

Presenters

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Principal, Campbell Planning & Architecture

Adam Cook, CNU-A, NCI, FBCI

Principal, Seamless Collaborative

Gage Belko

Assistant Planner, McKenna

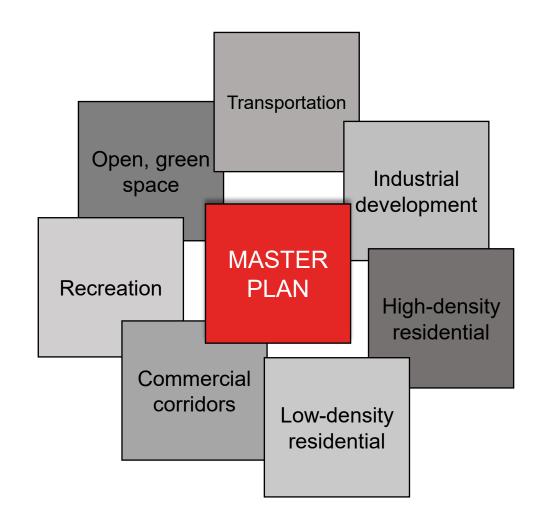








- Guide for future growth and development.
- Basis for Zoning.
- Used by property owners, developers, and outside agencies to guide decision making.



Master Plan and the Zoning Ordinance

Master Plan

The Master Plan is Policy.

The Master Plan is adopted by the <u>Planning Commission</u>.

The Master Plan shows how land is to be used in the <u>future</u>.

Zoning Ordinance

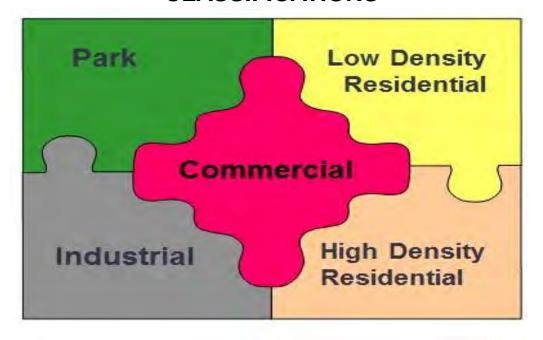
The Zoning Ordinance is Law.

The Zoning Ordinance is adopted by the <u>City Council.</u>

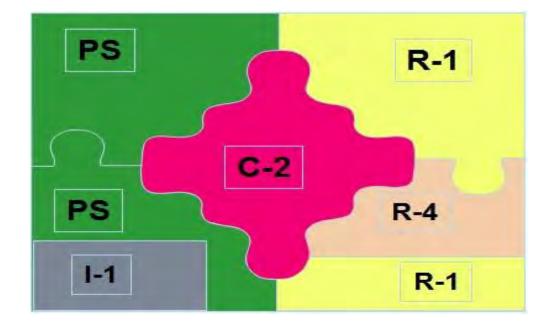
The Zoning Ordinance shows how land is regulated today.

Master Plan and The Zoning Ordinance

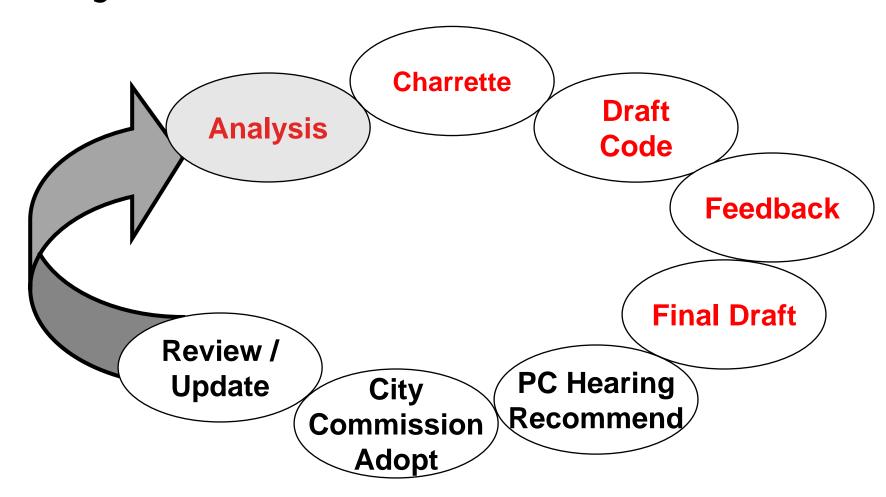
MASTER PLAN FUTURE LAND USE CLASSIFICATIONS



ZONING ORDINANCE DISTRICTS

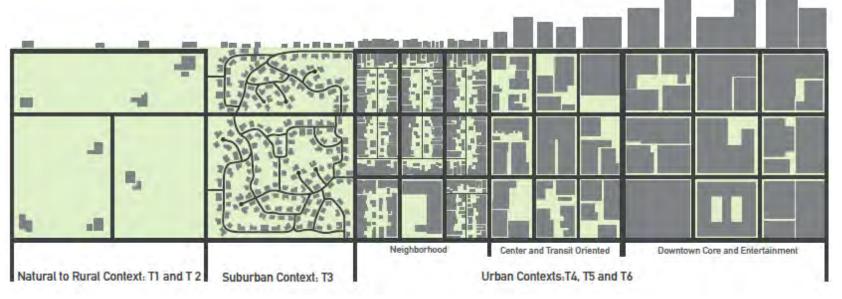


FBC Project Process



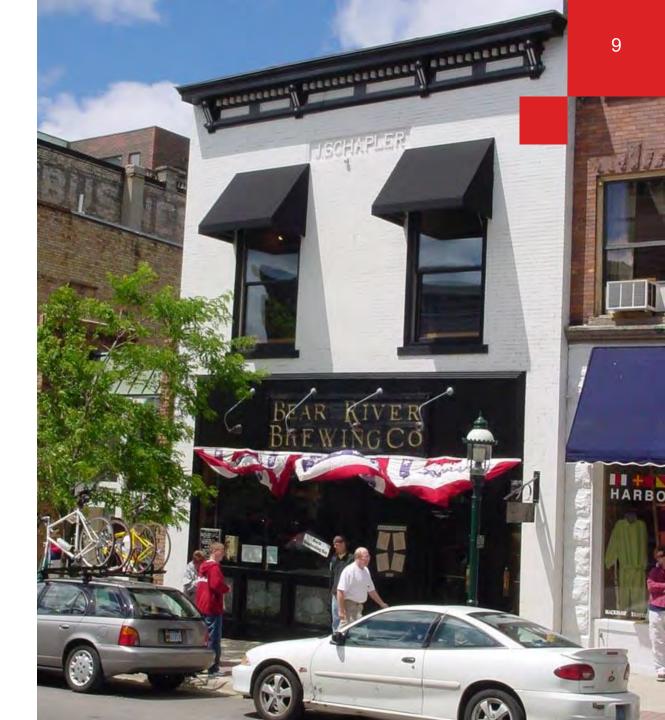
What is Form-Based Code?

- Alternative to conventional zoning
- Fosters predictable building results and a high-quality public realm by using a physical form (rather than separation of uses) as the organizing principle for the code



Why Form-Based Codes?

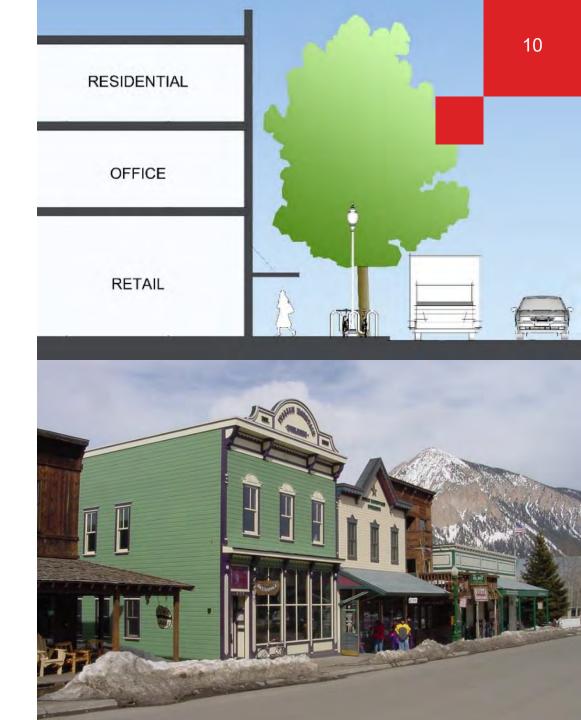
- Reverse the trends and habits of suburban development and Form-Based Codes are its primary tool.
- Make spaces foe people living near where they work, shop and go to school.



Form-Based Codes

 Form-Based Codes do, however, sometimes regulate use by building story, referred to as vertical zoning.

• They also include build-to-lines, which require some building types to be constructed up to the lot line.



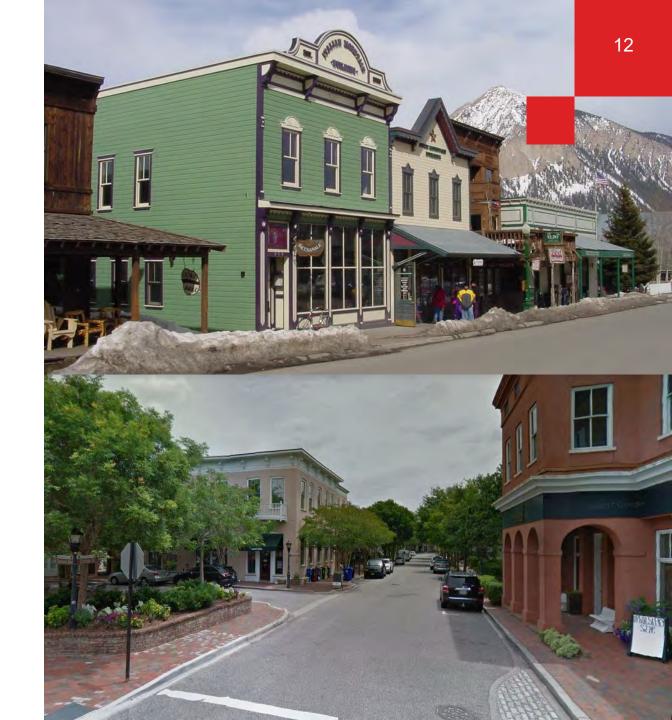
Form-Based Codes

- Thus, Form-Based Codes prescribe that building facades shape the public realm, much the way they were intended to do with Eleil Saarinen's design for Helsinki.
- Individual Site design is subordinate to a grander vision: the city plan.



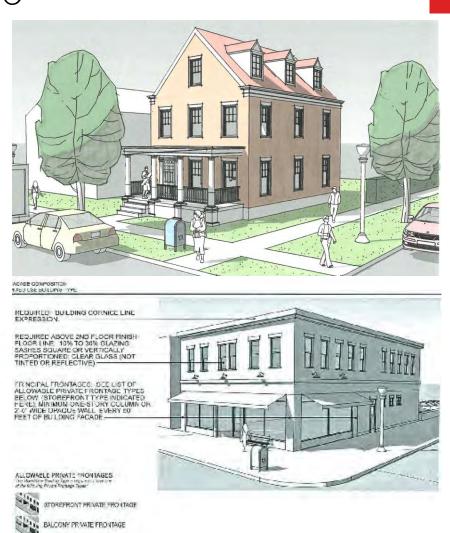
Form-Based Codes

 Form-Based Codes also contain architectural regulations.



Urban Design and Architecture

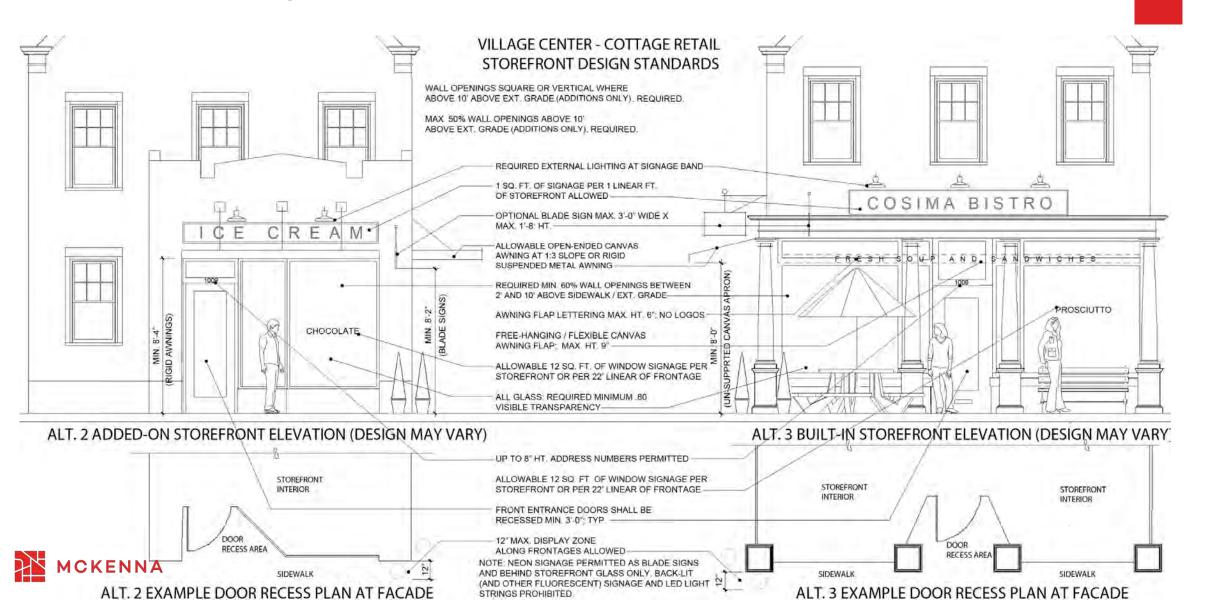




Urban Design and Architecture



Urban Design and Architecture



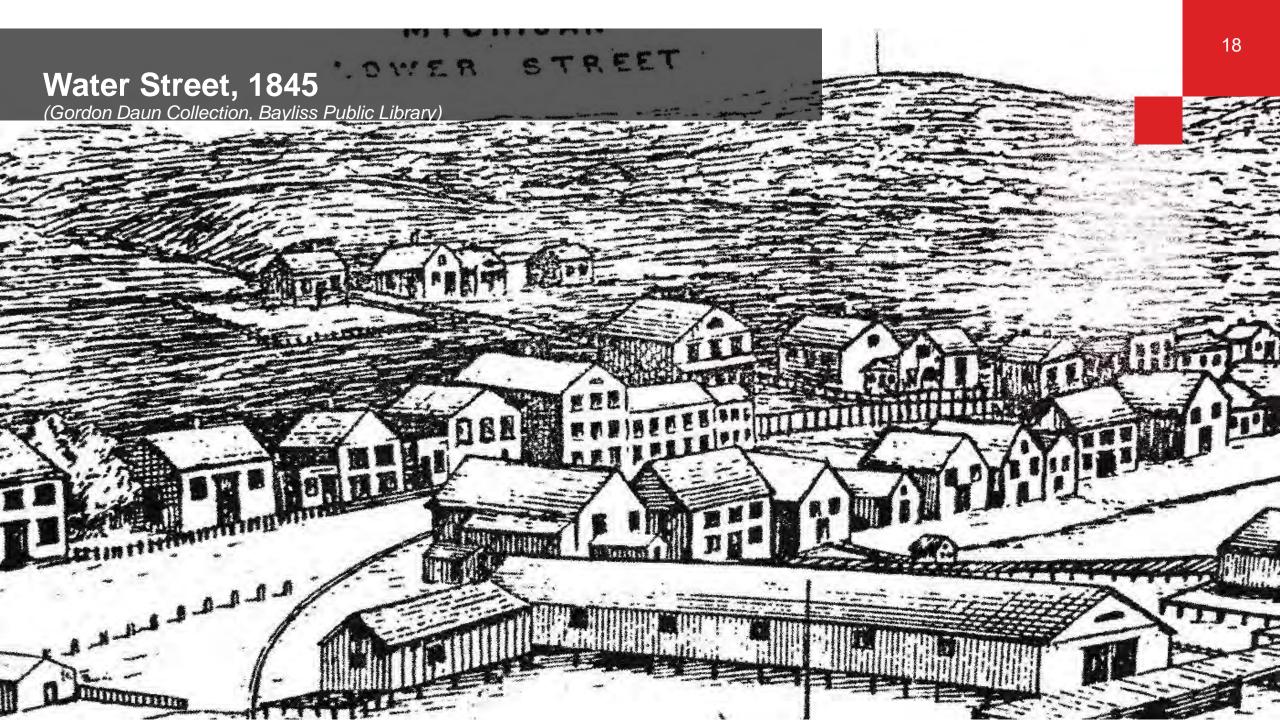




"The look and feel of the downtown is important. An attractive environment will increase quality of life and enhance economic development opportunities and tourism."

