



# DOVER DESIGN GUIDELINES



# Tonight:

- Introductions
- Project Overview
- Architecture 101
- Urban Design 101
- Discussion





# Design Guidelines for Downtown Dover

- ① Developing a resource document
- ① Address Missing Middle Housing
- ① Potential exists to update land use regulations
- ① Will require outreach and engagement



# Outreach

- ⦿ Media – Print, Digital, Social
- ⦿ Meeting with Planning Board
- ⦿ Stakeholder Interviews
- ⦿ Visual Preference Survey
  - In person and online
- ⦿ Community Forum





# Elements of Buildings

that Impact a City

- ⦿ Height – The vertical dimension of a building.
- ⦿ Form – The shape and organization of building volumes.
- ⦿ Mass – The general volume and size of a building.
- ⦿ Scale – The size relationships between building elements and how they relate to the street experience.

# Height





# Form





# Mass





# Scale

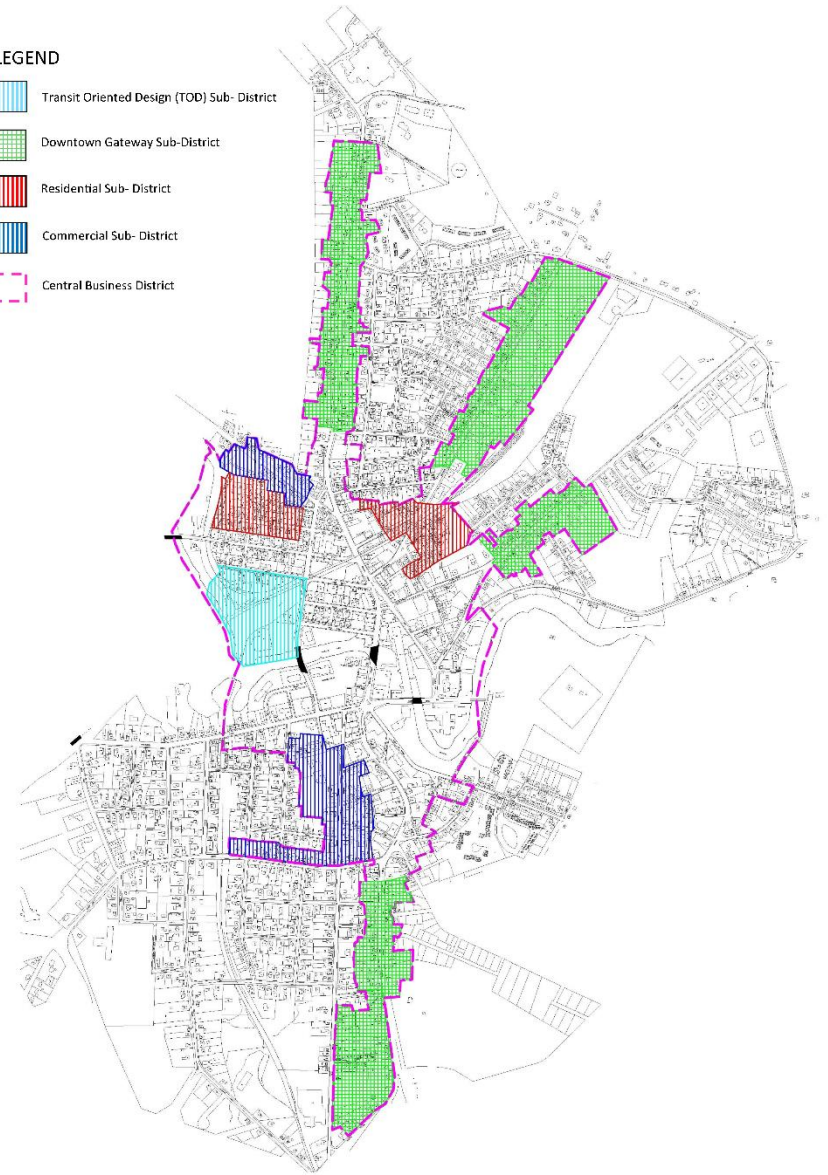


# Districts of Dover

- TOD (transportation oriented design)
- Gateway
- Residential
- Commercial
- Mixed

## LEGEND

- Transit Oriented Design (TOD) Sub-District
- Downtown Gateway Sub-District
- Residential Sub-District
- Commercial Sub-District
- Central Business District



