



# Ford Site Design Standards

---

April 23, 2019

# City of Saint Paul

Planning & Economic Development

Mike Richardson  
Project Manager

Lucy Thompson  
Principal City Planner

Menaka Mohan  
Ford Site Planner

---

## LHB, Inc.

Urban Design & Planning

Michael Lamb  
Project Manager

Lydia Major  
Landscape Architect

Michael Fischer  
Project Principal

Maureen Colburn  
Research Studio Leader

Kim Bretheim  
Project Architect

Bill Brohman  
Landscape Designer

---

## PlaceMakers, LLC

Urban Codes

Susan Henderson  
Design Codes Specialist

Hazel Borys  
Design Codes Specialist

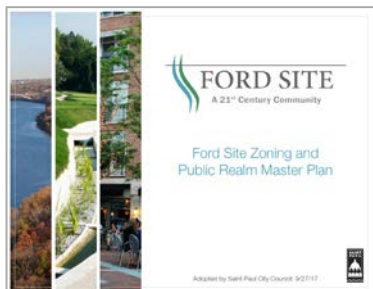
---

## Forecast Public Art

Public Art Consultant

Jack Becker  
Public Artist

## Project Team



**Master Plan Adopted September 2017**  
Called for the creation of design standards



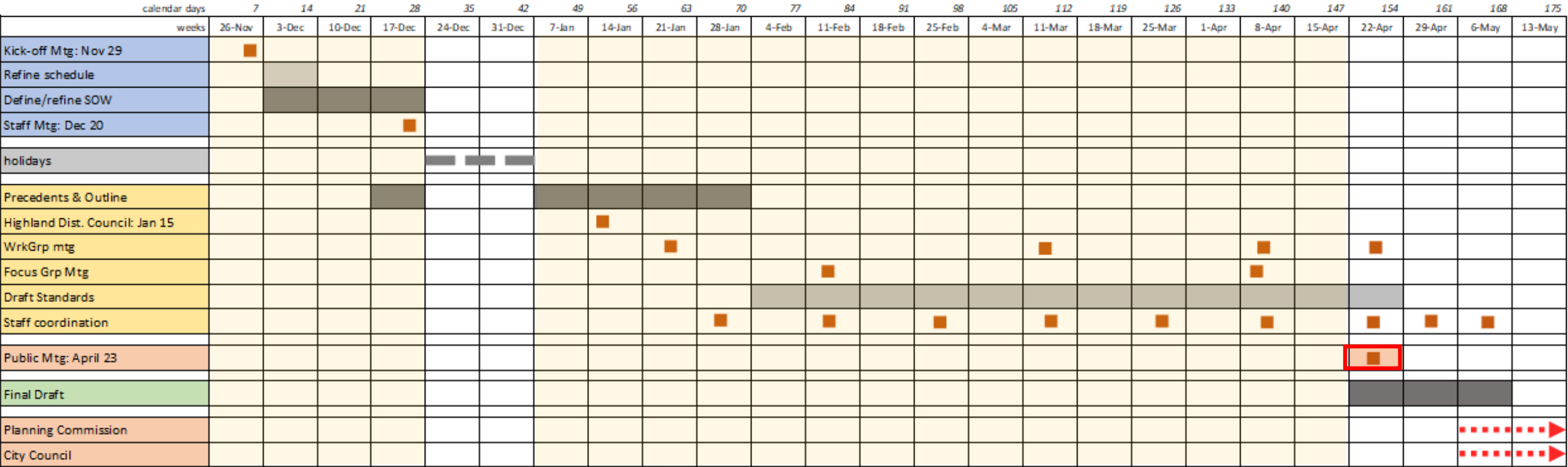
**Master Plan Amended April 2019**  
Initiated by Ryan Companies



**Design Standards Added Summer 2019**  
Initiated by City, won't reopen previous decisions

**Project Background**

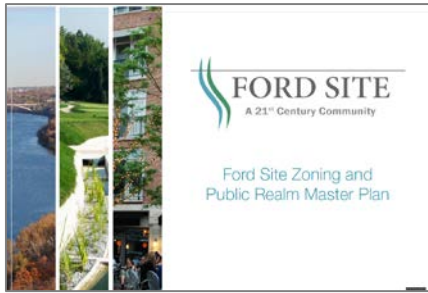
Ford Site Design Standards - Schedule in-Progress



\* Actual date to be confirmed with client and team

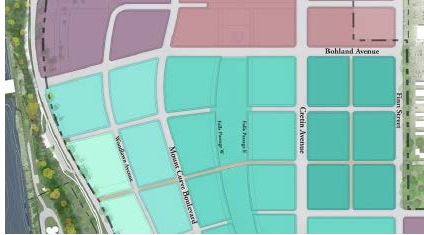
- Working Group
- Focus Group
- Highland District Council
- Public Open House