- Sault Ste. Marie Master Plan

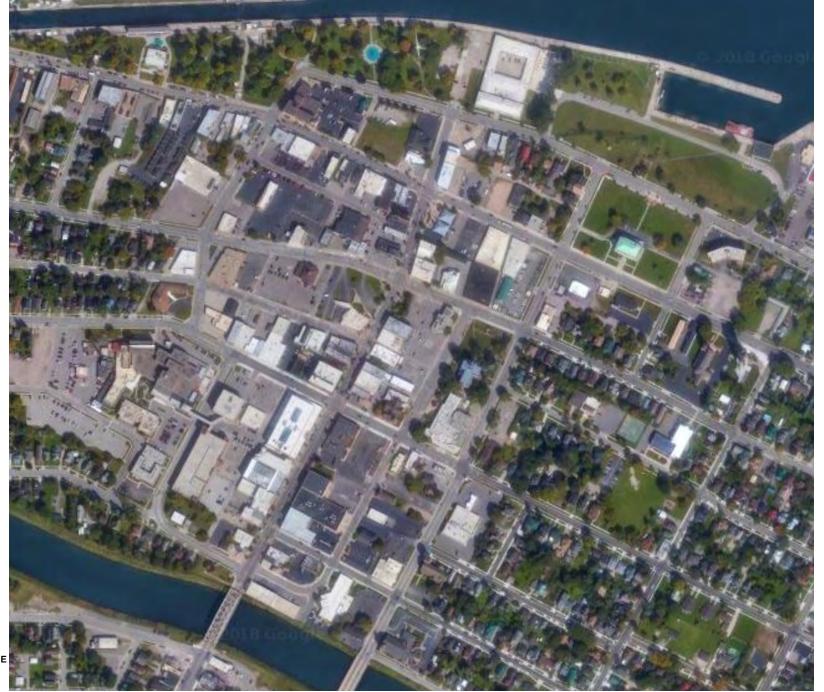
MCKENNA



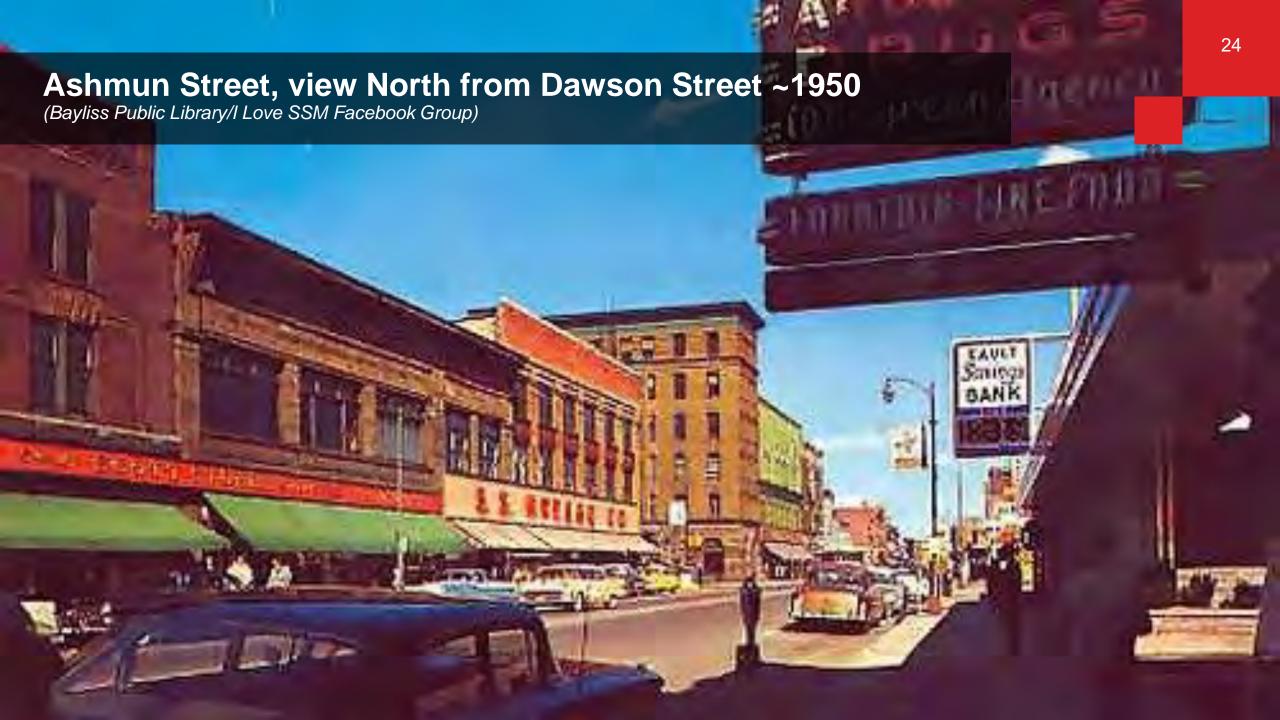


































209-211 Ann Street, 2018

719 Ashmun Street ~ Early 1960s (Walter Materna Collection, Chippewa Co. Historical Society)





















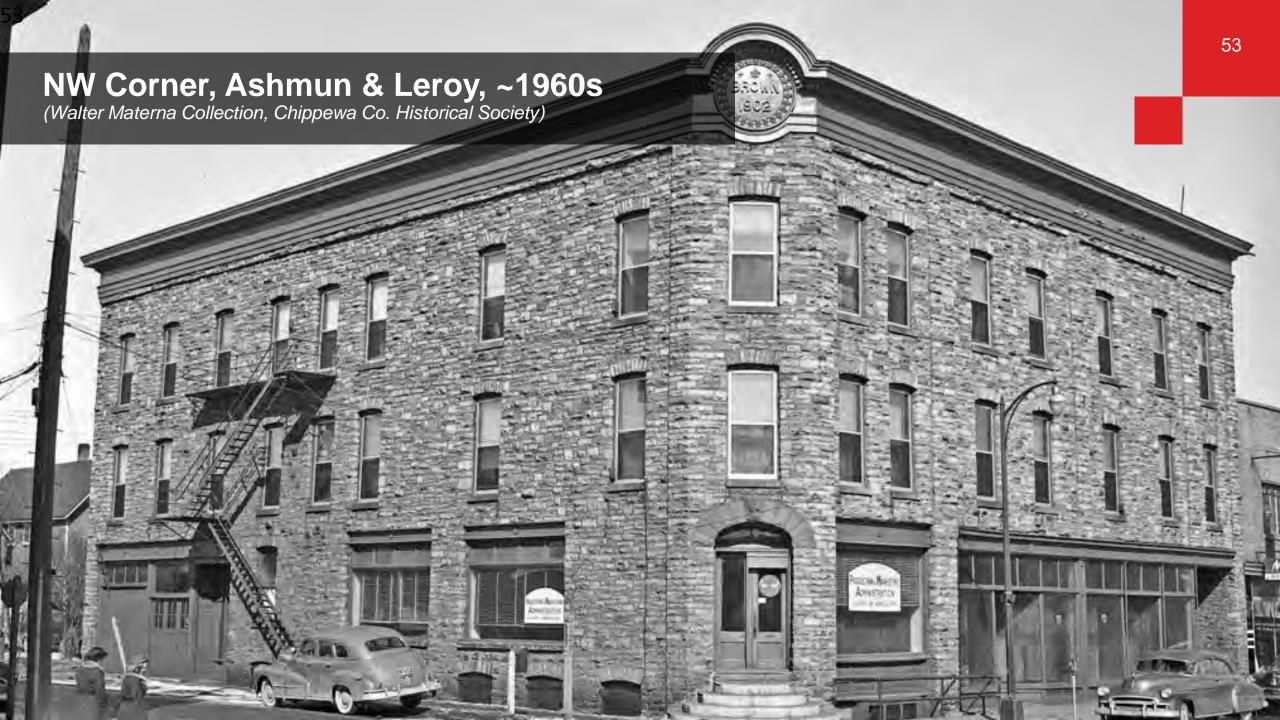


















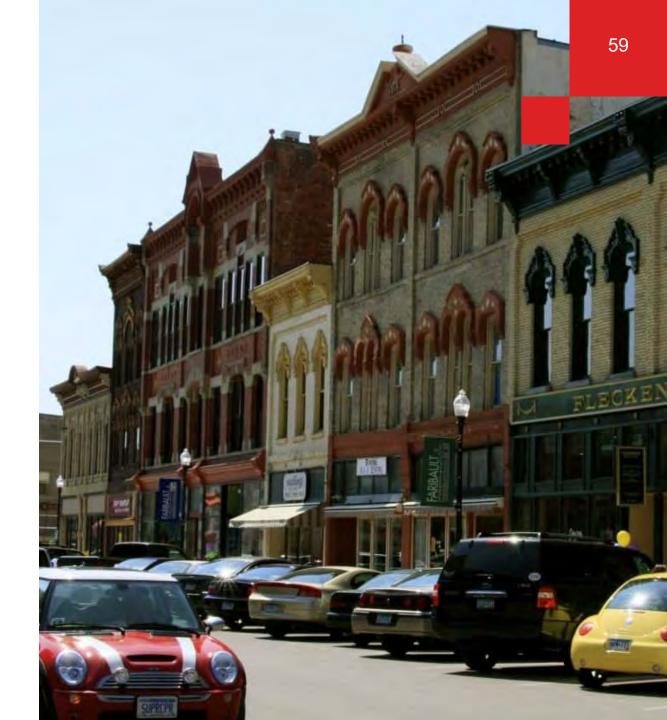


Building Types

- Michael Campbell RA, Molly Redigan, Assistant Planner / Designer
- Campbell Planning, along with McKenna and Seamless Collaborative
- Has been retained to draft a Form-Based Code for downtown Sault Ste. Marie based on Building Types.
 - ✓ Pick a Building Type based on the proposed purpose of their lot or site
 - ✓ Follow the associated guidelines in the code
 - ✓ Example Building types include: Apartment Building, Rowhouse, Dedicated Retail Building
- As outlined in your recent Master Plan update, you have expressed a preference for traditional building types through a user preference survey.

Selections:

 Each of your preferred images included multi-story mixed-use building built up to the sidewalk



The images preferred:



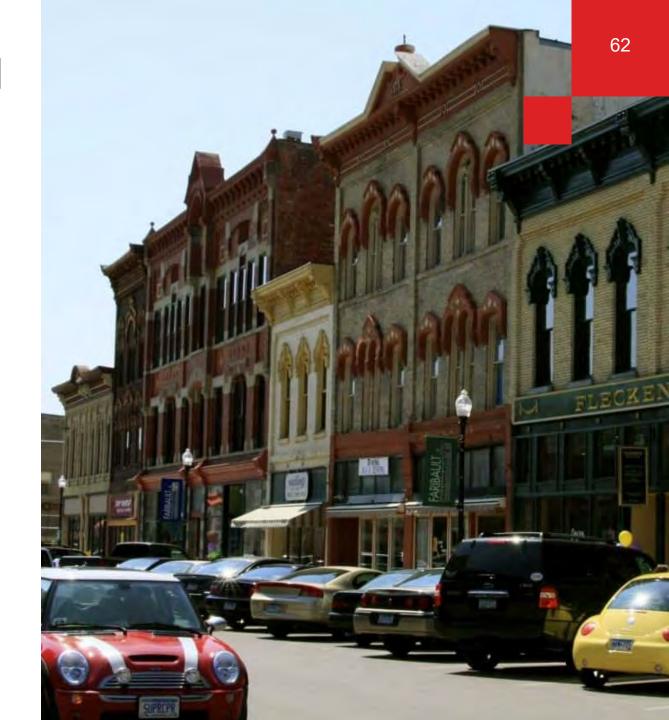


Building Types

- Except not all new buildings in downtown can be mixed-use, multi-story buildings constructed up to the sidewalk.
- Thus, in order to remain aligned with the master plan vision, we need to make a few inferences about the other building types.

To do this, we have identified a few key attributes:

- Rich building materials
- Articulation of structural bays
- Windows grouped and aligned
- Relief in façade surfaces
- Recessed doors
- Awnings
- On-street parking
- Clear glass storefronts



The images preferred display the following attributes.

- Consistency in building setbacks
- Continuity of street wall along frontages
- Controlled building height in feet and stories
- Controlled individual floor to floor heights
- Changes in material to occur along horizontal lines
- Consistent sidewalk width





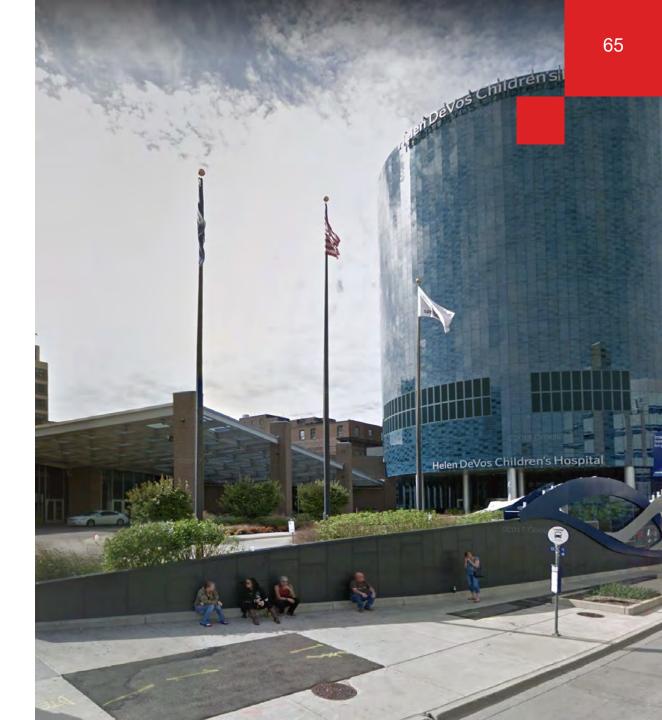


Medical Research and Office Buildings

MCKENNA

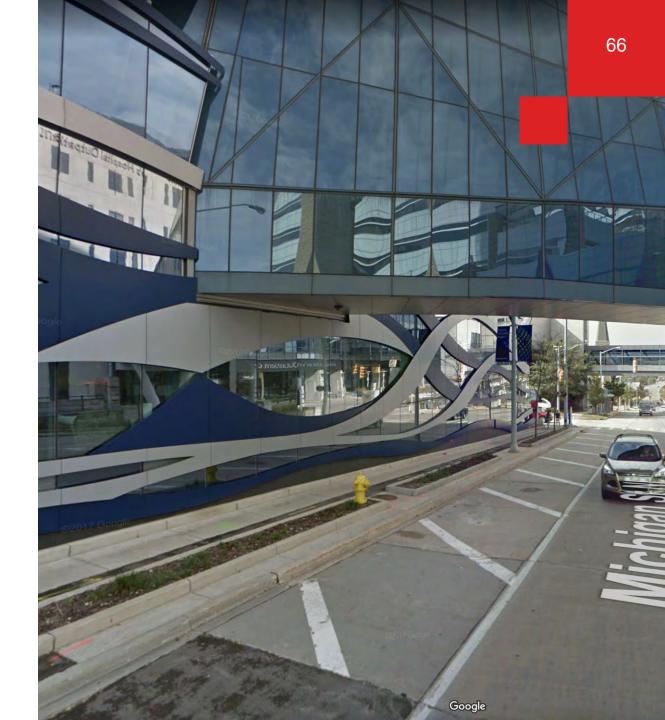
What you DON'T want:

