**PATTERN LANGUAGE SUMMARY**

Metropolitan regions will not come to balance until each one is small and autonomous enough to be an independent sphere of culture.

Population should be balanced between small villages and big cities.

Avoid urban sprawl

Encourage subcultures within a city. Subcultures must have physical boundaries to remain strong.

People need an identifiable spatial unit to belong to.

Artificial separation of houses and work create intolerable rifts in people’s inner lives. Scatter workplaces throughout the city.

Cars give people wonderful freedom but they kill social life by spreading people apart and keeping them apart.

The faster the traffic and larger the car is, the more separated people will be.

Individuals have no effective voice in any community of more than 5,000 to 10,000 people.

Transportation features must have an incentive to connect to each other at interchanges. Surround interchanges with businesses.

Encourage learning, not teaching. So that children learn to think and act for themselves.

Hoteling’s problem: business tend to cluster and end up competing with each other instead of spreading out. Franchises have more ability to cluster but new local shops should separate themselves.

Restrict buildings to four-stories. High buildings make people go crazy. People should not live in buildings above four stories.

It is not possible to make an environment fit for human use when more than 9 percent of it is given to parking (30 cars per acre). Divide parking amongst the land. Any additional parking should be put in garages (preferably underground).

Maintain sacred sites.

Provide access to water.

People seek out concentrations of other people.

Each subculture needs a center for its public life, a place where you can go to see people, and to be seen.

Encourage diversity in a neighborhood.

Houses should be in clusters.

Build a hill of houses.

Angle town-homes sideways.

Universities should let diverse people with different backgrounds teach classes.

Encourage markets with multiple owners, not large supermarkets.

Wherever there is a sharp separation between residential and non-residential parts of town, the nonresidential areas will quickly turn into slums.

Cities need more green space.

Raise pedestrian paths 18 inches above vehicles.

People will only walk 3 minutes to a green space.

A town needs public squares that are not too large.

Encourage sports and physical activity.

Houses should have an area for kids, area for adults, and an area that is shared.

Encourage self-governing workshops and offices of 5 to 12 workers. More than 12 people cannot sit in a meeting together.

Keep workspaces on the same floor.

Encourage master and apprentice.

Encourage children walking or biking to school.

Build a children’s home where children can stay.

Every neighborhood should have a corner grocery store.

Start a beer hall where people can sing, and drink and shout and drink, and let go of their sorrows.

Encourage sleeping on streets.

Let the site tell you its secrets.

Use general assumptions with $/SF to determine feasibility of site.

Build complexes of small buildings, not large monolithic buildings. Buildings must have a singular center.

Do not let the ground area covered by buildings exceed 50% of the site.

Vast parking lots wreck the land for people.

Small parking lots should not have more than 7 stalls. A collection of more than seven things is “many things.”

Buildings should be built on the worst parts of land, not the best.

People use open space if it is sunny and do not use it if it isn’t, in all but desert climates. Always place buildings to the north of outdoor space.

Encourage outdoor areas in negative spaces between buildings.

A space for a person to feel comfortable must have at least two windows.

Create a smooth and graceful transition between the street and the inside of a building.

People want to sit where their backs are protected.

The life of a public square forms naturally around the edges. If the edge fails, then the space never becomes lively.

Encourage stair seating.

If the right rooms face south, a house is bright and sunny and cheerful; if the wrong rooms face south, the house is dark and gloomy. Place most important rooms on south side.

Social groups cannot survive without constant formal contact.

Need an entrance room for any building.

Avoid long sterile corridors.

Use the staircase as a stage.

Create a children’s realm.

Sleep on the east of home so the sun awakens you.

No one can be close to each other without also having opportunity to be alone.

Create alcoves that provide function but do not take the same space as if you created a separate room.

In bathing we tend to ourselves and our bodies. It is one of the most simple ways of unwinding.

Bath should be large enough for two or three people.

Make sure there is always space for bulk storage.

Turn an old house into an office.

Groups must have areas for communal eating.

In work places, people prefer to be in a group of 2 to 8 people. Break institutions into smaller groups.

Receptions should be welcoming, not just a room with a desk. Have receptionist come from another room to great guests and sit with them until there meeting. There purpose should be to create a relationship with the guest, not simply check them in. Have other activities in the reception room (pool table, café, books, etc.). The guest chosen activity while they wait will help explain their character.

Make 70 percent of meeting rooms for 12 people or less.

Avoid closed off or separate offices. Make workrooms for 2-3 people.

Design external, not internal staircases.

People will gravitate to rooms that are lit on more than one side.

The area immediately south of a building should be designed as a place where people can bask in the sun.

Build an enclosed outdoor area that is protected from sun.

Balconies and porches which are less than six feet deep are hardly ever used.

Build a greenhouse.

An alcove provide a person the chance to be alone and to be together.

There is no substitute for real fire.

Develop the marriage bed into something special.

Provide a place for dressing and undressing, not just a bedroom.

Make ceiling height vary.

Add interior windows for connecting spaces.

Never position doors in a way that creates a pattern of movement that is disruptive to the room.

Build thick walls that actually occupy space.

Build closets between rooms.

Kitchen needs sun more than any other rooms.

Don’t build cupboards too deep. If you cannot see an item, you will not use it.

Build child caves.

Build secret rooms.