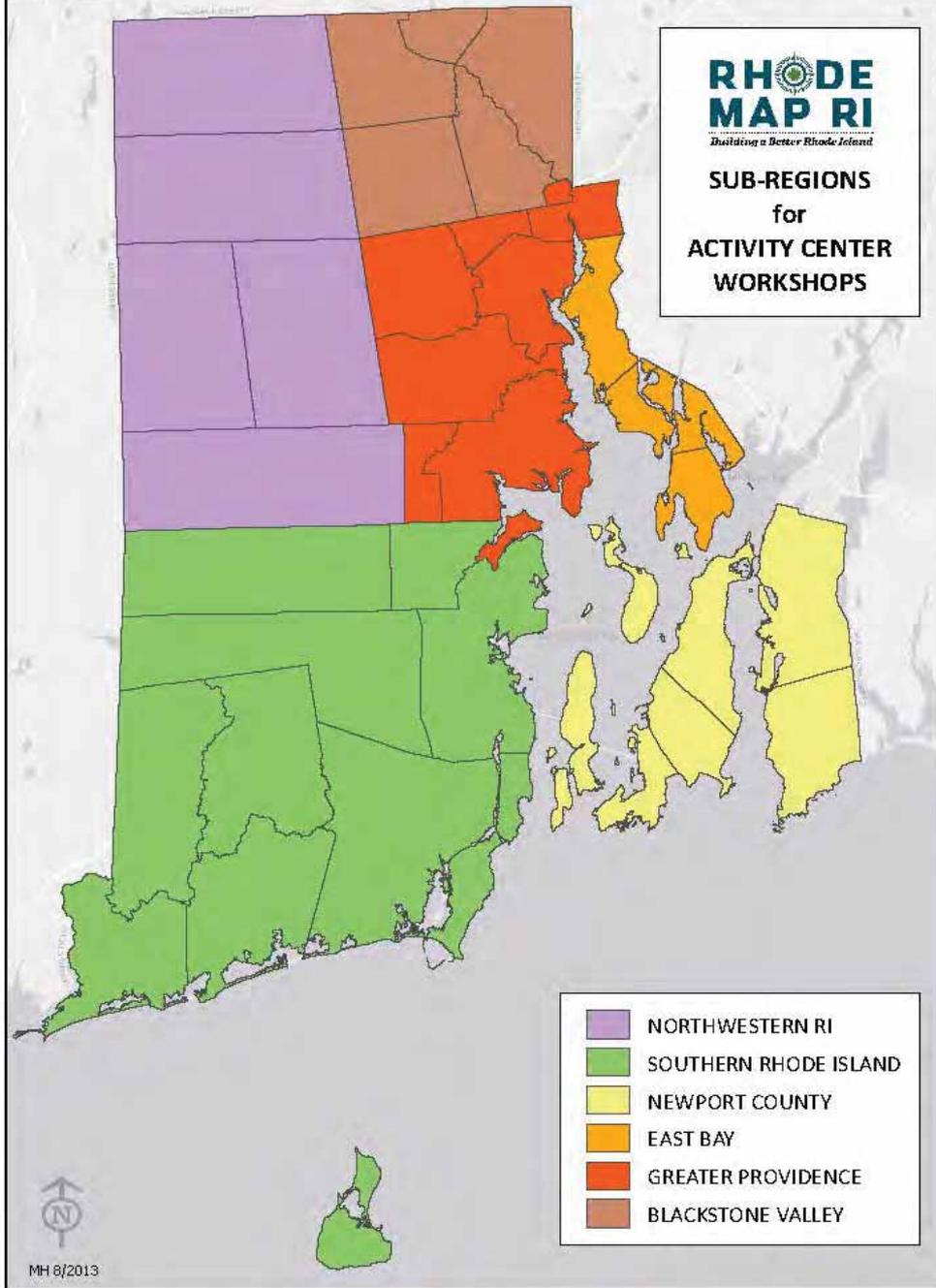
- Land Use
- Transportation
- Water Supply
- Wastewater
- Power & Communications

- Biodiversity
- Water Supply
- Farmland
- Working Forests
- Cultural & Historic
- Recreation

RHODE MAP RI

Building a Better Rhode Island

SUB-REGIONS for ACTIVITY CENTER WORKSHOPS

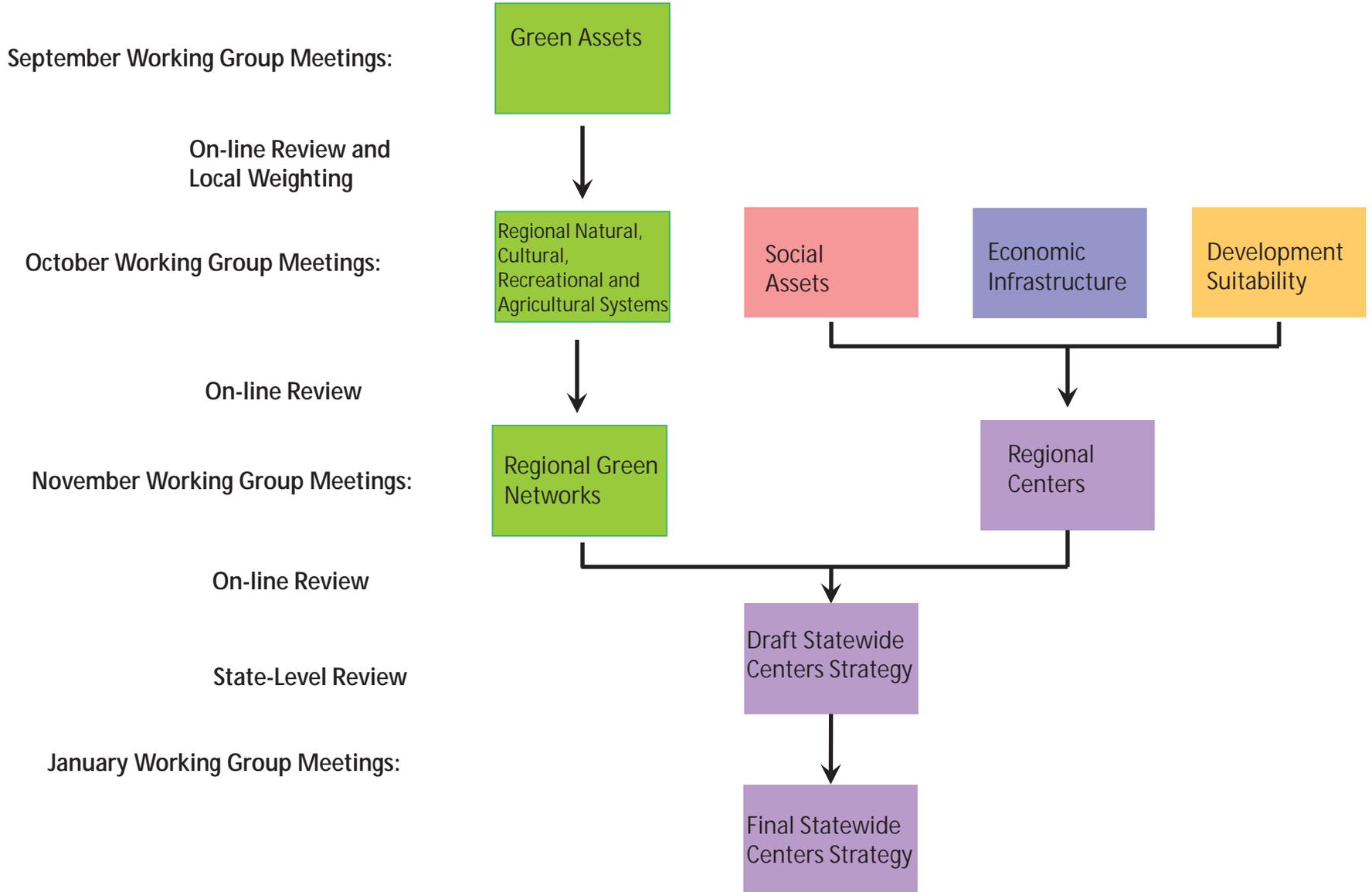


-  NORTHWESTERN RI
-  SOUTHERN RHODE ISLAND
-  NEWPORT COUNTY
-  EAST BAY
-  GREATER PROVIDENCE
-  BLACKSTONE VALLEY



MH 6/2013

Growth Centers Planning Process



From mapping Green Assets to understanding Green Systems

Biodiversity



Water Supplies



Working Forests



Farmland



Natural Systems

Working Landscapes



Cultural and Historic Landscapes

Recreational Systems

What's likely to happen to these assets in the future?