- Inconsistent sidewalk widths that do not reflect your existing downtown
- Oversized and inconsistent building setbacks in the downtown area
- Sidewalks entirely cut-off from buildings



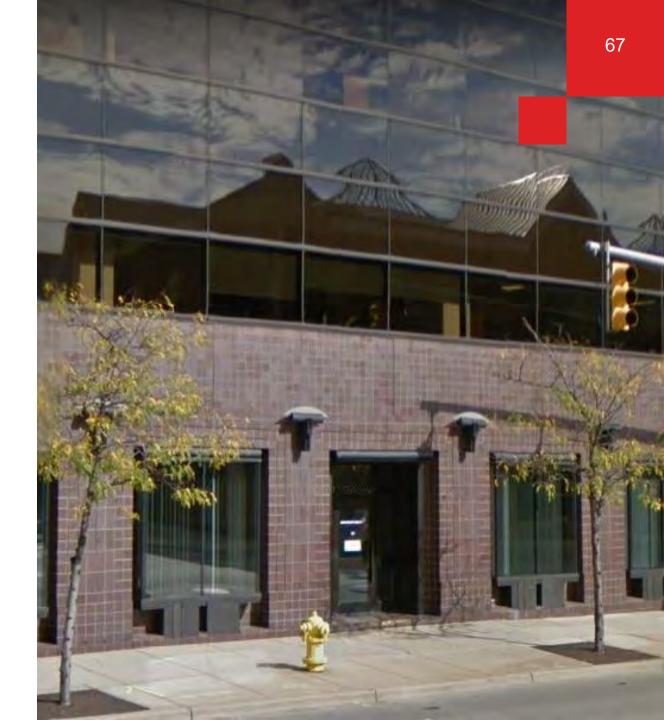
What you DON'T want:

- Complete lack of transparency in building facades
- Single-purpose sidewalks in a potentially vibrant downtown area
- Daunting pedestrian experiences
- No on-street parking



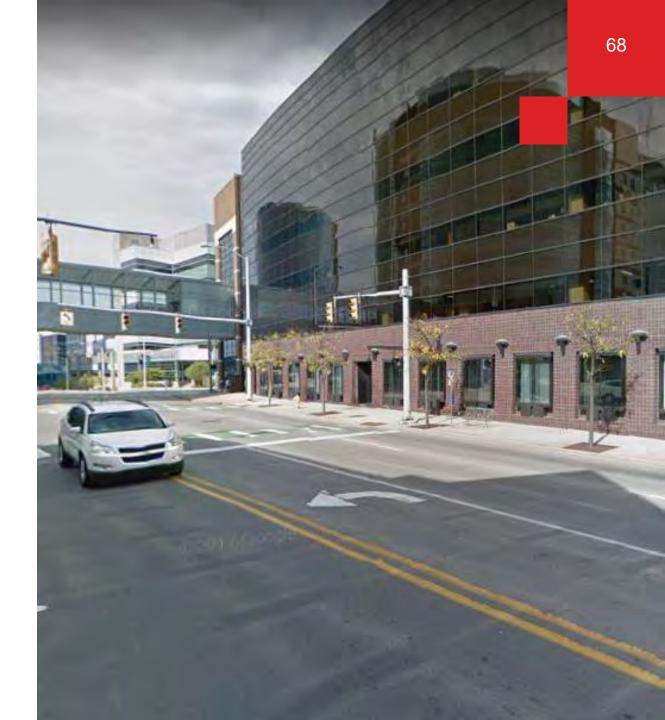
What you DON'T want:

- First floor interiors exposed to sidewalk
- Bland entryways
- Tinted glass



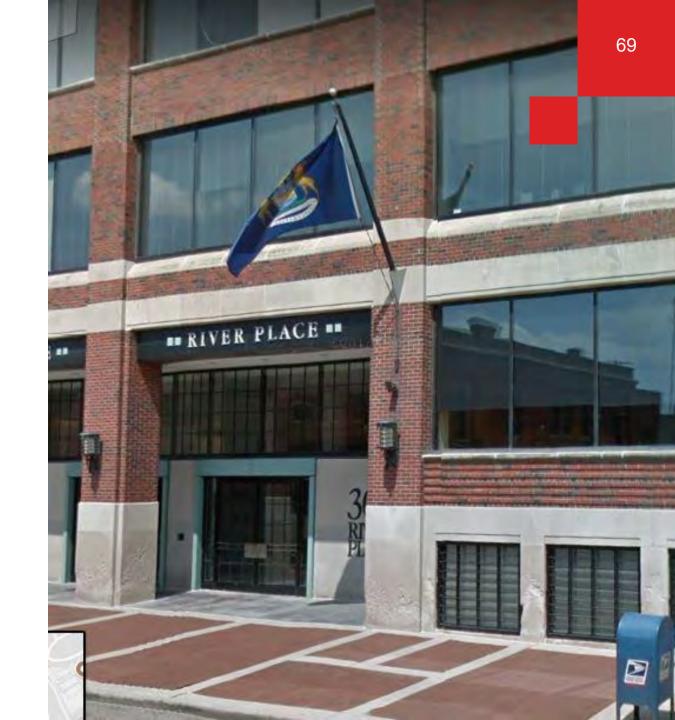
What you DON'T want:

 Long reaches of façade without structural articulation



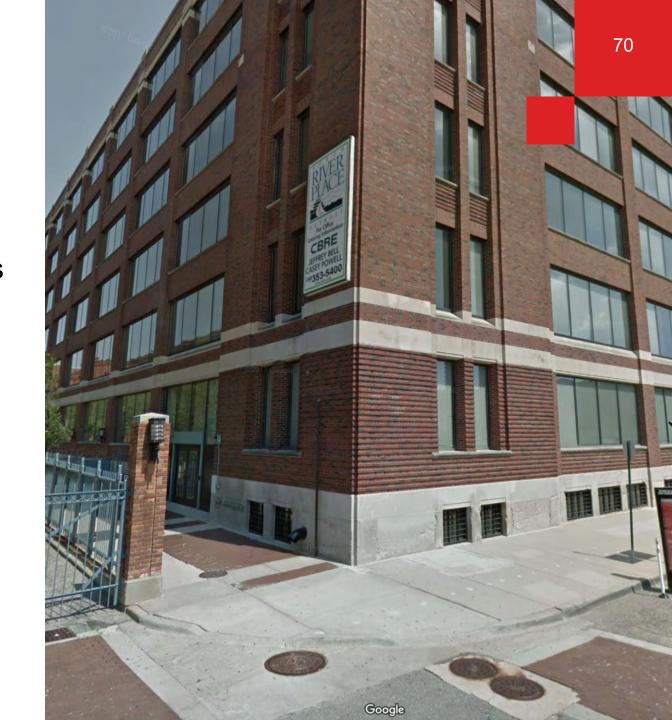
What you DO Want:

- Example: Parke Davis pharmaceutical labs and offices, Detroit, Michigan
- Rich building materials
- Articulation of structural bays
- Relief in façade surfaces
- Windows grouped and aligned
- Elevated 1st level
- Recessed doors
- Rich sidewalk materials at entries



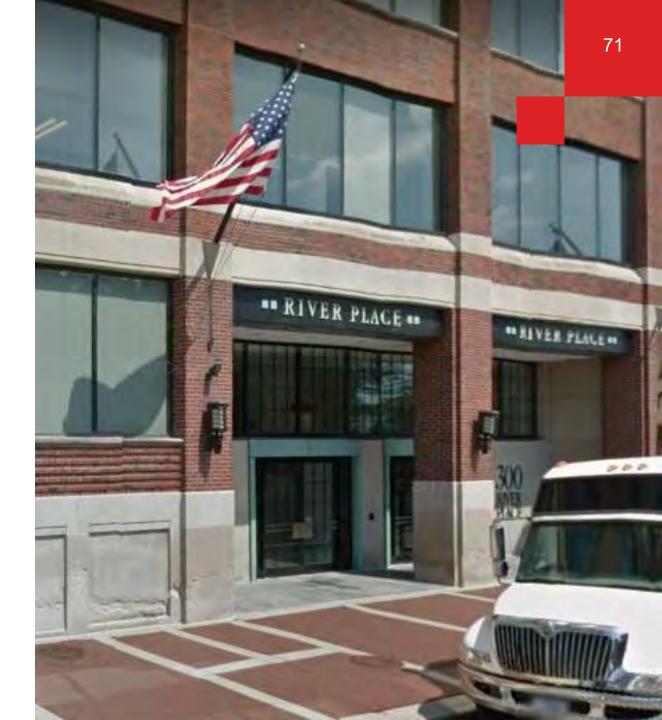
What you DO Want:

- Consistency in building setback
- Continuity of street wall along frontages
- Controlled building height in feet and stories
- Controlled individual floor to floor heights
- Changes in material to occur along horizontal lines



What you DO Want:

- On-street parking in front of building entryways
- False lower-level windows work (because of the 128" average annual snowfall in Sault Ste. Marie)



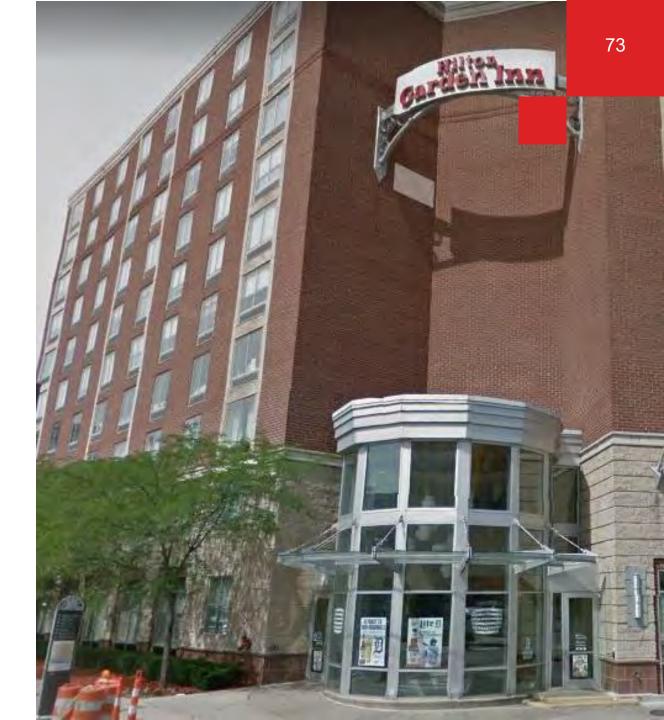


Hotels

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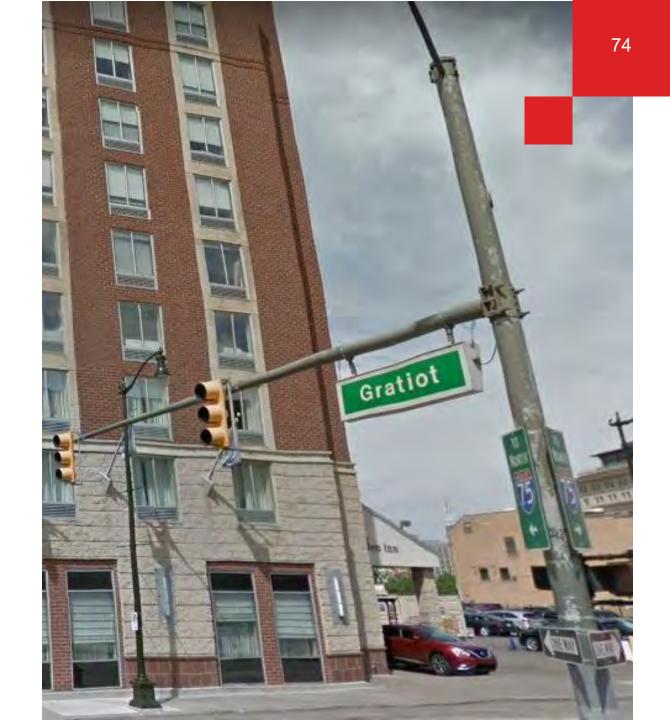
HOTELS

- 60'S college dorm window schemes
- Inconsistent sidewalk widths and building setbacks
- Rustic concrete building block construction
- Single-riser staircases at front entryways



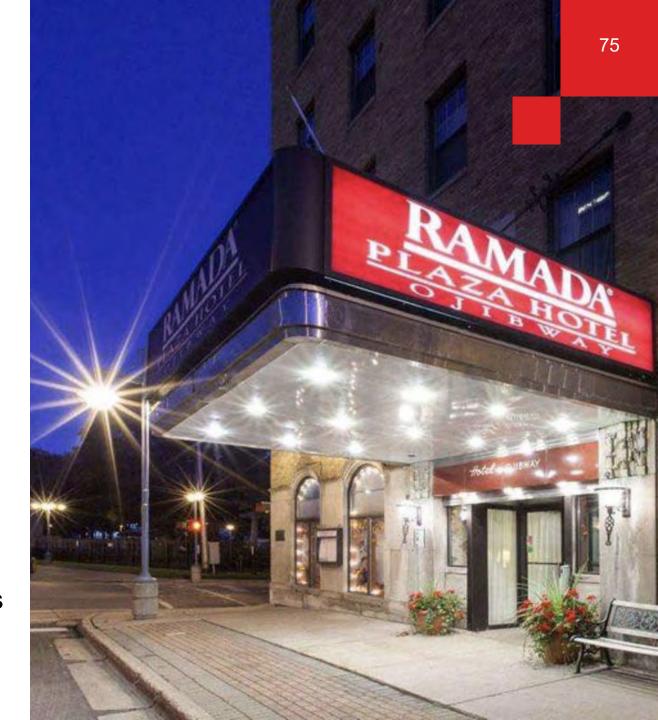
HOTELS

- Main entrances at rear of buildings
- Surface parking lots exposed to frontages



HOTELS

- Building with proximity to and alignment with street frontages
- Consistency in building setback
- Rich building materials
- Well proportioned facades
- Interior common spaces exposed to the sidewalk
- Well articulated entryways
- Parking at the rear of buildings
- Park across thoroughfares from tall buildings



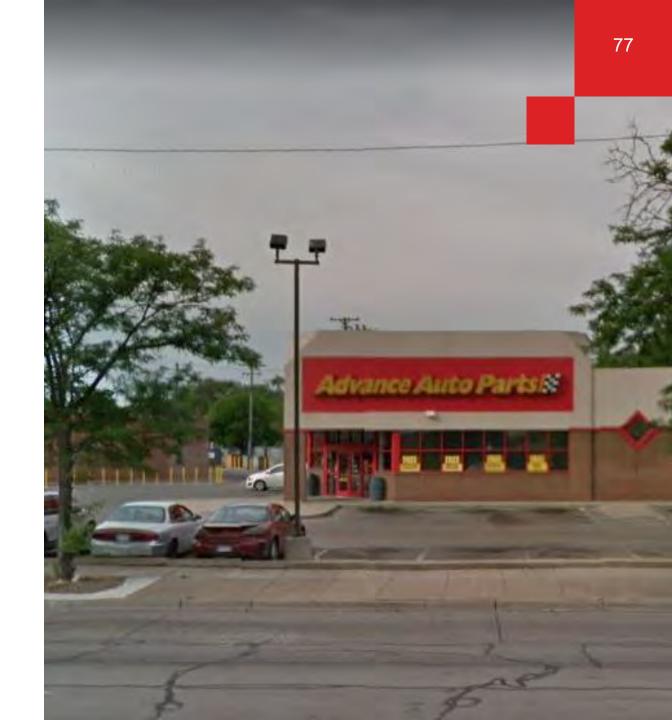


Dedicated Storefront Buildings

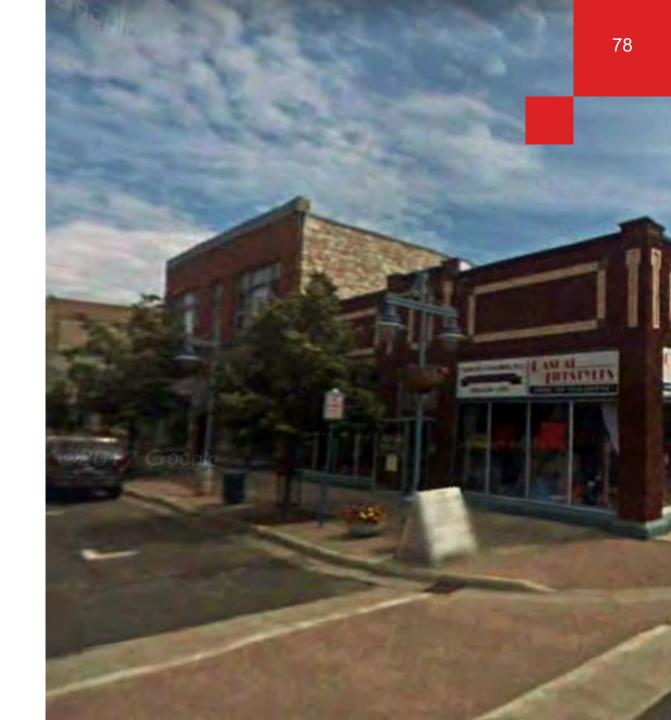
MCKENNA

DEDICATED STOREFRONT BUILDINGS

- Big setbacks w/ parking in front
- Red diamond shaped windows
- Highway scale signage
- Demolished historic buildings
- No relief in façade surfaces.
- Concentration camp lighting