Project Schedule



# Zoning/Public Realm Master Plan

Vision, Principles, Public Realm, Street & Block Pattern



## Ford 'F' Zoning Districts

Six Different Districts



## Building Types

12 Different Types including Single Family



## Design Standards

Address buildings, frontage, site and landscape

**Plan, Districts, Types + Design Standards**



# Design Standards

Design Standards supplement the Master Plan and zoning code requirements and address sites, buildings, landscape, key public realm locations and public/private frontage.



**Public Realm:** public parks, open spaces, plazas and square



**Streets:** street trees, boulevards, treatments and furnishings

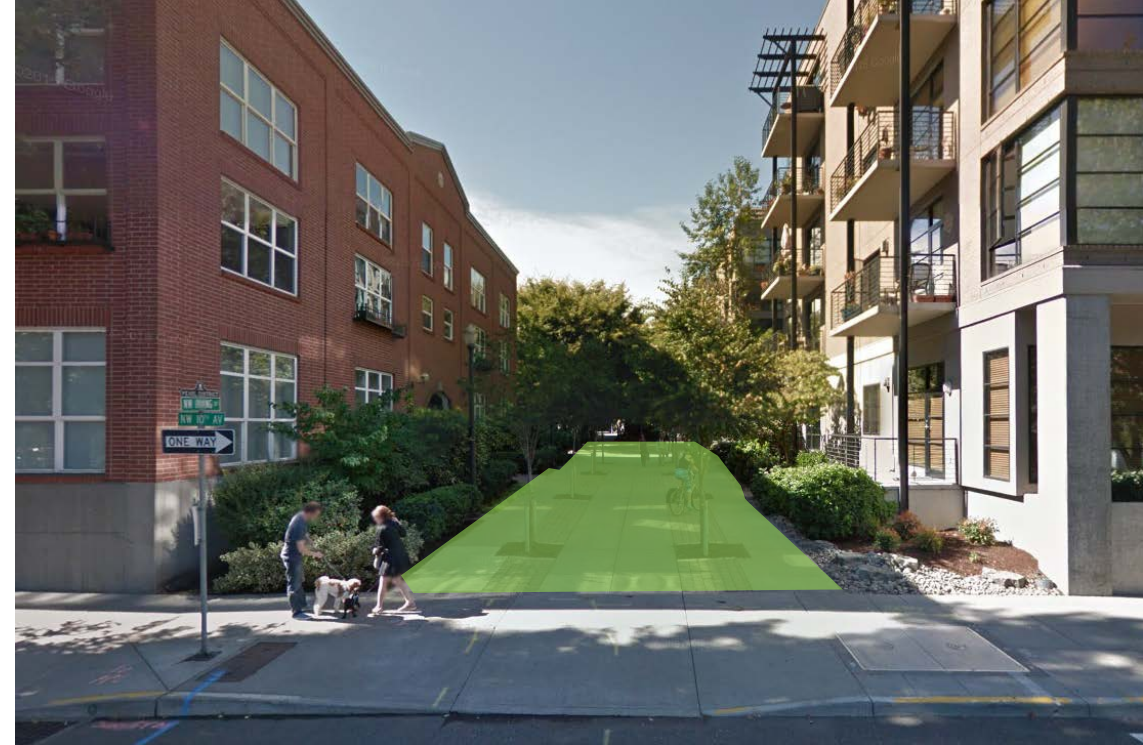


**Private lots:** building, site and landscape standards are further defined in each district



**Frontage:** address how private development defines the public ROW and spaces

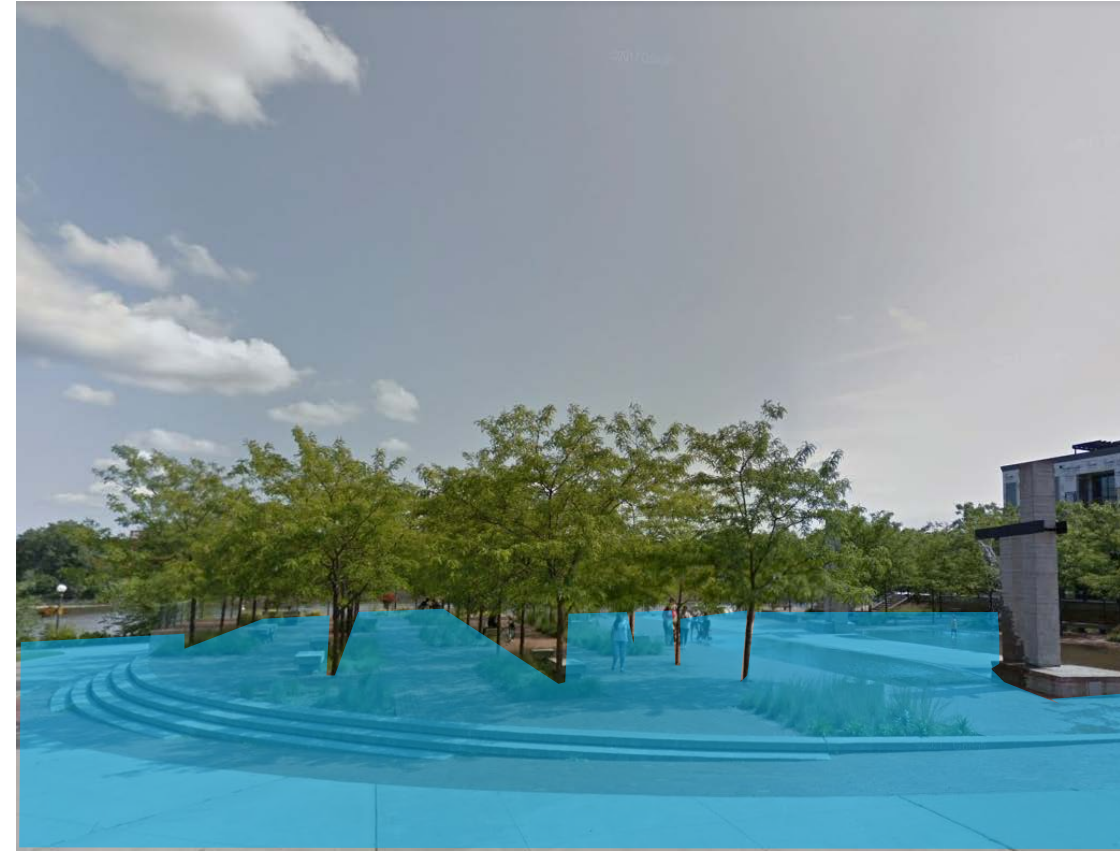
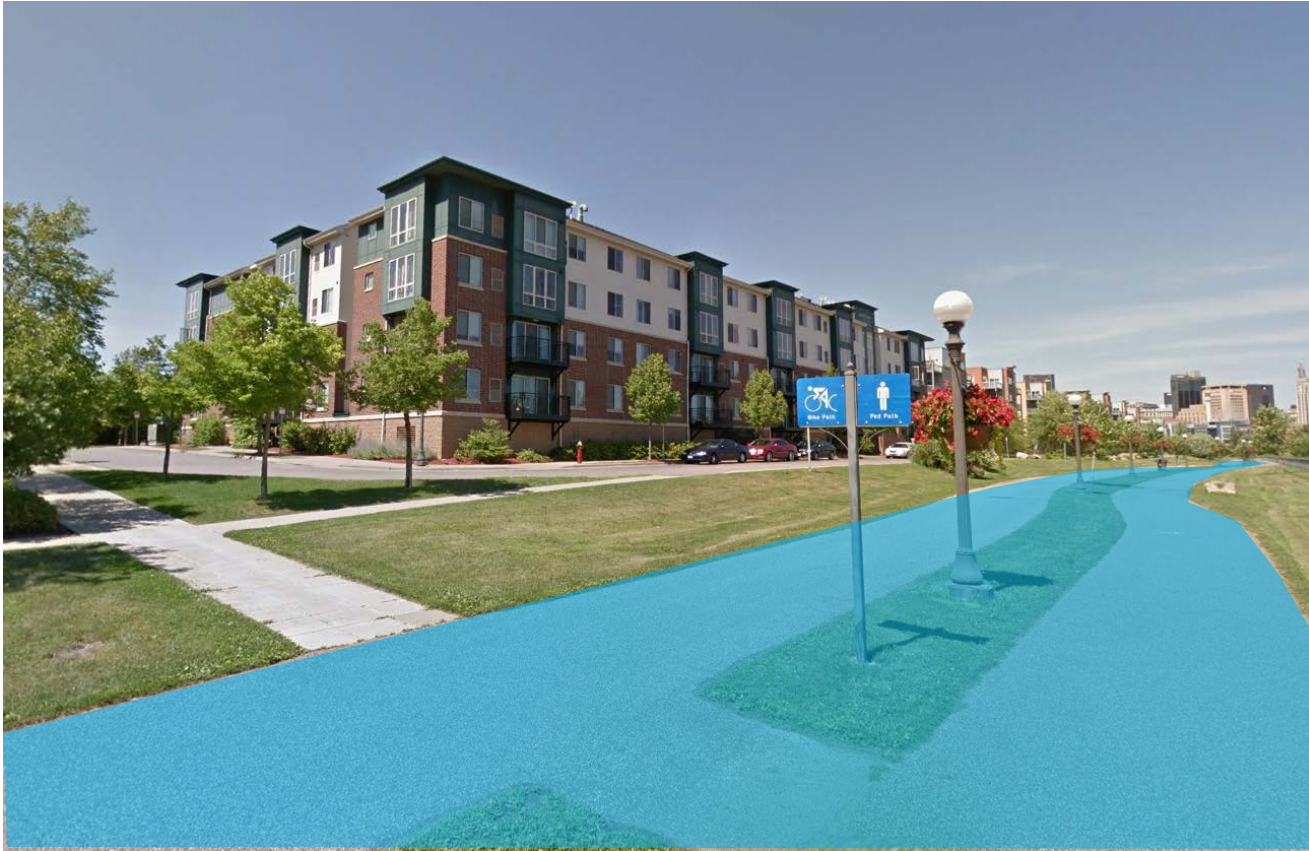
# Street Standards



