

# City of Worthington Design Guidelines

Worthington, Minnesota

Draft Report as of February 7, 2018 11:34 AM



DRAFT FEB 6, 2018

# Vision Statement

*Worthington aspires to be the best place in the region by providing a desirable environment to live, work and play for all people.*

*Worthington seeks to offer the most complete array of housing, jobs, shopping, health care, religious and recreation opportunities that provide an excellent quality of life*

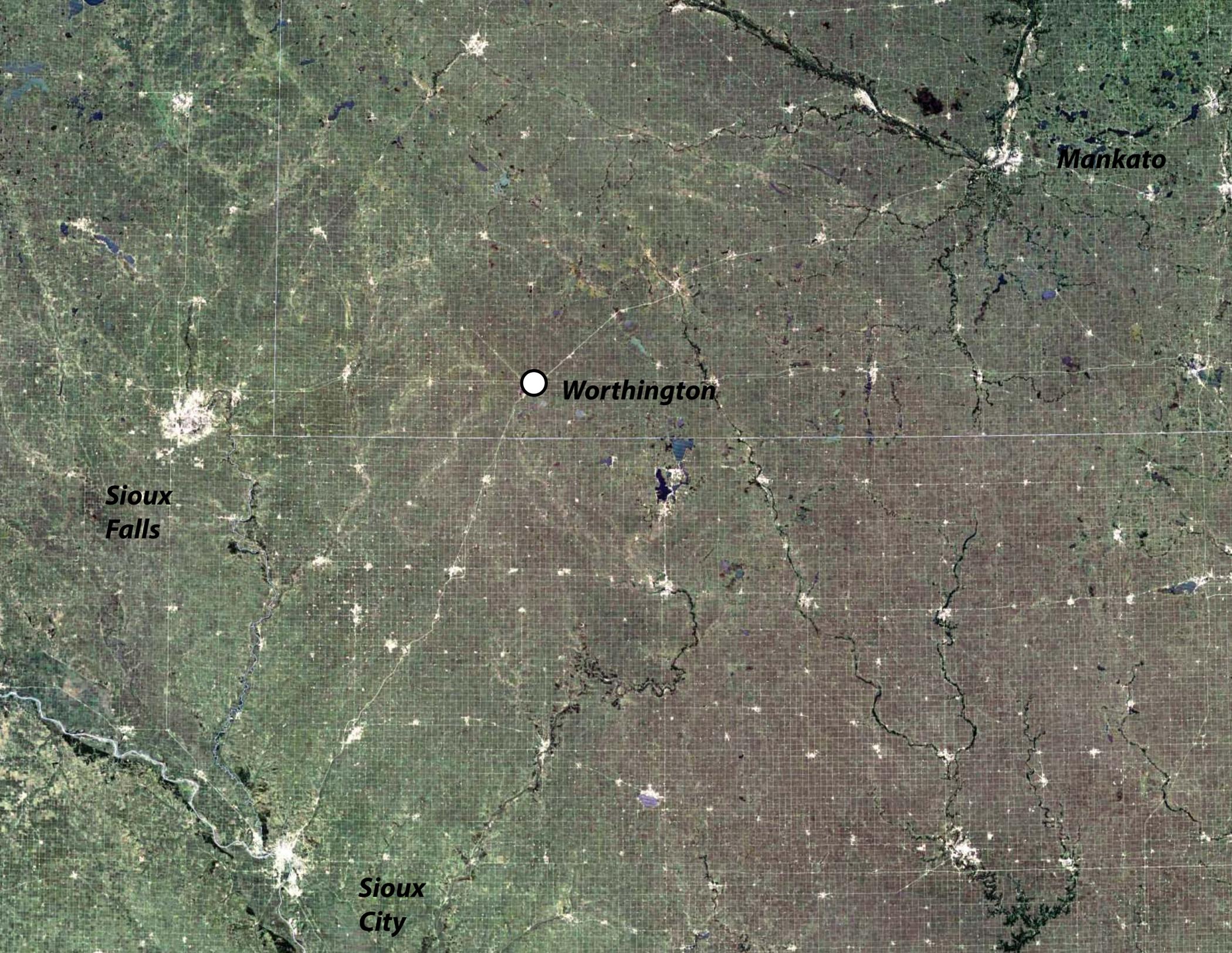
*Worthington works to be the best place to do business. Retaining existing businesses and attracting new businesses are keys to achieving this objective*

*Encouraging personal responsibility and respect for others in all areas of community life builds community spirit and pride and forms long lasting bonds to Worthington.*

*All decisions and actions should be measured against the desire to make Worthington a better place.*

*People will choose to stay in Worthington for the many reasons that make it complete.*