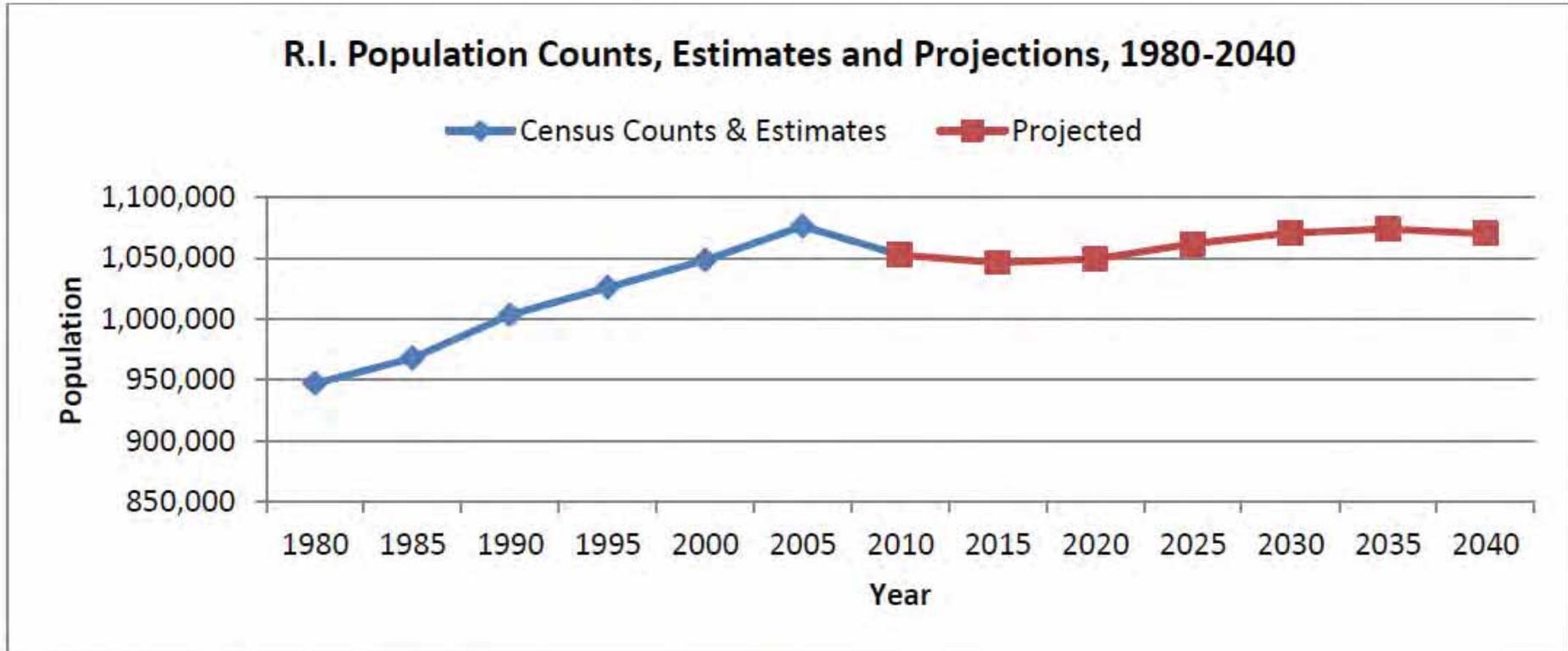
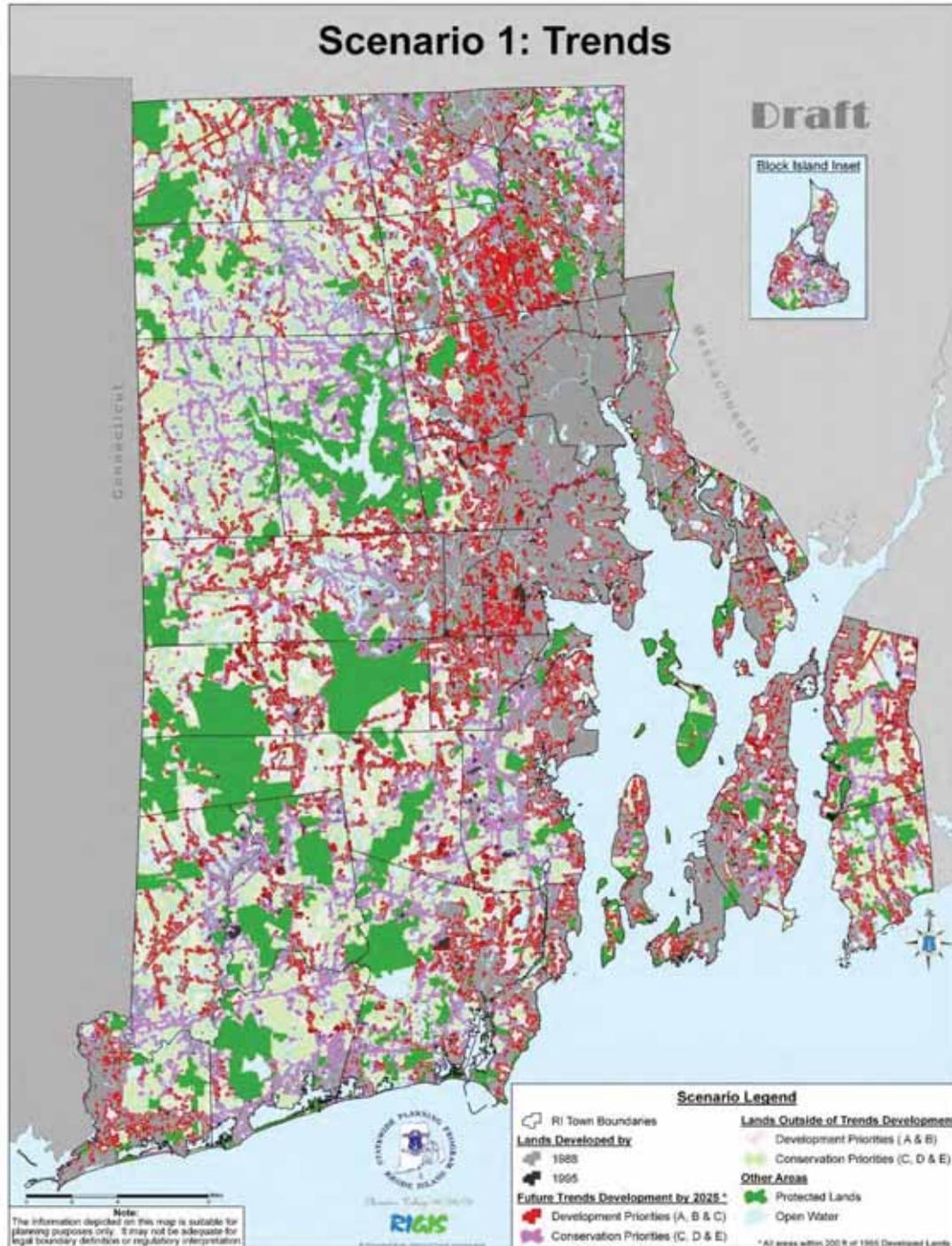
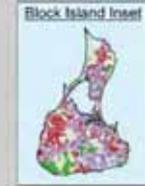


