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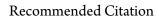
Spring 2010

Madera Ranchos: Avenue 12 Enhancement Plan, Spring 2010

CRP 341 Urban Design Studio

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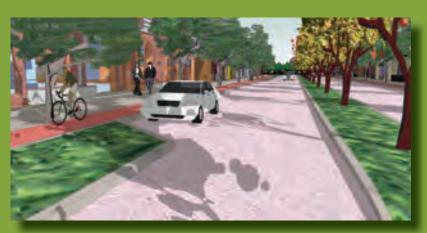
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Madera Ranchos <u>Avenue 12 Enhancement Plan</u>







Corridor Redesian



Madera Ranchos Avenue 12 Enhancement Plan

Corridor Redesign

Prepared by the
California Polytechnic State University San Luis Obispo
City and Regional Planning and Landscape Architecture Departments
CRP 341 / LA 404 Joint Urban Design Studio

for the Madera County Planning Department



September 2010

Final Report

CRP 341 / LA 404 Joint Urban Design Studio Spring 2010

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Avenue 12 Corridor Redesign



The Avenue 12 Corridor Redesign Plan is the result of a two quarter-long process that covered the spring and summer quarters of 2010, and involved two Cal Poly undergraduate studios from the City and Regional Planning and the Landscape Architecture departments. The CRP 341 Community Design Studio, ran by professor Vicente del Rio, had a total of 27 students. The LA 404 Urban Design Studio, ran by lecturer Vangeli Evangelopoulos, had a total of 12 students. The two studios were put together as a response to a request from Madera County Planning Department to Cal Poly's City and Regional Planning Department for an urban design plan for the Avenue 12 thoroughfare within the community of Madera Ranchos. The Urban Design Joint Studio was an excellent opportunity to offer students an interdisciplinary hands-on project experience within a pedagogical context that replicated real professional life as close as possible: a client, a contract, and a specific product to deliver.

There were two major reasons behind the county's decision to order this plan. Firstly, the need to adapt Avenue 12 to the increasing traffic demands and new development and growth in the region, as well as to the future construction of a by-pass by Caltrans which will take much of the through traffic away from the heart of Madera Ranchos. Secondly, to provide design scenarios suggesting how to increase Avenue 12's walkability and safety for pedestrians, and how to shape future public and private development that could provide visual quality, a strong identity, and a sense of place for the Madera Ranchos community.

The Avenue 12 Corridor Redesign Plan process followed the Vision Plan which resulted from a series of community workshops held in Madera Ranchos during the summer of 2009. These workshops were conducted by assistant professor Umut Toker, from Cal Poly's CRP Department, and led to a report indicating the community's major problems, needs, and desires as well as some of the community's broad ideas for the Avenue 12 Corridor. In the fall quarter of 2009, and winter and spring of 2010, a series of traffic studies were carried out by associate professor Cornelius Nuworsoo, also from Cal Poly's CRP Department, indicating a series of scenarios for Avenue 12. Both of these studies were considered as foundations for the development of the solutions contained in the Avenue 12 Corridor Redesign Plan.

This report's organization reflects the process carried out in the studio. Chapter 1: Inventory and the Analysis reflects the initial work performed by the students. Divided into small teams, the students had a very short time to study the Vision Plan and the existing data provided by the county and information available on the web, and were able to make only one site visit. However, based on pre-defined set of goals for the inventory and on strict methods, they were able to come up with a huge amount of information of excellent quality. A field assessment of Avenue 12 against a set of five urban design qualities developed on a recent research project for the Robert Johnson Foundation and related to active living and walkability, and sense of place. These qualities were imageability, enclosure, human scale, transparency, and complexity, and our field studies revealed that the Avenue 12 Corridor scored very low on all of them. The same set of urban design qualities was used throughout the design process as the desired set of theoretical goals that the Plan had to achieve.

During the field visit the teams of students also used pre-defined survey forms to record the existing development conditions of the Avenue 12 itself and of all lots and buildings along it, including landscape and building features, maintenance, land use, height, etc. A figure-ground mapping study was also performed, which was visual tool to reveal different dimensions of the existing development along Avenue 12: building footprints, public and private spaces, vacant lots, and space dedicated to parking and driveways.

A list of constraints and opportunities was arrived at, as well as final Inventory and Analysis maps. Fundamentally, in its present conditions Avenue 12 is an unsafe and unattractive thoroughfare for both pedestrians and motorists, and development along Madera Ranchos is of low aesthetical quality, very limited in terms of servicing the community, and unattractive to passers-by. There are no recreational opportunities and few places to meet, the community is not memorable, and sense of place is practically nonexistent. However, Avenue 12's right-of-way has potential to receive sidewalks and improvements to its streetscape, there are numerous vacant lots and buildings with potential for redevelopment, there is a significant amount of landscaping and trees in existing lots, there is a tremendous potential

to respond positively to regional growth pressures, there are compelling vistas of the surrounding agricultural fields and the distant sierras, and the community has a very strong sense of belonging and wanting to participate. The students presented the results of the inventory and the analysis to the Madera County Planning Department staff and the consultant (RBF), whose comments were incorporated into the final version.

The next phase of the pedagogical process took students to perform studies of projects and plans that could serve as precedents and inspirations for the development of ideas and solutions for Madera Ranchos. The framework against which these case studies were performed was defined by the same set of urban design qualities utilized in the previous chapter. This way the students could analyze how specific qualities were materialized through urban design solutions. More than 30 case studies were performed, the most significant appearing in this report's Appendices.

Based on Chapter 1: Inventory and Analysis and its conclusions, and on the Case Studies, the students passed on to the next phase when they developed the materials represented in Chapter 2: Design Concept. In a charrette-like environment, the studio was divided into two large groups, who worked intensively in defining a Design Vision, a set of Goals based on the Urban Design Qualities, a set of Objectives, and a number of Design Ideas.

A Concept Plan for the redesign of the Avenue 12 Corridor resulted from this process, with short and long term implications, and was adopted by the class for further development. Fundamentally, the concept indicated a design scenario that included: a) gateways defined by both monumentation and the type and shape of development occurring in the two corners facing drivers entering Madera Ranchos (from west and east); b) mostly residential areas on the west and east portions of Avenue 12; c) a strong commercial core with mixed-uses and a concentration of interesting places to go and stay; d) a central design element to serve as a statement and placemaker; e) streetscaping to enhance walkability and safety along Avenue 12. The students made a presentation of the Concept Plan to the Madera County Planning



Department staff, the consultant (RBF), and other Cal Poly faculty, and received several comments which were incorporated into the Plan's final version.

Finally, the class was again subdivided into smaller interdisciplinary teams to develop project solutions for Avenue 12 as well as design ideas for the development of the private lots along it. Chapter 3: Corridor Redesign brings together the results of these teams' efforts. The redesign plan is presented as follows: a) several solutions for streetscaping, vehicular and pedestrian circulation such as one traffic lane on each direction, curb parking, wider sidewalks with bulb-outs, bike lanes, raised crossings, vegetated medians, etc; b) the design of a major urban design element, the Almond Plaza, which will act as an identity giver, a central place spatial center for the community, and a traffic calming device; c) ideas for a signage system and for street furniture and landscaping in public spaces; d) ideas for the development of six different sectors along the Avenue 12 Corridor. The Avenue 12 Corridor Redesign Plan includes a total of 379,557 sqf of new residential development; 231,047 sqf of commercial; 50,494 sqf of offices; 727,155 saf of parks; and 53,200 of public uses.

The six design sectors are (from west to east): West Gateway, Suburban Residential West, Community Parks, Commercial, Suburban Residential East, and East Gateway. In the West Gateway, a roundabout with a central monument marks the intersection of Road 36 and Avenue 12, and the two corner lots will feature the Community Library with a park and a deli/eatery. The Suburban Residential West Design Sector is mostly dedicated to residential uses, a system of pocket parks serving the community, and a few of mixed-use buildings as live-work units. In this sector, there is a shared pedestrian-bike path along the north side of Avenue 12 and a pedestrian path along the south side.

The large Community Park has a gateway on Avenue 12 and features recreational and sports facilities, community gardens, picnic areas, public restrooms, a Community Center building, and a retention pond. It also has a system of pedestrian and bike paths connecting to another along the north side of the canal and a loop around Madera Ranchos. The Commercial Core concentrates most development with retail,

office, department stores, a grocery, a bank, a movie theatre, a hotel, intensive mixed uses and apartments, and a series of small public parks. This design sector will also feature a Fire Station and a Post Office. In this sector, buildings are closer to the lot fronts in order to enhance walkability and pedestrian connectivity with land uses along Avenue 12. Along the whole stretch of the Commercial Core vegetated median separates eastbound from westbound vehicular traffic, and Class 1 bike lanes run on north and south sides, between the curb parking and the sidewalk proper.

The Suburban Residential East Design Sector is located between the Commercial Core and the canal. The plan keeps the existing single-family housing on the north side of Avenue 12 since it is well consolidated and provides a good transition between Madera Ranchos and the surrounding agricultural land. On the south side, the existing orange grove is partially developed into a residential planned-unit development. Finally, the East Gateway Design Sector consists of several design features that provides the community with another recreational facility, including a lake, and monumentation that will be the entrance from the east extremely distinct.

The last chapter of this report, Urban Design Qualities Reconsidered, is a brief discussion assessing the quality of Avenue 12 Corridor's redesign. Using the same criteria and methods that had been utilized to assess the present conditions during the inventory phase (see Chapter 1), the students evaluated their own project proposals. The score sheet for the five urban design qualities was used, and a series of figure-ground maps of the proposals were drawn and the resulting areas measured in AutoCad. The results indicate that the proposals contained in the Avenue 12 Corridor Redesign Plan will indeed promote a better quality of life in Madera Ranchos, enhancing the community's walkability, safety, aesthetics, identity, and sense of place.

10 Avenue 12 Corridor Redesign



Madera Ranchos Avenue 12 Enhancement Plan

CHAPTER 1 INVENTORY AND ANALYSIS

Corridor Redesign



Madera County Planning Department Page intentionally left blank



1.1. Introduction

The site inventory of Madera Ranchos' Avenue 12 was performed on Saturday April 10, from approximately 11:00AM to 3:00PM, by ten teams of three to four students. The study area stretched from Road 36 (west) to the canal (east) and included part of the canal south of the avenue. Each team was assigned one side of the street to an extent of approximately two blocks (see map).

The teams completed three types of inventories. In the first type of inventory, students studied and rated the presence of five urban design qualities (imageability, enclosure, human scale, transparency and complexity) along the two-mile stretch of Avenue 12. These qualities reflect the common goals of place making and walkability as expressed in current literature, as well as the expectations of the community as expressed in the Avenue 12 Vision Plan. For a full discussion of these qualities and a discussion of the resulting data see section 1.2.

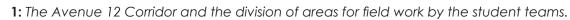
The second type of inventory included information on existing development conditions in the private and public realms. Students utilized a pre-designed survey form, recorded their field observations, took photographs, and noted the most prominent aspects that condition development along Avenue 12. Section 1.3 presents a discussion of these findings.

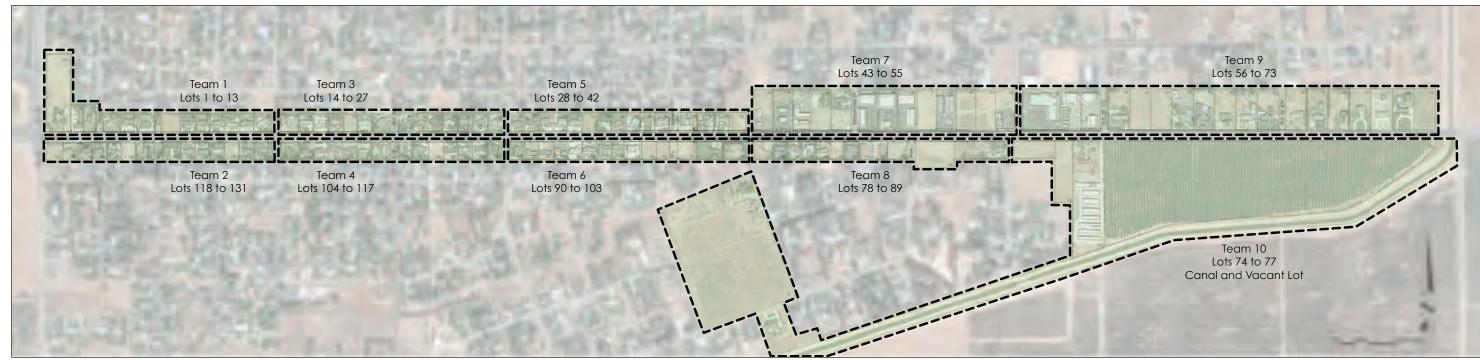
The third type of inventory was a figure-ground mapping of Avenue 12. Figure-ground is a graphic technique that helps to understand the morphology of the area and the importance, scale, and relationship of its constituent elements. Figure-ground mapping was done in Autocad based on the tract map, the aerial photo, and the field observations. It revealed the areas dedicated to buildings, public spaces, and private spaces along Avenue 12. For a full discussion of the figure-ground inventory, see section 1.4.

A Site Analysis map was compiled with the information obtained from the inventory, showing the most important indicators that may hinder or support development. The Site Analysis map will serve as a platform for the redesign of Avenue 12.

The analysis of the existing conditions revealed by the inventory also led to a list of constraints and opportunities for development which should be considered during design alternatives, together with the community expectations as expressed in the Avenue 12 Vision Plan.

This chapter will help support the development of alternatives for the redesign of the Avenue 12 Corridor, as well as the individual solutions to its various sectors. The Corridor has potential for infill development due to its proximity to Madera, Fresno, and other employment opportunities, as well as to the several vacant and under-utulized lots on both sides.





1.2. Urband Design Qualities

There is a significant body of literature relating the quality of urban design and city form to place making, social interaction, and community building. Most recently, several researchers observe that there is a strong relationship between urban design and health. On the psychological sense, good urban design satisfies our aesthetical needs, provides identity and legibility to a place, and supports social encounters, recreation, and community. On the physical sense, good urban design provides for walkability through safe and comfortable sidewaks, easy accessibility, a mix of uses, and an overall design that keeps the pedestrian's level of interest high.

In a recent article, Ewing et al (2006) discuss the body of literature linking the built environment, physical activity and walkability. They note that walkability is not only encouraged by density, street connectivity, conditions of sidewalks, and distance to parks, but also to more subtle urban design qualities they call "perceptual", that is, qualities that pedestrians perceive when experiencing a street. In a research project for the Robert Johnson Foundation Active Living Program, these authors developed a series of operational definitions for key urban design qualities and a protocol for measuring five of them in the field through the Measuring Urban Design Qualities: An Illustrated Field Manual.

This type of inventory of the development conditions along Avenue 12 consisted in considering five key urban design qualities for walkability as defined by Ewing et al (2006) and operationalized through their field manual. It should be noted that these key urban design qualities reflect the Madera County and community expectations as identified in the Avenue 12 Corridor Vision Plan.

As defined by Ewing at al (2006), the five key urban design qualities used in our study of development along Avenue 12 are:

<u>Imageability</u>: the quality that makes a place distinct, recognizable and memorable, evoking feelings and creating a lasting impression.

<u>Enclosure</u>: the degree to which streets and spaces have edges and are well defined by buildings, walls, trees and other elements.

1. Available from <www.activelivingresearch.org/node/10637>

<u>Human Scale</u>: the size, texture, and articulation of physical elements matching the proportions of humans and correspond to the speed of walking.

<u>Iransparency</u>: the degree that pedestrians can see or perceive human activity or what lies beyond the edge of the street or of the public space.

<u>Complexity</u>: the visual richness of a place which depends on the variety perceived in the built environment, such as the number, types, and diversity of buildings, ornamentation, street furniture, signage, etc.

Ewing et al's field manual provided us with the necessary tool to measure the physical features along Avenue 12 that have a direct impact in generating these five key urban design qualities. The authors provided us with the protocol and the scoring sheet used to record field measurements for 27 elements and to compute the resulting urban design quality scores.

1.2.1. Assessing Urban Design Qualities in Avenue 12

The class was divided into ten teams to cover different stretches of the project area, and during their field work they used the manual, the protocol, and the score sheet to record measurements of five key urban design qualities. See the appendix for all the score sheets that resulted from this field work.

The averages of these counts were then used to produce one single score sheet that depicts the intensity of the five key urban design qualities for the whole of the Avenue 12 Corridor. The final score sheet (shown in the next page) provides the basis for the following discussion and interpretation of the total scores obtained for the avenue's pedestrian environment.

Imageability:

Avenue 12 has a numerically high imageability score, although most of this score is generated by the presence of "nature" (landscaping and shrubbery) and by the amount of commercial identifiers (signs) in facades and lot fronts. There are no plazas, parks, courtyards, or historical buildings along the avenue. There are no buildings with special features or ornamentation that could make them special and memorable. The

number of outdoor dining is minimal and concentrated in the core area (Pizza Factory and Subway), but during our visit none of this seating was occupied.

During the interval of this specific field work, students counted a total of 88 people along the whole stretch of the study area. However, it should be noted that the majority of people observed (44) were concentrated at the Maywood shopping center, and that many of the other people observed were going in or out of garage/yard sales. The noise level on both sides of the study was also high but since it was all generated by vehicular traffic it has a negative impact on imageability.

Enclosure:

Along the entirety of study area, there is a very low sense of enclosure due to the relationship between the width of the street (open space), height of buildings along the edges, and the spacing between these buildings. The landscape elements (trees and shrubery) are not enough to provide more sense of enclosure, and there are no tree canopies projecting over the street. Consequently, a large proportion of the sky is apparent to the pedestrian in all directions and, although this generates a sense of openness it also stresses the image of a rural environment as opposed to an urban or a village environment where the sense of enclosure provides for a cozy and defensible space, and to social interaction.

Human Scale:

The environment along Avenue 12 is almost devoid of human scale. The west-east sightlines along it and most of the north-south sightlines along its sides are very long and lead the eye well beyond the locale. If this might be seen as a positive attribute for viewsheds leading the eye of the pedestrian to the Sierras, the straight configuration of the avenue together with the lack of space markers (high buildings, trees etc.), street furniture, and a more complex built environment along its edges make that tend to lead pedestrians to perceive the space of the avenue as boring and to interpret distances as larger than they really are. The lack of sidewalks, trees and other elements closer to the street curb also add to the lack of human scale along Avenue 12.

Transparency:

The findings on the sense of transparency along Avenue 12 are



Table 1: Aggregate score sheet for Urban Design Qualities along the Avenue 12 Corridor

		removed		metarphise a recorded.
QUALITY	raicondest total	avelrage volum	outtple	average value
Imagestrifty				
f., our feer of contribute, places, and panis (both holes, within their area).	1.00	0.11	-841	0.0
2, purpher of major landscape Resurses (both sizes, beyond study area):	17.00	1.89	-6.72	1.3
) proportion foresist building Asertage (butt soles, within study area)	1.00	131	2(9)	-0,1
i. number of buildings with dambliers (Soft sides, within study area)	43.00	428	433	0.8
5. marker of buildings with loss exclusional stripps (both sides, within itsuly lines).	90.20	5.11		0.3
6. president of outdoor diving (your side, within study area)	1.00	416	2.67	0.0
7 number of people (your side, within study area)	88.00	9.76	9.97	0.2
8. mose (seri (both sites, setties skurp ares)	36.00	199	-0.0	-0,7
			wild contriber	2.4
		total im	ageability score	4.4
hudorupi.				
I, number of long sight lines (both sides, beyond study stops)	23.00	2.94	400	-0,1
Ia, proportion street wall (your side, beyond sonly arms)	1.30	1.17	3072	0,1
the proportion about wall (opposite side, heyone state anal)	1,13	.0.13	0.64	0.3
No. properties (Ay Callette, Increed shady 4450)	.7.25	2.82	13.65	-1.0
Bs. proportion sky (arrest, depend study men)	1.00	0.99	-2.19	-2,1
			add constant	2.5
	total enclosure score			
human scale	The state of the s			
L number of long sight long (dam sides, bryoni thins imm)	28.00	101	-9/74	-4.3
7. proportion wenters at street level (year-140c, within-study area)	1.05	837	3.19	0.1
Sverage Multing heights Eyear MAs, within shally area;	128 000	14.77	9.66	-0.0
4. navyber of artist planters (your side, wellen strapy snep)	TV 00	4.33	9.05	0,7
I, median of pions of street fundament of the street term (your side, write grady an	199,600	56.09	0.04	0,4
			ald became	2.6
		total hu	man scale score	1.0
Diagraphical				
1. proportion wondows at stryet level (lease tasks, within stryet level)	1.05	143	15.23	0,1
1. progressor street well (your side, livewed study area)	0.00	6.06	0.60	0.0
3. proportion active uses (year tota, settin solely great)	0.60	8-57	11-51	0,0
			443 gogstin	1.3
		total tran	sparency score	
complexity				
, sureler of buildings (1909 sides, bayond solidy area)	151.00	14.70	b.as	0.6
to sweeter of basic building colors (both eides, fregond etials area)	41.50	4.56	1025	
Its recordanced account paters (Seich rades, populat study aven.)	-85,00	5.38	4:17	
presence of sudgeor fining (your pits, within study area)	6.00	0.00	2147	
A. marginer of princips of guillies and (both Admit, withth Mouly Arms)	0.00	0.00	5.29	
E. maritan of person (year sole, within south area)	19.00	4.33	0.03	
	10-41	1 2 2 2 1	aid resinat	
		1.00	omplexity score	

conflictive. The large set backs, the lack of built elements, the landscaping in most lots, and the many empty lots generate a very "open" and transparent space along the street. It is very difficult for pedestrians to see or perceive any human activity, and even to understand what happens inside the buildings that support commercial or office uses.

Although the type and degree of transparency leads to the eye to the perception of a "rural" environment and supports privacy, the resulting environment along Avenue 12 does not invite pedestrians to engage in any kind of activity along its edges, with the very few exceptions being the commercial uses at the core, such as the Maywood Shopping Center and the market.

Complexity:

Again as with imageability, Avenue 12 scored higher in the complexity score than for the other key urban design qualities. This is mostly due to the number of buildings (141), colors and accent colors. There are very limited instances of outdoor dining, there are no public art elements, and the number of people on the street is small considering the two-mile stretch of the Avenue and the fact that many of them were going/returning to/from garage/yard sales during our field study.

1.2.2. Urban Design Qualities Considered

From the analysis and scoring of the 27 items and the five key urban design qualities that are supportive of walkability and place making, and cover the community's expectations (Avenue 12 Corridor Vision Plan), we conclude that the built environment along the avenue is not an example of good urban design.

Walking, staying, and social encounters are not encouraged by neither the street design and existing physical features nor by the types and characteristics of the buildings and land uses along both sides of the avenue. The Imageability of the avenue is low and its overall image is that of a low density rural mixed-used strip with no special identifiers; it is not a memorable place.

The built environment and the streetscape of Avenue 12 provide for neither a sense of enclosure nor of human scale, which discourages walkability. The qualities of transparency and complexity of buildings

and uses along the avenue have also scored low, particularly because buildings (particularly commercial) are set far away from the front lot-line making it difficult for pedestrians to perceive and engage in any kind of activity along the street.

1.3. DEVELOPMENT CONDITIONS

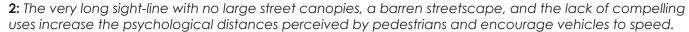
The inventory of the development conditions along the Avenue 12 Corridor was recorded by the student teams on a survey form predesigned by the instructors (see Table on page 10 and appendix). It included information on the private realm (the lots) and on the public realm (the public right-of-way and part of the canal). The information on the private realm included the types of uses and buildings, the setbacks, the building conditions, and number of stories. The information on the public realm included existence and conditions of sidewalks and curbs, street furniture, vegetation, shoulder and parking. Additionally, all teams recorded pertinent information on a map and wrote a commentary on their survey findings. The following is a summary of these findings.

Development along Avenue 12 in Madera Ranchos is of low density with a mix of uses. The project area includes 131 lots fronting Avenue 12 and a total of 141 buildings. Although the majority of buildings (106) were originally designed in the California Ranch style for residential use, only 97 of these retain their original use while the remaining serve as mixed (2) and office (7) uses. The residential buildings that have been adapted to include a commercial or office use normally did so by either renovating the original building or by adapting a garage for the new use, in which

case they may still hold a residential use. There are 19 commercial establishments, 11 office buildings, 12 public buildings.

The majority of residential buildings are located with their long sides towards the street, and the average set back is 46 feet. Common features include mailboxes, half-circle driveways and the dumpsters located in the ROW in front of properties. Most of buildings along Avenue 12 are single-story, and there is no prevalent architectural style. The condition of the buildings along Avenue 12 varies. Many higher quality/highly maintained residential lots are closer to the canal and the east end of the avenue. Building maintenance along the rest of the stretch varies, with few in disrepair and most well maintained: 71 buildings are in good condition, 73 in average condition, and 10 in bad condition. Along the study area, there are several vacant lots. No building or structure of historical or cultural significance was identified in the lots along Avenue 12, although there is an interesting abandoned old shed in a lot behind the corner across from the high school.

There is a core commercial core (about two blocks long) with stripmall style development defined by on-site parking lots surrounding the buildings, and a multiplicity and variety of signs. Besides the Maywood Plaza -the most important commercial complex in Madera Ranchosthere are three gas stations, a market, and several auto-oriented uses. There are multiple colorful signs and driveways which emphasize the car-oriented nature of the street. The public right of way has been invaded in a few instances by private commercial uses, particularly as extensions of parking lots and for the location of signage.







3: Poor sense of enclosure due a barren streetscape and a lack of definition on both sides.



4: Low sense of human scale due to the large distances and lack of sidewalk, streetscape furniture, and perceived social activities.



5: The lack of seating and the detachment from the street does not provide for an inviting environment for pedestrians.

Inventory and Analysis: Chapter 1





6: A typical well-maintaned ranch-style residence.



5: Across from the high school, this old structure has potential cultural significance for reuse.



6: The lack of sidewalks and the invasion of the public right-of-way by private owners.

During our field visit, there were many local residents and visitors in the commercial core using the different shops and services. Unfortunately, the lack of sidewalks and dedicated public spaces restricted pedestrian acessibility and congregating. The imageability of the commerical area is also relatively low due to the lack of place identity, the boring architecture, the large parking lots, the lack of courtyards, plazas and parks. The lack of enclosure and the loud noise from Avenue 12 impacts negatively any outside endeavor and discourage social gathering. Despite these conditions, many people were using the commercial places. A community barbeque in the Maywood shopping center -with a bump-house- for kids was happening during the visit, which reportedly is a recurrent activity there.

Along Avenue 12, the only street furniture visible was primarily mailboxes in the public right-of-way, as well as some decorative street lanterns around the Maywood Plaza. Increased street furniture and better landscaping would support pedestrian use.

The public right-of-way is automobile-oriented with large amounts of traffic, absence of sidewalks, unsafe intersections, no dedicated pedestrian crossings, large building setbacks and wide shoulders often used as parking. Avenue 12 is heavily used by semi-trucks and residents have a hard time leaving their driveways, particularly if taking the opposite lane. This also endangers bicyclists and the eventual

nobody was noticed using it during our field visit.

Cars often perform u-turns on the spot. During our field work an eastbound car suddenly took the opposite shoulder and drove for a good 50 yards so that the motorist could use the mailbox located on the north curb, after which it continued to drive in the shoulder until able to change to the eastbound lane. The large amount of land dedicated to parking is evident and marks the image of the area. Shoulders are also used for parking where there were 87 marked parking spots where 78 cars were parked during our visit. Since there are no sidewalks parking on the shoulders further discourage walkability and pose a serious threat to both pedestrians and bicyclists. During our visit we noticed some recreational bicyclists using the corridor, and some stopped at the Maywood Plaza.

There is a large amount of driveways, few pedestrians or bicyclists, landscaping that varies in maintenance and some old cars rusting on yards. Curbs and storm drains are present along most of the avenue but there are no sidewalks. Continuous pedestrian circulation along the avenue is also hindered by landscaping, signs, driveways and other obstructions such as the pedestrian underpass located on the west side of the intersection with Road 361/2. There is a total absence of public open spaces.

Street furniture and street objects present in the public right-of-way are mailboxes, fire hydrants, lamps in some areas, signs and dumpsters.

A drainage way between Loren Way and Road 37 is a possible unexplored asset along the Avenue.



7 & 8: The drainage ditch on the north (left) and south (right) of Avenue 12 has a potential as a landscape element.





Cultural elements and events visible are the yard sales, personalized decorations, old boats or old cars on yards, the large trucks and also the suburban feel and lifestyle of the street. The agricultural element of the area is emphasized by the presence of the large citrus grove at the east entry of the avenue. Many almond trees along the street become obvious during flowering time in early spring. The canal, particularly on the south of the community, has a potential of becoming an asset for recreational purposes, such as part of running and bicycle tracks, as part of a loop around the orchard or the whole community.

Driving into Madera Ranchos from both east and west leaves no special impression. From the east, although the canal and the existing agricultural citrus field are strong landscape elements, there is nothing particular to the place, and just pass them one encounters the Golden Valley Unified District which occupies two fenced large lots on the north side of Avenue 12, and the many portable buildings, storage areas, and parked school buses and trucks are a negative aesthetical impact.

Driving into Madera Ranchos from the west, one sees the large campus of the High School at the intersection of Avenue 12 with Road 36. This intersection has the only traffic light along Madera Ranchos but its urban design carries no special identifier; there are not buildings marking the corner and the built-environment at the intersection does not provide for a memorable setting. The open space between the High School buildings and the corner has a small lake and has the potential of becoming a more interesting and user-friendly landscape feature.

For drivers on Avenue 12 both entering the community from both east and west have no idea they are entering Madera Ranchos, and the only visual clue that they may be driving through a denser community is when they pass the commercial core, which does not generate any memorable perception to passers-by.

As a conclusion, Avenue 12 is slowly transforming from residential to retail/office/commercial uses that are identical to any other strip mall or auto-oriented community. Commercial uses seem to depend on drivers. Public space is totally absent, and there is no special feature along the avenue. Overall, Avenue 12 has a suburban low-density character, with many empty and undertulized lots, is extremely car-oriented, dangerous and unfriendly to pedestrians and bicyclists, with a lack of a consistent architectural style or theme, and with cultural characteristics typical of a suburban and small-community lifestyle.



9: The south-east corner of the intersection of Avenue 12 with Road 36, diagonally opposite from the High School. Carrying the only traffic light in Madera Ranchos, the intersection is heavily polluted visually, does not represent a clear gateway, and there is no indication one is entering the community.

Table. Most significant development elements of Avenue 12 observed during the site visit.

Total number of lots			131	
			residential	106
	Туре		commercial	25
			office	10
	Use		residential	97
			commercial	19
Buildings			office	11
(141)			mixed	12
			public	2
	Maintenance		good	71
			average	73
			bad	10
Average front setback			46f	
Significant street furniture (mailboxes, signs)			17	
On-street	et parking marked parking spots		87	
		cars parked		78





10: At the east access to Madera Ranchos on Avenue 12, the bridge over the canal. There is no indication that one is driving into the community.



11: The canal right-of-way along the orchard at the southeastern part of Madera Ranchos has potential to become a landscape and recreational asset.

1.4. Figure-Ground Mapping

One of the analytical tools used in this Site Analysis to assess Avenue 12 was figure-ground mapping, a graphic technique that has become common in planning and urban design (Bosselman 2008; Carmona et al. 2003). The first use of the figure-ground technique appears to have been in a 1748 map of Rome but the technique was "re-discovered" in the seventies by European theorists and French— and post-modern contextualist designers such as Aldo Rossi, Phillipe Panerai, and Rob Krier (del Rio 1990; Moudon 1992).

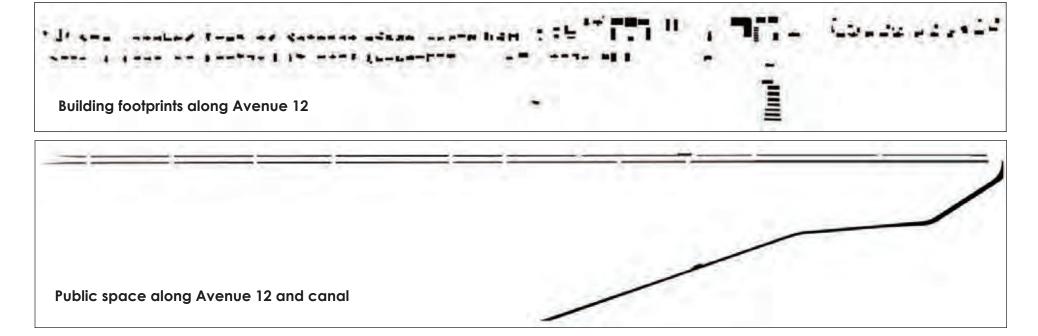
This simple technique consists of drawing maps where elements are shown in either black or white. The elements that you want to call attention to (the themes) appear in black –the figures– while all the rest appears in white –the ground. In some (rare) instances, the lines for streets and curbs are also shown in these maps. This is a useful technique for analyzing and understanding urban spaces, as well as a method to orient designing itself.

Through the strong black and white contrast of its drawings, the figure-ground technique reveals the relationships between elements in space and their relative importance in defining the fabric and the form of a city. It discloses important attributes of a city and its elements such the scale of footprints, accessibility, proximities, constancy, proportions, and other fundamental relationships such as between public and private spaces, built-non built spaces, etc. In most cases, comparisons are made easier by also inverting figure and ground, that is, by changing what is shown in black and in white.

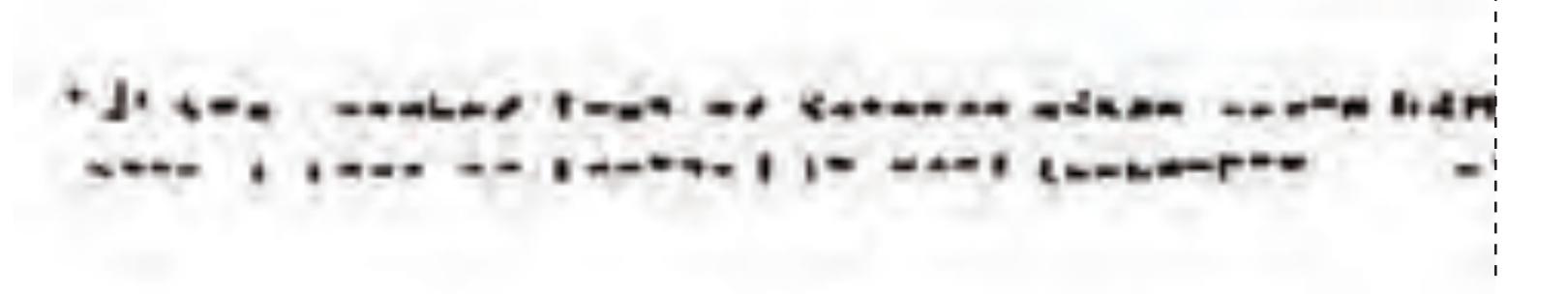
The figure-ground technique is useful for comparative mapping, such as to show the "before and after" of an urban project or the evolution of a city. The technique is also known as solid-void because in most instances it is used to represent all that is built-up (the solid) in black as the "figure", and the non-built (the void) in white as the "ground".

In our assessment of Avenue 12, the figure-ground technique was utilized to map the following elements: building footprints, public space, private space, vacant lots, and parking/driveways. Developed in Autocad from field observations and the analysis of the aerial photo (Google), these maps reveal the relationships between the major elements that constitute the fabric of the community as well as their relative importance. The Table and figures bellow and in the next pages allow for interesting comparisons and serve as clear indicators for redesign.

