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# Principles of CSS



Context Sensitive Solutions Workshop

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March 9-10, 2010

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# What Is the Context? Who Are Stakeholders?





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# What Is the Context? Who Are the Stakeholders?



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Who Are the  
Stakeholders?





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# What Is the Context? Who Are Stakeholders?



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## What Is the Context? Who Are the Stakeholders?





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## Another Exercise??

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## First Step Is Understanding Context

- Identify physical, environmental, social, cultural, aesthetic and transportation elements early
- Understand community values before beginning design – talk to the people
- Try to design from building front IN, not centerline OUT

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# Environmental Context





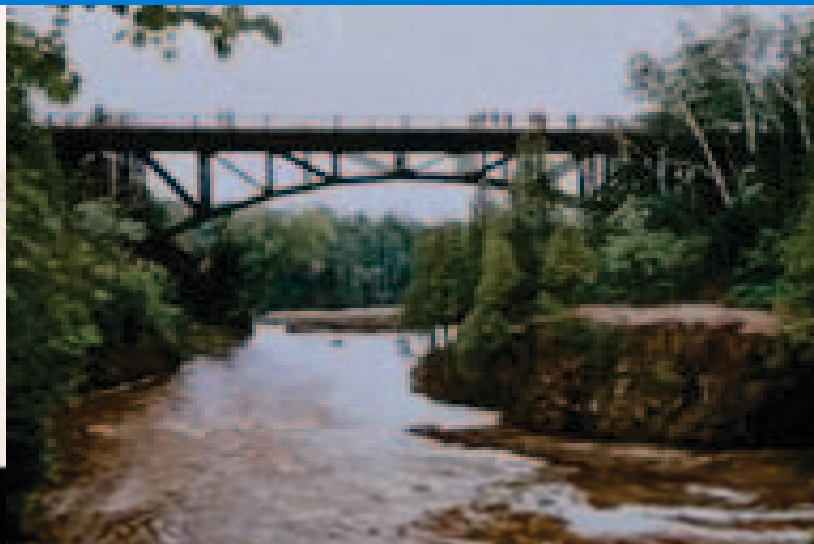
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# Yellowstone National Park - WY



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# Historic Context





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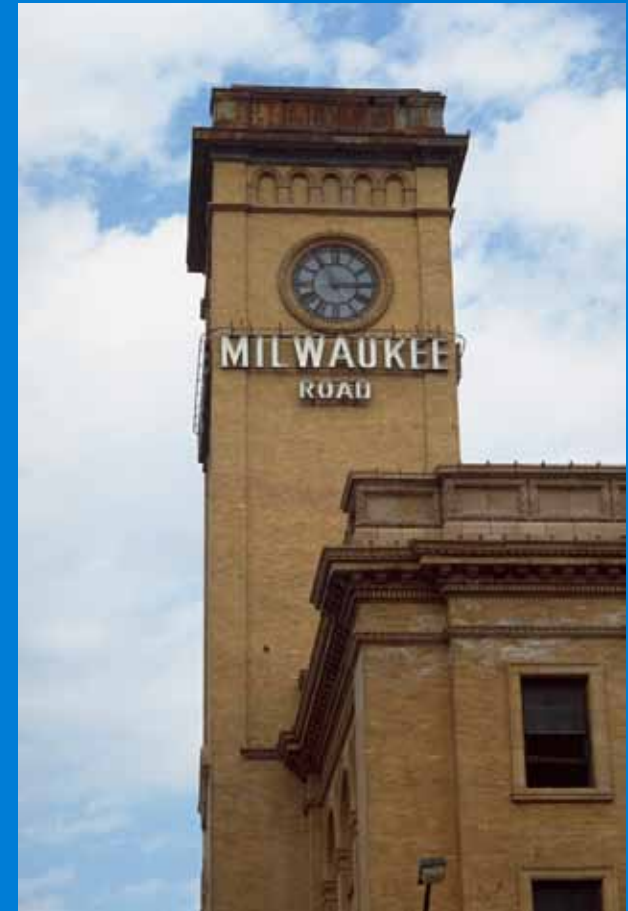
# Paris Pike - Kentucky





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# Architectural Context



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# Social Context





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# Little Fork River Bridge – Hwy 65