Figure 16. Historic and Projected Rhode Island Population, 1980-2040

Scenario 1: Trends

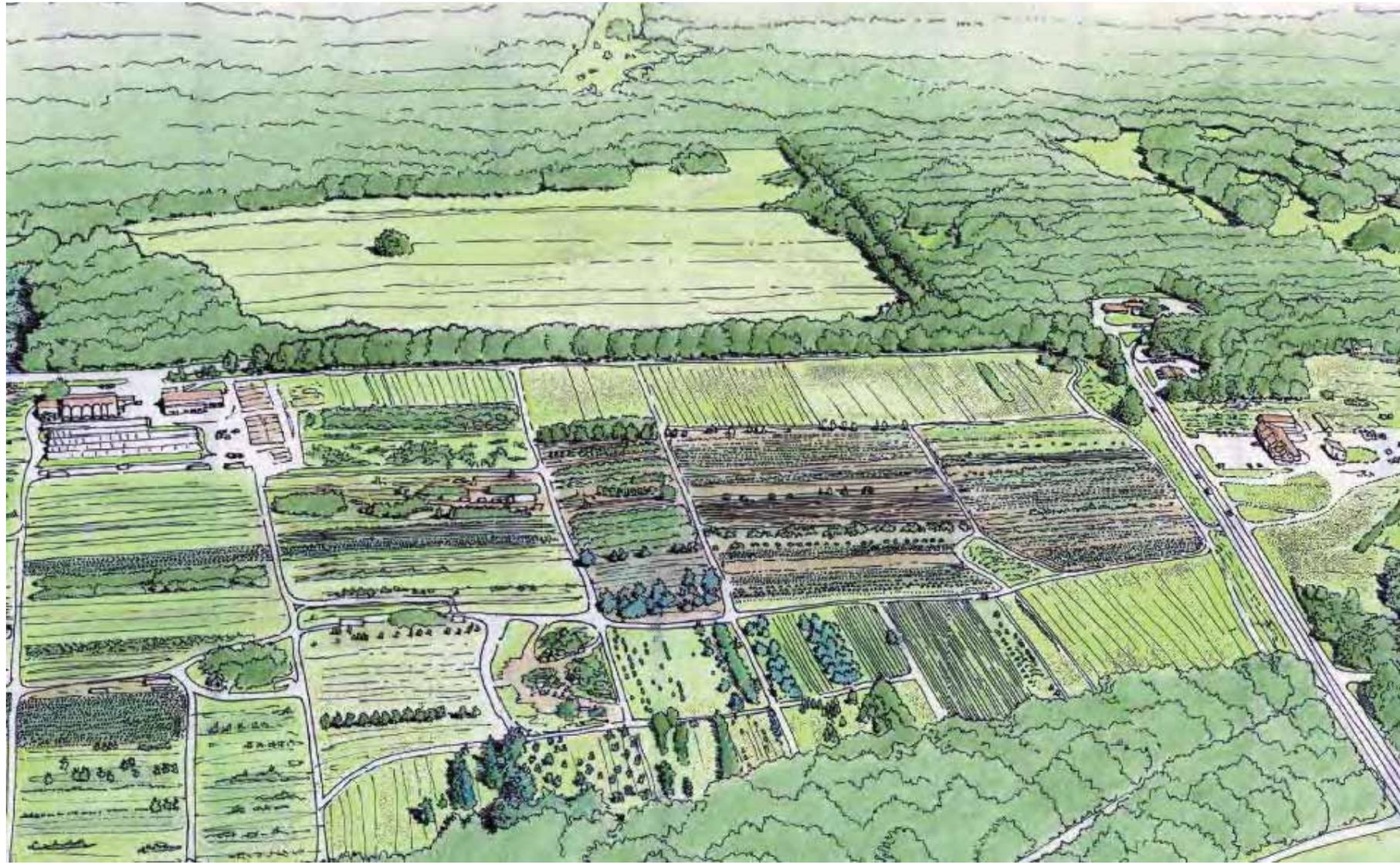
Draft



Overall Growth will likely be slow, but Sprawl is encoded in the state's regulatory DNA

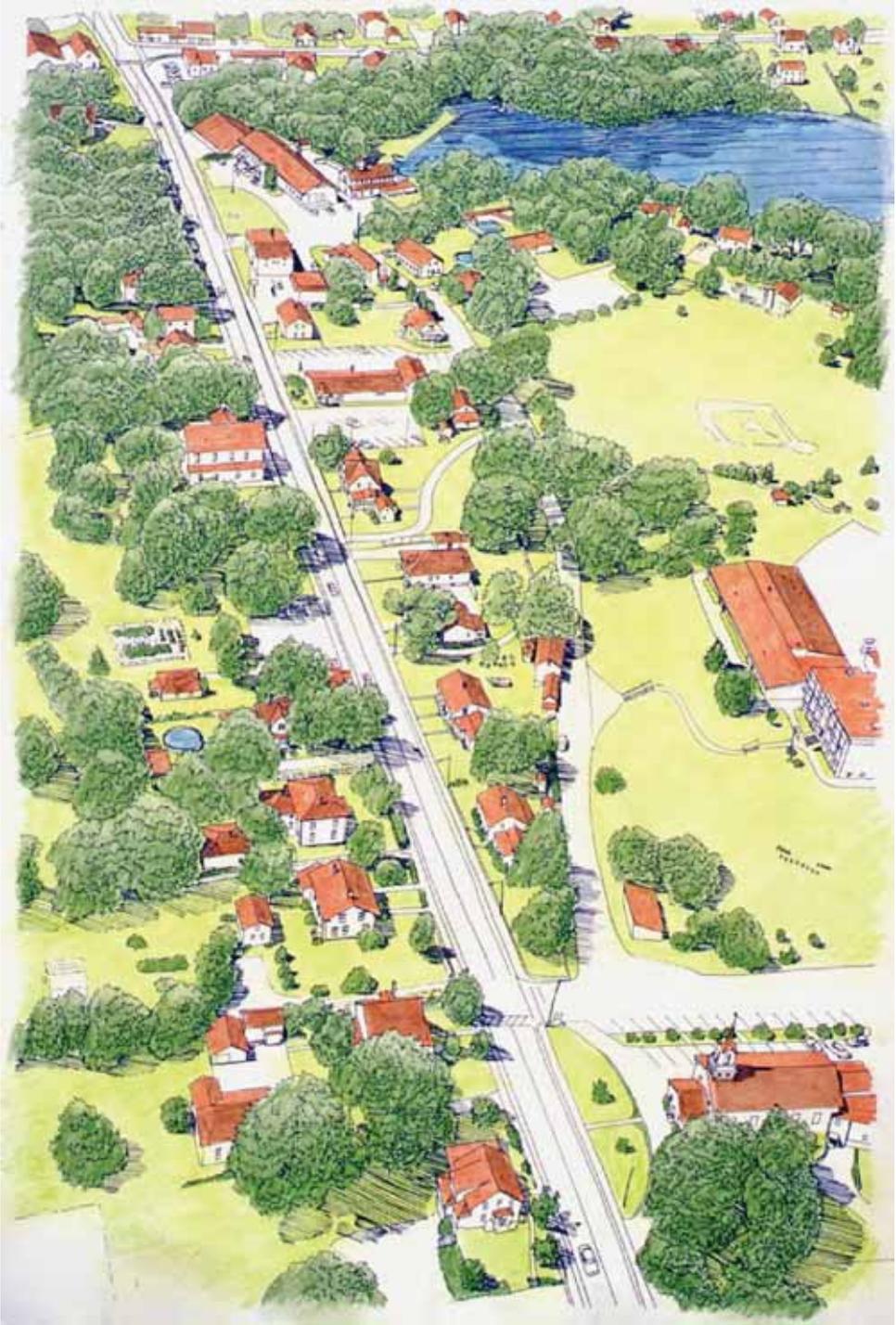
Single-use zoning remains the most common approach.