Morphological Element	Square footage	Acreage
Building footprints	485,314	11.1
Private open space	4,644,832	106.6
Private open space (minus community park area)	4,257,626	97.7
Vacant lots	993,581	22.8
Vacant lots (minus community park area)	606,375	13.9
Parking in private lots and driveways in the right-of-way	142,954	3.28
Public space (not lanes and shoulders)	278,893	6.4







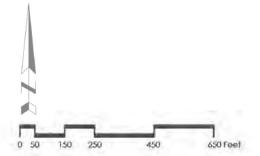








Figure-Ground Map: public space

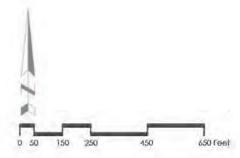




Figure-Ground Map: public space



Figure-Ground Map : private space





Figure-Ground Map: private space

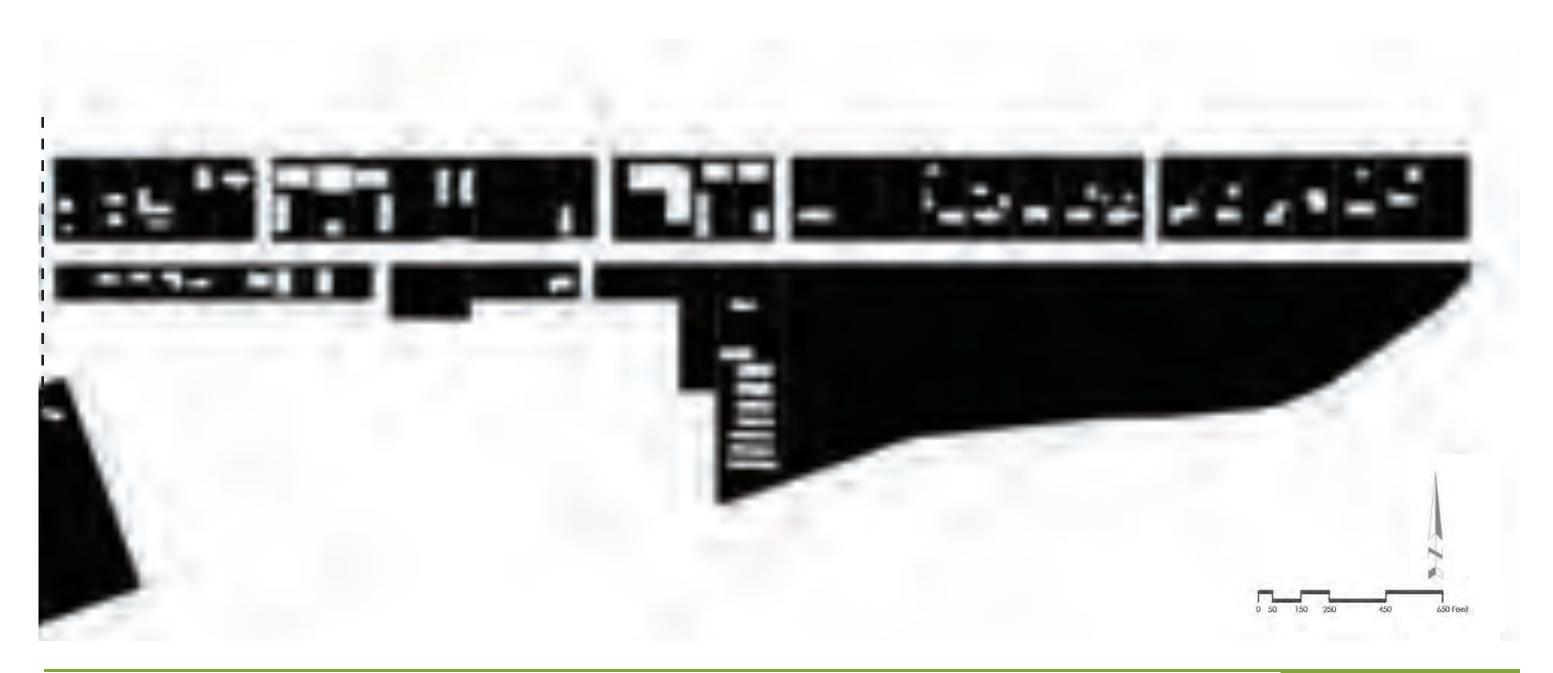


Figure-Ground Map : vacant lots

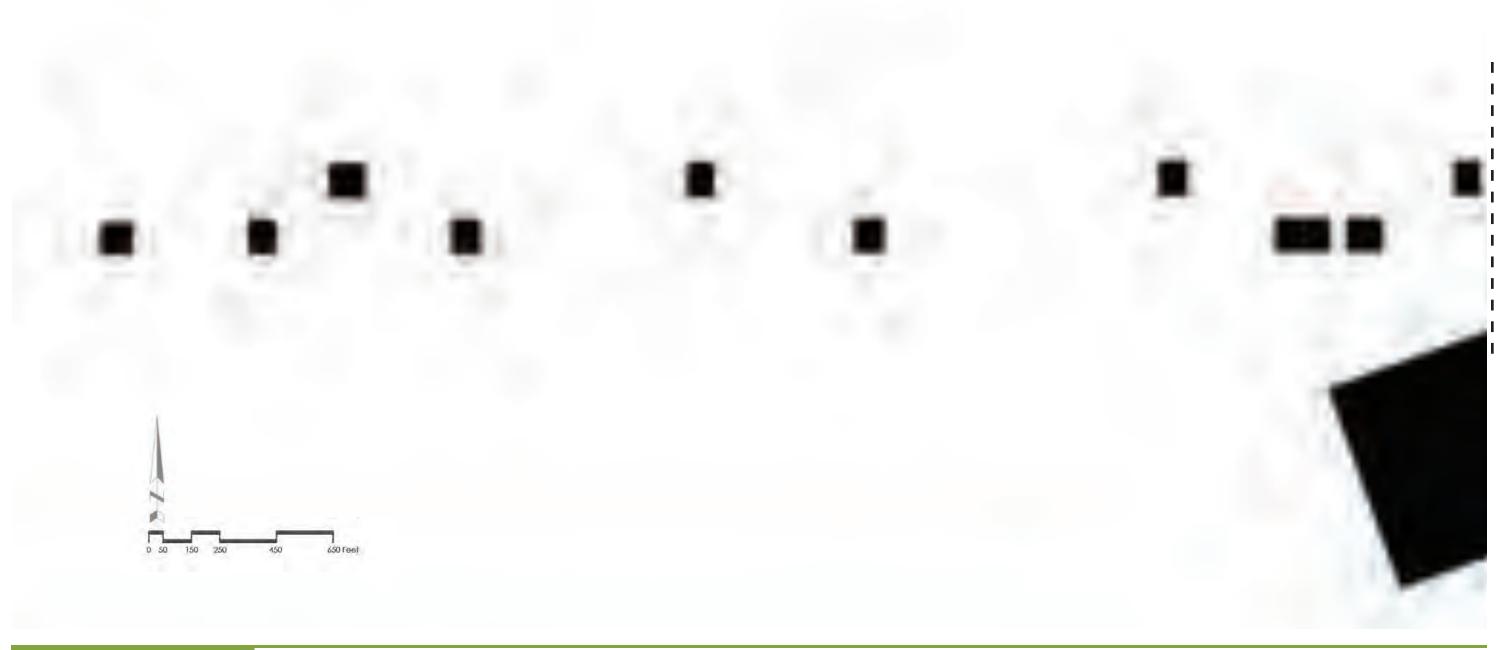




Figure-Ground Map: vacant lots



Figure-Ground Map: parking and driveways in right-of-way

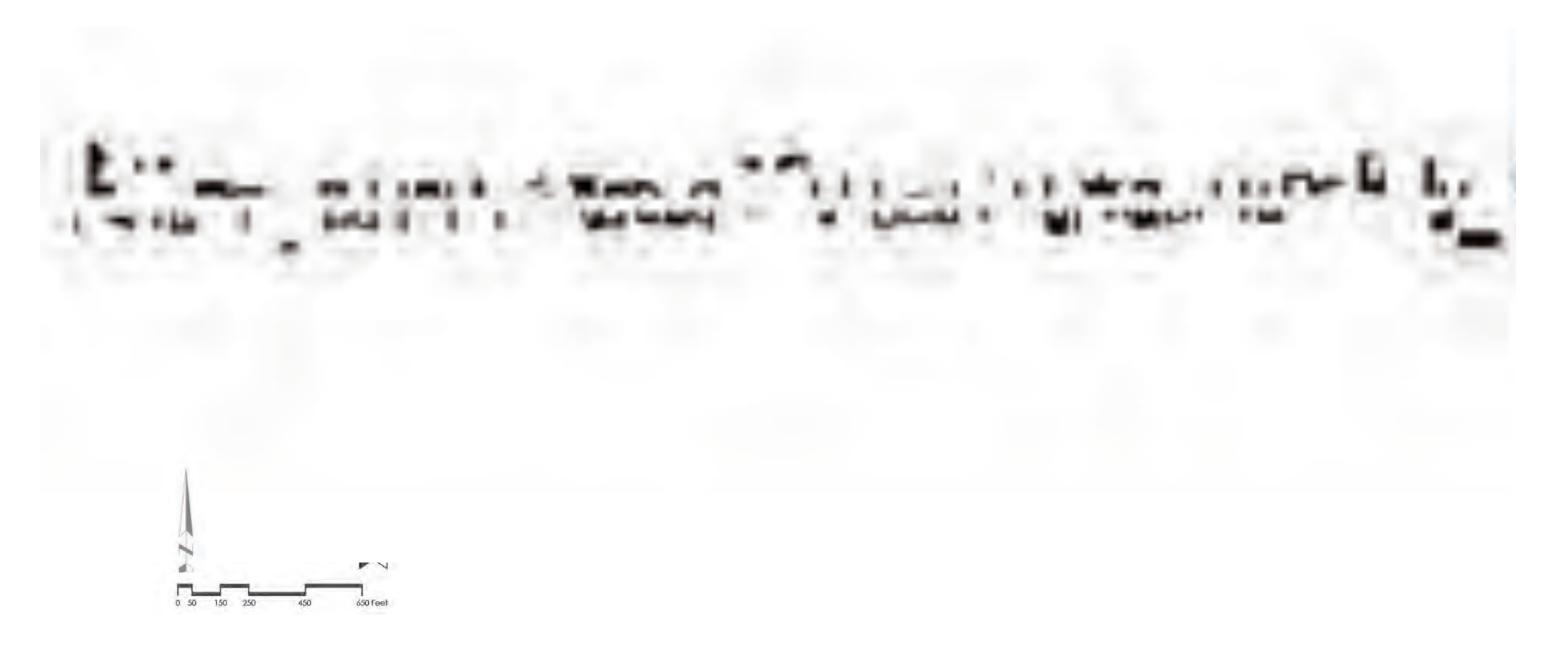




Figure-Ground Map : parking and driveways in right-of-way



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Inventory and Analysis: Chapter 1



1.5. CONSTRAINTS AND OPPORTUNITIES

The inventory and the study of existing environmental conditions along Avenue 12 allowed the identification the following major constraints and opportunities for development that, together with the community and county expectations discussed in the Vision Plan should orient the design process. These were also compiled in form of a Site Analysis map that follows.

Constraints

- Relatively low rate of built-up space (building footprints) as opposed to private open space: 11.1 X 106.6 acres)
- Existing public space limited to the area between curb and lot front (a total of 6.4 acres). This total is presently lower since there are instances of private use of ROW space.
- Lack of landscaping/street furniture.
- Lack of public gathering space/open space.
- Limited economic opportunity.
- Lack of sidewalks and safe/designated crosswalks.
- Unsafe and uninviting pedestrian environment.
- Limited tree -planting within right-of-way.
- No bicycle lanes/paths.
- Lack of public lights and infrastructure.
- General lack of identity and character.
- There is no central place with special character.
- No environmental support for walkability.
- No identifiers or gateways for the community.
- Large parking lots and big building set-backs add to the lack of human scale and enclosure.
- Incoherence of overall design (signs/landscaping).

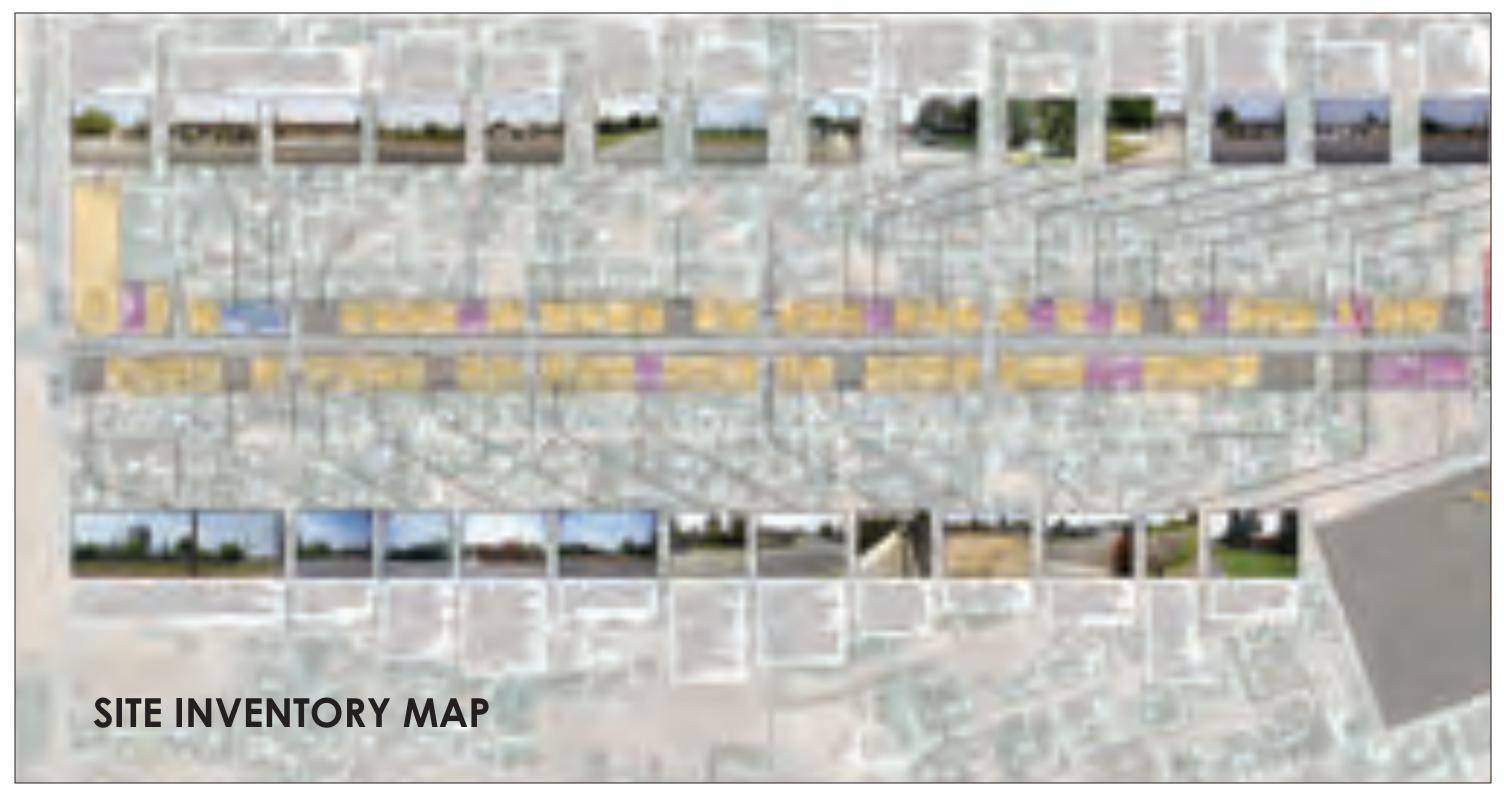
- Unsafe parking; no designated residential parking.
- Avenue 12 is too noisy and unsafe.
- High vehicular speeds.
- Dangerous vehicular movements such as left-turns and u-turns.
- No residential privacy.
- The multiple driveways along Avenue 12 have a negative impact on pedestrians, bike, and traffic flow.
- Limited bus service and bus stops. Bus stop does not provide for safe stops, and there is no shelter for wait.
- There is no reason for outsiders and passers-by to want to go or stop at Madera Ranchos.
- The highway by-pass might reflect negatively on the local businesses if it happens before the strenghening of the community as a whole.

Opportunities

- A constant right-of-way width throughout the commuity provides an opportunity for sidewalks/bike lanes/pocket parks/public lighting and street furniture.
- Relatively large amount of vacant lots along Avenue 12, which total 13.9 acres. These left-over spaces and vacant lots can be developed into residential uses or community gardens/park/public space.
- There are several vacant lots in close proximity or at the core of the community.
- A large vacant lot at the core (approx. 8.9 acres) where the community wants to see a park (Vision Plan). It could be integrated to the redesign of Avenue and its core.
- Most of the existing homes and buildings are well maintained.
- Yard sales/political signs/signs for upcoming community events illustrate community involvement and interaction between residents.

- Close proximity of High School.
- The intersection of Avenue 12 and Road 36 has potential to become a special place and gateway.
- There is an overall desire for designated public spaces.
- High accessibility connects Highway 41 to Highway 99.
- Volume of traffic can be an asset to the community if accomodated in Avenue 12 redesign.
- The canal's right-of-way has the potential to be redesigned as a pedestrian/bicycle loop and connect to community park in the core area.
- The rural/agricultural character should be preserved and used as an overall design theme.
- There are unrestricted view-corridors towards the surrounding agricultural fields and to the Sierras.
- A drainage ditch that crosses the Avenue at the core has potential as a linear green connector to north and south of the community.
- The accessibility, local agriculture, and history of Madera Ranchos are supportive of a farmers market.
- There are multiple potential locations for landmarks/public art/placemakers/gateways.
- Busy street encourages commercial exposure. Pedestrian usage of the street will generate social activity and a lively atmosphere.
- The redesign of the Avenue 12 Corridor with better environmental conditions can encourage teens to use it as a connector to the High School by walking/bicycling.

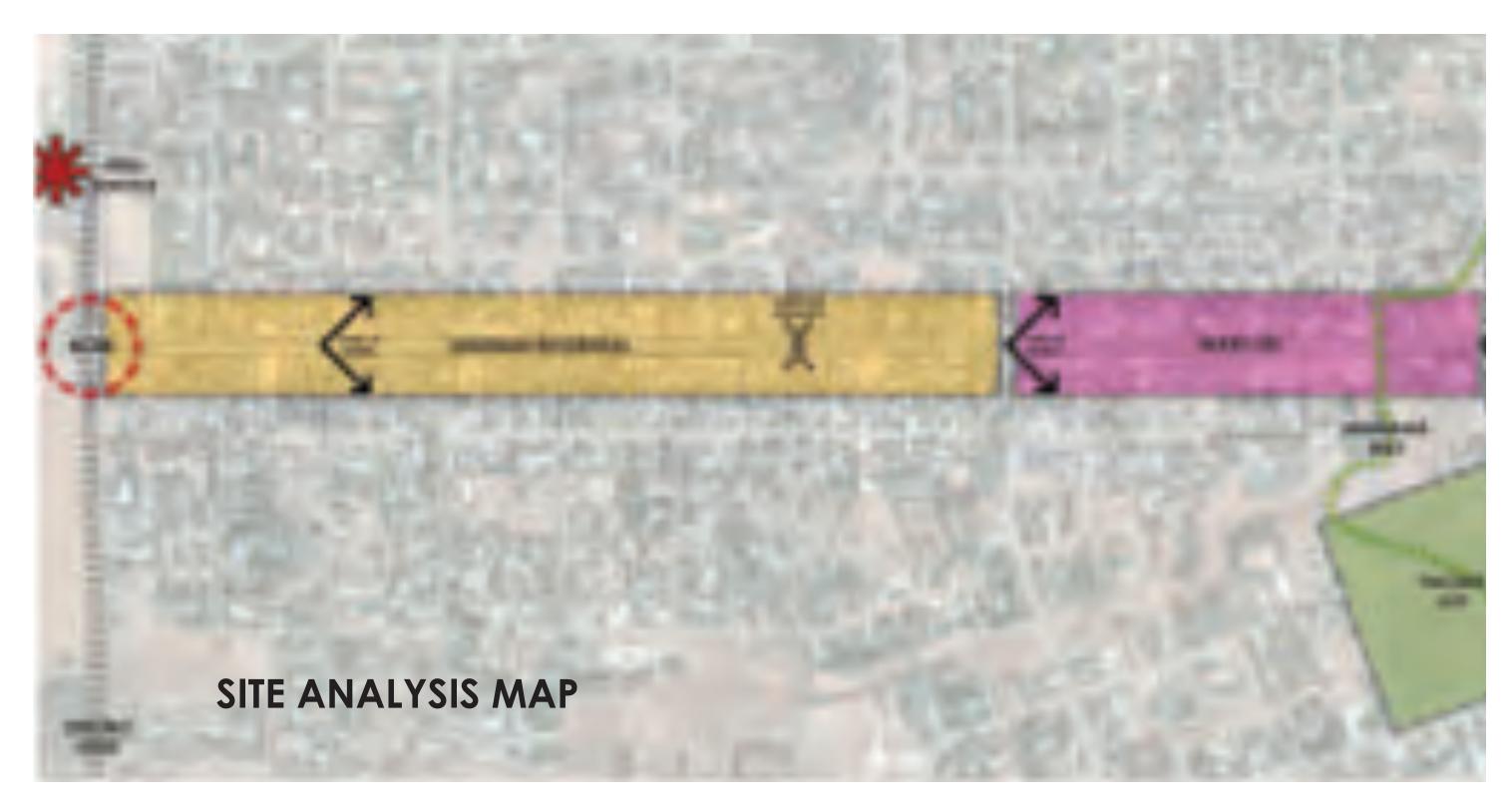






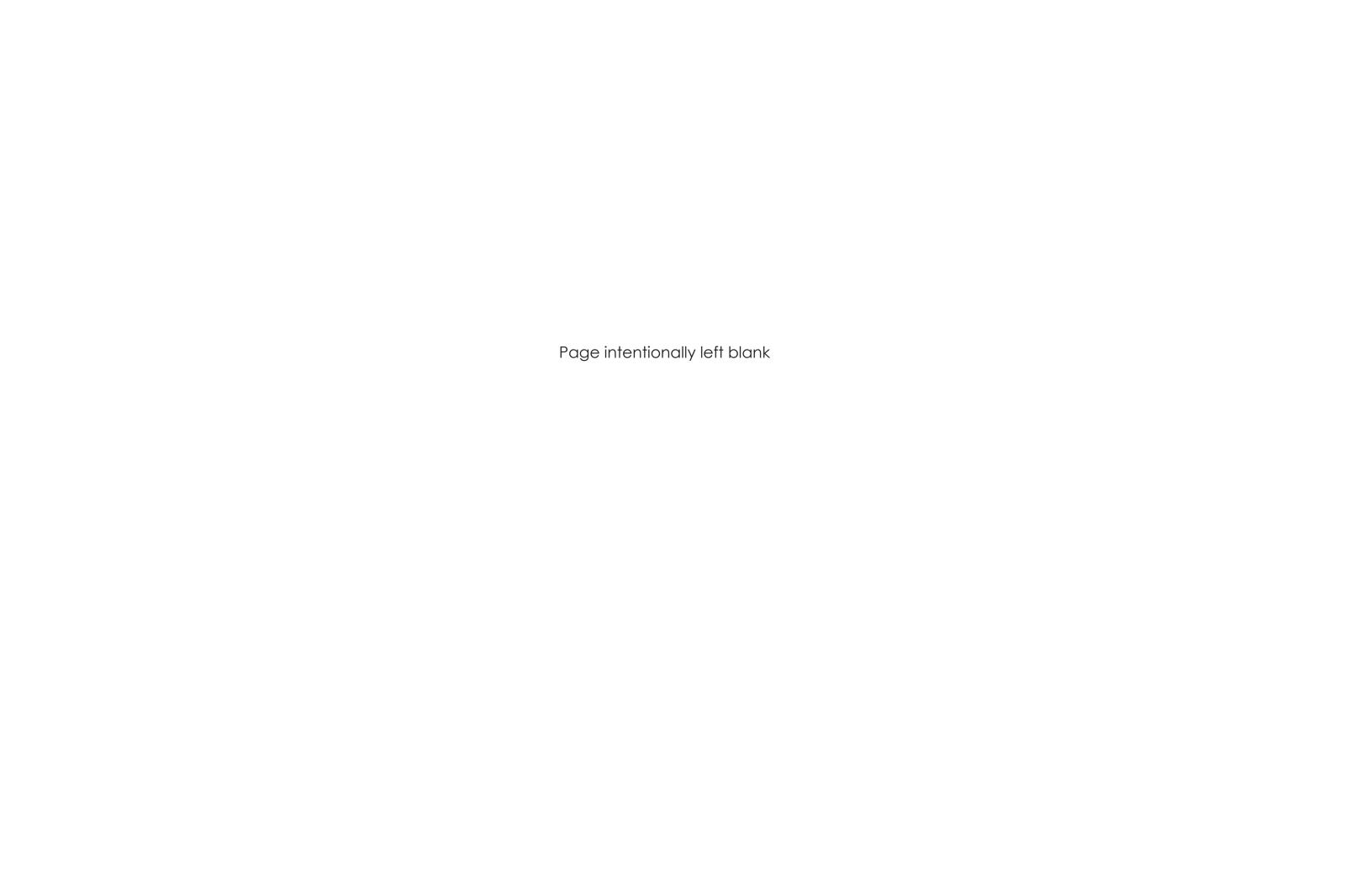




















The same five major Urban Design Qualities which framed our proposal. For each goal, we have identified two objectives,









define the community at the

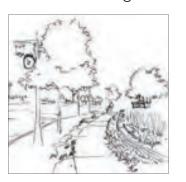






___: A carefully designed streetscaping will define

spatial definition to generate a sense of enclosure.











strong visual definition and sense of



To reflect the small-town feel and encourage walkability and

through various traffic calming measures.



traffic lights.





































the major overarching design challenges were identified as

new traffic lights are also proposed for this phase in order to add

objectives: a) serve as a traffic-calming devise to slow traffic

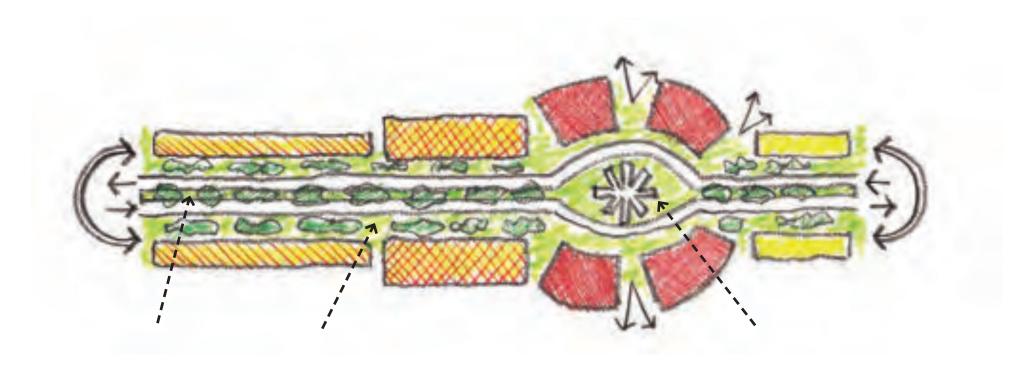
The second phase reflects a longer-term commitment and is the

corresponding increase in traffic volumes. This completion of this phase will reflect the full embodiment of the design concept

the traffic increase that this growth will be generating. It is also

two phases. The first phase represents the immediate response

first phase deals basically with some traffic calming and general



Concept Plan - Short Term (east)





Concept Plan - Short Term (west)



Madera County

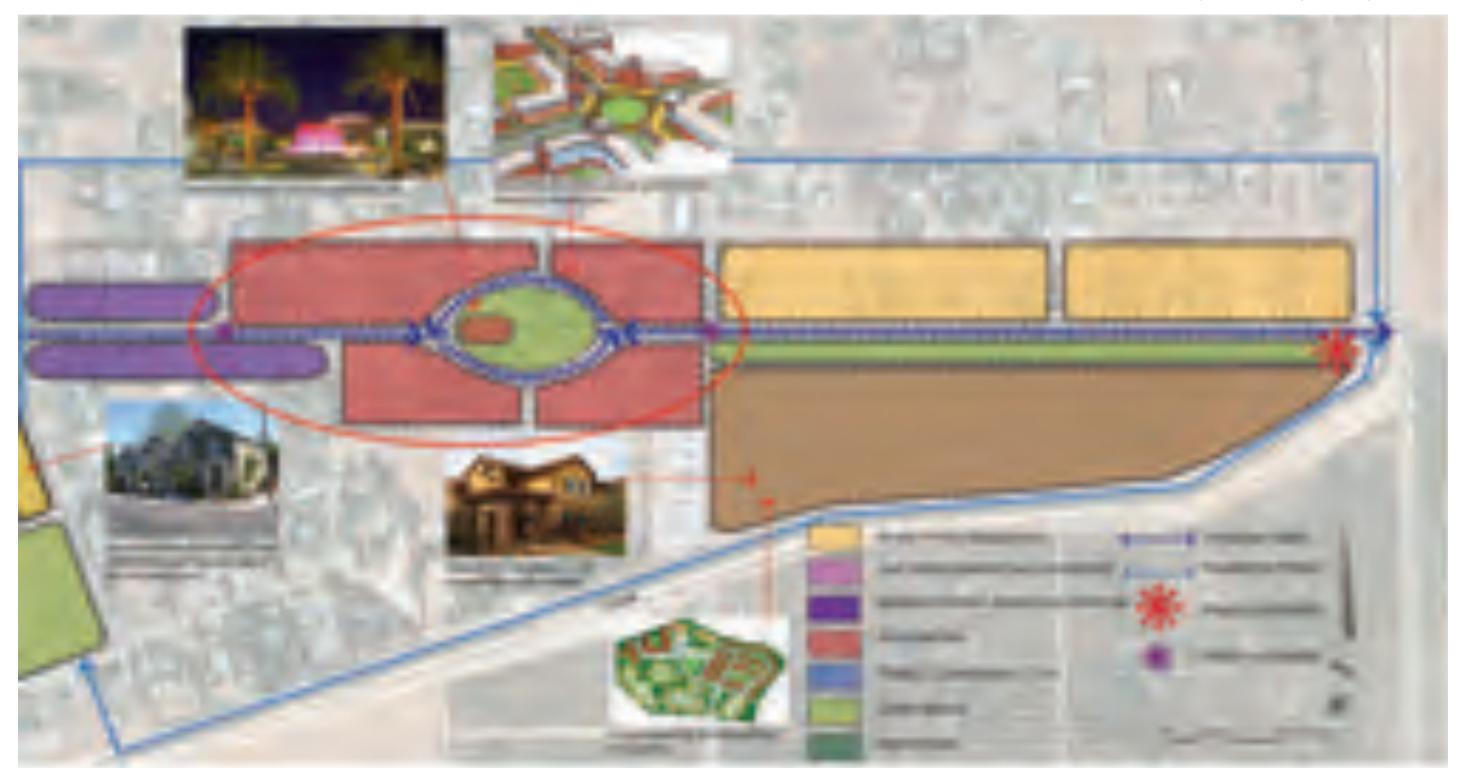
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Concept Plan - Long Term (west)





Concept Plan - Long Term (east)



Madera County

45







established by the traffic studies. reflect existing development trends in Madera Ranchos and its region.	different ambiences reflecting the prevailing land-uses and types of development along it. The plan proposes five Design Sectors along the Avenue 12 Corridor which reflect this changing patterns and develop ideas for future private development. On both extremes of the project
	with eventual mixed-uses, and will also feature a series of pocket parks.
elements to the original Concept Plan: a public library, a fire station, a bank, and a post office. The redesign proposal developed in the next sections of this chapter	development -retail and offices- and some residential use -apartments
five Design Sectors.	
identity through signage and monumentation are depicted. Next, a	











Similar to the existing conditions, there will be one traffic lane in each reflecting the results of the traffic studies and the future construction

traffic patterns and only includes new sidewalks, landscaping, and a partial median. Please note that Avenue 12 narrows to one traffic

- Three 11' traffic lanes going
- Two 11' traffic lanes going east
- •
- •
- •

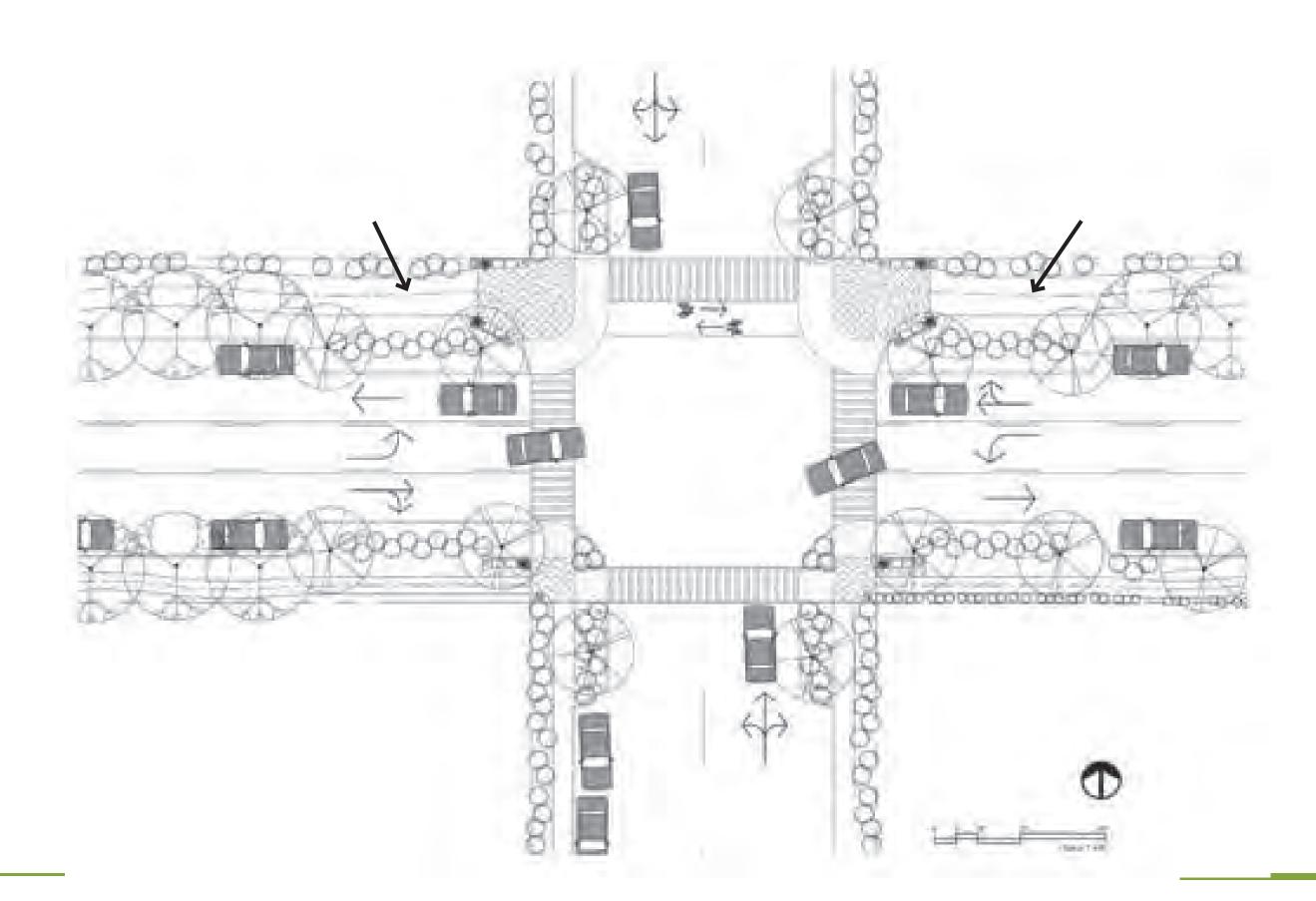
In the long term the redesign proposal accomodates the traffic

note that Avenue 12 narrows to one traffic lane in each direction at

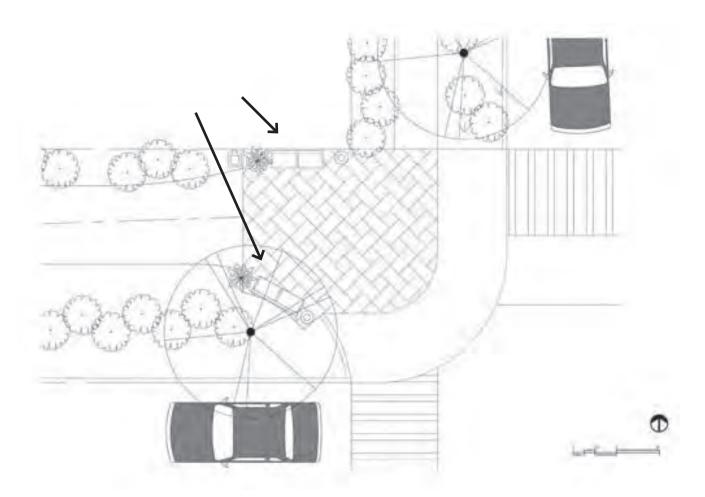
- Two 11' traffic lanes on both sides (narrows to one at Topper Ct.)
- •
- •
- One 11' traffic lane in each direction.
- •
- •
- •
- •
- •
- One 11' traffic lane in each direction.
- .
- •

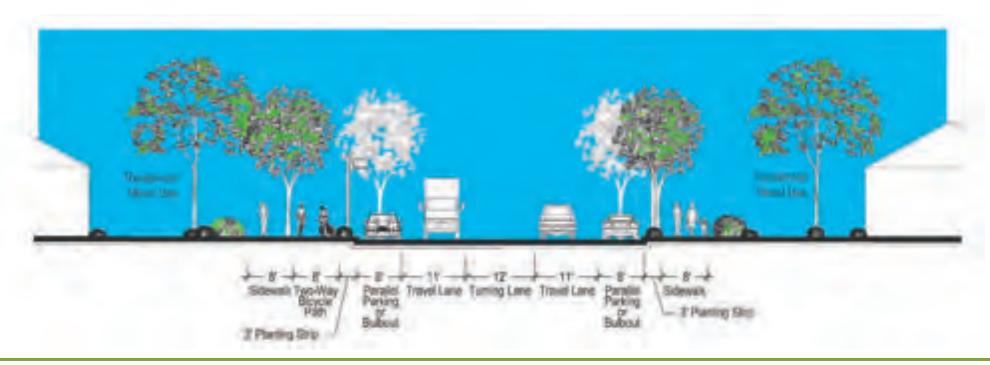
- •
- •
- •
- One 11' traffic lane in each
- One 11' traffic lane in each direction.
- •
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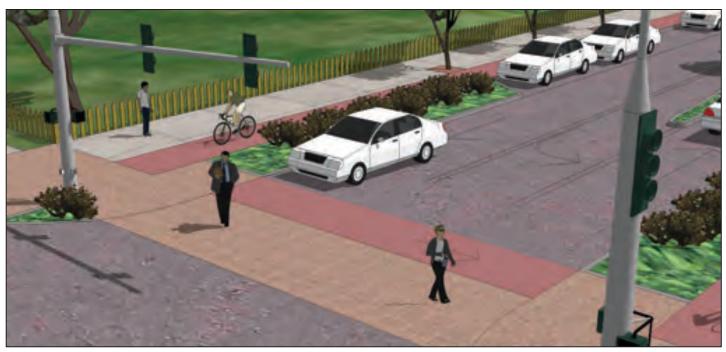




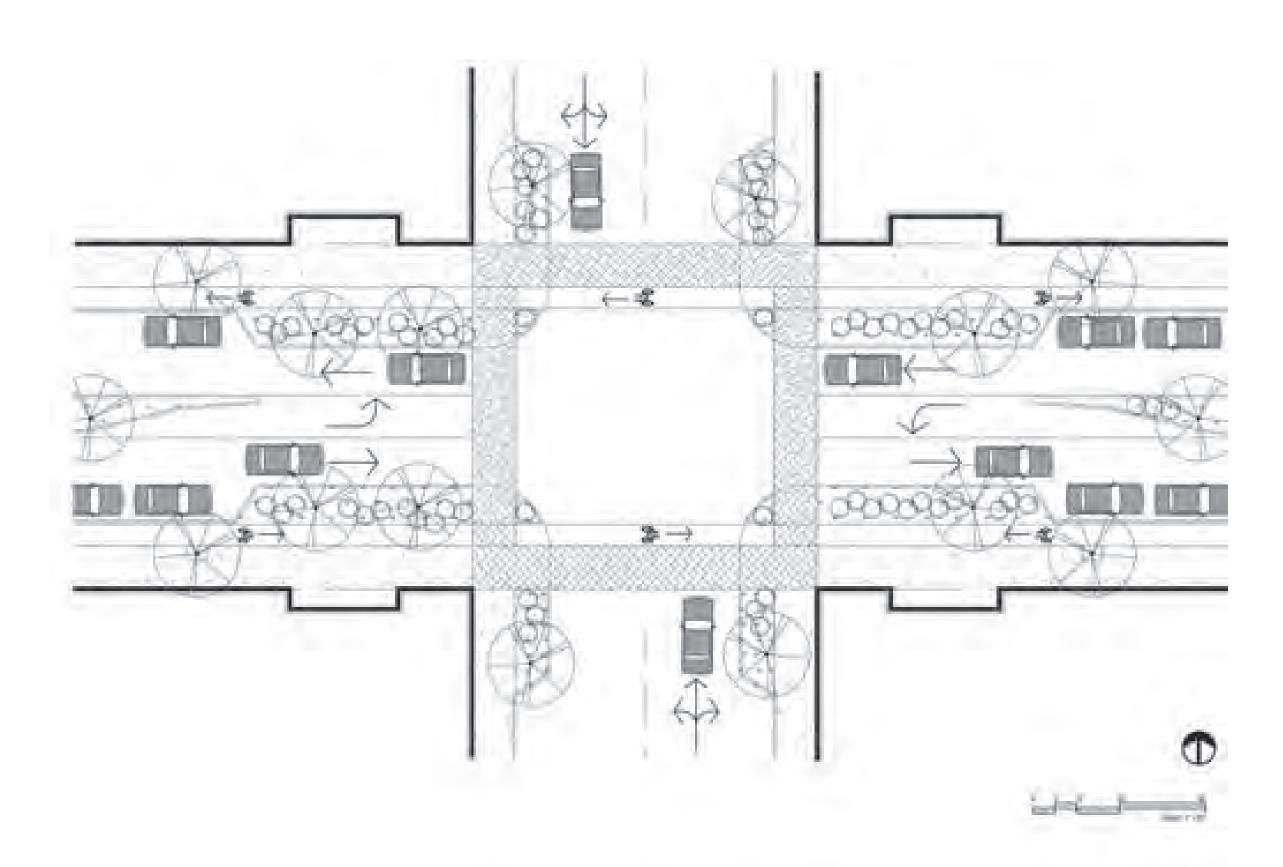






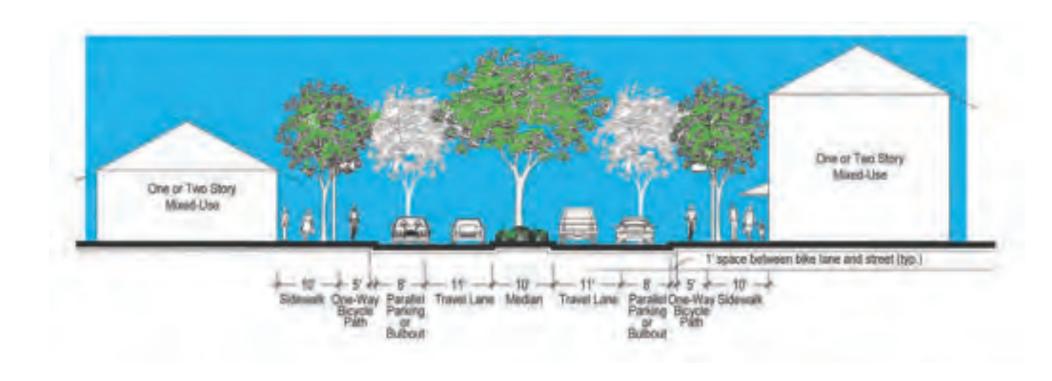














the desire of having a traffic circle and other effective traffic calming measures to slow vehicular traffic and enhance walkability. We applied

generating the effect of a traffic circle. The plaza has three major

of-way reconfiguring the frontage of surrounding properties so that the new buildings will be configured so as to acknowledge the Almond

allowing the traffic lane to be wider at that point.

commercial development around it, and new traffic lights: for west and east bound traffic.







