MERIDEN TOD

Center City

MHA/Mill Street

ITC STATION

Colony Infill

HUB Site

Pratt Street Gateway

Hanover/W. Main

East of Pratt

East-West Main Connection
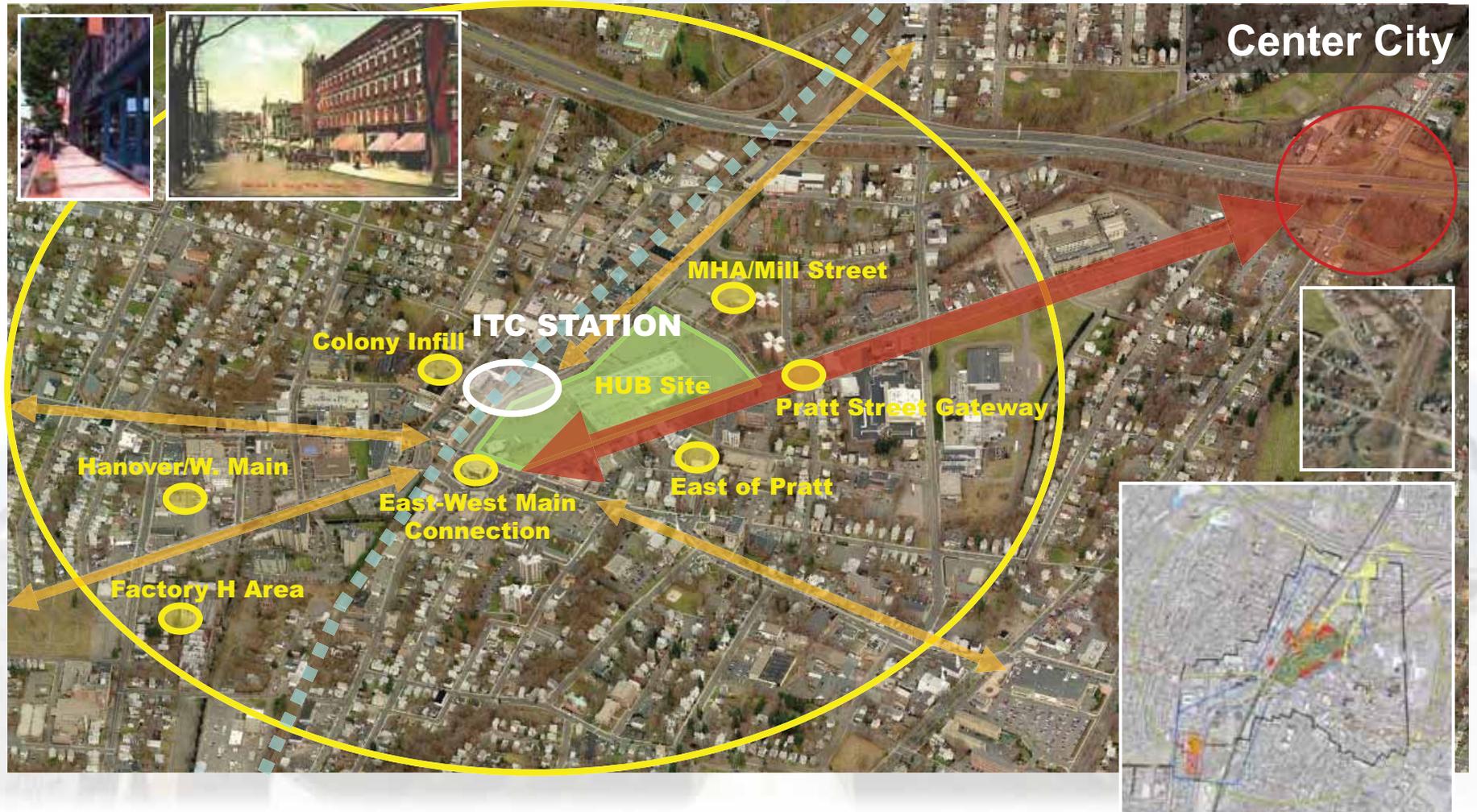
Factory H Area