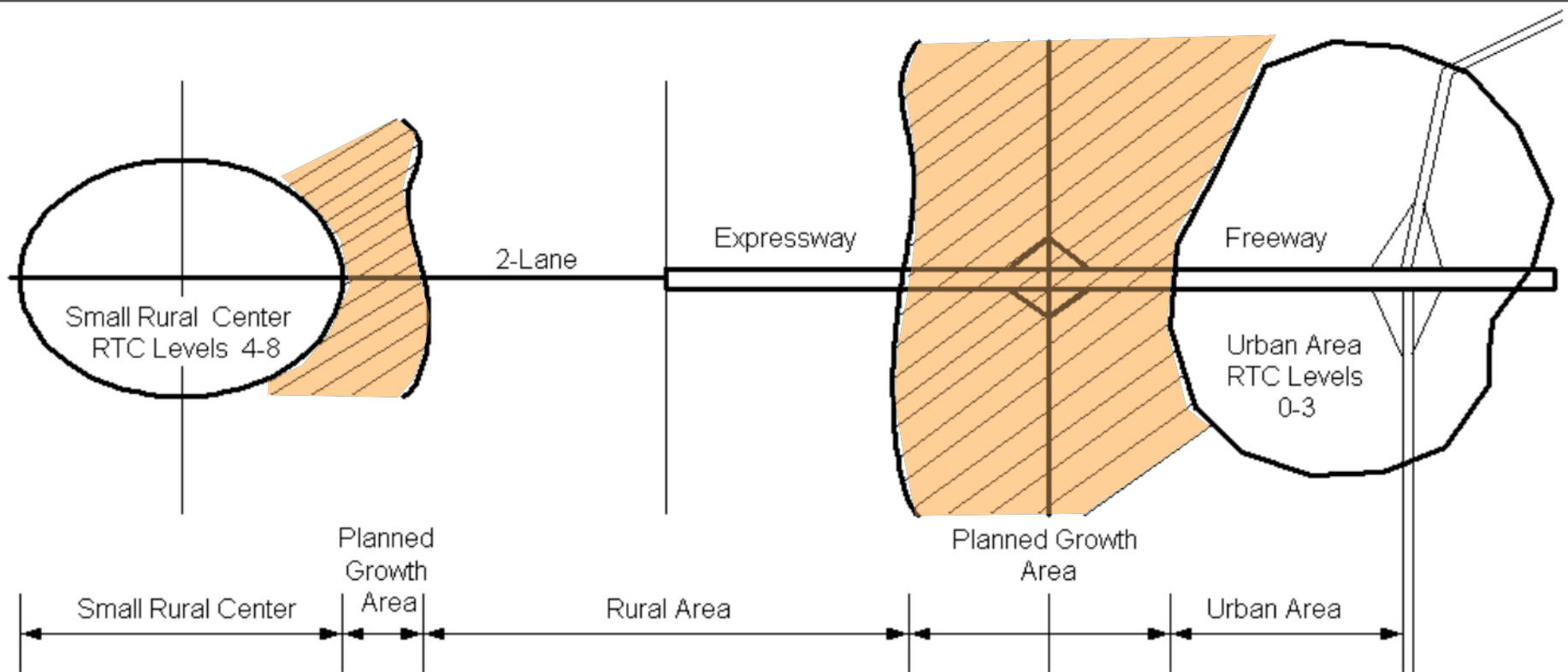


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# Business Context



# Transportation Context



Mn/DOT

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## “CSS” is called a lot of things

- **ITE calls it “Harmonization”**
- **Maryland DOT calls it “Thinking Beyond the Pavement”**
- **Massachusetts DOT calls it “Smart Transportation”**
- **NJ DOT calls it “Common Sense Design”**
- **Missouri DOT calls it “Practical Solutions”**



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## CSS Includes:

- Complete Streets
- ADA Transition Plan
- Value Engineering
- Hear Every Voice
- Design Flexibility
- Return on Investment
- *CSS is a way of thinking, not a particular type of project*

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# IT FITS: □Lies Gently on the Land□



# It Looks Good!





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IT WORKS:

For ALL modes  
(including ADA)



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# It Pays (Return on Investment)

- Increased investment up front may decrease costs later.
- Lower benefits over a longer period of time may be greater than delayed higher benefits.



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# It Reflects Community Values





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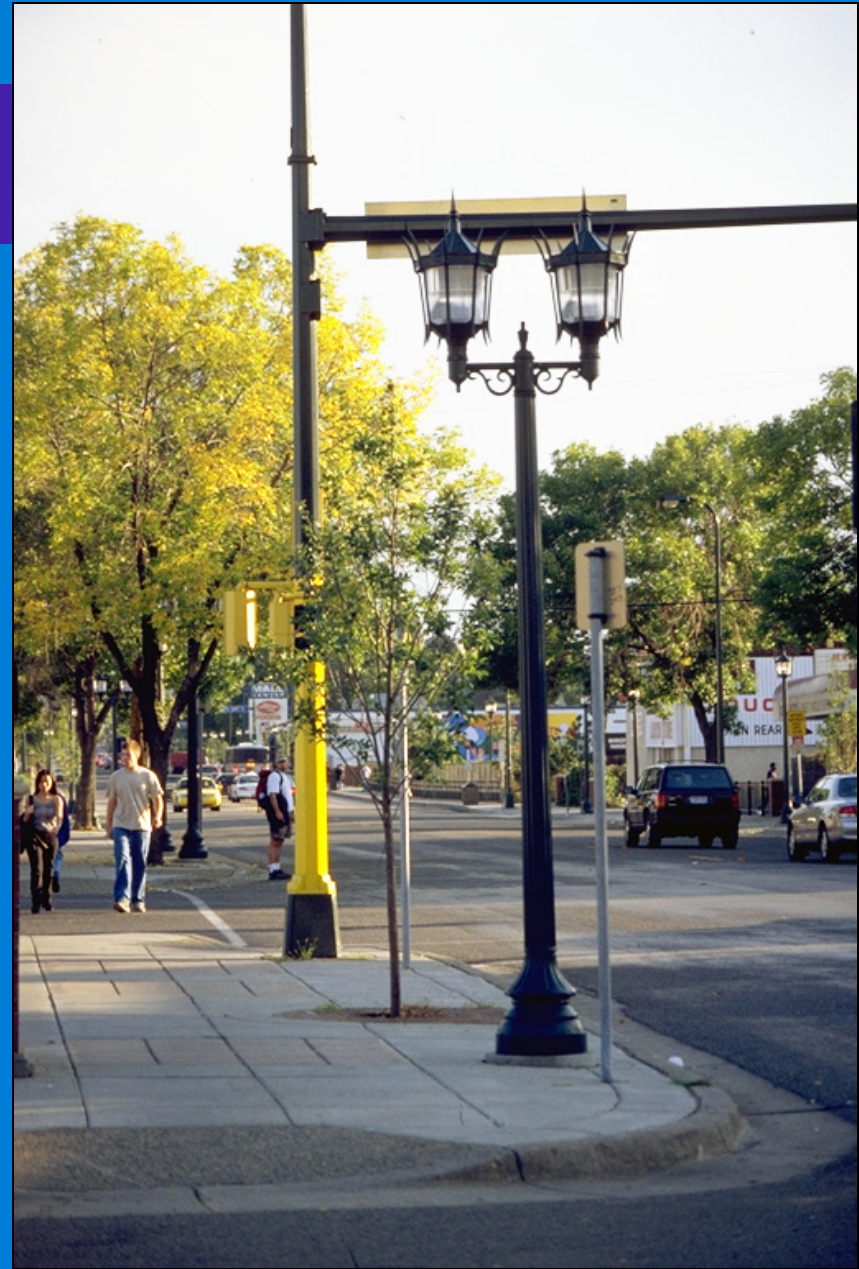
## Star Tribune

“...a duty that challenges not only [Mn/DOT's] engineering, but its citizenship.”