## Design Standards



# Public Realm



## Design Standards



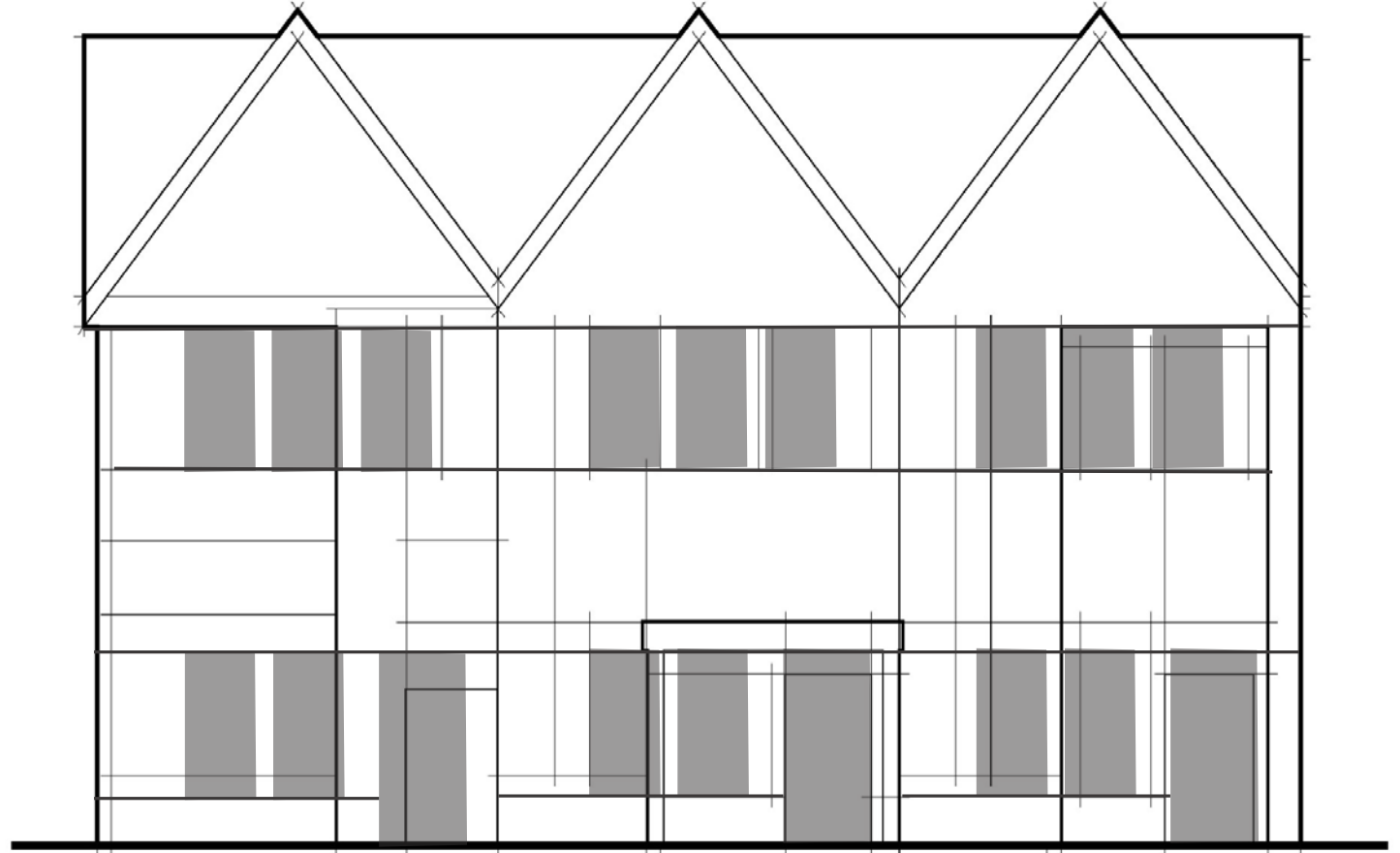
# Private Lots/Yards



**Design Standards**



# Building Standards



## Design Standards



Building Type/Façade +

Private yard/setback +

Boulevard +

Public ROW

## Frontage Components *(Draft – Design Standards in progress)*



# Frontage Map



## Urban Center

The urban center frontage requires shopfront building facades to face the public street/ROW/public realm; additional standards may apply for pedestrian connection