City of Dover, New Hampshire

CBD Regulating Plan

12/2013



# Permitted Uses

## Permitted Uses - Central Business District

<i>Uses</i>	<i>General</i>	<i>Mixed Use</i>	<i>Residential</i>	<i>Downtown Gateway</i>	<i>TOD</i>
<b>Residential</b>	Permitted, but not on ground floor, except in an existing use	Permitted, but not on ground floor except in existing structures	Permitted	Permitted, buildings of four or more units on ground floor allowed only if Architectural Standards are followed.	Permitted but not on ground floor, except as an existing use.
<b>Lodging</b>	Permitted	Permitted, up to 12 rooms w/stays up to 14 days	Permitted, up to 12 rooms w/stays up to 14 days	Permitted, up to 12 rooms, 13+ rooms if Arch Standards followed.	Permitted
<b>Professional Services &amp; Offices</b>	Permitted	Permitted	Via CUP	Permitted	Permitted
<b>Eating and Drinking Establishments</b>	Permitted	Not Permitted	Not Permitted	Permitted	Permitted
<b>Retail/ Personal Services</b>	Permitted	Permitted	Via CUP	Permitted	Permitted
<b>Industrial</b>	Not Permitted	Not Permitted	Not Permitted	Permitted on Broadway via CUP	Not Permitted
<b>Civic</b>	Permitted	Permitted	Permitted	Permitted	Permitted
<b>Other</b>	Via CUP	Via CUP	Via CUP	Via CUP	Via CUP

*For Conditional Use Permit (CUP) criteria see section 170-20 B*

# General

- Anything commercial or mixed
- Residential upper floors only
- New construction should reflect heritage of Dover
- Public space has importance





# Mixed Use

- Large Victorian structures from mill era of Dover
- Commercial conversions, some remaining residential
- Public and private landscaping has importance



# Residential





# Residential

- Small scale housing
- New construction should maintain scale and placement





# Downtown Gateway

- Transitionary between low and high development
- Some residential, typically above first floor
- Low height commercial



# Transit Oriented Design (TOD)

- Repurposing existing rail line for transportation
- Intended to be high density, residential above commercial and retail