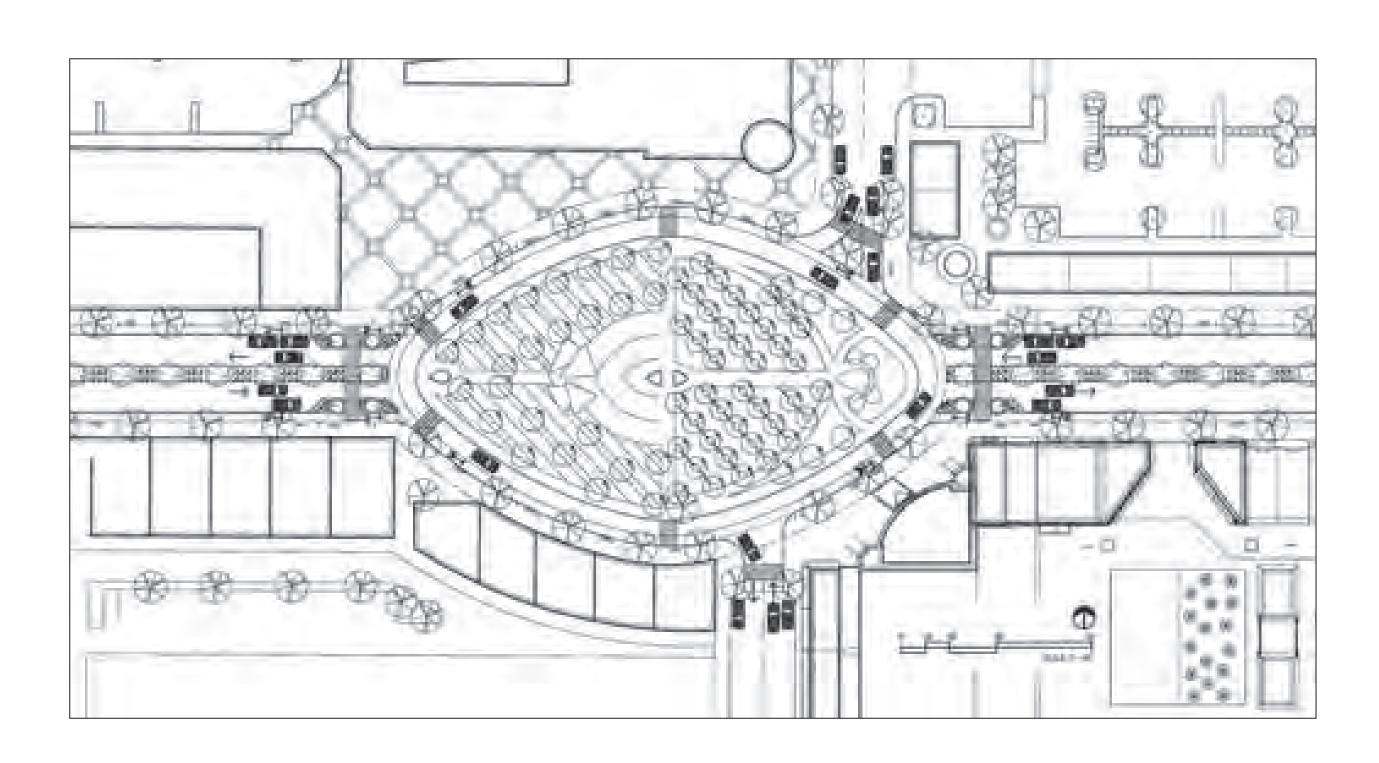
























 	_			
		Central Divider in Between Traffic		
	\exists			
		Center Divider in Between Traffic		
	_			



locations along Avenue 12 (as shows in the specific proposals for the











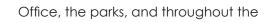
















Doble flat steel bar trash receptacles with a flat-top design.









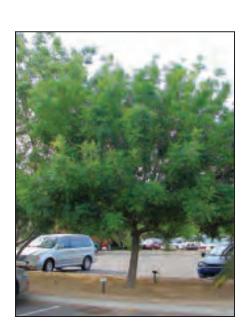


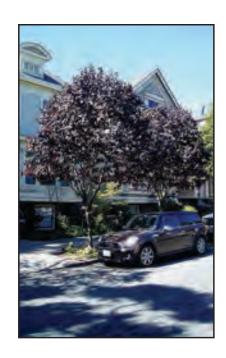














Low growing, brightly colored flowers with no







reflect the prevailing type of land use along its edges and, at the same time, incorporates the development trends of Madera Ranchos and its

The following pages of this report will depict design ideas proposed for type and intensity of development that is to occur along the Avenue 12 Corridor in the future. These ideas reflect existing local and regional growth and development trends, and should be discussed by the community, developers, stakeholders, and the county for adoption as land-use rigulations and ideas for development.

Starting from West to East, the design sectors are as follows.

West Gateway: Intersection of Avenue 12 with Road 36 to Topper Road

The West Gateway will contain the Madera Ranchos Public Library as well as a community park on the North side, and a coffee shop, deli or eatery on the South side. Both corner lots will feature low curved walls with monument signs (Madera Ranchos in writing and logo) and the shape of the buildings will generate small public plazas further marking the entrance Gateway.

In Phase 2, when the traffic by-pass for Avenue 12 is constructed, this intersection will have a landscaped roundabout with a monument feature in the middle, as described in Section 3.4 of this report.

The roundabout will strengthen the role of the area as a Gateway. There will also be a vegetated median along Avenue 12, from Road 36 to Topper Road, as well as in Road 36. The medians together with the wider sidewalks and bulb-outs will make pedestrian crossing at this intersection safer.

Suburban Residential West: Topper Road to Lorien Way

Along the Suburban Residential West section, the design of Avenue 12 features one traffic lane in each direction and a turning lane except at both west and east ends (corners of Topper Rd and Lorien Way). The proposed land uses in this section are mostly one-story residential, complemented with some small-scale convenience retail. A system of pocket parks will in lots that are presently vacant; the pocket parks will have different functions and will complement each other.

As explained in Section 3.4 of this report, Avenue 12 will feature comfortable sidewalks with bulb-outs, and landscaped with drought

resistant plant and tree species. On the North sidewalk there will be a meandering path shared by pedestrians and bicyclists. On the South, there will be a wide landscaped sidewalk with no bike lane.

Community Park

One of the Madero Ranchos' community most desired facilities is a park. Between Lorien Way and Road 37, a stretch of land presently occupied by a bio-swale, will become a gateway to a large Community Park, divided into North and South sections in order to allow for the extension of Kensignton Drive.

The North section of the Community Park will a Community Center, recreation facilities, community gardens, rest-rooms, and a group of new townhomes on Road 37. The private development of these townhouses at a higher density than the surroundings will facilitate using the rest of the lot for public use. The park's South section feature another set of community gardens, picnic facilities and rest-rooms, and more recreational facilities including sports fields.

The park's South section will connect to a small park at the canal where a trail and bike path will allow the community to enjoy this unexplored





resource and its great views. The trail and bike path along the canal will connect to the East Gateway, and eventually form a loop around

Commercial Core: Lorien Way to Road 37 1/2

The Commercial Core will become the social and symbolic heart of Madera Ranchos, featuring distinctive design ideas and more dense residential and commercial uses, including retail, services, and entertainment. Residential uses in this section will include apartments on top of retail, apartment buildings, and a hotel. The Maywood Plaza will be redesigned and expanded into two new phases, and a new shopping center will be developed.

Overall design in the Community Core will enhance walkability and place making. In this section Avenue 12 will have a median, sidewalks with a distinct and more "urban" feeling, and dedicated Class 1 bike lanes on both North and South sides. This section will also feature a four-screen Movie Theatre, a Fire Station, a Bank, and a Post Office - facilities which the community expressed need for throughout the public involvement process.

The most important design proposal for the Avenue 12 Corridor Redesign is located at The Commercial Core: the Almond Plaza. Shaped after an almond (the element adopted in our design proposal as the community's symbol –see Chapters 2 and 3.6) with monuments at both ends and a well landscaped park, the plaza will act as a strong place marker generating a strong identity for Madera Ranchos. The Almond Plaza will also function as an effective traffic-calming solution, and it will allow vehicles to circulate back along Avenue 12 since the median

Suburban Residential East: Road 37 ½ to the Canal

This design sector reflects the existing prevailing residential land use, and maintains the existing single family uses on the North side. In the south side there will be a new planned-unit residential development (PUD) –composed of town-homes and apartment units– and will maintain most of the existing orange grove for public use. Along this sector, Avenue 12 will feature comfortable sidewalks on both sides, and a shared pedestrian-bike lane on the north-side.

East Gateway: Bridge and North Side of the Canal

The east Gateway design sector will feature several design ideas to transform it into a significant place for visitors driving into Madera Ranchos. The bridge will be redesigned to include interesting architectural features and lighting. New pedestrian bridges will be added, and an entry monument feature will mark the entrance to Madera Ranchos. A small lake with a park on the North side will complement the East Gateway and provide connections to the bicycle trail system along the canal and into the community.

The following table illustrates the amount of development envisaged for the Avenue 12 Redesign, reflecting the current regional growth trends and local community needs. The plan predicts a total of 379,557 sqf of residential use; 231,047 sqf of commercial use; 50,494 sqf of offices; 727,155 sqf of parks; and 53,200 sqf of public uses.

		Office		
	1,014		100,000	Public Library: 8,000
17,292	6,450		63,450	
21,000			525,000	Community Center: 21,000
179,465	223,583	50,494	38.707	Post Office: 3,500 Fire Station: 4,000 Movie Theatre: 16,700
161,800				
379,557	231,047	50,494	727,155	53,200



Design Team: Erin Gorman, William Griffith, Bianca Reyes

Design Sector 1 corresponds to the West Gateway and runs from the intersection of Avenue 12 to Topper Road. The design concept for the new land-uses and buildings at the corners of the intersection of Avenue 12 with Road 36 will contribute to the full implementation of the West Gateway concept, allowing the visitor to have a sense of arrival into Madera Ranchos. The proposal is based on developing both corner lots as well as the lot that is contiguous and directly to the north of the Northwest corner lot along Road 36. The land uses planned for this area are also important due to the proximity of the high school.

Phase 1, short-term development, will provide for an eatery or foodoriented business in the Southwest corner lot, as well as a park for the the community and the high school students in the lot contiguous to the Northwest corner. Both of these lots are currently vacant.

In Phase 2 we predict that the present private house will be substituted by a new building housing the much needed Madera Ranchos Library, which will become a landmark and meeting place for the community. The plan also presents as an alternative the placement of a roundabout at the crossings of Avenue 12 and Road 36, which will contain special landscaping and a monument or fountain in its center.

Short term:

 A restaurant, eatery or deli on the southeast corner of the intersection with a plaza for outdoor seating (building 1 in the

- site plan). The building shape should acknowledges the corner and generate a well defined plaza which will have planters and different spaces terraced down from the level of the sidewalk allowing views into the plaza.
- A park on the vacant lot located on Road 36 at the northeast corner. It will include landscaping, pedestrian and bike paths, public seating, a children playground, and a sand volleyball
- On the north-east and south-east corners, low curved "monument" walls along the property lines will contain a sign announcing the arrival at the community with lettering and the Madera Ranchos symbol.

Long term:

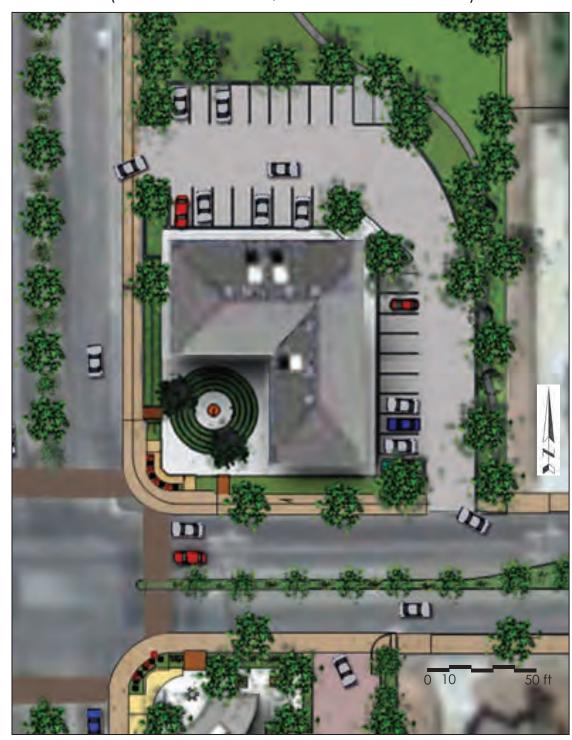
- A new building and plaza at the northeast corner lot for the Madera Ranchos Community Library (building 2 in the site plan).
 The design of the plaza and building must acknowledge the corner and generate a place for seating with planters and spaces terraced down from the sidewalk allowing views from the
- Completion of the park at Road 36 will add pedestrian and bicycle paths connecting it to Avenue 12. It will also include a small parking lot, public restrooms, the renovation of the existing historical shed (building 3 in the site plan) and its integration to a new skate park. Part of the renovated shed will be used as a skate shop.
- Roundabout with monument in the center







(North-East corner; without Roundabout)



(South-East corner; without Roundabout)



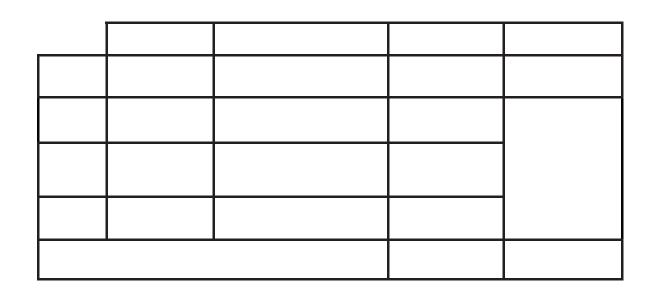




View of the library, the park and the renovated historical shed with skate park and shop.



Building 1: Eatery at the South West corner lot





Building 2: Madera Ranchos Community Library at the North West corner lot.



Entry to parking lot

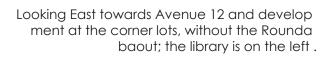
Curved wall for monument sign

Westbound Lane Eastbound Lane Curved wall for monument sign





Bird's eye-view of the West Gateway without the Roundabout, showing the park (left), the library building (center) and the eatery (right).











gardens for vegetables and flowers, lawns and landscaped





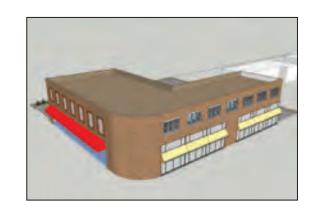






























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1	
Butterfly Bush	



league baseball field and stands, an AYSO sized soccer field, basketball plots for citizens to grow their own plants and vegetables, barbeque

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(foreground), soccer field, and swale/retention pond in the

Charles .	1114 4400	Description		A TOTAL STATE OF THE STATE OF T	Parking Spaces	
Phase 1	Land use	Ground floor Floor		Square Footage		
	Nill Control		oli N/A	Dround floor: 1,600-2,000 sof	Residential: 2 regular, .5 handica	
Building 8-9	Density Housing	Living space		Floor 1: 1,200-1,400 sqf	N/A	
	Linning			Total: 2,800-3,400 sof	Total: 2 regular; .5 handidap	
			NA	Ground floor: 2,500 sqf	Residential: Private garage and driveway space	
Building 10	Residence	Living space		NA	N/A	
	9.000			Total: 2,500 eqf	NA	
	Walter		NA	Ground floor: 8,000 sqf	Residential: Private garage and driveway space	
Building 11	Private Residence	Living topice		NA	NA.	
				Total: 6,000 sqf	NA:	
Totals for lot				14,700 sqf	Total: 4 regular; 1 handicap	

2005	Description			Acres where	Walters Walters	
Phase 2.	Land use	Ground floor	Floor 2	Square Footage	Parking Spaces	
		Community Gathering Areas: 3 Classrooms.		Ground floor: 21,000 sqf	Public 46 regular; 6 handicag	
Building t	Community	Entrance meeting area	N/A	N/A	NA	
building t	Certier	Sports facilities: 1 Gymnasium with flexible space for 3 baskerball courts		TOTAL: 21,000 sqf	Total: 46 regular, 5 handidap:	
			Living space	Ground floor: 1,600-2,000 sqf	Residensal: 2 regular: 5 handica	
Building 2-9	Density	Living space		Floor 1: 1,200-1,400	NA.	
	Housing			Total: 2,800-3,400 sof	Total 2 regular, 5 herisiday	
Totals for lot	Mixed line		45,800	Total: 62 regular, 10 handicap		



Design Element	Type/Species	Total/Square Footage
Walkways	Concrete - Sidewalks Pervious pavers - Canal trail	30,000 sqf
Benches	3 person concrete	18
Lighting	20' streetlights for parking lot	6
Driveway & Parking	Pervious concrete	36,000 sqf
Street Trees	Catalpa speciosa Quercus lobata Quercus tomentella	30
Grove Trees	Callistemon citrinus Platanus racemosa Quercus agrifolia	40
Groundcover	Bacchans pilularis Carex praegracilis Ceanothus griseus Drosanthemum floribundum Lavandula spp. Muhlenbergia rigens Rosmarinus officinalis Salvia spathacea	16,000 sqf
Flowers	Eschscholzia californica Heuchera spp. Iris douglasiana Iris germanica Mimulus aurantiacus Penstemon heterophyllus	1,500 sqf



T		
	Little League sized field	
	AYSO sized field	

	1



retail, office, and limited residential (apartments) development. This will be the most intensively developed area around Avenue 12. Its design,

along Avenue 12.

that encompass five different areas, and it also includes the Almold Plaza (discussed in Section 3.3 of this Chapter). The five projects area

Development, and Commercial Core SW, NW, NE and SE.

The Mixed Use Development project area will include retail and office well as an apartment development on the North side. This project will

provide a new service road between Road 37 and Maywood Road. The

Corridor it will facilitate fast access to all directions.

hotel, and two new shopping centers, the Maywood Plaza II and III. The local Chamber of Commerce and Tourist Office will be located in one of these office spaces. Buildings will have apartments on the second floor,

two pocket parks, will enhance the walkability of Avenue 12.

The Commercial Core SW project area entails retail and offices along garden facing the Almond Plaza.

. It will entail a new shopping center with retail, a small plaza, and a Post Office along Avenue 12. in this project there will also be a drugstore, a restaurant, a bank, and a grocery store/supermarket. There will be a new service

theatre, retail, eateries, and a plaza with a lawn for out-door screenings.

meetings and increase the visual connection to the Almond Plaza.

The design and development proposals for the five project areas in the sub-sessions.





Design Team: Peter Susnow, Solomon So, Ian Fronczak.

of Commercial Core for Madera Ranchos. It was designated for mixeduse by the community in the Vision Plan process.

(apartments over retail/offices) close to the sidewalk so that store fronts increase community livability. A total of 15 office-apartments and 8

In the south-eest corner of Avenue 12 and Road 37 there will be a Fire Station. The size of the lot and of the proposed building reflects the

in this Plan. This is a strategic location for the Fire Station because it is the

where there will be a traffic light.

buildings or 4 sets of townhomes. A new alley will connect Road 37 access and separating it from the parking lot. Providing for future

and functions, thus increasing community livability.

•

(residential on top of retail or offices) with parking on the back.

- Avenue 12 to have small front setbacks (max. 10 feet) at the ground floor, and that shop windows and entrances for clients be located along the public sidewalk.
- Implement design guidlelines along Avenue 12 that will:

canopies or awnings.

balcony.

outdoors seating that is visible from Avenue 12.

- Provide for limits and regulations for commercial signage.
- County buys the lot for the Fire Station.

•

Avenue.

• Construction of the Fire Station.





buildings showing in the background.



View apartment buildings from the parking lot.



View of retail and office along Avenue 12.



5 spaces per office unit 4 spaces per res. Unit TOTAL: 80 spaces for office TOTAL: 64 spaces for res.

6 spaces req.

8 spaces req.

16 spaces per apartment bldg.





Design element	Type / species	Total / square footage
Walkways / rest areas	Pavers	10,000 sq. feet
Light	9 feet-high pedestrian lights	47
Driveway and parking	Eco-pavers	66,162 sq. feet
Landscaped areas	Various drought tolerant / local species	32,367 sq. feet
Trees	Pyrus calleryana, Callery Pear	58 frees
Shrubs	Cercis occidentallis, Western Redbud	118















Design Team: Joshua Miller, Anastacio Martinez, Danny Hstu.

Almond Plaza. The project will consist of a series of one-story commercial buildings. There will be a total of 17 stores with approximately 2,220 square feet each. The project develops the lots that are presently

commercial potential and the growth of the community.

materials, facades, and canopies. In an effort to create a variation in will vary by 5 feet in setbacks and their heights will vary from 15 to 20 feet.

to enjoy the views. Parking will be located at the back of the buildings with access from Jason Court and Kensington Drive.

- of commercial space.
- the parking lot at the back. This pathway will create a small break

 Phase 2.
- Kensington Drive.
- square feet in size, totaling 20,858 square feet of leasable area. This seating in a small plaza and at a roof terrace.
- new access from access from Jason Court.



View of the sidewalk showing the variation in setbacks of the retail.



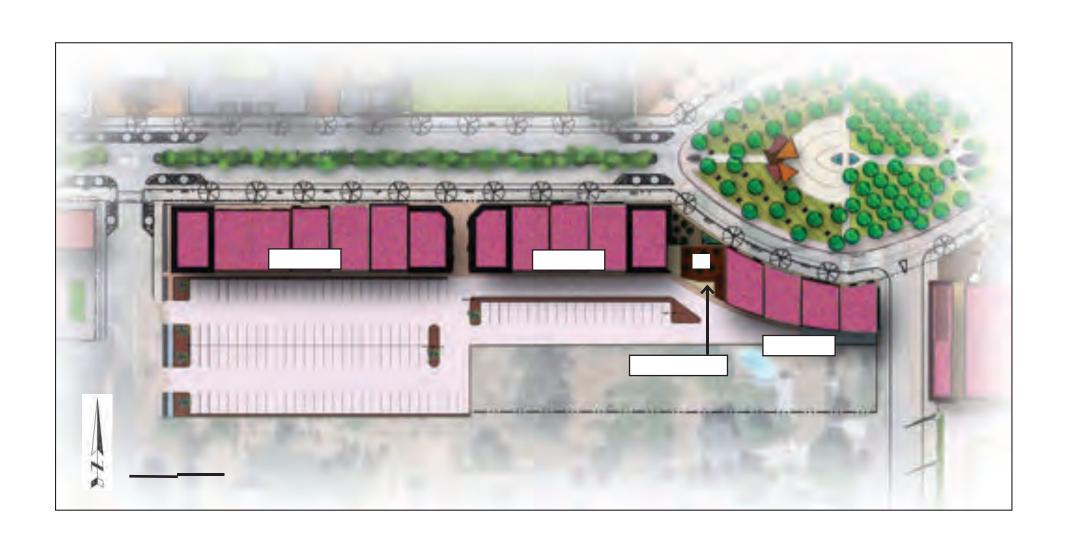






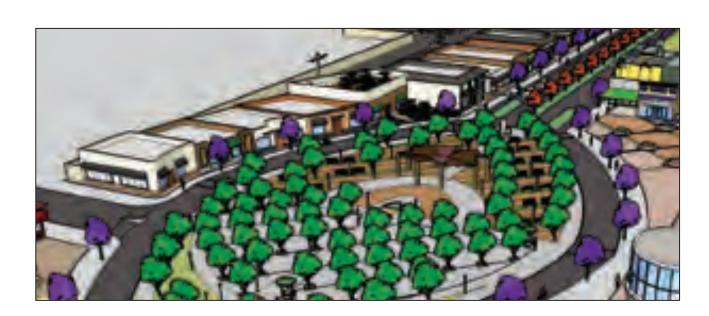
Unit Number	Use	Stories	Building Height (ft.)	Sqaure Ft.	Parking	Phase
1	Retail/Commercial	1	15	2,220	9	1
. 2	Retail/Commercial	1	15	2,220	9	1
3	Retail/Commercial	1	15	2,220	- 9	1
4	Retail/Commercial	1	15	2,220	9	1
- 5	Retail/Commercial	1	15	2,220	. 9	1
6	Retail/Commercial	1	15	2,220	9	1
7	Retail/Commercial	1	15	2,220	9	1
8	Retail/Commercial	1	15	2,220	19	- 2
9	Retail/Conmercial	1	15	2,220	9	2
10	Retail/Commercial	1	15	2,220	- 9	- 2
- 11	Retail/Commercial	1	15	2,220	. 9	2
- 12	Retail/Commercial	1	15	2,220	9	. 2
13	Restaurant	1	15	3,008	30	2
14	Retail/Commercial	1	. 15	1,910	8	- 2
15	Retail/Commercial	1	15	1,671	- 7	2
16	Retail/Commercial	1	15	1,636	7	2
17	Retail/Commercial	1	15	1,533	6	2

Phase	Square Ft.	Total Carlo Company	30% Parking Reduction
Phase 1	15,540	62	44
Phase 2	20,858	101	71
Total Combined	36,398	164	115















Trees					
Type	Height (ft.)	Spread (ft.)	Growth Rate	Water Usage	Comments
titlerior Live Clak	30-75	30 -75	Medium	Very Low	Acom end heavy spring leaf drop
Valley Oak	70	70	Slow	Low	Acom and heavy spring leaf drop
Crape Mrytle	15-25	25-25	Medium	low	Summer bloom and fall color
Western Redbud	15	15-	Medium	Very Low	Flowers and seed pods

		Shrubs			
Type	Height (ft.)	Spread (ft.)	Growth Rate	Water Usage	Comments
Surrong Bush		-			
	3-4	3+4	Medium	Low	Widely edaptable
Rose of Sharon					
	4-5	3-4	Rapid	Vary Low	Widely adaptable
Hydrangea					
	i	3-4	Medium	Low	
Evergreen Bush					-
	3-5	315	Medium	Medium	Many variations

Lighting					
Type	Use	Amount	Electricity Use	Comments	
Solar Lights	Parking Lot		Low	Available in many variations:	
T	Ourside building	10	Low	Available in many variations. Solar panel placed on coof	

Groundcover				
Туре	Use	Area (sq. ft.) Water Use		Comments.
Bark.	Planters	4,559	None	Many Variations. Very permiable
Rock	Planters	958	None	Many Variations, Very permiable

	Par	ving		
Туре	Use	Area (sq. ft.)	Runoff Rate	Comments
Pervious Pavement	Driveways and Parking	48,625	Very Low	Multiple colors available
Pervious Pavers	Walkways	5,333	Very Low	Multiple colors available



renovated. Retail opportunities for the community will be expanded with the construction of the Maywood Plaza II and III. The development will feature approximately 80,000 s.f. of commercial space that will consist of a mixture of retail stores, restaurants, service retail, and office space.

in the center of the district.

In the Maywood Plaza II development there will be a mix of boutiques and shops as well as restaurants and cafes. The shops will all orient

Community as a whole. A proposed Hotel located between the renovated Mayood Plaza and Maywood Plaza II will provide the

increased public exposure.

Maywood Plaza III will feature a unique opportunity for anchor retail stores to be built along the Avenue 12 street front. These stores will be

town feel. Along the northern portion of Maywood Plaza III, in the second floor, there will be a variety of service retail type stores (such as

tutoring, office space, dental/optometry offices, tutoring, a gym and a drugstore), as well as a potential new venue for the Madera Ranchos Chamber of Commerce. These retail shops will be the lifeblood of

commercial district that is not based solely on disposable income.

with the upper floors of the buildings dedicated to traditional apartment units. In the upper floor of the Maywwod Plaza II, the

Center on the adjacent property to the North. Senior citizens would to live within walking distance of all their local needs (drugstore, restaurants and shops, senior center, fitness center, etc.).

design provided will allow for flexibility as well as opportunity for this community to thrive and prosper.

- Renovation of existing Maywood Plaza (buildings to 4 to 9)
- Construction of Maywwod Plaza I (building 2)

Fernwood drives.

- Construction of Maywood Plaza II (building 1)
- Construction of hotel (building 3)



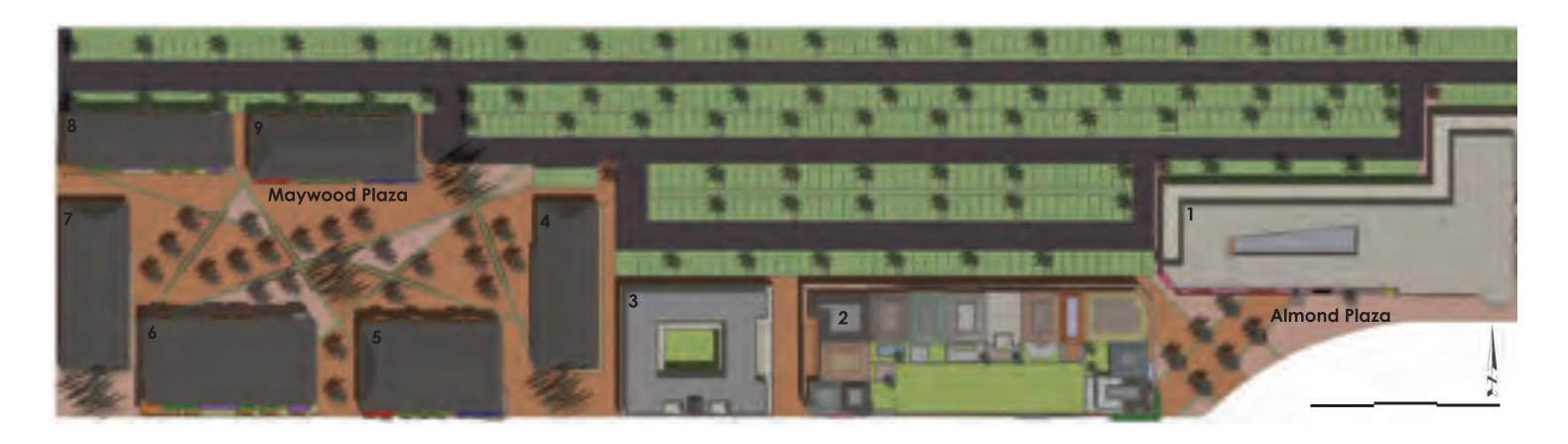


Bird's eye view of the site from West to East.



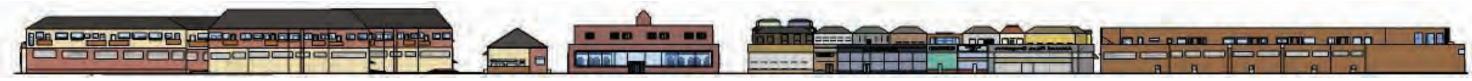
View of the Almond Plaza on the East portion of the site.







North section elevation of the Northwest Commercial Core development at full buildout.



South section elevation of the Northwest Commercial Core development at full buildout.





View from a restaurant in Maywood Plaza I, looking to the the park located along Avenue 12.



View of Maywood Plaza Ilfrom the Public Plaza.



Elevation of Maywood Plaza II from Fernwood Drive.













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		10.410	83	8
		19410		
		48320		
Office			9	
Dental Office				
			28	
	8140	16280		
	0140	10200		
		8140		
		8140		
	6280			
	+ +	6280	19	
		6280	8	
	108390	189230	581	
	100370	107230	301	

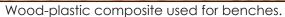




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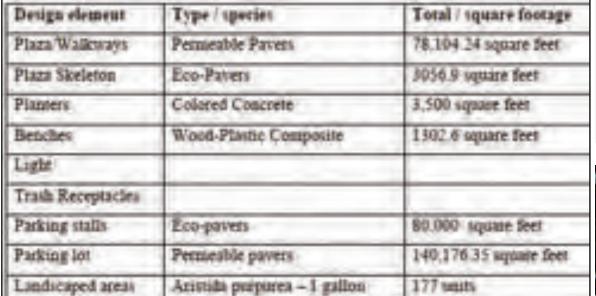
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Festuca californica - 1 gallon

Fraxims dipetala - 15 gallon

Quercus douglassis - 15 gallon-



Trees.









Design Team: Katie Vilela, Stephanie Terrazas, Brittany Lambert

Avenue 12 for small shops, eateries, retail services and offices, as well as the Post Office, a bank, a drugstore, a restaurant, and a grocery store or supermarket. This development will replace the current commercial

well as the school district's facility (this will be transfered to a larger lot in a more appropriate location).

sided by a coffee place and a small eatery (such as Subway) providing a place to sit and gather.

bank, a restaurant, and a grocery store (such as Von's or Albertson's).

Drive. The Post Office will be a stand-alone building (possibly with a drive-through) at the corner of Avenue 12 and Road 37 .

and has very limited visibility from the avenue. A new service alley will to loading docks, trash enclosures, and other service facilities.

Avenue 12.

- Redesign of lot at the corner of Fernwood and Avenue 12.
- Partial construction of parking lot.
- Relocation of school district facilities.
- Construction of Post Office.
- Development of drugstore, bank, restaurant and grocery store.
- Construction of service alley and remaining parking lot.



from Avenue 12. The Post Office is the building on the right,



bank (left), the restaurant, and the grocery store (right).





the plaza, coffee shop, and eatery. The drugstore is in the background.





Bank		9
Post office		
Office		
Office		
Office	900	
	800	
	800	
		285
	Post office Office Office	Post office Office Office Office 900

	180
	8



View from Avenue 12 showing the whole Madera Ranchos Plaza. Fernwood Drive is on the left and Road 37 is on the right.





View of the corner of Fernwood Dr. and Avenue 12. In the middle, note the plaza between the cafe and the eatery. The drugstore and the service alley is seen on the far left.



View from Fernwood Drive. From left to right: service alley, drugstore, retail, cafe and corner plaza.



View from the corner of Road 37 1/2 and Avenue 12. The Post Office is in the foreground.





Scientific Name: Berberis thunbergii

Plant Use: Shrub. Gold foliage and



Scientific Name:Ostrya virginiana

Plant Use: Street Tree. Height: 30 to 40



Scientific Name: Cotoneaster microphyllus

Plant Use: Low Shrub. Small pink flowers in



Scientific Name: Berberis thunbergii

Common Name: Gold Beret Plant Use: Shrub. Dwarf, low



Scientific Name: Prunus Cerasifera

Plant Use: Small Tree. Reddish-purple foliage, white/pale pink flowers, 15-25'



Scientific Name: Rhaphiolepis indica Common Name: Pink Indian Hawthorn

Plant Use: Border. 3-4', drought tolerant,

flowers that bloom over a long period.



Scientific Name:Acacia smallii

Plant Use: Small Tree. Mature Height



Scientific Name: Lobularia maritima

Plant Use: Border. 3-9" tall to 12" wide,

4-petaled flowers from spring to early



Scientific Name: Felicia amelloides Common Name: Blue Marguerite Daisy Plant Use: Edge. 3' height, Medium blue flowers with bright yellow centers bloom from mid summer to early fall.



Scientific Name: Brachychiton

Common Name: Bottle Tree Plant Use: Street Tree. 30-45ft,



Scientific Name: Sedum anglicum

Plant Use: Filler. Low maintenance, spreading, .17 ft. to .33 ft



Design Team: Marc Abdelsayed, Brynae Emerzian, Kalia Kabow

major cornerstone for the Madera Ranchos community. Responding to

and retail along Avenue 12. This development proposal reflects the projected growth of the community and the surrounding region.

The project includes a movie theatre (16,700 sq.ft) with four screening rooms. Its design places the main lobby at the corner of Avenue 12

Park. A small public plaza in the corner will mark the entrance to the announcing the films. A series of one-story shops enveloping the movie Jason Court and Avenue 12.

movie theatre for open-air film projections in the summer evenings. This

summer. A concession stand will provide food and drinks for costumers during sessions, and there will also be public restrooms. The plaza can also serve for small markets and community events.

complement the commercial core providing a walkable environment.

the movie theatre and the retail activities. Development will include the

and to the new residencial development on the east (see East Gateway Project Area next in this report).

- New sidewalks and retail along Avenue 12.
- Public plaza and partial construction of parking lot.
- Planting of trees along sidewalks and in the whole parking lot.

g lot.



The movie theatre entrance at the corner of Jason Court.







concession stand and the restrooms in the foreground.





Buildings	Land Use	Number of Floors	Square Footage	Parking Spaces
1	Commercial	1	1,052	11
2	Commercial	1	1,047	10
3	Movie Theatre	1	16,700	221
4	Commercial	1	1,065	11
5	Commercial	1	978	10
6	Commercial	1	2,046	20
7	Commercial	1	93	1
8	Commercial	1	1,049	10
9	Commercial	1	1,097	11
10	Commercial	1	928	9
11	Commercial	1	929	9
12	Commercial	1	974	10
13	Commercial	1	2,012	20
14	Commercial	1	969	10
15	Commercial	1	1,001	10
16	Commercial	1	1,008	10
17	Commercial	1	982	10
18	Commercial	1	996	10
19	Commercial	1	850	9
20	Commercial	1	993	10
21	Commercial	1	993	10
22	Commercial	1	996	10
23	Commercial	1	996	10
24	Commercial	1	1,011	10
25	Commercial	1	970	10
26	Bathroom	1	611	none
27	Bathroom	1	621	none
		TOTAL:	42,967	471
		Total Private Sq Ft	42,828	Total Parking Sq Ft: 184,438





seating, the lawn, and the projection screen. The parking lot is seen in the back.



View of project after total completion, looking towards the West.



Views of project site from the North West. On the bottom, after completion of Avenue 12 redesign.



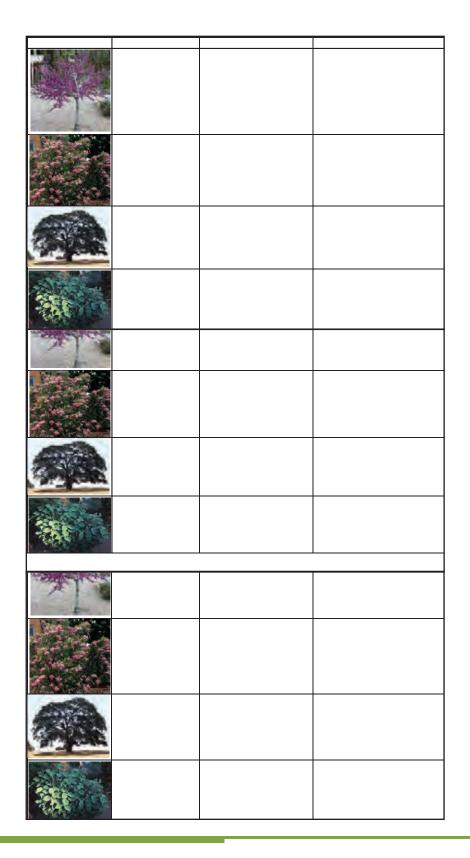


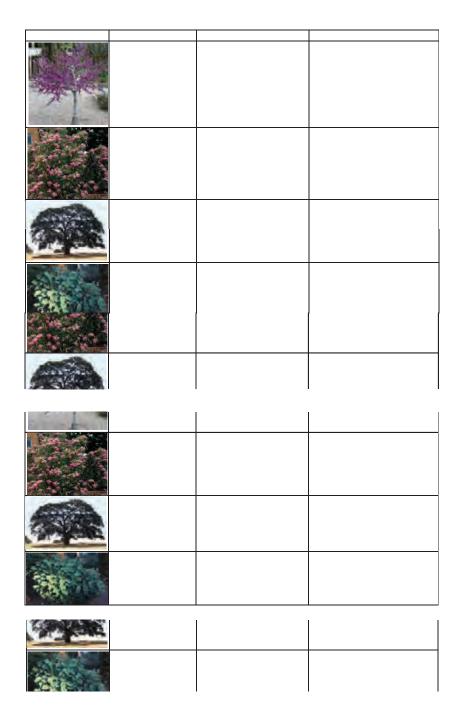


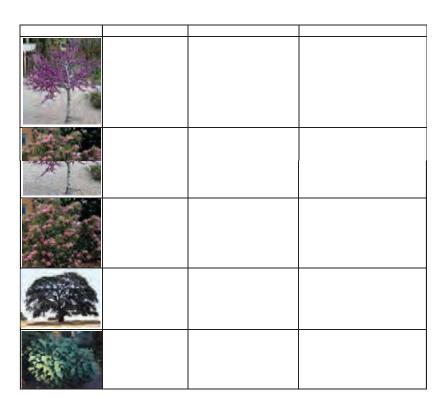
















character the design of the development will preserve a significant

agricultural fields to the south.

A significant portion of The Orange Grove Village will be dedicated to

and benches will reveal the views to the agricultural fields.













Paving						
Туре	Use	Area (sqf)	Run off rate	Comments		
Pervious Pavement	Streets, Parking Luts, Baskethall Court	295,440 SQF	Very Less	High permishing available in different colors		
Pervious Pavers	Walkways and paties	62,420 SQF	Very Low	High permishility, available in different colors		
Pervious Concrete	Sitevalis	180,476 SOF	Very Less	High permishility, available in different colors		

Туре	Height (ft.)	Spread (ft.)	Growth Rate	Water Usage
Orange Tree				
	10 to 12	100 to 12	3 to 4 ft/yesir	Medium
Live Oak	30 to 75	30 to 75	Medium	Very Low
Dwarf Orange Tr	2 to 3	2 to 3	Shee	Medium

Shrubs							
Туре	Height (ft.)	Spread (ft.)	Growth Rate	Water Usage	Total	Comments	
Bush Anoemone							
	•		Fassi	Very Low	21	Blooms in late spring California Native	













The canal will be the water source for an artificial lake/pond that will serve as a welcoming and recreational element for fishing and

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The orchards represent the only significant vegetation as well. The land is flat and there is a dirt road on either side of the canal. Road 38 runs

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that the proposed Corridor Redesign Plan will geneate a significant increase in all five basic urban design qualities (see scoring final sheet in

1), we also applied the figure-ground mapping methodology to theme maps obtained before. Despite a significant amount of new

and spaces. This result also reflects the current Smart Growth policies that are recommended by the State of California, the US Gree Council,

Governments, and the Urban Land Institute.

