

MEMORANDUM

To: City of Santa Rosa; Jason Nutt, Public Works Departmental Director; Danielle O'Leary, Economic Development Manager
Carlile Macy Courthouse Square Design Team; Curt Nichols & Trent Greenan

From: Coalition to Restore Courthouse Square ("CRCS")

Date: December 10, 2015

Re: CRCS Design Considerations

The Coalition recommends a list of design considerations to be utilized in the design and planning of the Courthouse Square Reunification. Council-approved design guidelines assumed (see attached).

- 1.) Clear lines of sight through and across the square. Elements such as raised planters to be carefully designed to promote clear lines of sight.
- 2.) Minimize structures to discourage hidden or secluded areas.
- 3.) No bathrooms. Portable restrooms as part of event planning. (There are existing public bathrooms elsewhere near the Square)
- 4.) Implement sensitive tree removal plan where the necessary redwood, pine and cypress trees removed to be replaced by appropriate urban trees. The Bunya Bunya tree and the community Christmas tree to be saved at their strategic locations in the Square.
- 5.) Include very large specimens as part of strategic planting plan. May consider planting scheme that may leave some of the existing larger specimens temporarily, while allowing time for the newer planting to mature.
- 6.) Avoid large trees blocking the façades of buildings around the Square. Keeping with the clear lines of sight theme, street trees along both sides of Hinton & Exchange should transition to the trees within the interior of the Square.
- 7.) Expand opportunities for event space through the Square and across Hinton and Exchange Avenues with the installation of movable or retractable bollards. "Flex Space" prioritized in design and planning.
- 8.) Maintain 25' outer edge to the square. Design "flex space" to integrate sidewalks with streets, possibly utilizing pavers to create differentiation of space.
- 9.) Develop performance stage/ performance area where a large gathering area can be oriented towards performance area. Include adequate wiring and electric to accommodate the City's mobile stage, with easy access and performer "load in."

- 10.) Smaller gathering area for smaller events and informal gatherings.
- 11.) Fulfill Council's direction of maximizing parking opportunities at the Square by providing significant amount of diagonal parking on both sides of Hinton & Exchange.
- 12.) Integrate a strong nighttime lighting component to design that is creative, safe and festive, making the Square a place of destination that is visible from block(s) away.
- 13.) Simplicity and flexibility prioritized in design. Utilize flexible support furniture and featured items where feasible (folding chairs).
- 14.) Bike parking should be installed at multiple locations. Bicycle access prioritized along Hinton and Exchange with shared lane markings or "sharrows" instructing vehicles to share lanes with bicyclists and increase awareness of the presence of cyclists. Bicycle circulation through Square should be planned for, making it a multi-modal hub.
- 15.) Bulb-outs planned strategically to break up parking stalls, provide clearly marked pedestrian crossways, and slow traffic down circulating around the Square along 3rd & 4th Streets as well as Hinton & Exchange Avenues. Make sure there is ease of pedestrian access/crossings from outer to inner Square.

The Coalition anticipates that this document will be part of the public process, providing input on how the Square should be designed.

Attachment 1

Courthouse Square Reunification

Basic Design Guidelines

Hinton & Exchange

- Width sufficient to allow passing
- Maximize parking – double loaded & diagonal (consider reverse angle)
- Walkable & inviting
- Ability to close for events
- Clockwise traffic movement (one-way streets)

Third Street

- Traffic calmed – medians, bulb-outs, etc
- Convenient, safe & connected pedestrian access
- Visual barrier to deflect vehicle lights

Square Interior

- Simple, open, flexible & sustainable
- “Smart” site - wired for everything
- Convenient utility connections
 - electric, water, sewer
- Playable interactive features
- Multiple programmable spaces
- Place for main stage (portable or permanent)
- Space for loading/unloading