# Roof Types

Flat



Mansard



Gable



Gambrel



Hip





# Dormers/Canopies

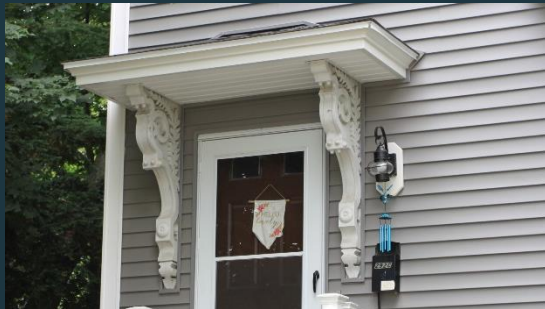
Porch



Shed dormer



Entry canopy



Gable dormers



Canvas canopy



Mansard window



# Glazing and Fenestration

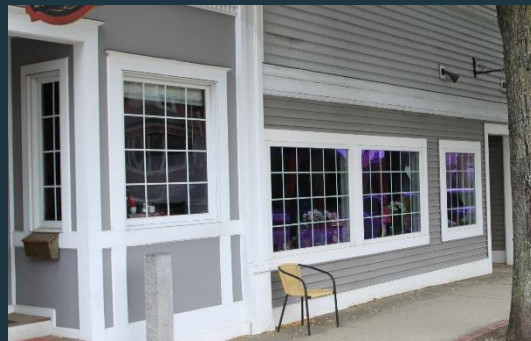
Double hung



Curtain wall



Picture



Storefront



Double hung inside picture





# Doors and Entries

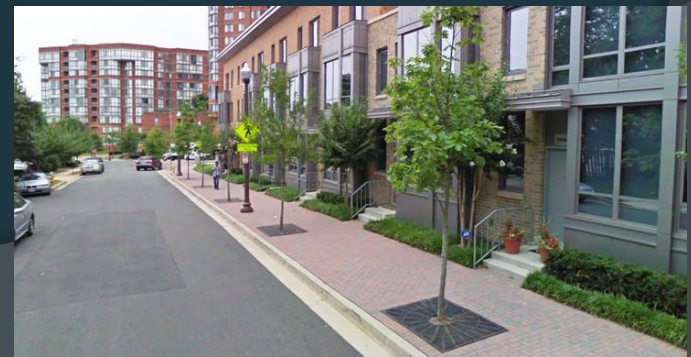




# Doors and Entries



# Steps and Setbacks



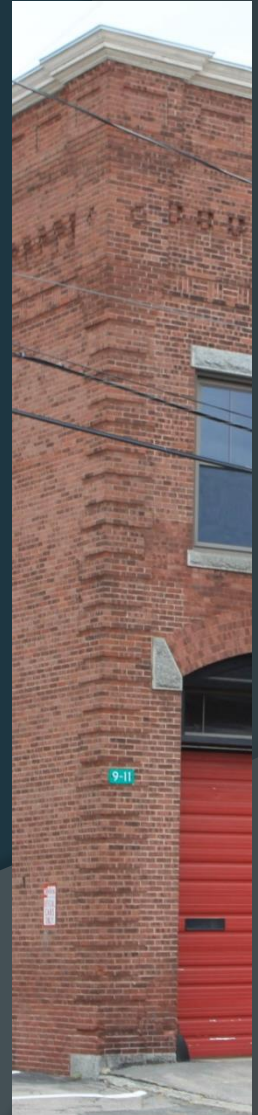


# Trim – Heads/Sills/Bands





# Secondary Details



- Objects which reduce scale
  - Signage
  - Brackets
  - Lights



# Material Types

Painted  
clapboard



Stone



Brick



Metal  
panel



Painted  
brick



# Corners





# Streetscape

Private  
yard



Urban  
edge



Public  
plaza



Street  
furniture



# Streetscapes





# Streetscapes





JEAN'S ICE CREAMS

Vintage

SALE

1501





# Urban Design – Why is it Important?

- ① Urban design that considers the quality, functionality and sustainability of the urban fabric, contributes to the livability and quality of life of Dover.
- ② A beautiful, diverse, and sustainable city encourages thriving neighborhoods, commercial districts, healthy housing development, and the growth of educational and cultural institutions.



# Urban Design – What is the Benefit?

## ◎ Approval Agencies

Provide a framework with which assess and approve projects. Ensures best practices and creates the link between Dover's vision and implementation.

## ◎ Developers and Designers

Creates a framework for design and sets expectations. Gives certainty of investment and provides consistency. Establish an accountable and transparent process for urban design.

## ◎ Land Owners

Ensure quality of surrounding development and property values.

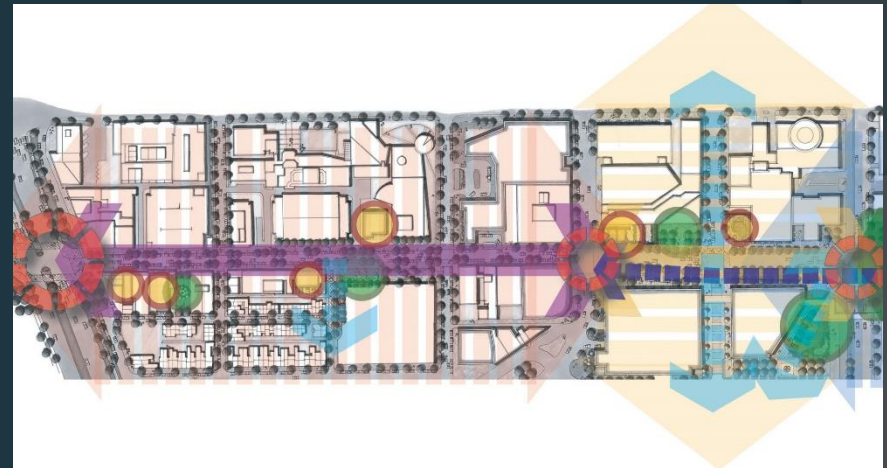
## ◎ Community

Ensures an aesthetically pleasing, safe and equitable public realm.