**Mankato**

**Worthington**

**Sioux Falls**

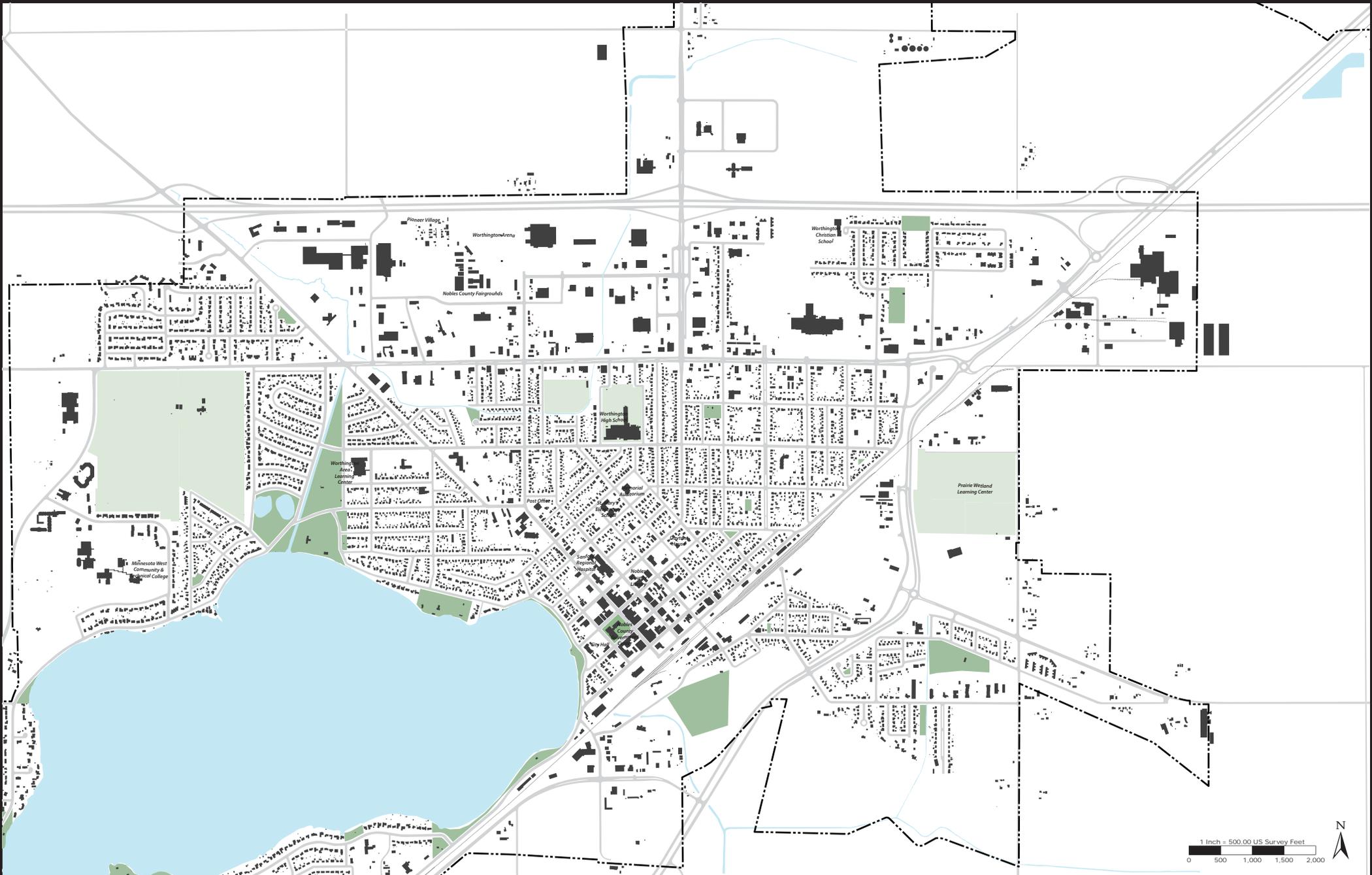
**Sioux City**

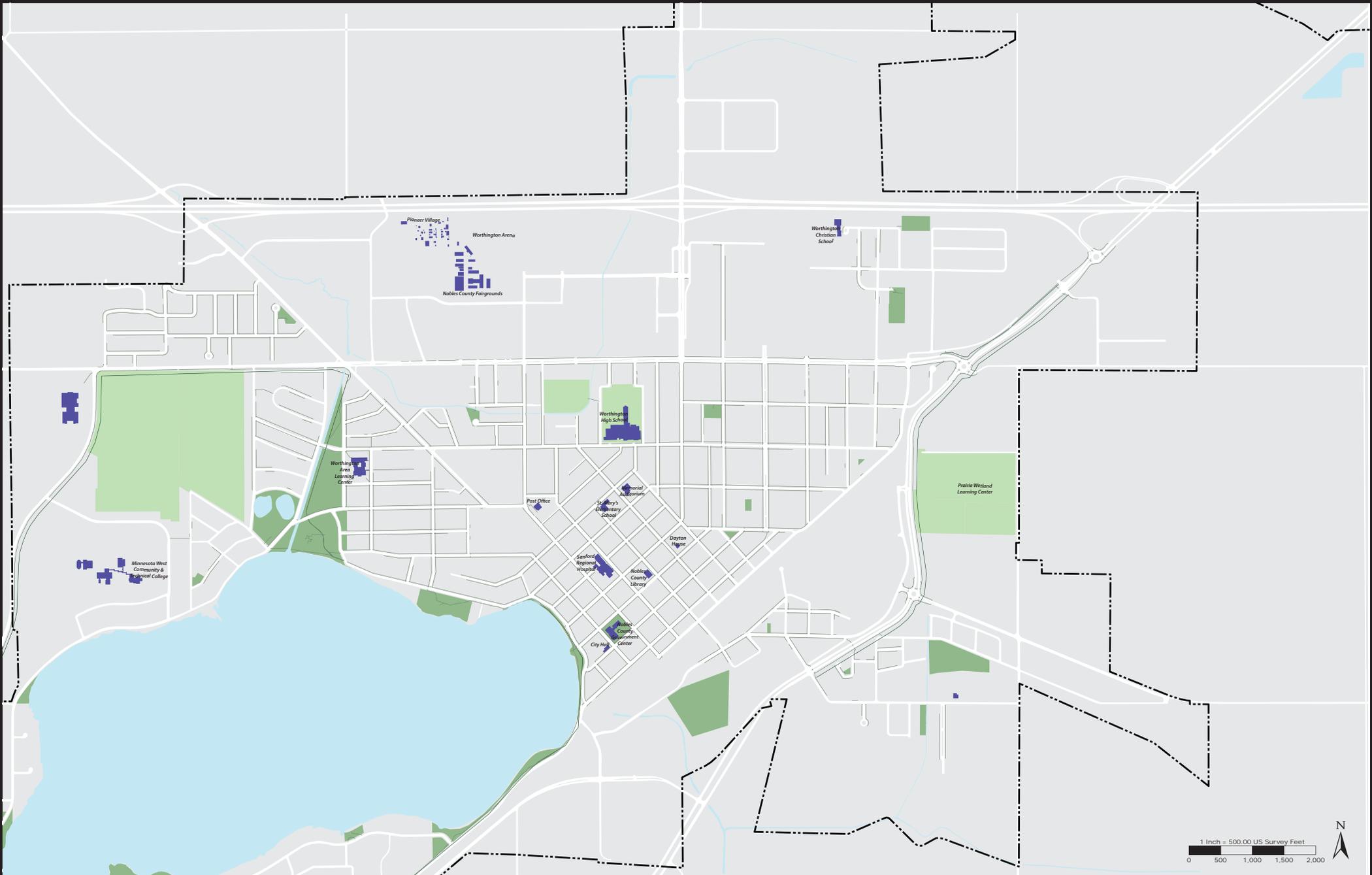


1 Inch = 500.00 US Survey Feet

0 500 1,000 1,500 2,000







Pioneer Village  
Worthington Arena  
Nobles County Fairgrounds

Worthington  
Christian School

Worthington  
High School

Worthington  
Area Learning Center

Prairie Wetland Learning Center

Minnesota West  
Community &  
Technical College

Post Office

St. Mary's  
Elementary School

Memorial  
Auditorium

Dayton  
Haguse

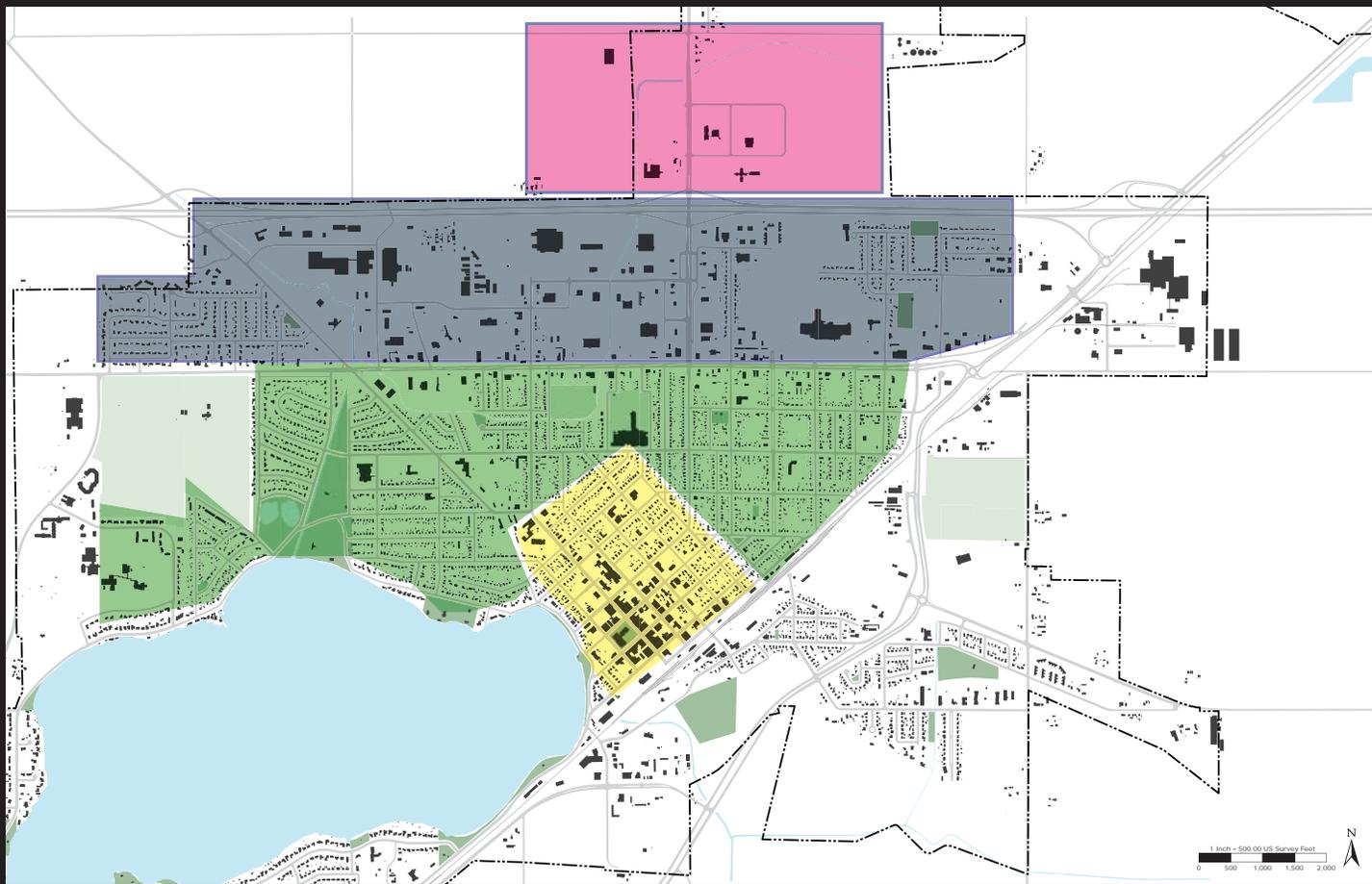
Sawford  
Regional  
Hospital

Nobles  
County  
Library

Nobles  
County  
Government  
Center  
City Hall

1 Inch = 500.00 US Survey Feet  
0 500 1,000 1,500 2,000



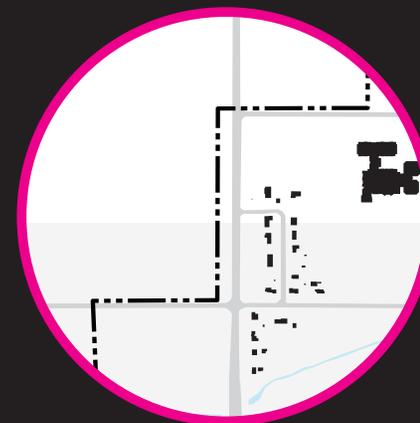


**1900-1940**

**1940-1960**

**1960-1990**

**1990-Today**



**More Walkable**

**Less Walkable**

# The Purpose and Importance of Planning

Long Term Plan for change

Requires discipline and patience

Increases Investor Confidence

Imagines what can be

a ditch can be more than a ditch

a street can be more than a street

a shopping trip can be more than a shopping trip

Invitation to Partnership

Increases pride of and commitment to place

gathering places

excellent services

nurture local talents and businesses

