

1

Independent Regions



Metropolitan regions will not come to balance until each one is small and autonomous enough to be an independent sphere of culture. In the best of medieval times, the cities performed this function. They provided permanent and intense spheres of cultural influence, variety, and economic exchange.



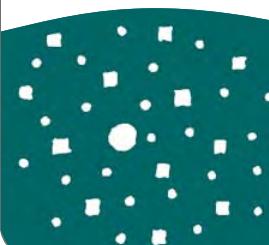
related:
The Distribution Of Towns (2),
Mosaic Of Subcultures (8).

2

The Distribution Of Towns



If the population of a region is weighted too far toward small villages, modern civilization can never emerge; but if the population is weighted too far toward big cities, the earth will go to ruin because the population isn't where it needs to be, to take care of it.



related:
Valleys (4) Country Towns (6)
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3

City Country Fingers



Continuous sprawling urbanization destroys life, and makes cities unbearable. But the sheer size of cities is also valuable and potent. People feel comfortable when they have access to the countryside, experience of open fields, and agriculture; access to wild plants and birds and animals.



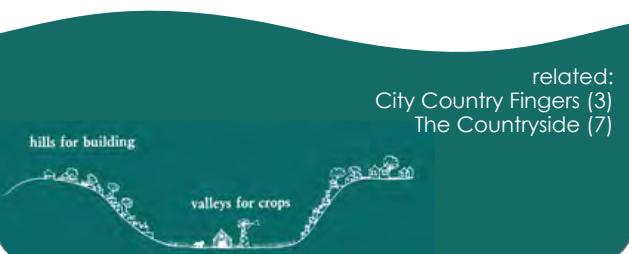
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Agricultural Valleys (4)
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4

Agricultural Valleys



The land which is best for agriculture happens to be best for building too. But it is limited and once destroyed, it cannot be regained for centuries. Preserve all agricultural valleys as farmland and protect this land from any development which would destroy or lock up the unique fertility of the soil.



5

Lace Of Country Streets



The suburb is an obsolete and contradictory form of human settlement. In the zone where city and country meet, place country roads at least a mile apart, so that they enclose squares of countryside and farmland at least one square mile in area.

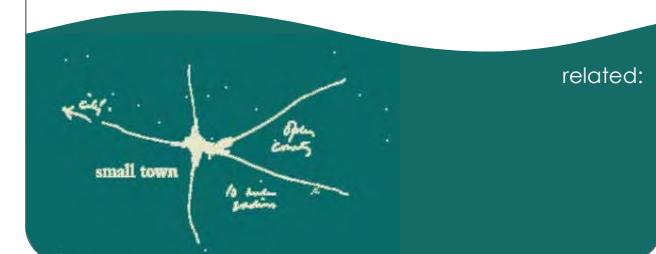


6

Country Towns



The big city is a magnet. It is terribly hard for small towns to stay alive and healthy in the face of central urban growth. Preserve country towns where they exist; and encourage the growth of new self-contained towns, with populations between 500 and 10,000, entirely surrounded by open countryside and at least 10 miles from neighboring towns. Make it the region's collective concern to give each town the wherewithal it needs to build a base of local industry, so that these towns are not dormitories for people who work in other places, but real towns - able to sustain the whole of life.



7 The Countryside



I conceive that land belongs for use to a vast family of which many are dead, few are living, and countless members are still unborn. - a Nigerian tribesman. Define all farms as parks, where the public has a right to be; and make all regional parks into working farms. Create stewardships among groups of people, families and cooperatives, with each stewardship responsible for one part of the countryside.

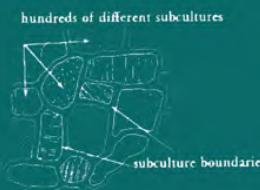


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8 Mosaic Of Subcultures



The homogeneous and undifferentiated character of modern cities kills all variety of life styles and arrests the growth of individual character. Do everything possible to enrich the cultures and subcultures of the city, by breaking the city, as far as possible, into a vast mosaic of small and different subcultures, each with its own spatial territory, and each with the power to create its own distinct life style.

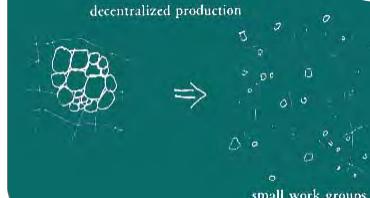


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9 Scattered Work



...and so intensifying the emergence of highly differentiated subcultures, each with its individual character. The artificial separation of houses and work creates intolerable rifts in people's inner lives. Use zoning laws, neighborhood planning, tax incentives, and any other means available to scatter workplaces throughout the city. Prohibit large concentrations of work, without family life around them. Prohibit large concentrations of family life, without workplaces around them.



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Magic Of The City



There are few people who do not enjoy the magic of a great city. But urban sprawl takes it away from everyone except the few who are lucky enough, or rich enough, to live close to the largest centers. Put the magic of the city within reach of everyone in a metropolitan area. Do this by means of collective regional policies which restrict the growth of downtown areas so strongly...

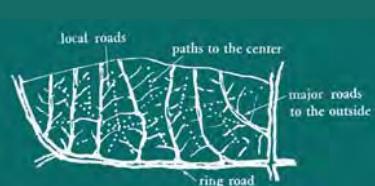


11

Local Transport Areas



Cars give people wonderful freedom and increase their opportunities. But they also destroy the environment, to an extent so drastic that they kill all social life. Break the urban area down into local transport areas, each one between 1 and 2 miles across, surrounded by a ring road. Within the local transport area, build minor local roads and paths for internal movements on foot, by bike, on horseback, and in local vehicles.