- Buildings at the R.O.W line
- Front entrances at the sidewalk
- Rich building materials
- Arts and crafts style
- Transparent display windows
- Recessed doorways
- Parking at the rear of buildings
- Sign band above windows



What you DO want:

Low-investment development opportunity



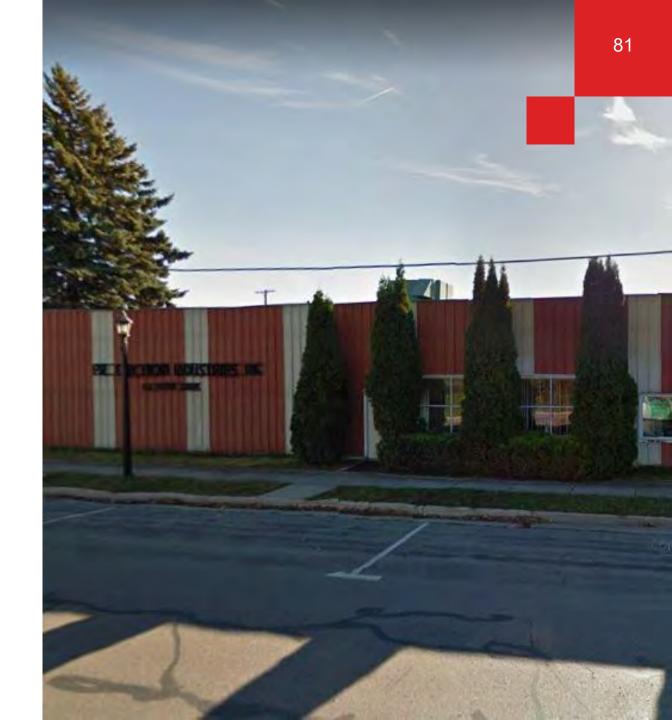


Light Industrial Buildings

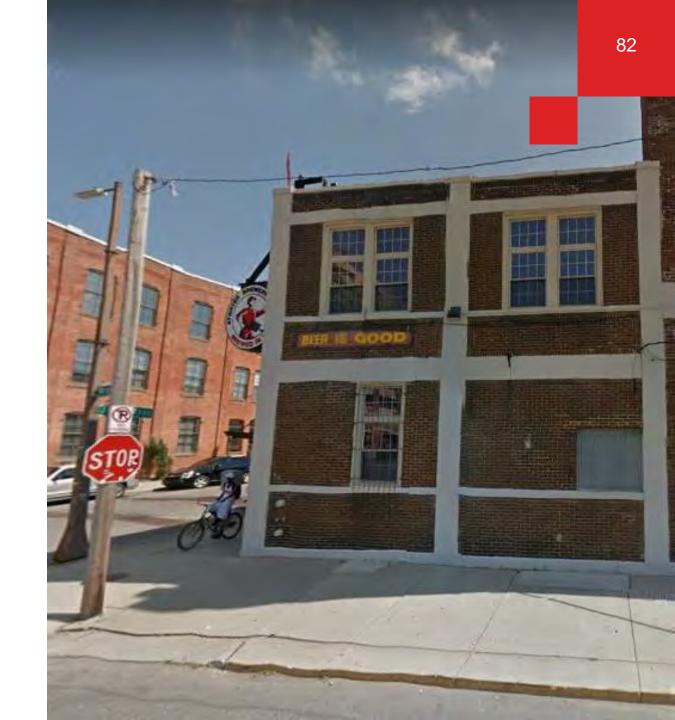
MCKENNA

LIGHT INDUSTRIAL BUILDINGS

- Metal buildings
- Front setbacks w/ residential style landscaping
- Equipment visible on rooftops
- Lack of structural expression
- Flush-mounted windows



- Structural bay articulation
- Quality building materials
- Recessed windows
- Buildings at R.O.W. Lines





Missing Middle Housing

MCKENNA

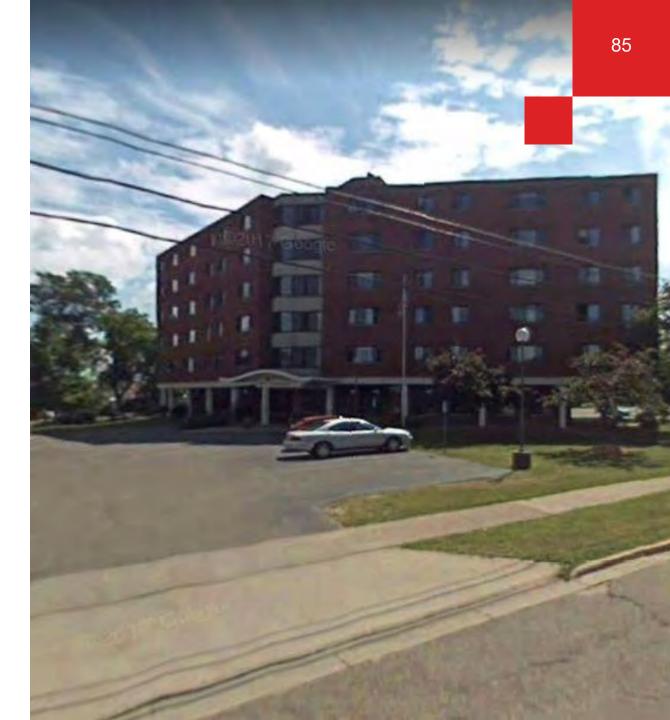
Missing Middle Housing



MissingMiddleHousing.com is powered by Opticos Design.
Illustration © 2015 Opticos Design, Inc.



- Buildings that do not align with street frontages
- Main entrances off of parking lots and located over 100 feet from the sidewalk
- Buildings that do not meet the ground plane
- Building that are out of character with the neighborhoods in which they are located



- Rich building materials
- Building with proximity to and alignment with street frontages
- Well proportioned facades
- Elevated first floors for the privacy of interior spaces
- Well articulated entryways

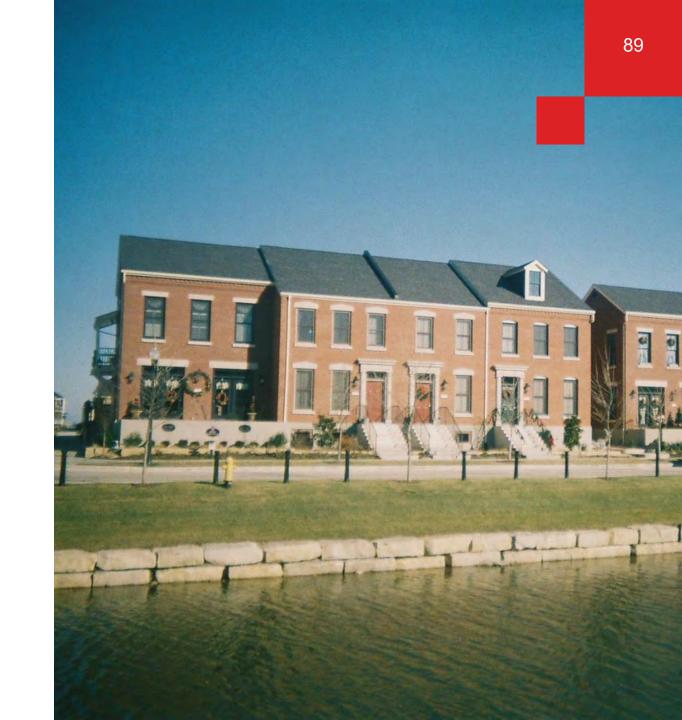


- Residential buildings that serve as a transition to single-family neighborhoods
- Consistent building setbacks
- Reasonable and consistent building spacing



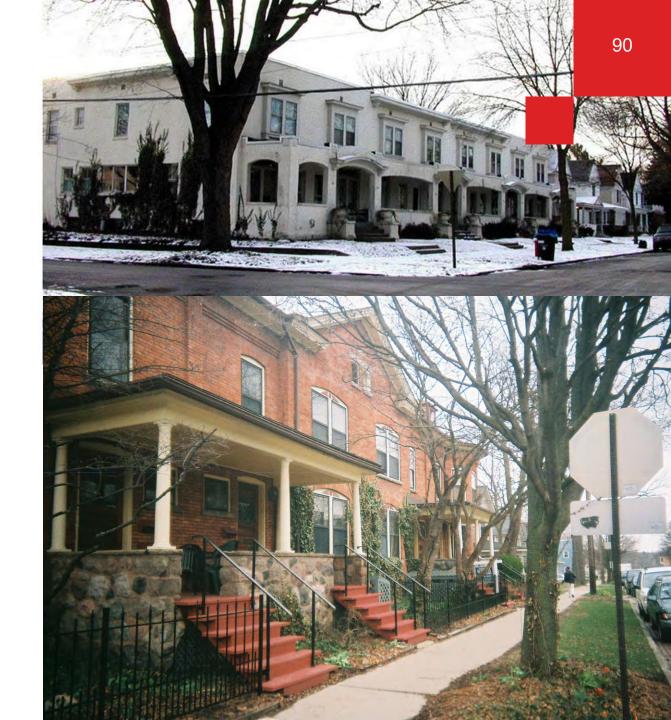


- Colonial east-coast vernacular
- Snooty elevated front doors
- Uniform facades w/ aligned cornices
- Building that are out of character with the neighborhoods in which they are located



ROWHOUSES

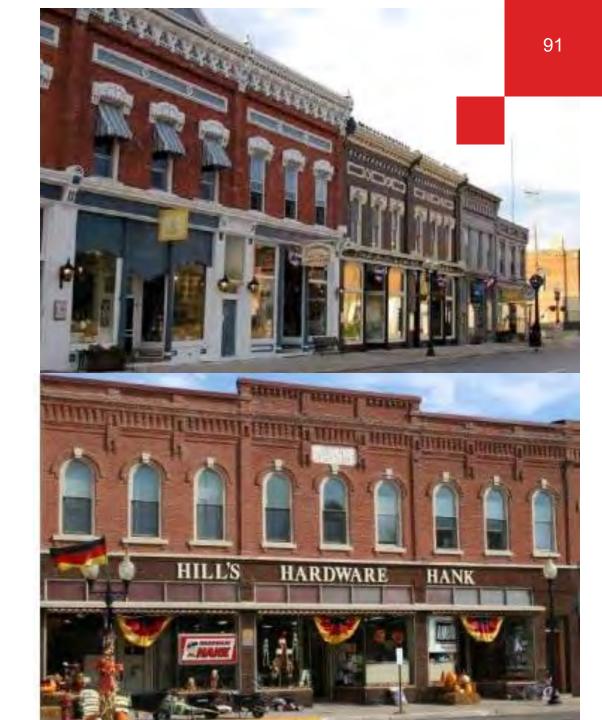
- Mid-western vernacular
- Front setback
- Porch & yard frontage
- Well proportioned facades
- Elevated first floors for the privacy of interior spaces



ROWHOUSES

Inferences:

- We hope that these inferences are accurate
- However, while we are legally required to follow the preferences expressed in your master plan regarding multi-story, mixed-use buildings, we do have some flexibility regarding other building types
- Thank You

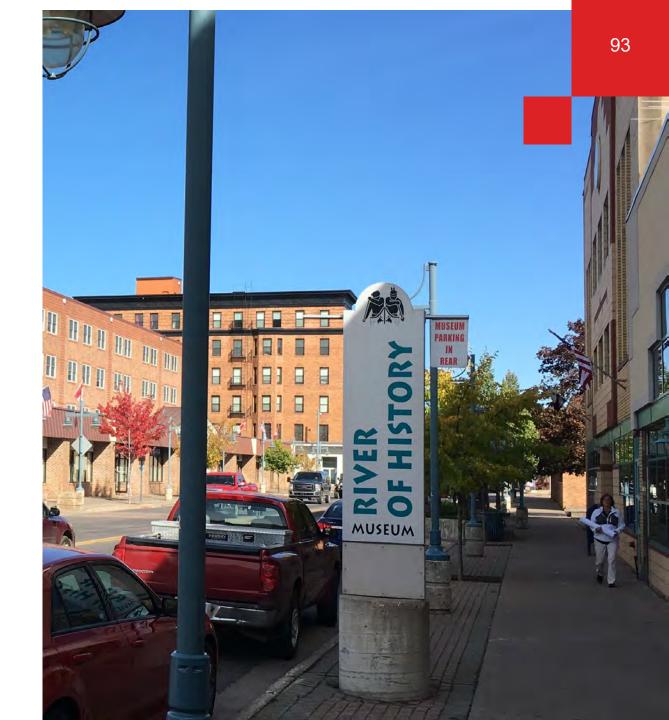




FACILITATED DISCUSSION

Question...

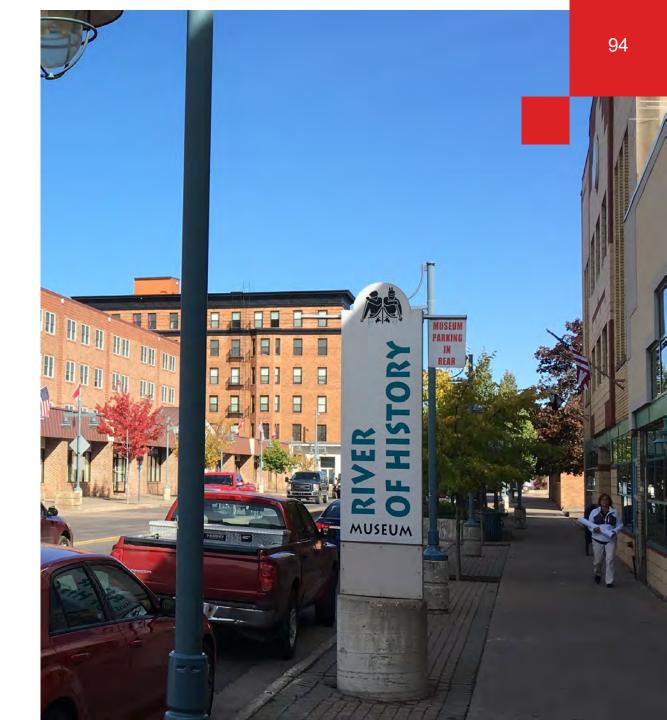
- Imagine that you have been away from the Soo for 20 years, and you just came back.
- With the best hope in mind for your community, what does downtown look like in 20 years?
- Who lives downtown? What are they doing?
- What is the housing like? How are people getting around? What amenities are there?