# Oxford



# The rest of town



# Existing Oxford Street

A loose arrangement of land uses, buildings and spaces  
Lack of Comprehensive Planning



# Vision for Oxford Street

...an extension of the form and attitude of the Town across Oxford



Extend the Form and Attitude that built the Town to the Oxford Street Area

## Initiative #4: Improve the Design Standards and the Review Processes

New development in Worthington is guided by outdated codes and regulations. The result is a pattern and quality of development unbecoming of what Worthington residents desire and deserve. Improved standards that do not raise the barrier of entry, but raise the quality of the end result will make a significant difference to the identity and image of the area

### What is the Purpose?

To establish baseline standards of development that create more efficient and responsible developments.

To improve the quality and the performance of the built environment.

### How are they administered?

Required, Encouraged, Incentivized or Voluntary

### What do they govern?

They govern the developments interaction with the public realm and other private property. Items such as:

- parking
- signage
- materials
- circulation and access
- landscaping
- building location

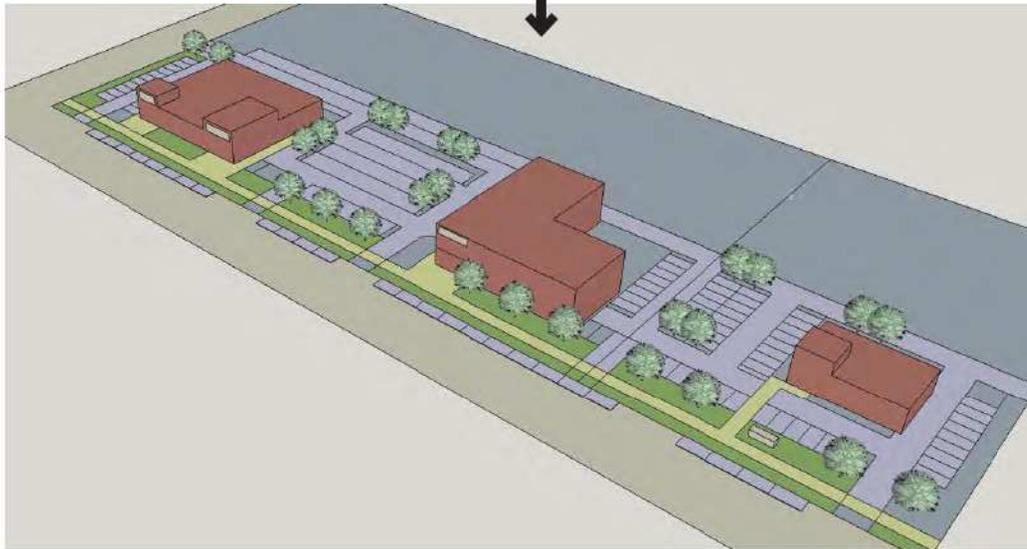
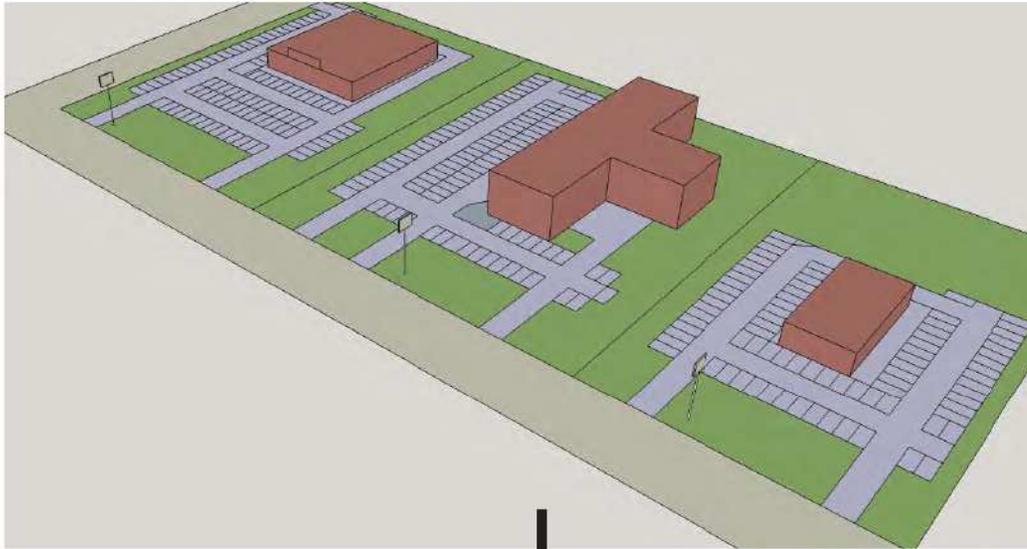