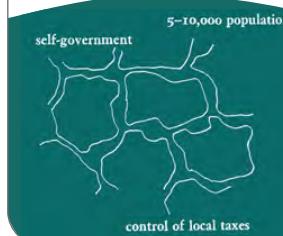


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Community Of 7000



Individuals have no effective voice in any community of more than 5000-10,000 persons. Decentralize city governments in a way that gives local control to communities of 5,000 to 10,000 persons. As nearly as possible, use natural geographic and historical boundaries to mark these communities. Give each community the power to initiate, decide, and execute the affairs that concern it closely: land use, housing, maintenance, streets, parks, police, schooling, welfare, neighborhood services.

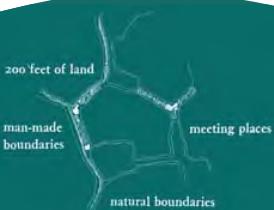


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Subculture Boundary



The mosaic of subcultures requires that hundreds of different cultures live, in their own way, at full intensity, next door to one another. But subcultures have their own ecology. They can only live at full intensity, unhampered by their neighbors, if they are physically separated by physical boundaries. Separate neighboring subcultures with a swath of land at least 200 feet wide. Let this boundary be natural wilderness, farmland, water - or man-made – railroads...



Identifiable Neighborhood



People need an identifiable spatial unit to belong to. Help people to define the neighborhoods they live in, not more than 300 yards across, with no more than 400 or 500 inhabitants. In existing cities, encourage local groups to organize themselves to form such neighborhoods. Give the neighborhoods some degree of autonomy as far as taxes and land controls are concerned. Keep major roads outside these neighborhoods.



14

Neighborhood Boundary



The strength of the boundary is essential to a neighborhood. If the boundary is too weak the neighborhood will not be able to maintain its own identifiable character. Encourage the formation of a boundary around each neighborhood, to separate it from the next door neighborhoods. Form this boundary by closing down streets and limiting access to the neighborhood - cut the normal number of streets at least in half.



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Web Of Public Transportation



To connect the transport areas, and to maintain the flow of people and goods along the fingers of the cities - the entire web of airplanes, helicopters, hovercraft, trains, boats, ferries, buses, taxis, mini-trains, carts, ski-lifts, moving sidewalks - can only work if all the parts are well connected. But they usually aren't, because the different agencies in charge of various forms of public transportation have no incentives to connect to one another.

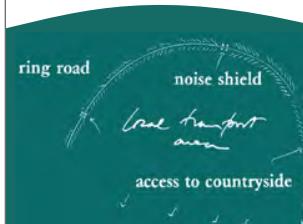


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Ring Roads



It is not possible to avoid the need for high speed roads in modern society; but it is essential to place them and build them in such a way that they do not destroy communities or countryside. Place high speed roads (freeways and other major arteries) so that: 1. At least one high speed road lies tangent to each local transport area...

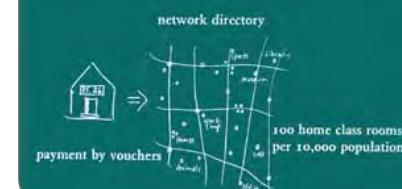


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Network Of Learning



In a society which emphasizes teaching, children and students - and adults - become passive and unable to think or act for themselves. Creative, active individuals can only grow up in a society which emphasizes learning instead of teaching. Instead of the lock-step of compulsory schooling in a fixed place, work in piecemeal ways to decentralize the process of learning and enrich it through contact with many places and people all over the city.



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Web Of Shopping



Shops rarely place themselves in those positions which best serve the people's needs, and also guarantee their own stability. When you locate any individual shop, follow a three-step procedure: 1. Identify all other shops which offer the service you are interested in; locate them on the map. 2. Identify and map the location of potential consumers. Wherever possible, indicate the density or total number of potential consumers in any given area.



shops of same type

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bus stops every 600 feet

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Mini-Buses



Public transportation must be able to take people from any point to any other point within the metropolitan area. Establish a system of small taxi-like buses, carrying up to six people each, radio-controlled, on call by telephone, able to provide point-to-point service according to the passengers' needs, and supplemented by a computer system which guarantees minimum detours, and minimum waiting times. Make bus stops for the mini-buses every 600 feet in each direction.

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However, throughout the city, even at its densest points, there are strong human reasons to subject all buildings to height restrictions. There is abundant evidence to show that high buildings make people crazy. In any urban area, no matter how dense, keep the majority of buildings four stories high or less. It is possible that certain buildings should exceed this limit, but they should never be buildings for human habitation.

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Nine Per Cent Parking



Very simply when the area devoted to parking is too great, it destroys the land. Do not allow more than 9 per cent of the land in any given area to be used for parking. In order to prevent the "bunching" of parking in huge neglected areas, it is necessary for a town or a community to subdivide its land into "parking zones" no larger than 10 acres each and to apply the same rule in each zone.



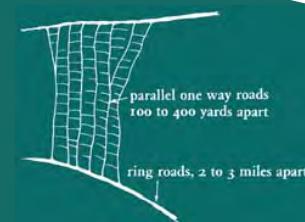
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Parallel Roads



The net-like pattern of streets is obsolete. Congestion is choking cities. Cars can average 60 miles per hour on freeways, but trips across town have an average speed of only 10 to 15 miles per hour. Therefore: Within a local transport area build no intersecting major roads at all; instead, build a system of parallel and alternating one-way roads to carry traffic to the Ring Roads (17).