FACILITATED DISCUSSION

Visioning

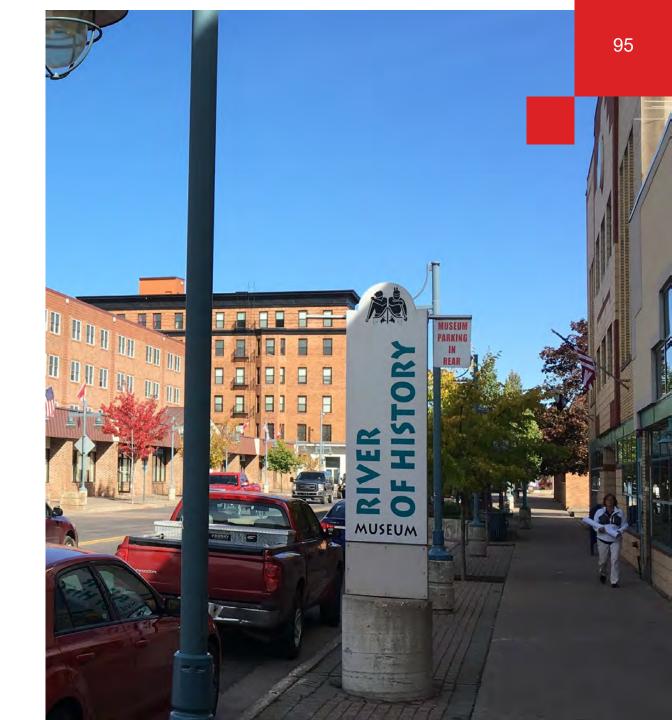
- With the best hope in mind for your community, what does downtown look like in 20 years?
- Write up to TWO ideas on Post-It Notes and try to sort them into these categories:
- Buildings & Districts
- Public Space & Streets
- Mobility & Parking
- Architecture & Materials



FACILITATED DISCUSSION

Visioning

- With the best hope in mind for your community, what does downtown look like in 20 years?
- Next, each group will pick their top TWO favorite ideas in each category.
- (A good way to do this is for all group members to draw a star on their four favorite ideas—no double voting!)
- The group spokesperson will affix their group's four Post-It Notes to the Idea Board and report them out to the audience.







7:00 PM Kick-Off Presentation

Learn about Form-Based Codes and share your vision for downtown over the next 20 years.



9:00 AM Concept Plan and Mental Mapping Workshop

Share how you "see" and interact with your downtown today, and how you would like to in the future.

5:00-7:00 PM

Open Charrette Studio Hours

Feel free to stop by the studio and watch the team at work. Ask questions and provide your input and feedback. This is your Soo, and its future depends on you!



9:00 AM **Downtown Walking Tour**

Walk the downtown with the consultant team and city staff. Participants will learn to identify and quantify what they like about downtown buildings, streets, and public spaces, to inform the Form-Based Code.

2:00 PM Site Plan Development Workshop

Put on your virtual hard hat and participate in a simulation exercise of a hypothetical new downtown development governed by the Form-Based Code.

5:00-7:00 PM Open Charrette Studio Hours

Feel free to stop by the studio and watch the team at work. Ask questions and provide your input and feedback. This is your Soo, and its future depends on you!

7:00 PM Open House and Work-In-Progress

Presentation

Visit the charrette studio and give your feedback on the alternatives generated over the previous two days.



9:00 AM Regulating Plan Development Workshop

Dive into the nuts and bolts of the Form-Based Code, as the feedback from the previous days gets synthesized into a regulating plan.

12:00 - 2:00 PM Open Charrette Studio Hours

Feel free to stop by the studio and watch the team at work. Ask questions and provide your input and feedback. This is your Soo, and its future depends on you!











Mental Map

Make a Mental Map of Downtown Report Out

Please Mark the following on your map!

- Favorite Places (1-5) Green Circle
- Favorite Shopping Streets (Orange)
- Favorite Walking Streets (Green)
- Barriers (1-5) Red X
- Opportunity Sites (1-5) Blue circle
- Public Spaces (1-5) Purple



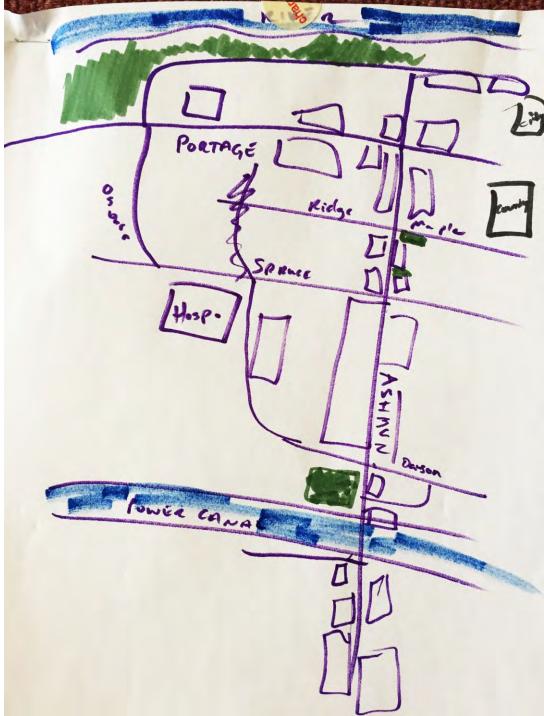
Mental Map



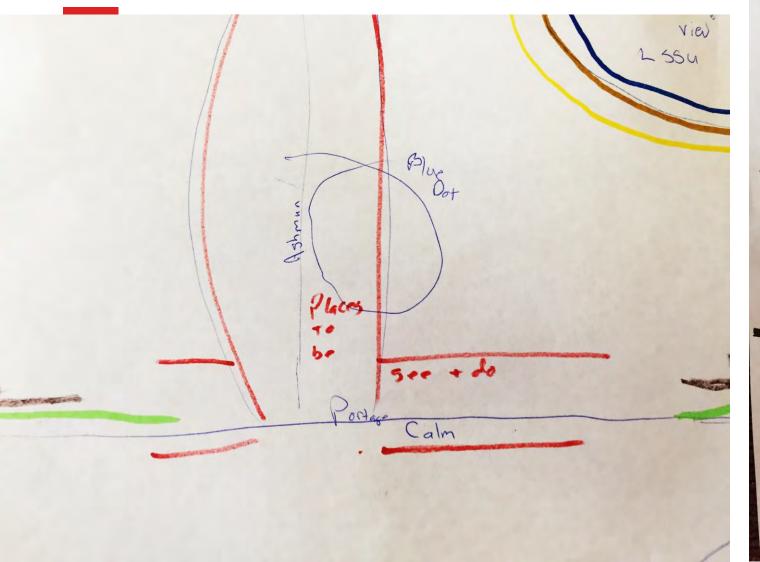


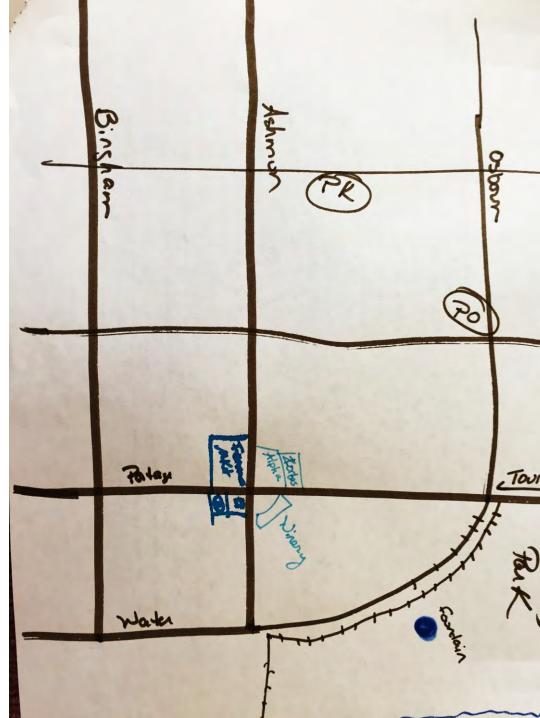
Mental Map



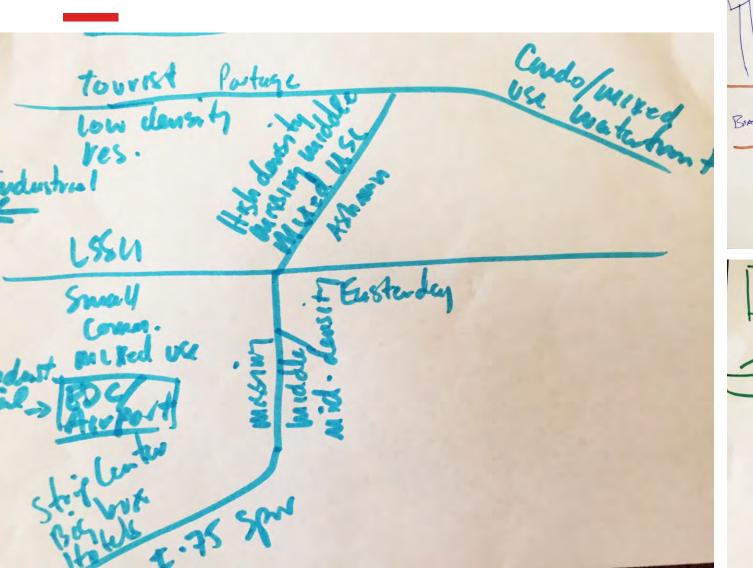


Group Activity Mental Map

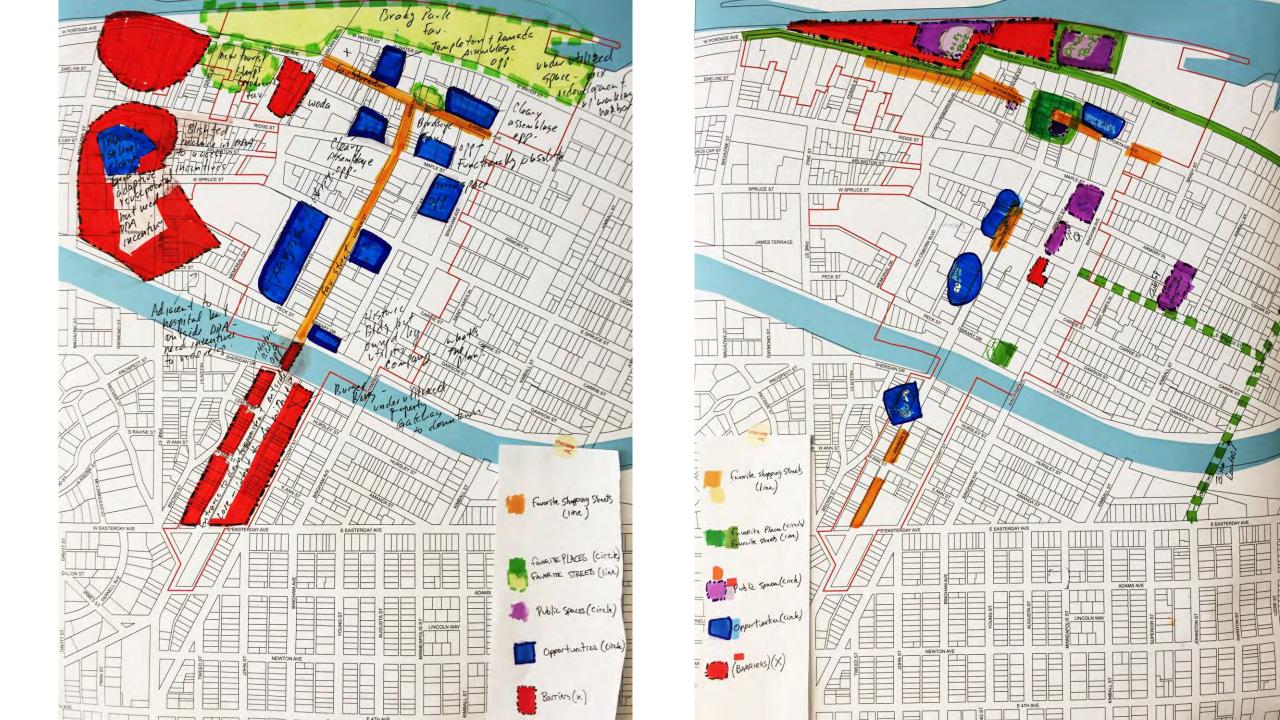




Group Activity Mental Map









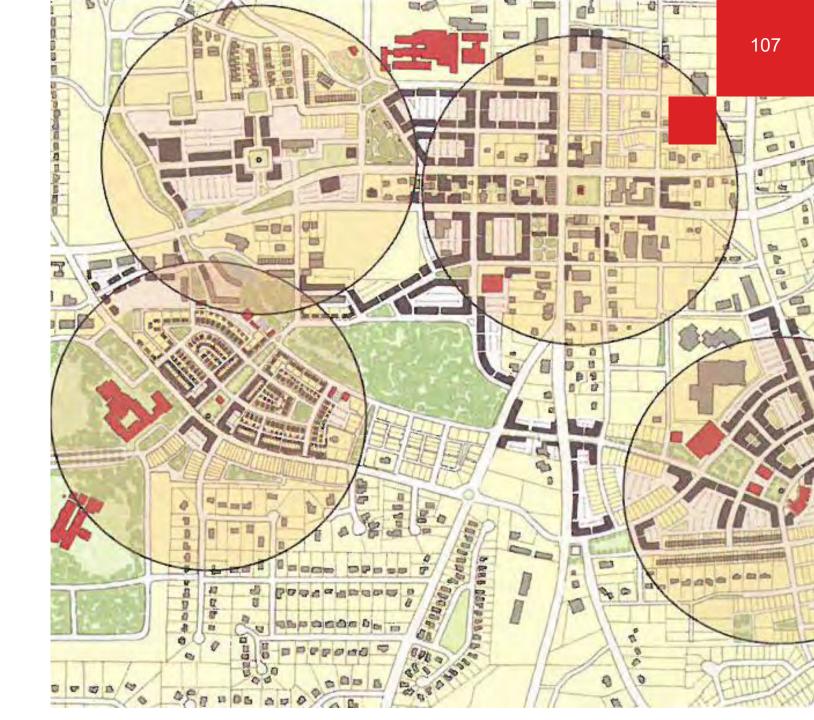
Character Plan

With a trace overlay explore

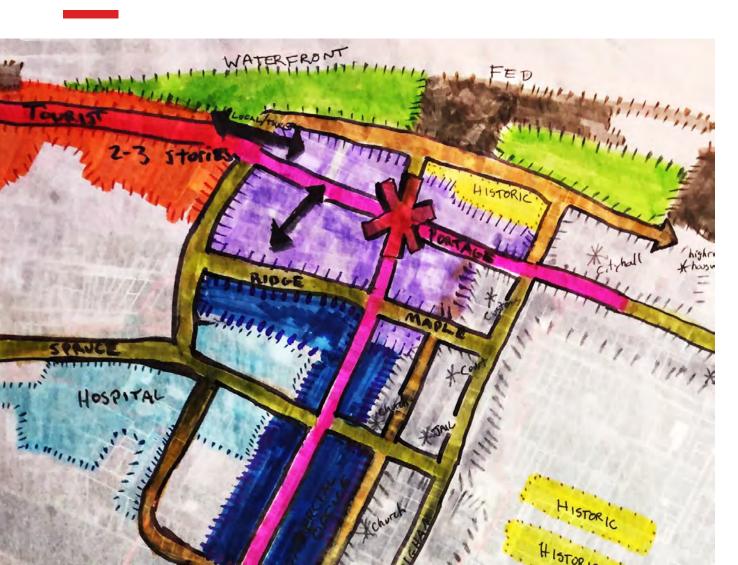
- Character Districts
 - ✓ Blobs
- Corridor Types
 - ✓ A, B, C Streets
- Gateway Locations
 - ✓ Big Star
- Desire Lines
 - ✓ Important Connections

Discussion

- Current and future uses
- What is needed in each district?