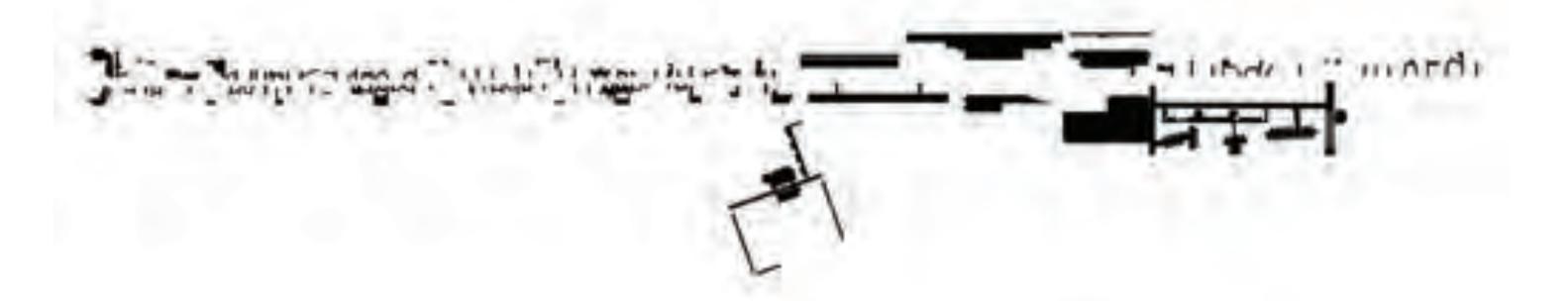


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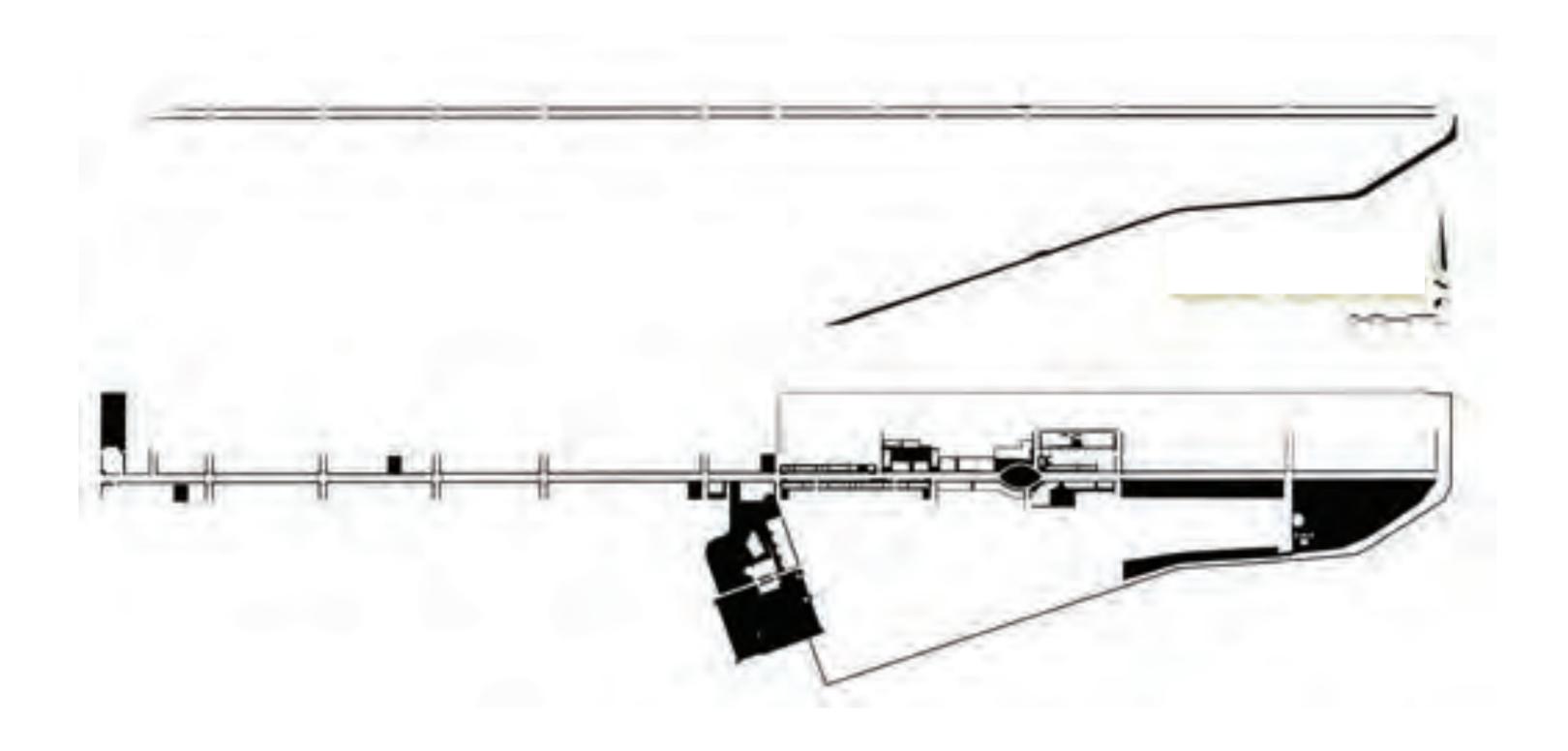
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Madera Ranchos Avenue 12 Enhancement Plan



APPENDICES



Madera County Planning Department

Corridor Redesign



APPENDIX 1: LOT SURVEYS

APPENDIX 2: MEASURING URBAN DESIGN QUALITIES

APPENDIX 3: CASE STUDIES

- A3.1. Santa Monica Boulevard Master Plan, West Hollywood, California
- A3.2. Victoria Gardens Shopping Center, Rancho Cucamonga, California
- A3.3. Santana Row, San Jose, California
- A3.4. Downtown Palm Springs, Palm Springs, California
- A3.5. Weaverville Historic District, Weaverville, California
- A3.6. Hercules Waterfront Quarter, Hercules, California
- A3.7. Downtown Gonzales, Gonzales, California
- A3.8. Pearl Street Mall, Boulder, Colorado
- A3.9. Mizner Park, Boca Raton, Florida
- A3.10. Las Ramblas, Barcelona, Spain
- A3.11. Rio Cidade Meier, Rio de Janeiro, Brazil



Appendix 1 Lot Surveys









Assigned Lot Numbers

LOT INFORMATION					
LOT#:	GROUP: 1			RESEARCHER: MAUDUS	
LOT ADDRESS: 3 64 : 약연	DATE: 4/10			TIME: 12:00	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)				aruse, shed	
Type of Use: (Residential, Commercial, Office, Public, Mixed)					
Building Setback				80'-90	
Condition: (Good, Average, Bad)					
Number of Floors				1	
Ristorical/Cultural and Other Aspects	Ndy	NE			

	YES	NO	NOTES:
		1	Width:
Sidewalk	Ì	$$	Pavement YES NO
			Condition GOOD AVERAGE BAD
Curb	1/		
Street Furniture: (Locate on Map)		\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Specify.
Trees: (Locate on Map)			ਜਿੱ∀ਹਾਜੇ ਜੁੰਭਾਵਣ≦
Other Vegetation: (Locate on Map)		/	Specify willed
Shoulder	./		Type (PAVED) NON-PAVED Width:
On-Street Parking	/		Type: PARALLEL ANGLED 90 Number of Cars
Notes on Crossings and Safety and Other	SH!	سووي	THE WENTY @ ROAD SE

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT#: 乙 LOTADDRESS: 영화(주민	GROUP: 1 DATE: 4/10					RESEARCHER: Marws/ Shance TIME: 12.000	
				Buildings			
	1	2	3	,			
Type of Building (architecture): (Residential, Commercial Office)				A applies / I button			
Type of Use: (Residential, Commercial, Office, Public,(Mixed))				winted as forthers			
Building Setback				30			
Condition: (Good; Average, Bad)							
Number of Floors				1			
Historical/Cultural and Other Aspects	Nove	_					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		1	Width: Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	1/		
Street Furniture: (Locate ол Мар)			Specify:
Trees: (Locate on Map)			
Other Vegetation: (Locate on Map)	\checkmark		Specify: 1, the grass in back
Shoulder	/		Type: PAVED NON-PAVED Width: 12
On-Street Parking		/	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	be	64 05e	and NE

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



_			_	
LOT INFORMATION		,		:
LOT#:	GROUP: DATE: 4/10			researcher: Marws/
LOT ADDRESS: 12024				TIME: 12:05 Evanca
				Buildings
	1	2	3	
Type of Building (architecture): (Residential) Commercial, Office)				corner home
Type of Use: (Residential, Commercial, Office, Public, Mixed)				
Building Setback				40
Condition: (Good, Average, Bad)				
Number of Floors				1
Historical/Cultural and Other Aspects	Non	Record		

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		/	Width. Pavement: YES NO Condition: GOOD AVERAGE BAD
Curb	1		CONDITION. GOOD AVERAGE BAD
Street Furniture: (Locate on Map)	1		Specify: CIANGER STATE STATE
Trees: (Locate on Map)	1/		
Other Vegetation: (Locate on Map)			Specify: Venezino D. CALE F. L.
Shoulder		\checkmark	Type: PAVED NON-PAVED Width:
On-Street Parking	J		Type. PARALLEL ANGLED 90 Number of Cars: (2)
Notes on Grossings and Safety and Other	CLOP	∧\ ₂ 64 \N €	od steed, that truesing , in







LOT INFORMATION LOT#:	GRO	UP: I		RESEARCHER:	RESEARCHER: Marcus/	
LOT ADDRESS: 12019	DATE: 4/to			TIME: 12. Do	Bianca	
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)						
Type of Use: (Residential, Commercial, Office, Public, Mixed)						
Building Setback			_	50'		
Condition: (Good/Average, Bad)						
Number of Floors	~			1		
Historical/Cultural and Other Aspects	UDI4E					

	YES	NO	NOTES:
Sidewalk		/	Width Pavement YES NO Condition GOOD AVERAGE BAD
Curb		<u> </u>	
Street Furniture: (Locate on Map)			Specify:
Trees: {Locate on Map}			
Other Vegetation: (Locate on Map)	1		Specify: WALKS, MAR SAFETER, FRET/
Shoulder	/		Type: PAVED NON-PAVED Width 4
On-Street Parking	1		Type: PARALLET ANCLED 90 Number of Cars. 4
Notes on Crossings and Safety and Other	/Is	SATE OF	wossins Actor Aut is

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT#: 🥠	GRO	UP: ∤		RESEARCHER: Marcus		
LOT ADDRESS: 86199	DATI	E: 4/10	=	TIME: 12:15 Biance		
				Buildings		
Children's University	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)				Children school		
Type of Use: (Residential, Commercial, Office, Public Mixed)				Public Meaning		
Building Setback				80°		
Condition: Goog Average, Bad}	_					
Number of Floors	1/			1		
Historical/Cultural and Other Aspects						

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
		/	Width:
Sidewalk		V	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	/		
Street Furniture: (Locate on Map)		V	Specify:
Trees: (Locate on Map)			SEN
Other Vegetation: (Locate on Map)	V		Specify LATE CAPED
Shoulder	1		Type: PAVED NON-PAVED Width: 5
On-Street Parking		V	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT#: 🗸	GROUP:			RESEARCHER: Marcus		
LOT ADDRESS: 1201	DATE: 4/10			TIME: 12:20 Brane		
				Buildings		
phildrens Univ	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)				Pulate FASILITIE		
Type of Use: (Residential, Commercial, Office, Public, Mixed)						
Building Setback				40		
Condition: (Good, Average, Bad)						
Number of Floors	1/			i		
Historical/Cultural and Other Aspects						

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		1	Width Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	l V		
Street Furniture: (Locate on Map)	/		Specify:
Trees: {Locate on Map}	V		2
Other Vegetation: (Locate on Map)	/		Specify: Selve Landscap III
Shoulder	/		Type: (PAVED NON-PAVED) Width: 3
On-Street Parking		1	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	130	core	SHAN



LOT INFORMATION LOT #:	GROUP:			RESEARCHER: TYOUNS + ENN	
LOT ADDRESS: 34-34	DAT	E: 4/10	100 C	TIME: 12: 48	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)				Mone	
Type of Use: {Residential, Commercial, Office, Public, Mixed}				none	
Building Setback				NONE	
Condition: (Good, Average, Bad)					
Number of Floors					
Historical/Cultural and Other Aspects					

	YES	NO	NOTES:
Sidewalk	×		Width: 6/ Pavement: YES (NO)
			Condition: GOOD AVERAGE BAD
Curb	1		
Street Furniture: (Locate on Map)		×	Specify:
Trees: (Locate on Map)		×	
Other Vegetation: (Locate on Map)	8		Specify:
Shoulder	7.		Type: PAVED NON-PAVED Width: \(\)
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars: 3
Notes on Crossings and Safety and Other	UNSE	afe	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT#: 😽					
LOT ADDRESS:	DATE	: 4/10	1201c	TIME: 12	
				Buildings	
<u>-</u> <u></u>	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	X				
Type of Use: (Fesidential, Commercial, Office, Public, Mixed)					
Building Setback	50'				
Condition: (Good, Average, Bad)					
Number of Floors	ì				
Historical/Cultural and Other Aspects					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		×	Width: Pavement: YES NO Condition: GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)	X.		
Other Vegetation: (Locate on Map)	X		Specify:
Shoulder	M		Type PAVED NON-PAVED Width:
On-Street Parking	X		Type: ', PARALLEL ANGLED 90 Number of Cars: 3
Notes on Crossings and Safety and Other	Whym	le.	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



-					
	LOT INFORMATION		36		
	LOT#:	GRO	UP:		RESEARCHER: TravistEpin
	LOT ADDRESS:	DATE	: 4/10	12010	TIME: 12 05
					Buildings
		1	2	3	
,	Type of Building (architecture): (Residential) Commercial, Office)	×			
	Type of Use: (Residential Commercial, Office, Public, Mixed)				
	Building Setback	50			
	Condition: (Good, Average, Bad)				
	Number of Floors	1			
	Historical/Cultural and Other Aspects				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

-	YES	ОМ	NOTES:
Sidewalk		×	Width: Pavement: YES NO Condition. GOOD AVERAGE BAD
Curb	×		
Street Furniture: {Locate on Map}		×	Specify
Trees: (Locate on Map)	94		
Other Vegetation: (Locate on Map)	4		Specify
Shoulder	×		Type: PAVED NON-PAVED Width 101
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars
Notes on Crossings and Safety and Other	JN58	le	1







LOT#: 10	GRO	UP:		RESEARCHER: Trains From
LOT ADDRESS: 3	DATE	4/101	2010	TIME: 12 =5
				Buildings
•	1	2	3	
Type_of Building (architecture): {Residential; Commercial, Office)				
Type of Use: (Residential, Commercial, Office, Public, Mixed)				
Building Setback	250			
Condition: (Good, Average, Bad)	grod			
Number of Floors	3			
Historical/Cultural and Other Aspects				

	YES	NO	NOTES:
Sīdewalk	X	y.	Width: 4 5 NO
	hos	Acces	Condition: GOOD AVERAGE BAD
Curb	٠,٤		
Street Furniture: (Locate on Map)		1	Specify:
Trees: (Locate on Map)	26		on good , 2
Other Vegetation: (Locate on Map)	40		Specify: Suches flowers
Shoulder	8		Type: (PAVED NON-PAVED) Width: ~ [D]
On-Street Parking			Type: PARALLEL ANGLED 90 Number of Care: 3
Notes on Crossings and Safety and Other	byrša	le	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT#: \	GROUP:			RESEARCHER: Travist Evil
LOT ADDRESS:	DATE	4/10/2	EN E	TIME: 12 Com
				Buildings
	1	2	3	
Type of Building (architecture): (Residential Commercial, Office)	~ <u>w</u>			
Type of Use: (Residential, Commercial, Office, Public, Mixed)				
Building Setback	150			
Condition: (Good, Average, Bad)	Good			
Number of Floors	1			
Historical/Cultural and Other Aspects				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		×	Width. Pavement: YES NO
			Condition GOOD AVERAGE BAD
Curb	36	ļ	
Street Furniture: (Locate on Map)		×	Specify:
Trees: (Locate on Map)	8		844 AVA , 2
Other Vegetation: (Locate on Map)			Specify.
Shoulder			Type: PAVED NON-PAVED Width.
On-Street Parking			Type: PARALLEL JANGLED 90 Number of Cars: 2
Notes on Crossings and Safety and Other	unsa	te.	

<u>Photos:</u> Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION LOT#: 1/2	GROU	JP: [\]		RESEARCHER: Trauts 4 E.M.
LOT ADDRESS: 36 187	DATE	:4/10/	201c	TIME: () OF
				Buildings
	1 1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	X			
Type of Use: (Residential, Commercial, Office, Public, Mixed)				
Building Setback	150			
Condition: (Good, Average, Bad)	gord			
Number of Floors	1			
Historical/Cultural and Other Aspects				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Side and the		У	Width:
Sidewalk			Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	>		
Street Furniture: (Locate on Map)		,×	Specify:
Trees: (Locate on Map)		×	
Other Vegetation: (Locate on Map)		×	Specify:
Shoulder	×		Type: (PAVED\ NON-PAVED
On-Street Parking			Type: (PARALLEL ANGLED 90 Number of Cars: (7
Notes on Crossings and Safety and Other	ment	H.	-



LOT INFORMATION				
LOT#: 13	GRO	UP: !		RESEARCHER: Travis + Erk
LOT ADDRESS:	DATE	:4/10/	2010	TIME: 12 GC
				Buildings
	1	2	3	
Type of Building (architecture): (Residential/Commercial, Office)	X			
Type of Use: (Residential, Commercial, Office, Public, Mixed)				
Building Setback	~ 35			
Condition: (Good, Average, Bad)	gord			
Number of Floors	100			
Historical/Cultural and Other Aspects				

	YES	NO	NOTES:
Sidewalk	X	*	Width: ~ & ' Pavement: YES NO
		R	Condition: GOOD AVFRAGE BAD
Curb	×		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)	*		n yard , 4
Other Vegetation: (Locate on Map)			Specify: ANY NA A YOLD
Shoulder	×		Type: (PAVED NON-PAVED) Width: 14
On-Street Parking	Х		Type PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	UN NOW	ce	-

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



.or#: \4	GRO	UP:		RESEARCHER:
LOT ADDRESS:	DATE	: :		TIME:
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	Res.			LOLLERY ADMOND NO WAR
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Ret			
Building Setback	~35'			
Condition: (Good, Average, Bad)	Dug.			
Number of Floors	1			

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		x	Width: Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Map)		N.	Specify:
Trees: (Locate on Map)		2	
Other Vegetation: (Locate on Map)		Z	Specify:
Shoulder	8		Type CPAVED NON-PAVED Width:
On-Street Parking	χ ^{jii}		Type: PARALLEL ANGLED 90 Number of Cars: (/
Notes on Crossings and Safety and Other	1		interior lang out 5

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION					
LOT#: 15	GROI	UP:		RESEARCHER:	
LOT ADDRESS: 347711	DATE	::		TIME:	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Res				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	(<u>/</u> _) e ₃				
Building Setback	- 5 E				
Condition: (Good, Average, Bad)	Gard				
Number of Floors					
Historical/Cultural and Other Aspects					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
		-	Width:
Sidewalk		\sim	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	X		
Streef Furniture: (Locate on Map)		8	Specify:
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)		1	Specify: Verynage William
Shoulder	4		Type: PAVED NON-PAVED Width:
On-Street Parking	×		Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Grossings and Safety and Other	3	and s	domoster wholesty







LOT INFORMATION					
LOT#:	GRO	UP:		RESEARCHER:	
LOT ADDRESS: 3044	DAT	E:		TIME:	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Rus				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	ges.				
Building Setback	135				
Condition: (Good, Average, Bad)	(937)				
Number of Floors					
Historical/Cultural and Other Aspects					

	YES	NO	NOTES:
			Width:
Sidewalk		1	Pavement: YES NO
			Condition: GOOD AVERACE BAD
Curb	×		
Street Furniture: (Locate on Map)		x	Specify:
Trees: (Locate on Map)		×	
Other Vegetation: (Locate on Map)		1	Specify (Y)Udit) (EL 5
Shoulder	V		Type. PAVED NON-PAVED Width:
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			Small steel light at diversity

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



OT #	CBOUR.			DECEADORED.	
LOT#:	GROUP: DATE:			RESEARCHER:	
LOT ADDRESS: 32483				TIME:	
	T			Buildings	
_	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Res.				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res.				
Building Setback	1351				
Condition: (Good, Average, Bad)	Gund				
Number of Floors	٧				
Historical/Cultural and Other Aspects	Red Like	100	Estilus pas	£5.	

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
		Ī .	Width:
Sidewalk		\times	Pavement: YES NO
			Condition. GOOD AVERAGE BAD
Curb	\sim		
Street Furniture: (Locate on Map)		À.	Specify:
Trees: {Locate on Map}		1	
Other Vegetation: (Locate on Map)		X	Specify: Proof of the second
Shoulder	X		Type PAVED NON-PAVED Width:
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION					
LOT#: 🏤	GRO	UP;		REŞEARCHER:	
LOT ADDRESS:	DATE	: :		TIME:	
_				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	İ				
Type of Use: (Residential, Commercial, Office, Public, Mixed)					
Building Setback	À				
Condition: (Good, Average, Bad)					
Number of Floors					
Historical/Cultural and Other Aspects	l.				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement. YES NO
			Condition: GOOD AVERAGE BAD
Сигь	- 17		
Street Furniture: (Locate on Map)		36	Specify:
Trees: (Locate on Map)		×	
Other Vegetation: (Locate on Map)		X	Specify: And the specific and the specif
Shoulder	×		Type: PAVED NON-PAVED Width: (5)
On-Street Parking	V		Type: PARALLEL ANGLED 90 Number of Cars: 6
Notes on Crossings and Safety and Other			runts moved along onto



LOT INFORMATION						
LOT#: 9	GRO	UP:				
LOT ADDRESS: 30465	DATE	Ē		TIME:		
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	Res.					
Type of Use: {Residential, Commercial, Office, Public, Mixed}	fesi					
Building Setback	135					
Condition: (Good, Average, Bad)	ANO.					
Number of Floors						
Historical/Cultural and Other Aspects						

	YES	NO	NOTES:
Sidewalk		¥	Width: Pavement: YES NO Condition: GOOD AVERAGE BAD
Curb	×		
Street Furniture: (Locate on Map)		1	Specify:
Trees: (Locale on Map)		1	
Other Vegetation: (Locate on Map)		X	Specify: Windle Mark States
Shoulder	X		Type: `PAVED` NON-PAVED Width: US
On-Street Parking	×		Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT#: 20	GROUP: DATE:			RESEARCHER:
OT ADDRESS: 20453				TIME:
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	Res-			Kesideni pelien on or movese
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res,			
Building Setback	435			
Condition: (Good, Average, Bad)	(2000)			
Number of Floors	yu 2			

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:				
Sidewalk		X	Width. Pavement: YES NO				
Curb	X		Condition: GOOD AVERAGE BAD				
Street Furniture: (Locate on Map)		×	Specify:				
Trees: (Locate on Map)		X					
Other Vegetation: (Locate on Map)		×	Specify:				
Shoulder	X		Type: PAVED NON-PAVED Width				
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars. Ø				
Notes on Crossings and Safety and Other	1/00	5. FAG.	We will be a to the total				

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



.OT#: 21	GRO	JP:		RESEARCHER:
OT ADDRESS:	DATE	i:		TIME:
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	Res			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	205.			
Building Setback	~35			angled former mores
Condition: (Good, Average, Bad)	Good			
Number of Floors				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:				
			Width:				
Sidewalk	İ	.×	Pavement YES NO				
			Condition. GOOD AVERAGE BAD				
Curb	X						
Street Furniture: (Locate on Map)		×	Specify:				
Trees: (Locate on Map)		1					
Other Vegetation: (Locate on Map)		1	Specify:				
Shoulder	×		Type: PAVED NON-PAVED Width:				
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars:				
Notes on Crossings and Safety and Other			CAN SOFT				





LOT#: 🔏	GROUP:			RESEARCHER:	
OT ADDRESS:	DATE	i:		TIME:	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Res				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res.				
Building Setback	195				
Condition: (Good, Average, Bad)	Good				
Number of Floors	l.				
Historica⊮Cultural and Other Aspects					

	YES	NO	NOTES:
			Width:
Sidewalk		y	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	> .		
Street Furniture: (Locate on Map)		8	Specify:
Trees: (Locate on Map)		V	
Other Vegetation: (Locate on Map)		1	Specify:
Shaulder	×		Type: PAVED NON-PAVED
On-Street Parking	×		Type: PARALLEL ANGLED 90 Number of Cars: 6

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT#: 23	GROU	JP:		RESEARCHER:			
LOT ADDRESS:	DATE	:	TIME:				
	Buildings						
	1	2	3				
Type of Building (architecture): {Residential, Commercial, Office)	Res:						
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res.						
Building Setback	2351						
Condition: (Good, Average, Bad)	Note:						
Number of Floors	i						

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		x	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	×		
Street Furniture: (Locate on Map)		w ⁱ	Specify:
Trees: (Locate on Map)		8	
Other Vegetation: (Locate on Map)		58	Specify:
Shoulder	1		Type: PAVED NON-PAVED Width: 0.1.5
On-Street Parking	7		Type: PARALLEL ANGLED 90 Number of Cars: Ø
Notes on Crossings and Safety and Other	6mo	dumo	en mento - khadam tar netal internat

<u>Photos:</u> Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



DATE:	:		TIME:
1			
1			Buildings
	2	3	
25.			
West of			TAXON DESCRIPTION
351			
19.			
1			
	351 N9.	351 Ng.	351 V9.

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		V	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	Y		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		7	
Other Vegetation: (Locate on Map)		X	Specify: 111111111111111111111111111111111111
Shoulder	1		Type: PAVEO NON-PAVEO
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Care: Description of Care Desc
Notes on Crossings and Safety and Other	Sim		SEC IN TIVE





LOT INFORMATION									
LOT#: 25	GRO	UP:		RESEARCHER:					
LOT ADDRESS:	DAT	E:	TIME:						
		Buildings							
	1	2	3						
Type of Building (architecture): (Residential, Commercial, Office)	229								
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res								
Building Setback	~35'								
Condition: (Good, Average, Bad)	DUST								
Number of Floors	100								
Historical/Cultural and Other Aspects									

	YES	NO	NOTES:
Sidewalk		×	Width: Pavement: YES NO Condition: GOOD AVERAGE BAD
Curb	1		
Street Furniture: {Locate on Map}		×	Specify:
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)		X	Specify: 4-47 - 1005
Shoulder	×		Type: PAVED NON-PAVED Width: \5'
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			F Bikes an immore toll times of correct and a of sugar an street

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



_OT#: 2(s	GROUP:			RESEARCHER:			
LOT ADDRESS:	DATE	≣:	T(ME:				
	Buildings						
	1	2	3				
Type of Building (architecture): (Residential, Commercial, Office)	Res.						
Type of Use: (Residential, Commercial, Office, Public, Mixed)	fes.						
Building Setback	E30E						
Condition: (Good, Average, 8ad)	300			Varnantances			
Number of Floors	:						

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

YES	NO	NOTES:
		Width:
	λ'	Pavement: YES NO
		Condition: GOOD AVERAGE BAD
4		
	81	Specify:
	9/	
	;()	Specity: Fight treet
	I	Type: (PAVED) NON-PAVED
80		Width: .51
1		Type PARALLED ANGLED 90
X		Number of Cars: 2
		x



LOT INFORMATION					
LOT#: 27	GRO	UP:		RESEARCHER:	
LOT ADDRESS: 1999	DATE	<u>:</u> :		TIME:	
	1			Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Res				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Q.15.				
Building Setback	~ 20				
Condition: (Good, Average, Bad)	ό _{η γα}				
Number of Floors	\ \ \				
Historical/Cultural and Other Aspects					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		X	Width: Pavement: YES NO Condition: GOOD AVERAGE BAD
Curb	У		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		25.	
Other Vegetation: (Locate on Map)			Specify Product and on the Manufacture
Shoulder	z'		Type. PAVED NON PAVED Width:
On-Street Parking	1		Type PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	T.L. re	W DOES	r (Scorvel)(S







LOT ADDRESS: 3(667) AVEN	1	-	I I a view	TIME: (LILT AM
	1	-	2 5	Homenys
Type of Building (architecture): (Passidential) Commercial, Office)	X			Single specify schannel excelled to
Type of Use: (Residential)Commercial, Office, Public, Mixed)				to be used compercially had
Exilding Solback				W. Else Wester
Condition: (Good, Average, Bad)				AVERAGE
Number of Fines	X		-	MENNS LOT STAT ON TAKETE
Historical/Cultural and Other Aspects CONDITIONS OF PUBLIC	ME	QVIV	native for	R WIG MAY HAVE BEEN 1990 EPOSE, GREGOEN IN BACKYAND DFLOTS:
	YES	NO	NOTES:	
Sistemails		X	Width Pavement Condition	YES NO. GCOOD AVENAGE NAD
Curb	X		-	200-2,1001-00-22-01
Street Furniture: (Locate on Map)		X	Specify.	
Trees (Locate on Map)		X.		
Other Vegetation: (Locate on Maji)	X		Specify Hely	of interest of House I Along
Shoulder			1000	NON-PAYED
			43100	ILEL ANGLED OR OF TENTIONING
On-Street Parking				17.







OT#: 30	a	ROUP.	= 5.	RESEARCHER: Northe
OT ADDRESS 301711	D	ATE:	1/10/2	OVO TIME:
		_		Buildings
Type of Building (architecture): (Recidential, Commercial, Office)	1	+	2 3	Residents 1
Type of Use: (Residential, Commercial, Office, Public, Mixed)	1			
Building Setback				NHOEL
Condition: (Good, Average, Bad)				prencinge
Number of Floors				5000
Historical/Cultural and Other Aspects				
CONDITIONS OF PUBLIC	REA	MIN	FRONT	DELOTS:
CONDITIONS OF PUBLIC	REA	LMIN	FRONT NOTES	OF LOTS:
CONDITIONS OF PUBLIC			Width: 1/2 Pavement	THE NO CONCLETE
			Width: 1/2 Pavement	WES MED ON CONCRETE OF THE PARTY OF THE PART
Sidewalk	YES		NOTES: Width 12 Pavement Condition 1 (+ c) Specify.	YES NO CONCRETE BAD GOOD EVERAGE BAD
Sidewalk Curb Street Furniture:	YES		Width 12 Pavement Condition 15+ 6 Specify	VES NO CONCECTS VES NO CONCECTS GOOD AVERAGE BAD
Sidewalk Curb Street Furniture: (Locate on Map) Trees:	YES		Povement Condition 15t C Specify 1 post of Street Specify 1 post of Street Specify 0	THE STATE OF THE PARTY OF THE P
Sidewalk Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation:	YES		Pavement Condition 14 C Specify Variable Red 318 Specify Type 69	THE STATE DESCRIPTION OF THE STATE OF THE ST
Sidewalk Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map)	YES		Pavement Condition 14 6 Specify Void 318 Specify Type 69 Waten 11	THE MODE OF CONCRETE WAS AND AND THE PROPERTY OF THE PERSON OF THE PERSO



LOT ADDRESS: 36739 AVEN	AF T	67 Ec.	04/10/1	O TIME 11-16 AM
	-	-		Buildings
Type of Building (architecture): (Residential, Commercial, Office)	X		2 1	REGITENTIAL SE MENANTA
Type of Use: (Residential, Commercial, Office, Public, Mixed)				MILEO USE RESIZEMENT FORMULENS ALTOMATORS
Building Sethack				40-45
Condition: (Good, Average, Bad)				GOOD CONDITION
Number of Floors	I X			
Historical/Cultural and Other Aspects	WAS	DIN	ADD OF	PAND NAW & COMMERCIAL N TO IN SIDE OF PROPERTY
STEETH OF TODE	YES	NO	NOTES:	
Sidewalk	-		NOTES: With 17 Pavement	YES (NO) ROCKS
Sidewalk	YES X.		NOTES: With 17 Pavement	-16"
	-		NOTES: With 17 Pavement	ves (NO) ROCKS
Sidewalk Curb Street Furniture	YES X.		NOTES: Width 17 Pavement Condition Specify	YES (NO) FLOCKS GOOD (AVERAGE BAD)
Sidewalk Curb Street Funsiture: (Locate on Map) Trees:	YES X.		NOTES: With 17 Pavement Condition Specify EUECOSE Specify SA	YES (NO) FROCKS GOOD (WERAGE) BAD EN 18EE EIT BUTTET SOUTHWARTS ATTER BOTT OF STREETLY WINDOW
Sidewalk Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation:	YES X.		NOTES: With 17 Pavement Condition Specify EUECOSE Specify SA	YES NO ROLFS GOOD (AVERAGE BAD EN 18EP EN 18EP EN 4 PRICTY LANGE ATTENDED TO THE PRICE
Curb Street Furniture: (Locate on Map) Treet: (Locate on Map) Other Vegetation: (Locate on Map)	YES X.		NOTES: With 17 Pavement Condition Specify FUECOSE Specify SA Type: PAV Width I	YES (NO) FOLKS GOOD (MVERAGE) BAD EN 1856 EN



Mark View View Comment			5	RESEARCHER: Applying
OT ADDRESS: 56763	DA	TE:	1/10/10	TIME (127
		1	2 3	Buildings
Type of Building (architecture): Residential: Commercial, Office)	V	1		TERESTAN USA IMPARTUEL
Type of Use: (Residential, Commercial, Office, Public, Mixed)	V			randarthal use
Building Setback				40
Confiden: (Good, Average, Bad)				ayaak (ankhaar)
Number of Floors	V			
			10 Tres	A CONTRACTOR OF THE PARTY OF TH
CONDITIONS OF PUBLIC	CREA	MIN	NOTES:	OF LOTS:
Sidewalk	-	200	NOTES: Width: Payement	
Sidewalk Curb	-	200	NOTES: Width Payament Condition	YES NO
Sidewalk	-	200	NOTES: Width Parament Condition Specify:	YES NO GOOD WERAGE BAD
Sidowalk Gurb Street Familians: (Locate on Map)	-	200	NOTES: Width Parament Condition Specify:	YES NO
Sidewalk Curb Street Furniture: (Locate on Map)	-	200	NOTES: Width: Parament Condition: Specify:	YES NO GOOD WERAGE BAD
Sidewalk Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map)	-	200	NOTES: Wisth Payement Condition Specify: 4 arms, c	YES NO GOOD AVERAGE BAD
Sidewalk Gurb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation:	-	200	NOTES: Wisth Parament Condition Specify: 4 smm, Specify: Type (990 Wath 12	VES NO GOOD AVERAGE BAD VINCENTO STATE OCT VEREINGA NOWN - 1-7" ED NOM-PAVED
Sidewalk Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map)	-	200	NOTES: Wildle Paramont Condition Specify 4 arms, Specify (7) Type (PA) Width (2) Type (PA)	VES NO GOOD AVERAGE BAD WAXWING TOTAL OCT VEREING NOW FAVED



OT #: 200	G	ROUP:	5		RESEARCHER GASTIONIE
OT ADDRESS:	D	ATE: =	Holt	2	TME: 11:24
					Buildings
	- 1	1	2	3	
Type of Building (architecture): (Rosidential, Commercial, Office)					Employ tol
Type of Use: (Residential, Commercial, Office, Public, Mixed)					NA
Building Setback					NA
Condition: (Good, Average, tlad)					N/A - dry roma
Number of Floors					N/A
Historical/Cultural and Other Aspects	Build	vy (rouda	rithin	hohmi compty let
CONDITIONS OF BURL	ODEA		co	ONT	ELOTE.
CONDITIONS OF PUBLIC	YES	NO NO	Width	15: h.	
	-		NOTE Width Pave	ts: ment	VES NO
Sidewalk	-		NOTE Width Pave	ts: ment	YES NO
Sidewalk Sirest Furniture: (Locate on Map)	YES		NOTE Width Pave	ts: ment	YES NO
Sidewalk Gurb Street Furniture:	YES		NOTE Widt Pave Cont	ts: ment	YES NO
Sidewalk Curb Street Furniture: (Locate on Map) Trees:	YES		NOTE Widt Pave Cont Spec	ts: ment ' tition ify.	YES NO GOOD WERADE BAD
Sidewalk Gurb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation:	YES		NOTE Widt Pave Cont Spec	es: h. ment Silon. PANE	YES NO
Sidewalk Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map)	YES		NOTI Widti Pave Cond Spec Spec Type Widti Type	ment Stron	YES NO GOOD AVERAGE BAD

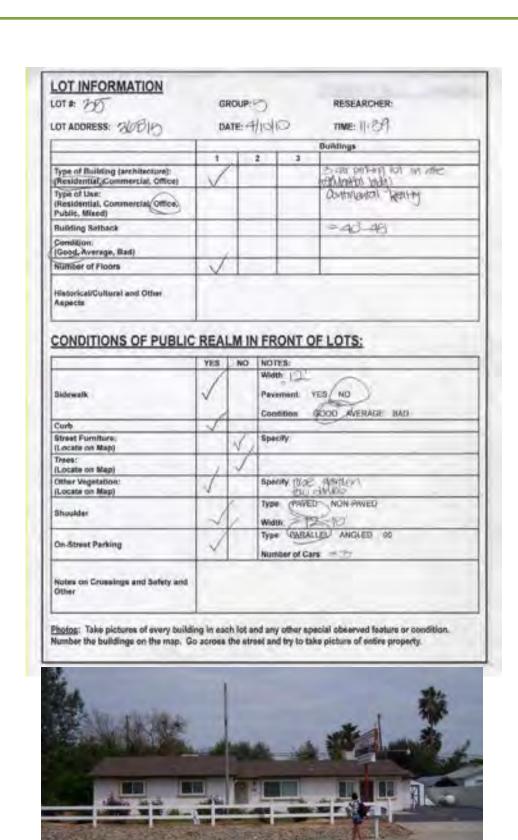






	4	ROUP:	5		RESEARCHER: STEPHAN
OT ADDRESS	0	ATE: C	14/10	110	TIME: 11:33
					Buildings
	1		7	3	
Type of Building (arctitecture): (Residential, Commercial, Office)	X				SINGLE FAMILY DETATORED
Type of Use: (Residential, Commercial, Office, Public, Mised)					RESEDENTIAL
Building Setback					40-45'
Condition: (Good, Average, Sad)		2			A VENE AGIE
Number of floors	X				
Historical/Cultural and Other Aspects					
CONDITIONS OF BUILDING	DEA		EDO	NTO	DE LOTE.
CONDITIONS OF PUBLIC			1000		OF LOTS:
CONDITIONS OF PUBLIC	REA	NO NO	NOTE	5:	DF LOTS:
CONDITIONS OF PUBLIC			NOTE: Width Payor	sent.	OF LOTS: YES NO GOOD AVERAGE BAD
Sidemalk		NO	NOTE: Width Payor	sent.	YES NO
Sidewalk Curb Street Farniture:	YES	NO	NOTE: Width Payor	s: nent tion	YES NO
Sidewalk	YES	X	NOTE: Width Payor Condi	s: nent tion	YES NO
Sidewalk Curb Street Furniture. (Locate on Map) Trees:	YES	X	NOTE: Width Payen Coadii Specif	sent tion	YES NO GOCO AVERAGE BAD
Sidewalk Curb Street Familture: (Locate on Map) Trees: (Locate on Map) Other Vegetation:	YES	X	NOTE: Width Payen Coadii Specif	sent tion.	YES NO GOCO AVERAGE BAD D) NON-PRIVED
Sidewalk Curb Street Fermiture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map)	Y X X Y	×	NOTE With Paven Condit Specif Type With Type Numb	Sinent tion. Y. Phys. YES NO GOCO AVERAGE BAD D) NON-PRIVED	