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Sacred Sites



People cannot maintain their spiritual roots and their connections to the past if the physical world they live in does not also sustain these roots. Whether the sacred sites are large or small, whether they are at the center of the towns, in neighborhoods, or in the deepest countryside, establish ordinances which will protect them absolutely so that our roots in the visible surroundings cannot be violated.



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Access To Water



People have a fundamental yearning for great bodies of water. But the very movement of the people toward the water can also destroy the water. When natural bodies of water occur near human settlements, treat them with great respect. Always preserve a belt of common land, immediately beside the water. And allow dense settlements to come right down to the water only at infrequent intervals along the water's edge.

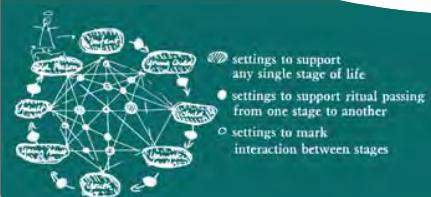


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Life Cycle



All the world's a stage, And all the men and women merely players: They have their exits and their entrances; And one man in his time plays many parts, His acts being seven ages. As, first the infant, Mewling and puking in the nurse's arms. And then the whining schoolboy, with his satchel And shining morning face, creeping like snail Unwillingly to school. And then the lover, Sighing like furnace...



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Men And Women



The world of a town in the 1970's is split along sexual lines. Suburbs are for women, workplaces for men; kindergartens are for women, professional schools for men; supermarkets are for women, hardware stores for men. Make certain that each piece of the environment - each building, open space, neighborhood, and work community - is made with a blend of both men's and women's instincts.



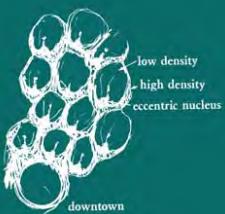
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Eccentric Nucleus



The random character of local densities confuses the identity of our communities, and also creates a chaos in the pattern of land use. Encourage growth and the accumulation of density to form a clear configuration of peaks and valleys according to the following rules: 1. Consider the town as a collection of communities of 7000. These communities will be between 1/4 mile across and 2 miles across, according to their overall density.



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Density Rings



People want to be close to shops and services, for excitement and convenience. And they want to be away from services, for quiet and green. The exact balance of these two desires varies from person to person, but in the aggregate it is the balance of these two desires which determines the gradient of housing densities in a neighborhood.



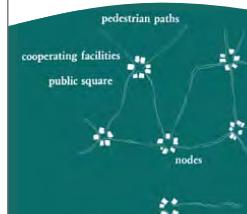
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Activity Nodes



Community facilities scattered individually through the city do nothing for the life of the city. Create nodes of activity throughout the community, spread about 300 yards apart. First identify those existing spots in the community where action seems to concentrate itself. Then modify the layout of the paths in the community to bring as many of them through these spots as possible. This makes each spot function as a "node" in the path network.



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Promenade



Each subculture needs a center for its public life: a place where you can go to see people, and to be seen. Encourage the gradual formation of a promenade at the heart of every community, linking the main activity nodes, and placed centrally, so that each point in the community is within 10 minutes' walk of it. Put main points of attraction at the two ends, to keep a constant movement up and down.



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Shopping Street



Shopping centers depend on access: they need locations near major traffic arteries. However, the shoppers themselves don't benefit from traffic: they need quiet, comfort, and convenience, and access from the pedestrian paths in the surrounding area. Encourage local shopping centers to grow in the form of short pedestrian streets, at right angles to major roads and opening off these roads with parking behind the shops, so that the cars can pull directly off the road.



33

Night Life



Most of the city's activities close down at night; those which stay open won't do much for the night life of the city unless they are together. Knit together shops, amusements, and services which are open at night, along with hotels, bars, and all-night diners to form centers of night life: well-lit, safe, and lively places that increase the intensity of pedestrian activity at night.



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Interchange



Interchanges play a central role in public transportation. Unless the interchanges are working properly, the public transportation system will not be able to sustain itself. At every interchange in the web of transportation follow these principles: 1. Surround the interchange with workplaces and housing types which specially need public transportation. 2. Keep the interior of the interchange continuous with the exterior pedestrian network, and maintain this continuity.

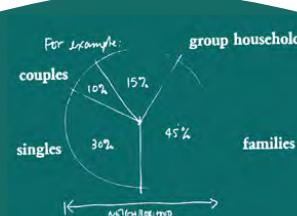


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Household Mix



The question is, what kind of mix should a well-balanced neighborhood contain? No one stage in the life cycle is self-sufficient. Encourage growth toward a mix of household types in every neighborhood, and every cluster, so that one-person households, couples, families with children, and group households are side by side.

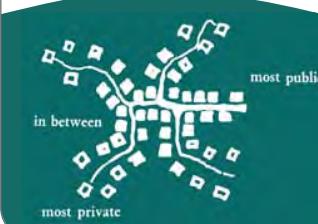


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Degrees Of Publicness



People are different, and the way they want to place their houses in a neighborhood is one of the most basic kinds of difference. Make a clear distinction between three kinds of homes - those on quiet backwaters, those on busy streets, and those that are more or less in between. Make sure that those on quiet backwaters are on twisting paths, and that these houses are themselves physically secluded.



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House Cluster



People will not feel comfortable in their houses unless a group of houses forms a cluster, with the public land between them jointly owned by all the householders. Arrange houses to form very rough, but identifiable clusters of 8 to 12 households around some common land and paths. Arrange the clusters so that anyone can walk through them, without feeling like a trespasser.