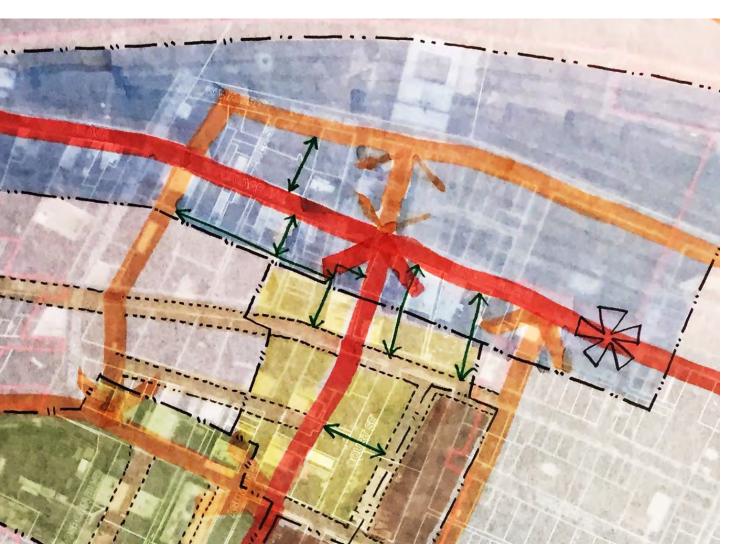


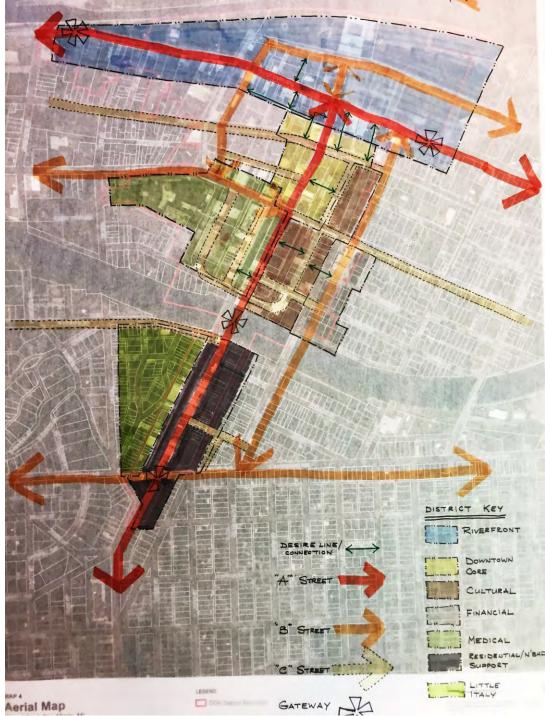
Character Plan





Character Plan





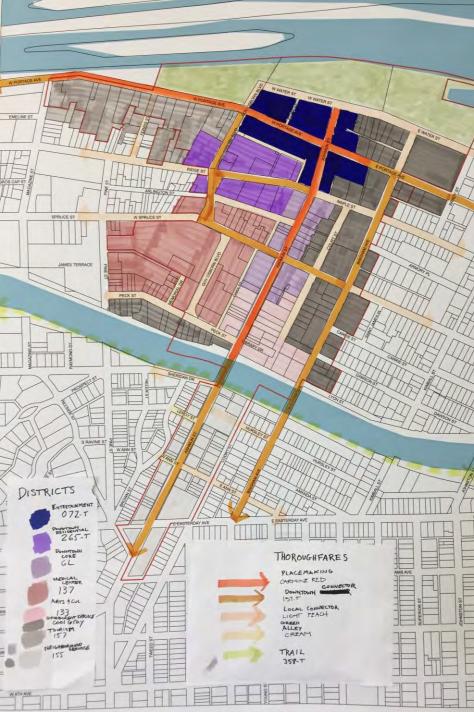
Character Plan





Regulating Plan

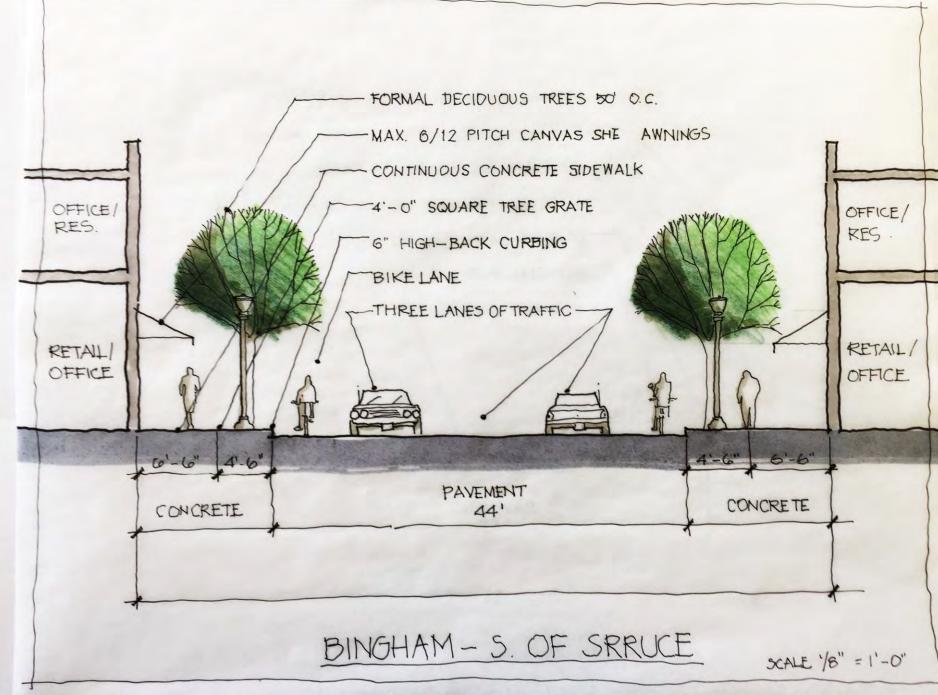




DOWNTOWN SAULT STE MARIE FORM-BASE

Group Activity Streets

Plan





Big Ideas

MCKENNA

Big Ideas for the Soo Architecture and Materials

- Buildings with historic materials that are also highly efficient (6)
- Historic buildings rehabbed, new architecture flexible and unique (4)
- Stone and other historic materials (4)
- High percentage of windows/ transparency on first floor (3)
- Consistency (2)
- Zero setbacks/ build to sidewalks (2)
- Revitalize all current historic buildings (2)
- Provide incentives for building owners to conform to code (2)

Big Ideas for the Soo Streets and Public Space

- Splash pad/ skating rink (5)
- Rear of buildings and alleyways safe, well-lit, inviting, vibrant and walkable (4)
- Narrow streets on Portage and Ashmun to accommodate angle parking (4)
- Clean renewable streets. Blacktop and cobblestone (4)
- Fill streets with more activity (3)
- Utilize smaller pocket parks and alley ways for public zones with tables, chairs, lights, music, etc. (3)
- Paint the Ashmun Bridge (2)

Big Ideas for the Soo Mobility and Parking

- Infrastructure for public transportation and universal accessibility. Access to all downtown properties with great lights (6)
- Streetcar (5)
- Bike/ walking trails all through city (5)
- Create better traffic flow
- Efficient parking. Increase efficiency on street and less surface lots (4)
- Bike friendly, multi-modal focus with less cars (2)

Big Ideas for the Soo Buildings

- Upper level residential housing downtown (6)
- Appropriate infill buildings with more mixed-use (5)
- Demolish vacant and dilapidated buildings (5)
- Mixed-use buildings (5)
- Repurpose city-owned pocket parks on vacant lots for new construction (4)
- Construct buildings to the sidewalk (4)
- Zero vacancy in downtown with all buildings rehabilitated (3)
- Shopping districts with unique shops and more bars/ restaurant (3)
- Higher density (2)
- More windows open to viewing (2)
- Historic character (2)
- Inviting lighting in downtown. Light up bridge to downtown (2)



SWOT

MCKENNA

Architecture and Materials

Strengths

- ✓ Quantity of unique stone architecture (Jacobsville sandstone)
- ✓ Late 1800s-early 1900s buildings in good condition
- ✓ Local architecture that is unique and legible.
- ✓ National Historic District designation

Opportunities

- ✓ Infill potential
- ✓ Rehab (past success and pipeline)
- ✓ Development momentum that is tangible and growing
- ✓ Branding Sault Ste Marie as a historic city
- ✓ Potential with historic architecture tourism

Weaknesses

- ✓ Burned/ blighted buildings create gaps in urban fabric
- ✓ Poorly executed urban renewal (Hantz block)
- ✓ Recessed entries that do not sit at the street
- ✓ Architectural detailing removed and sloppy efficiency fixes put into place
- ✓ No architects locally. Engineers doing design work
- ✓ Lack of love for historic architecture among design professionalsfocus on efficiency and speed
- ✓ Properties undervalued and not well-maintained

- ✓ Property owners who won't change, maintain or sell
- ✓ Climate
- ✓ Pervasive climate of low expectations stemming from lack of concern/ long-term vision
- ✓ Weak economy makes investment in architecture difficult
- ✓ Future loss of historic architectural stock (demo by neglect)
- ✓ Ignorance of the value of the building stock

Streets and Public Space

Strengths

- ✓ Easy to move around. Intact street network
- ✓ Walkable
- ✓ Recent investment into reconstruction of numerous streets in downtown
- ✓ Relatively low traffic volumes
- ✓ On-street parking
- ✓ Ample parking

Opportunities

- ✓ Make the streets bike friendly.
- ✓ Creative updates to bump outs
- ✓ Better snow removal on sidewalks
- √ 100 block W. Portage—getting behind solid building wall an issue
- ✓ Enhance existing pass throughs/ pedestrian connections (lighting, signage, visuals, etc.)
- ✓ Improve on street parking

Weaknesses

- ✓ Tired out streetscape
- ✓ Winter
- ✓ Fixed right of way
- ✓ Multiple authorities controlling downtown streets
- ✓ Slight issue with pedestrian and street interaction at crosswalks, etc.
- ✓ Not bike friendly in certain areas
- ✓ Multiple dead-end streets
- Narrow sidewalks in certain areas (Ashmun from Spruce to Portage)

- ✓ Lack of funding
- ✓ Competing priorities between modes
- ✓ Multiple jurisdictional control –coordination between agencies
- ✓ Access and use coordination with federal spaces

Mobility and Parking

Strengths

- ✓ Plentiful and cheap parking
- ✓ Compact downtown that is easy to get around
- ✓ Grant funding for bicycle infrastructure
- ✓ Not many physical barriers (Immediate downtown is flat)
- ✓ Parking structure
- Bridges accessible for bike and pedestrian—difficult for multiple people passing
- ✓ Low crime

Opportunities

- ✓ Area for bike lanes on Bingham Bridge
 - √ 3 lane cross section
- ✓ Plentiful public property can be used to create connectivity
- ✓ Transit (could also be a financial burden)
- ✓ Utilize trolley route with small shuttle
- ✓ Education on different modes of transit

Weaknesses

- ✓ Lots of parking, but not always in the right places
- ✓ People can't find where parking is located
- ✓ Parking systems outdated-not reflecting current usage
- ✓ Oversized parking spaces
- ✓ Parking structure (financial burden on city)
- ✓ Puddles and debris on bridge
- ✓ Majority parking lots at end of useful lives (surface)

- ✓ People don't want to park and walk
- ✓ Snow
- ✓ Lack of public restrooms
- ✓ Lack of funding
- ✓ Office uses closed on weekends create gap in streetwall
- ✓ Variable employee base downtown changes parking needs

Buildings and Districts

Strengths

- ✓ Several multi-story/ mixed-use buildings standing
- ✓ Clear districts /defined character
- ✓ Transitions between districts relatively smooth
- ✓ Renovations show potential in existing stock
- ✓ Durable structures in downtown that are resilient
- √ 100% occupancy in residential that is downtown

Weaknesses

- ✓ Cheap in-fill buildings in last half century
- ✓ Quick fixes on historic structures
- ✓ High poverty rate among downtown residents (89%)

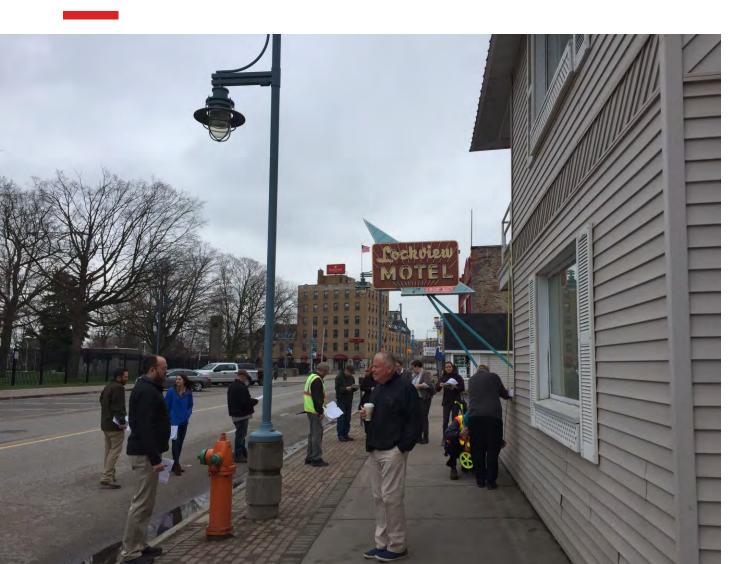
Opportunities

- ✓ Vacant upper floors
- ✓ Vacant storefronts
- ✓ Space for new construction/ in-fill
- ✓ Compliment existing character
- ✓ Lots of lovely locations
- ✓ Renewed interest in residential usage in downtown

- ✓ Slow market (for commercial)—slow improvements. Need to be strategic with long-term planning
- ✓ Inflated idea of worth of properties on part of property owners
- ✓ Financial inability of property owners to invest in buildings to increase value
- ✓ Property owners content with current state of buildings
- ✓ Lack of curb appeal and education on how to operate a good business environment
- ✓ Locks district highly seasonal



Walking Precedents

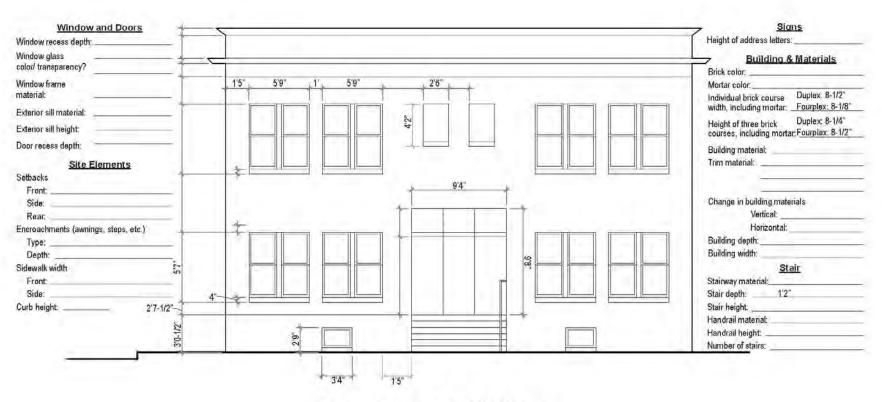






Walking Precedents

Architecture and Materials



Apartment Building



Walking Precedents

Architecture and Materials

Building & Materials Height of brick or stone courses, including mortar:	_				
Building material:	_				
Trim material:					
Building depth:					
Building width: 26'9"	=>				
Window and Doors	- A				
Window recess depth:5"	12'	*			
Window glass color/ transparency?	21.				
Window frame material:	_ /				
Exterior sill type: Alum. clad					
Door recess depth:	- \ \				
Sill height: 3'	-				
Sians		*			and the same
Methods of Exterior Sign Lighting: Neon	- Sault				
Sq. Ft. of window lettering and/or interior neon sign:	- MOTEL				
Height of address letters:	_			.8.2	
Sq. Ft. of credit card decals and advertisements:			÷ -		17.
			1		*
Site Elements		5			
Setbacks					
Front: 0"				l l	10.7
Side:	-			- 88 50	
Encroachments (awnings, steps, etc.)					
Type:					-
Depth:					
Sidewalk width			8.3.	18'6-1/2"	*
To brick pavers: 7'6			0.3	100-02	
FrontTo curb: 12'7		***			
Side:		Motel			
Curb height: 6-1/2"					