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MERIDEN TOD

VISION:
Identifying the "Big Idea"

Transit-oriented Development
appropriate density / juxtaposition & mix of uses

Compact "Walkable" Community
the pedestrian experience

Connectivity
layering of systems / nodes / continuity of fabric

INFILL
New development/ Adaptive Reuse

Celebrate Existing Assets
physical / social / economic

Recording History
palimpsest

Redefining Place
Branding / Identity

FRAMEWORK:
Planning and Design Principles

Density
compact sustainable development

Diversity of Land Uses
understanding the market / the 24-7 equation

Vertical Mixed-use
the importance of the ground plane

PUBLIC REALM
Usable open space/ Continuity of streetscapes

Compatibility with Context
architectural vernacular / scale

Flexible Parking Strategies
Shared parking / Benefits District / Park Once

Multi-modal Interface
transit / vehicular / bikes / pedestrian

IMPLEMENTATION:
Tools, Resources and Process

Political Will
collaboration with stakeholders / consensus

LAND ASSEMBLAGE
Timing

Master-planning
process

PUBLIC-PRIVATE PARTNERSHIPS
Long-range commitment/ Layering of funds

Market Viability
economic assessment [local, regional & national]

Expedited Permitting
"development-friendly" community [strategy]

Zoning Mechanisms
PDDs / overlays / text amendments

Local Policies and Design Guidelines
[ie. parking requirements]

Phasing Strategies
targeted interventions

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HUB Site

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MERIDEN TOD

MHA / Mill Street

Mill Street [relocated]

Public Park [HUB Site]

Pratt Street

Public Library

City Hall

East of Pratt St.

Twiss Street

Park St

Cedar St

Pratt St

Benjamin St

Catlin St

Miller St

Liberty St

Meriden

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ITC Concepts

ITC

ColonyStreet

State Street

Multi-Modal
Interface

Public Park

Parking
Structure

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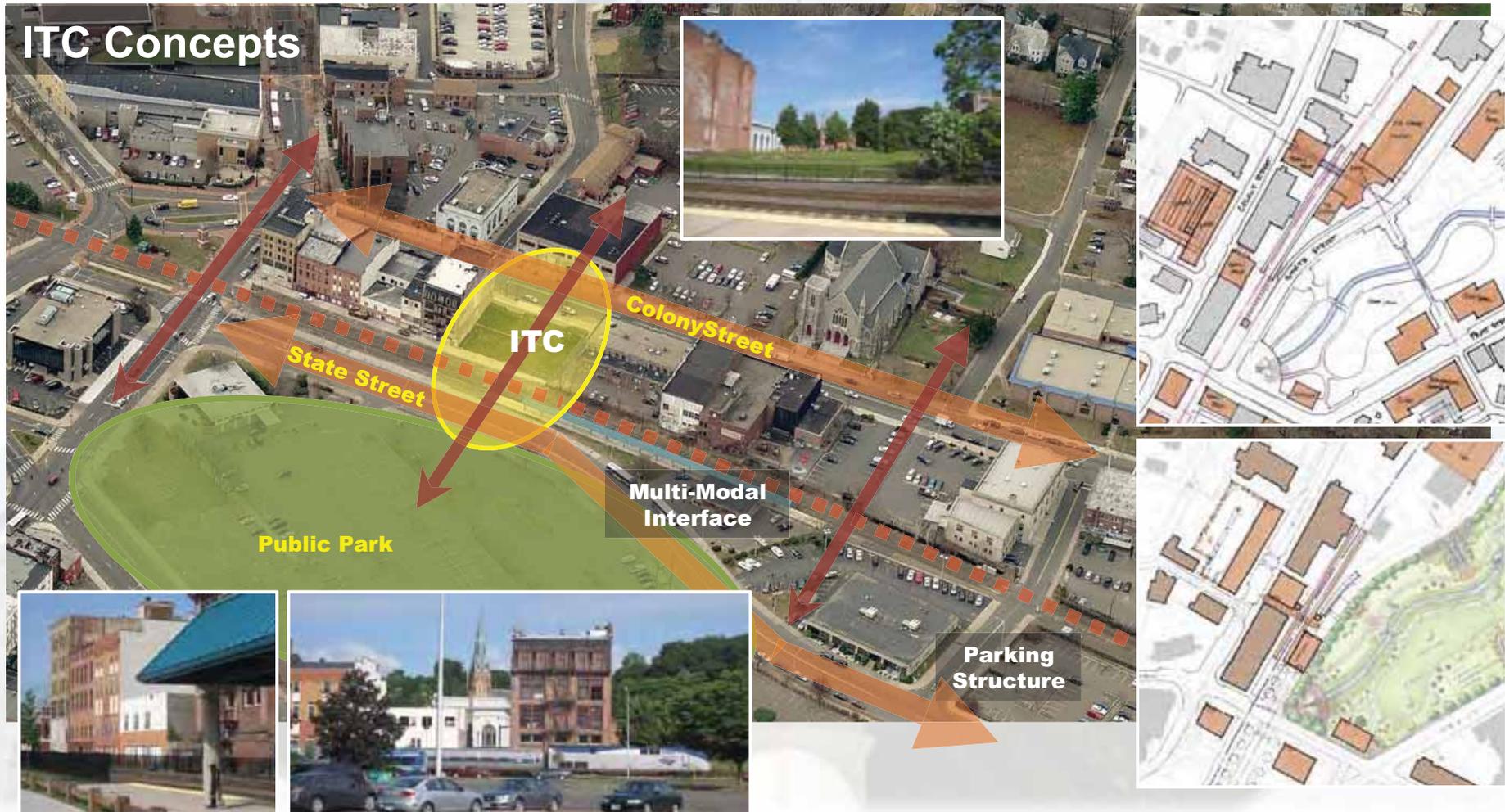
MERIDEN TOD