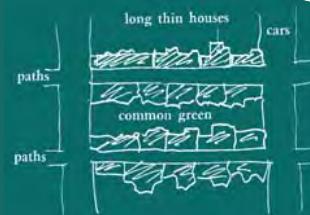
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Row Houses



... to generate the denser parts of Density Rings (29) and Degrees Of Publicness (36), it is necessary to build row houses instead. At densities of 15 to 30 houses per acre, row houses are essential. But typical row houses are dark inside, and stamped from an identical mould. For row houses, place houses along pedestrian paths that run at right angles to local roads and parking lots.



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Housing Hill



Every town has places in it which are so central and desirable that at least 30-50 households per acre will be living there. But the apartment houses which reach this density are almost all impersonal. To build more than 30 dwellings per net acre, or to build housing three or four stories high, build a hill of houses. Build them to form stepped terraces, sloping toward the south.



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Old People Everywhere

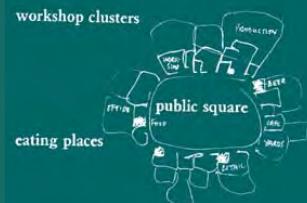


Old people need old people, but they also need the young, and young people need contact with the old. Create dwellings for some 50 old people in every neighborhood. Place these dwellings in three rings . . . 1. A central core with cooking and nursing provided. 2. Cottages near the core. 3. Cottages further out from the core, mixed among the other houses of the neighborhood, but never more than 200 yards from the core.



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If you spend eight hours of your day at work, and eight hours at home, there is no reason why your workplace should be any less of a community than your home. Build or encourage the formation of work communities - each one a collection of smaller clusters of workplaces which have their own courtyards, gathered round a larger common square or common courtyard which contains shops and lunch counters.



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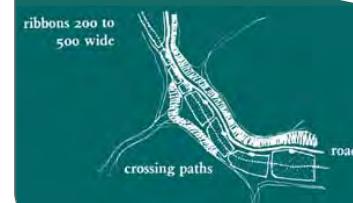
Work Community



Industrial Ribbon



Exaggerated zoning laws separate industry from the rest of urban life completely, and contribute to the plastic unreality of sheltered residential neighborhoods. Place industry in ribbons, between 200 and 500 feet wide, which form the boundaries between communities. Break these ribbons into long blocks, and treat the edge of every ribbon as a place where people from nearby communities can benefit from the offshoots of the industrial activity.



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University As A Marketplace



Concentrated, cloistered universities, with closed admission policies and rigid procedures which dictate who may teach a course, kill opportunities for learning. Establish the university as a marketplace of higher education. As a social conception this means that the university is open to people of all ages, on a full-time, part-time, or course by course basis. Anyone can offer a class. Anyone can take a class.



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Local Town Hall



Local government of communities and local control by the inhabitants, will only happen if each community has its own physical town hall which forms the nucleus of its political activity. To make the political control of local functions real, establish a small town hall for each community of 7000, and even for each neighborhood; locate it near the busiest intersection in the community.

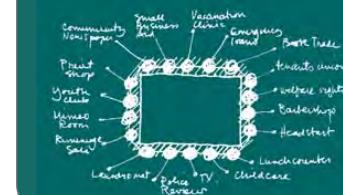


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Necklace Of Community Projects



The local town hall will not be an honest part of the community which lives around it, unless it is itself surrounded by all kinds of small community activities and projects, generated by the people for themselves. Allow the growth of shop-size spaces around the local town hall, and any other appropriate community building. Front these shops on a busy path, and lease them for a minimum rent to ad hoc community groups.



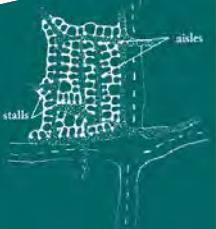
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Market Of Many Shops



It is natural and convenient to want a market where all the different foods and household goods you need can be bought under a single roof. But when the market has a single management, like a supermarket, the foods are bland, and there is no joy in going there. Instead of modern supermarkets, establish frequent marketplaces, each one made up of many smaller shops which are autonomous and specialized.



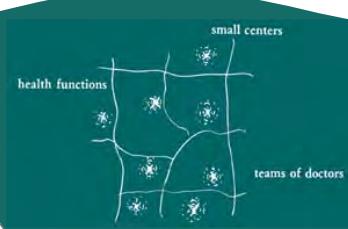
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Health Center



More than 90 per cent of the people walking about in an ordinary neighborhood are unhealthy, judged by simple biological criteria. This ill health cannot be cured by hospitals or medicine. Gradually develop a network of small health centers, perhaps one per community of 7000, across the city; each equipped to treat everyday disease both mental and physical, in children and adults.



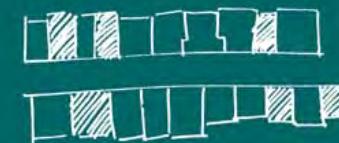
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Housing In Between



Wherever there is a sharp separation between residential and nonresidential parts of town, the nonresidential areas will quickly turn to slums. Build houses into the fabric of shops, small industry, schools, public services, universities all those parts of cities which draw people in during the day, but which tend to be "nonresidential." The houses may be in rows or "hills" with shops beneath, or they may be free-standing.