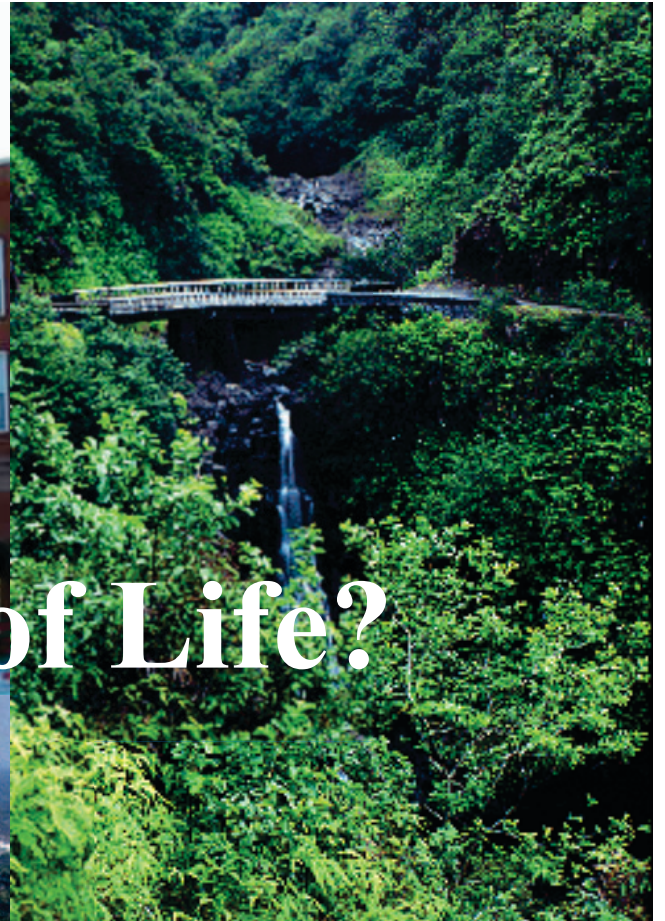
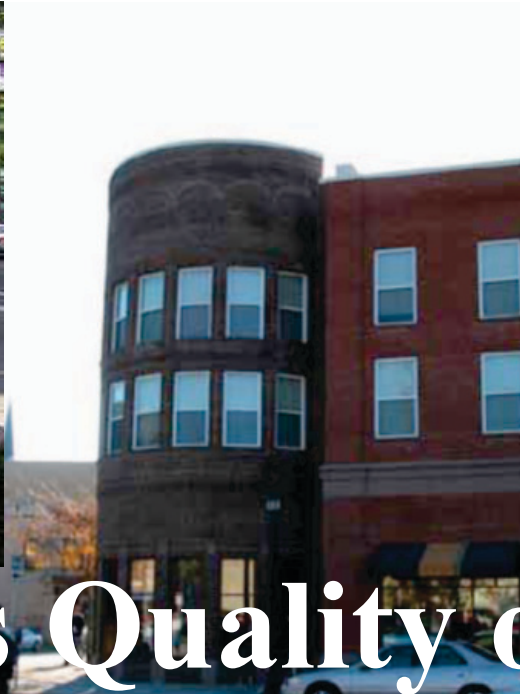
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Why?

Transportation  
A Tool for  
Building  
Communities  
("Place making" and  
Quality of Life)







# What Is Quality of Life?



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## Signs of Successful Community

- Active, vital, special uses and activities
- Safe, historic, attractive, environmentally sensitive
- Walkable, accessible, connected
- Neighborliness, socializing

Source: Project for Public Spaces

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## To Build Quality of Life, You Must:

- Understand the character of the **PLACE** you are working in and the **PEOPLE** you are working with.
- Understand the type of **COMMUNITY** these people want to live in.
- Understand the community's **VALUES**.
- Then design to accomplish those values.