Colony Street

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MERIDEN TOD

Public Park [NUB Site]

West Main Street

Hanover/ W. Main

Butler Street

Hanover Street

Cook Avenue

FACTORY H

Old Hospital Site

Factory H Area

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Zoning / Design Guidelines
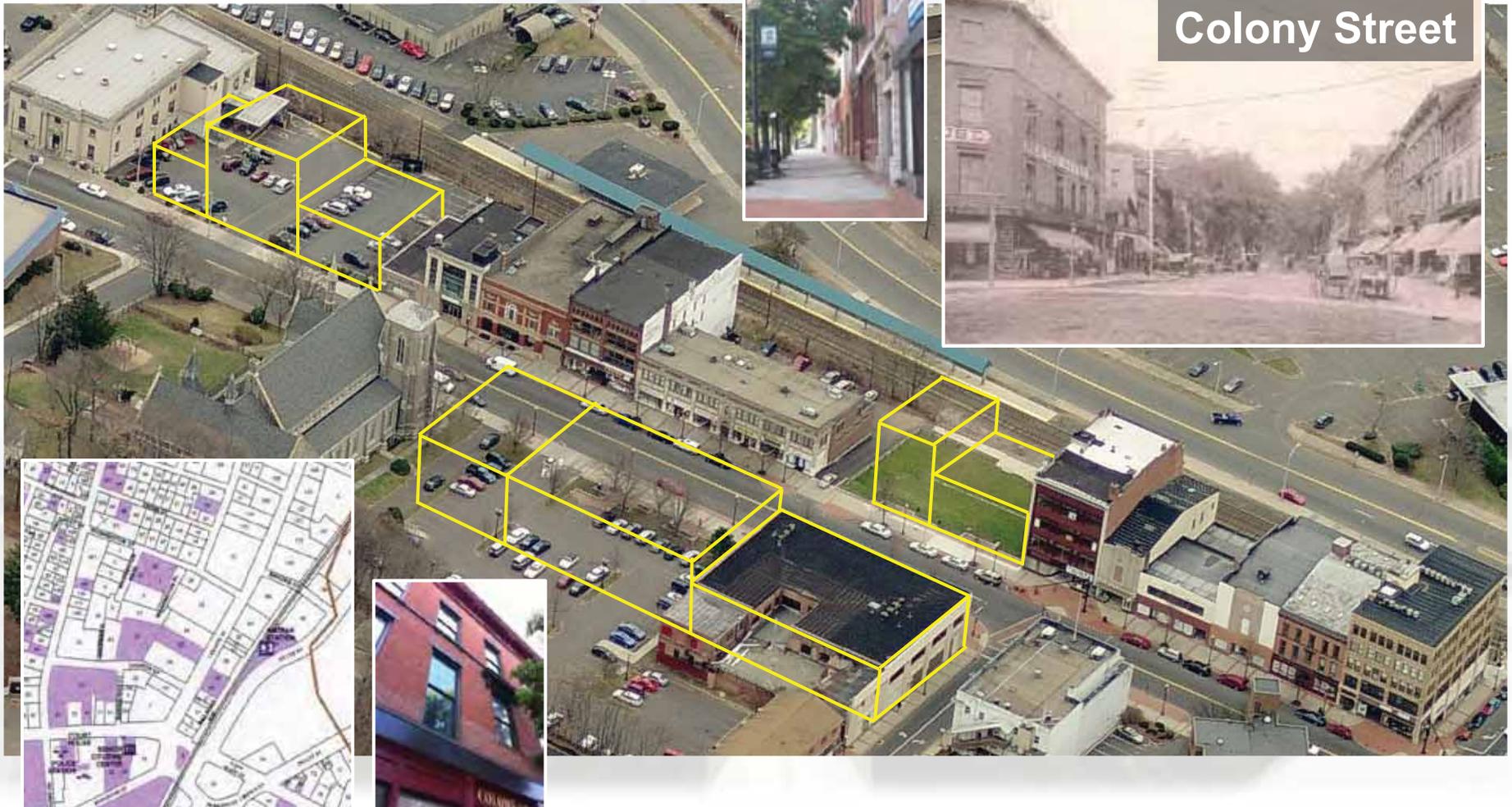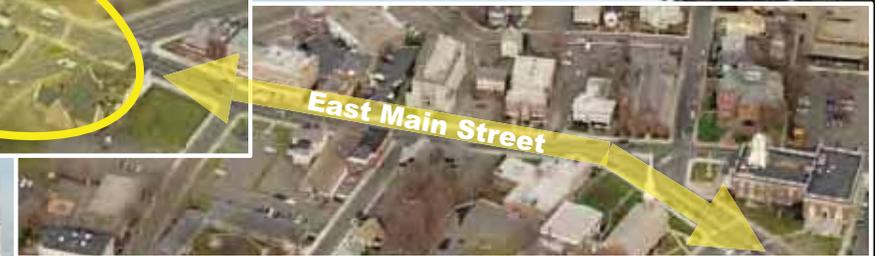
Development Criterion	PDD Standard	Conditions & Comments
Minimum FAR	No Minimum	LDA minimums govern
Maximum FAR	No Maximum	
Minimum Lot Area	No Minimum	
Minimum Frontage	15 feet	
Minimum Building Setback	0	
Maximum Building Setback	18 feet	50% of lineal frontage of a building must have a maximum of a 1 foot setback
Stepback on Street Facing Facades	6 feet minimum stepback above 4th story	Not required if building elements are used to break up facade