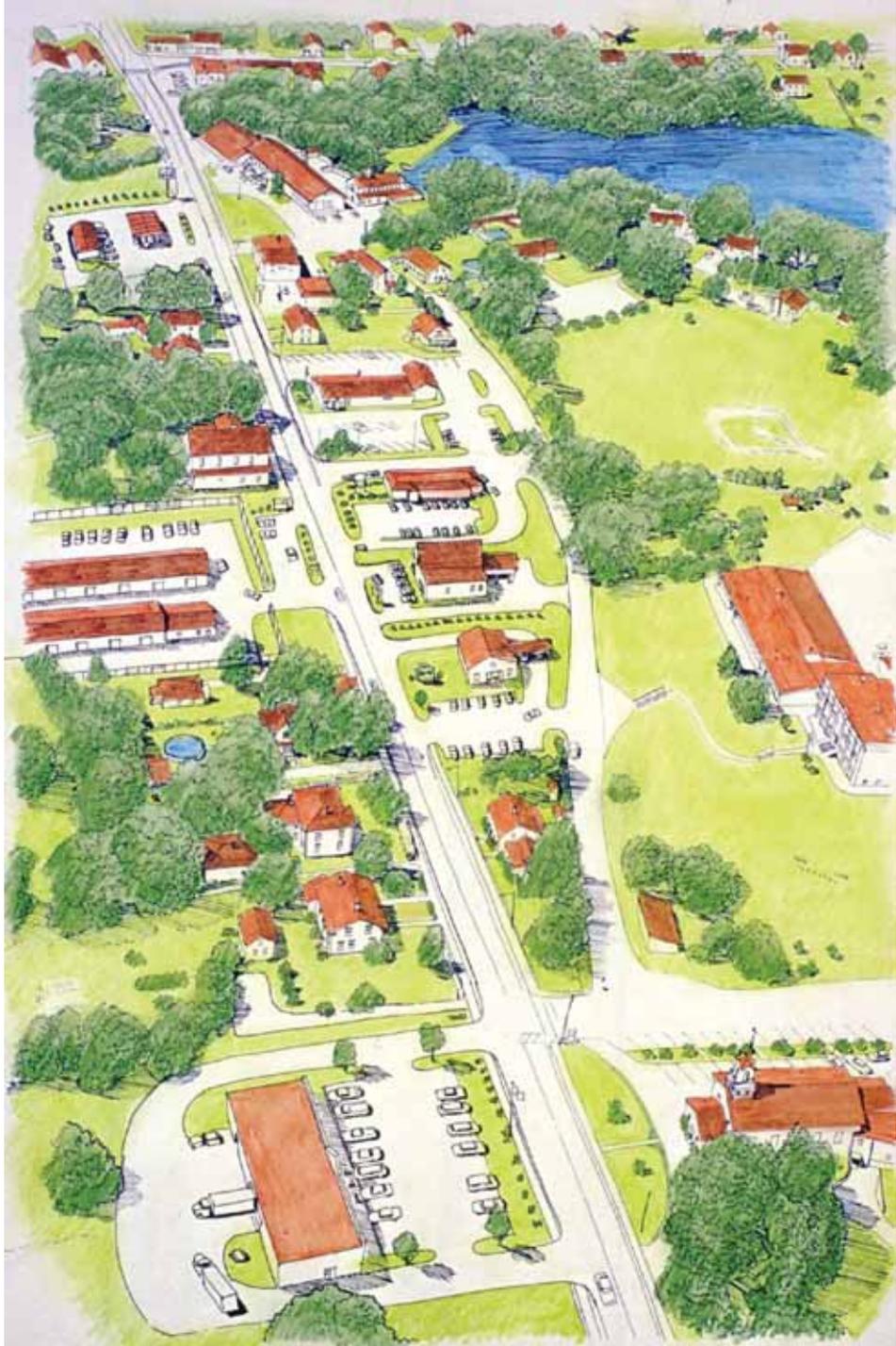


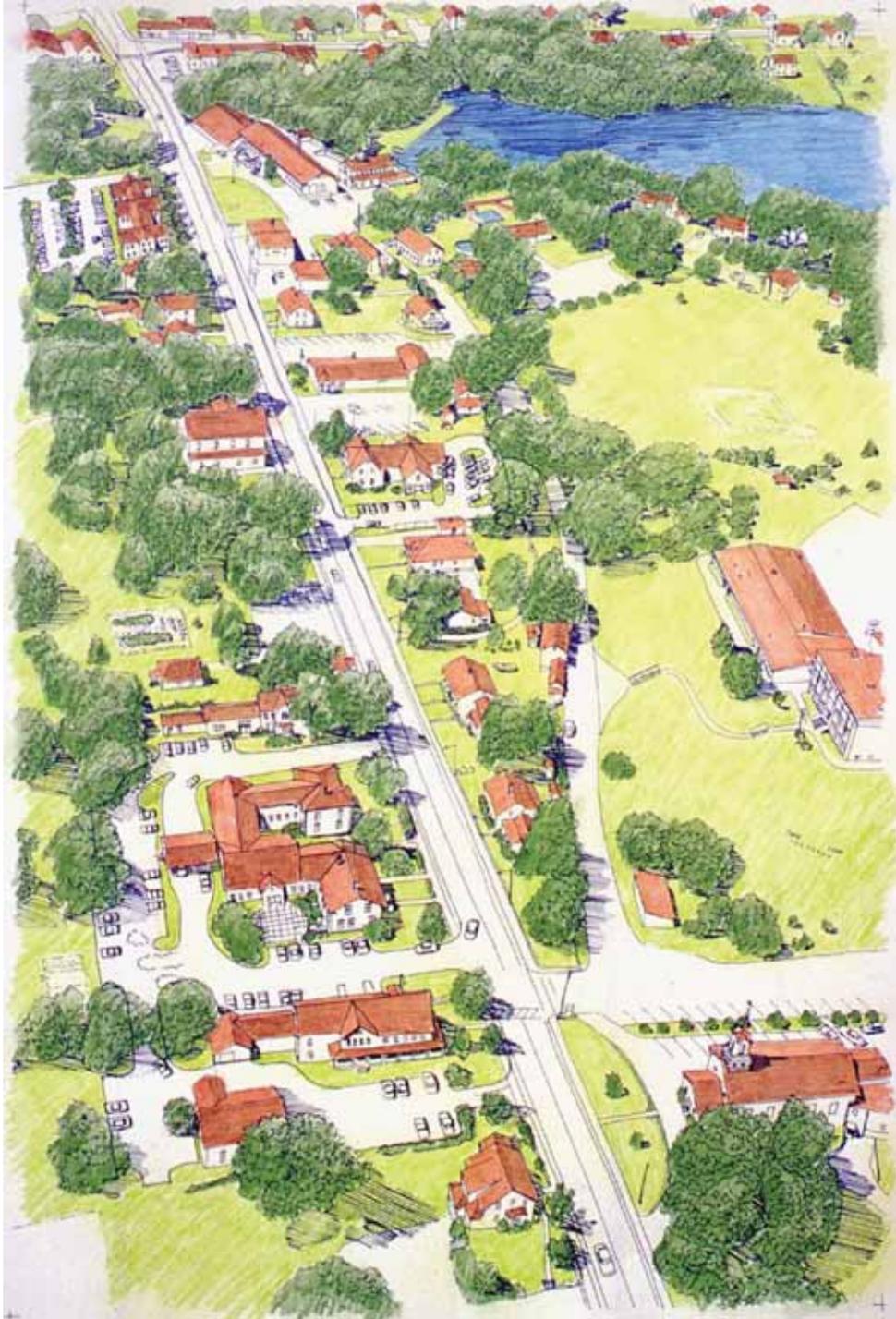










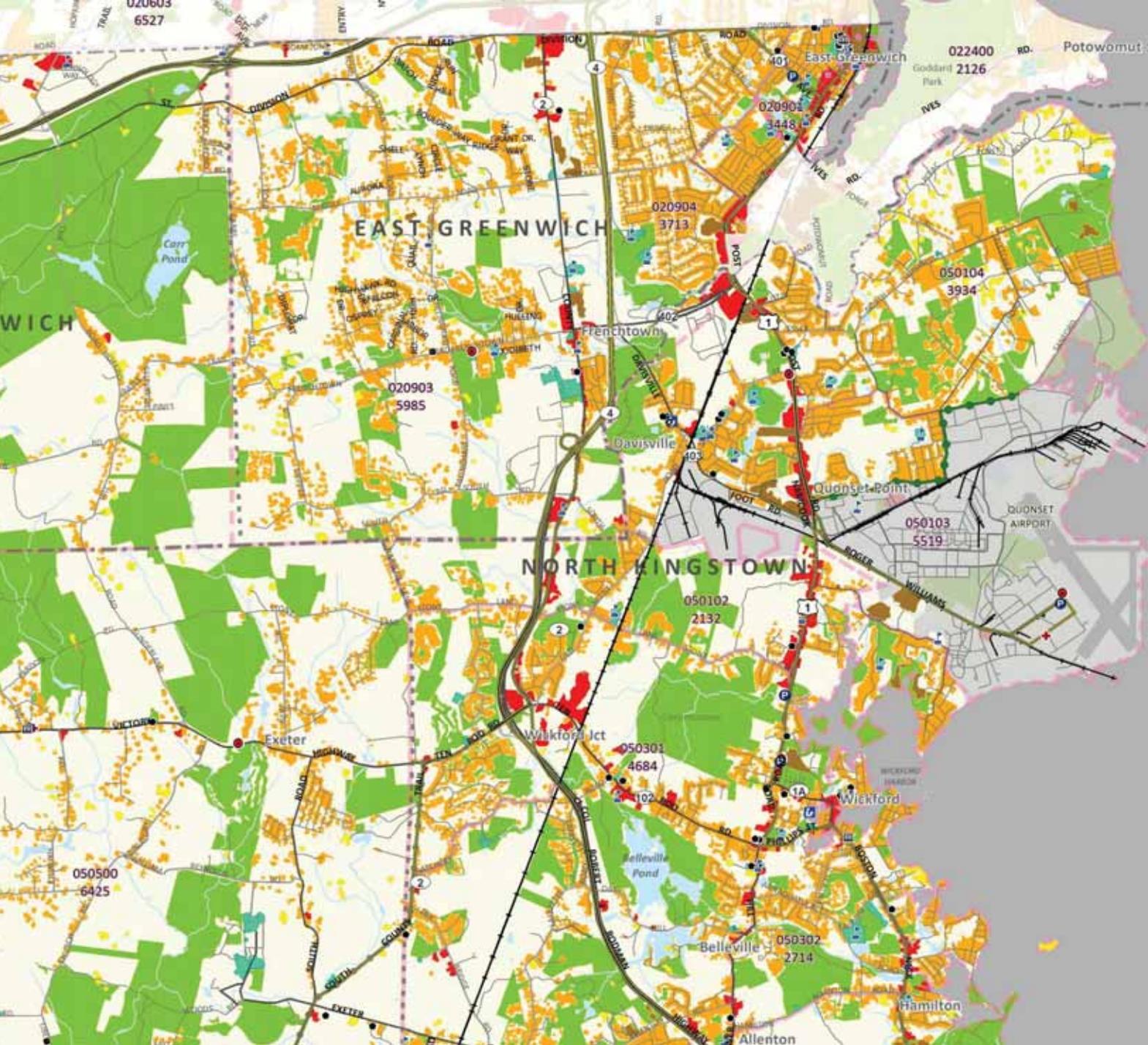


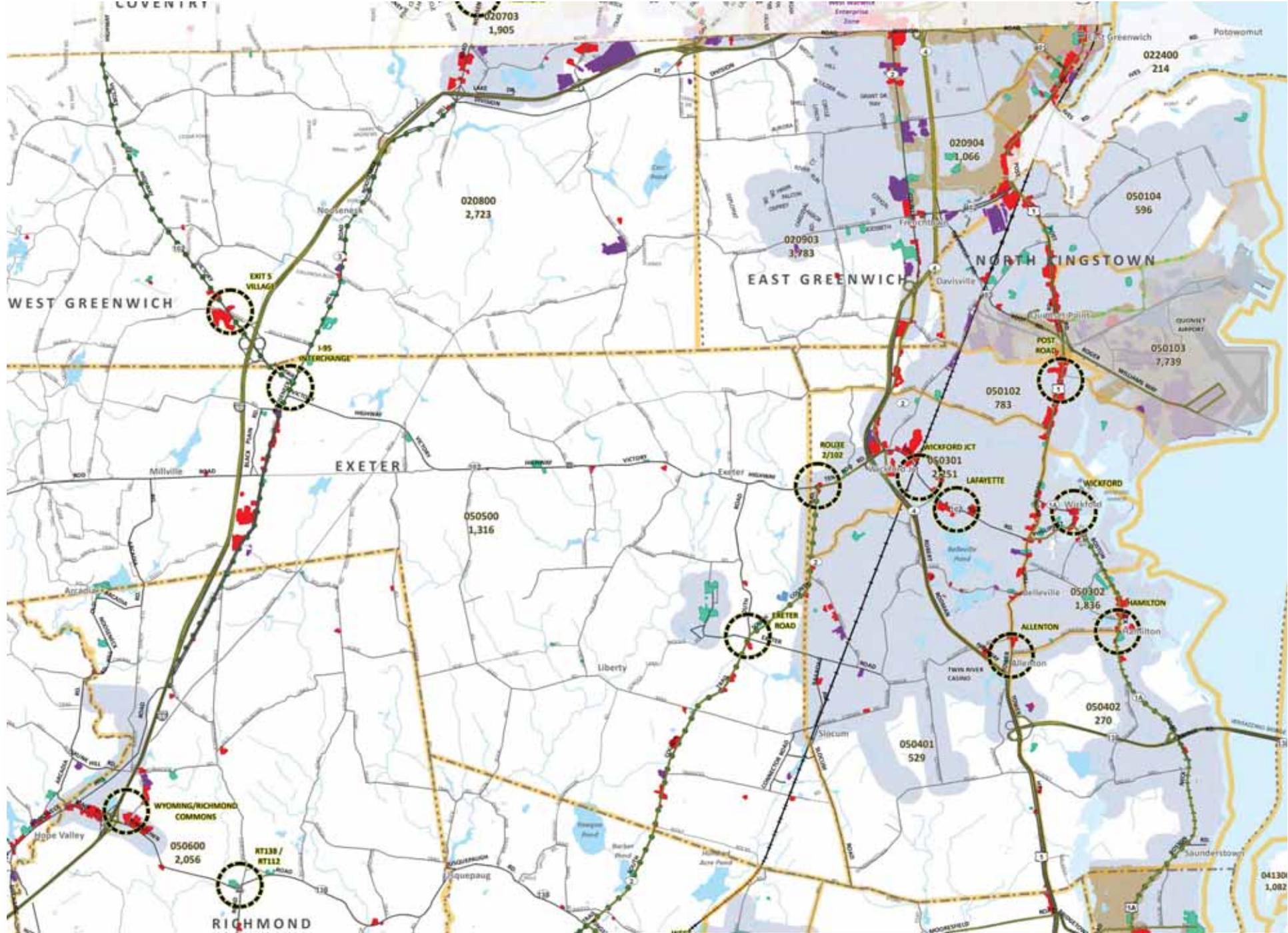
SOUTHERN RI

SOCIAL ASSESSMENT

Built Environment

- Town & City Halls
- Schools - Pre-K through
- Churches & Places of
- Law Enforcement Loc
- Libraries
- Hospitals
- Fire Stations
- EMS Centers
- Town Lines
- 2010 Census Tract Pe
- RIPTA Bus Routes
- Railroads (Active - Pa
- High Density Resident
- Medium Density Resid
- Low Density Resident
- Commercial Areas (m
- Institutional Areas (sc
- US Government Prop
- Streams and Rivers
- Lakes and Ponds
- Public & Private Open
- Bicycle Path (off-road
- Shared Bicycle Lanes
- Local Bicycle Route
- Statewide Bicycle Rou





What makes great places work for Rhode Island?



What choices do we have?



What are some alternatives for the future?



A Typology of Place

Context	Type of Place	Form/Character	Density	Transit/Mobility	Service Area and Market Focus
Urban	Downtown	Mix of commercial, residential and civic uses; focus on public realm.	25 units/acre and up	All modes, with good intermodal connections	Serves entire region; business, government, commerce, education, arts and entertainment, etc.
	Neighborhood	Grid of residential streets; corner stores.	varies	Car, Bus, Ped, Bike	Serves immediate neighborhood. Primarily Residential with some local services
	Corridor	Mixed-use buildings, linear pattern.	12-25 units/acre	Car, BRT, Ped, Bike	Serves series of neighborhoods
Suburban	Main Street	2-5 story mixed use buildings along a walkable street, surrounded by residential neighborhood.	8-12 units/acre	Car, Bus, Ped, Bike	Serves surrounding town; business, government, commerce, education, arts and entertainment.
	Commercial/ Mixed-use Center	1-3 story, some single, some mixed-use; automobile-related uses as well as some	8-12 units/acre	Car, Bus, Ped, Bike	Serves one or more towns; commercial and office uses, some residential.