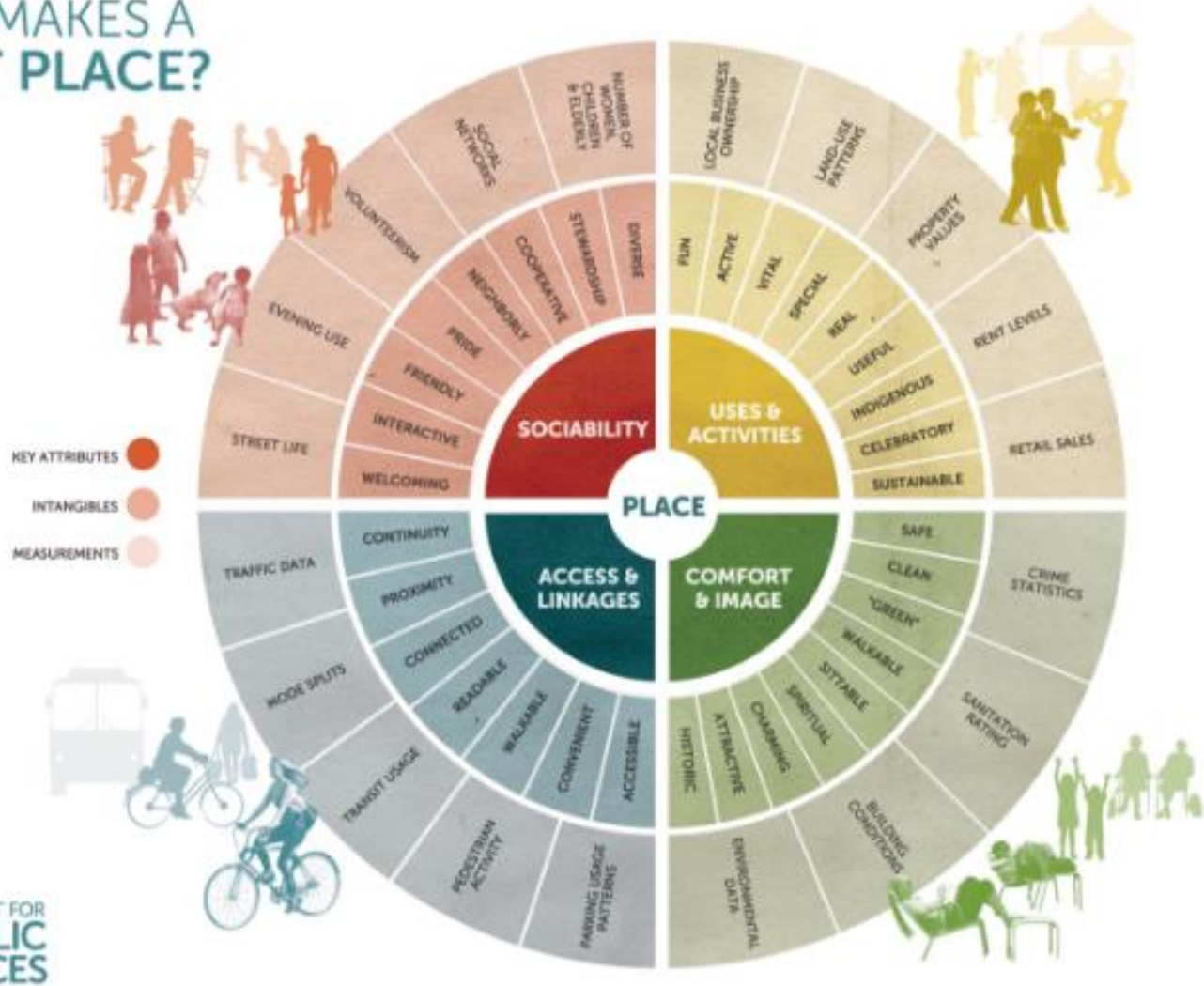


# Urban Design – What is it About?

- Building Social Capital
- Character – Context sensitive
- Connectivity & Development Patterns
- Walkability
- Traffic/parking
- Safety
- Green Infrastructure
- Street Furniture
- Way Finding
- Sustainable Site Design