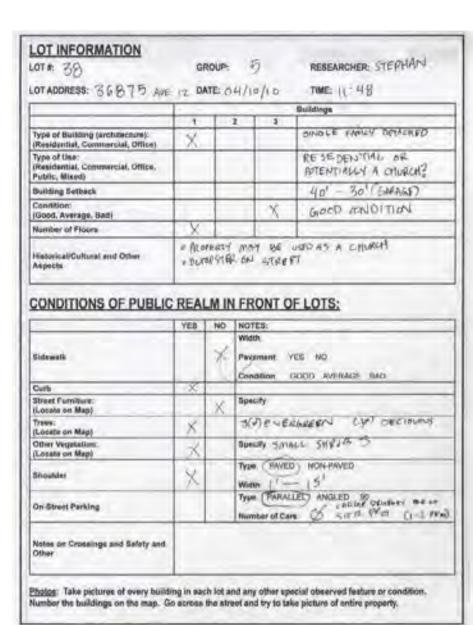
.OT# 360	G	ROUP:	45 -	RESEARCHER: KELTIE
LOT ADDRESS: 36835	D	ATE: A	11 3com	TIME: 4/10/2010
		1		Buildings
Type of Building (architecture): (Residential, Commercial, Office)	4	Y		(escionnic (() house () Soprian council () house
Type of Use: (Residential, Commercial, Office, Public, Mixed)			1	pasalentick!
Building Setback				408
Condition: (Good, Average, Bad)	1			Average
Number of Floors	1			(1) (laor
CONDITIONS OF PUBLIC	-		W5 - 1 6 - 1	OF LOTS:
	-			
	YES	NO	NOTES:	
Sidewalk	YES	NO.	Width Pavement	YES NO TO THE GOAT OF THE PROJECT OF THE PROJECT OF
Sidewalk	YES	NO	Width Pavement Condition	YES NO to the BOAT OF THE PROLICE BAD
7.00		NO.	Pavement Condition: Olorum Specify IEB> W	ves no to the front of the house one werage but IA tall will box and sign to to other country came undergrown
Curb Street Furniture:	1	NO V	Width Pavement Condition: OLDSUM Specify VEA -> NO (2) losses	ves no to the front of the house occor everage but the house of the ho
Curb Street Familiare: (Locate on Map) Trees:	1	NO.	Width Pavement Condition District Specify LEA > W (2) to ope Specify Wedium	VES NO to the Grow of the house coop everage but the house of the hous
Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation:	1	NO V	Width Pavement Condition District Specify LEA > W (2) to ope Specify Wedium	YES NO to the float of the house coop everage but the house will sign to to carried which engrows fine trees and buckes in the or house to the control of house to the control of house to the control of house to the control of house to the control of house to the control of house to the control of house to the control of house to hon the control of house to hon the control of honey hone house to hone the control of hones are hones to hone the control of hones are hones to hone the control of hones are hones and hones are hones and hones are hones and hones are hones and hones are hones are hones and hones are hones and hones are hones are hones and hones are hones are hones and hones are hones and hones are hones are hones and hones are hones are hones and hones are hones are hones and hones are hones are hones are hones are hones are hones and hones are hones are hones are hones and hones are hones are hones are hones are hones are hones are hones are hones are hones are hones are hones are hones are hones and hones are hones.
Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map)	1 1 1 1	1	Width Pavement Condition OUST W Specify VCA > W Specify VCA > W Type PWIE Width A 12 Type RIPA Number of G	YES NO to the float of the house coop everage but the house open to the local sign to the arthur cause undergrown from there is to the cause the float maning w/ 161 * 50) NON-PRIVED SO MON-PRIVED SO MON-PRIVED SO





		_		Audrings
***************************************	1	-	2 3	RESEDENTIAL SINGLE PROLET
Type of Building (architecture): (Residential, Commercial, Office)	X			PETATCHED
Type of Use: (Residential, Commercial, Office, Public, Mixed)				RESEDENTIAL
Building Bethack				60'
Condition: (Good, Average, Bad)				6000
Number of Floors	X			
Historical/Cultural and Other Aspects	. BU	(LD	Ma Iur	S BRAND NISH
	a market at a			
CONDITIONS OF PUBLIC	REA	M IN	FRONT	OF LOTS:
			NOTES: Whath Pavement	YES NO
Sidewalk		NO	NOTES: Width	
Sidewalk Curb Street Furniture:	YES	NO	HOTES: Whath Pavement Consistion Specify:	YES NO GOOD AVERAGE BAD
Sidewalk: Curb Street Furniture: (Locate on Map) Trees:	YES	Ж	NOTES: Width Pavement Gonstion Specify: (x) SPCS (2) (654	YES NO GOOD AVERAGE BAD BUSTREFF, DET EVERAGERT
Sidewalk Curb Street Furniture:	YES	Ж	NOTES: Width Pavement Gonstion Specify: (X) PLAS Specify: (A) PLAS Specify: (A) PLAS	YES NO GOOD AVERAGE BAD WUSTEFFS, HET EVERBERN TITEEN WASSARNA ETC W/FLOSSERSON
Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation:	YES	Ж	HOTES: Width Pavement Gonsition Specify: **(X) **P(GS - FA) **F(A) **F(YES NO GOOD AVERAGE BAD BUSTREFF, DET EVERAGERT
Sidewalk Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map)	YES X	Ж	HOTES: Width Pavement Gonsition Specify: **(X) **P(X)** **(X) **P(X) **P(X) **P(X)** **(X) **P(X) **P(YES NO GOOD AVERAGE BAD HOS TREET, HET EVERBRENT T TERM! HOS TREET, HET EVERBRENT TOTAL



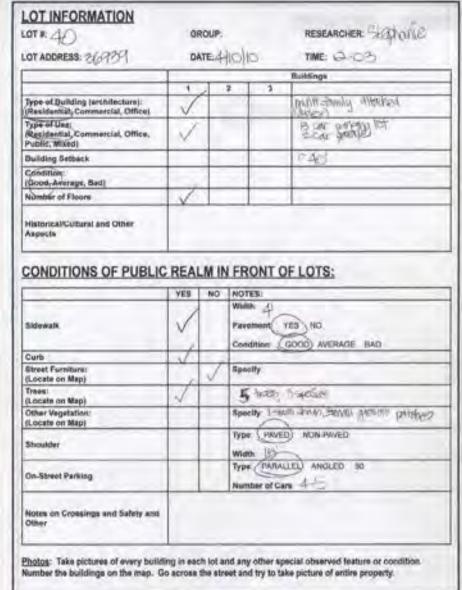




LOT A: 39	0	ROUP:	5	HESEARCHER LAST TON
LOT ADDRESS: 36919	D	ATE:	irolia	TIME:
				Buildings
	1	1.3	1 1	
Type of Huilding (architecture): (Residential Commercial, Office)	0	V		rection is more and
Type of Use: (Residential, Commercial)/Office, Public, Mixed)		V	/	His Tokato ilizaret (Antisor Milliano) to per advang lot (1) His
Suitaing Settack				=43
Condition: (Good/Average, Basi)	1			
Number of Floors	1			
Historical/Cultural and Other Aspects	N.	WAY D	NOTHER VE	H alle of the harmon of 145 190 works behind at 40
CONDITIONS OF PUBLIC			10413001	OF LOTS:
CONDITIONS OF PUBLIC	VES VES	NO NO	NOTES: Width 29 Paveround:	+ any on my
	VES.		NOTES: Width 29 Paveround:	VES 60 YOU THE
Sidewalk Curb Street Furniture:	VES.		NOTES: Width 27 Paveround. Consistion Specify	VES (60) HERMOR (BAD)
Sidewalk Custr Street Furniture:	VES.		NOTES: Width 27 Paveround. Consistion Specify	VES 60 YOU THE
Gidewalk Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vagetation:	VES.		Paverosit. Consition Specify 4. (04%), 01 Specify (1) Specify (1) Specify (1)	VES 100 HERMORE (BAD). IF IN TROVINGE OF OVERVIEW CONTROL OF THE PROPERTY CON
Gidewalk Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vagetation:	1 de 1		Paverond. Consistion Specify 1 050/2 00 Specify (5) Specify (6) Specify (6)	VES 60 HERAGE (BAD) TE IN THOUGH OF OUTVIORNAL
Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map)	1 de 1		Paverositic Condition Specify 4 100% of the condition Specify White to the condition Type (No. 1)	VES 100 HERAGE (BAD) IF IN TRAVELOT OVERVIEW THAT THE THE THAT THE THAT THE THE THAT THE THAT THE THE THAT THE THE THAT THE THE THAT THE THE THE THE THAT THE THE THE THE THE THE THE THE THE TH









LOT#: 41	0	ROUP	5	-	RESEARCHER: STEPHAN		
OT ADDRESS: 369 6	0	ATE:	04/1	ollo	TIME: 11: 58 ACM		
		_			Buildings		
Type of Building (architecture): (Residential, Commercial, Office)	X		2	3	MOSTIFAMILY ATAYERED		
Type of Use: (Residential, Commercial, Office, Public, Mixed)		1	X		RESEDENTIAL		
Building Setback					301		
Condition: (Good, Average, Bad)				X	GOOD		
Number of Floors	X						
Reports and Other	80	BUILDING WAS BRAND NEW					
CONDITIONS OF PUBLIC	REA	LMI	N FRO	NT O	F LOTS:		
	YES	NO X	Width Pavem	ent Y	F LOTS:		
Sidewalk	YES	NO	NOTES Width	ent Y	0.4		
Sictowalk Curb Street Furniture:	-	NO	Width Pavem	erit Y	ES NO		
Sidewalk Curb Street Furniture: [Locate on Map]	YES	X	Width: Pavem Condit	erit Y	ES NO		
Sidewalk Sidewalk Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map)	YES	X	Width Pavem Condit	ent y	ES NO DOOD AVERAGE BAD DECIDUOUS TREES		
Sidewalk Gerb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation:	X	X	Width Pavem Condit	ent y	ES NO COOD AVERAGE BAD		
Sidewalk Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map)	X	X	NOTES Width Pavem Condit Specify (C) Specify Type Width Type	(PAVED	ES NO DOOD AVERAGE BAD DECIDUOUS TREES SAANNO WI FLOORIS, SHAIPS & OMBINIO SING INDIPONED EL YANGLED SO		



OT INFORMATION	o	ROUP:	5	RESEARCHER: STEPHAN			
LOT ADDRESS:	Di	ATE: C	14/10/1	0 TIME: 12:02 PM			
		Saildings					
Type of Building (architecture): (Residential, Commercial, Office)	1	+	2 3	Ø, EMPTY LOT			
Type of Use: (Residential, Commercial, Office, Public, Mixed)				N/A			
Building Setback				NIA			
Condition: (Good, Average, Bad)				NIA			
Number of Floors		1		NIA			
Historical/Gultural and Other Aspects CONDITIONS OF PUBLIC	C REA	LMIN	FRONT	OF LOTS:			
Aspects	C REA	LM IN	FRONT	OF LOTS:			
Aspects			NOTES: Width Pavement	YES NO			
CONDITIONS OF PUBLIC			NOTES: Width Pavement				
Anpects CONDITIONS OF PUBLIC Sidewalk	VES		NOTES: Width Pavement	YES NO			
Anpects CONDITIONS OF PUBLIC Sidewalk Curb Street Furniture:	VES	NO X	NOTES: Width Pavement Condition	YES NO			
Anpects CONDITIONS OF PUBLIC Gidenath Gurb Street Furniture: (Locate on Map)	VES	₩ *	NOTES: Width Pavement Condition	YES NO			
CONDITIONS OF PUBLIC Sidewalk Gurb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation:	VES	* ×	NOTES: Watth Pavement Combilion Specify Specify	VES NO GOOD AVERAGE BAD VED NON-PYVED			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION LOT#: 43	GRO	UP: '/		RESEARCHER:	
OT ADDRESS: 37075	DATE	: 4-10-	10	TIME: 11 90 AGA	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Connecia			Shell Station	
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Carmeren	4		Co	
Building Setback	75/3	of pups			
Condition: (Good, Average, Bad)	Werage				
Number of Floors	1				

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	l ×		
Street Furniture; (Locate on Map)		×	Specify:
Trees: (Locate on Map)		×	
Other Vegetation: (Locate on Map)			Specify: ornamenty Along road.
Shoulder	×		Type: PAVED NON-PAVEO Width: 112-17
On-Street Parking		×	Type: PARALLEL ANGLED 90 Number of Cars
Notes on Crossings and Safety and Other			place for pedestriens of cars fund



.OT#: 47	GROU	P: 7		RESEARCHER: Harrah		
OT ADDRESS: 37647	DATE:	4 10	- [[]	TIME: (* 15**		
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	Commerti			vaiero		
Type of Use: (Residential, Commercial, Office, Public, Mixed)	(SME CO					
Building Setback	100Pt/50Ft			Building Burgs		
Condition: (Good, Average, Bad)	Gwodi					
Number of Floors	1					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		\times	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	1 1/2		
Street Furniture: (Locate on Map)		X	Specify
Trees: (Locate on Map)	$ \times $		1 their ecount
Other Vegetation: (Locate on Map)	\times		Specify: 3 pured are s on State
Shoulder	\times		Type PAVED NOW PAVED
On-Street Parking		X	Type. PARALLEL ANGLED 90 Number of Cars
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION				
LOT#: 45	GRO	UP: 1		RESEARCHER:
LOT ADDRESS: 37075	DATE	: ৭-০	-)0	TIME:
				Buildings
	1 1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	(om			velved Tarin for Was
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Com			
Building Setback	450-ft			
Condition: (Good, Average, Bad)	Avg.			
Number of Floors	ì			
Historical/Cultural and Other Aspects				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	×		
Street Furniture: (Locate on Map)		1	Specify.
Trees: (Locate on Map)		×.	
Other Vegetation: (Locate on Map)	26		Specify: (17855
Shoulder	×		Type (PAVED) NON-PAVED
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:





LOT INFORMATION					
LOT#: 416	GRO	UP: 7		RESEARCHER:	
LOT ADDRESS: 37101	DATE	≣: 4 <i>-1</i> 0	9-10	TIME:	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Kes				
Type of Use: {Residential, Commercial, Office, Public, Mixed}	રહ્ય				
Building Setback	150				
Condition: (Good, Average, Bad)	Geral				
Number of Floors	-2				
Historical/Cultural and Other Aspects					

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	1/-		
Street Furniture: (Locate on Map)		×	Specify:
Trees: (Locate on Map)	×		
Other Vegetation: (Locate on Map)	X		Specify: CIPISS
Shoulder	X	M	Type: (PAVED) NON-PAVED Width: 10 - 11
On-Street Parking		X	Type: PARALLEL ANGLED 90
<u> </u>			Number of Cars:
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT #: -{ }	GRO	UP: 7		RESEARCHER:
OT ADDRESS: 12034 May	DATE	: 4-10	-10	TIME:
				8uildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	205			
Type of Use: {Residential, Commercial, Office, Public, Mixed}	Come			(Rudding in year
Building Setback	175			
Condition: (Good, Average, Bad)	Grood			
Number of Floors	1 1			

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		$ \times $	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)	X.		
Other Vegetation: (Locate on Map)	X		Specify:
Shoulder	X		Type: PAVED NON-PAVED
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars.
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT#: 48	GRO	DUP: 7		RESEARCHER:
LOT ADDRESS: 37167	DAT	E: 4-10	-10	TIME:
				Buildings
	1	2	3	Party of Brance How
Type of Building (architecture): (Residential, Commercial, Office)		Converte		your closery. Comments of
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Coppenie	1) Convenit	Š.	not Photography Roman To
Building Setback	50	1650		
Condition: (Good, Average, Bad)				
Number of Floors				
Historical/Cultural and Other Aspects				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	-20		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)	V		See MAR
Other Vegetation: (Locate on Map)	×		Specify: (20)55
Shoulder	×		Type: PAVED NON-PAVED ALL
		. ,	Type. PARALLEL ANGLED 90
On-Street Parking		γ.	Number of Cars:
Notes on Crossings and Safety and Other			





LOT INFORMATION						
LOT#: -19	GRO	UP: J		RESEARCHER:		
LOTADDRESS: 37193	DAT	E: 4- 10 -	10	TIME:		
				Buildings		
	1(3)	2(4)	3			
Type of Building (architecture): (Residential, Commercial, Office)	Com	Com		See Aches of DIF		
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Com	Con		Many 3		
Building Setback	-5a	150		Rot of Mynosil Centr		
Condition: (Good, Average, Bad)	المعدو	Cavodi				
Number of Floors	1	1				
Historical/Cultural and Other Aspects						

	YES	NO	NOTES:
Sidewalk		X	Width: Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	-×		
Street Furniture: (Locate on Map)	X		Specify: Street Lights
Trees: (Locate on Map)	×		
Other Vegetation: (Locate on Map)	X		Specify:
Shoulder	X		Type PAVED NON-PAVED Width: 10 = 14
On-Street Parking		×	Type PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



OT#: 57	GROUP: /			RESEARCHER:
OT ADDRESS: 37221	DATE	: 4 10	-10	TIME:
				Buildings
·	1(5)	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	cam			Mynuth Center
Type of Use: (Residential, Commercial, Office, Public, Mixed)	COM			See Arches
Building Setback	50	ĺ		
Condition: (Good, Average, Bad)	Good			
Number of Floors	Į.			

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width.
Sidewalk		X	Pavement: YES NO
		'	Condition: GOOD AVERAGE 8AD
Curb	×		
Street Furniture: (Locate on Map)	X		Specify:
Trees: (Locate on Map)	X		
Other Vegetation: (Locate on Map)	X		Specify.
Shoulder	X		Type: (PAVED NON-PAVED) Width: 10 = 79
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other		I.	Treating of Said

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



_ot#: 5\	GRO	UP: /		RESEARCHER:	
OT ADDRESS: 37221	DATE	: 4-10	-10	TIME:	
				Buildings	
-	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)				NO BULLINGS	
Type of Use: (Residential, Commercial, Office, Public, Mixed)					
Building Setback					
Condition: (Good, Average, Bad)		·			
Number of Floors					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

		Width:
	4	Pavement: YES NO
		Condition: GOOD AVERAGE BAD
X		
	1	Specify:
	×	
X		Specify: Comes words wid
X		Type: (AVED NON-PAVED) Width:
	/	Type: PARALLEL ANGLED 90
	X	Number of Cars:
	×	M





LOT INFORMATION				
LOT#: 52_	GRO	UP: /		RESEARCHER: Dave
LOT ADDRESS: 37245	DATE	E: 4-76	0-10	TIME: 1115 to
				Bulldings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	Lumanich.	COMMO		1. Small ry feel Bar 1 6.
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Cobum	Chm		
Building Setback	150	1561		2-gal trinks go your
Condition: (Good, Average, Bad)	Avg	1114,		
Number of Floors	1	. *		
Historical/Cultural and Other Aspects	3.K	u Bar		

	YES	NO	NOTES:
Sidewalk		7.	Width: Pavement: YES NO
Curb	X		Condition: GOOD AVERAGE BAD
Street Furniture: (Locate on Map)	X		Specify:) Ma 18 x , side by Side
Trees: (Locate on Map)	·	X	
Other Vegetation: (Locate on Map)		_	Specify: B' we to To hay true to Town to
Shoulder	Х		Type: PAVED NON-PAVED Width: 124
On-Street Parking			Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	.+,	lfor lit wither	used East on 12 training left to getaption and secretari

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



.oT#: 53 ₃	GROUP:			RESEARCHER:		
OT ADDRESS: UN No. man -	DAT	ΓΕ: 4-10	-10	TIME:		
				Buildings	You.	
] 1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)						
Type of Use: (Residential, Commercial, Office, Public, Mixed)						
Building Setback						
Condition: (Good, Average, Bad)						
Number of Floors						
Historical/Cultural and Other Aspects	the little sale , learning and continued to the sale of the Mail John				ı	

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	×]	
Street Furniture: (Locate on Map)	X		Specify: First hydrauft
Trees: (Locate on Map)		Х	
Other Vegetation: (Locate on Map)	1/-		Specify: 9/155 wirds 22.11 flower
Shoulder	X		Type: (PAVED NON-PAVED Width: 12
			Type: PARALLEL ANGLED 90
On-Street Parking		1	Number of Cars:
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION						
LOT#: 54 SAM 4 55	GROUP: /			RESEARCHER:		
LOT ADDRESS: A Million	DAT	E: 4-1	0-10	TIME:		
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)						
Type of Use: (Residential, Commercial, Office, Public, Mixed)						
Building Setback						
Condition: (Good, Average, Bad)						
Number of Floors						
Historical/Cultural and Other Aspects	P po	castini	for sale	1: moreover		

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	×		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)	X		Specify: grays was will flowly
Shoulder	X		Type: PAVED NON-PAVED Width: 12
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:



LOT INFORMATION						
LOT#: 55	GROUP: /			RESEARCHER:		
LOT ADDRESS: 3 13 5 7	DATE	E: 4)	0-70	TIME: 11:50		
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	13 mm					
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Comm					
Building Setback	451					
Condition: (Good, Average, Bad)	Good					
Number of Floors	2000					
Historical/Cultural and Other Aspects	neade for law. + (e creams shop P1225 Seen leve for 12 years Durgel) Recyclory Conter in back of parking 124					

·	YES	NO	NOTES:
			Width
Sidewalk			Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	×		
Street Furniture: (Locate on Map)	×		Specify: man 1969 , its stage & cas
Trees: (Locate on Map)	Х		,
Other Vegetation: (Locate on Map)	X		Specify: 33' y 60 so the 1 150' long will de
Shoulder			Width Family 12 12
On-Street Parking			Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	olf	n poly	2 ordinary

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION LOT#: 50	GROU	P: 9		RESEARCHER: Rebecca
OT ADDRESS: \$7405	DATE	4/17	1/10	TIME: 12:30
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	Commercial			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	04w-1			
Building Setback	500			
Condition: (Good, Average, Bad)	Mercage			
Number of Ficors	1			
Historical/Cultural and Other				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
		-	Width:
Sidewalk		X	Pavement: YES NO
			Condition. GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Map)		×	Specify:
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)	grass		Specify.
Shoulder	104.		Type. PAVED NON-PAVED Width:
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	No C	rossin.	0.1

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



				<u> </u>	
LOT INFORMATION				20.7	
LOT#: 5 7	GRO	UP:		RESEARCHER: LENECCE	
LOT ADDRESS:	DAT	E: 4/12/	15	TIME: 12:30	
ZOHOOF				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	5 partitud	office			
Type of Use: {Residential, Commercial, Office, Public, Mixed}	pulblic	othur			
Building Setback	2064-	2041			
Condition: (Good, Average, Bad)	Aveage	dood			
Number of Floors	2				
Historical/Cultural and Other Aspects					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk	perbles		Width: ☐ ←↓↓ Pavement: YES (NO)
			Condition: GOOD AVERAGE (BAD)
Curb	X		
Street Furniture: (Locate on Map)		Y	Specify:
Trees: (Locate on Map)		×	
Other Vegetation: (Locate on Map)			Specify: tembers
Shoulder		Х	Type: PAVED NON-PAVED Width:
On-Street Parking	1/		Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	MA	CHI	colong A







OT#: 58	GROUP:			RESEARCHER: Released	
LOT ADDRESS:	DATE	4/17	1/10	TIME: 17 30	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	bereten				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	office				
Building Sethack	30ft.				
Condition: (Good, Average, Bad)	3000				
Number of Floors	1-2				
Historica#Cultural and Other Aspects					

	YES	NO	NOTES:
Sidewalk	Х		Width: 7++ Pavement: YES (NO) Condition: GOOD AVERAGE (BAD)
Curb	À,		
Street Furniture: (Locate on Map)		X.	Specify:
Trees: (Locate on Map)		×	
Other Vegetation: (Locate on Map)	X		Specify: 6-31-65 - Specific Syld SIS
Shoulder			Type: (PAVED) NON-PAVED Wildth: (PAVED)
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



.от#: 59	GRO	UP:		RESEARCHER: Puberca
OT ADDRESS: 37521	DATE	: 471	1/10	TIME: 12 313
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	Milate est			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Ocs .			
Building Setback	5V++			
Condition: (Good, Average, Bad)	Q0.00			
Number of Floors				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk	V		Width: Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	V		
Street Furniture: (Locate on Map)		*	Specify:
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)			Specify V € d
Shoulder			Type PAVED NON-PAVED Width: \(\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	NEW	E	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION				
LOT#: (00	GROUP:			RESEARCHER: Debecco
LOT ADDRESS:	DAT	E: 4/1	2/10	TIME: 12 30
Empty Lot				Buildings
, 0	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)				
Type of Use: (Residential, Commercial, Office, Public, Mixed)				
Building Setback				
Condition: (Good, Average, Bad)				
Number of Floors				
Historical/Cultural and Other Aspects				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Wīdth.
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	У.		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)			Specify: Verds
Shoulder	Ϋ́		Type: (AVED) NON-PAVED Width
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			



LOT INFORMATION				V2 V
LOT#: (0)	GROUP:			RESEARCHER: Pubecca
LOT ADDRESS:	DAT	E: 4//	2/10	TIME: 12/3/2
Emply Lot				Suildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)				
Type of Use: (Residential, Commercial, Office, Public, Mixed)				
Building Setback				
Condition: (Good, Average, Bad)				
Number of Floors				
Historical/Cultural and Other Aspects				

_	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement YES NO
		_	Condition. GOOD AVERAGE BAD
Curb	Y		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		Y	
Other Vegetation: (Locate on Map)			Specify. need4, ovegrown
Shoulder	×		Type: (PAVED) NON-PAVED Width 10 1
On-Street Parking			Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



.ot#: (, <u>7</u>	GROL	IP: 01		RESEARCHER: National		
OT ADDRESS: 3761	DATE	4/12	110			
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	Res					
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Qes					
Building Setback	50 ft.					
Condition: (Good, Average, Bad)	Avenge					
Number of Floors	1					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		X	Width: Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	Y		
Street Furniture: (Locate on Map)		χ	Specify:
Trees: (Locate on Map)		У	
Other Vegetation: (Locate on Map)		X	Specify:
Shoulder			Type PAVED NON-PAVED Width: 17 14
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	Non	ĴΕ	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION OF #: (;)	GROU	JP: 0		RESEARCHER: Debecco		
OT ADDRESS: 37641	DATE	4/12	110	TIME: 12 30		
				Buildings		
	1	2	3			
Type of Suilding (architecture): (Residential, Commercial, Office)	Pes-					
Type of Use: (Residential, Commercial, Office, Public, Mixed)	OFFICE					
Building Setback	5064					
Condition: (Good, Average, Bad)	bond					
Number of Floors	1					
Historical/Cultural and Other Aspects				·		

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		×	Width: Pavement: YES NO Condition GOOD AVERAGE BAD
Curb	×		
Street Furniture: (Locate on Map)		Υ,	Specify:
Trees: (Locate on Map)		×	
Other Vegetation: (Locate on Map)		8	Specify:
Shoulder	4		Type PAVED NON-PAVED Width:
On-Street Parking		Χ	Type PARALLEL ANGLED 90 Number of Cars.
Notes on Crossings and Safety and Other	(O)	NE	







GROUP: G			RESEARCHER: Rebecca		
DATE	4/12	110	TIME: 12 30		
			Buildings		
1	2	3	<u> </u>		
RES					
RES					
200					
300					
1					
	DATE 1 2ES RES 50 Nad	1 2 CES RES SO	DATE: 4/12/16 1 2 3 PES PES 50		

YES	NO	NOTES:
		Width:
	٧.	Pavement: YES NO
		Condition: GOOD AVERAGE 8AD
V		
	X	Specify:
	×	
У		Specify: 6 rass
×		Type: (PAVED) NON-PAVED Width: 45 C L
	Х	Type: PARALLEL ANGLED 90 Number of Care:
	У	× × ×

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT#: OT	GROL	IP: 9		RESEARCHER: Pubecca		
LOT ADDRESS: 3 7 La Ca 9	DATE	4/1	2/10	TIME: 12:30		
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	Res					
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res					
Building Setback	80 F+ "					
Condition: (Good, Average, Bad)	Gend					
Number of Floors						

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	ВNO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Map)		X.	Specify:
Trees: (Locate on Map)	X		yuccas
Other Vegetation: (Locate on Map)		×	Specify:
Shoulder	λį		Type: PAVED NON-PAVED Width: IX 11.
On Street Parking		χ	Type: PARALLEL ANGLED 90
On-Street Parking		Х	Number of Cars:
Notes on Crossings and Safety and Other	NO	ME	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



OT#: (06	GROUP: 9			RESEARCHER: Pabecca		
OT ADDRESS: 37779	DATE	: 1/12	110	TIME: 12.30		
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	Res					
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res				-	
Building Setback	MET					
Condition: (Good, Average, Bad)	Good					
Number of Floors	-					
Historical/Cultural and Other Aspects						

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		X	Width: Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Map)		χ	Specify:
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)	Ý		Specify: (Grekape 1)
Shoulder			Type: (PAVED) NON-PAVED Width: // F+
On-Street Parking		χ	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	N	ONE	





OT#: (67	GROUP:			RESEARCHER: DE becca	
LOT ADDRESS: 3-7-7 (DATE:	4/1:	1/10	TIME: 12.30	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	RES				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	RES				
Building Setback	50Ft.*				
Condition: (Good, Average, Bad)	Good				
Number of Floors	1				

<u>-</u>	YES	NO	NOTES:
Sidewalk		*	Width: Pavement: YES NO Condition: GOOD AVERAGE BAD
Curb	×		
Street Furniture: (Locate on Map)		χ	Specify:
Trees: (Locate on Map)		*	
Other Vegetation: (Locate on Map)			Specify: 3r4.55
Shoulder	X		Type: (PAVED) NON-PAVED Width: K [] .
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Care:
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION		UP: 9		RESEARCHER: RELECCO
LOT ADDRESS: 3780	DATE	4/1	2/10	TIME: 12 80
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	25			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Pas			
Building Setback	SOFA"			
Condition: (Good, Average, Bad)	bood			
Number of Floors	- 1			
Historical/Cultural and Other Aspects				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk	X		Width: M. II GOPA Pavement: YES (NO) Condition: GOOD AVERAGE BAD
Gurb	- 12		
Street Furniture: (Locate on Map)		Х	Specify:
Trees: (Locate on Map)		Х	
Other Vegetation: (Locate on Map)		X,	Specify:
Shoulder	χ		Type: (PAVED) NON-PAVED Width: 15 (14)
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



.OT#: (₽9)	GRO	UP: 9		RESEARCHER: Peherro
LOT ADDRESS:	DATE	4/12/	10	TIME: 12-30
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	RES			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	DES			
Building Setback	2007 -			
Condition; (Good, Average, Bad)	Good			
Number of Floors	71			
Historical/Cultural and Other Aspects			! <u> </u>	1

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

-	YES	NO	NOTES:
			Width:
Sidewalk		Х	Pavement YES NO
			Condition: GOOD AVERAGE BAD
Curb	1		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)	3/		Specify: Landscaping
Shoulder			Type: (PAVED) NON-PAVED Width:
On-Street Parking		Χ	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			







OT#: 70	GROUP:			RESEARCHER: Lebecce
LOT ADDRESS: 37861	DATE	4/12	110	TIME: 12 30
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	20.5			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	1205			
Building Setback	20 11.			
Condition: (Good, Average, Bad)	Boud			
Number of Floors	7			

	YES	NO	NOTES:
<u> </u>			Width:
Sidewalk		Χ	Pavement. YES NO
			Condition: GOOD AVERAGE BAD
Gurb	Y		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)	V		
Other Vegetation: (Locate on Map)	√ √		Specify: Q r0.5%
Shoulder	X		Type: PAVEC NON-PAVED Width 15 F.9
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety a	nd		Number of Cars:

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



GROUP:			RESEARCHER: RELIEUCE
DATE	4/12	10	TIME: 12-30
			Buildings
1	2	3	
Qe 3			
124			
2000	_		
Good			
	1 qes 1244 1244 1244 1244 1244 1244 1244 124	DATE: 4/12	DATE: 4/12/10 1 2 3 2c1 Pes

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk	X		Width 10 Fa . Pavement: YES (NO) Condition: GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		У	
Other Vegetation: (Locate on Map)		X	Specify.
Shoulder .	X.		Type: (PAVED) NON-PAVED Width: 15 (1)
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			-

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



OT#: 72	GROUP: 9			RESEARCHER: Zebecca		
LOT ADDRESS: 37971	DATE:	4/12	110	TIME: \2 30		
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	Res					
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res		-			
Building Setback	20 (= +					
Condition: (Good, Average, Bad)	Good					
Number of Floors	į į					
Historical/Cultural and Other Aspects						

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	×		
Street Furniture: (Locate on Map)		Х	Specify:
Trees: (Locate on Map)		Х	
Other Vegetation: (Locate on Map)	1		Specify: 345/25
Shoulder	V		Type. PAVED NON-PAVED Width: 17.7
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	No	NE	





LOT INFORMATION				
LOT#: 73	GROUP:			RESEARCHER: Velocica
LOT ADDRESS:	DAT	E: 4117	10	TIME: 12:30
CNIPTYLOT				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)				
Type of Use: (Residential, Commercial, Office, Public, Mixed)				
Building Setback				
Condition: (Good, Average, Bad)				
Number of Floors				
Historical/Cultural and Other Aspects				

	YES	NO	NOTES:
		Х	Width:
Sidewalk		^	Pavement: YES NO
Curb	+	-X	Condition: GOOD AVERAGE BAD
Street Furniture: (Locate on Map)		V.	Specify.
Trees: {Locate on Map}		¥	
Other Vegetation: (Locate on Map)		Х	Specify:
Shoulder			Type: PAVED NON-PAVED Width
On-Street Parking		X;	Type: PARALLEL ANGLED 90 Number of Cars
On-Street Parking Notes on Crossings and Safety and Other		γ.	Number of Cars

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



.OT#: 7Ч	GROI	UP:		RESEA	RCHER:
LOT ADDRESS:	DATE	DATE: 4/10			12:00 PM
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)					. (
Type of Use: (Residential, Commercial, Office, Public, Mixed)		2 (1.25		
Building Setback					
Condition: (Good, Average, Bad)	I()				
Number of Floors					
Historical/Cultural and Other Aspects					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		8	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	8.		
Street Furniture: (Locate on Map)		8	Specify.
Trees: (Locate on Map)	8		
Other Vegetation: (Locate on Map)		8	Specify:
Shoulder	8		Type: PAYED NON-PAVED Width: 15
On-Street Parking	6		Type: PARALLEL ANGLED 90 Number of Cars: D
Notes on Crossings and Safety and Other			-

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



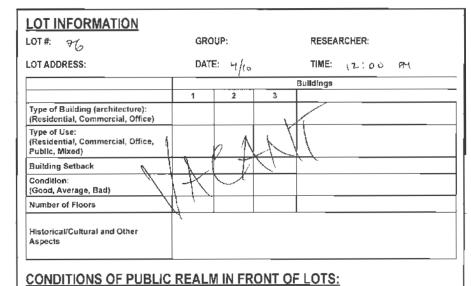
LOT INFORMATION LOT #: 75 LOT ADDRESS:		UP: 10 E: 4/10/10	7	RESEARCHER:		
EOT ABBITEOU.	1	1,107.0		Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	Accidentaly office	Brai Sharege	Kesidnetial	-		
Type of Use: (Residential, Commercial, Office, Public, Mixed)		Countries	Residential			
Building Setback						
Condition: (Good, Average, Bad)	Armese	Freeze	And			
Number of Floors	2	1	1			
Historical/Cultural and Other Aspects	How					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		χ	Width: Pavement YES NO Condition: GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Map)	X		Specify: "Welcome to the flanche" sign on feet
Trees: (Locate on Map)		-	
Other Vegetation: (Locate on Map)			Specify:
Shoulder			Type: PAVED NON-PAVED Width: 6 4 1
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	No is	turses	ions, cross unlks,







YES NO NOTES: Pavement. YES NO Sidewalk Condition: GOOD AVERAGE BAD Curb Street Furniture: Specify: (Locate on Map) Trees: (Locate on Map) Other Vegetation (Locate on Map) Type PAVED NON-PAVED Shoulder Width: | Type: PARALLEL ANGLED 90 On-Street Parking Number of Cars: () Notes on Crossings and Safety and Other



OT#: }^	GRO	UP:		RESEA	RCHER:	
OT ADDRESS:	DATE	E: 4/10		TIME:	12:00	M
		_		Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)						
Type of Use: (Residential, Commercial, Office, Public, Mixed)	A		~			
Building Setback		1 /	1 1			
Condition: (Good, Average, Bad)			X	, 1		
Number of Floors		1				
Historical/Cultural and Other Aspects	1					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		8	Pavement: YES NO
	/		Condition: GOOD AVERAGE BAD
Curb			
Street Furniture: (Locate on Map)		8	Specify:
Trees: (Locate on Map)		8	
Other Vegetation: (Locate on Map)		0	Specify:
Shoulder	8		Type: (PAVED) NON-PAVED Width: (S'_
On-Street Parking	8		Type PARALLEL ANGLED 90 Number of Cars: 0
Notes on Crossings and Safety and Other			

Photos: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION	GROUP:			Bypace Emerzi RESEARCHER: JOEN WULLER
LOT# 78	GRU	uP:O		
LOT ADDRESS: 373 GG	DATI	E :		TIME: 11:3 4 hocas mount
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	04500	(dont	L(
Type of Use: (Residential, Commercial, Office, Public, Mixed)	0840-5/	Reside	nd in	Rancha Income Tax
Building Setback	50 fl			
Condition: (Good, Average, Bad)	Good			
Number of Floors	Į.			
Historical/Cultural and Other Aspects	Nice	selle	te ja	as as growing on orks 79. Also

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb			
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)	\times		
Other Vegetation: (Locate on Map)	X		Specify: Grape First, regitation grasslan
Shoulder			Type: PAVED NON-PAVED Width: 10 - 2-1+
On-Street Parking	X		Type: PARALLEI. ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	No	bwl	rossmalk (



LOT INFORMATION							
LOT#: 79	GRO	QUP:		RESEARCHER:			
LOT ADDRESS:	DAT	E:		TIME:			
				Buildings			
	1	2	3				
Type of Building (architecture): (Residential, Commercial, Office)				none			
Type of Use: (Residential, Commercial, Office, Public, Mixed)							
Building Setback	T	\Box	T				
Condition: (Good, Average, Bad)							
Number of Floors							
Historical/Cultural and Other Aspects	Sign power stop	Sign lables it a commercial lot power lines run along front/side stop sign on comer					

	YES	NO	NOTES:
			Width.
Sidewalk			Pavement. YES NO
	L .		Condition: GOOD AVERAGE BAD
Curb	-		
Street Furniture: (Locate on Map)		1	Specify:
Trees: (Locate on Map)		V	
Other Vegetation: (Locate on Map)			specify: Overgrown field type veg
Shoulder	/		Type: PAVED NON-PAVED Width MOLYYOW to Start, grows to lo-
On-Street Parking			Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and	no (W55 Vse	works at any part of
Other	ואון	Vr BL	City.

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



<u>LOT INFORMATION</u>				
LOT #: 🐒	GRO	UP:		RESEARCHER:
LOT ADDRESS:	DAT	E:		TIME:
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	1			Small kjosk/storage
Type of Use: (Residential, Commercial, Office, Public, Mixed)				
Building Setback				was 40?
Condition: (Good, Average, Bad)	Bad			
Number of Floors				
Historica⊮Cultural and Other Aspects	pawer parking lot, vacant except for)			

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
		. /	Width:
Sidewalk		V	Pavement. YES NO
		ł	Condition: GOOD AVERAGE BAD
Curb	V		
Street Furniture: (Locate on Map)		1/	Specify:
Trees: (Locate on Map)			
Other Vegetation: (Locate on Map)	V		specify Plainter by Curb, backy Kept
Shoulder			Type: PAVED NON-PAVED Width: MOUMDWS (COMPLY
On-Street Parking		V	Type: PARALLEL ANGLEÓ 90 Number of Cars.
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION				
OT#: 8 V	GROU	JP:		RESEARCHER:
OT ADDRESS: 37184	ĐATE	:		TIME: 11 12.7
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	Cavamar.			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Commer.			
Building Setback	35 ft			
Condition: (Good, Average, Bad)	God			same as subusy
Number of Floors	,			
Historical/Cultural and Other Aspects	Seem	krpt	to l	or the most trus establishment.