## Urban Center/Residential

If residential use is developed on the civic square these standards apply to the private yard/setback



## Gateway

An appropriate setback is required for buildings facing the Gateway park and the Montreal/Cleveland ROW's



## Central Open Space

Maximum building setback is; private edge treatments are also required



## Ped/Bike Street

Setbacks facing these east-west routes require a minimum setback from the ROW



## River Boulevard

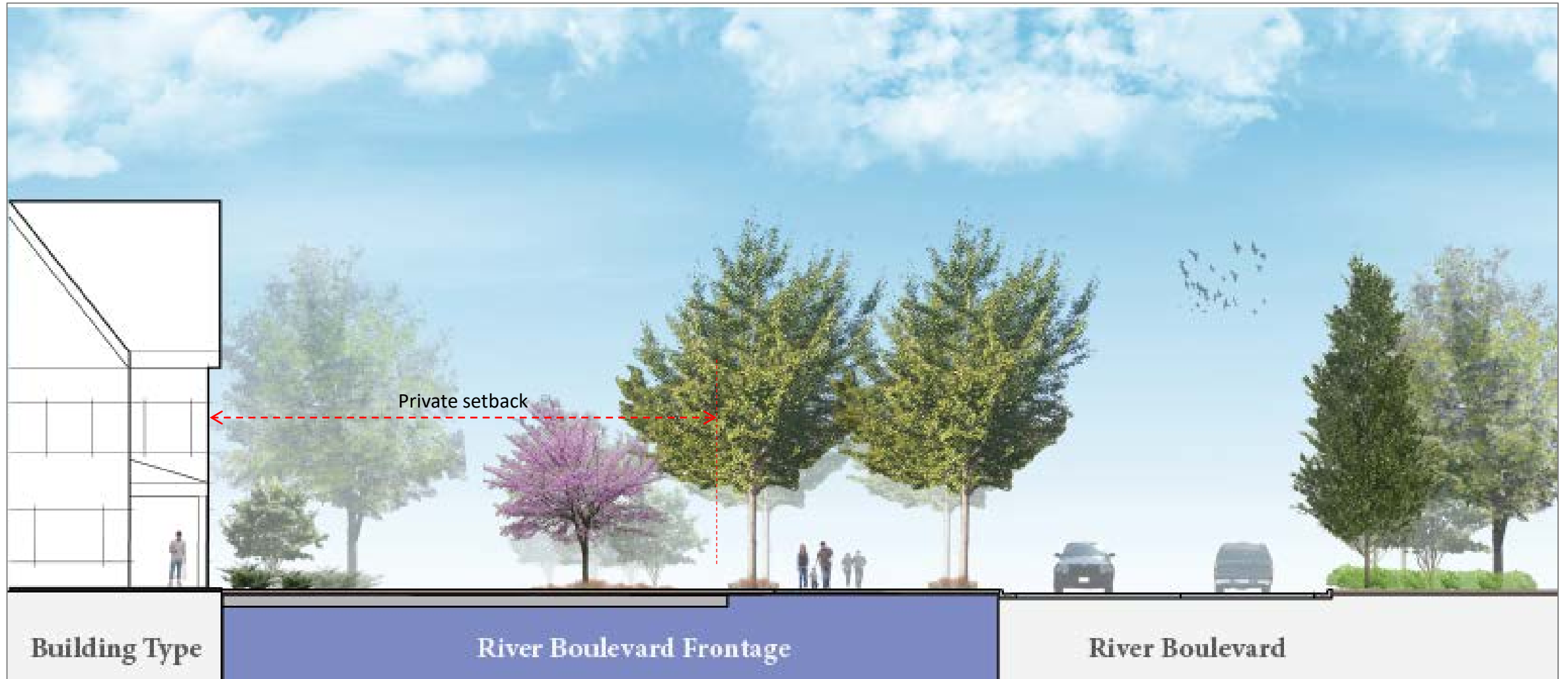
Frontage requires a response to the naturalistic, informal landscape character of the river boulevard