# Mn/DOT's SIX PRINCIPLES

Balance

Interdisciplinary  
Team

All Modes



Public Involvement

Aesthetics

Design Flexibility



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# Principles of CSS

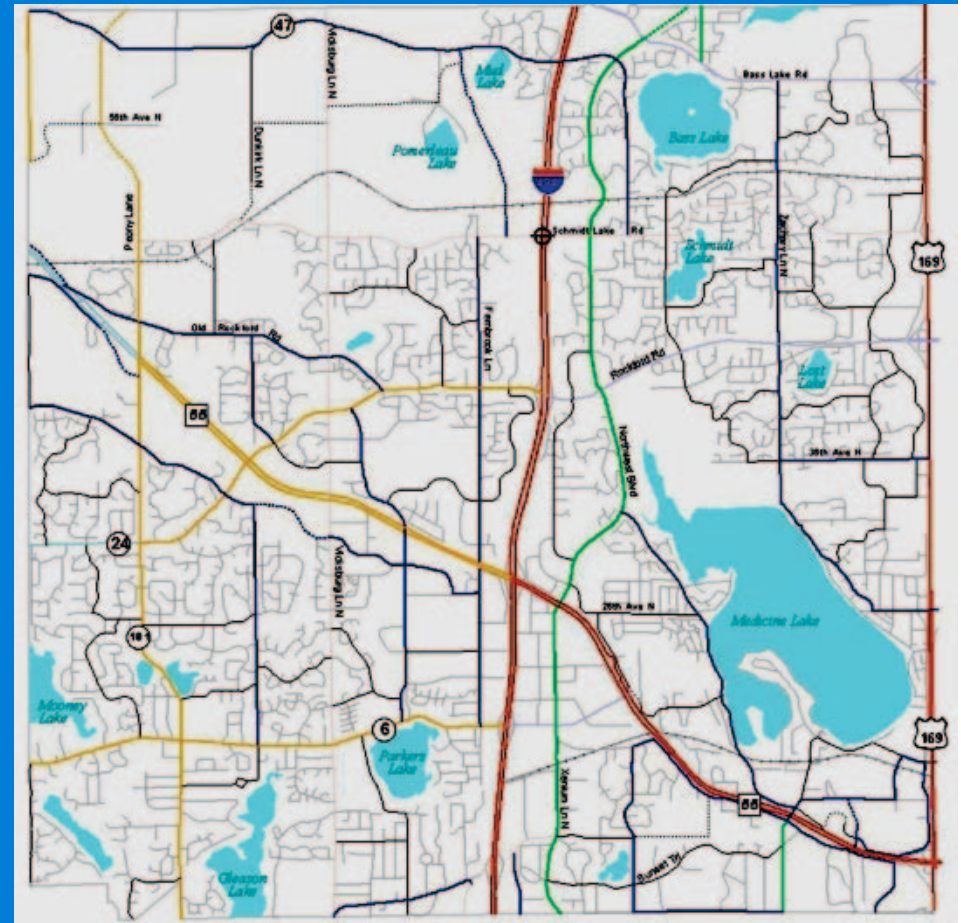
- 1. Balance safety, mobility, community and environmental goals in all projects.**

Cost is  
important  
too



# Balance Through Network Changes

- Gaps in Network
- Road Use Budget
- Mobility Goals
- Access Management





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# Balance Through Alignment Changes





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# Balance through Design



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# Balance Through Cross- Section Design



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# Balance with Aesthetic Design/Landscaping



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# Principles of CSS

**2. Involve the public and affected agencies early and continuously.**



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# Public Participation

## LISTEN



Public participation is two-way communication.



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## Understand Different Points of View

“This is an arterial highway with some houses and businesses alongside.” –  
*Transportation Professional*

“This is a big busy street that runs through our neighborhood where people drive too fast.”  
– *Resident*

“This is the lifeblood of my business – your project will kill my business.” – *Business Owner*

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# Public Participation

BE HONEST

Public participation without integrity is worse than no public participation at all.

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# Public Participation

ATTITUDE IS EVERYTHING

Believe in involving the public and  
treat everyone with respect - no matter  
what.



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# Public Participation

## BUILD OWNERSHIP

“I became a team player because I was on the team.”

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# Principles of CSS

3. Use an interdisciplinary team tailored to project needs.



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# TH 61 - Gooseberry Falls





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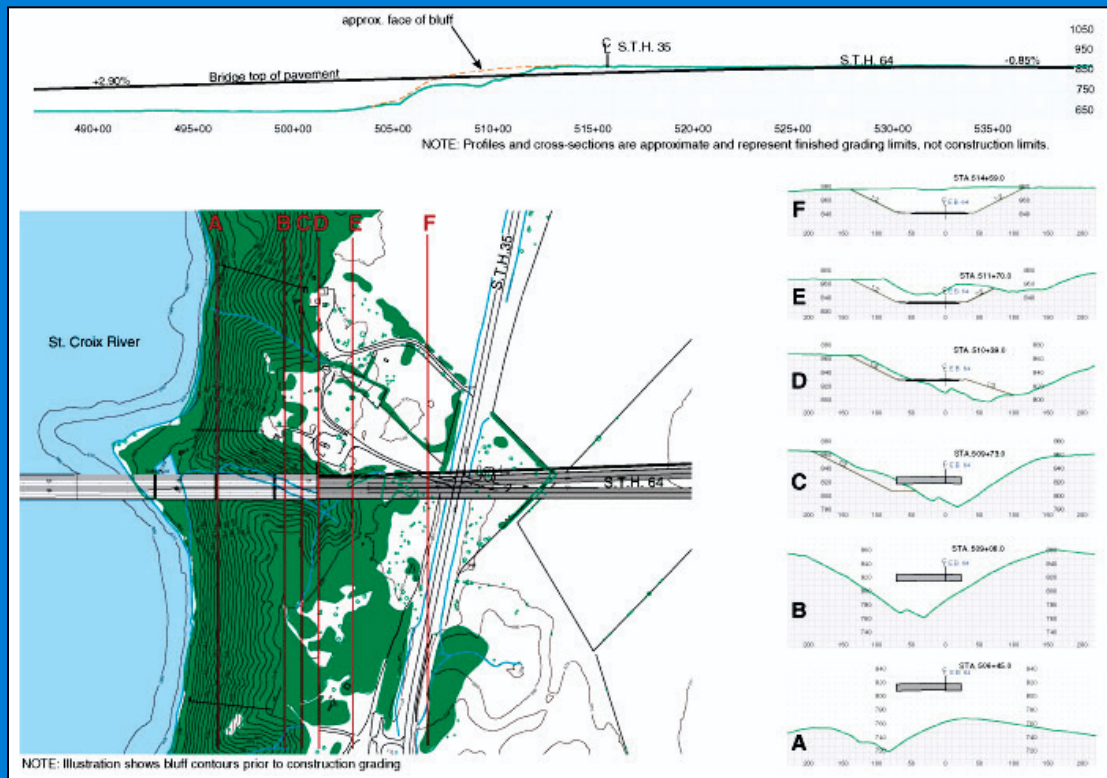
# TH 61 - Gooseberry Falls