	Transit Station/ TOD	Varies with context.	25 units/ acre	All Modes, with good intermodal connections	Serves one or more towns; commercial and office uses, high-density residential.
Rural	Historic Village	2-3 stories, street grid	Mixed, 8-10 units/acre average	Car, Bus, Ped, Bike	Serves surrounding town; residential focus, with mix of business, government, commerce, education, arts and entertainment.
	New Village	2-3 stories, street grid	8 units/acre, plus open space buffer	Car, Bus, Ped, Bike	Serves surrounding town; residential with other uses varying with market
	Hamlet	1-2 stories, crossroads	4-6 units/acre	Car, Ped, Bike	Serves immediate neighborhood; residential with limited commercial uses

GROWTH CENTERS GAME

RHODE MAP RI

Building a Better Rhode Island



DOWNTOWN

[DT]



Downtowns contain a mix of commercial, residential and civic uses. They represent the core of our cities and larger towns and typically draw people from throughout the region for jobs, shopping, entertainment and culture.

NEIGHBORHOOD

[NE]



The neighborhood is a self-contained part of a larger city or town. It is primarily residential, but may include some shops, restaurants and service businesses.

CORRIDOR

[CO]



A corridor connects multiple neighborhoods within a city or town, and may continue through several towns. Often following historic streetcar routes, it is lined with residential, commercial and mixed use buildings, as well as government and community uses.

SPECIAL ECONOMIC DISTRICT

[SD]



Special economic districts include ports and harbor facilities, college campuses, casinos and other uses. They typically are located to take advantage of a unique location on the waterfront, at a junction of regional highways or in an isolated campus setting.

MAIN STREET

[MS]



Main streets act as the focus of activity for the surrounding town. They typically have a walkable street with parking at the curb, lined with 2-5 story mixed-use buildings.