Walking Precedents

Architecture and Materials



Mixed-Use Building



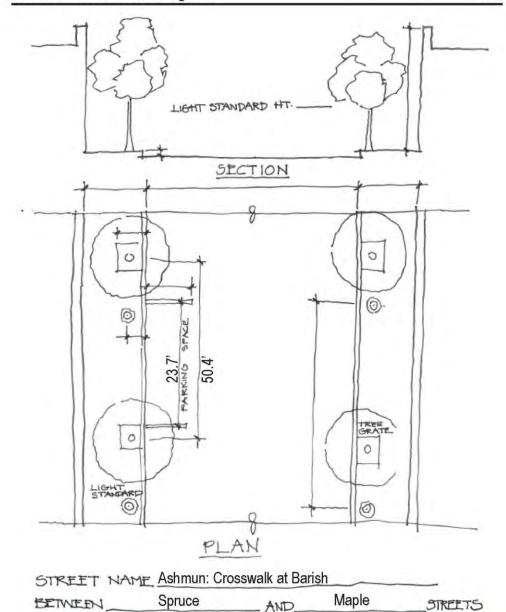
Walking Precedents

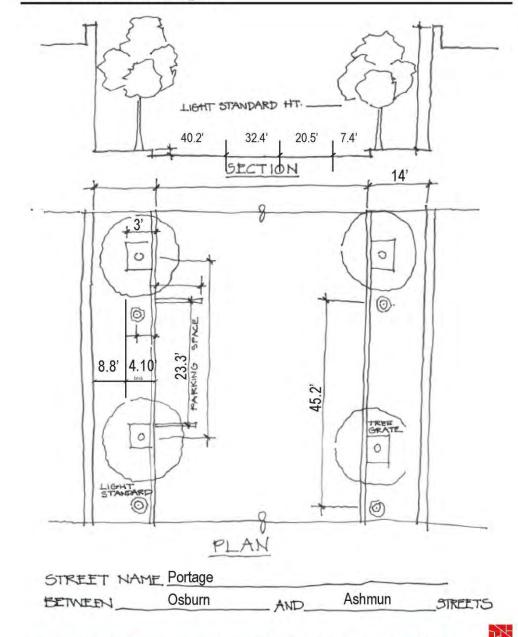
Architecture and Materials

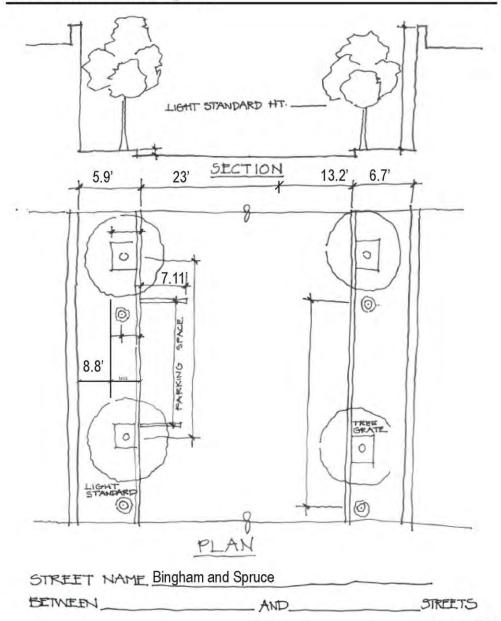
1.4

Building & Materials Brick color: Mortar color: Individual brick course width, including mortar: Height of three brick courses, including mortar: 8-3/8" Building material: Trim material: Change in building materials Vertical: Horizontal: Building depth: Building width: Height of largest brick face without break or relief (Estimated): Height of largest brick face without break or relief (Estimated): Window and Doors Window recess depth: 4" Window glass color/ transparency? Window frame material: Exterior sill type: Exterior sill height. Door recess depth: Signs Methods of Exterior Sign Lighting: Sq. Ft. of window lettering and/or interior neon sign: Height and area (one side) of projecting signs: Business sign height Business sign width: Height of address Sq. Ft. of credit card decals and advertisements: Site Elements Setbacks Side: Rear. Encroachments (awning, steps, etc.) Type: Depth: Sidewalk width Front: Side: Curb height. 4'6" 5'6-1/2" 3'8" 5'6" 5'6" 3'8" 5'5" 4'6" 2'10-1/2"-Hotel

MCKENNA







Notes:

Bingham: potential parallel bike rack

Ashmun: bumpouts 1.5' wider than parking spaces

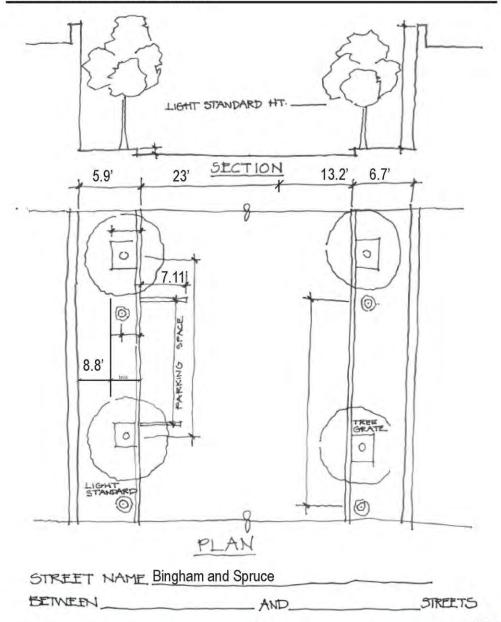
Streets and Public Space

2.2

PUBLIC SPACE WORKSHEET

Mark the types of public spaces observed and where they were observed.

1.	Park:	Brady Park , Ridge and Ashmun pocket park,
	-	Ashmun Power Canal Bridge
2.	Green:	Easterday and Ashmun
	(=	Area near National Office Products
3.	Square:	City Hall
	-	Courthouse
4.	 Plaza:	Farmer's Market Lot
		Ridge, Maple and Ashmun
5	Playground:	Spruce Playground at Central Methodist Church



Notes:

Bingham: potential parallel bike rack

Ashmun: bumpouts 1.5' wider than parking spaces

Streets and Public Space

Playground:

2.2

PUBLIC SPACE WORKSHEET

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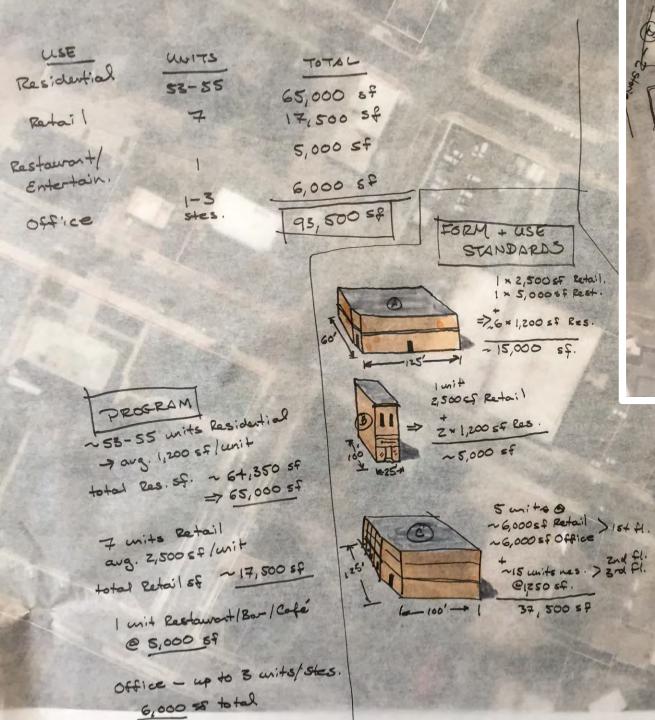
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		Courthouse
	5	3010 FG 56 Vano 50
4.	Plaza:	Farmer's Market Lot Ridge, Maple and Ashmun