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# Principles of CSS

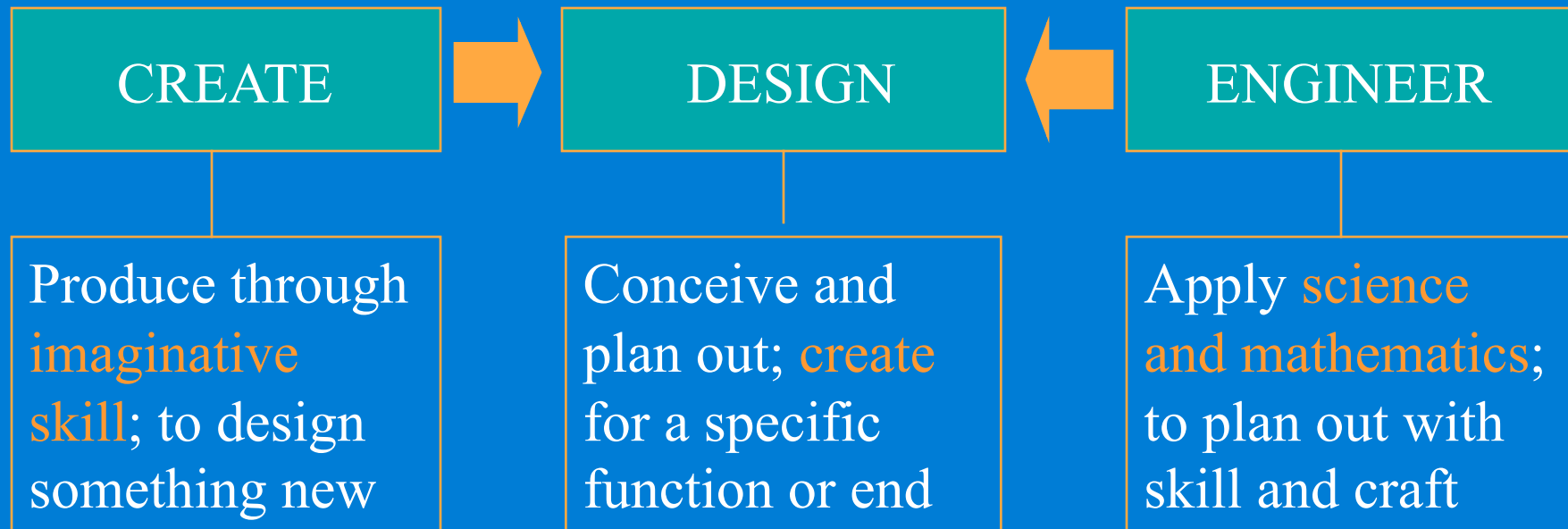
## 4. Apply flexibility inherent in design standards.



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# CSS is firmly rooted in good design

(Values change by minute degrees)



*Source: Webster's Dictionary*

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# PENNDOT: Smart Transportation

Land Use Based Design  
*Guidance* in lieu of Functional  
Classifications.



# PENNDOT: Smart Transportation



Figure 5.1 Roads in Context



# City of Minneapolis

## Design Guidelines for Streets and Sidewalks



ACCESS MINNEAPOLIS

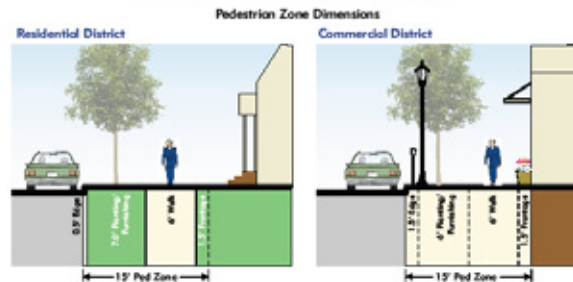
Ten-Year Transportation Action Plan

February 22, 2008



Ten-Year Transportation Action Plan Design Guidelines for Streets and Sidewalks

### Activity Area Street - 80' Right-of-way - Two-way



### Alternative Cross-sections

2 Lanes										
15' Ped Zone	0' Parking	0' Bike	11' Travel Lane	11' Travel Lane	0' Bike	0' Parking	15' Ped Zone			
15' Ped Zone	0' Parking	0' Bike	11' Travel Lane	11' Travel Lane	0' Bike	0' Parking	15' Ped Zone			
22' Ped Zone	0' Parking	0' Bike	11' Travel Lane	11' Travel Lane	0' Bike	0' Parking	22' Ped Zone			
22' Ped Zone	0' Bike	0' Bike	11' Travel Lane	11' Travel Lane	0' Bike	0' Bike	22' Ped Zone			
3 Lanes										
12' Ped Zone	0' Park	0' Bike	11' Travel Lane	15' Turn Lane or Median	11' Travel Lane	0' Park	12' Ped Zone			
15' Ped Zone	0' Bike	0' Bike	11' Travel Lane	15' Turn Lane or Median	11' Travel Lane	0' Bike	15' Ped Zone			
15' Ped Zone	0' Park	0' Bike	11' Travel Lane	15' Turn Lane or Median	11' Travel Lane	0' Park	15' Ped Zone			
18' Ped Zone	0' Bike	0' Bike	11' Travel Lane	15' Turn Lane or Median	11' Travel Lane	0' Bike	18' Ped Zone			
22' Ped Zone	0' Bike	0' Bike	11' Travel Lane	15' Turn Lane or Median	11' Travel Lane	0' Bike	22' Ped Zone			
4 Lanes										
12' Ped Zone	0' Park	0' Bike	10.5' Travel Lane	10.5' Travel Lane	10.5' Travel Lane	0' Park	12' Ped Zone			
12' Ped Zone	0' Travel Lane	0' Travel Lane	11' Travel Lane	11' Travel Lane	11' Travel Lane	0' Park	12' Ped Zone			
15' Ped Zone	0' Bike	0' Bike	11' Travel Lane	11' Travel Lane	11' Travel Lane	0' Bike	15' Ped Zone			
15' Ped Zone	0' Bike	0' Bike	10.5' Travel Lane	10.5' Travel Lane	10.5' Travel Lane	0' Bike	15' Ped Zone			
18' Ped Zone	0' Bike	0' Bike	11' Travel Lane	11' Travel Lane	11' Travel Lane	0' Bike	18' Ped Zone			