TRANSIT STATION DEVELOPMENT

[TS]



Transit stations provide access to public transportation systems, whether rail, bus or plane. They can be in historic village, town or city centers, or in suburban areas serving commuters.

COMMERCIAL/MIXED-USE

[MU]



Commercial/mixed use – Areas devoted to commercial uses are typically found at interstate interchanges and other areas that are easy to reach by automobile. They feature big box stores and chain restaurants, but can also include a mix of residential and office uses.

OFFICE/INDUSTRIAL PARK

[OI]



The office or industrial park provides for business uses that do not easily fit into a village, town or city center. Typically this includes a need for large structures, parking lots and storage areas, as well as good access to regional highways.

TRADITIONAL VILLAGE

[TV]



Traditional villages are self-contained centers with a mix of residential, commercial and civic uses. Often laid out before the arrival of the automobile, they typically have small lots and buildings close to the street, connected by a network of shady sidewalks, parks and other community amenities.

NEW VILLAGE

[NV]



New villages are laid out according to the historic town-planning principles. They are designed to work the same way, providing for a mix of residential, commercial and civic uses within a compact, walkable center. As with the traditional village, beautiful streets, sidewalks, parks and other public spaces allow for a high quality of life in a small area.

HAMLET

[HA]

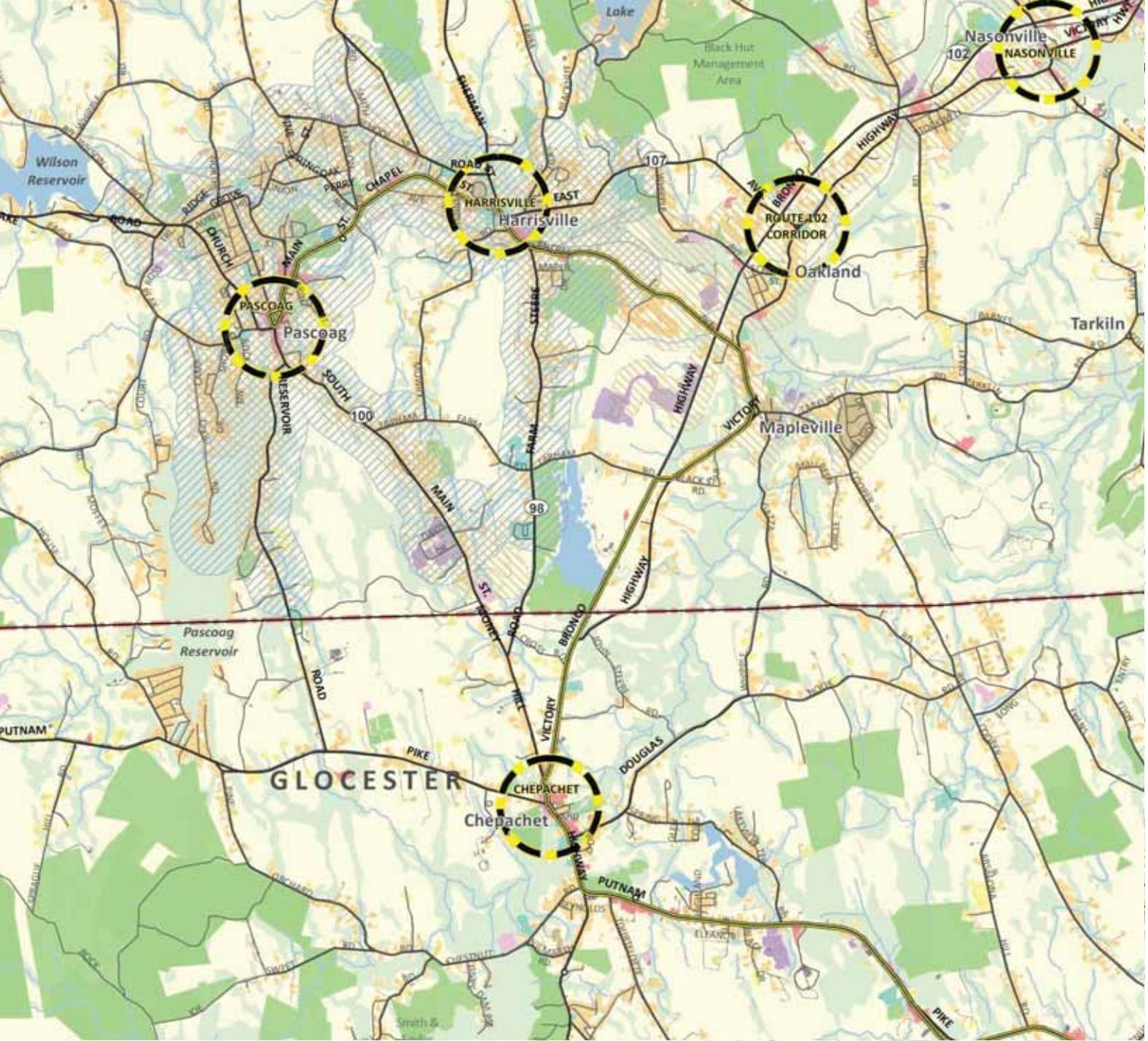


The hamlet is a cluster of homes, businesses or community uses surrounded by open space. They are often located at crossroads of local roads and serve the surrounding rural neighborhood or town.



The Game Board

-  Activity Centers under cor Growth and/or Revitalizat
-  Some Other Economic Ac
-  US Government (NUWC, I
- Land Use/Land Cover (2003-04**
-  High Density Residential (
-  Medium Density Resident
-  Low Density Residential (
-  Commercial Land Use (ma
-  Industrial Land Use (man
-  Institutional Land Use (sc
-  Other Transportation Use docks, etc)
-  Airports and associated fa
-  Town Lines
-  Railroads (inc. active and
-  RIPTA Bus Routes (effect
-  Areas served by Public S
-  Areas served by Public W
-  Areas Outside of a Public
-  Streams and Rivers
-  Inland Lakes and Ponds
-  Conservation Lands (fed RIDEM 2011 and MidGIS
- Areas Unsuitable for Develop**
-  Wet Areas, Flood Zones
-  Landfills, Junkyards, Was LULC0304)