Spruce Playground at Central Methodist Church

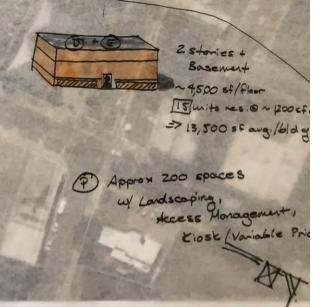


Testing the Code









Testing the Code



FORM-BASED CODE

INFILL DEVELOPMENT SCENARIO

UNITS

22

TOTAL

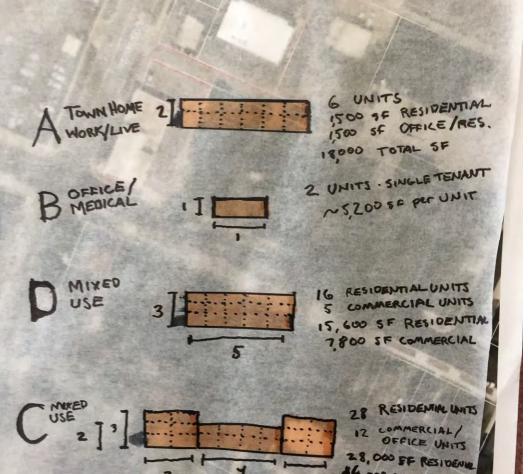
RESIDENTIAL

COMMERCIAL 19

SF

34,200

,600



16,000 SP COMMERIAL OFFICE



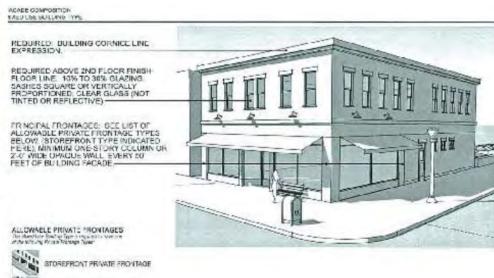


Building Types and Architectural Standards





Architectural standards and building types per zone, including setbacks



Derived from Local Precedents > Standards

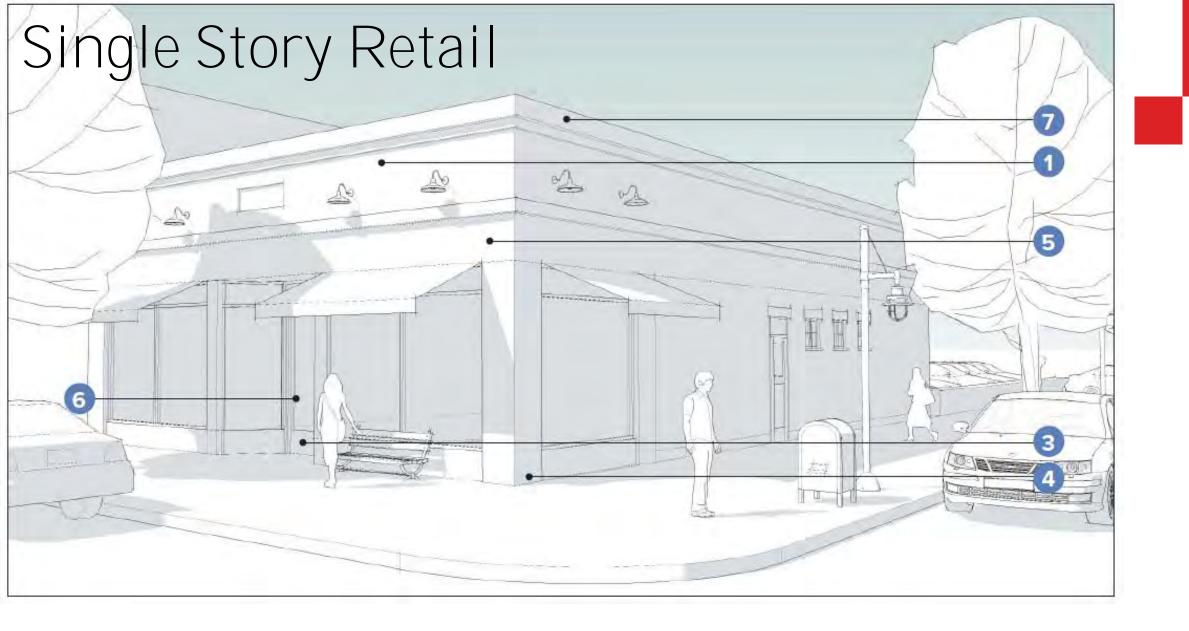


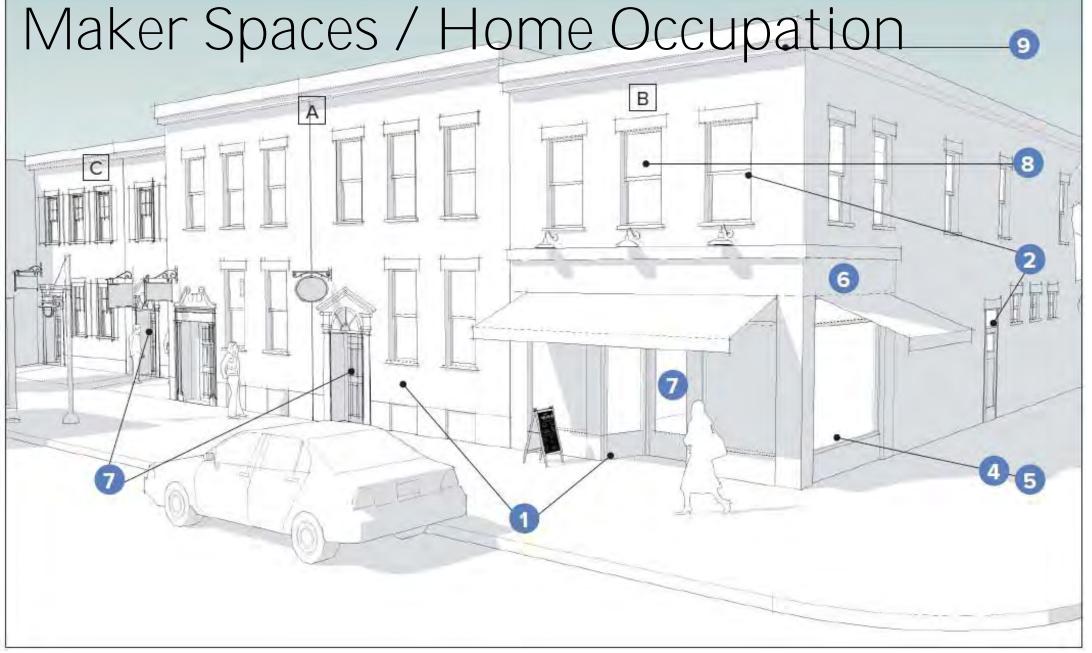




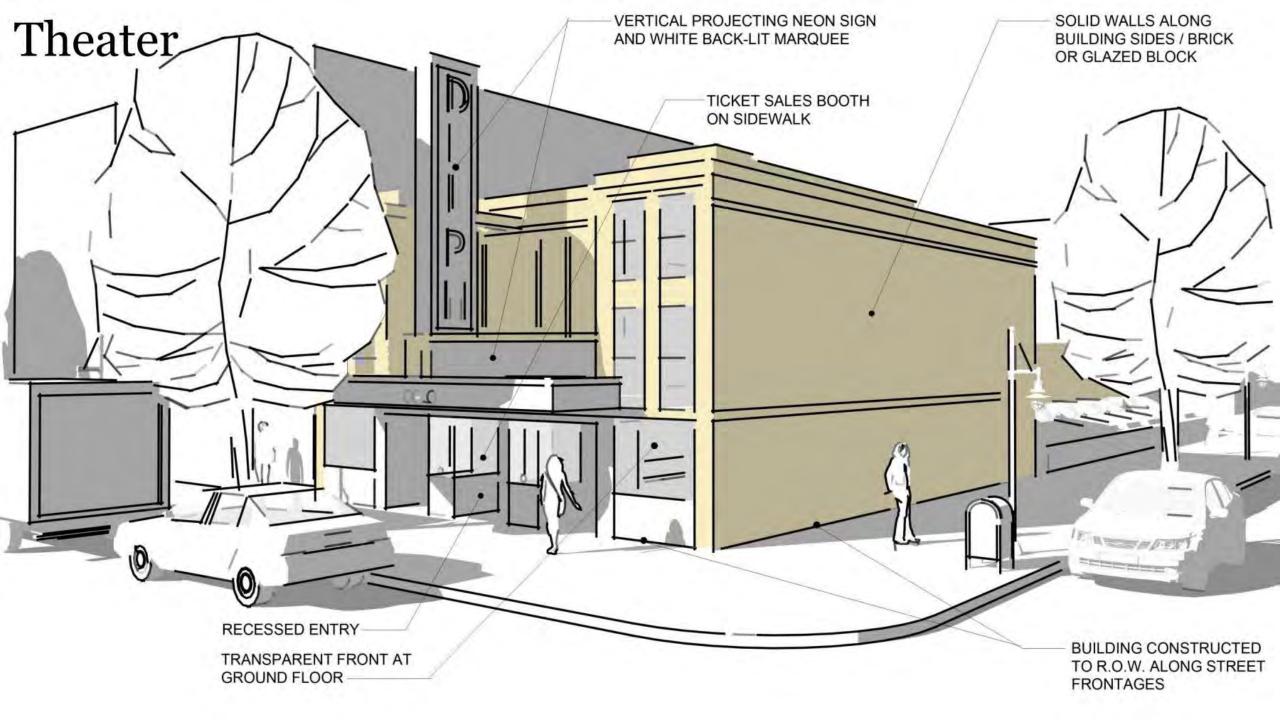


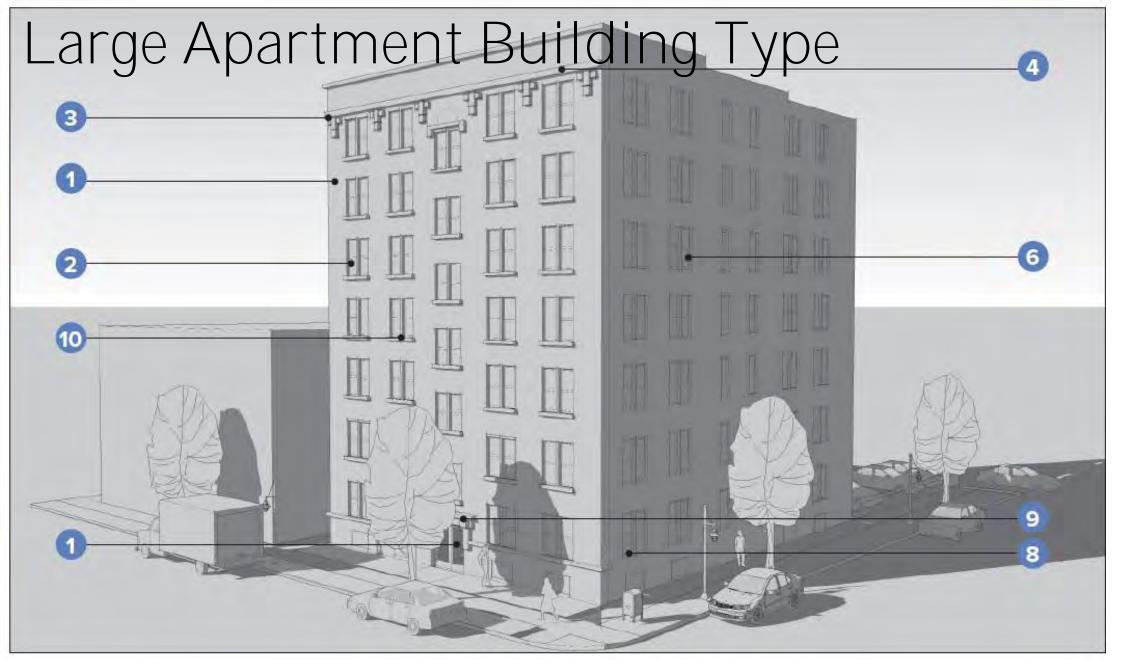


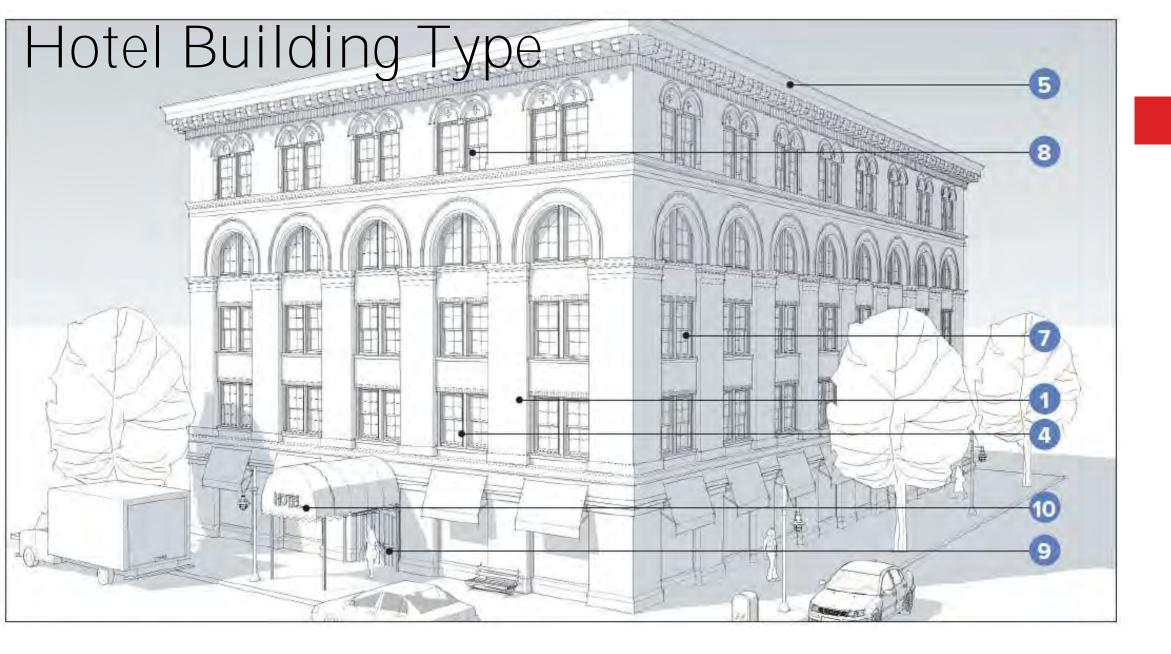


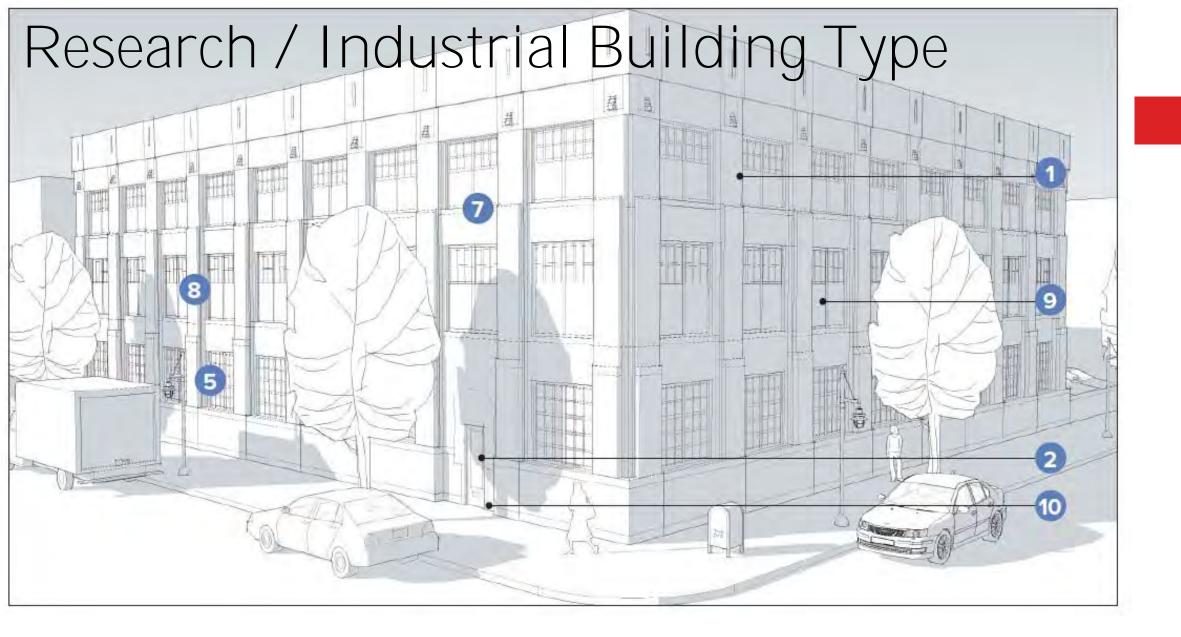


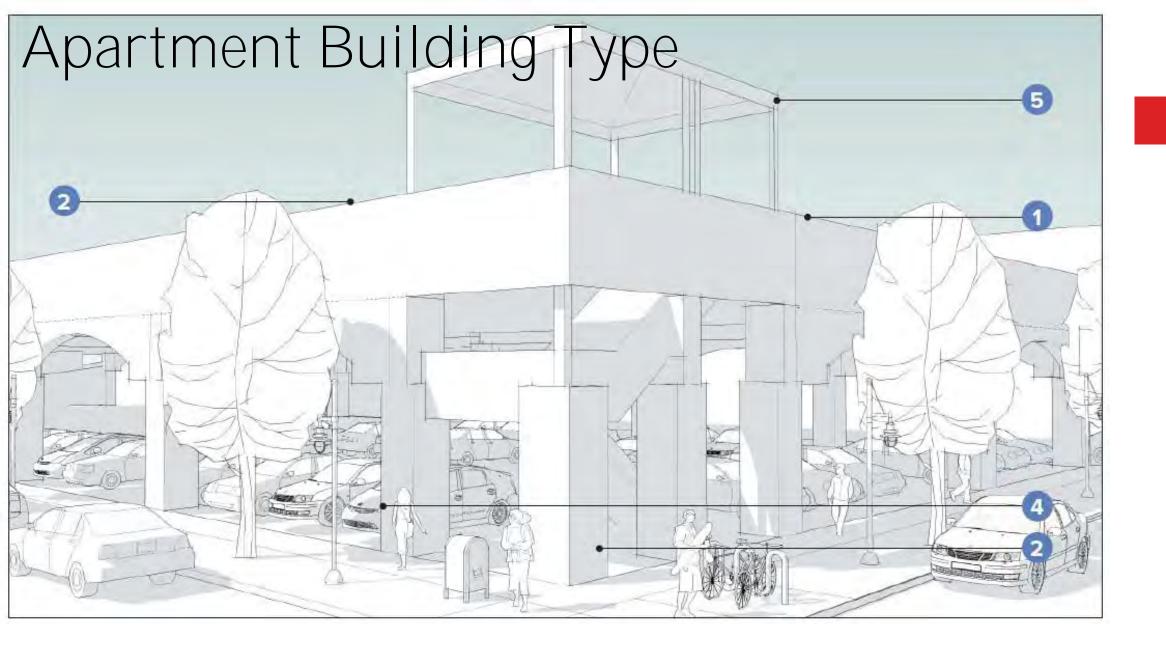


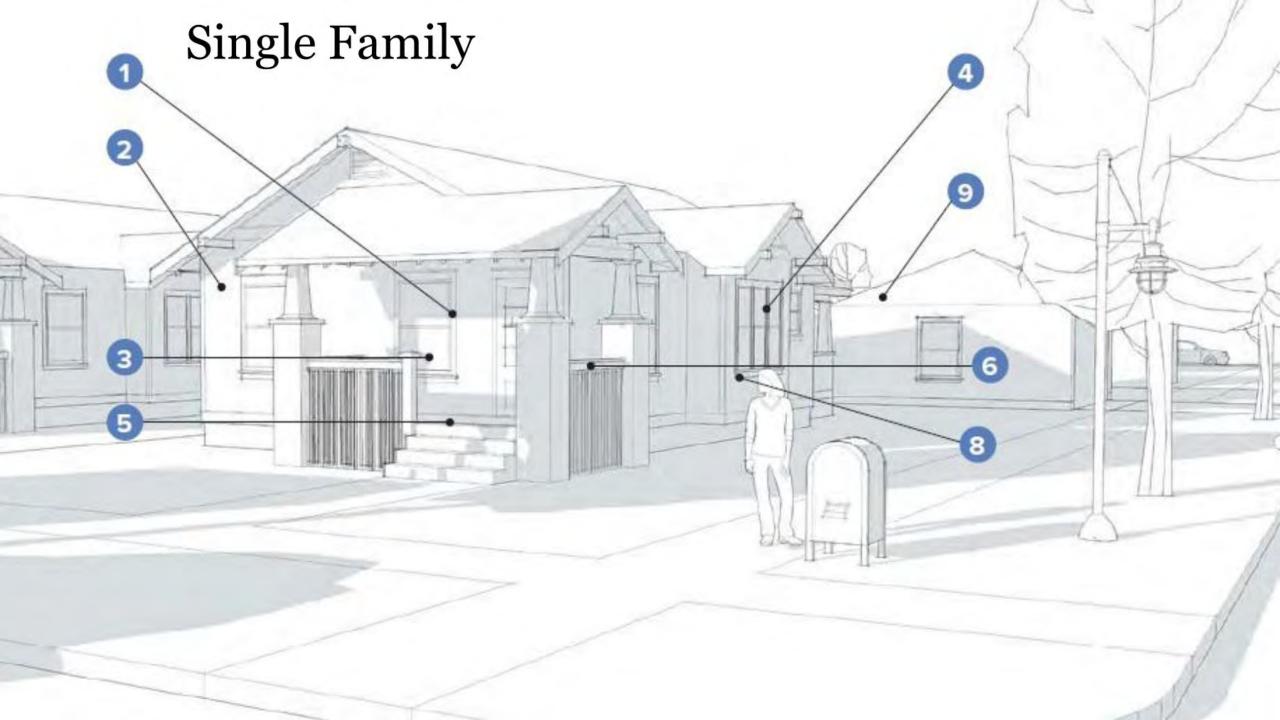












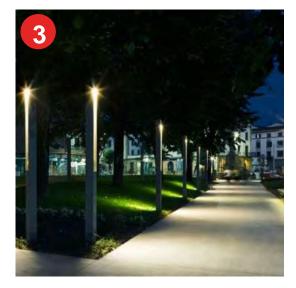




Light Standards



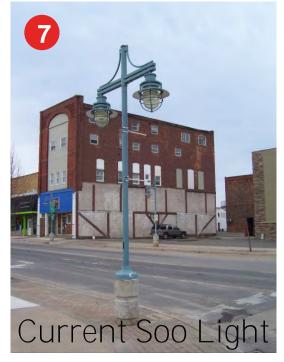




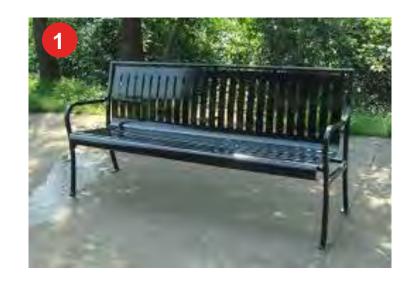








Benches



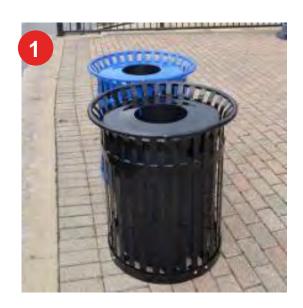








Trash Receptacles











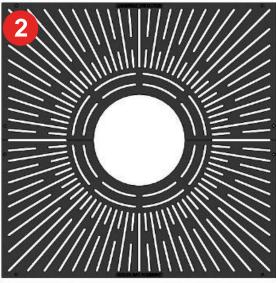




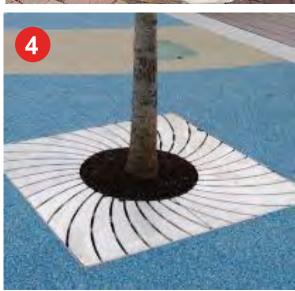
DOWNTOWN SAULT STE MARIE FORM-BASED CODE · October 5, 2022

Tree Grates















Bike Lane Accommodations





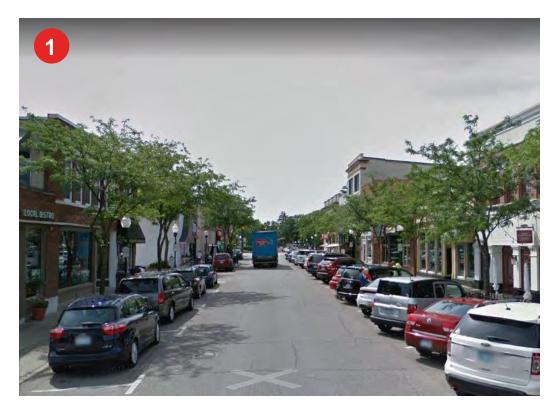


Bike Lane Accommodations





On-Street Parking





College Town



