Traditional Neighborhood Development (TND)

Massachusetts Smart Growth Toolkit

What is Traditional Neighborhood Development?

- Also called New Urbanism, village-style development, or neo-traditional planning;
- Mixes residential, commercial and civic uses in a compact area;
- Balances public and private space to enhance identity and value;
- Builds community, promotes walkability, and increases affordability.
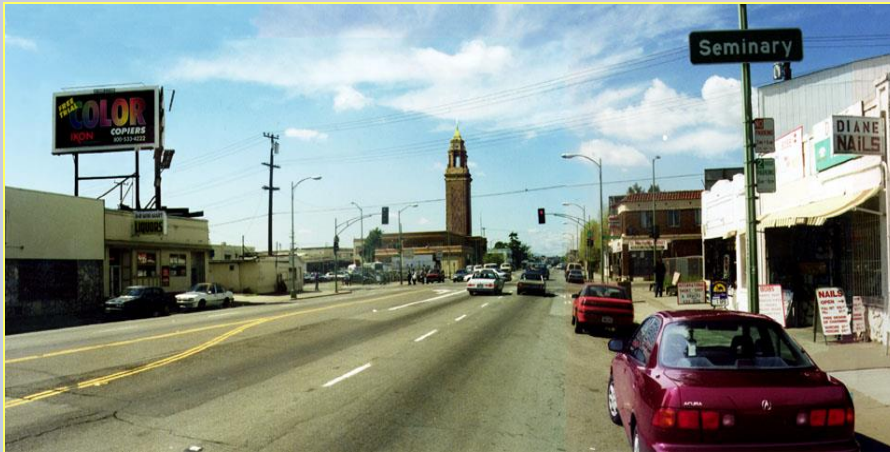- Use traditional MA cities, towns, villages as a model for the future.

Typical Development Patterns

Low Density Development

Auto-dependent Development

What does TND look Like?

What does TND look like?

Before

International Blvd, Oakland CA

Source: www.urban-advantage.com

After

Why does TND make sense?

- Sprawl is costly
  - More water/sewer, fire/police, schools
  - Higher fuel/maintenance costs for drivers

- Sprawl is time-consuming
  - Longer commutes/more traffic congestion = less time for family, community, leisure

- Sprawl is unhealthy
  - More roads increase air/water pollution
  - Greater distances = less walking, cycling