Legend: [Symbol] = Curb & Gutter

ILLUSTRATIVE ONLY - NOT TO BE USED AS CONSTRUCTION PLANS



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## Questions to Ask:

- Does the design speed fit the context?
- Does the functional class fit the context?
- Have I talked to the right people?
- How can I reflect community values while meeting transportation need?
- Have I defined the problem properly?

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## Have I Considered All Opportunities?

- Network
- Alignment
- Roadway Cross Section
- Intersections and Interchanges

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# Principles of CSS

## 5. Address all modes of travel.



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# Walk In Their Shoes



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# Ride the Bus



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# Ride a Bicycle



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# Try Out a Wheelchair



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# Consider Intermodal Connections



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# Place Characteristics: Land Uses





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# Principles of CSS

## 6. Incorporate aesthetics as an integral part of good design.



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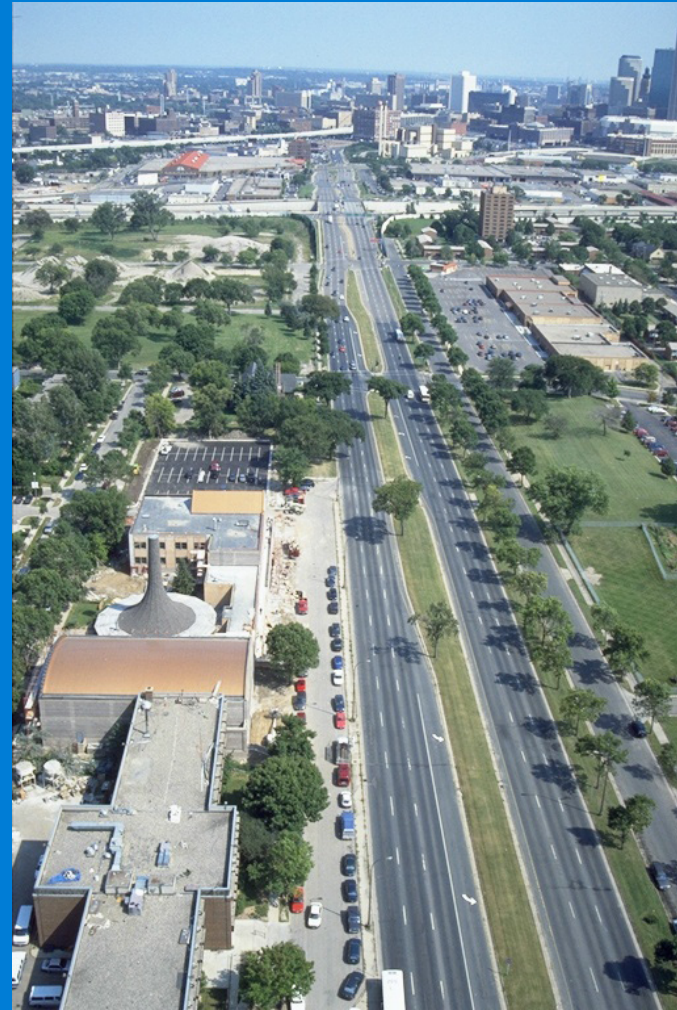
# Sometimes Landmarks Appropriate





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# A Little Green Can Make a Big Difference





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# Some Things to Remember



CSS Is About Building Better Communities

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# Project Objectives



MUST Reflect Community Values

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## Remember:

Success is achieved with a collaborative process that continually involves multiple agencies and stakeholders.





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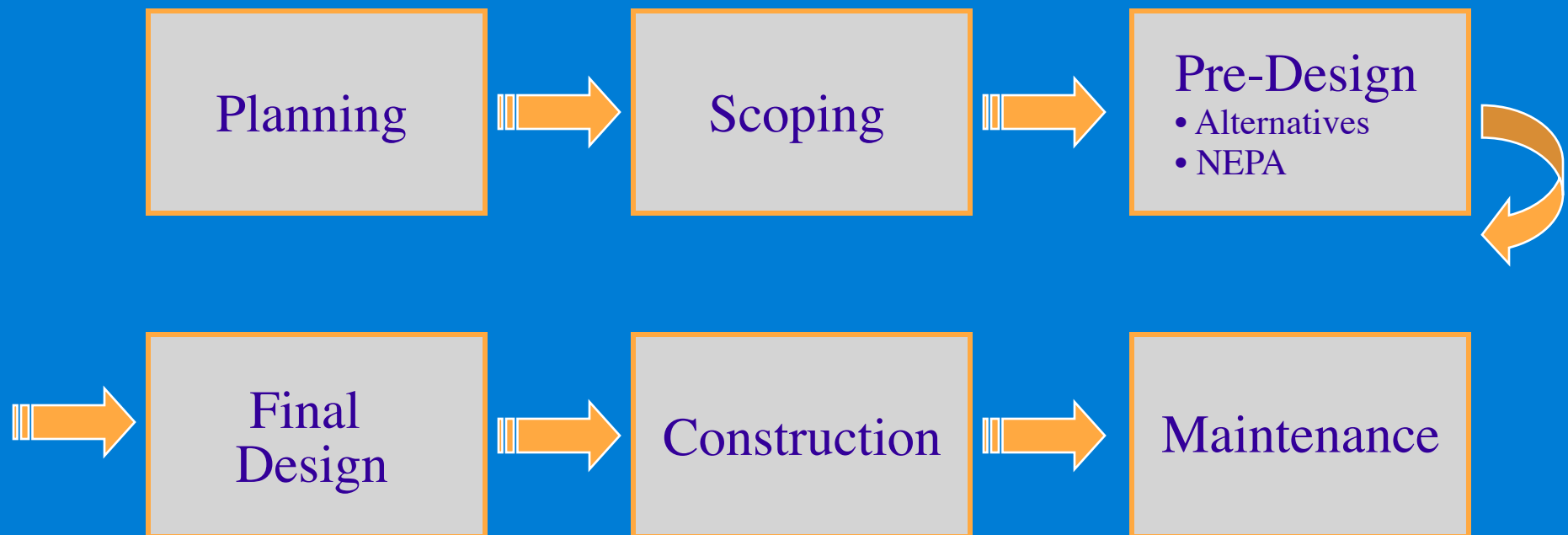
## P2 & CSS Are Intertwined