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width.
Sidewalk		×	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb			
Street Furniture: (Locate on Map)	×		Specify: Chairs outside pizzafact
Trees: (Locate on Map)	×		Saul at subway
Other Vegetation: (Locate on Map)	5		Specify: Nice vegetation/laukempe
Shoulder	×		Type: PAVED NON-PAVED
On-Street Parking	×		Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	SH	; [[nanc







LOT INFORMATION				
LOT#: 82	GRO	JP:		RESEARCHER:
LOT ADDRESS: 37164	DATE	:		TIME: [1:19
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	Commercial			Subway
Type of Use: (Residential, Commercial, Office, Public, Mixed)				
Building Setback	25 ft			
Condition: (Good, Average, Bad)	Cook			well kept, nices, lat
Number of Floors	1			
Historical/Cultural and Other Aspects	Parki	us be	surr. tucci	a parking & shoulder

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb			
Street Furniture: (Locate on Map)		×	Specify:
Trees: (Locate on Map)	×		Tu between pizza and
Other Vegetation: (Locate on Map)	×		Specify: Grass between should
Shoulder	X	1	TYRE PAVED NON-PAVED Width 1 9 ft
On-Street Parking		×	Type: PARALLEL ANGLEO 90 Number of Cars:
Notes on Crossings and Safety and Other	No	C	ross walks

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



.OT#: 83	GRO	UP:		RESEARCHER:	
OT ADDRESS: 37144	DATE	:	TIME:		
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Re.5				
Type of Use: {Rosidential, Commercial, Office, Public, Mixed}	office			Insurance, Recently, Office	
Building Selback	50'-60'				
Condition: (Good, Average, Bad)	Good				
Number of Floors	1				
Historica#Culfural and Other	small Panking for where yourd would be panking in back also				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		/	Width: Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	0		
Street Furniture: (Locate on Map)			Specify mail box
Trees: (Locate on Map)	/		Borders lot 84, small
Other Vegetation: (Locate on Map)	/		specify. Planter by aurb
Shoulder	/		Type: PAVED NON-PAVED Width: (C) EQ
On-Street Parking			Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION LOT #: 84-	GRO	UP: 🖔		RESEARCHER:	
OT ADDRESS: 7	DATE	i	TIME: [] []		
				Buildings	
	1 1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)				None	
Type of Use: (Residential, Commercial, Office, Public, Mixed)				Home	
Building Setback		ĺ		Worke	
Condition: (Good, Average, Bad)				Bad/ Average	
Number of Floors				Zeve	
Historical/Cultural and Other Aspects	Went	, com	ty	(et	

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
		,	Width:
Sidewalk		X	Pavement YES NO
			Condition GOOD AVERAGE BAD
Сигь			
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		V	threes on both loss beside
Other Vegetation: (Locate on Map)	X.		Specify: Grassland foroused
Shoulder	X		Type PAVED NON-PAVED Width: 10 1
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:





LOT INFORMATION					
LOT#: 85	GRO	OUP:		RESEARCHER:	
LOT ADDRESS: 37/02	DAT	E:		TIME:	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	165				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res				
Building Setback	86′				
Condition: (Good, Average, Bad)	6/A				
Number of Floors	1				
Historical/Cultural and Other Aspects					

·	YES	NO	NOTES:
Sidewalk		V	Width: Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	V		
Street Furniture: (Locato on Map)			Specify:
Trees: (Locate on Map)			Tall trees badeing driveway
Other Vegetation: (Locate on Map)	1/		specify: Grato(natural) slightly avergrown
Shoulder	1/		Type: PAVEI) NON-PAVED Width: \(\mathcal{O} \)
On-Street Parking			Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other			

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



DATE	:		TIME:	
\equiv				
			Buildings	
	2	3		
déntiqu				
xd				
	-	-		

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		/	Width: Pavement YES NO Condition: GOOD AVERAGE BAD
Curb			
Street Furniture: (Locate on Map)		1/	Specify:
Trees: (Locate on Map)	/		yard landscaping
Other Vegetation: (Locate on Map)	/	/	specify: yard
Shoulder	V		Type: PAVED NON PAVED Width:
On-Street Parking			Type: PARALLEL ANGLED 90 Number of Cars: YTCYT&
Notes on Crossings and Safety and Other	l	wide ouki	. Shoulder could be used for ng

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



<u>LOT_INFORMATION</u>				
LOT#: 87	GROU	JP;		RESEARCHER:
LOTADDRESS: 37062	DATE	:		TIME: () : port
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	Problem.			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Car Denta			
Building Setback	90 fx			
Condition: (Good, Average, Bad)	Bal			Not land scaped
Number of Floors	1 1160			5134112
Historical/Cultural and Other Aspects				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Cerb	7		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)	X		couple in the back front
Other Vegetation: (Locate on Map)			specity: Nant, dry dert, weeks
Shoulder	×		Type PAVED NON-PAVED
On-Street Parking		7	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other		Non	i needs crosswalks





LOT INFORMATION LOT#: 88	GRO	UP: g		RESEARCHER: Bryyau.
LOT ADDRESS: 37042	DATE	≣ :		TIME:
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	Res			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	office.			
Building Setback	33-40'			
Condition: (Good, Average, Bad)	Cand			
Number of Floors	1			
Historical/Cultural and Other Aspects	Typica	l Resi	denticu	s house wildig serbacks

	YES	NO	NOTES:
			Width
Sidewalk		V	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb			
Street Furniture: (Locate on Map)			Specify: POWEV LINES
Trees: (Locate on Map)	~		Front yard burdscaping
Other Vegetation: (Locate on Map)	/		specify: vegitation where sidewall
Shoulder	/		Type: (PAVED) NON-PAVED Width: \(\mathcal{V} \mathcal{V} \)
On-Street Parking			Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	down	igurou	s crossing, noise issues

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



.от#: 89	GRO	IUP: # 8	3-	RESEARCHER: (JUCAS
OT ADDRESS:	DATE	E:		TIME: (0:54
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)				No buildings
Type of Use: {Residential, Commercial, Office, Public, Mixed}				None, Open Space
Building Setback				
Condition: (Good, Average, Bad)				Aucrase
Number of Floors				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		X	Width: Pavement YES NO
		-	Condition. GOOD AVERAGE BAD
Curb			
Street Furniture: (Locate on Map)		Ŋ	Specify:
Trees: (Locate on Map)	X		Pelmi st the back, Pius to
Other Vegetation: (Locate on Map)	×		Specify: Snb, 5 russland
Shoulder	X	1/2	Type PAVED NON-PAVED (2 - 10 H)
On-Street Parking			Type: PARALLEL ANGLED 90
ON-GUOCK L STURING		X	Number of Cars:
Notes on Crossings and Safety and Other	1	Je	crosswalks

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.

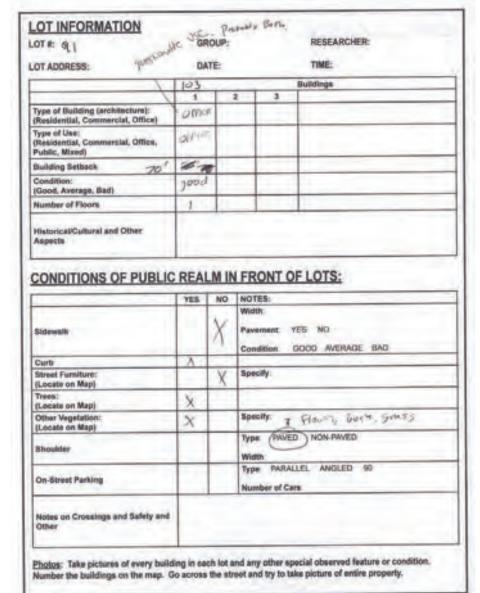


OT ADDRESS, LATE SHEET OF	PACE GRO	UP:		RESEARCHER:
OT ADDRESS:	DATE	E.		TIME:
	104			Buildings
	1	2	.3	
Type of Building (architecture): (Residential, Commercial, Office)	of 1166			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	01-144			
Building Setback	30"			
Condition: (Good, Average, Bad)	pro			
Number of Floors	1			
Historical/Cultural and Other Aspects				

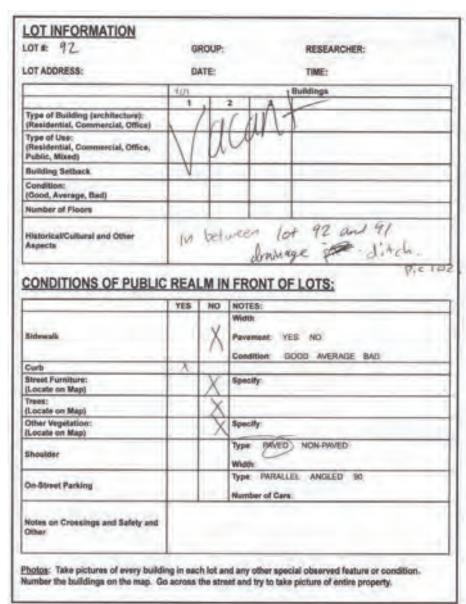
CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO:	NOTES:
Sidewalk		X	Width: Pavement YES NO Condition: GOOD AVERAGE BAD
Curb	- A-		
Street Furniture: (Locale on Map)		X	Specify
Trees: (Locate on Map)	X		The freeze
Other Vegetation: (Locate on Map)	*		Specify Bost green
Shoulder			Type (PAVED) NON-PAVED Wilde
On-Street Parking			Type PARALLEL ANGLED 50 Number of Cars
Notes on Crossings and Safety and Other	7		

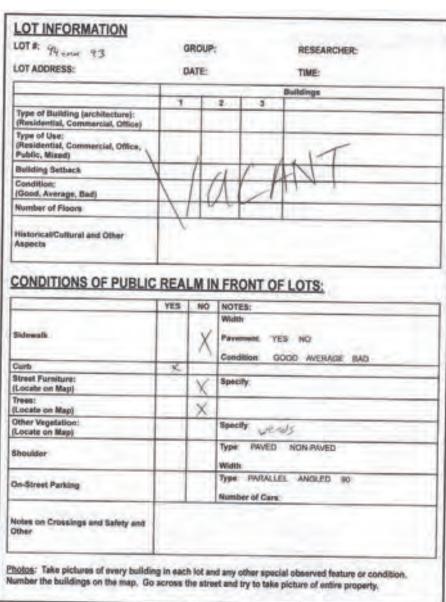






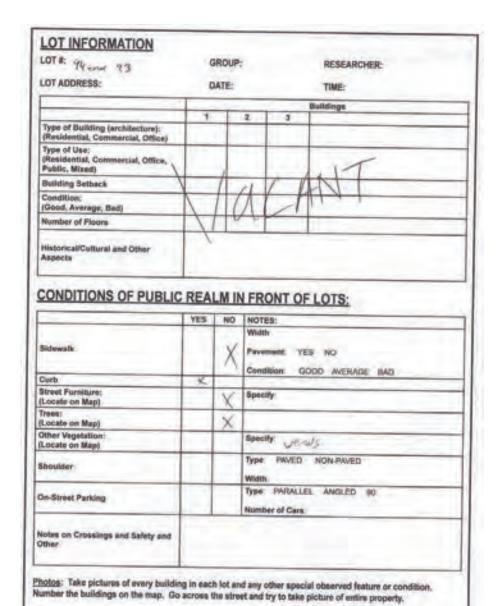














OT INFORMATION	GI	ROUP:			RESEARCHER:
OT ADDRESS:	D	ATE:			TIME:
	199				Buildings
	1		2	1	V
Type of Building (architecture): (Residential, Commercial, Office)	Res				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Re5				
Building Setback	30'43				
Condition: (Good, Average, Bad)	God				
Number of Floors	1				
Aspects	CPEA	M IN	EDON		ELOTS:
Aspects	C REA	LM IN	FRON	T O	F LOTS:
Historical/Cultural and Other Aspects CONDITIONS OF PUBLI			NOTES:	r Y	F LOTS:
CONDITIONS OF PUBLI			NOTES: Width Pavement Condition	r Y	ES NO
Aspects CONDITIONS OF PUBLI Sidewalk	YES		MOTES: Width Pavement	r Y	ES NO
Aspects CONDITIONS OF PUBLI Sidewalk Curb Street Furniture: (Locate on Map)	YES	NO	NOTES: Width Pavement Condition	r Y	ES NO
Aspects CONDITIONS OF PUBLI Sidewalk Curb Street Furniture: (Locate on Map)	YES	× ×	NOTES: Width Pavement Condition	r Y	ES NO GOOD AVERAGE BAD
Aspects CONDITIONS OF PUBLI Sidewalk Gurb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation:	YES	× ×	Width Pavement Condition Specify:	gu gu	ES NO GOOD AVERAGE BAD



<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.

LOT INFORMATION	GRO	UP:		RESEARCHER:		
LOT ADDRESS:	DATE			TIME: Buildings		
	98					
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	Res					
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res					
Building Setback	40'					
Condition: (Good, Average, Bad)	good					
Number of Floors	100					
Historical/Cultural and Other Aspects						

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		X	Pavement YES NO Condition GOOD WERAGE BAD
Ourb	X		
Street Furniture: (Locate on Map)		X	Specify
Trees: (Locate on Map)	×		backyant free
Other Vegetation: (Locate on Map)			Specify Aush /9-2055
Shoulder			Type: PAVED NON-PAVED Width
On-Street Parking			Type PARALLEL ANGLED 90 Number of Cars
Notes on Crossings and Safety and Other			





LOT#: 97	GRO	UP:		RESEARCHER:	
LOT ADDRESS:	DATE	it .		TIME	
	97			Buildings	
	1	2	1		
Type of Building (architecture): (Residential, Commercial, Office)	Res				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	gies.				
Building Sethack 40°	24				
Condition: (Good, Average, Blad)	grand				
Number of Floors	1				
the state of the s	1				

	YES	NO	NOTES:
Sidewalk.		X	Pavement YES NO Condition GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Map)		X	Specify
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)			Specify greass for brish
Shoulder			Type (PAVED) NON-PAVED Width
On-Street Parking			Type PARALLEL ANGLED 90 Number of Cars
Notes on Crossings and Safety and Other			



<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.

AT # TO.	GROUP:				RESEARCHER	
OT ADDRESS:	DA	TE:			TIME:	
	76				Buildings	
	1		2	3		
Type of Building (architecture): Residential, Commercial, Office)	Res					
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Pres					
luilding Setback	4050	/				
Condition: Good, Average, Bad)	Avg					
Number of Floors	1					
	-	_		_		
Historical/Cultural and Other Aspects CONDITIONS OF PUBLIC	CREAL	M IN	FRO	ONT O	FLOTS:	
	YES	NO	NOTE			
	100	71.00	Width			

	YES	NO	NOTES:
Sidewalk	-	X	Width: Pavement YES NO Condition GOOD AVEILAGE BAD
Curts	N.		
Street Furniture: (Locate on Map)		X	Specify.
Trees: (Locate on Map)	X		per per per per
Other Vegetation: (Locate on Map)			Specify years / hoghe
Shoulder			Type PAVED NON-PAVED Width:
On Street Parking			Type PARALLEL ANGLED 80 Number of Care
Notes on Crossings and Safety and Other			



<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.

LOT #: 99	GROU	JP:		RESEARCHER:
LOT ADDRESS: Real Libe	LE DATE	Jet K		TIME:
	93			Buildings
	4	2	3	-
Type of Building (architecture): (Residential, Commercial, Office)	office			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	OFFICE			
Building Setback	44.551			
Condition: (Good, Average, Bad)	good			
Number of Floors	1			
Historical/Cultural and Other Aspects				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidowslk		X	Width: Pavement YES NO Condition: GOOD AVERAGE BAD
Curb	X	-	
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)			Specify years / hustr
Shoulder			Type: (PAVED) NON-PAVED Width:
On-Street Parking			Type: PARALLEL ANGLED 90 Number of Care:
Notes on Crossings and Safety and Other			







OT# (00	GR	OUP:		RESEARCHER:
OT ADDRESS:	DA	E:		TIME:
- 1	532			Buildings
	1	1	1 1	
Type of Building (architecture): Residential, Commercial, Office)	OHITE			
Type of Use: Residential, Commercial, Office, Public, Mixed)	A SLEEP			
Building Setback 65	15050	7		
Condition: (Good, Average, Bad)	Ass			
Number of Floors	41			
Historical/Cultural and Other Aspects CONDITIONS OF PUBLIC	REAL	M IN	FRONT	OF LOTS:
Aspects	REAL	M IN	NOTES:	OF LOTS:
Aspects		_	NOTES: Width	VES NO GOOD AVERAGE BAD
CONDITIONS OF PUBLIC		_	NOTES: Width Pavement Condition	VES NO
CONDITIONS OF PUBLIC	YES	_	NOTES: Width Pavement	VES NO
Sidowalk Curb Street Furniture: (Locate on Map) Trees:	YES	_	NOTES: Width Pavement Condition	VES NO
Sidowalk Curb Street Furniture: (Locale on Map)	YES	X	NOTES: Width Pavement Condition Specify	VES NO GOOD AVERAGE BAD
Sidowalk Curb Street Furniture: (Locate on Map) Cother Vegetation:	YES	X	NOTES: Width Pavement Condition Specify	YES NO GOOD AVERAGE BAD TYP-15 ED 2 NON-PAVED



LOT INFORMATION	GI	ROUP:		RESEARCHER:
OT ADDRESS:	Di	ATE:		TIME:
	533			Buildings
	4		2 3	
Type of Building (architecture): (Residential, Commercial, Office)	305			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	9,07			
Building Setback	984	-		
Condition: (Good, Average, Bad)	-			
Number of Floors				
Aspects				
				OF LOTS:
	REA	LM IN	NOTES:	OF LOTS:
CONDITIONS OF PUBLIC				
CONDITIONS OF PUBLIC			NOTES: Width Pavement Consition	YES NO
CONDITIONS OF PUBLIC Sidewalk Curb Street Furniture:	YES		NOTES: Width: Pavement: Condition Specify:	YES NO 9000 AVERAGE BAD Mone
Sidewalk Curb Street Furniture: (Locate on Map) Trees: (Locate on Map)	YES		NOTES: Width: Pavement: Condition Specify:	YES NO GOOD AVERAGE BAD
CONDITIONS OF PUBLIC Sidewalk Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation:	YES		NOTES: Width: Pavement: Condition Specify:	YES NO GOOD AVERAGE BAD MONE
Aspects CONDITIONS OF PUBLIC Sidewalk Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map) Shoulder	YES		NOTES: Width: Pavement: Condition Specify:	YES NO GOOD AVERAGE BAD MONE



<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.

Notes on Crossings and Balety and

LOT#: 107.	GROU	P: 6		RESEARCHER:	ER:
LOT ADDRESS:	DATE			TIME	
	534			Buildings	
	4.1	2	1		
Type of Building (architecture): (Residential, Commercial, Office)	Res			1	
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res				
Building Setback 76'	2660	T			
Condition: (Good, Average, Bad)	good				
Number of Floors	1				
Historical/Cultural and Other Aspects	No post	5			

Sidewalk Ves NO NOTES: Wideh Pavement Ves NO Condition: GOOD AVERAGE BAD Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map) Shoulder Type PAVED NON-PAVED Width: Type PARALLEL ANGLED 90 Number of Care.



LOT ADDRESS:	_	_	1/10/10		TIME:		
	\$12.55M	-	2 3	Bui	dings		_
Type of Building (architecture): (Residential, Commercial, Office)	Res.		-	1			
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res.	Γ					
Building Setback	305						
Condition: (Good, Average, Bad)	good						
Number of Floors	1.						
Historical/Cultural and Other Aspects	12 July						
	YES	M II	NOTES: Width				
CONDITIONS OF PUBLIC	_		NOTES: Width Pavement	YES		E BAD	
Sidewalk	_		NOTES: Width Pavement Condition	YES	NO.	E BAD	
Siridewalk Curb Street Furniture: (Locate on Map)	_		NOTES: Width Pavement Condition	YES	NO AVERAGE	E BAD	
Sidewalk Curb Street Furniture: (Locate on Map) Trees:	_		NOTES: Wides Pavement: Condition Specify:	YES GOOD	NO AVERAGE		
Siriewalk Curb Street Furniture; (Locate on Map)	_		NOTES: Wide Pavement Condition Specify 705, 128 Specify	res Good April 10-17	NO MERAGI	7	
Curb Street Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation:	_		NOTES: Wide Pavement Condition Specify 705, 128 Specify	res Good April 10-17	NO AVERAGE	7	
Siriest Furniture: (Locate on Map) Trees: (Locate on Map) Other Vegetation: (Locate on Map)	_		NOTES: Width Pavement: Condition Specify 905, 52 Specify Type: PAV Width	YES GOOD ABOUT LO 17 Jo 17 Jo 17 ALIEL	NO AVERAGE Hedan ON-PAVED	> 10	



DATE 1 Res.	2	3	Bu	TIME:	
Res.	2	3	Bu	ildings	
Res.	2	3			
Ros					
(~4),					
20'					
Avenury					
_ i					
NA					
REALN	I IN E	RONT	OF L	.OTS:	
YES 1	(O)	IOTES;			
	V	Vidth:			
	Priesury. ! N/A REALN	REALM IN F	N/A REALM IN FRONT	REALM IN FRONT OF L	REALM IN FRONT OF LOTS: YES NO NOTES: Width:

	YES	NO	NOTES:
			Width:
Sīdewalk		\bigvee	Pavement: YES NO
]	\ <u>\</u>	Condition: GOOD AVERAGE BAD
Curb	X	$\overline{}$	6"
Street Furniture: (Locate on Map)		Х	Specify:
Trees: (Locate on Map)	X		
Other Vegetation: (Locate on Map)		X	Specify:
Shoulder	X		Type PAVED NON-PAVED
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars:()
Notes on Crossings and Safety and Other	Visa	fe	



LOT INFORMATION					
LOT#: 105	GROU	P: 4		RESEARCHER:	
36620 LOT ADDRESS:	DATE:			TIME: 10:51AM	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Residental				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Resi te util				
Building Setback	25 84				
Condition: (Good, Average, Bad)	Avenge				
Number of Floors	1				
Historical/Cultural and Other Aspects	Brick				

	YES	NO	NOTES:
			Width:
Sidewalk			Pavement: YES NO
		X	Condition: GOOD AVERAGE BAD
Curb	X		6" CU16
Street Furniture: (Locate on Map)	X		Specify: Mullbox
Trees: (Locate on Map)		×	
Other Vegetation: (Locate on Map)		X	specify:
Shoulder	X		Type: PAVED NON-PAVED Width: 12 1 12 1
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars: ()
Notes on Crossings and Safety and Other	Need	- CN\$5.	ing-unsafe





LOT #:	GROU	JP: 4				
LOT ADDRESS: 366 00	DATE	;		TIME:		
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	Res.					
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res.					
Building Setback	2054					
Condition: (Good, Average, Bad)	Average					
Number of Floors	1					
Historical/Cultural and Other Aspects	N/A					

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
		/	Condition: GOOD AVERAGE BAD
Curb	L.X	l	6.4
Street Furniture: (Locate on Map)			Specify:
Trees: (Locate on Map)	X		Brick Autillox
Other Vegetation: (Locate on Map)	×		Specify: gass, Flowers
Shoulder	×		Type: PAVED NON-PAVED Width: 12
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars: ()
Notes on Crossings and Safety and Other	Jusa	te	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT #:	GRO	UP: 4		RESEARCHER:	
107 LOT ADDRESS: 36580	DATE	E:		TIME:	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Res.				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res				
Building Setback	25'				
Condition: (Good, Average, Bad)	Good				
Number of Floors	t				
Historical/Cultural and Other Aspects	N/A				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YE\$	NO	NOTES:
			Width:
Sidewalk		lΧ	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	X		6"
Street Furniture: (Locate on Map)	X		Specify: Typ. mailbox
Trees: (Locate on Map)	Χ		On property
Other Vegetation: (Locate on Map)	X		Specify: 14 mc/s/apped. well
Shoulder	X		Type: (PAVED) NON-PAVED Width: 12
On-Street Parking	X		Type PARALLED ANGLED 90 Number of Cars. 0
Notes on Crossings and Safety and Other	Unsa	Çe .	

Photos: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION						
LOT#:	GRO	UP: 4		RESEARCHER:		
108 LOT ADDRESS:	DATE	Ē:		TIME:		
				Buildings		
	1	2	3		1	
Type of Building (architecture): (Residential, Commercial, Office)	Blance					
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Blank !6f					
Building Setback	V/A					
Condition: (Good, Average, Bad)	Ba⊥					
Number of Floors	N/A					
Historical/Cultural and Other Aspects	N/A					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	X		6"
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)		χ	Specify:
Shoulder	Х		Type: PAVED NON-PAVED Width: ià
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars: O
Notes on Crossings and Safety and Other	Unsas	Çe.	



LOT INFORMATION					
LOT #: 109	GRO	UP: 4		RESEARCHER:	
LOT ADDRESS: 36538	DATE	Ξ :		TIME:	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Res.				
Type of Use: {Residential, Commercial, Office, Public, Mixed)	Res.				
Building Setback	201				
Condition: (Good, Average, Bad)	6066				
Number of Floors	l				
Historical/Cultural and Other Aspects	N/n				

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	\times		6"
Street Furniture: (Locate on Map)	X		Specify: Bochmailba
Trees: {Locate on Map}	X		five tree
Other Vegetation: (Locate on Map)		X	Specify:
Shoulder	×		Type PAVED NON-PAVED Width: 1a
On-Street Parking	X		Type (PARALLEL) ANGLED 90 Number of Cars.
Notes on Crossings and Safety and Other	JA	ace	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



OT #:	GRO	UP: 4		RESEARCHER:	
OT ADDRESS:	DATE	E:		TIME:	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	205.				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res.				
Building Setback	20,				
Condition: (Good, Average, Bad)	Average				
Number of Floors	1				
Historical/Cultural and Other Aspects	N/A				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		χ	Width: Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	X		6/1
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		Χ	
Other Vegetation: (Locate on Map)	\times		specify: grass with feace
Shoulder	X		Type PAVED NON-PAVED
On-Street Parking	X		Type. PARALLEL ANGLED 90 Number of Cars: O
Notes on Crossings and Safety and Other	Unse	Çe	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION						
LOT#:	GRO	UP: 4		RESEARCHER:		
LOT ADDRESS:	DATE	Ξ:		TIME:		
				Buildings		
	1 1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	Ris.					
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res.					
Building Setback	20'					
Condition: (Good, Average, Bad)	Avenuge					
Number of Ficors	1					
Historical/Cultural and Other Aspects	N/A	V/A				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width.
Sidewalk		X	Pavement. YES NO
			Condition. GOOD AVERAGE BAD
Curb	lΧ		6"
Street Furniture: (Locate on Map)		\times	Specify.
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)		X	specify:
Shoulder	M	X	Type: (PAVED NON-PAVED Width, 49%
On-Street Parking		X	Type: PARALLEL ANGLEO 90 Number of Cars:
Notes on Crossings and Safety and Other	Unsal	ce esy	ecially withoutshalder







LOT INFORMATION		1.1			
LOT#: /12	GRO	UP: 4			
LOT ADDRESS:	DATE	:			
				Buildings	ulidings
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Res.				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Les.				
Building Setback	25'	ĺ			
Condition: (Good, Average, Bad)	Angles			trash	
Number of Floors	i				
Historical/Cultural and Other Aspects	NA				

	YES	NO	NOTES:
			Width.
Sidewalk		$\sqrt{}$	Pavement: YES NO
		· .	Condition: GOOD AVERAGE BAD
Curb	X]	\(\lambda'' \)
Street Furniture: (Locate on Map)	X		Specify: Typ. Mai Houx
Trees: (Locate on Map)	X		Zeppectree
Other Vegetation: (Locate on Map)	X		Specify: TAII AV255
Shoulder	X		Type: PAVED NON-PAVED Width: A.
On-Street Parking	X		Type PARALLEP ANGLED 90 Number of Cars: ()
Notes on Crossings and Safety and Other	ومالا	ase	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT #:	GROU	JP: 4		RESEARCHER:			
1/3				7075			
LOT ADDRESS: 36 4 50	DATE	;		TIME:			
	<u> </u>	Buildings					
	1	2	3				
Type of Building (architecture): (Residential, Commercial, Office)	Res.						
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res.						
Building Setback	25'						
Condition: (Good, Average, Bad)	Aughor						
Number of Floors							
Historical/Cultural and Other Aspects	N/A						

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		X	Width: Pavement: YES NO Condition: COOD AVERAGE BAD
Curb	X		4"
Street Furniture: (Locate on Map)	×		Specify: Typ: Mailbox
Trees: (Locate on Map)		Х	
Other Vegetation: (Locate on Map)	×		Specify lead avass
Shoulder	X		Type: PAVED NON-PAVED Width: 1 \(\lambda^{\frac{1}{2}}\)
On-Street Parking	X		Type PARALLEL ANGLED 90 Number of Cars ()
Notes on Crossings and Safety and Other	לאלי	asi	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



.ot #: // 4	GRO	UP: 4		RESEARCHER:	
OT ADDRESS: 36434	DATE	::	TIME:		
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Stice			home turned; at a his ness	
Type of Use: (Residential, Commercial, Office, Public, Mixed)	office				
Building Setback	25'				
Condition: (Good, Average, Bad)	902/ AVA.				
Number of Floors	1				
Historical/Cultural and Other Aspects	N/B	•			

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width.
Sidewalk		X	Pavement YES NO
		' '	Condition GOOD AVERAGE BAD
Curb	X		6''
Street Furniture: (Locate on Map)		X	Specify. Typ. Atail box
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)	X		Specify: Call payley
Shoulder	X		Type: (PAVED) NON-PAVED Width 1/2
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars. O on site parking as well
Notes on Crossings and Safety and Other	UNS	# Ce	



LOT INFORMATION						
LOT#:	GRO	UP: Y		RESEARCHER:		
US LOT ADDRESS: 3(4)6	DATE	i:		TIME:		
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	Les.					
Type of Use: {Residential, Commercial, Office, Public, Mixed}	£16.					
Building Setback	30,					
Condition: (Good, Average, Bad)	Good/ Ava.					
Number of Floors	!					
Historica⊎Cultural and Other Aspects	N/A					

	YES	NO	NOTES:
			Width.
Sidewalk		$ _{\mathcal{V}}$	Pavement: YES NO
		X	Condition: GOOD AVERAGE BAD
Curb	\vee		6"
Street Furniture: (Locate on Map)	X		Specify. Milbux 14 p.
Trees: (Locate on Map)		Х	
Other Vegetation: (Locate on Map)	X		Specify: cal;
Shoulder	X		Type: PAVED NON-PAVED Width: 1à
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	Vasas	fe	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION					
LOT#:	GRO	UP: 4		RESEARCHER:	
LOT ADDRESS: 36400	DAT	Ε:	TIME:		
				Buildings	
	1	2	3		
Type of Building (architecture): {Residential, Commercial, Office)	Res.				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Res,				
Building Setback	30'				
Condition: (Good, Average, Bad)	Cool				
Number of Floors	l,				
Historical/Cultural and Other Aspects	N/A				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		X	Width: Pavement: YES NO Condition: GOOD AVERAGE BAD
Curb	X		6"
Street Furniture: (Locate on Map)	У.		Specify: Malbox 4 yy.
Trees: (Locate on Map)	X,		/•
Other Vegetation: (Locate on Map)	X		specify: Madanasiar perioriale
Shoulder	X		Type PAVED NON-PAVED Width: 12
On-Street Parking	X		Type PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	Vng d	çe	

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION					
LOT#:	GROU	JP: 🌂		RESEARCHER:	
1/7				THAT.	
LOT ADDRESS:	DATE			TIME:	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Res.				
Type of Use: (Residential, Commercial, Office, Public, Mixed)	Ses.				
Building Setback	201				
Condition: (Good, Average, Bad)	th enga				
Number of Floors	1				
Historical/Cultural and Other Aspects	N/A				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
	l .		Condition: GOOD AVERAGE BAD
Curb	X		ξ fr
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		Χ	
Other Vegetation: (Locate on Map)		X	Specify:
Shoulder	X		Type PAVED NON-PAVED Width: 'A' For half of 1 +
On-Street Parking		X	Type: PARALLEL ANGLEO 90 Number of Cars.
Notes on Crossings and Safety and Other	linsus	Se.	





LOT#: 118	GRO	DUP: 2		RESEARCHER:	
LOT ADDRESS:	DAT	Ε:ΑρΔίΙ Ι	0,2010	TIME:	
		_		Beildings	Beildings
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	×			residential	
Type of Use: (Residential, Commercial, Office, Public, Mixed)				residential	
Building Setback			_	30 + +	
Condition: (Good, Average, Bad)				Average	
Number of Floors				One	
Historical/Cultural and Other Aspects	-	,		<u> </u>	

	YES	NO	NOTES:
Sidewalk		X	Width: Pavement: YES NO Condition: GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Wap)		X	Specify.
Trees: (Locate on Map)	×		
Other Vegetation: (Locate on Map)	×		specify typical residutial planting
Shoulder	×		Type. PAVED NON-PAVED Width: 13-4-
On-Street Parking	×		Type: PARALLE! ANGLED 90 Number of Cars: 2-3
Notes on Crossings and Safety and Other	ИО	CYoe	ON ALKO

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



OT#: 139	GRO	OUP: 2		RESEARCHER;
LOT ADDRESS:	DAT	E: APRII	10,206	O TIME:
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	×			residential
Type of Use: (Residential, Commercial, Office, Public, Mixed)				residential
Building Setback				30ft.
Condition: (Good, Average, Bad)				Average
Number of Floors	Ì			are

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		Х	Width Pavement: YES NO Condition: GOOD AVERAGE BAD
Curb	Х		
Street Furniture: (Locate on Map)		Х	Specify:
Trees: (Locate on Map)	×		
Other Vegetation: (Locate on Map)	×		specify typical residential platting
Shoulder	χ		Type: PAVED NON-PAVED Width: 13-64
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars Z-3
Notes on Crossings and Safety and Other	110	Cro	sswaiks

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT#: 120	GRO	UP: 2		RESEARCHER:	
LOT ADDRESS:	DATE	E: APYAI	10/2010	TIME:	
			f	Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)				Vacont	
Type of Use: (Residential, Commercial, Office, Public, Mixed)					
Building Setback					
Condition: (Good, Average, Bad)					
Number of Floors					
Historical/Cultural and Other Aspects					

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement YES NO
			Condition: GOOD AVERAGE BAD
Curb	Х		
Street Furniture: (Locate on Map)		Х	Specify:
Trees: (Locate on Map)		х	
Other Vegetation: (Locate on Map)		Х	Specify:
Shoulder	Х		Type: PAVED NON-PAVED Width: 13
On-Street Parking	X		Type: PARALLEL ANGLEO 90 Number of Cars 2-3
Notes on Crossings and Safety and Other	Ио	Clos	swalks



LOT INFORMATION LOT#: 2	GRO)UP: 2		RESEARCHER:	
LOT ADDRESS:	DAT	E: April	0,2010	TIME:	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	×			<i>residential</i>	
Type of Use: (Residential, Commercial, Office, Public, Mixed)				residutial	
Building Setback				30++.	
Condition: (Good, Average, Bad)				Average	
Number of Floors				are	
Historical/Cultural and Other Aspects		l	<u> </u>	Char	

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	×	i	
Street Furniture: (Locate on Map)		Х	Specify:
Trees: (Locate on Map)	×		
Other Vegetation: (Locate on Map)	×		Specify:
Shoulder	X		Type. PAVED NON-PAVED Width: 13-67
On-Street Parking	Х		Type: PARALLEL ANGLED 90 Number of Care: 2-3
Notes on Crossings and Safety and Other	No	Crossl	Nalks

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



OT#: 122_	GRO	UP: 2.		RESEARCHER:	
LOT ADDRESS:	DAT	E:		TIME:	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Х			residential	
Type of Use: (Residential, Commercial, Office, Public, Mixed)				residential	
Building Setback				30ft.	
Condition: (Good, Average, Bad)				Average	
Number of Floors				one	

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
			Width:
Sidewalk		X	Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb) X		
Street Furniture: (Locate on Map)		Χ	Specify:
Trees: (Locate on Map)	X		
Other Vegetation: (Locate on Map)	×		specity: typical residutial planting
Shoulder	×		Type: PAVED NON-PAVED Width: 135k.
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars: 2-3
Notes on Crossings and Safety and Other	No	C(o	sswalks

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION						
LOT#: 123	GRO	UP: 2		RESEARCHER:		
LOT ADDRESS:	DATE:			TIME:		
	T _			Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	K			residential		
Type of Use: (Residential, Commercial, Office, Public, Mixed)				residential		
Building Setback	1			30ft.	\neg	
Condition: (Good, Average, Bad)				Aurage		
Number of Floors				ove-		
Historical/Cultural and Other Aspects						

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		Х	Width: Pavement: YES NO
			Condition: GOOD AVERAGE BAD
Curb	×]	
Street Furniture: (Locate on Map)		×	Specify:
Trees: {Locate on Map}	×		
Other Vegetation: (Locate on Map)	×		Specify:
Shoulder	×		Type: PÁVED NON-PÁVED Width 13-4-
On-Street Parking	X		Type: PARALLEL ANGLED 90 Number of Cars: 2 - 3
Notes on Crossings and Safety and Other	No (~ ~055v	ialks





OT#: 124	GRO	OUP: 🔍		RESEARCHER:	
OT ADDRESS:	DAT	E:	TIME:		
		BuildIngs			
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	Х			residential	
Type of Use: (Residential, Commercial, Office, Public, Mixed)				residential	
Building Setback				30ft.	
Condition: (Good, Average, Bad)				Average	
Number of Floors				one	
Historical/Cultural and Other Aspects	wall	of veget	notian	from the 12 view	

	YES	NO	NOTES:			
Sidewalk		X	Width: Pavement: YES NO			
			Condition: GOOD AVERAGE BAD			
Curb	X					
Street Furniture: (Locate on Map)		X	Specify:			
Trees: (Locate on Map)	×					
Other Vegetation: (Locate on Map)	×		Specify:			
Shoulder	×		Type: PAVED NON-PAVED Width: 13 ft			
On-Street Parking	X		Type: PARAILEL ANGLED 90 Number of Cars: 2-3			
Notes on Crossings and Safety and Other	No Crosswalks					

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition.

Number the buildings on the map. Go across the street and try to take picture of entire property.



OT#: 12.5	GRO	DUP: 7		RESEARCHER:	
LOT ADDRESS:	DATE:			TIME:	
			_	Buildings	_
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	×			residential	
Type of Use: (Residential, Commercial, Office, Public, Mixed)				residential	
Building Setback				30ft.	
Condition: (Good, Average, Bad)				Average	
Number of Floors				one	

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		X	Width: Pavement: YES NO Condition: GOOD AVERAGE BAD
Curb	Х		
Street Furniture: (Locate on Map)		Х	Specify:
Trees: (Locate on Map)	×		
Other Vegetation: (Locate on Map)	×		Specify:
Shoulder	×		Type: (AVE) NON-PAVED Width: 13
On-Street Parking	X		Type: PARAULEL ANGLED 90 Number of Cars: 2-3
Notes on Crossings and Safety and Other	No	CYOSS	walks

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION						
LOT#: 126	GRO	UP: 7		RESEARCHER:		
LOT ADDRESS:	DATE	: :		TIME:		
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)				vacont		
Type of Use: (Residential, Commercial, Office, Public, Mixed)						
Building Setback						
Condition: (Good, Average, Bad)						
Number of Floors						
Historical/Cultural and Other Aspects						

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	ОИ	NOTES:
	1		Width:
Sidewalk		Х	Pavement. YES NO
			Condition: GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		Х	
Other Vegetation: {Locate on Map}		Х	Specify
Shoulder		X	Type PAVED NON-PAVED Width:
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	No	6108	s walks



LOT INFORMAT	<u>ION</u>							
LOT#: 127		GROUP: 7			RESEARCHER:			
LOT ADDRESS:		DATI	E:		TIME:			
					Buildings			
		1	2	3				
Type of Building (archite (Residential, Commercial)		×			residential			
Type of Use: (Residential, Commercial Public, Mixed)	al, Office,				residential			
Building Setback					30 61 .	,		
Condition: (Good, Average, Bad)					Average			
Number of Floors					one			
Historical/Cultural and C Aspects	Other	"Mickey Mare"						

	YES	NO	NOTES:
Sidewalk		Х	Width: Pavement: YES NO Condition: GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Map)		×	Specify:
Trees: (Locate on Map)	×		
Other Vegetation: (Locate on Map)	×		specify: typical residential planting
Shoulder		Х	Type: PAVED NON-PAVED Width:
On-Street Parking		×	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	No	C (055)	nalks

<u>Photos:</u> Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



OT#: 128	GROUP: 2			RESEARCHER: BRITCHY LAMBERT	
OT ADDRESS:	DATE: APRIL 10, 2010			TIME:	
				Buildings	
	1	2	3		
Type of Building (architecture): (Residential, Commercial, Office)	×			residential	
Type of Use: (Residential, Commercial, Office, Public, Mixed)				residential	
Building Setback				30 fr.	
Condition: (Good, Average, Bad)				Average	
Number of Floors	ĺ			one	

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewaik		X	Width: Pavement: YES NO Condition GOOD AVERAGE BAD
Curb	×		
Street Furniture: (Locate on Map)		Х	Specify:
Trees: (Locate on Map)	×		
Other Vegetation: (Locate on Map)	×		specify: Typical residential planting
Shoulder		X	Type. PAVED NON-PAVED Width:
On-Street Parking		×	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	1/0 C	N055 4	Jaks

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



LOT INFORMATION						
LOT #: 129	GRO	OUP: 2		RESEARCHER: BRITTONY LAMBERT		
LOT ADDRESS:	DATE: APRIL 10, 2010			TIME:		
				Buildings		
	1	2	3			
Type of Building (architecture): (Residential, Commercial, Office)	X			residential		
Type of Use: (Residential, Commercial, Office, Public, Mixed)				residential		
Building Setback				32ft.		
Condition: (Good, Average, Bad)				Average		
Number of Floors				the		
Historical/Cultural and Other Aspects						

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		X	Width Pavement. YES NO Condition: GOOD AVERAGE BAD
Curb	×		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)	×		
Other Vegetation: (Locate on Map)	×		specify: typical residential planting
Shoulder		X	Type: PAVED NON-PAVED Width
On-Street Parking		X	Type PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	No	CXOS	swalks





LOT#: 13 D	GROUP: 2			RESEARCHER: BRITTANY LOMBOZT
LOT ADDRESS:	DATE: APRIL 10/2010		0,2010	TIME:
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)	X			residential one story
Type of Use: (Residential, Commercial, Office, Public, Mixed)				residential
Building Setback				30f+.
Condition: (Good, Average, Bad)				Average
Number of Floors				ove
Condition: (Good, Average, Bad)				

	YES	NO	NOTES:			
_			Width:			
Sidewalk		X	Pavement: YES NO			
		_ ``	Condition: GOOD AVERAGE BAD			
Gurb	×					
Street Furniture: (Locate on Map)		Χ	Specify:			
Trees: (Locate on Map)	X					
Other Vegetation: (Locate on Map)	X		Specify: typical residutial plants			
Shoulder		X	Type: PAVED NON PAVED			
		^	Width			
0- 01 A B1i		X	Type: PARALLEL ANGLED 90			
On-Street Parking			Number of Cars:			
Notes on Crossings and Safety and Other	No	No Crosswalks				

<u>Photos</u>: Take pictures of every building in each lot and any other special observed feature or condition. Number the buildings on the map. Go across the street and try to take picture of entire property.