Traditional New England and TND
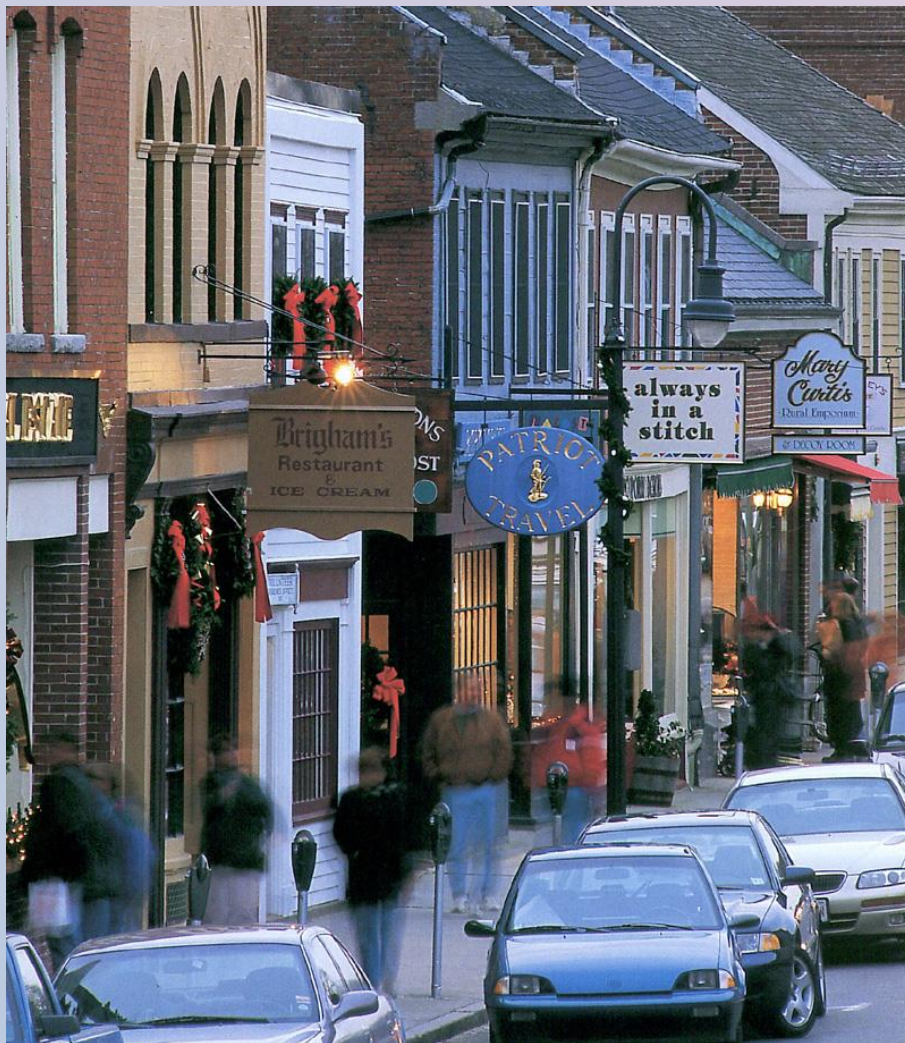
Downtown Concord, Massachusetts

Traditional New England and TND

South Weymouth Naval Air Station

Proposed Village Center

Traditional New England and TND

How can TND be modified to reflect the rich historic context of New England communities?

Why does TND make sense?

- TND is cost-effective;
  - Uses existing infrastructure
  - Reduces auto ownership
- TND is time-saving;
  - Reduces vehicle trips and commute times
- TND promotes health and safety;
  - Walkable communities → less obesity
  - Knowing neighbors increases security

Why does TND make sense?

Walkable neighborhoods afford exercise and…

healthy kids

Overview of TND Principles

- Principle 1: Town Center and Edges
- Principle 2: Connectivity
- Principle 3: Walkability
- Principle 4: Mixed Uses
- Principle 5: Mixed Housing
- Principle 6: Compatible Architecture
- Principle 7: Community-Oriented Design
- Principle 8: Vibrant Neighborhood Districts