## River Boulevard South

South facing units will include fence/wall to define property line and reinforce public sidewalk

## Design Standards



Building Type

River Boulevard Frontage

River Boulevard

Types allowed: Carriage House, Single Family, Multi-unit House

## F1 District - River Boulevard Frontage *(Draft – Design Standards in progress)*

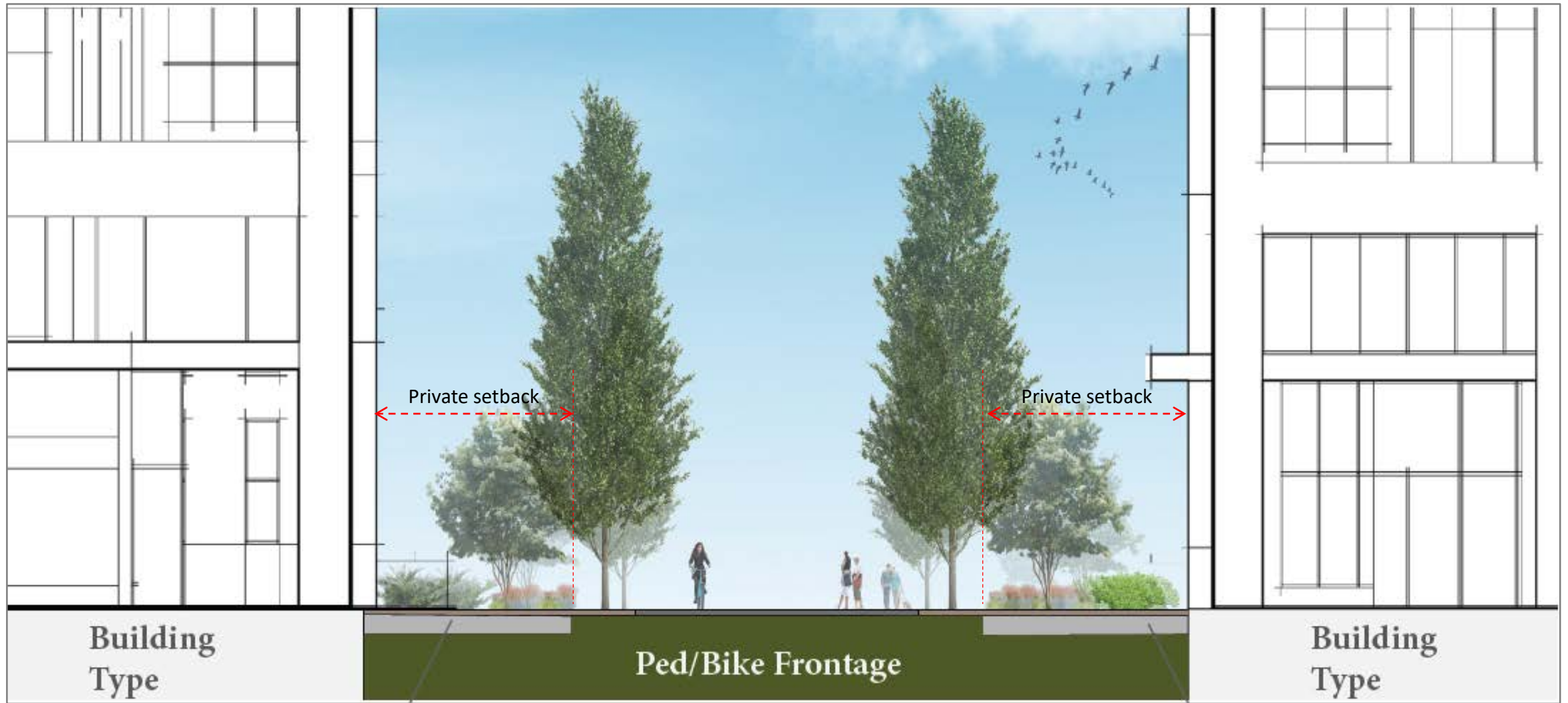


Types F2: Carriage House, Townhouse, Multi-family Low, Live/Work, Mixed Res/Com., Com. & Employ., Civic/Inst.