You can't do context sensitive solutions without good public participation.

You can't do good public participation without the tools and approach of context sensitive solutions.

# CSS Affects All Steps

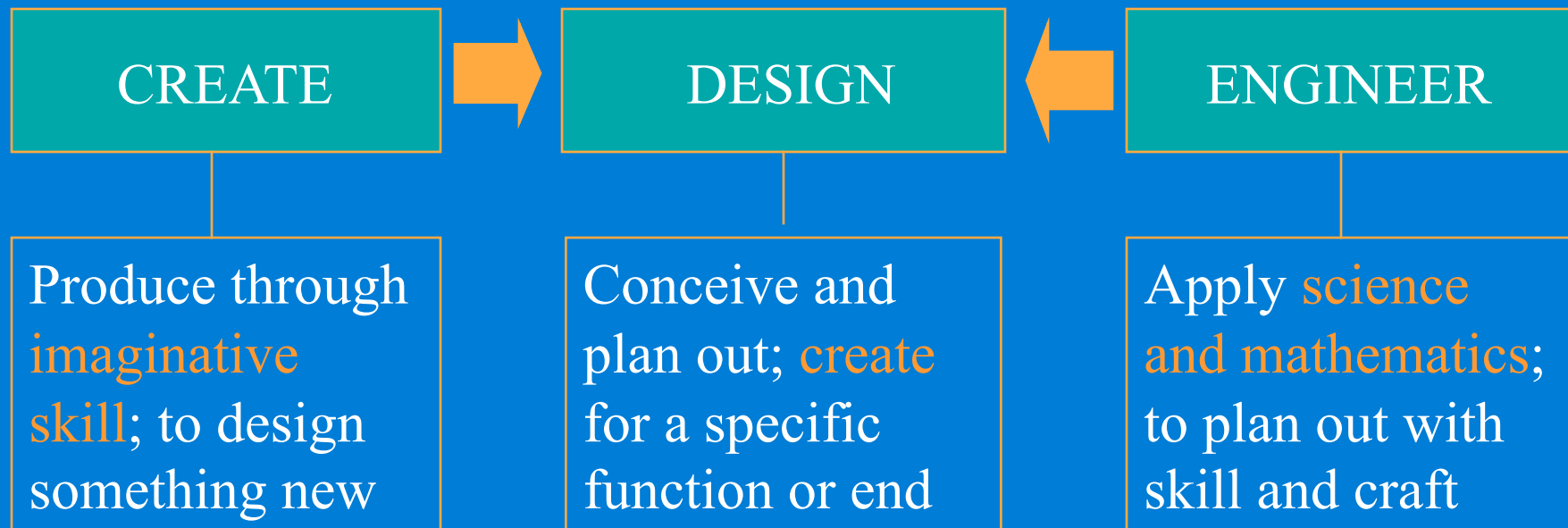
## in Project Development Process



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# CSS is firmly rooted in good design

(Values change by minute degrees)