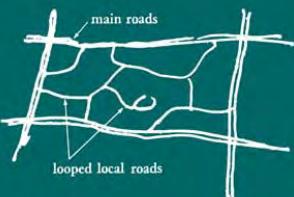
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Looped Local Roads



Nobody wants fast through traffic going by their homes. Lay out local roads so that they form loops. A loop is defined as any stretch of road which makes it impossible for cars that don't have destinations on it to use it as a shortcut. Do not allow any one loop to serve more than 50 cars, and keep the road really narrow - 17 to 20 feet is quite enough.



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T Junctions



This pattern gives the nature of the intersections. It will also greatly influence the layout of the local roads. Traffic accidents are far more frequent where two roads cross than at T junctions. Therefore: Lay out the road system so that any two roads which meet at grade, meet in three-way T junctions as near 90 degrees as possible. Avoid four-way intersections and crossing movements.

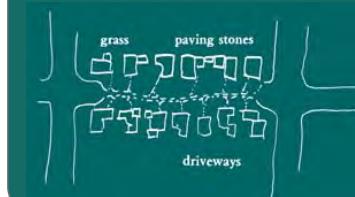


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Green Streets



There is too much hot hard asphalt in the world. A local road, which only gives access to buildings, needs a few stones for the wheels of the cars; nothing more. Most of it can still be green. On local roads, closed to through traffic, plant grass all over the road and set occasional paving stones into the grass to form a surface for the wheels of those cars that need access to the street.



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Network Of Paths And Cars



Cars are dangerous to pedestrians; yet activities occur just where cars and pedestrians meet. Except where traffic densities are very high or very low, lay out pedestrian paths at right angles to roads, not along them, so that the paths gradually begin to form a second network, distinct from the road system, and orthogonal to it. This can be done quite gradually - even if you put in one path at a time.



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Main Gateways



Any part of a town - large or small - which is to be identified by its inhabitants as a precinct of some kind, will be reinforced, helped in its distinctness, marked, and made more vivid, if the paths which enter it are marked by gateways where they cross the boundary. Mark every boundary in the city which has important human meaning - the boundary of a building cluster, a neighborhood, a precinct.

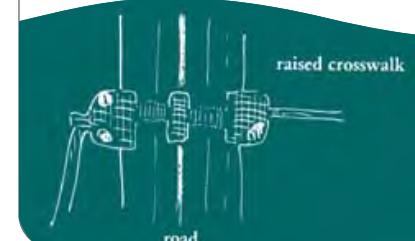


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Road Crossing



Where paths cross roads, the cars have power to frighten and subdue the people walking, even when the people walking have the legal right-of-way. At any point where a pedestrian path crosses a road that has enough traffic to create more than a two second delay to people crossing, make a "knuckle" at the crossing: narrow the road to the width of the through lanes only.



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Raised Walk



Where fast moving cars and pedestrians meet in cities, the cars overwhelm the pedestrians. The car is king, and people are made to feel small. We conclude that any pedestrian path along a road carrying fast-moving cars should be about 18 inches above the road, with a low wall or railing, or balustrade along the edge, to mark the edge. Put the raised walk on only one side of the road.



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Bike Paths And Racks



Bikes are cheap, healthy, and good for the environment; but the environment is not designed for them. Bikes on roads are threatened by cars; bikes on paths threaten pedestrians. Build a system of paths designated as bike paths, with the following properties: the bike paths are marked clearly with a special, easily recognizable surface (for example, a red asphalt surface). As far as possible they run along local roads, or major pedestrian paths.



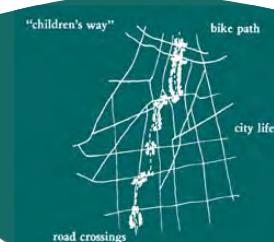
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Children In The City



If children are not able to explore the whole of the adult world round about them, they cannot become adults. But modern cities are so dangerous that children cannot be allowed to explore them freely. As part of the network of bike paths, develop one system of paths that is extra safe---entirely separate from automobiles, with lights and bridges at the crossings, with homes and shops along it, always with many eyes on the path.



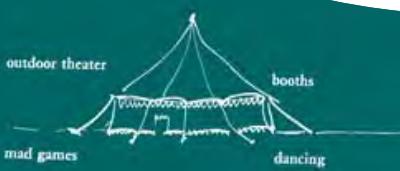
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Carnival



Just as an individual person dreams fantastic happenings to release the inner forces which cannot be encompassed by ordinary events, so too a city needs its dreams. Set aside some part of the town as a carnival - mad side-shows, tournaments, acts, displays, competitions, dancing, music, street theater, clowns, transvestites, freak events, which allow people to reveal their madness...



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Quiet Backs



Any one who has to work in noise, in offices with people all around, needs to be able to pause and refresh himself with quiet in a more natural situation. Give the buildings in the busy parts of town a quiet "back" behind them and away from the noise. Build a walk along this quiet back, far enough from the building so that it gets full sunlight.

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Accessible Green



People need green open places to go to; when they are close they use them. But if the greens are more than three minutes away, the distance overwhelms the need. Build one open public green within three minutes' walk - about 750 feet - of every house and workplace. This means that the greens need to be uniformly scattered at 1500-foot intervals, throughout the city. Make the greens at least 150 feet across, and at least 60,000 square feet in area.



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Small Public Squares



A town needs public squares; they are the largest, most public rooms, that the town has. But when they are too large, they look and feel deserted. Make a public square much smaller than you would at first imagine; usually no more than 45 to 60 feet across, never more than 70 feet across. This applies only to its width in the short direction. In the long direction it can certainly be longer.