stronger standards



weaker standards

## Initiative #4: Improve the Design Standards and the Review Processes



Parking maximums

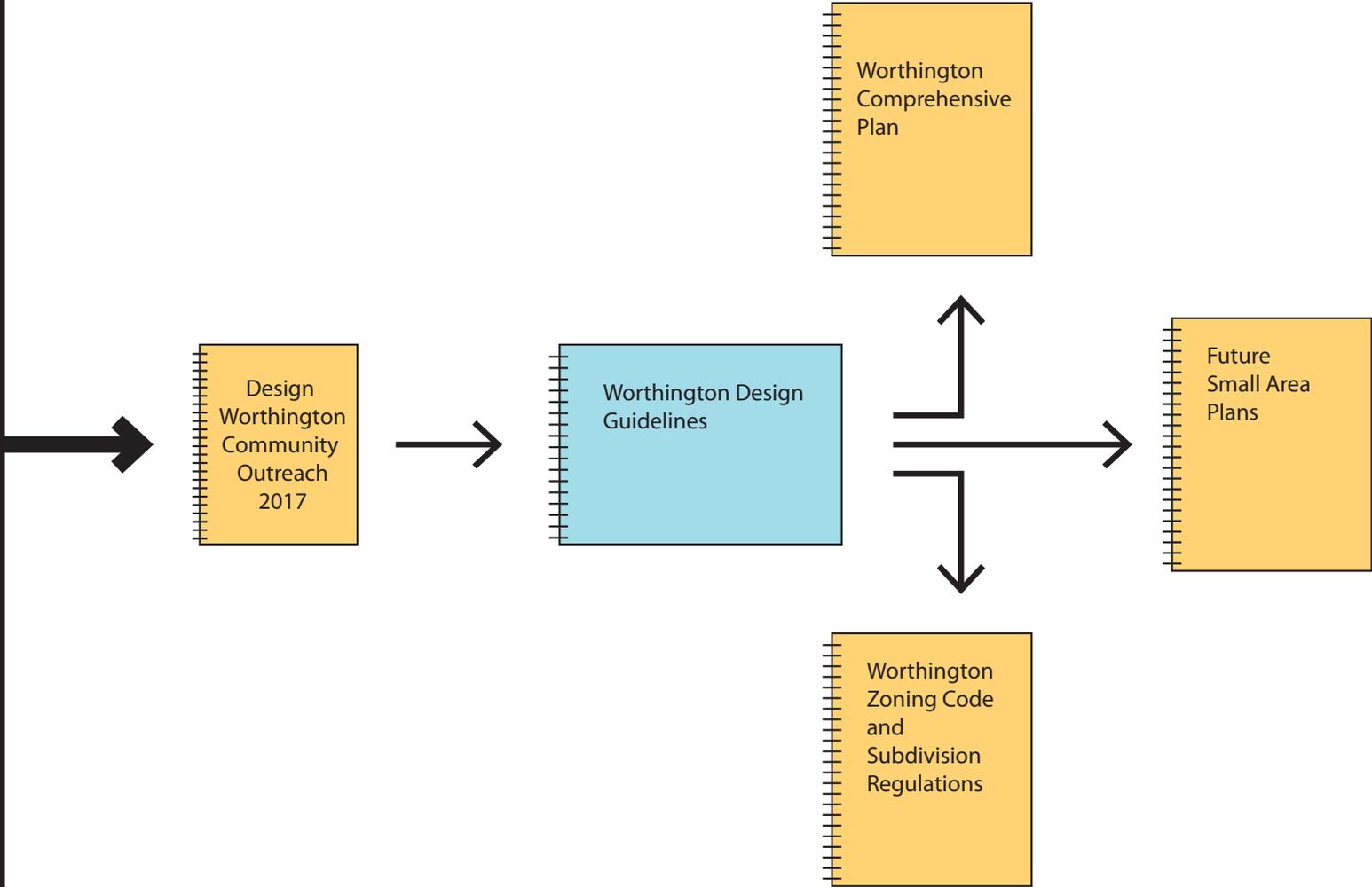
Landscape Standards  
(trees, stormwater)

Signage Standards  
(monument and building not pylon)

Shared Access  
(fewer curb cuts)

Smaller Front  
Setbacks











Ryans Road



Okabena St





## Introduction

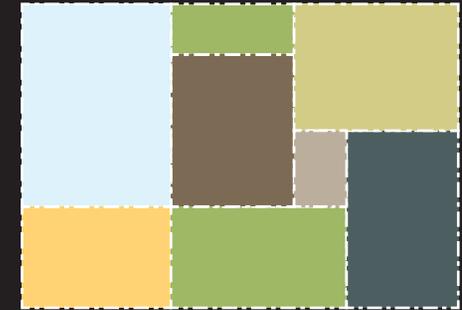
Background

Purpose

Application

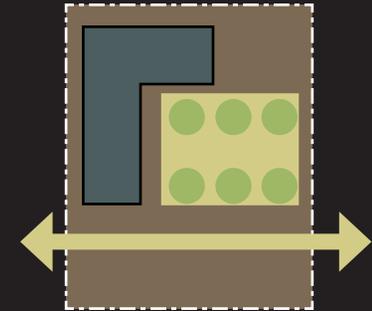
## Neighborhood Design Guidelines (larger sites, new growth areas)

Urban design concepts that connect individual properties and help knit them into the fabric of a neighborhood



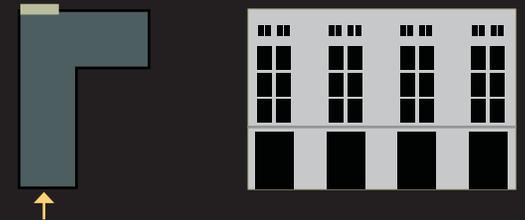
## Site Design Guidelines (all sites)

Guidelines that help organize the arrangement of elements on a site - such as building location and orientation, circulation, and open space.



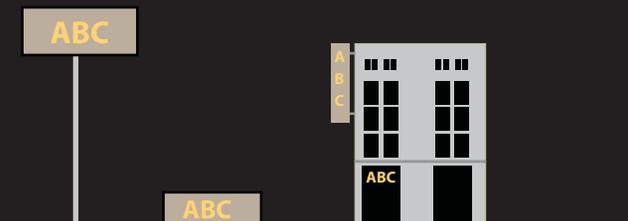
## Building Design Guidelines (all new construction)

Guidelines that help buildings fit in the community by guiding form and materials, not style



## Sign Design Guidelines (all sites)

Guidelines that help reduce visual clutter and present an appropriate identity of the town.



# Neighborhood Design Guidelines

Urban design concepts that ensure new developments and new growth areas are well integrated to the rest of the Town.

## OBJECTIVES

**To grow by a neighborhood scale with a mix of uses**

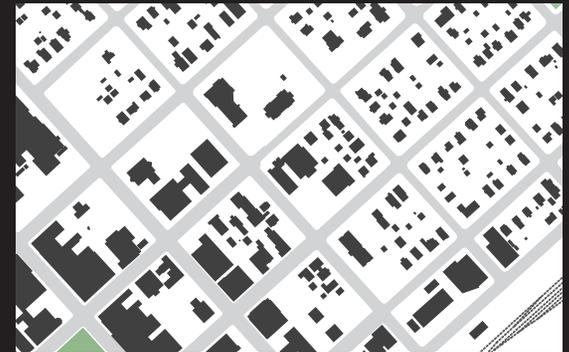
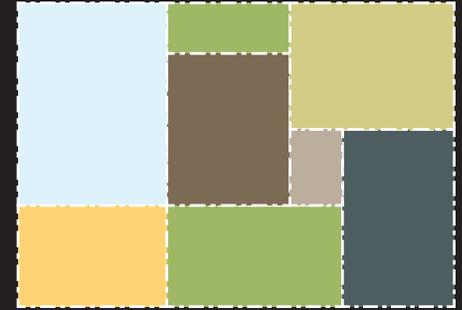
**To promote growth patterns that support walkability and a well connected public realm**

**To extend the City's high quality public realm into new growth areas**

**To support the existing public realm by connecting to it, improving it, and creating additional public space.**

## GUIDELINES

- create well defined open spaces
- create streets spaces that are defined by the edges of their blocks
- connect streets and paths
- design all spaces at the human scale
- use focal points and spaces to create identity and uniqueness
- design buildings (mass and scale) to be compatible with their neighbors
- promote walkability