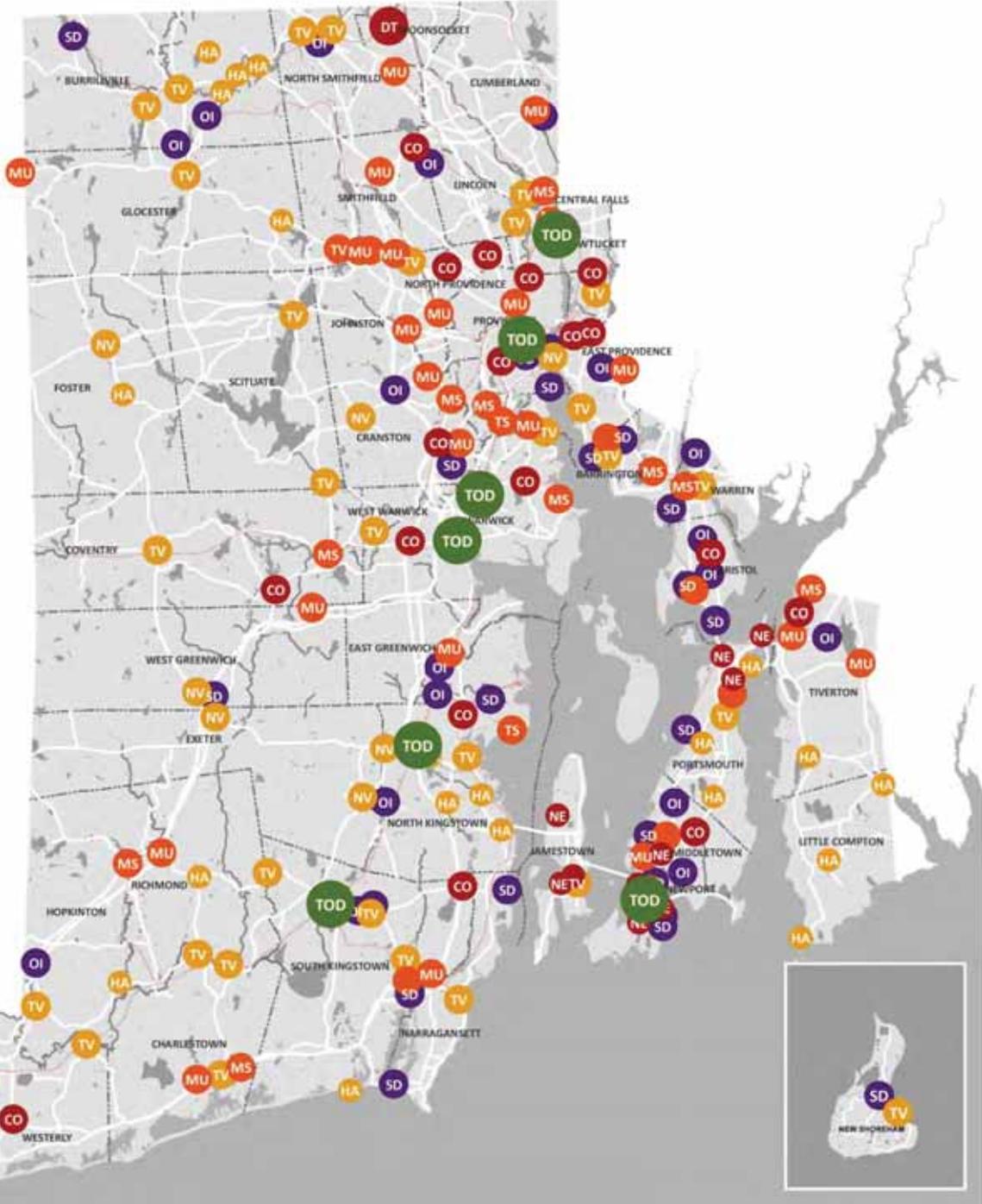


GROWTH CENTERS GAME

State of Rhode Island

Prepared by Dodson & Flinker
December 6, 2013

CENTER TYPES + TOD



- TOD: Transit Oriented Development
- Railroad
- Major Roads
- Lakes & Pond
- Town Boundary
- Major Rivers
- DT: Downtown
- NE: Neighborhood
- CO: Corridor
- MS: Main Street
- MU: Mixed Use
- TS: Transit Station
- HA: Hamlet
- NV: New Village
- TV: Traditional Village
- OI: Office/Industrial Park
- SD: Special Economic District





SOUTHERN RI
SOCIAL ASSETS
 Built Environment Assets Mapping

- Town & City Halls
- Schools - Pre-K through College, Inc. Special Needs
- Churches & Places of Worship
- Law Enforcement Locations
- Libraries
- High Density Residential (<1/8 acre lots)
- Medium Density Residential (1/8 acre to 2 acre lots)
- Low Density Residential (>2 acre lots)
- Commercial Areas (malls, shopping centers, office parks, etc.)
- Institutional Areas (hospitals, universities, etc.)



NEW SHOREHAM - Inset Map



CONSERVATION PRIORITIES

Southern Rhode Island

Prepared by Dodson & Flinker
January 8, 2014



Legend

Natural Corridors

— Major

.... Minor

Core Natural Areas

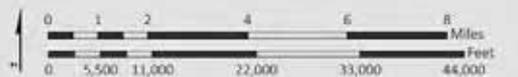
■ State Core

■ Local Core

■ Sites

■ Working Landscapes

■ Cultural and Historic Landscapes



CONSERVATION PRIORITIES

Southern Rhode Island

Prepared by Dodson & Flinker

January 8, 2014



Legend

Natural Corridors

— Major

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Southern Rhode Island

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Legend

Natural Corridors

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CONSERVATION PRIORITIES

Southern Rhode Island

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January 8, 2014

Legend

 TOD: Transit Oriented Development

Growth Center Game Center Types

-  DT: Downtown
-  NE: Neighborhood
-  CO: Corridor
-  MS: Main Street
-  MU: Mixed Use
-  TS: Transit Station
-  HA: Hamlet
-  NV: New Village
-  TV: Traditional Village
-  OI: Office/Industrial Park
-  SD: Special Economic District