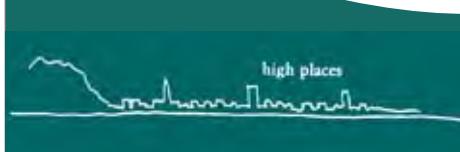
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High Places



The instinct to climb up to some high place, from which you can look down and survey your world, seems to be a fundamental human instinct. Build occasional high places as landmarks throughout the city. They can be a natural part of the topography, or towers, or part of the roofs of the highest local building but, in any case, they should include a physical climb.



63

Dancing In The Street



Why is it that people don't dance in the streets today? Along promenades, in squares and evening centers, make a slightly raised platform to form a bandstand, where street musicians and local bands can play. Cover it, and perhaps build in at ground level tiny stalls for refreshment. Surround the bandstand with paved surface for dancing -- no admission charge.



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Pools And Streams



We came from the water; our bodies are largely water; and water plays a fundamental role in our psychology. We need constant access to water, all around us; and we cannot have it without reverence for water in all its forms. But everywhere in cities water is out of reach. Preserve natural pools and streams and allow them to run through the city; make paths for people to walk along them and footbridges to cross them.



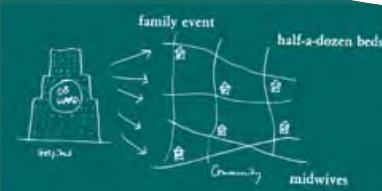
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Birth Places



It seems unlikely that any process which treats childbirth as a sickness could possibly be a healthy part of a healthy society. Build local birth places where women go to have their children: places that are specially tailored to childbirth as a natural, eventful moment - where the entire family comes for prenatal care and education; where fathers and midwives help during the hours of labor and birth.



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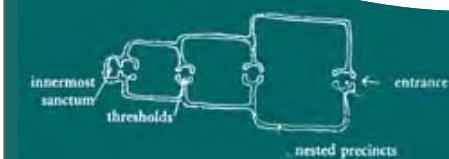
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65

Holy Ground



What is a church or temple? It is a place of worship, spirit, contemplation, of course. But above all, from a human point of view, it is a gateway. A person comes into the world through the church. He leaves it through the church. And, at each of the important thresholds of his life, he once again steps through the church. In each community and neighborhood, identify some sacred site as consecrated ground.



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Common Land



Without common land no social system can survive. This common land, in fact, forms the very heart and soul of any cluster. Give over 25 per cent of the land in house clusters to common land which touches, or is very very near, the homes which share it. Basic: be wary of the automobile; on no account let it dominate this land.



67

Connected Play



If children don't play enough with other children during the first five years of life, there is a great chance that they will have some kind of mental illness later in their lives. Lay out common land, paths, gardens, and bridges so that groups of at least 64 households are connected by a swath of land that does not cross traffic. Establish this land as the connected play space for the children in these households.

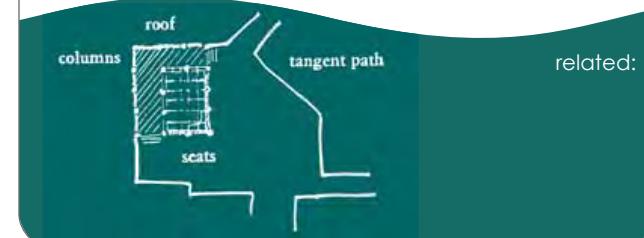


68

Public Outdoor Room



There are very few spots along the streets of modern towns and neighborhoods where people can hang out, comfortably, for hours at a time. In every neighborhood and work community, make a piece of the common land into an outdoor room - a partly enclosed place, with some roof, columns, without walls, perhaps with a trellis; place it beside an important path and within view of many homes and workshops.



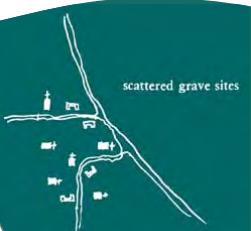
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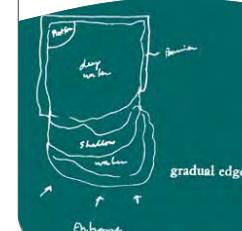
Grave Sites



No people who turn their backs on death can be alive. The presence of the dead among the living will be a daily fact in any society which encourages its people to live. Never build massive cemeteries. Instead, allocate pieces of land throughout the community as grave sites - corners of parks, sections of paths, gardens, beside gateways - where memorials to people who have died can be ritually placed with inscriptions and mementos.



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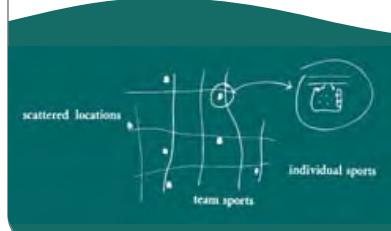
71

Still Water



To be in touch with water, we must above all be able to swim; and to swim daily, the pools and ponds and holes for swimming must be so widely scattered through the city, that each person can reach one within minutes. In every neighborhood, provide some still water - a pond, a pool - for swimming. Keep the pool open to the public at all times.

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72

Local Sports



This pattern defines the nature and distribution of this exercise. The human body does not wear out with use. On the contrary, it wears down when it is not used. Scatter places for team and individual sports through evry work community and neighborhood: tennis, squash, table tennis, swimming, billiards, basketball, dancing, gymnasium ... and make the action visible to passers-by, as an invitation to participate.