Principle 1: Town Center and Neighborhood Edges

Town Edge

Civic Buildings

Town Center

TND Principle 2: Connectivity

Street Grid

Principle 3: Walkability

1/2 MILE WALKING DISTANCE

1/4 MILE WALKING DISTANCE

CENTRAL TRANSIT LOCATION

Principle 4: Mixed Uses

residences above retail stores

transit-friendly shopping district

TND Main Street

Principle 5: Mixed Housing

multi-family homes

accessory dwelling unit

Principle 6: Compatible Architecture

local forms

Principle 7: Community-Oriented Urban Design

front porches

period streetlights

TND Principle 8: Vibrant Neighborhood Districts
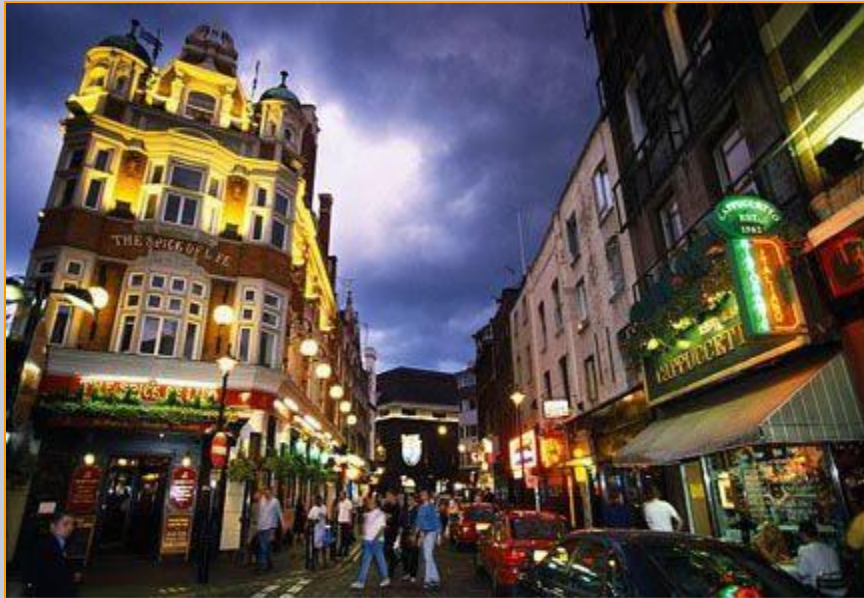
MA Communities with TND Bylaws
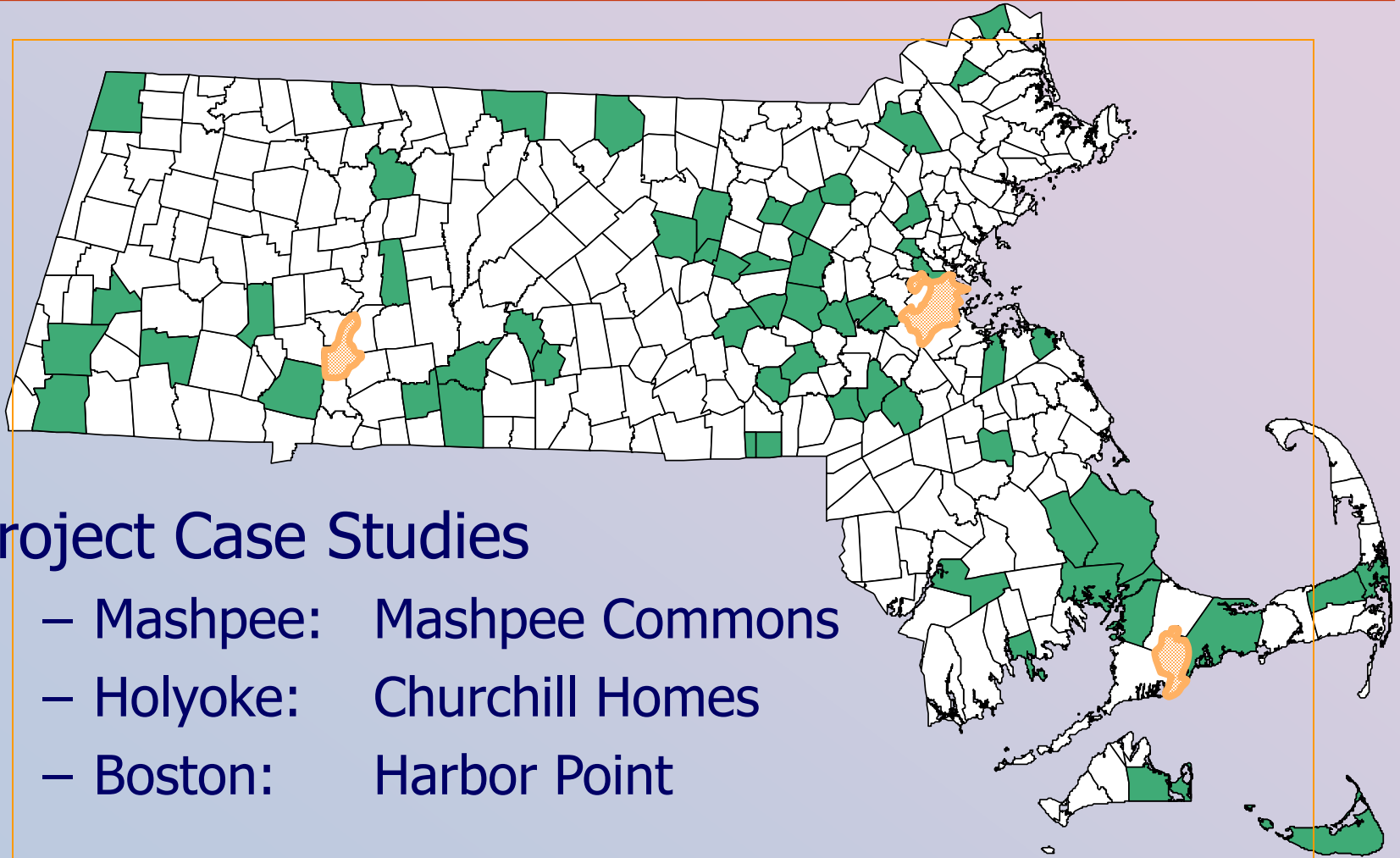
Project Case Studies