.OT#: 181	GRO	UP: Z		RESEARCHER: BRITTANY Lambert
OT ADDRESS:	DATE: April 10,2010		,2010	TIME:
				Buildings
	1	2	3	
Type of Building (architecture): (Residential, Commercial, Office)				vacant
Type of Use: (Residential, Commercial, Office, Public, Mixed)				
Building Setback				
Condition: (Good, Average, Bad)				
Number of Floors				
Historical/Cultural and Other Aspects				

CONDITIONS OF PUBLIC REALM IN FRONT OF LOTS:

	YES	NO	NOTES:
Sidewalk		X	Width Pavement: YES NO Condition: GOOD AVERAGE BAD
Curb	X		
Street Furniture: (Locate on Map)		X	Specify:
Trees: (Locate on Map)		X	
Other Vegetation: (Locate on Map)		X	Specify:
Shoulder		X	Type: PAVED NON-PAVED Width:
On-Street Parking		X	Type: PARALLEL ANGLED 90 Number of Cars:
Notes on Crossings and Safety and Other	No	CY055 (nalks







Appendix 2 Measuring Urban Design Qualities



AVENUE 12 - Measuring Urban Design Qualities - Score sheet	Side: North	*	
Team: 1 Researcher: Erin, Travis, Marcus, Bianca	Date: 4/10	time:	12:00 PM
	recorded		multiplier x
step	value	multiplier	recorded value
imageability			
1. number of courtyards, plazas, and parks (both sides, within study area)	0	0.41	0.00
2. number of major landscape features (both sides, beyond study area)	0	0.72	0.00
3. proportion historic building frontage (both sides, within study area)	0	0.97	0.00
4. number of buildings with identifiers (both sides, within study area)	2	0.11	0.22
5. number of buildings with non-rectangular shapes (both sides, within study area)	0	0.08	0.00
6. presence of outdoor dining (your side, within study area)	0	0.64	0.00
7. number of people (your side, within study area)	6	0.02	0.12
8. noise level (both sides, within study area)	5	-0.18	-0.90
		add constant	+2.44
	imageab	lity score	1.88
enclosure			
1. number of long sight lines (both sides, beyond study area)	-1	-0.31	0.31
2a. proportion street wall (your side, beyond study area)	0	0.72	0.00
2b. proportion street wall (opposite side, beyond study area)	0	0.94	0.00
3a. proportion sky (ahead, beyond study area)	0.6	-1.42	-0.85
3b. proportion sky (across, beyond study area)	0.4	-2.19	-0.88
		add constant	+2.57
	enclos	ure score	1.15
human scale			
1. number of long sight lines (both sides, beyond study area)	2	-0.74	-1.48
2. proportion windows at street level (your side, within study area)	0.2	1.10	0.22
3. average building heights (your side, within study area)	2	-0.003	-0.01
4. number of small planters (your side, within study area)	6	0.05	0.28
5. number of pieces of street furniture and other street items (your side, within study area)	3	0.04	0.12
		add constant	
ŀ	numan sc	ale score	1.74
transparency			
1. proportion windows at street level (your side, within study area)	0.2	1.22	0.24
2. proportion street wall (your side, beyond study area)	0	0.67	0.00
3. proportion active uses (your side, within study area)	0	0.53	0.00
		add constant	+1.71
	ransparei	ncy score	1.95
complexity			
1. number of buildings (both sides, beyond study area)	13	0.05	0.65
2a. number of basic building colors (both sides, beyond study area)	4	0.23	0.92
2b. number of accent colors (both sides, beyond study area)	5		0.60
3. presence of outdoor dining (your side, within study area)	0		0.00
4. number of pieces of public art (both sdies, within study area)	0	0.29	0.00
5. number of people (your side, within study area)	6		0.18
		add constant	
	complex	ity score	4.96

AVENUE 12 - Measuring Urban Design Qualities - Score sheet	Side: North South x			
Team:2	Date: 4/10	Time: 10:	:45:00 AM	
	recorded		multiplier x	
step	value	multiplier	recorded value	
imageability				
1. number of courtyards, plazas, and parks (both sides, within study area)	0	0.41	0.00	
2. number of major landscape features (both sides, beyond study area)	0	0.72	0.00	
3. proportion historic building frontage (both sides, within study area)	0	0.97	0.00	
4. number of buildings with identifiers (both sides, within study area)	1	0.11	0.11	
5. number of buildings with non-rectangular shapes (both sides, within study area)	0	0.08	0.00	
6. presence of outdoor dining (your side, within study area)	0	0.64	0.00	
7. number of people (your side, within study area)	0	0.02	0.00	
8. noise level (both sides, within study area)	5	-0.18	-0.90	
		add constant	+2.44	
	imageab	lity score	1.65	
enclosure				
1. number of long sight lines (both sides, beyond study area)	9	-0.31	-2.77	
2a. proportion street wall (your side, beyond study area)	1	0.72	0.72	
2b. proportion street wall (opposite side, beyond study area)	0	0.94	0.00	
3a. proportion sky (ahead, beyond study area)	3	-1.42	-4.25	
3b. proportion sky (across, beyond study area)	5	-2.19	-10.97	
		add constant	+2.57	
	enclos	ure score	-14.71	
Human Scale				
1. number of long sight lines (both sides, beyond study area)	9	-0.74	-6.66	
2. proportion windows at street level (your side, within study area)	0	1.10	0.00	
3. average building heights (your side, within study area)	16	-0.003	-0.05	
4. number of small planters (your side, within study area)	0	0.05	0.00	
5. number of pieces of street furniture and other street items (your side, within study area)	0	0.04	0.00	
		add constant	+2.61	
	human sc	ale score	-4.10	
transparency				
1. proportion windows at street level (your side, within study area)	0	1.22	0.00	
2. proportion street wall (your side, beyond study area)	0	0.67	0.00	
3. proportion active uses (your side, within study area)	0	0.53	0.00	
		add constant	+1.71	
	transpare	ncy score	1.71	
complexity				
1. number of buildings (both sides, beyond study area)	11	0.05	0.50	
2a. number of basic building colors (both sides, beyond study area)	5	0.23	1.13	
2b. number of accent colors (both sides, beyond study area)	8	0.12	0.92	
3. presence of outdoor dining (your side, within study area)	0	0.42	0.00	
4. number of pieces of public art (both sdies, within study area)	0	0.29	0.00	
5. number of people (your side, within study area)	0	0.03	0.00	
		add constant	+2.61	
	complex	city score	5.16	





AVENUE 12 - Measuring Urban Design Qualities - Score sheet		Side: North X South		
Team: Researcher:	Date: 4/10	time: 10:45	5-12:30pm	
	recorded		multiplier x	
step	value	multiplier	recorded value	
imageability				
1. number of courtyards, plazas, and parks (both sides, within study area)	0	0.41	0.00	
2. number of major landscape features (both sides, beyond study area)	0	0.72	0.00	
3. proportion historic building frontage (both sides, within study area)	0	0.97	0.00	
4. number of buildings with identifiers (both sides, within study area)	3	0.11	0.33	
5. number of buildings with non-rectangular shapes (both sides, within study area)	26	0.08	2.08	
6. presence of outdoor dining (your side, within study area)	0	0.64	0.00	
7. number of people (your side, within study area)	15	0.02	0.30	
8. noise level (both sides, within study area)	4	-0.18	-0.72	
		add constant	+2.44	
	imageab	ity score	4.43	
enclosure				
1. number of long sight lines (both sides, beyond study area)	3	-0.31	-0.92	
2a. proportion street wall (your side, beyond study area)	0.1	0.72	0.07	
2b. proportion street wall (opposite side, beyond study area)	0.3	0.94	0.28	
3a. proportion sky (ahead, beyond study area)	0.4	-1.42	-0.57	
3b. proportion sky (across, beyond study area)	0.2	-2.19	-0.44	
		add constant	+2.57	
	enclosi	ure score	0.99	
human scale				
1. number of long sight lines (both sides, beyond study area)	3	-0.74	-2.22	
2. proportion windows at street level (your side, within study area)	0.2	1.10	0.22	
3. average building heights (your side, within study area)	15	-0.003	-0.05	
4. number of small planters (your side, within study area)	9	0.05	0.42	
5. number of pieces of street furniture and other street items (your side, within study area)	13	0.04	0.52	
		add constant	+2.61	
	human sc	ale score	1.51	
transparency				
1. proportion windows at street level (your side, within study area)	0.2	1.22	0.24	
2. proportion street wall (your side, beyond study area)	0.1	0.67	0.07	
3. proportion active uses (your side, within study area)	0	0.53	0.00	
		add constant	+1.71	
	transparer	ncy score	2.02	
complexity				
1. number of buildings (both sides, beyond study area)	26	0.05	1.19	
2a. number of basic building colors (both sides, beyond study area)	7	0.23	1.58	
2b. number of accent colors (both sides, beyond study area)	6	0.12	0.69	
3. presence of outdoor dining (your side, within study area)	0	0.42	0.00	
4. number of pieces of public art (both sdies, within study area)	0	0.29	0.00	
5. number of people (your side, within study area)	15	0.03	0.47	
		add constant	+2.61	
	complex	ity score	6.53	

AVENUE 12 - Measur	ing Urban Design Qualities - Score sheet	Side: North		South X
Group 4	Researcher: Solomon, Ian, Peter, Jessica	Date: 4/10	time: 12:30)
		recorded		multiplier x
step		value	multiplier	recorded value
imageability				
1. number of courtyards, plaz	as, and parks (both sides, within study area)	0	0.41	0.00
2. number of major landscape	e features (both sides, beyond study area)	C	0.72	0.00
3. proportion historic building	frontage (both sides, within study area)	0	0.97	0.00
4. number of buildings with ic	dentifiers (both sides, within study area)	1	0.11	0.11
5. number of buildings with n	on-rectangular shapes (both sides, within study area)	C	0.08	0.00
6. presence of outdoor dining	(your side, within study area)	O	0.64	0.00
7. number of people (your sid	le, within study area)	2	0.02	0.04
8. noise level (both sides, wit	hin study area)	4	-0.18	-0.72
			add constant	+2.44
		imageab	lity score	1.87
enclosure				
number of long sight lines	(both sides, beyond study area)	2	-0.31	-0.62
2a. proportion street wall (yo	ur side, beyond study area)	0.1	0.72	0.07
2b. proportion street wall (op	posite side, beyond study area)	0.1	0.94	0.09
3a. proportion sky (ahead, be	eyond study area)	0.35	-1.42	-0.50
3b. proportion sky (across, be	eyond study area)	0.35	-2.19	-0.77
			add constant	+2.57
		enclos	ure score	0.86
human scale				
1. number of long sight lines	(both sides, beyond study area)	2	-0.74	-1.48
2. proportion windows at stre	et level (your side, within study area)	0.1	1.10	0.11
3. average building heights (y	our side, within study area)	12	-0.003	-0.04
4. number of small planters (your side, within study area)	0	0.05	0.00
5. number of pieces of street	furniture and other street items (your side, within study area)	0	0.04	0.00
			add constant	2.61
		human so	ale score	1.20
transparency				
1. proportion windows at stre	et level (your side, within study area)	0.75	1.22	0.91
2. proportion street wall (you	r side, beyond study area)	0.07	0.67	0.05
3. proportion active uses (you	ır side, within study area)	0.9	0.53	0.48
			add constant	+1.71
		transpare	ncy score	3.15
complexity				
1. number of buildings (both	sides, beyond study area)	26	0.05	1.19
2a. number of basic building	colors (both sides, beyond study area)	34	0.23	7.65
2b. number of accent colors	(both sides, beyond study area)	26	0.12	2.99
3. presence of outdoor dining	(your side, within study area)	O	0.42	0.00
4. number of pieces of public	art (both sdies, within study area)	0	0.29	0.00
5. number of people (your sid	le, within study area)	2	0.03	0.06
			add constant	+2.61
		complex	city score	14.50



VENUE 12 - Measuring Urban Design Qualities - Score sheet Side: North X South			th
Team: Group 5 Researcher: Stephanie, Stephan, Katie, and Fed	Date: 4/10	time: 12:30)
	recorded		multiplier x
step	value	multiplier	recorded value
imageability			
1. number of courtyards, plazas, and parks (both sides, within study area)	0	0.41	0.00
2. number of major landscape features (both sides, beyond study area)	0	0.72	0.00
3. proportion historic building frontage (both sides, within study area)	0	0.97	0.00
4. number of buildings with identifiers (both sides, within study area)	12	0.11	1.32
5. number of buildings with non-rectangular shapes (both sides, within study area)	0	0.08	0.00
6. presence of outdoor dining (your side, within study area)	0	0.64	0.00
7. number of people (your side, within study area)	8	0.02	0.16
8. noise level (both sides, within study area)	4	-0.18	-0.72
		add constant	+2.44
	imageab	lity score	3.20
enclosure			
1. number of long sight lines (both sides, beyond study area)	2	-0.31	-0.62
2a. proportion street wall (your side, beyond study area)	0	0.72	0.00
2b. proportion street wall (opposite side, beyond study area)	0	0.94	0.00
3a. proportion sky (ahead, beyond study area)	0.35	-1.42	-0.50
3b. proportion sky (across, beyond study area)	0.25	-2.19	-0.55
		add constant	+2.57
	enclos	ure score	0.91
human scale			
1. number of long sight lines (both sides, beyond study area)	2	-0.74	-1.48
2. proportion windows at street level (your side, within study area)	0	1.10	0.00
3. average building heights (your side, within study area)	15	-0.003	-0.05
4. number of small planters (your side, within study area)	18	0.05	0.84
5. number of pieces of street furniture and other street items (your side, within study area)	0	0.04	0.00
		add constant	2.61
ŀ	numan sc	ale score	1.93
transparency			
proportion windows at street level (your side, within study area)	0		0.00
2. proportion street wall (your side, beyond study area)	0	0.67	0.00
3. proportion active uses (your side, within study area)	0	0.53	0.00
		add constant	+1.71
	ransparei	ncy score I	1.71
complexity	22	0.05	1.01
1. number of buildings (both sides, beyond study area)	22	0.05	1.01
2a. number of basic building colors (both sides, beyond study area)	4	0.23	0.90
2b. number of accent colors (both sides, beyond study area)	/	0.12	0.81
3. presence of outdoor dining (your side, within study area)	0	****	0.00
4. number of pieces of public art (both sdies, within study area)	0	0.25	0.00
5. number of people (your side, within study area)	8		0.25
		add constant	
	complex	city score	5.57

AVENUE 12 - Measuring Urban Design Qualities - Score sheet	Side: North South		
Team: Researcher:	Date: 4/10	4/10 time:	
	recorded		multiplier x
step	value	multiplier	recorded value
imageability			
1. number of courtyards, plazas, and parks (both sides, within study area)	1	0.41	0.41
2. number of major landscape features (both sides, beyond study area)	1	0.72	0.72
3. proportion historic building frontage (both sides, within study area)	1	0.97	0.97
4. number of buildings with identifiers (both sides, within study area)	2	0.11	0.22
5. number of buildings with non-rectangular shapes (both sides, within study area)	5	0.08	0.40
6. presence of outdoor dining (your side, within study area)	0	0.64	0.00
7. number of people (your side, within study area)	1	0.02	0.02
8. noise level (both sides, within study area)	4	-0.18	-0.72
		add constant	2.44
	imageab	lity score	4.46
enclosure			
1. number of long sight lines (both sides, beyond study area)	1	-0.31	-0.31
2a. proportion street wall (your side, beyond study area)	0	0.72	0.00
2b. proportion street wall (opposite side, beyond study area)	0	0.94	0.00
3a. proportion sky (ahead, beyond study area)	0.4	-1.42	-0.57
3b. proportion sky (across, beyond study area)	0.4	-2.19	-0.88
		add constant	2.57
	enclosure score		0.82
human scale			
1. number of long sight lines (both sides, beyond study area)	1	-0.74	-0.74
2. proportion windows at street level (your side, within study area)	0.15	1.10	
3. average building heights (your side, within study area)	15	-0.003	-0.05
4. number of small planters (your side, within study area)	0	0.05	1
5. number of pieces of street furniture and other street items (your side, within study area)	11	0.04	0.44
add constan			
	human sc	ale score	2.43
transparency			
proportion windows at street level (your side, within study area)	0.15	1.22	0.18
proportion street wall (your side, beyond study area)	0		0.00
3. proportion active uses (your side, within study area)	0	0.55	0.00
		add constant	
	transpare 	ncy score I	1.89
complexity		2.5-	0.50
1. number of buildings (both sides, beyond study area)	11		1
2a. number of basic building colors (both sides, beyond study area)	6	0.23	
2b. number of accent colors (both sides, beyond study area)	5	0.12	0.58
3. presence of outdoor dining (your side, within study area)	0		0.00
4. number of pieces of public art (both sdies, within study area)	0		
5. number of people (your side, within study area)	1 2	0.03	0.06
		add constant	
	complex	city score	5.10





AVENUE 12 - Measuring Urban Design Qualities - Score sheet	Side: North	Side: North _X_ South		
Team: 7 Researcher: Charlotte Bell	Date: 4/10			
	recorded		multiplier x	
step	value	multiplier	recorded value	
imageability				
1. number of courtyards, plazas, and parks (both sides, within study area)	0	0.41	0.00	
2. number of major landscape features (both sides, beyond study area)	11	0.72	7.92	
3. proportion historic building frontage (both sides, within study area)	0	0.97	0.00	
4. number of buildings with identifiers (both sides, within study area)	12	0.11	1.32	
5. number of buildings with non-rectangular shapes (both sides, within study area)	0	0.08	0.00	
6. presence of outdoor dining (your side, within study area)	0	0.64	0.00	
7. number of people (your side, within study area)	43.5	0.02	0.87	
8. noise level (both sides, within study area)	4	-0.18	-0.72	
		add constant	+2.44	
	imageab	ity score	11.83	
enclosure				
1. number of long sight lines (both sides, beyond study area)	4	-0.31	-1.23	
2a. proportion street wall (your side, beyond study area)	0	0.72	0.00	
2b. proportion street wall (opposite side, beyond study area)	0	0.94	0.00	
3a. proportion sky (ahead, beyond study area)	0.65	-1.42	-0.92	
3b. proportion sky (across, beyond study area)	0.5	-2.19	-1.10	
		add constant	+2.57	
	enclos	ure score	-0.68	
human scale				
1. number of long sight lines (both sides, beyond study area)	4	-0.74	-2.96	
2. proportion windows at street level (your side, within study area)	0	1.10	0.00	
3. average building heights (your side, within study area)	15	-0.003	-0.05	
4. number of small planters (your side, within study area)	1	0.05	0.05	
5. number of pieces of street furniture and other street items (your side, within study area)	31	0.04	1.24	
		add constant	+2.61	
	human sc	ale score	0.89	
transparency				
1. proportion windows at street level (your side, within study area)	0	1.22	0.00	
2. proportion street wall (your side, beyond study area)	0	0.67	0.00	
3. proportion active uses (your side, within study area)	0.4	0.53	0.21	
		add constant	+1.71	
	transparei	ncy score	1.92	
complexity				
1. number of buildings (both sides, beyond study area)	13	0.05	0.60	
2a. number of basic building colors (both sides, beyond study area)	3	0.23	0.68	
2b. number of accent colors (both sides, beyond study area)	3	0.12	0.35	
3. presence of outdoor dining (your side, within study area)	0	0.42	0.00	
4. number of pieces of public art (both sdies, within study area)	0	0.29	0.00	
5. number of people (your side, within study area)	0	0.03	0.00	
		add constant	+2.61	
	complex	ity score	4.23	

AVENUE 12 - Measuring Urban Design Qualities - Score sheet	Side: North	Side: North South _x_		
Team: Group 8 Researcher: Group 8	Date: 4/10	time: 12:00) pm	
	recorded		multiplier x	
step	value	multiplier	recorded value	
imageability				
1. number of courtyards, plazas, and parks (both sides, within study area)	C	0.41	0.00	
2. number of major landscape features (both sides, beyond study area)	3	0.72	2.16	
3. proportion historic building frontage (both sides, within study area)	C	0.97	0.00	
4. number of buildings with identifiers (both sides, within study area)	5	0.11	0.55	
5. number of buildings with non-rectangular shapes (both sides, within study area)	C	0.08	0.00	
6. presence of outdoor dining (your side, within study area)	1	0.64	0.64	
7. number of people (your side, within study area)	6	0.02	0.12	
8. noise level (both sides, within study area)	5	-0.18	-0.90	
		add constant	+2.44	
	imageab	lity score	2.57	
enclosure				
1. number of long sight lines (both sides, beyond study area)	1	-0.31	-0.31	
2a. proportion street wall (your side, beyond study area)	0.3	0.72	0.21	
2b. proportion street wall (opposite side, beyond study area)	0.75	0.94	0.71	
3a. proportion sky (ahead, beyond study area)	0.95	-1.42	-1.35	
3b. proportion sky (across, beyond study area)	0.95	-2.19	-2.08	
	•	add constant	+2.57	
	enclos	ure score	-2.82	
human scale				
1. number of long sight lines (both sides, beyond study area)	1	-0.74	-0.74	
proportion windows at street level (your side, within study area)	0.15	1.10	0.17	
3. average building heights (your side, within study area)	15	-0.003	-0.05	
4. number of small planters (your side, within study area)	5	0.05	0.23	
5. number of pieces of street furniture and other street items (your side, within study area)	C	0.04	0.00	
		add constant	+2.61	
	human so	ale score	-0.39	
transparency				
1. proportion windows at street level (your side, within study area)	0.15	1.22	0.18	
2. proportion street wall (your side, beyond study area)	0.3			
3. proportion active uses (your side, within study area)	0.1	0.53	0.05	
· · · · · · · · · · · · · · · · · · ·	•	add constant		
	transpare		0.44	
complexity				
1. number of buildings (both sides, beyond study area)	9	0.05	0.41	
2a. number of basic building colors (both sides, beyond study area)	3	0.23	0.68	
2b. number of accent colors (both sides, beyond study area)	4	0.12	0.46	
3. presence of outdoor dining (your side, within study area)	C		0.00	
4. number of pieces of public art (both sdies, within study area)	C		0.00	
5. number of people (your side, within study area)	C		0.00	
Fire Advisors, and the state of		add constant		
		kity score		



AVENUE 12 - Measuring Urban Design Qualities - Score sheet	Side: North			
Team: 9 Researcher: Rebecca & Kelly	Date: 4/12	time:	1:30 PM	
	recorded		multiplier x	
step	value	multiplier	recorded value	
imageability				
1. number of courtyards, plazas, and parks (both sides, within study area)	0	0.41	0.00	
2. number of major landscape features (both sides, beyond study area)	1	0.72	0.72	
3. proportion historic building frontage (both sides, within study area)	0	0.97	0.00	
4. number of buildings with identifiers (both sides, within study area)	5	0.11	0.55	
5. number of buildings with non-rectangular shapes (both sides, within study area)	15	0.08	1.20	
6. presence of outdoor dining (your side, within study area)	0	0.64	0.00	
7. number of people (your side, within study area)	8	0.02	0.16	
8. noise level (both sides, within study area)	4	-0.18	-0.72	
		add constant	+2.44	
	imageab	lity score	4.35	
enclosure				
1. number of long sight lines (both sides, beyond study area)	3	-0.31	-0.92	
2a. proportion street wall (your side, beyond study area)	0	0.72	0.00	
2b. proportion street wall (opposite side, beyond study area)	0	0.94	0.00	
3a. proportion sky (ahead, beyond study area)	0.6	-1.42	-0.85	
3b. proportion sky (across, beyond study area)	0.7	-2.19	-1.54	
		add constant	+2.57	
	enclos	ure score	-0.74	
human scale				
1. number of long sight lines (both sides, beyond study area)	3	-0.74	-2.22	
2. proportion windows at street level (your side, within study area)	0.35	1.10	0.39	
3. average building heights (your side, within study area)	15	-0.003	-0.05	
4. number of small planters (your side, within study area)	0	0.05	0.00	
5. number of pieces of street furniture and other street items (your side, within study area)	40	0.04	1.60	
		add constant	+2.61	
	human sc	ale score	2.33	
transparency				
1. proportion windows at street level (your side, within study area)	0.35	1.22	0.43	
2. proportion street wall (your side, beyond study area)	0	0.67	0.00	
3. proportion active uses (your side, within study area)	0.1	0.53	0.53	
		add constant	+1.71	
t	ranspare	ncy score	2.67	
complexity				
1. number of buildings (both sides, beyond study area)	21	0.05	0.96	
2a. number of basic building colors (both sides, beyond study area)	6	0.23	1.35	
2b. number of accent colors (both sides, beyond study area)	4	0.12	0.46	
3. presence of outdoor dining (your side, within study area)	0	0.42	0.00	
4. number of pieces of public art (both sdies, within study area)	0	0.29	0.00	
5. number of people (your side, within study area)	8	0.03	0.25	
		add constant	+2.61	
	complex	city score	5.63	

AVENUE 12 - Measuring Urban Design Qualities - Score sheet	Side: North	South	<u>X</u> _
Team: Ten Researcher: Tyler, Jon, Matt	Date: 4/10	time:	
	recorded		multiplier x
step	value	multiplier	recorded value
imageability			
1. number of courtyards, plazas, and parks (both sides, within study area)	C	0.41	0.00
2. number of major landscape features (both sides, beyond study area)	1	0.72	0.72
3. proportion historic building frontage (both sides, within study area)	(0.97	0.00
4. number of buildings with identifiers (both sides, within study area)	1	0.11	0.11
5. number of buildings with non-rectangular shapes (both sides, within study area)	C	0.08	0.00
6. presence of outdoor dining (your side, within study area)	(0.64	0.00
7. number of people (your side, within study area)	(0.02	0.00
8. noise level (both sides, within study area)	(-0.18	0.00
	•	add constant	+2.44
	imageab	lity score	3.27
enclosure			
1. number of long sight lines (both sides, beyond study area)	1	-0.31	-0.31
	0.1		0.07
	0.1		
	0.4		
	0.5		
		add constant	
	enclos	ure score	
human scale			9.10
	3	-0.74	-2.22
		1	
	20		
	1	0.04	
5. Humber of pieces of street furniture and other street items (your side, within study area)		add constant	
	human so	ale score	
transparency		100000	0.57
	(1.22	0.00
	0.1	1	
	0.1		
5. Proportion active uses (your side, within study area)	1	add constant	T .
. number of courtyards, plazas, and parks (both sides, within study area) . number of major landscape features (both sides, beyond study area) . proportion historic building frontage (both sides, within study area) . number of buildings with identifiers (both sides, within study area) . number of buildings with non-rectangular shapes (both sides, within study area) . presence of outdoor dining (your side, within study area) . number of people (your side, within study area) . noise level (both sides, within study area)	transpare		
complexity	l	licy score	1.70
	25	0.05	1.15
	23	0.23	
	6		0.66
	(0.00
	(
5. number of people (your side, within study area)			
5. Hamber of people (your side, within stady died)	1		
	_	add constant xity score	



Appendix 3 Case Studies



A plan and view of Santa Monica Boulevard Master Plan.

SANTA MONICA BOULEVARD MASTER PLAN West Hollywood, California

The Santa Monica Boulevard Master Plan transformed a 2.7 mile stretch of Santa Monica Boulevard- a major thoroughfare that connects Hollywood to West Hollywood, Beverly Hills, Santa Monica and the Pacifica Ocean- into a pedestrian-friendly boulevard that provides community-oriented public spaces while continuing to carry heavy vehicular traffic.

The Santa Monica Boulevard Master Plan was adopted in 1998 as a joint effort between members of Santa Monica Boulvard Master Plan Streering Committee, City staff, the architectural and urban design firm of Zimmer Gunsul Frasca Partnership (ZGF), Willdan Associates, Walkable Communities and bicycle and pedestrian

safety design consultants. It was the largest and most important public works project since the incorporation in 1994 costing approximately \$34 million.

To ensure the plan was well received, the City thoroughly addressed community concerns regarding boulevard enhancement through community outreach. The City encouraged existing businesses to undergo beautification and incentivized new large scale businesses to relocate onto the street to beautify the entire site.

In total, over six miles of new sidewalk and eight and a half miles of curb and gutter was laid along the boulevard. Almost 1,200 trees were planted along the sidewalks and medians. The project rehabilitated 15,500 linear feet of deteriorated sewer lines adding another 50 years onto the life span of the sewer system. A new



West Hollywood Gateway Design featuring a large plaza with shops, public spaces and eateries.



The West Hollywood Gateway Project.

landscaped median was also added creating a beautiful, naturally landscaped "gateway" into the City. A new bike lane, adjacent to the parking lane runs from Kings Road West to Doheny Drive designed to allow residents from adjacent neighborhoods to access neighborhood serving shops.

At the southwest corner of Santa Monica Boulevard and La Brea Avenue a gateway project covering 257, 000 square feet began construction in 2002. The development features a large outdoor plaza that functions as a civic square through the use of outdoor eating areas, fountains, public art, retail kiosks and lush landscaping. Visually distinctive sidewalks, street-level display windows and sidewalk cafes add vibrancy to this urban village.





Image of Santa Monica Boulevard at Kings Road.



Design incorporating landscaping, zero setbacks and traditional building facades.

Pedestrian friendly sidewalk. To the left is a bike path defined by a separate street color.



Urban Design Qualities

West Hollywood is a relatively small city with limited open spaces. Residents and visitors depend on the Boulevard for the social, recreational and cultural activities associated with daily life, and major civic events.

Human Scale

The increased walkability of the boulevard in combination with pedestrian-scale amenities, including site furnishing, light fixtures, crosswalks with median islands, and bike lanes make the site much more suitable for pedestrian traffic. Pedestrians can now be comfortable and safe from the heavy vehicular traffic because the design focuses on pedestrian needs instead of leaving the boulevard serving only as a thoroughfare for vehicles.

Widened sidewalks, crosswalks, and medians with islands allow pedestrians to easily and safely move throughout the site and to adjacent locations. The boulevard remains an effective thoroughfare for vehicles, so the street functions well for both pedestrian and vehicular traffic. Improved bus stops provide better and safer access to public transportation.

Complexity

The variety of pedestrian amenities and vegetation provides visual interest for people throughout the site. The design combines aesthetic and functional features, providing an interesting and safe destination for visitors to experience multiple times.

Other Qualities

Well-maintained commercial buildings and landscaping provide a clean and inviting atmosphere.

Possible Improvement:

The boulevard remains a relatively large street at four lanes with consistently heavy traffic, which still acts as a threat to pedestrian safety.

Although pedestrian connections have been improved the quality of the pedestrian links do not extend to surrounding streets in comparison to the quality found on the boulevard. This can be one area of future improvement.

References

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Palm trees line median along Santa Monica Boulevard. Pedestrian crosswalk cuts through median, acting as a safety area for pedestrians crossing the street.



Pedestrian Pathway in a median.



Median trees and vegetation.



VICTORIA GARDENS SHOPPING CENTER Rancho Cucamonga, California

The Victoria Gardens Shopping Center is 147 acre development designed by master planning and landscape architecture firm, SWA Group and architecture firm, Field Paoli to replace a planned mall development. The project is now the second largest openair shopping center in the United States containing the Victoria Gardens Cultural Center which includes the Rancho Cucamonga Public Library, a performing arts center, and a multi-use reception hall owned and operated by the city of Rancho Cucamonga. Other buildings are retail, entertainment, office, or residential. The project was completed and opened October 28, 2004.

History

Requests for proposals from the city for a mall developer attracted Forest City Development. They suggested city officials replace the planned mall with a project that has more urban character. The community and potential merchants were at first skeptical with the plans, however, a plan to include a performing arts center and public library convinced merchants to agree to leases. The community gradually gained interest in the project as well since it created a mixed use city center.

Urban Design Qualities

Many design decisions made by the architects and planners stressed a pedestrian-oriented environment and additional sustainability measures. Native shrubs and groundcover are utilized to save water. Perimeter parking lots, a parking structure and

limited street parking contribute to the walkability of the shopping mall center.

Enclosure

Buildings are located directly along the sidewalks creating a barrier between street space and the private realm. The building height neither overwhelms nor underwhelms pedestrians. Vegetation and street trees between the sidewalks and road surfaces indicate pedestrian and vehicular spaces.

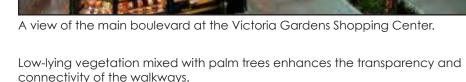
<u>Transparency:</u>

Many factors contribute to the transparency and openness of the development. Large windows along sidewalks allow pedestrians to see into the private realm. Low vegetation between the sidewalks and road surfaces not only allow pedestrians to look out into the street, but also allow drivers to look onto the sidewalk and into the stores.

Other Qualities:

Paved sidewalks, which continue through crosswalks, indicate the importance of pedestrians in the built environment. Staggered building facades distinguish between each store. The varying vegetation types also contribute to the uniqueness of each area of the shopping center.

The grid layout of the shopping center creates a walkable environment through the creation of easily navigable roads. The narrow streets limit the number of cars inside the pedestrian area and parking is limited to the surrounding, exterior parking lots. Street trees, human-scale signage, and pedestrian-friendly amenities promote pedestrian activity. Free-standing directional signs and





A view of the Victoria Gardens Shopping Center entrance sign.



Victoria Gardens streetscape with pedestrian lighting.



Circulation plan accommodates for pedestrians, street parking, moving vehicles and a trolly.



Street furniture, landscaping, buildings facades and awnings enhance the space.









signs on light posts direct visitors to the areas of the center that they want to go.

Possible Improvement:

While the shopping center is very successful, there are still improvements that can be made to the space and urban qualities of the development. The surrounding parking lots indicate an automobile-dominated area and limited street parking encourages drivers to enter the pedestrian dominated area. Additionally, retail spaces surround small parking lots in the shopping center. This creates congestion in the shopping area as people try to park closer to their final destination. Large department stores throughout the site lack windows and provide large blank walls which offer no transparent qualities. Large trees block store fronts. Narrow sidewalks increase crowding of pedestrians between buildings and vegetation.

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Fountains create nodes and act as landmarks within a space.



The overall maintenance and cleanliness of the shopping center is inviting to visitors.







Site plan and aerial view of Santana Row.



SANTANA ROW San Jose, California

Santana Row is a high-density, mixed-use development in San Jose created by Federal Realty Investment Trust through private funds. One of the intents of the project was to change the nearby suburban neighborhood into a high-density, mixed-use urban pattern. The development provided additional housing options for the growing city of San Jose focusing on seniors, families, and singles, as well as filling the niche for high-end retail in the city.

The complete development encompassed 18 blocks between Stevens Creek Boulevard and Winchester Boulevard consisting of 680,000 square feet of retail and restaurants, 1,200 dwelling units (townhouses, lofts, and flats) ranging from one to four bedroom units on top of ground floor retail, two hotels totalling 214 rooms, a 12 screen cinema, seven parks, and multiple public plazas and courtyards and has become a very popular destination for residents and visitors of the City.

History

The project was originally a 1960s suburban shopping mall. Through the 60s, the City of San Jose experienced major sprawling growth. In response to this, developers of the site saw it as an opportunity to introduce a mixed use, high density development. In 1994, the City proposed that there was a need for economic development to keep up with the rapid growth. The 2020 General Plan stated that there was a need to contain the sprawling growth and utilize infill and redevelopment as an alternative. The developer took a risk and and assumed 100 percent financial responsibility in order to be able to control all aspects of the design.

The general development plan for Santana Row was finished in 1998. 30 days before the grand opening however a fire caused \$100 million in damages. 36 shops and 242 residential units were destroyed. Luckily, insurance covered the damages and rebuilding began soon afterwards.

The Santana Row development was completed in four phases in order to sustain value in the marketplace. Phase one was completed in November 2002, phase two february 2003, phase three august 2004, and phase four completed in January of 2006. In the end, the development reached their target market and the restaurants and retail are successful bringing in over \$600 per square foot for retail, well above the national average.

Urban Design Qualities

Santana Row has been viewed as a great model of smart growth. Focusing on creating a pedestrian-friendly atmosphere, the project incorporates ground level retail with upper residential units. It encourages residents to stay within the site by including a fitness center, plenty of dining opportunities, and a business center. The project also includes a total of seven parks within the 18 blocks to help support the pedestrian atmosphere.

Imageability:

Design decisions and qualities that help make Santana Row imageable include the street design and varied landscaping, the effective use of street trees, and the modern and unique architectural style. Detailing includes variation in pavement types and colors, and planters and vegetation.

Enclosure:

Santana Row is well defined due to its buildings, vegetation, and pavement changes defining the edges of the streets and public sphere. Each area within the development is unique and well defined due changes in its details. The vegetation, as well, helps to enclose the public space but allow for transparency into the enclosing buildings.

Human Scale:

Qualities of human scale within Santana Row include the small personal spaces, the short streets that are easy to cross, the buildings themselves, and much of the street trees and furniture. The architecture of the site is human scaled in both height and storefronts. The heights are not extreme and relate well to the storefronts. The storefronts are in close relation to the street and have windows so pedestrians can view into them. The trees are not extremely large and are properly scaled to provide for human comfort. Street lights are also designed at a comfortable height for both people and small cars.

Transparency:

Pedestrians have the ability to not only view buildings from the street, but are able to view into them as well. The details on the buildings also draw a pedestrian's eyes allowing them to recognize them and provide the opportunity to view into the windows and look beyond.

Complexity:

A variety of colors, styles, and textures of buildings all lead to



a complex but interesting space. In addition to the multitude of activities occurring through the development, Santana Row provides a rich and complex experience for all visitors.

Other Qualities:

Designed as a pedestrian-oriented mixed-use village, there are many qualities that contribute to this image including linkage and legibility. Each area of Santana Row uses street trees and center planted medians to connect one edge of the site to another. Many clearly defined paths line Santana Row with main circulation running down the sides and slower, meandering paths down the center. In addition, there are multiple pedestrian crosswalks throughout the development marked by signage and changes in pavement style. The pavement design also makes Santana Row a unique space due to its attention to detail in color and type.

Possible Improvements:

While the whole environment creates a memorable experience, there are no individual symbols or landmarks that are particularly distinct. Also, much of the retail and residential units cater to the high income classes and there is little opportunity for affordable housing in the neighborhood.

Many elements in Santana Row have been scaled down to match human proportions; This building is designed to look like a cathedral, but is reduced in size to fit in its context.





Street furniture and vegetation add areas of interest throughout the development.



Pedestrian walkways line the store fronts.

A median lines the center the Santana Row's main streets.



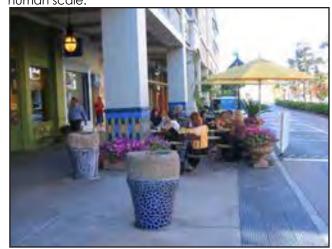


One of the main streets leading through Santana Row, marked at the intersections by landmark structures.



Many restaurants provide outdoor seating.

Elements like fountains and planters provide a sense of human scale.





Outdoor seating and restaurants in Downtown Palm Springs

Palm Springs Luxury.



DOWNTOWN PALM SPRINGS Palm Springs, California

Palm Springs is a city of 42,350 people located in Riverside County. It is predominantly known as a tourist destination and retirement community and is renowned for its pristine golf courses, its warm desert climate and its combination of mid-century modern and Spanish-style architecture.

The downtown area of Palm Springs consists of five city blocks on South Palm Canyon Drive between East Camino Parocela and East Alejo Road. On South Palm Canyon Drive the entire district is zoned as the Central Business District which permits commercial uses. In the future, development is expected to become more mixed-use oriented with a variety of uses in one building. The predominant commercial consists of restaurants, boutiques, designer stores and antique shops.

The mix of spanish and modern style buildings with a variety of courtyards and passageways create a unique pedestrian experience for the city. There are a variety of districts such as the furniture and art gallery district, the restaurant district, the historic Tennis Club District, and the historic Plaza Theatre District. The building heights vary from one to two stories throughout the Central Business District with a six story Hyatt Hotel on the corner of South Palm Canyon Drive and West Amado Road.

History

Palm Springs was originally inhabited by the Agua Caliente Band of Cahuilla indians who have lived in the area for thousands of years. In the mid 1800's the Southern Pacific Railroad continued its expansion through the entire state of California and claimed the lands adjacent to the railroad as owned by the railroad of the federal government.