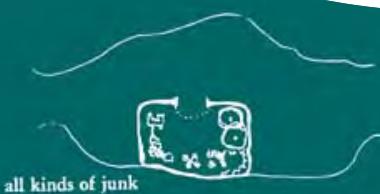
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Adventure Playground



A castle, made of cartons, rocks, and old branches, by a group of children for themselves, is worth a thousand perfectly detailed, exactly finished castles, made for them in a factory. Set up a playground for the children in each neighborhood. Not a highly finished playground, with asphalt and swings, but a place with raw materials of all kinds - nets, boxes, barrels, trees, ropes, simple tools, frames, grass, and water.



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Animals



Animals are as important a part of nature as the trees and grass and flowers. There is some evidence, in addition, which suggests that contact with animals may play a vital role in a child's emotional development. Make legal provisions which allow people to keep any animals on their private lots or in private stables. Create a piece of fenced and protected common land, where animals are free to graze in it.



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The Family



The nuclear family is not by itself a viable social form. Set up processes which encourage groups of 8 to 12 people to come together and establish communal households. Morphologically, the important things are: 1. Private realms for the groups and individuals that make up the extended family: couple's realms, private rooms, sub-households for small families. 2. Common space for shared functions: cooking, working, gardening, child care.



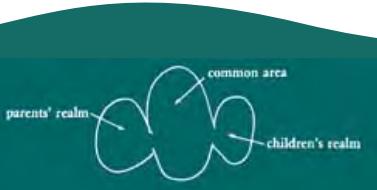
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House For A Small Family



In a house for a small family, it is the relationship between children and adults which is most critical. Give the house three distinct parts: a realm for parents, a realm for the children, and a common area. Conceive these three realms as roughly similar in size, with the commons the largest.

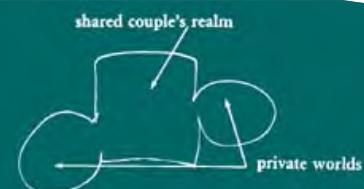


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House For A Couple



In a small household shared by two, the most important problem which arises is the possibility that each may have too little opportunity for solitude or privacy. Conceive a house for a couple as being made up of two kinds of places - a shared couple's realm and individual private worlds. Imagine the shared realm as half-public and half-intimate; and the private worlds as entirely individual and private.



77

House For One Person



Once a household for one person is part of some larger group, the most critical problem which arises is the need for simplicity. Conceive a house for one person as a place of the utmost simplicity: essentially a one-room cottage or studio, with large and small alcoves around it. When it is most intense, the entire house may be no more than 300 to 400 square feet.



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Your Own Home



People cannot be genuinely comfortable and healthy in a house which is not theirs. All forms of rental - whether from private landlords or public housing agencies - work against the natural processes which allow people to form stable, self-healing communities. Do everything possible to make the traditional forms of rental impossible, indeed, illegal. Give every household its own home, with space enough for a garden.



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Self-Governing Workshops And Offices



No one enjoys his work if he is a cog in a machine. Encourage the formation of self-governing workshops and offices of 5 to 20 workers. Make each group autonomous - with respect to organization, style, relation to other groups, hiring and firing, work schedule. Where the work is complicated and requires larger organizations, several of these work groups can federate and cooperate to produce complex artifacts and services.



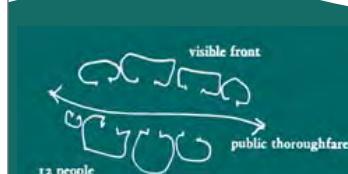
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Small Services Without Red Tape



Departments and public services don't work if they are too large. When they are large, their human qualities vanish; they become bureaucratic; red tape takes over. In any institution whose departments provide public service: 1. Make each service or department autonomous as far as possible. 2. Allow no one service more than 12 staff members total. 3. House each one in an identifiable piece of the building.



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Office Connections



If two parts of an office are too far apart, people will not move between them as often as they need to; and if they are more than one floor apart, there will be almost no communication between the two. To establish distances between departments, calculate the number of trips per day made between each two departments; get the "nuisance distance" from the graph above.



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Master And Apprentices



The fundamental learning situation is one in which a person learns by helping someone who really knows what he is doing. Arrange the work in every work-group, industry, and office, in such a way that work and learning go forward hand in hand. Treat every piece of work as an opportunity for learning. To this end, organize work around a tradition of masters and apprentices.



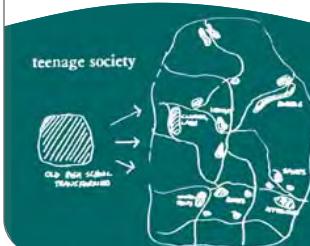
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Teenage Society



Teenage is the time of passage between childhood and adulthood. In traditional societies, this passage is accompanied by rites which suit the psychological demands of the transition. But in modern society the "high school" fails entirely to provide this passage. Replace the "high school" with an institution which is actually a model of adult society, in which the students take on most of the responsibility for learning and social life, with clearly defined roles and forms of discipline.

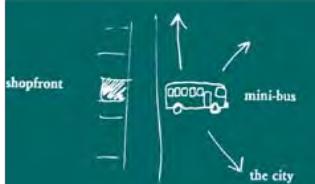


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Shopfront Schools



Around the age of 6 or 7, children develop a great need to learn by doing, to make their mark on a community outside the home. If the setting is right, these needs lead children directly to basic skills and habits of learning. Instead of building large public schools for children 7 to 12, set up tiny independent schools, one school at a time. Keep the school small.