Ground-Level Facades	50% required to have architectural articulation	Architectural articulation includes 60% glass between 3'-6" and 8'-0" above grade, facade elements, material changes and reveals, recesses / projections or landscape screens
Maximum Blank Façade	40%	Maximum of 50 lineal feet without articulation or entry
Landscaping Setbacks	0	PDD does not abut any other zone. Open space has been combined to form the Harborwalk and adjacent park
Maximum Building Coverage	100%	
Minimum Landscaped Area	0	
Maximum Height	100 feet north of Stratford Avenue, 300 feet south of Stratford Avenue	
Parking Allowed Between Building and Street	Yes	
Drive-Through Facilities Permitted	Yes	Permitted north of Stratford Avenue, only interior drive-through facilities permitted south of Stratford Avenue.
Outdoor Display Permitted	Yes	
Trucks & Equipment Permitted	Light and Medium only except for service vehicles	
Minimum Harborwalk Width	25'	
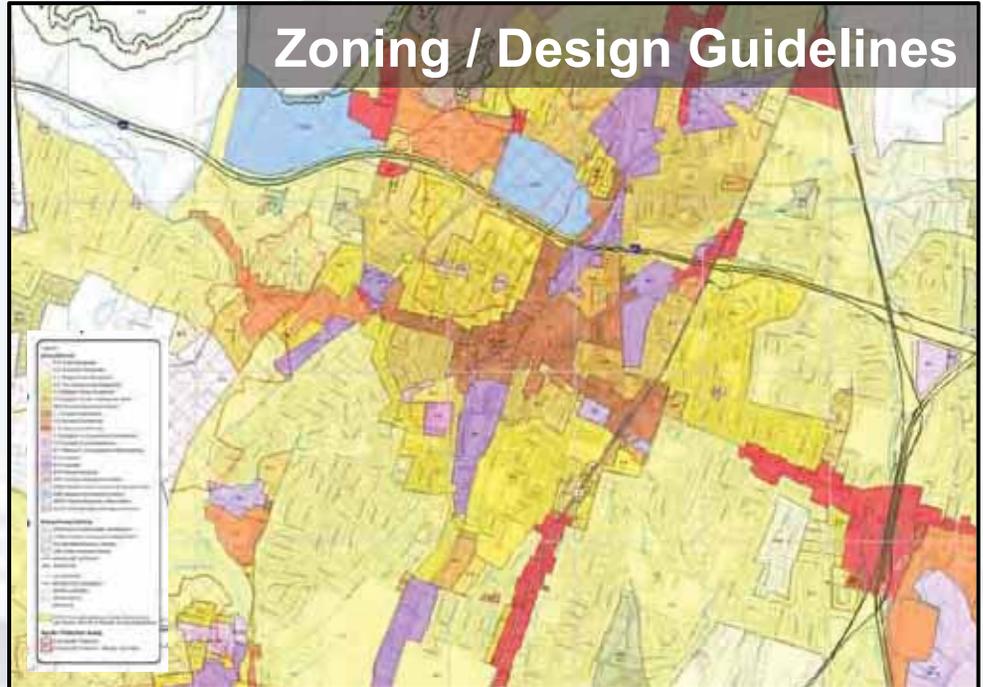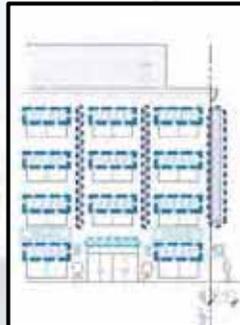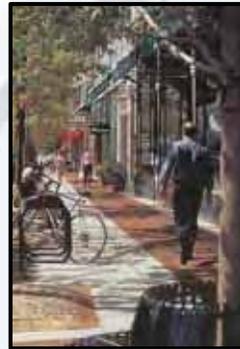
Use	Interim Ratio	Shared Ratio
Residential		
Multi-Family	1.5 spaces/RU[1]	1.0 spaces/RU[1]
Short-Term Lodging	.75 spaces/key[2]	0.75 spaces/key[2]
Lodging Ancillary Uses	4 spaces/1,000 NSF[3]	3.0 spaces/1,000 NSF[3]
Office	3.0 spaces/1,000 NSF[3]	2.0 spaces/1,000 NSF[3]
Medical Office	3.3 spaces/1,000 NSF[3]	2.5 spaces/1,000 NSF[3]
Institutional	3.0 spaces/1,000 NSF[3]	1.0 spaces/1,000 NSF[3]
Industrial	3.0 spaces/1,000 NSF[3]	1.0 spaces/1,000 NSF[3]
Marina	1 space/4 slips	1 space/4 slips
Retail	4.0 spaces/1,000 NSF[3]	3.5 spaces/1,000 NSF[3]
Restaurant, Entertainment	7.5 spaces/1,000 NSF[3]	5.0 spaces/1,000 NSF[3]

[1] RU is Residential Unit
[2] Key indicates number of possible separate hotel rooms
[3] NSF is Net Square Feet which excludes common area, service and utility areas, and ancillary storage

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