- Mashpee: Mashpee Commons
- Holyoke: Churchill Homes
- Boston: Harbor Point

Case Study: Mashpee Commons—Mashpee, MA

Case Study: Churchill Homes—Holyoke, MA

site plan

multifamily home
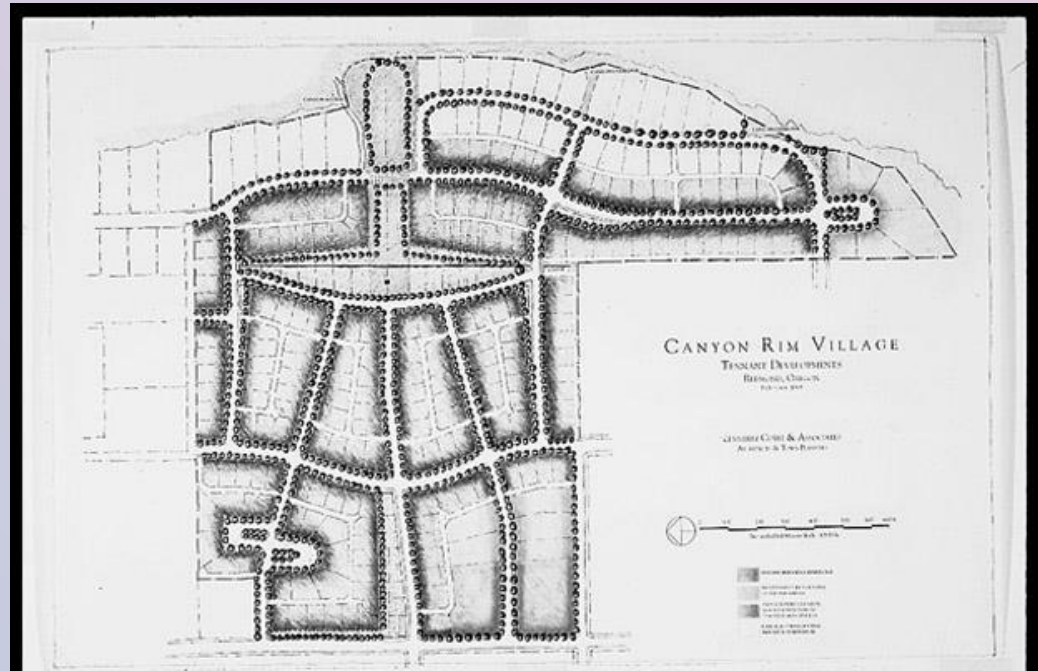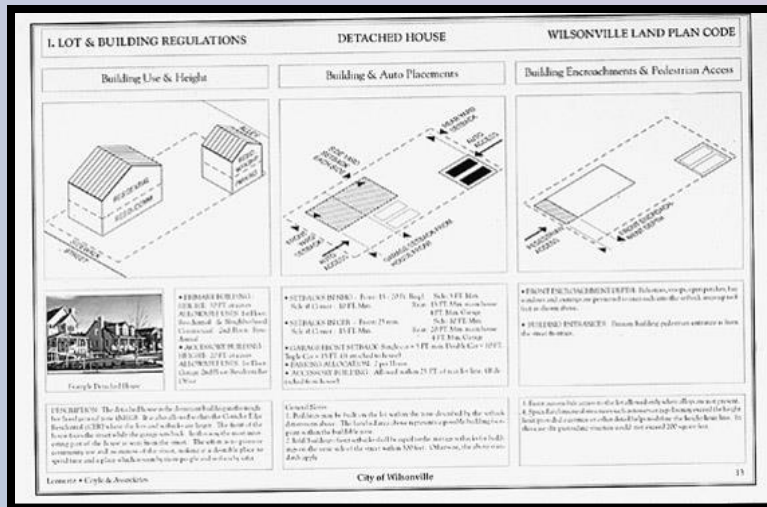