Types F3: Townhouse, Multi-family Low, Multi-family-Med., Live/Work, Mixed Res/Com., Com. & Employ., Civic/Inst.

## F2/F3 District – Central Open Space Frontage *(Draft- Design Standards in progress)*

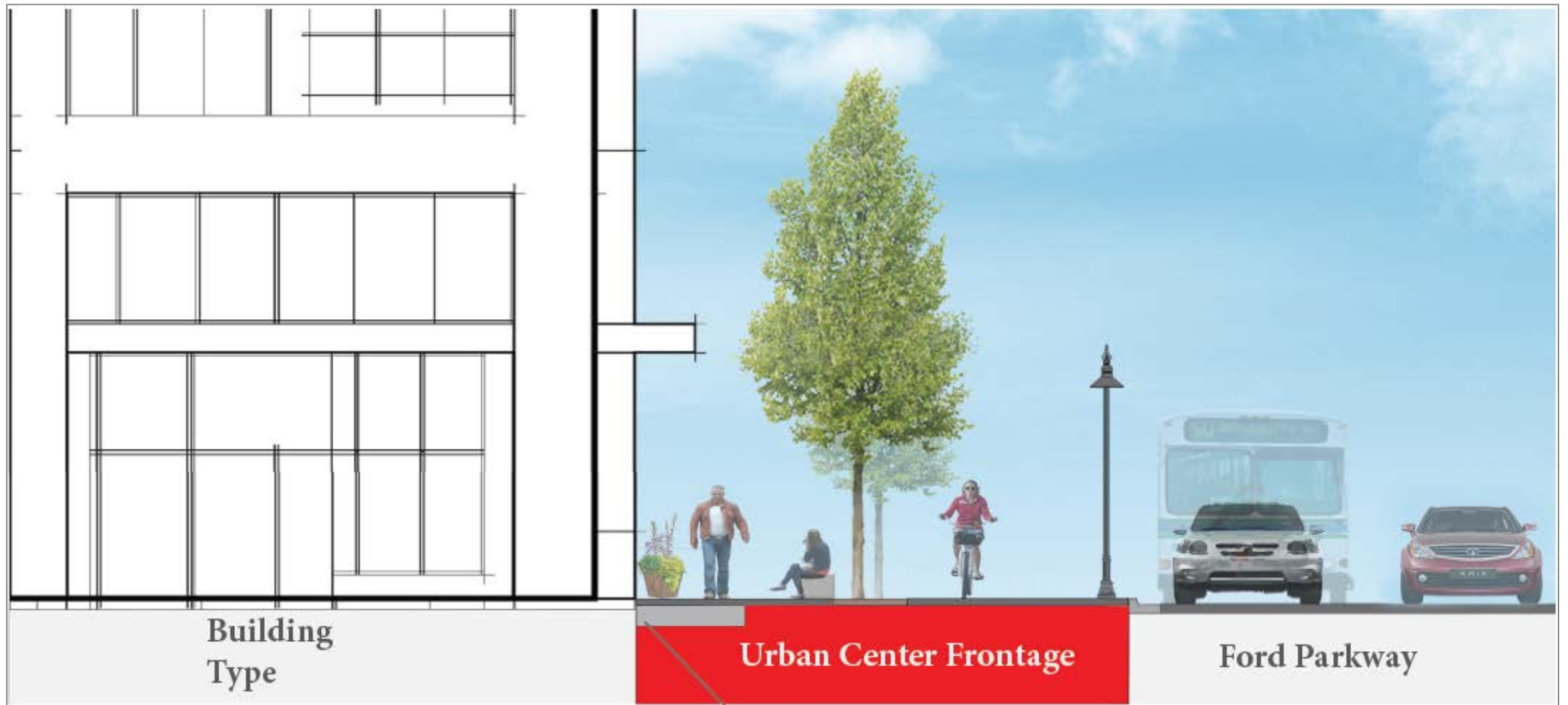




Types F3: Townhouse, Multi-family Low, Multi-family-Med., Live/Work, Mixed Res/Com., Com. & Employ., Civic/Inst.