In 1853 a group of explorers called the site an oasis of palm trees and coined the term "palm springs" for the region. The name stuck and, with the railroad access, the area became a haven for highend vacationing for the very wealthy.

Following World War II the city began to boom and there was a huge investment in housing development and businesses. A library, museum, and hospital all followed soon after. The region has always been of importance to the Hollywood Film Industry due to the remoteness and possibility to create unique sets and scenic vistas. Due to this, it became a sort of retreat for Hollywood Stars to escape to when not filming and it was quickly named the "Playground of the Stars".

Site Plan of Downtown Palm Springs.







Downtown Palm Springs.

A typical block of Palm Springs' Downtown.



Urban Design Qualities

<u>Imageability:</u>

Palm Springs has strong imagebility. The image of Palm Springs includes palm tree lined avenues with beige Spanish-style architectural buildings made of stone. The windmills and surrounding hills can give anyone the perception, that they are approaching Palm Springs. The city attempts to blend itself with the surrounding desert, while creating its own kind of oasis feeling, similar to a paradise in the desert.

<u>Human Scale:</u>

No building in Palm Springs is massive. The streets are not overshadowed by anything except for the mountains surrounding the area. The palm trees on the boulevards are large, but not overly massive and intensify the visual quality of the area rather than suffocate the human being. Furthermore, most structures in the city go about using tiles which making the structures perceived to be smaller than it really is.

Complexity:

Palm Springs has both areas of visual richness and visual depravity. Some sections of the city have many different visual enhancing features including street furniture such as benches, lights, and trash cans, vegetation including plants and palm trees, and even mosaics of tiles on sidewalks and buildings. On the other hand, other areas of downtown are very bland consisting of bland beige colored buildings and only palm trees.

Other Qualities:

The buildings on the main thoroughfare through downtown have large windows that provide a visual linkage between the buildings and the street. Furthermore, these buildings have setbacks right at the sidewalks only further linking the buildings to the streets. The architectural style and vegetation are consistent on both sides providing linkage from one side of the street to the other.

Palm Springs has extremely high coherence. Nearly every visual element in the city including street furniture, vegetation and tiles are of very similar scale, character and arrangement.

Resources

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Palm Springs Visitor Center







(Before) Weaverville Downtown Main Street.



(After) Designed to be a pedestrian-friendly environment.

WEAVERVILLE HISTORIC DISTRICT Weaverville, California

The Weaverville Historic District is located in Weaverville, CA, a part of Trinity County. It is a small town of less than 5,000 people. Main Street is also known as Highway 299, and has a fair amount of thoroughfare traffic perhaps due to the fairly narrow two-lane highway. The Historic District consists of about five blocks along both sides of Main Street.

This small town district has about 25 commercial, residential, public, and religious buildings. Some of the historic buildings in the Weaverville Historic District include the courthouse, which was built in 1856 and is the second oldest in the state, the Weaverville Drug Store has been filling prescriptions since 1852, the Weaverville Joss House, which is a locally famous and active Taoist temple built in 1873, and a California Historic State Park, which is still an active place of worship and a tourist stop.

History

The town was established in 1850 and is considered a historic California Gold Rush town. It was once home to 2000 Chinese gold miners after the boom of the California Gold Rush. Because of this heavy influence of Chinese culture, Weaverville in the past had its own Chinatown and was even designated a Preserve America City. The fact that Chinatown did not survive through the ages was one of the Historic District's failures. However, Weaverville's Joss House still hosts a Chinese New Year celebration annually.

Urban Design Qualities

Many of the buildings are one to two stories and have red brick facades. Buildings all maintain an antique look which help to keep the historic feel of the town. Stylistically, the district is known for having verandas, false fronts, and spiral staircases. Parking throughout Weaverville's Historic District on Main Street is mainly along the street. There are a few small sized parking lots behind stores and in open areas. Pedestrian walkways are mostly covered throughout Main Street with architectural elements like verandas and elongated parapet roofs that cover the sidewalk. Along the sidewalks and next to the street parking there are one-lane bicycle paths. Each of these elements contribute to the overall urban design of Weaverville and provides the city with a unique sense of place.

Imageability:

As a whole, the Weaverville historic district maintains a vintage aesthetic appeal with lots of antique buildings and design characteristics. Its visual appeal is welcoming and inviting. Visitors often remember Weaverville for its unique character and hometown, quaint feel. Weaverville has a memorable, small downtown with commercial shops lining the main street. Entrances to shops are accessed directly from the pedestrian pathways lining Main Street. The current landscape consists of a small number of symmetrically lined trees on the pathway.

Human Scale:

The Historic District is able to evoke characteristics of a downtown

without making it feel crowded or busy. The small-town feel is made possible by the architectural design, which captures the feel of a historic town. Building heights in Weaverville do not exceed two stories and tall trees are placed sparingly so as not to make people feel overshadowed. Taller buildings are developed near the center, or the hub, of the downtown. Benches, light poles, and trash cans also line the pedestrian pathway accordingly. The town also incorporates pedestrian-friendly details such as changes in pavement material. Red brick pavers are used for pedestrian crosswalks when walking from one side of Main Street to another.

Complexity

Due to the fact that Weaverville is a historical town, almost all of the architecture styles are from when the town was first established. The entire style and atmosphere of the whole town is constant with few minor surprises, like the recent construction of a modern building. This contributes to very little seating as you walk through the streets, a limited amount of parking since the only parking is along the street, and the size of the narrow walkways. A few elements that were unique to the town and that could be seen through the Historic District are the barrel-like trashcans and antique street lamps. Most buildings are also colored red giving it an antique look, but the old structures have been somewhat restored giving the town a modern-vet-historic look.

Other Qualities:

The main thoroughfare through the downtown of Weaverville have no street lights or stop signs on Main Street, but there are plenty of pedestrian crosswalks differentiated with red pavers from one side





The spiral staircase is one of the community's favorite architectural features.







Chinese New Year celebration at the historic Joss House.



The taoist temple has a beautiful garden and a bridge that spans the creek.



Weaverville has a rich Chinese-American history due to its gold-mining past.



The Weaverville Hotel is one of the oldest structures in the Historic District.

of Main Street to the other. Trees and building signage both help to assimilate people with their whereabouts in the Historic District. There is an ample amount of bulb-out street parking in Weaverville. Wide bicycle lanes and bike racks help to encourage alternative transportation.

Weaverville has extremely high coherence. Nearly every building in the Weaverville Historical District are consistent in height and architectural style. The historical aspect and feeling of the town is also constant, showing the visitors they have reached the Historical District of Weaverville. The alignment of the buildings going down Main Street are straight along the highway giving drivers a sense of direction. The bold colors and detailing of the crosswalks give the street a feel of unity.

Given the fact that Weaverville's Historic District is over two hundred years old, the antique ornamentation of the town has an old, rustic look. However, the town still manages to keep a clean atmosphere and does not portray a decaying town. The streets are kept orderly and the street furniture is in tact. The colors of the town are kept in earth tones and hints of color but they all contribute to the overall atmosphere of the place.

Possible Improvements:

Pedestrian pathways lining the commercial storefronts are too narrow for people to gather and feel comfortable. Also, one of the important overlooked details of this area is that there is limited use of diversity of pavement and differentiation in style. The only areas where pavers are used are the crosswalks. The possibility of areas

of interest where attention can be diverted creates opportunity for additional areas of interest.

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HERCULES WATERFRONT QUARTER Hercules, California

The City of Hercules consists of a 426 acre master plan redevelopment located in Western Contra Costa County in the Bay Area on the corner of the San Pablo Bay. The redevelopment plan for the City includes the Central Quarter, The Hill Town, The Waterfront, and the Civic Center. As of 2010, the only phase that has begun construction is the Waterfront Quarter. In total, the project plans to have over 100,000 square feet of commercial retail space, over 900 residential units, two forms of mass transit, and shared parking between daytime and nighttime uses. Central Hercules is intended to become a regional transportation hub as a result of BART and the expansion of the West CAT bus system.

History

The city of Hercules is a typical suburban community in Contra Coast County that is dominated by automobile transit. The community started as a more industrial town dominated by a dynamite manufacturing plant that was located in the central Hercules area. In the 1970's developers came to Hercules and constructed large suburban developments creating a quintessential bedroom community. These developments attracted residents throughout the bay area bringing the population to around 22,000 people. This new population consisted mostly of commuters that traveled out of the area for work. With this new population the community quickly transformed into a typical suburban community dominated by sprawling large lot subdivisions and strip malls. This type of community is typical of many of the suburban communities surrounding the Bay Area, and as such has led to the increased strain of traffic throughout the area.

Hercules displays easy linkage and movement between different spaces through the use of paths.



Walkability and attractive street corridors are attention grabbing and give Hercules a distinctive. sense of place.



In the 1990's the Dynamite Manufacturing plant shut down, causing the city to lose a large portion of its tax base and leaving a large brownfield site. This effect led the city to look for a use to fill the undeveloped land left by the dynamite plant. In 1998 the city gained funding from the redevelopment agency and local land developers to begin to redevelop this central area. This led the city to hire an urban design firm to assist in the redevelopment of the 426 acre site. The first and most important phase of the project is the Waterfront Quarter, consisting of 167 acres of the total 426 acre site.

Urban Design Qualities

Along with assistance from urban design firms, the city has managed to develop a vision plan and master plan for the area. These plans focus on developing a transit oriented development that focuses on compact design and the use of different modes of transportation to move throughout the region and the community. The area that is being redeveloped is mostly considered to be either a brownfield site or a wetland habitat. These two factors have resulted in strict state and federal regulation and a permitting process that has drastically slowed the progress of construction. Currently the Waterfront Quarter is in under full construction and is reaching completion. Hercules is working toward becoming a dense town center and creating a distinct sense of place. The City is encouraging a mix of retail, offices, and housing to promote pedestrian walkability. In terms of urbanizing the environment, Hercules is taking all the right steps towards the future.

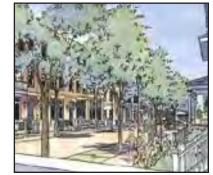
<u>Imageability:</u>

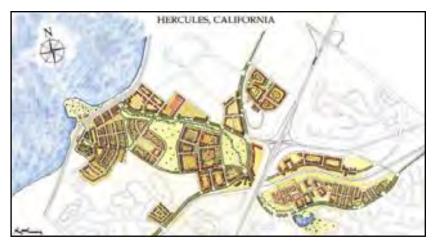
The redesign of this area includes the creation of a new center of the community within the community of Hercules. This new center incorporates specific design guidelines that will create a distinct and identifiable area. This area will have tree lined boulevards,

Human scale is better defined through pavement texture and details



Street trees and lighting are elements that contribute to human scale.





Site plan and aerial of Hercules, California







Proposed Waterfront for Hercules



Open-air seating areas and gathering spaces help to create

Pedestrian activity and street side retail create a lasting impression on visitors.



variation in height and appearance of structures and, large sidewalks, and storefronts that meet the sidewalk. These elements incorporate to give the area an identifiable and comfortable feel.

Enclosure:

The Central Hercules Waterfront Quarter Plan proposes to create walkable spaces that have a room like quality. This will be achieved through variation in building height and proportionality in relation to street width and the size of buildings. These elements combined with appropriate trees and landscaping will create an outdoor enclosure that will be comfortable for pedestrians and drivers.

Human Scale:

The project establishes a walkable community and provides amenities for pedestrians and facilities for bikes. To encourage pedestrian activity, the City is widening sidewalks from ten to 14 feet and allowing space to provide street trees and furniture. The city is also providing clearly delineated crosswalks at all intersections, ensuring pedestrian linkage and accessibility.

Transparency:

The Waterfront Quarter Plan proposes that the streets and walkways create a room-like quality while using transparent storefronts that are inviting for pedestrians. These elements combined with the large sidewalks that the plan proposes will have the effect of making the project transparent.

Complexity:

Large pedestrian corridors and open space between buildings creates an

enclosed environment.

The plan proposes the use of mixed use development. Mixed use development will create an area of multiple uses that will each bring its own set of customers and activities that will create a

Future Central Quarter Corrido



of varied but similar architecture that includes variation in building height and aesthetics. These elements will combine to create a complex and enjoyable environment.

Other Qualities:

The Central Hercules Waterfront Quarter Plan proposes the use of large tree lined boulevards and crosswalks that are delineated by different color and texture. These large boulevards will link different parts of the Central Hercules area while the crosswalks will link different sides of the street. The project will also incorporate a unified design that will link one building to the other. These elements will combine to make the area easy to navigate for all forms of transportation and mobility.

The Hercules Central Corridor Plan is a plan that is focused around creating a transit-oriented development that incorporates the use of many different modes of transportation. This combined with the strong mixed use element of the project will make for a sustainable project that focuses on decreasing the use of the automobile. Further, the compact design that is proposed by this plan will decrease the amount of land that is used and thus decrease sprawl.

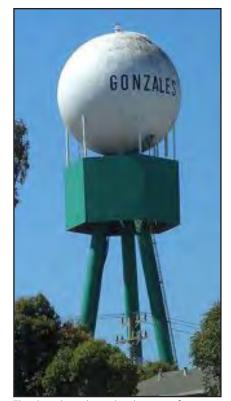
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The landmark water tower of Gonzales.



The Gonzales archway demarcates the entrance into the downtown.

DOWNTOWN GONZALES Gonzales, California

According to the City's vision, "Gonzales will continue to be a safe, clean, family-friendly community, diverse in its heritage, and committed to working collaboratively to preserve and retain its small town charm". In addition, the "City Council and Staff of the City of Gonzales will realize our vision by providing the leadership, commitment, and resources necessary to provide excellent services that enhance the quality of life of our diverse community. City services will be delivered in a cost-effective, respectful, and friendly manner to insure the safety and well-being of the residents and the promotion of business, recreational, housing, and employment opportunities in an environmentally sustainable manner. Strong fiscal policies allow us to provide appropriate infrastructure for Public Safety, Housing, Recreation, Environment, and Education." The city has clearly made an effort to create a comfortable environment for both its residents and visitors.

The average drive to work is about 25 minutes, so most of the residents commute out of the town for their vocation making it primarily a bedroom community. Despite the commuting, there is still a downtown that services the essential needs of a commercial area with restaurants, small markets, and other small retail areas.

Urban Design Qualities

The main street of Gonzales was once the original Highway 101, which runs parallel to the Pacific Railroad train tracks. As the Highway became more populated and busy, the town decided to introduce a bypass around the town for the heavier traffic.

This diversion took passer-by traffic out of the downtown. The city then made efforts to create a downtown that could survive on its own and service the residents. The small town has been able to economically support the downtown, but unfortunately there is little tourist activity. The town now dead-ends into the train tracks and the old Highway 101 to create an interesting city shape.

The City of Gonzales is an interesting example of a city that once only survived as a Highway city, but has since been transformed with its own downtown.

<u>Imageability:</u>

The City of Gonzales has created a memorable entrance to the downtown with an arch spreading over the main street. This landmark allows visitors to recognize the beginning of the older historic town. The City of Gonzales has an older, more historic aesthetic, which creates a memorable environment.

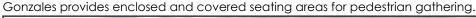
Enclosure:

On the southwest side of Alta Street, across from various local office and commercial buildings there are enclosed seating areas for pedestrians to gather. This area acts as a buffer between the core of Gonzales and the surrounding agricultural land uses. The detail in the seating areas allows for pedestrians to become intrigued by the room-like area. In an area that sees a lot of sun and heat in warmer months, the trellis acts as both shade from the sun and adds a ceiling type element for the enclosed space.





Aerial view of Gonzales.







A view of the architectural style on Alta Street.



Pedestrian-friendly features like paved crosswalks provide a warmer atmosphere in the downtown.



Historic structures line Gonzales's downtown.

Other Design Qualities:

The City of Gonzales has a smaller downtown with a grid pattern design. The grid allows for easy connections and linkages to and from the commercial main streets. Sidewalks also line the streets for pedestrian use. Along the Old Highway 101, the street is one-way to allow for easier parking and access to the commercial stores. Because of the city's size, the streets are pedestrian-friendly and human scale, which promotes a general linkage throughout the commercial core.

In Gonzales the design quality of coherence is apparent through the equal spacing of trees and light posts along Alta Street. By maintaining the shape and size of the trees along the street in relation to the heights of the building it allows for a nice visual cue for the eye to follow along the street. Also, the style of the repeated lampposts compliments the style of architecture and building facades in the area with a slightly older feel. Overall the style of the core of this small town remains coherent through the use of well-placed landscaping and ornamental light fixtures that correspond to the older qualities of the architectural style.

Gonzales launched a sustainability initiative called Gonzales Grows Green to attract green jobs and businesses. It is incorporated into the general plan, emphasizing compact, neighborhood-centered growth, green building and energy efficiency. The city wants to become the center for green technology in Monterey County and plans to provide an incubator for environmental business development and grow the city's tax base. Energy Alternatives Solutions, Inc. has opened a 2.5 million gallon-a-year biodiesel plant, using recycled vegetable oil, it supplies fuel to school districts and farmers. Converted Organics has partnered with the school district to turn food waste into organic fertilizer for city parks and school

fields. Highlands Soil and Water opened a new plant in Gonzales, where they culture soil amendments to introduce beneficial microorganisms, creating nutrient-rich soil. There are plans to convert the landfills methane into electricity and a large solar and wind powered winery is in the works.

Possible Improvement:

Gonzales is not very complex. Centered on 4th and 5th streets, are the City Hall, Library, a community center, a middle school, high school, and the Central Park. At the railroad end of town, a long trellis extends from the central arch, protecting sitting areas and creating a focal point that is unique. The colors and styles of the building are fairly uniform, with little architectural diversity and ornamentation. There are no places for outdoor dining and the city center seems to host few pedestrians. On 4th street, traffic calming designs have been created, such as a one way street with angled parking, landscaped bulb-outs, textured crosswalks, new street lighting and trees to provide shade. There are no murals or public art, which would add complexity and identity to the place.

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Architectural style and streetscaping in Boulder, Colorado



PEARL STREET MALL Boulder, Colorado

History

The Pearl Street Mall project has many unique urban design qualities. In 1917, when automobiles began to emerge Pearl Street became the first paved road in Boulder, with 15-foot sidewalks on either side of the street. With the passage of the "Public Mall Act" in 1970, by Governor John A. Love and the city of Boulder establishing a Central Area General Improvement District (CAGID) for the downtown, it lead to the establishment of the "Downtown Boulder Mall" between 11th and 15th streets. The area was closed to traffic in June of 1976, and was dedicated in August of 1977. Since its dedication, the buildings along Pearl Street Mall have seen much restoration to preserve the historical value of Downtown Boulder. Currently the area is home to a variety of uses with most being restaurants and retail, along with varying services, public buildings

and several parking lots to accommodate the vehicle traffic to this core area.

Urban Design Qualities

Today, Boulder is known for its natural beauty, outdoor recreation, natural product retailers and restaurants, outstanding transportation options, diverse businesses, and technological and academic resources. Though the population may not be that large, the City has incorporated a lot of open space through conservation easements, much of which is used for recreational sports. The urban environment of Boulder has many unique qualities that especially cater to the college-age population including many restaurants, night life activities, and an abundance of adventure recreation. The City prides itself on incorporating many sustainable principles into its design and function with many organic restaurants, farmers markets, extensive bike paths and trails, and a well-established recycling and composting program.

<u>Imageability:</u>

The City of Boulder believes that the imageablitly of their community is very important. The Downtown Urban Design Guidelines explicitly state the importance of the historic preservation of the city as well as maintaining the overall character of the spaces and buildings. The pedestrian space shown in adjacent figures represent many of the city's public areas. The historic buildings are supplemented with more modern restaurants and outdoor sitting. The tree-lined paths and wider sidewalks also give the City of Boulder a distinct and memorable look.

<u>Human Scale:</u>

Downtown Boulder is a pedestrian and bicycle-oriented community. In order to better define the different spaces used by each type of travel, bike, car, and pedestrian, Boulder uses varying paving textures and vegetation barriers to enclose bike paths, vehicle right-of-ways, and sidewalks. These design qualities are appealing to all types of travelers, and act as an alternative to conventional public





Common design elements and features in many of Boulder's public spaces.



A view of Pearl Street Mall activity.

Outdoor seating and tables line the Pearl Street Mall



roads and sidewalk design. The detailing around the planters on the sidewalk offers places for pedestrians to sit and meet, making this public space more inviting as an protected area.

Complexity:

Boulder's Pearl Street Mall is visually complex with diverse building types accented by a range of colors, providing a range of activities from eating to shopping to sitting and observing fellow citizens. There are many pedestrians at all times of day, some with intent and others not, but all provided with an array of choices. There are a number of establishments that provide outdoor dining. There is a progression of views within the area out to the natural beauty of the location. The architectural styles are varied, with artistically colored businesses, modern retail shops, uniquely designed restaurants and second floor office space all adding to the variety of styles. There is a range of street furniture, from benches to waste receptacles, lighting and signage. There is an assortment of public art features; fountains, sculptures, murals, and play landscapes. And there are a variety of seasonal activities on the mall; holiday events, summer sidewalk sales, live music, and farmers markets.

Other Qualities:

The linkage of a community allows for visitors and residents alike to physically and visual connect their experiences in the city. The City of Boulder has created an environment that allows for the use of alternative transportation in and around the downtown. With comfortable sidewalks and interesting streetscapes, pedestrians can move about freely. The city is also bicycle friendly with a bike lane that is physically separated from vehicular traffic. This kind of lane eliminates many of the vehicular dangers, which promotes bicycle use.

The design of the street furniture and planter boxes are uniform throughout the four blocks of the Pearl Street Mall, allowing for



Tree-lined streets in downtown Boulder



pedestrians to be familiar with the character of the area. The textures and materials used for paving materials correspond well with the architectural style of the buildings and street furniture defining a unique theme to this area of Boulder. Most buildings along the Pearl Street Mall are two stories high keeping the scale consistent for visual height reference, and giving the area a sense of visual order.

Boulder launched a Sustainability Initiative in 2005, addressing energy and zero-waste. This includes protecting open spaces, natural habitats and landscapes; ensuring access to basic human needs such as food, housing and health care; encouraging an active community involvement in social, political and community activities; and providing the every-day services that make daily tasks possible - services such as maintaining transportation routes and ensuring fair, accurate, democratic elections. The Pearl Street Mall was built in 1977, before sustainability became popular, but it hoses a diverse range of businesses that are proponents of it. There are a number of community driven enterprises that are sustainable; the Boulder Sustainability Education Center, Boulder County Going Local, Climate Smart Loan Program, and Community Roots Urban Gardens, which advocates turning yards into micro-farms. Later this year, Boulder will be the first fully integrated Smart Grid City in the USA, providing electricity from suppliers to consumers using twoway digital technology to control appliances at the homes of the consumer to save energy.

http://www.bouldercolorado.gov (City of Boulder)

http://www.boulderdowntown.com (Downtown Boulder Inc.)

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The separated bike lanes that allow for maximum safety.





A site plan of Mizner Park showing the central park axis.

A landmark design feature fountain along the central park of Mizner Park. Aerial view of the Boca Raton development.





The palm tree lined central fountain.

MIZNER PARK

History

Boca Raton, Florida



Mizner Park was conceived as a traditional downtowncenter for

Raton, Florida. Since its' completion it has become an "instant downtown" for Boca Raton and a popular meeting place

during the day and evening. Mizner Park is a 398,000 square-foot development oriented around a public park with a town-center

configuration encompassing 30 acres. The center contains retail

the side is devoted to the public, with a large central park area, an

Mizner Park was built upon on the site of the old Boca Raton Mall, which opened in 1974 but suffered over the years from competition.

necessary steps towards creating the master plan for the downtown

revitalization while the CRA and Crocker & Company entered into

The Boca Raton Community Redevelopment Agency took the

negotiations for the redevelopment of the site. The city held a

referendum to determine whether the community supported the

positive reaction, a contract was signed and the project opened

Crocker & Company was the developer and Cooper Carry & Associates were the architects for the Mizner Park project.

Construction began in October of 1989 and was completed

in August of 1996; it took seven years to build in three separate

phases. The site includes 156,000 square feet of retail space with

Mizner Park concept. The referendum indicated an overwhelmingly

space, office space, and rental apartments. Over two thirds of

amphitheater, and outdoor dining plazas.

two years later in January of 1991.

Boca Raton, that is often compared to that of a quaint European city. It is a mixed-use development located on Route 1 in Boca

Accent features such as the fountain provide



units, and 106,000 square feet of office space. There are a total of 1,456 parking spaces including surface parking and four large parking structures. The project also includes an 80,000 square-foot Jacobson's store and a 30,000 square-foot movie theater. The total development cost \$59,544,044 to construct.

44 units, 136,000 square feet of residential space with 136 total

Urban Design Qualities

The project is especially noteworthy because of its careful attention to urban design issues and to the creation of a sense of place; its mix of uses and town-center configuration, and especially its restaurants and street front retail bordering a central public park, have stimulated a vibrant, around-the-clock mosaic of activity that brings new life to the city's downtown core. "The grand central public space is well on its way to becoming the community center or "living room" of Boca Raton."

The mixed-use development has drawn many residences and various businesses such as retail, restaurants, and a performing arts amphitheater. The project has drawn many community events, including an annual art festival, a circus, and a variety of concerts. It has four main mixed-used building that face each other across the park and public space creating a visually pleasing ambiance. Outdoor dining and apartment balconies overlooking the space contribute to a buzz of activity. The central open space of the site offers many amenities and seating for residents and visitors of Mizner Park designed with pavers and plaza details to provide vehicular access, over-the-curb parking, and safe pedestrian access throughout the site. Marketing strategies worked to showcase that the concept was a cultural shopping center, using different restaurants mixing with a modern cinema and the amphitheater, as a blend of new ideas and old making the site more unique.

interest for pedestrians



The one way roads allow for vehicle entry while retaining





A view of the hotel structure at Mizner Park.

A gazebo feature provided for visitors to gather and enjoy the space.



<u>Imageability:</u>

Mizner Park's centralized park, bordered by trees and buildings, creates a unique, distinctive, and recognizable location. Physical elements such as the general architecture of the site, the palm trees, and brick styled street pavers along the site enhance this lasting image. The unique gazebos and their arrangement help to capture attention and create a lasting impression. The design of the gazebos as well as the well maintained and symmetrical landscape make the area feel very clean, safe, and tidy. The gazebos give users of the site a very inviting feel.

Enclosure:

Buildings up to six feet tall surround the Mizner Park site, running alongside the central park. This element of symmetry along the site, with the sheer vertical height, helps enclose the buildings, making the area seem almost as it own center, somewhat separated from the outside world. However, the size of the park prevents the buildings feel as though they are towering over the public, making the site feel defined, yet not overbearing.

Human Scale:

Mizner Park is built around pedestrians. Parking is tucked away, leaving walkways focused on the pedestrians. The central park works to allow space for pedestrians to gather, and interact with one another. Window front retail encourages the public to easily window-shop in a safe and controlled environment. The human scale is articulated through the design of the project and is a contributing factor to the projects success.

<u>Transparency:</u>

Mizner Park's mixed-use buildings include first level retail which utilizes large glass windows to allow people to see within the stores. The central park in the middle of the project site also provides a great sense of transparency as it allows for people to be able to view the entire streetscape of the project.

Complexity:

Various levels of complexity for the project are created by the architecture as well as different windows, colors, and landscaping. It incorporates different types of landscapes throughout the site, as well incorporating community gazebos in the central park, benches throughout the site, and attractive water fountains. The buildings and structures vary in color and size. The stores have clean unified signage and shades but are still able to be distinct from one another through different colors and patterns. The middle area of the development creates a gathering place for people.

This area is invites people to relax and take a break from all of the shopping. There are benches, gazebos, and multiple water features along the middle strip all enhance the character and complexity of Mizner Park.

Other Qualities:

Along with the above five urban design qualities, Mizner Park also exhibits strong linkage, coherence, and tidiness. The project contains six paths connecting the two sets of buildings on each side of the site to each other. These paths not only provide good linkage between the structures, but also provides a sense of coherence by offering visual order. The detailed paver pattern of the pathways takes the pedestrians' eyes to the other side of the street and shows them the correct place to cross the street. The pattern of the pathway provides increased legibility by creating a sense of orientation for pedestrians helping them easily understand the space. Palm trees are lined on either side of the two main streets adding to the visual unity of the site.

Mizner Park's overall design does a good job of creating a sense of visual order. The use of pavers, beautiful clean landscaping, palm trees, and the buildings create strong consistency throughout the entire site. The attention to small details through out the site makes for an elaborate visual experience to be enjoyed by the public.

Possible Improvement:

Although the project has good linkage on the inside, its linkage to areas outside the project is poor. The retail portion of the project faces inward to the site and has no visibility from the streets surrounding the project. The main entrance also has poor linkage to areas outside the project because of the placement of two large parking structures on either side of the entrance which do not make the entrance inviting.

Although somewhat visually complex, the project contains a lot of similar facade treatments for different uses. Many office uses blend into the retail and residential portion of the project and it becomes difficult to differentiate.

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LAS RAMBLAS Barcelona, Spain

The term 'Rambla' is of Arabic origin meaning dry stream
This street is named Las Ramblas because it's path was cut out by
a stream that has been paved over. The street is located in the city
of Barcelona, Spain in what is known as the Gothic Quarter and
begins at the Plaza Catalunya and ends at the famous Columbus
Memorial at the waterfront of the Balearic Sea. The entire street
length, from the Plaza Catalunya to the waterfront, is approximately
1.2 kilometers.

History

The project site was once a stream that ended in the harbor and marked the edge of medieval Barcelona. In the 16th century the city border expanded across the stream and began filling in the area. By the end of the 18th century the central promenade had been constructed and in the mid-19th century, the street looked much like it does today.

Urban Design Qualities

The street layout includes a large central pedestrian promenade between two one-way automobile traffic lanes. The promenade varies in width from 36 feet to over 80 feet, though on average, it is 60 feet wide. Large trees are spaced less than 20 feet apart to protect from the automobile traffic and also enhance pedestrian comfort as they provide shade in the summer but allow for sunlight in the winter. The buildings that define the street are varied and complex. They vary in height from five to seven stories and contain a wide variety of uses. These include stores, theaters, restaurants, and residential uses.

Many unique experiences can be had at Las Ramblas, including a glass-roofed market called La Boqueria. Considered a success, the design of Las Ramblas has great pedestrian access and is considered one of the best streets in the world. The landscape design on the site serves both aesthetic and practical purposes and helps to make Las Ramblas a center for human activity at all times of the day.

Imageability:

The long linear urban park is tightly knitted into the winding urban streets. There are plenty of activities that draw the attention of the pedestrian including people-watching, restaurants, the central

shopping axis with flowers, birds, and newsstands. The site also has a very clear beginning and end.

Enclosure / Transparency:

Elements that contribute to the transparency of the street include the trees lining the entire boulevard and the building entrances and storefronts. The trees provide a consistent shade canopy and a separate main pathway from automobile traffic. The buildings contribute to the street by forming the edge boundaries, but also by providing clear views of what is inside the architecture.

<u>Human Scale:</u>

Las Ramblas was designed for walking. It is a natural place to walk and pedestrians are always given the right-of-way. A mix of activities promote the diverse image and flexible character of the street. There are many places to sit and various elements promote the human scale of the site.

Other Qualities:

The size, length, and regularity provide orientation. There are many significant destinations along the street, including a major theater, a public market, and multitude of stores and restaurants, making the street itself a destination.

Possible Improvements:

Many of the buildings are old and could be better maintained. In addition, some of the new development seems a bit out of place and doesn't quite fit in as well as the older buildings. Newer paving on the site also seems uninspired and the newer streetlights do not have the aesthetic appeal of the older streetlights

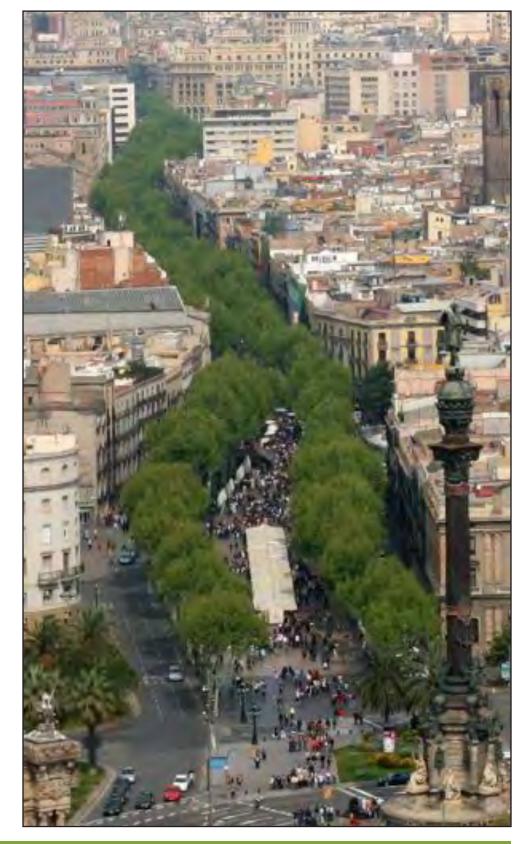
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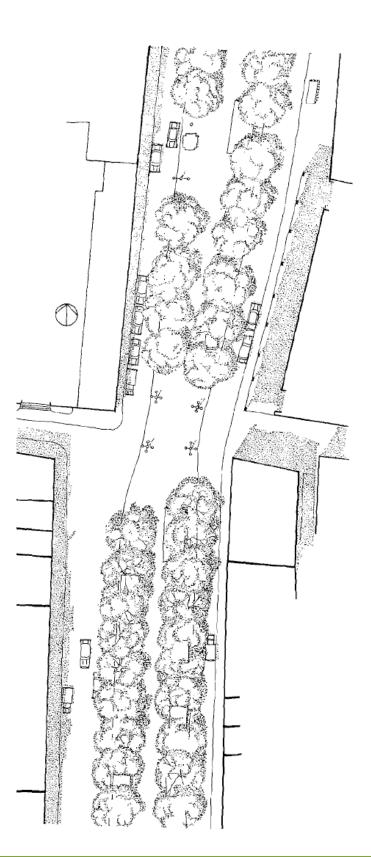
The nightime activities and shopping provide plenty for visitors and residents to do at all times of the day.



A marketplace lines Las Ramblas during the day.

Shops and stores sell a variety of things catering to everyone that visits Las Ramblas.







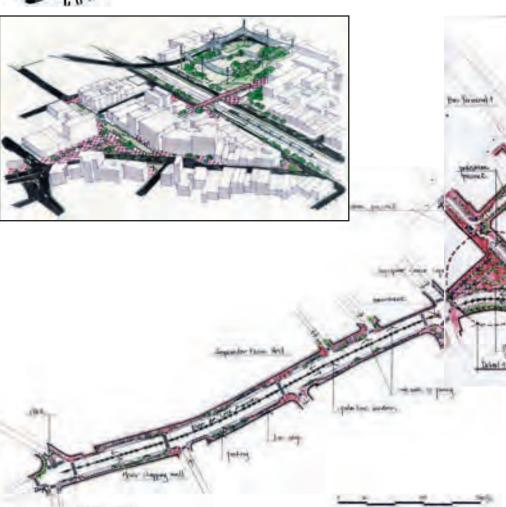
Aerial view of Las Ramblas.



Elements such as street furniture is provided for the comfort of the pedestrian.







RIO CIDADE MÉIER Rio de Janeiro. Brazil

The project was only for public spaces. The surrounding buildings are mixed-use, with commercial on the bottom floor and residential on the floors above. Dias de Cruz Avenue previously had a large problem with illegal parking. People parked on either side of the road at a 90 degree angle. The project redesigned the road so that there would be no room for parking, decreasing the amount of congestion on the street.

History

Meier was first settled in the late 18th century by farmers. One of the first railroad lines in Brazil crossed through Meier and a



station was built in 1889. This caused rapid piece-meal laissez-faire development throughout the district. By the 1950s most of the land had been developed. The city's main commercial strip was Dias de Cruz Avenue which included the largest movie theatre in Latin America at the time. By the mid-1960s, the first shopping mall in Brazil was built.

Dias de Cruz Avenue and sidewalks were always crowded, making the area congested and difficult to navigate for vehicles and pedestrians because of a large illegal parking problem. The cars were not only parked on the street; they were occasionally parked on the sidewalk as well.

Dias de Cruz Avenue was redesigned with the sidewalks of a uniform width with designated spots reserved for street vendors in order to keep the sidewalks decongested. A median was added in the middle of the road to prohibit U-turns and turnouts were designed to make room for transit stops. This redesign alleviated the traffic congestion and made the avenue a friendlier environment.

Agripino Grieco Square was small, unequipped, and badly maintained. It had unattended gardens that were tread on



A view of one of the many public spaces in the Meier District.

constantly by bus passengers. There were only a few trees providing shade and there was no sitting area because street vendors were crowding the area.

Agripino Grieco Square was redesigned to have a small amphitheatre and more trees for shade. The amphitheatre provided seating as well as chess tables. A small playground was also added in the design and the bus stop was relocated.

A pedestrian bridge connected the train platforms; however, it did not have ramps and was therefore unusable by the handicapped. It also did not have any shade on top of the bridge.

The pedestrian bridge was extended to connect the two avenues over the railway and ramps were added so that it would be accessible to everyone. A cover was also added to provide shade for pedestrians.

Urban Design Qualities

Imageability:

What gives this project its own distinct image is the use of Brazilian



culture and of the reinforcement of the districts name and identity. The project's design concepts included several strategies to make the Meier district distinct, recognizable, and memorable. One of these was the use of bright colors that is typical in many Brazilian elements, which helped the area break away from the original concrete and asphalt color palette. In addition, the use of Brazilian flora also works to create this strong Brazilian tradition throughout the site. The site furnishings as well, help to tie together the area with similar colors and shapes. This helps to further define the district. Lastly, the reinforcement of the districts name in the area through the plazas and mainly the main water feature of this project, give the community the ability to identify with their area and develop pride in their community.

Enclosure:

In this project the enclosure is defined by a few elements. One, the streetscape is almost entirely concealed by buildings. Buildings range from one to seven stories. The varying heights create an interesting variation between urban spaces in the project. At the high end of the spectrum the building heights tend to make the space slightly more intimidating than the buildings at the lower heights. In addition, the designers also planted multiple palm trees to help define the sky plane and to further enclose the space. These trees work successfully as enclosure elements because they are able to disrupt the openness of the pre-existing street.

Human Scale:

Human scale was created through attempts to separate humans from the heavy traffic flow as well as through the creation of small urban spaces within the project area. The users of this space were separated from traffic in a few different ways. One, the streets where regulated with signals, medians and right-of-way controls. In addition, sidewalks where made consistent throughout the entirety of the site. Streetlamps that were provided were also installed a lower height, more friendly to the pedestrian while still providing efficient and effective lighting for the area. At multiple locations in the site, small urban plazas and spaces where created. Plazas that allowed users to claim a space of their own with close relation to shopping and dinning from neighboring buildings. These areas help to define a comfortable human scale in this urban setting. In some parts of the design building height exceeds six stories, but the plazas and human centric spaces help to provide pleasing areas for pedestrians to stop and enjoy.

Complexity:

The Rio Cidade project made several modifications to help improve the visual richness of Meier. One of the more interesting additions to Meier is the red, white, and black coloring of the pavement throughout the city. Other elements that add to the areas complexity are additional street furniture, medians with landscaping, the use of textured pavement, and the system of pocket parks.

Other Qualities:

While this part of Rio de Janeiro is visually complex due to the color scheme and new amenities, there is a sense of visual order. Variation between building heights is small, signage is not overwhelming, and the color scheme is consistent. Elements that helped improve order include the pavement design, the moving of

aerial cables to an underground system, and the introduction of a median.

The project Rio Cidade also helped make Meier easier to understand and navigate as a whole due to improvements to auto and pedestrian paths and landmarks that give people a better sense of orientation. Improvements include new bus terminals, landmarks such as the fiberglass structure and a clock tower, the square, and the several parks.

Linkage was one of the most significant problems that affected the area. Due to railroad tracks and rights-of-way the project site was cut in half which disrupted the community and caused discontinuity. To solve this City refurbished and expanded a pedestrian bridge complete with new ramps and lighting system to connect the two areas. Not only did this make movement easier between the two areas, it also helped strengthen the community's identity.

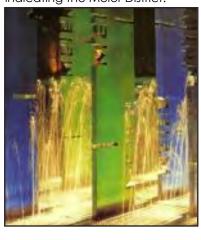
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The landmark signage feature indicating the Meier District.



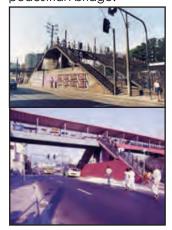
Agripino Grieco Square's amphitheater.



The redesigned bus shelter design unique to the Meier District.



Before and after of pedestrian bridge.



Conceptual sketch of Dias De Cruz Avenue streetscape revitalized.



Conceptual sketch of Agripino Grieco sauare revitalized.







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