# WHAT MAKES A GREAT PLACE?





# Urban Design – Objective 1

## Recognize and Respond to Urban Patterns

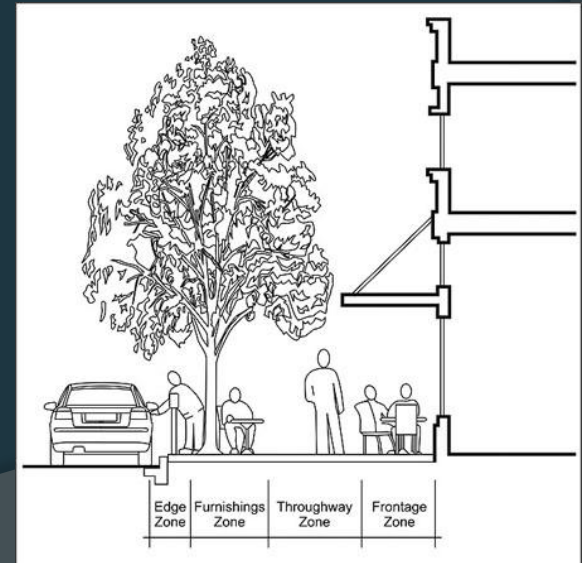
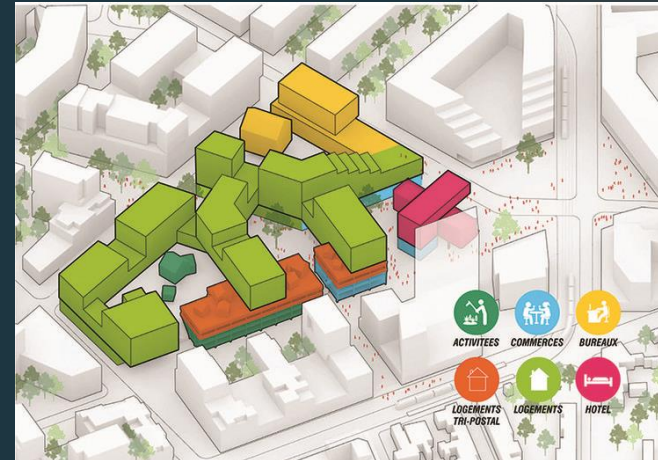
- Enhance existing land use.
- Enhance the fabric of streets, sidewalks alleys, open space.
- Create mid-block alleys and or plazas and courtyards that connect to other streets to reduce scale of large blocks.



# Urban Design - Objective 2

## Unify Relationship Between Buildings, Streets and Open Spaces

- Consider scale and massing of existing buildings to be compatible with context.
- Respect existing open spaces and green spaces. New open spaces should support existing.
- Consider impacts of new structures may have on microclimate of streetscape, open spaces and neighboring buildings.





# Urban Design - Objective 3

## Complement the Public Realm

- Encourage POPS –Privately Owned Public Spaces
- Minimize number of curb cuts to reduce impacts on pedestrian, bicycle traffic.
- Use landscaping, screening and other barriers to minimize pedestrian/vehicle conflicts
- Enhance existing green infrastructure.
- Maintain existing back-of-sidewalk edge with vertical elements where building façade does not exist.



# Urban Design - Objective 4

- ◎ Respect and Protect Natural Elements and Systems
  - Design site elements to highlight natural features.
  - Use green infrastructure best practices to enhance health and well-being of people (clean air, water, shade) protect natural ecosystems and provide wildlife habitat.





# Urban Design - Objective 5

## Recognize and Enhance Unique Conditions

- Optimize design opportunities to recognize irregularities and unique settings or features.
- Celebrate identity of place



# Urban Design - Objective 6

## Create and/or Protect View Corridors

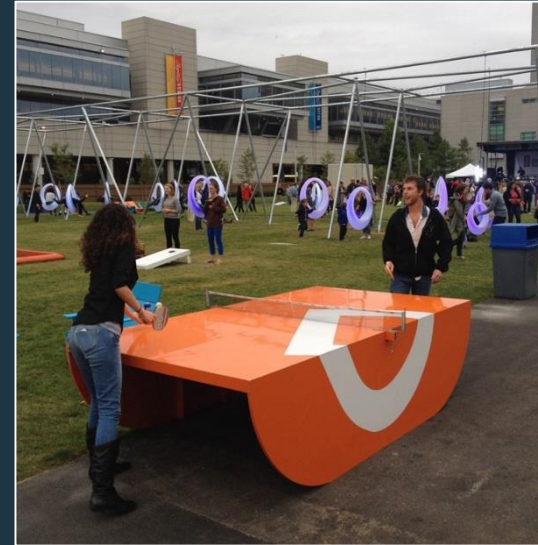
- Use massing, pathways and terminus elements to reinforce or create view corridors and visual connections.





# Urban Design – Objective 7

## Support Public Art



# Thank you

- Questions and Discussion