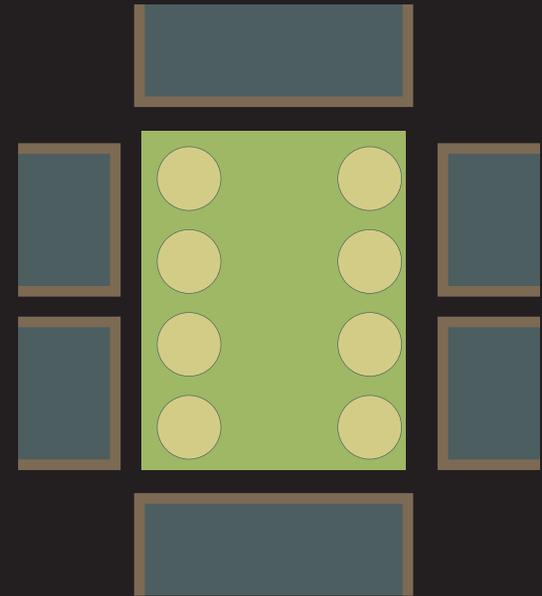


## *Neighborhood Design Guidelines*

*- create well defined open spaces*

*defined by streets, buildings or landscape*

*social interaction, recreation, setting for civic structures*

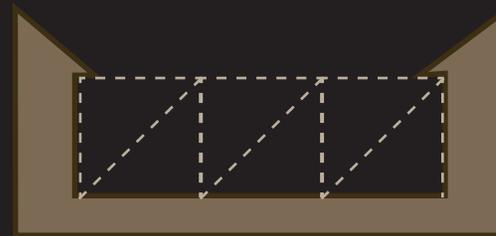


## Neighborhood Design Guidelines

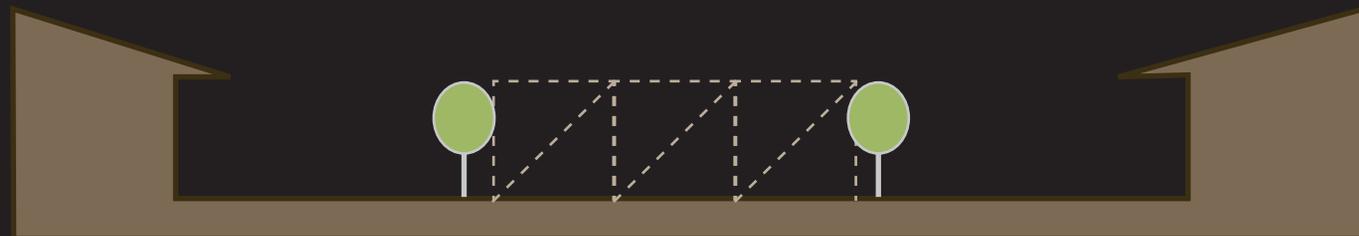
- create street spaces that are defined by the edges of their blocks

block edges formed by buildings close to the street - uniform setback

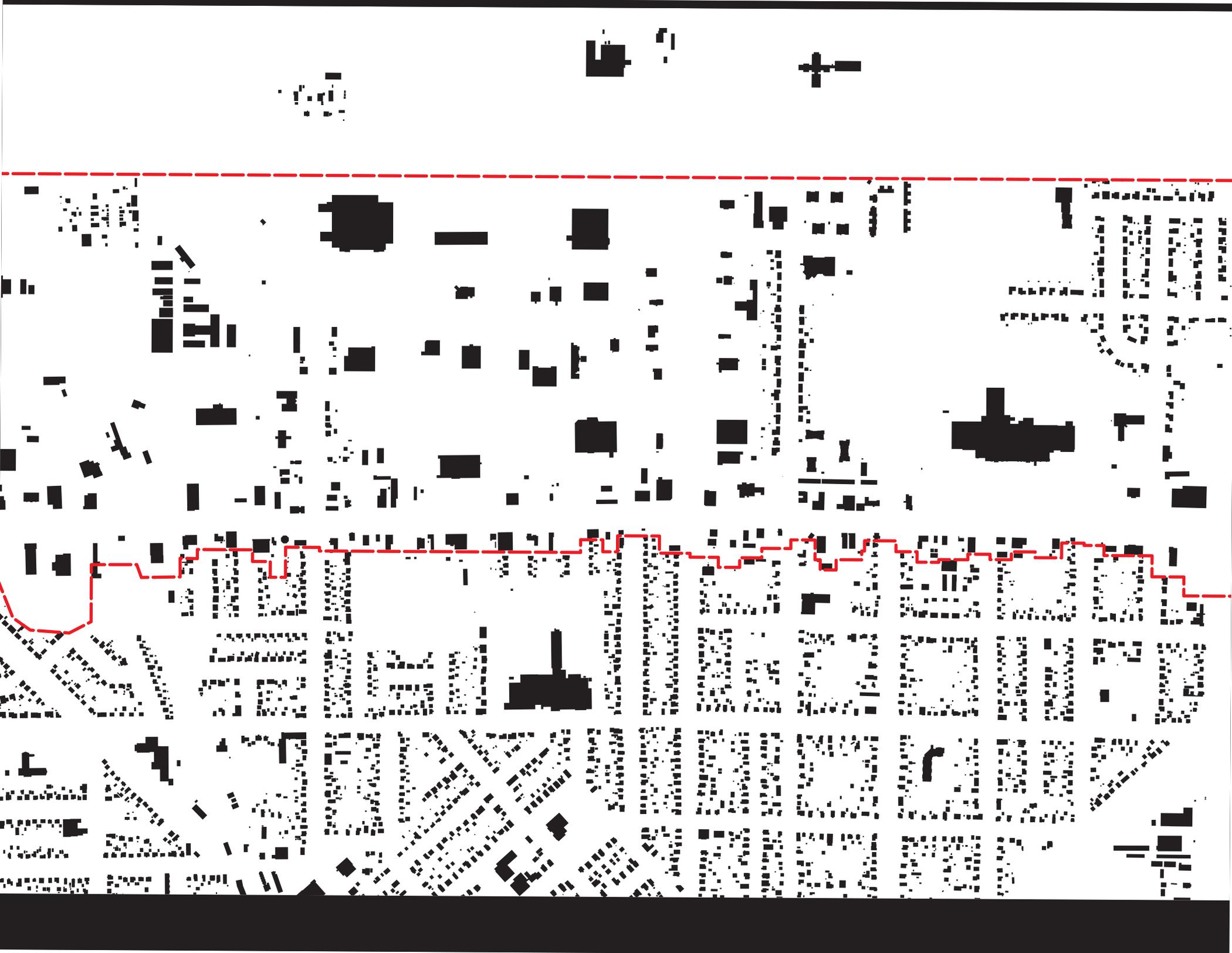
reinforced with low walls and landscape in between buildings



defined by buildings



Defined by landscape



## *Neighborhood Design Guidelines*

### *- connect streets and paths*

*improves mobility by providing options*

*disperses traffic*

*more direct for pedestrians*

*hierarchy of streets*

*shorter blocks*

*frequent intersections to calm traffic*



**Disconnected**



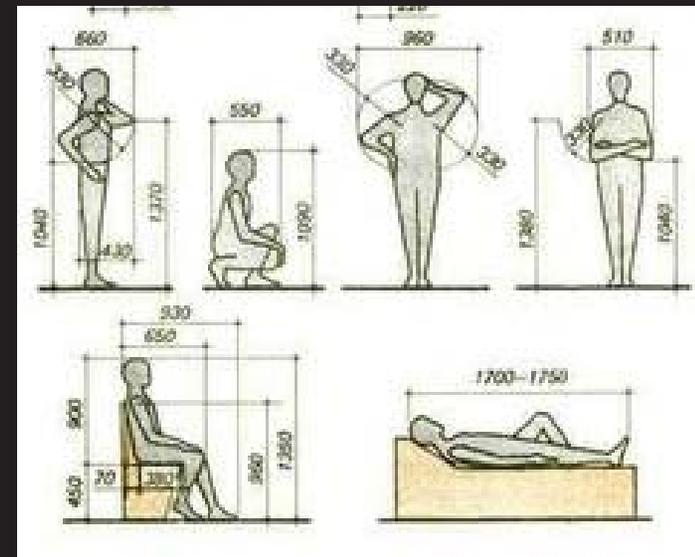
**Connected**

## Neighborhood Design Guidelines

- design all spaces at the human scale

to facilitate human use and interaction

pertains to the dimensions of objects and spaces including block size, street width, walking distance, building height.....