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The task of looking - after little children is a much deeper and more fundamental social issue than the phrases "babysitting" and "child care" suggest. In every neighborhood, build a children's home - a second home for children - a large rambling house or workplace - a place where children can stay for an hour or two, or for a week. At least one of the people who run it must live on the premises.



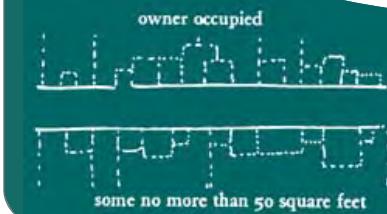
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Individually Owned Shops



When shops are too large, or controlled by absentee owners, they become plastic, bland, and abstract. Do what you can to encourage the development of individually owned shops. Approve applications for business licenses only if the business is owned by those people who actually work and manage the store. Approve new commercial building permits only if the proposed structure includes many very very small rental spaces.



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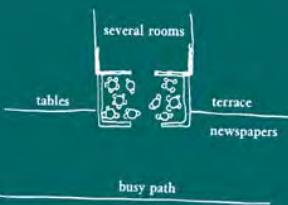
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Street Cafe



The street cafe provides a unique setting, special to cities: a place where people can sit lazily, legitimately, be on view, and watch the world go by. Encourage local cafes to spring up in each neighborhood. Make them intimate places, with several rooms, open to a busy path, where people can sit with coffee or a drink and watch the world go by.



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Corner Grocery



It has lately been assumed that people no longer want to walk to local stores. This assumption is mistaken. Give every neighborhood at least one corner grocery, somewhere near its heart. Place these corner groceries every 200 to 800 yards, according to the density, so that each one serves about 1000 people. Place them on corners, where large numbers of people are going past. And combine them with houses.



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Beer Hall



There is a special need for something larger and more raucous than a street cafe. Where can people sing, and drink, and shout and drink, and let go of their sorrows? Somewhere in the community at least one big place where a few hundred people can gather, with beer and wine, music, and perhaps a half-dozen activities, so that people are continuously criss-crossing from one to another.



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Traveler's Inn



A man who stays the night in a strange place is still a member of the human community, and still needs company. There is no reason why he should creep into a hole, and watch TV alone, the way he does in a roadside motel. Make the traveler's inn a place where travelers can take rooms for the night, but where - unlike most hotels and motels.



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Bus Stop



Bus stops must be easy to recognize, and pleasant, with enough activity around them to make people comfortable and safe. Build bus stops so that they form tiny centers of public life. Build them as part of the gateways into neighborhoods, work communities, parts of town. Locate them so that they work together with several other activities, at least a newsstand, maps, outdoor shelter, seats...



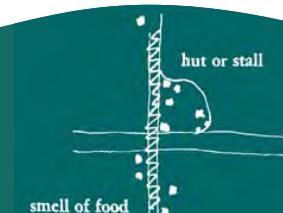
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Food Stands



...the vendors who fill the street with the smell of food. Many of our habits and institutions are bolstered by the fact that we can get simple, inexpensive food on the street, on the way to shopping, work, and friends. Therefore: Concentrate food stands where cars and paths meet - either portable stands or small huts, or built into the fronts of buildings, half-open to the street.



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Sleeping In Public



It is a mark of success in a park, public lobby or a porch, when people can come there and fall asleep. Keep the environment filled with ample benches, comfortable places, corners to sit on the ground, or lie in comfort in the sand. Make these places relatively sheltered, protected from circulation, perhaps up a step, with seats and grass to slump down upon, read the paper and doze off.



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Building Complex



A building cannot be a human building unless it is a complex of still smaller buildings or smaller parts which manifest its own internal social facts. Never build large monolithic buildings. Whenever possible translate your building program into a building complex, whose parts manifest the actual social facts of the situation. At low densities, a building complex may take the form of a collection of small buildings...



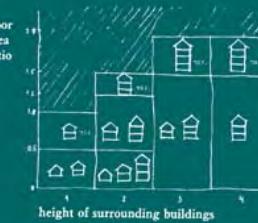
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Number Of Stories



Within the four-story height limit, just exactly how high should your buildings be? Therefore: First, decide how many square feet of built space you need, and divide by the area of the site to get the floor area ratio. Then choose the height of your buildings according to the floor area ratio and the height of the surrounding buildings from the following table.



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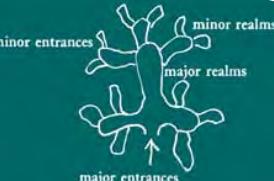
97 Shielded Parking



Large parking structures full of cars are inhuman and dead buildings - no one wants to see them or walk by them. At the same time, if you are driving, the entrance to a parking structure is essentially the main entrance to the building - and it needs to be visible. Therefore: Put all large parking lots, or parking garages, behind some kind of natural wall.



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98 Circulation Realms

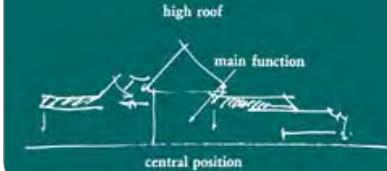


In many modern building complexes the problem of disorientation is acute. People have no idea where they are, and they experience considerable mental stress as a result. Lay out very large buildings and collections of small buildings so that one reaches a given point inside by passing through a sequence of realms, each marked by a gateway and becoming smaller and smaller.

99 Main Building



A complex of buildings with no center is like a man without a head. Therefore: For any collection of buildings, decide which building in the group houses the most essential function - which building is the soul of the group, as a human institution. Then form this building as the main building, with a central position, higher roof. Even if the building complex is so dense that it is a single building.



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