Natural Corridors  Working Landscapes

 Major  Cultural Landscapes

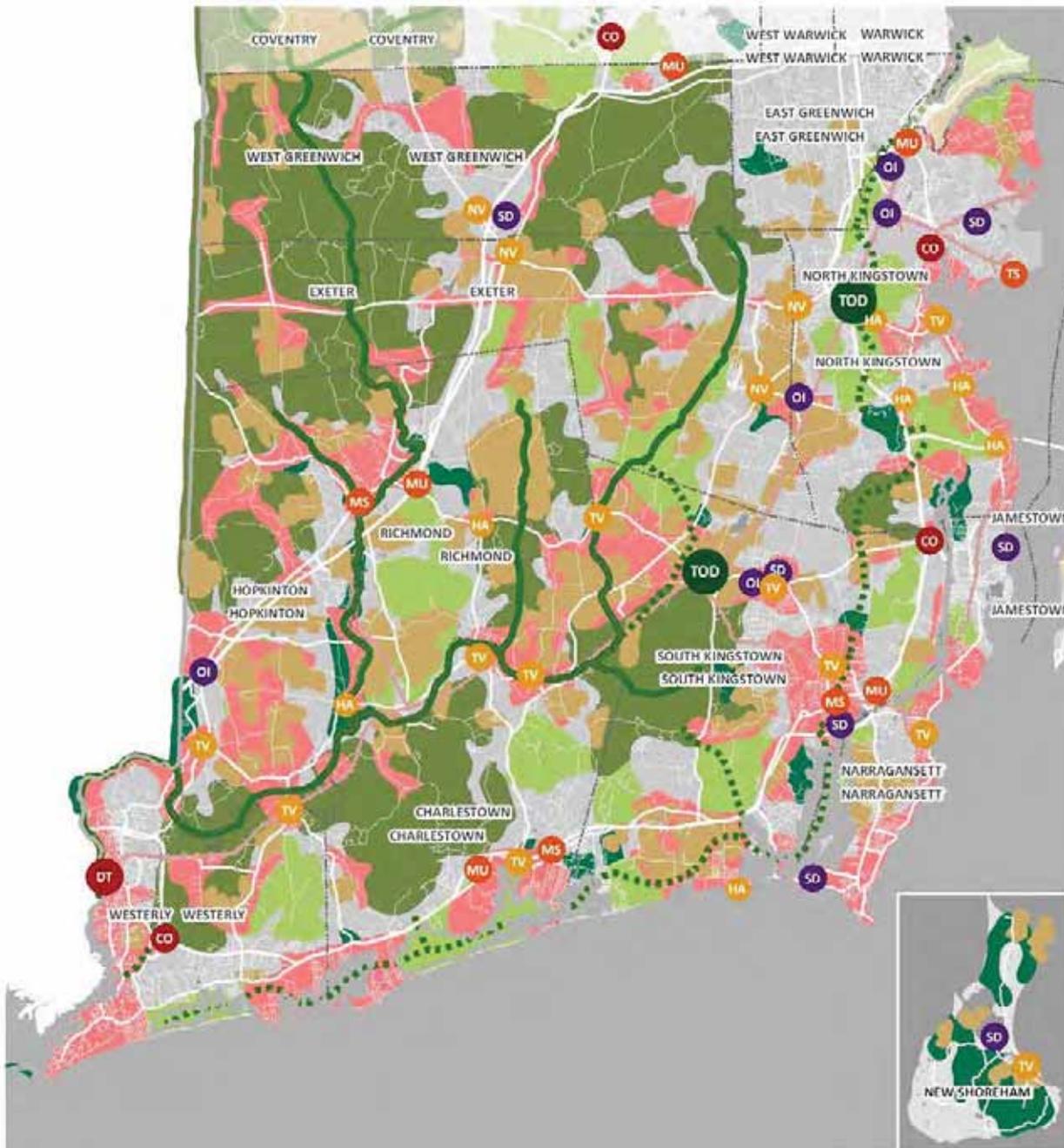
 Minor  Lakes & Pond

Core Natural Areas  Railroad

 State Core  Roads

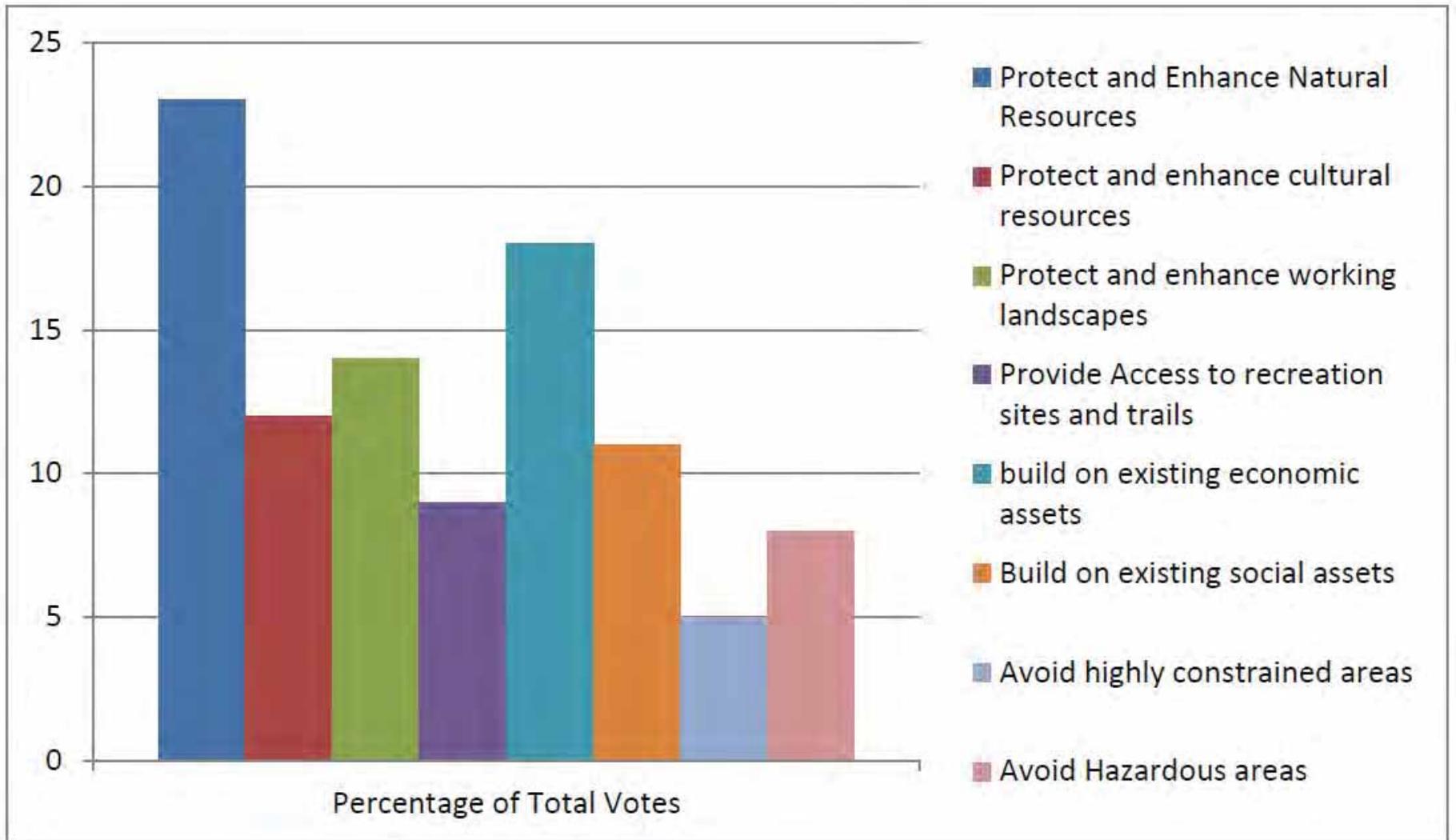
 Local Core  State Boundary

 Sites  Town Boundary



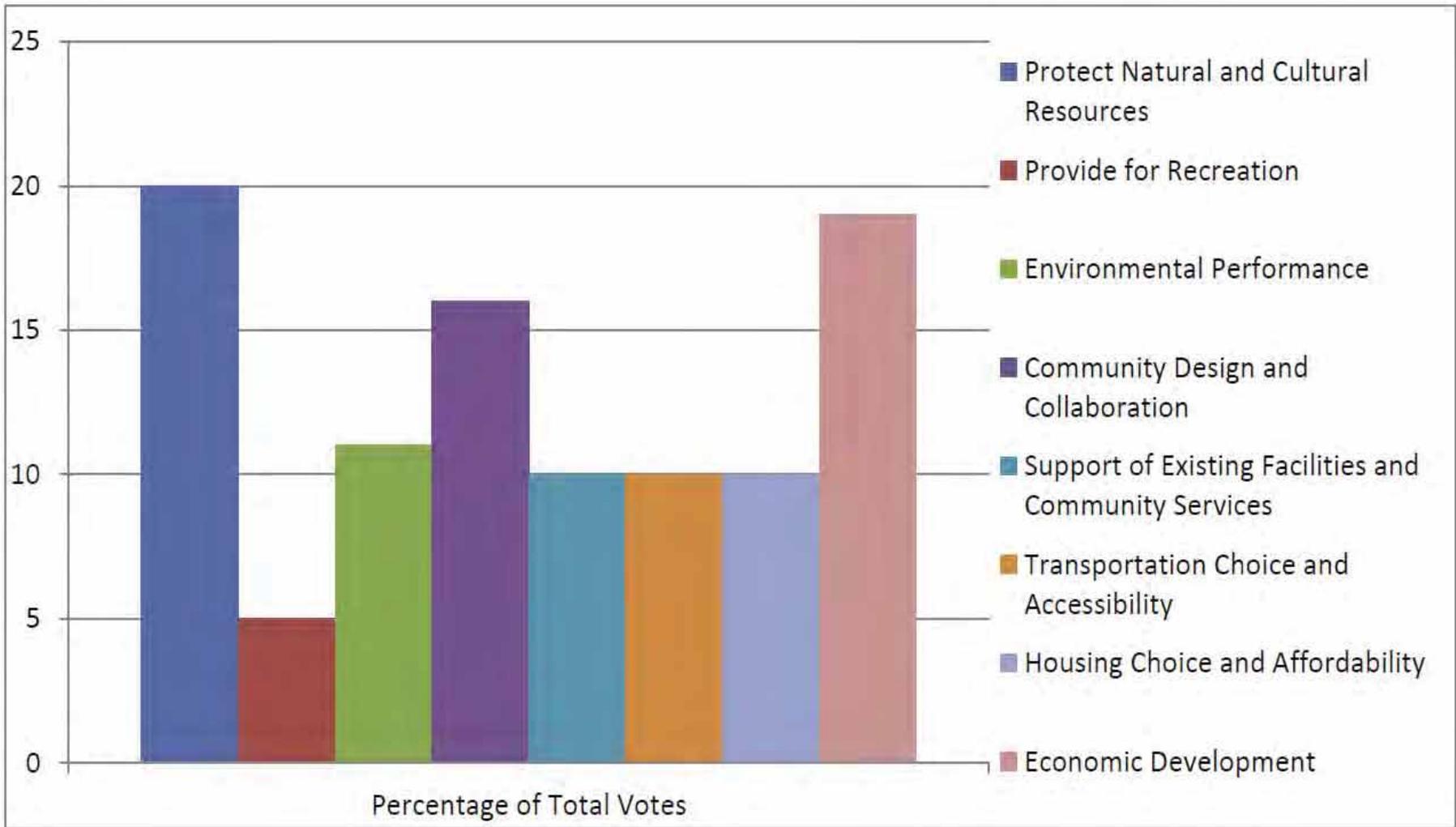
Growth Centers Designation Criteria

- 1) Protect and enhance natural resources.
- 2) Protect and enhance cultural resources.
- 3) Protect and enhance working landscapes.
- 4) Provide access to recreation sites and trail systems.
- 5) Build on existing economic assets.
- 6) Build on existing social assets.
- 7) Avoid highly constrained areas.
- 8) Avoid hazardous areas.



Growth Centers Design & Performance Criteria

- 1) Protect natural and cultural resources.
- 2) Provide for recreation.
- 3) Environmental performance.
- 4) Community Design and collaboration.
- 5) Support of existing facilities and community services.
- 6) Transportation choice and accessibility.
- 7) Housing choice and affordability.
- 8) Economic development.



The Growth Centers Toolkit

- **Green Assets Mapping: What areas should be protected?**
- **Development Suitability and Hazards mapping: What areas should be avoided?**
- **Social Assets/Opportunity Mapping: What areas best serve all Rhode Island residents?**
- **Economic Assets Mapping: What areas are most easily served by highways, public transit, sewer and water systems, and other infrastructure?**
- **Growth Center Typology: How to plan for Growth Centers that fit rural, suburban and urban sites?**
- **Designation Criteria and Performance Standards**
- **Regulatory Guidance**

What's Next?

February –
March 2014

Identification of Strategies

Initial recommendations and vetting

April 2014

Public Engagement Events: Round 2

Testing strategies and recommendations

April – May
2014

Draft Housing and Econ. Dev. Plans

To Consortium and State Planning Council

March 2014-
Feb 2015

Performance Measures, Capacity Building

Join our efforts to build capacity to implement our plans and measure their success

Summer/Fall 2014

Implementation Program, Growth Centers

The who, how, and when for priority strategies

For More

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