streetscape

Case Study: Churchill Homes—Holyoke, MA

Case Study: Harbor Point—Boston, MA

street proportions

traditional design

What steps are necessary to make TND happen?

I. Design Principles

What steps are necessary to make TND happen?

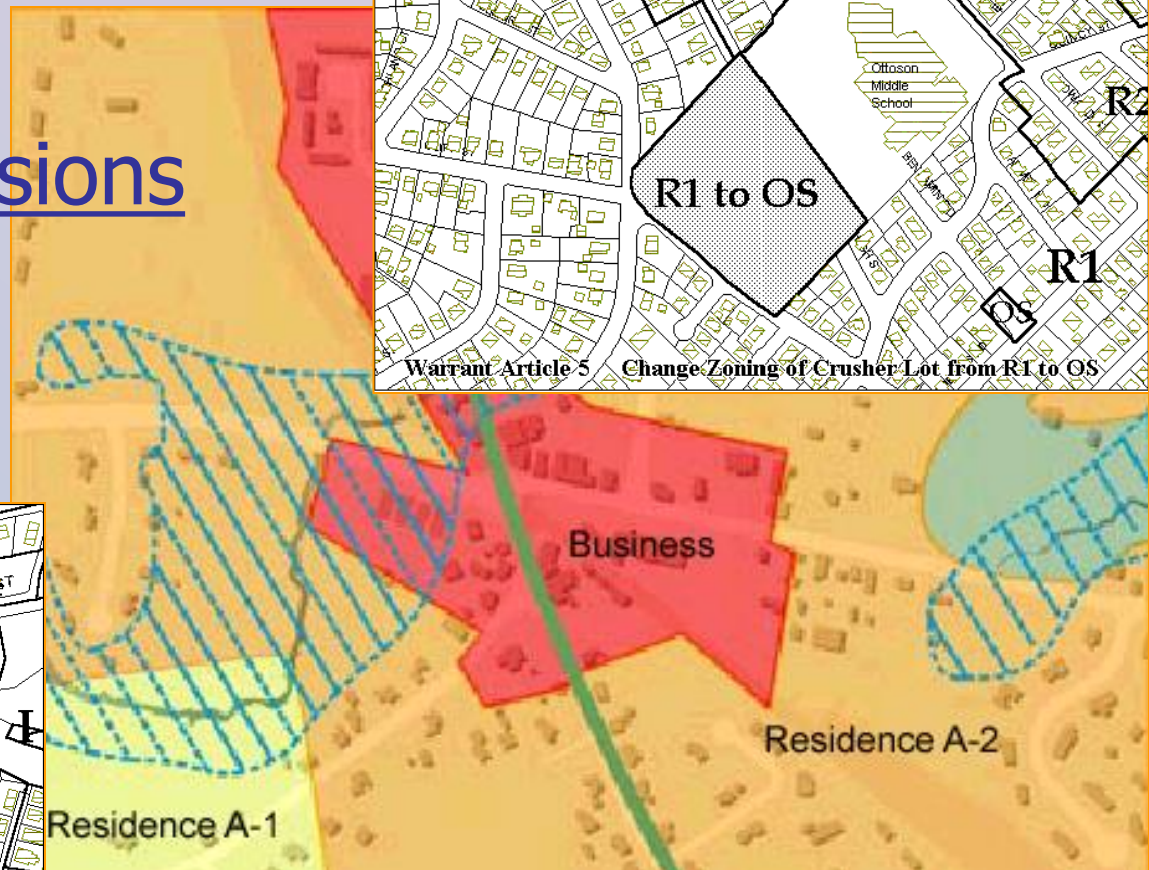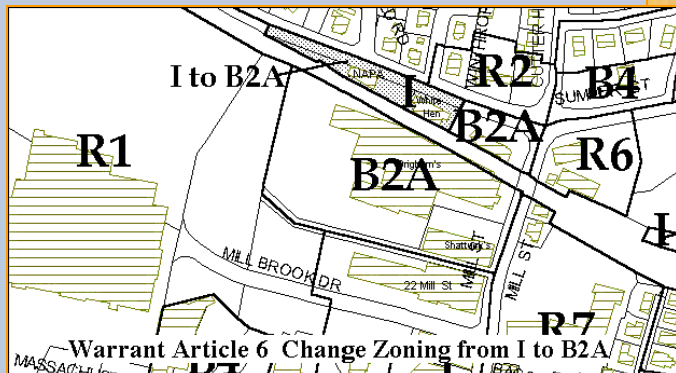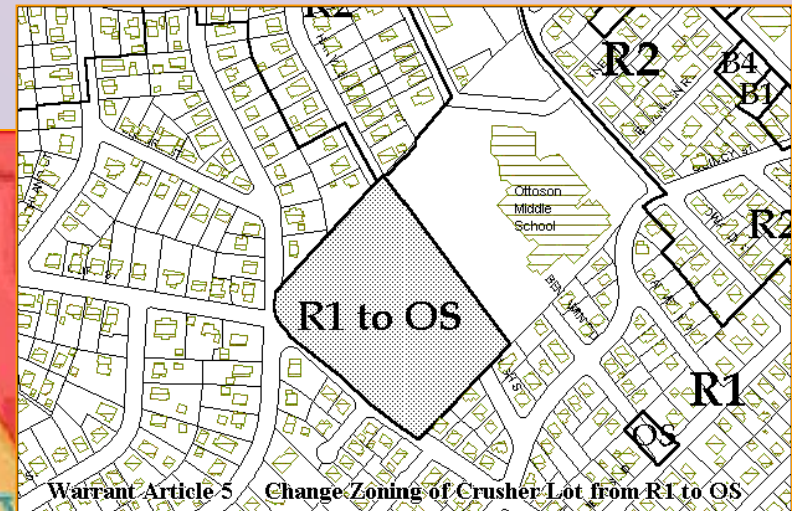I .Design Principles

II. Charrette

public participation

What steps are necessary to make TND happen?

I .Design Principles

II. Charrette

III. Zoning Revisions

R2
R2 B4 B1
Ottoson Middle School
R1 to OS
R2
R1
OS
Warrant Article 5   Change Zoning of Crusher Lot from R1 to OS

Business

Residence A-2

Residence A-1

I to B2A
R2 B4
B2A
R1
B2A   R6
MILL BROOK DR
22 Mill St
R7
Warrant Article 6 Change Zoning from I to B2A

Summary of TND

TND Resources

- Mashpee Commons
  - www.mashpeecommons.com
- Churchill Homes
  - www.dietzarch.com
- Harbor Point
  - www.gcassoc.com
- Congress for the New Urbanism
  - www.cnu.org/index.cfm
- Other TND projects
  - www.tndtownpaper.com/neighborhoods.htm