## *Neighborhood Design Guidelines*

### *- promote walkability and bikeability*

*the measure of ease at which pedestrians and bicyclists can move through a community*

*health and environmental and economic benefits*

*influenced by sidewalks, paths, block dimension, building accessibility, traffic and safety*



**Darling Drive**



**Okabena St**



*Neighborhood Design Guidelines*

*- use focal points and spaces to create identity and uniqueness - placemaking*

*visual identity and sense of uniqueness  
squares, greens, monuments  
prominent locations*

**Worthington/Crailsheim:  
A Historic Partnership.**



## Site Design Guidelines (all sites)

Guidelines that help organize the arrangement of elements on a site - such as building location and orientation, circulation, and open space.

### OBJECTIVES

- Reinforce a high-quality public realm through thoughtful placement and design of outdoor spaces and buildings
- Provide high-quality outdoor spaces for people to gather and to pass through on a daily basis.
- Protect the public sidewalk as a beautiful and comfortable place for the community.
- Allow a healthy mix of uses to be harmonious neighbors.
- Create project and buildings that clearly establish the desired character for the district or neighborhood in which it is located

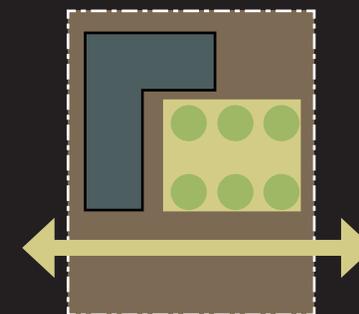
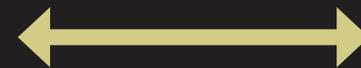
Buildings



Spaces



Infrastructure



Arrangement

### location of buildings

- cluster and organize multiple buildings on a site
- locate buildings towards the corners of the blocks
- ensure the entrance is visible and accessible

### open spaces

- design the public edge of the site to be friendly for pedestrians
- Ensure outdoor space is usable
- Design outdoor spaces as outdoor rooms
- Provide amenities in outdoor spaces parking lots

### Parking Lots

- limit vehicular access across the sidewalk
- buffer the public edge of the parking lots
- Reduce the scale of parking
- Design the parking lot for people as well as cars

### Services and Utilities

- Be a good neighbor, treat the edges properly
- screen utilities and services areas
- Orient services areas away from major streets

## *Site Layout and Building Placement*

*Where two or more buildings are located on a site arrange them in a cluster to define outdoor space*

*If the property is located on a street corner, anchor the corner with a building.*

*Organize the public edge of a site so the public realm is enhanced*

*Locate building entries so they are visible and accessible from the public edge of the site.*



## *Outdoor Public Space*

*Provide an outdoor public space on major site developments.*

*Develop an outdoor public space as the focal point for the project*

*Connect outdoor public spaces with public building activities and building entries*

*Design the outdoor public space to be actively used throughout the day, week, and year.*



## Site Design Guidelines (all sites)

### GUIDELINES

#### **Parking**

*In all developments, minimize the size of parking lots*

*Use shared drives to access parking areas when feasible.*

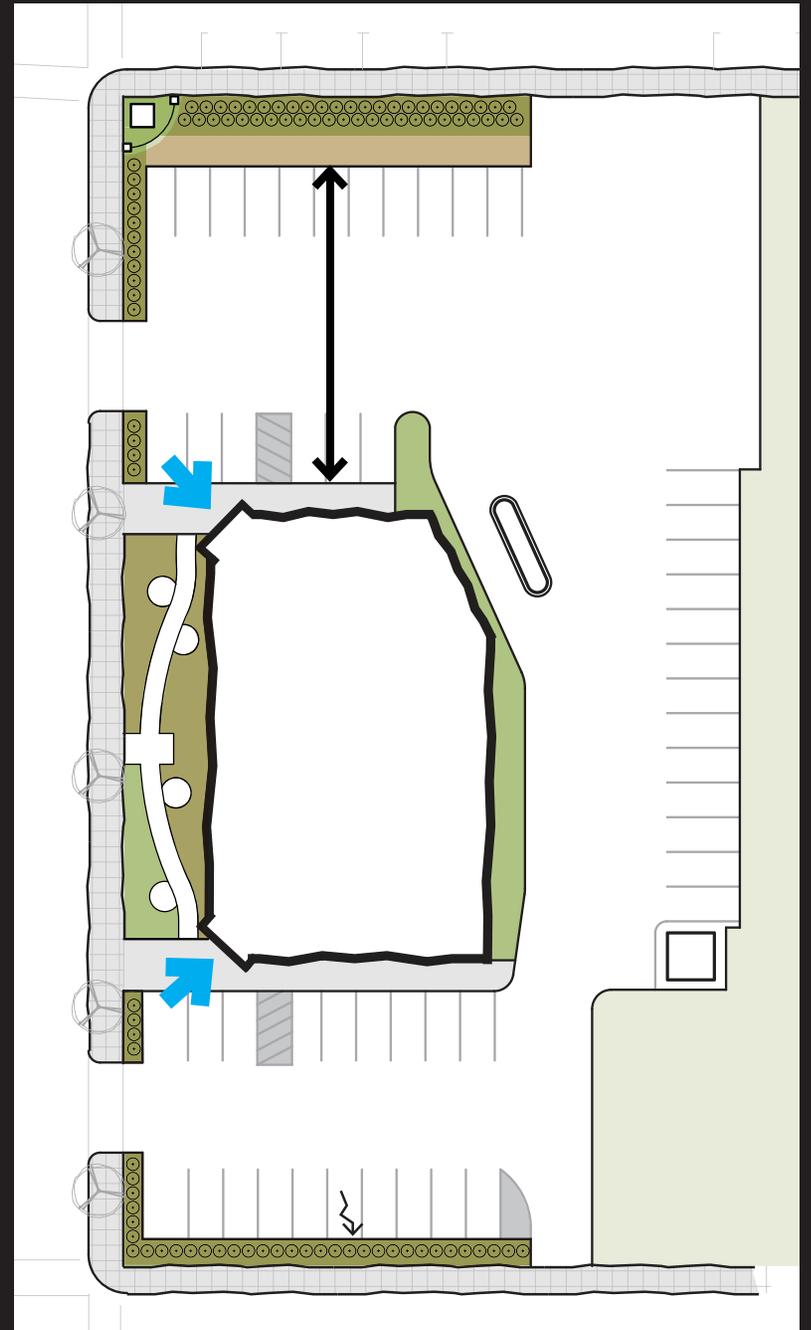
*Locate parking to the side or rear of a building wherever possible*

*Line the public edge of parking lots, where it abuts a sidewalk, with a low wall, low hedges, low decorative fence or raised planter bed.*

*Divide large parking lots into smaller rooms, defined by trees and pathways.*









## Building Design Guidelines

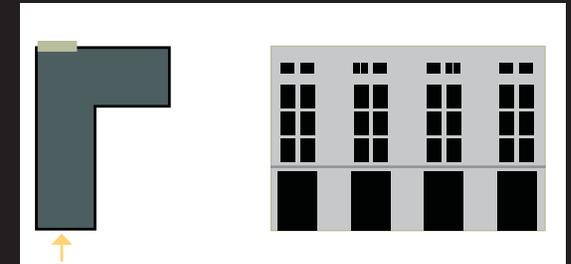
Urban design concepts that ensure new developments and new growth areas are well integrated to the rest of the Town.