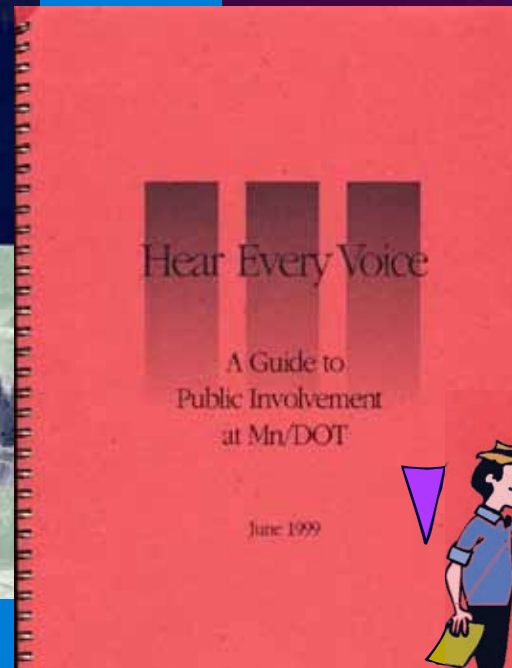
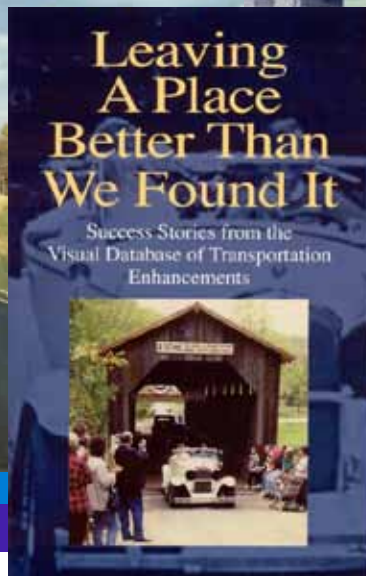
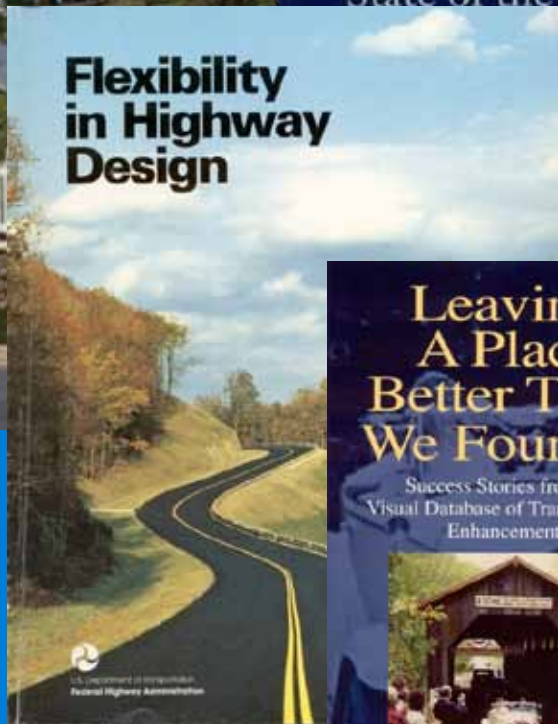
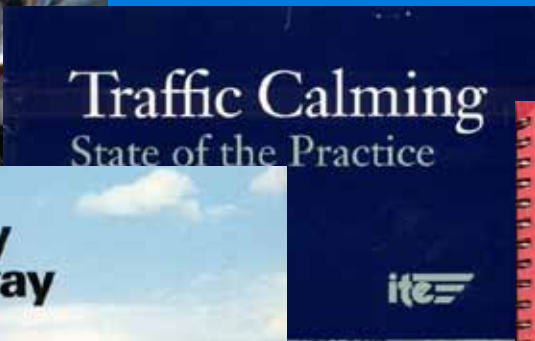


*Source: Webster's Dictionary*

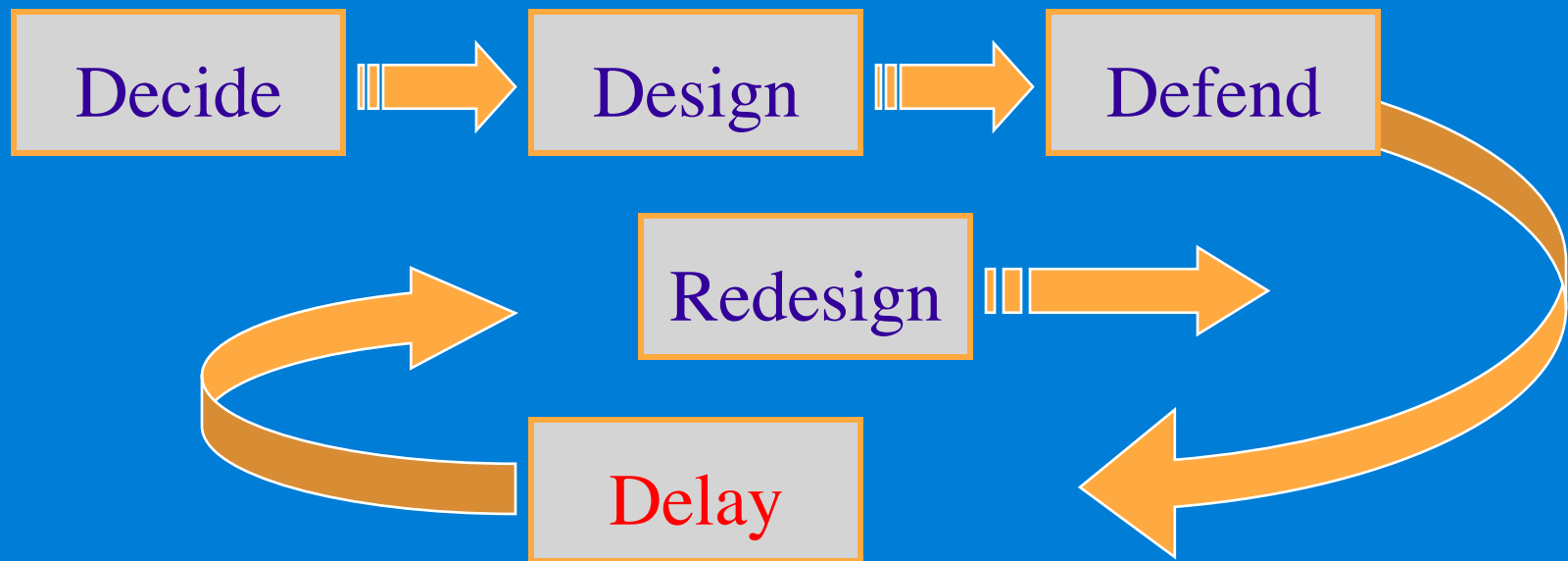
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# There Are a Lot of Resources



# CSS Avoids the Rework Cycle



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## We Do CSS Because:

- **It enhances livability and sustainability of communities – creates asset for community.**
- **It builds community support.**
- **People will accept no less - nor should they.**
- **It is simply good design practice.**



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## Coming Next

- BREAK
- Achieving Community Objectives through Design (design flexibility)
- Design Workshops