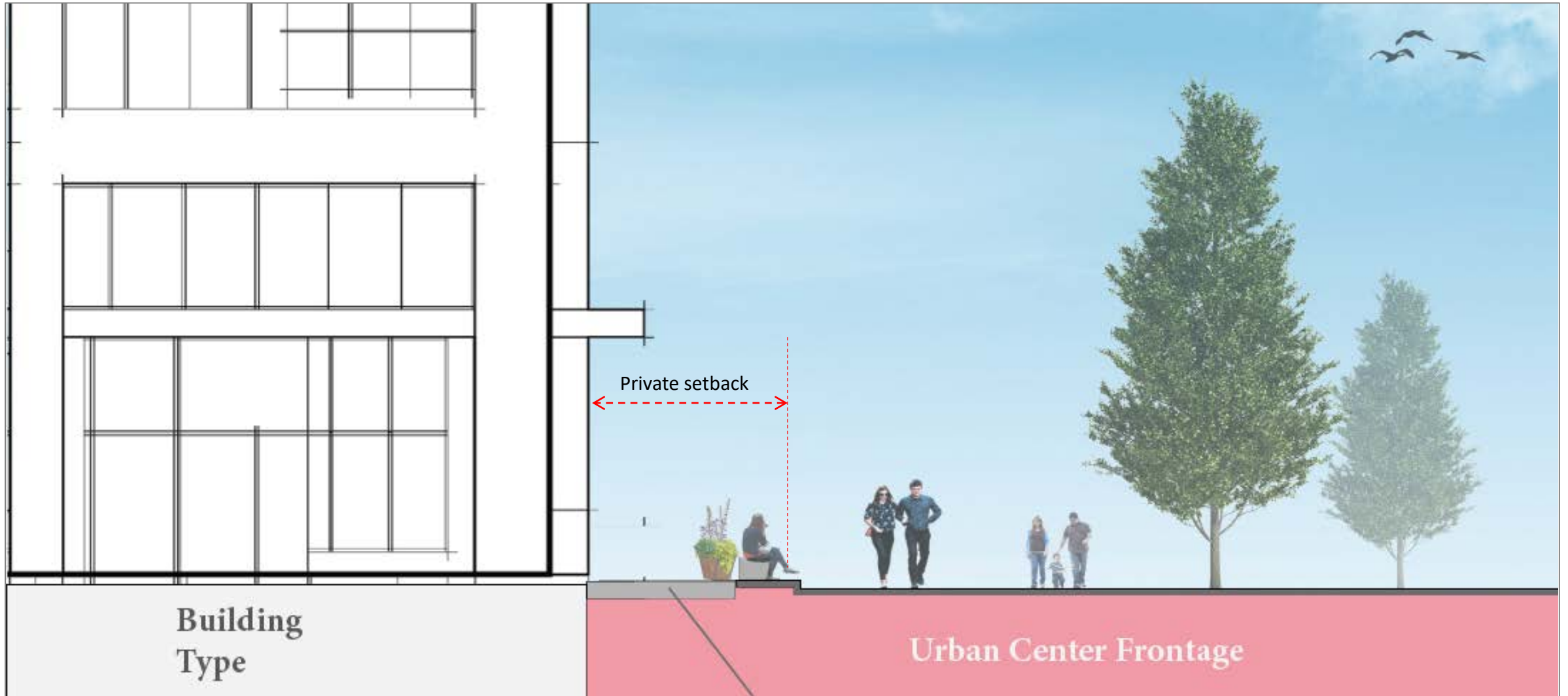
Types F3: Townhouse, Multi-family Low, Multi-family-Med., Multi-family-High, Live/Work, Mixed Res/Com., Com. & Employ., Civic/Inst., Parking

## F3/F4 Districts: Ped/Bike Frontage *(Draft - Design Standards in progress)*



Types F5: Mixed Res/Com., Com. & Employ., Civic/Inst., Parking Structure

## F5 District – Urban Center Frontage *(Draft- Design Standards in progress)*



Types F5: Mixed Res/Com., Com. & Emplo., Civic/Inst., Parking Structure

## F5 – Urban Center/Residential Frontage *(Draft - Design standards in progress)*





Types F6: Mixed Res/Com., Com. & Employ., Civic/Inst., Parking Structure

## F6 District Gateway Frontage *(Draft – Design Standards in progress)*

# Public Art Approaches

Physical Elements, Stakeholders/Funders, & Project Types

## Art in Public Space

“Art in space” is commonly found in the public sphere and are typically selected by curators or committees

## Art as Public Space

“Art as public space” refers to art that encompasses the design of entire public spaces; it transforms the ordinary benches, the land, the bridges, etc.

## Art in the Public Interest

“Art in the public interest” is designed and sometimes the resulting work may often generates civic pride and fosters greater stewardship of public art and shared public spaces

## Art as Platform

“Art as platform” is infrastructural art that enables the activation of public spaces through arts and cultural programming

## Art as Experience

“Art as experience” is public art that taps into the trend of participatory culture; it’s not seen as art we can consume