### OBJECTIVES

- **To encourage the design of buildings that contribute positively to the unique Community of Worthington.**
- **To design buildings that support pedestrian activity.**
- **To design buildings that are durable and of their time.**

### GUIDELINES

- build close t the street
- accentuate primary entrances
- animate the street with doors and windows
- use pedestrian friendly materials on the ground floor
- use quality and durable materials
- design buildings of their time
- encourage inclusion of local character in building design
- reuse existing buildings whenever possible
- design buildings of human scale
- reduce the apparent length of unusually long buildings
- vary the roofline on long buildings
- articulate all buildings with a base middle and top



*Building Design Guidelines (all sites)*

*PEDESTRIAN FRIENDLY*

*Build as close to the street as possible*

*Accentuate Primary Entrances*

*Activate the Sidewalk with multiple entrances and lots of transparency (windows)*

*Use Pedestrian friendly materials on the ground floor of all buildings*



*Local Character and Authenticity*

*Create quality and durable construction*

*Encourage the inclusion of local character*

*Design a building to be of its time*

*Reuse and preserve buildings whenever possible*



*Scale and Articulation*

*Design buildings that are human scale*

*Reduce the apparent length of longer buildings*

*Vary the roofline on long buildings*

*Articulate a base middle and top to all buildings*



*top*

*middle*

*base*



*top*

*middle*

*base*





*local Example*





## *Signage*

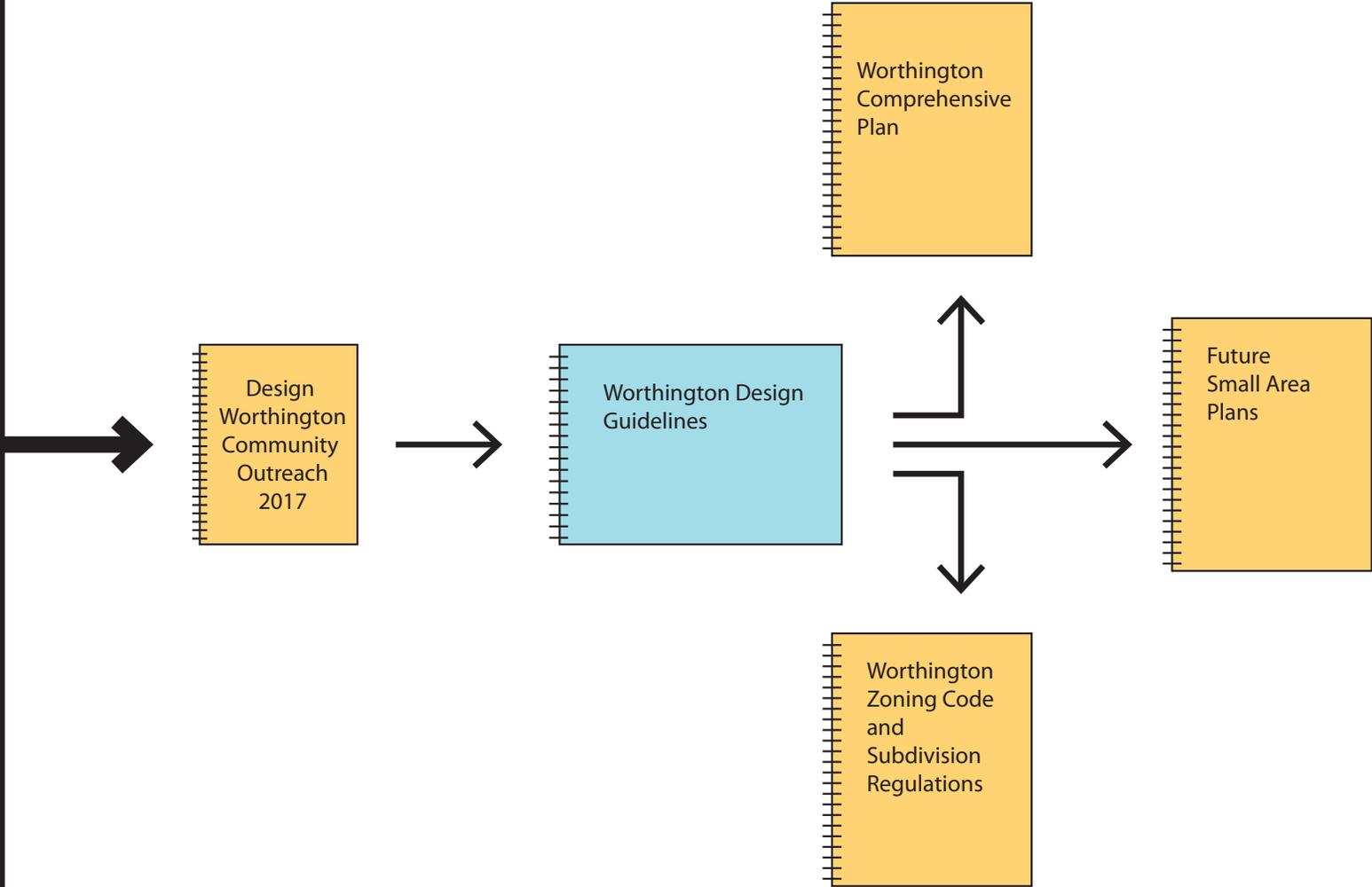
*-create signs with high quality materials that convey a sense of permanence*

*-create a master plan for signage on the entire property*

*-coordinate signage on buildings with multiple tenants*

*-design and locate signage to reinforce a building's architecture*





# City of Worthington Design Guidelines

Worthington, Minnesota

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**PRE WAR**



**Downtown  
1900**



**Chatauqua Park  
1930s 1940s**

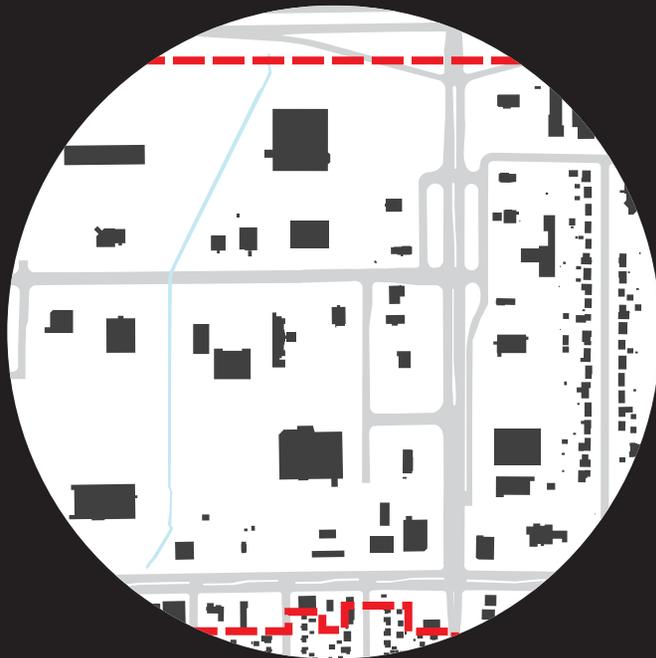


**NW edge  
1950s**

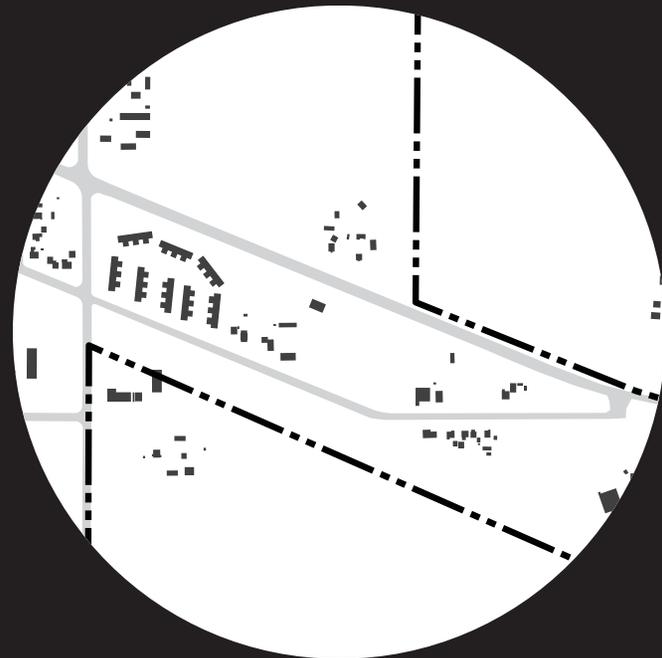
**POST WAR**



**Cecilee St**



**Humiston and Ryans Road**

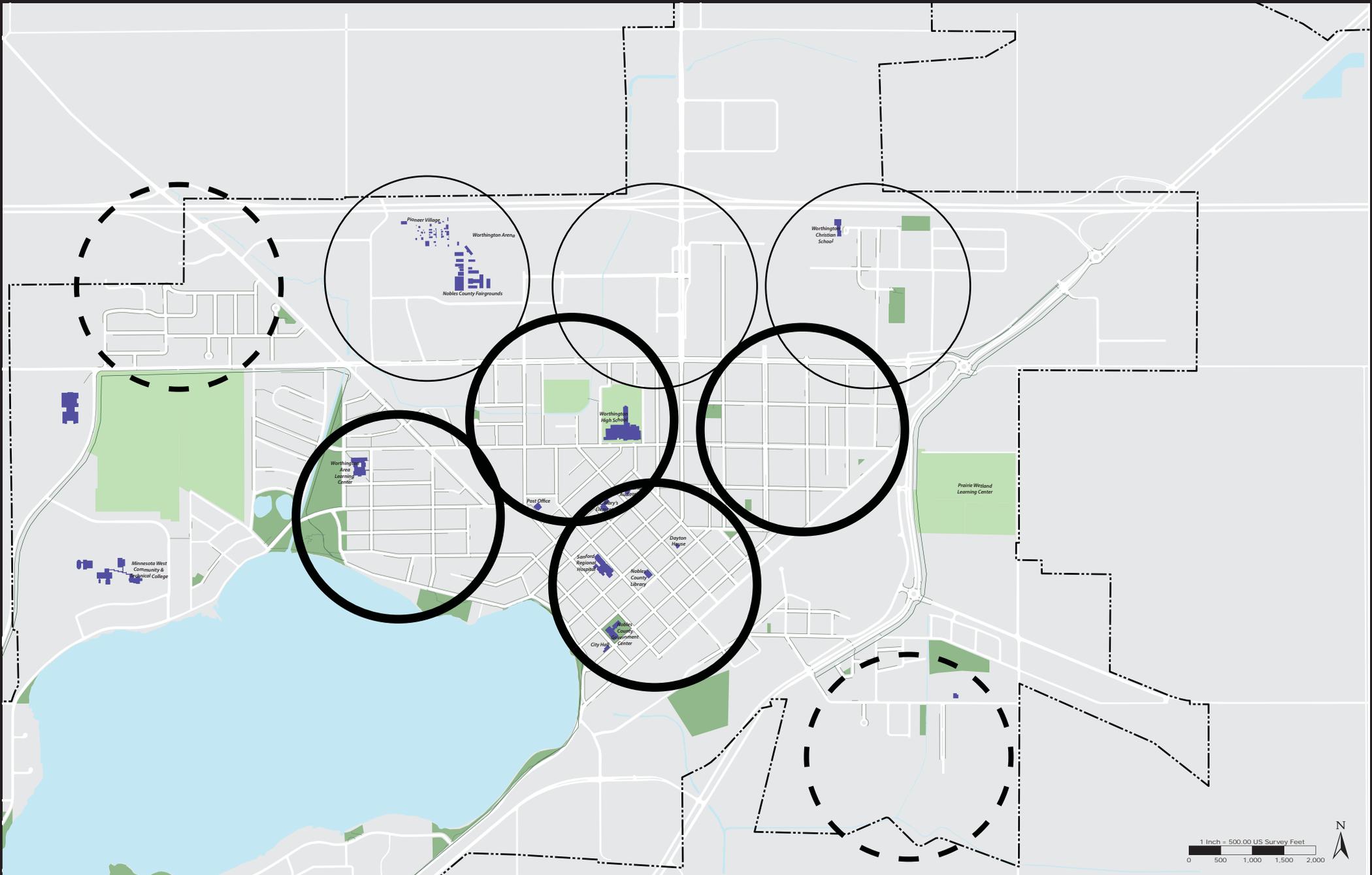


**SE edge**

..... and details



**Single long bench versus multiple benches**

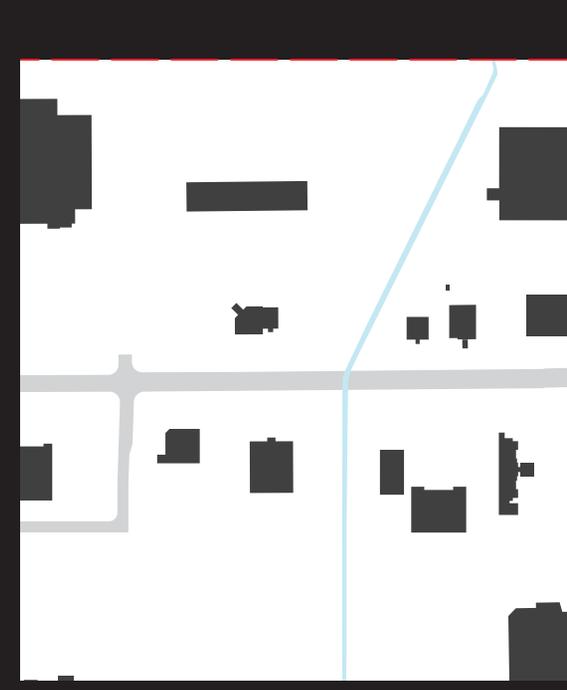


1 Inch = 500.00 US Survey Feet





Ryans Road



Okabena St

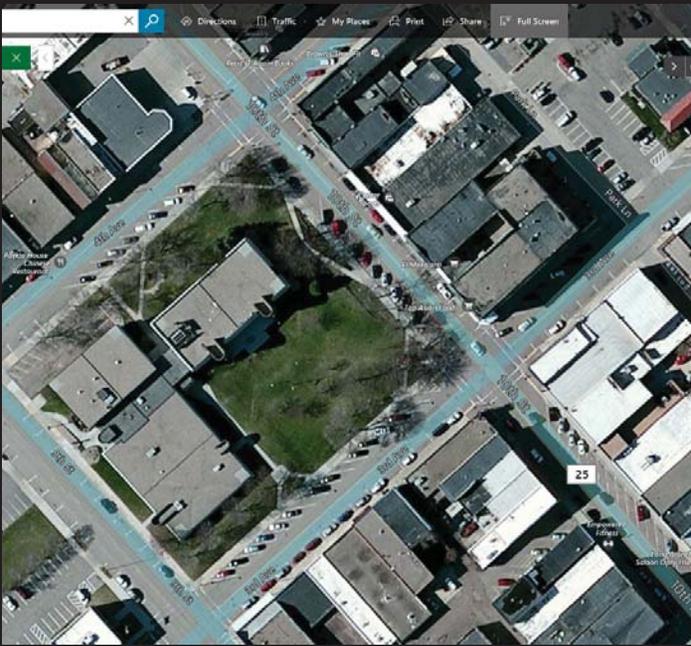








Worthmore St



Downtown

## *Site Design Guidelines (all sites)*

*Guidelines that help organize the arrangement of elements on a site - such as building location and orientation, circulation, and open space.*

### *GUIDELINES*

#### ***Natural Features***

*Preserve and enhance significant natural features on sites*

#### ***Cultural Resources***

*Preserve buildings of cultural value if possible*

*Create new cultural resources (spaces, buildings, art) that reflect the diversity of the Worthington Community in new developments*



## *Site Design Guidelines (all sites)*

### *GUIDELINES*

#### ***Pedestrian and Bike System***

*Create direct/safe ped/bike access throughout the site and to the public edge of the site.*

*In larger developments provide a centralized location for bike parking.*

*Ensure all paths are wide enough and comfortable for users of all ages and abilities.*

*In larger parking lots, provide a clear and continuous convenient pedestrian route through the parking lot to the front door of the building.*



**We can do better than this**



## *Site Design Guidelines (all sites)*

### *GUIDELINES*

#### ***Internal Automobile Circulation***

*Within larger developments provide a hierarchy of internal streets and driveways*

*Minimize the number of curb cuts onto a public street.*

*Identify a key entry point into a major site development with special landscape elements*

*Provide a continuous circulation system within a property*

*Minimize the width of internal roadways.*

