

Lusby Town Center Village Green Design Workshop Results

Below are four concepts developed as a result of a Village Green Design Workshop held in October, 2008.

Text accompanying the concepts outlines for that concept the general layout, vehicular access, and potential activities of each area of the concept.

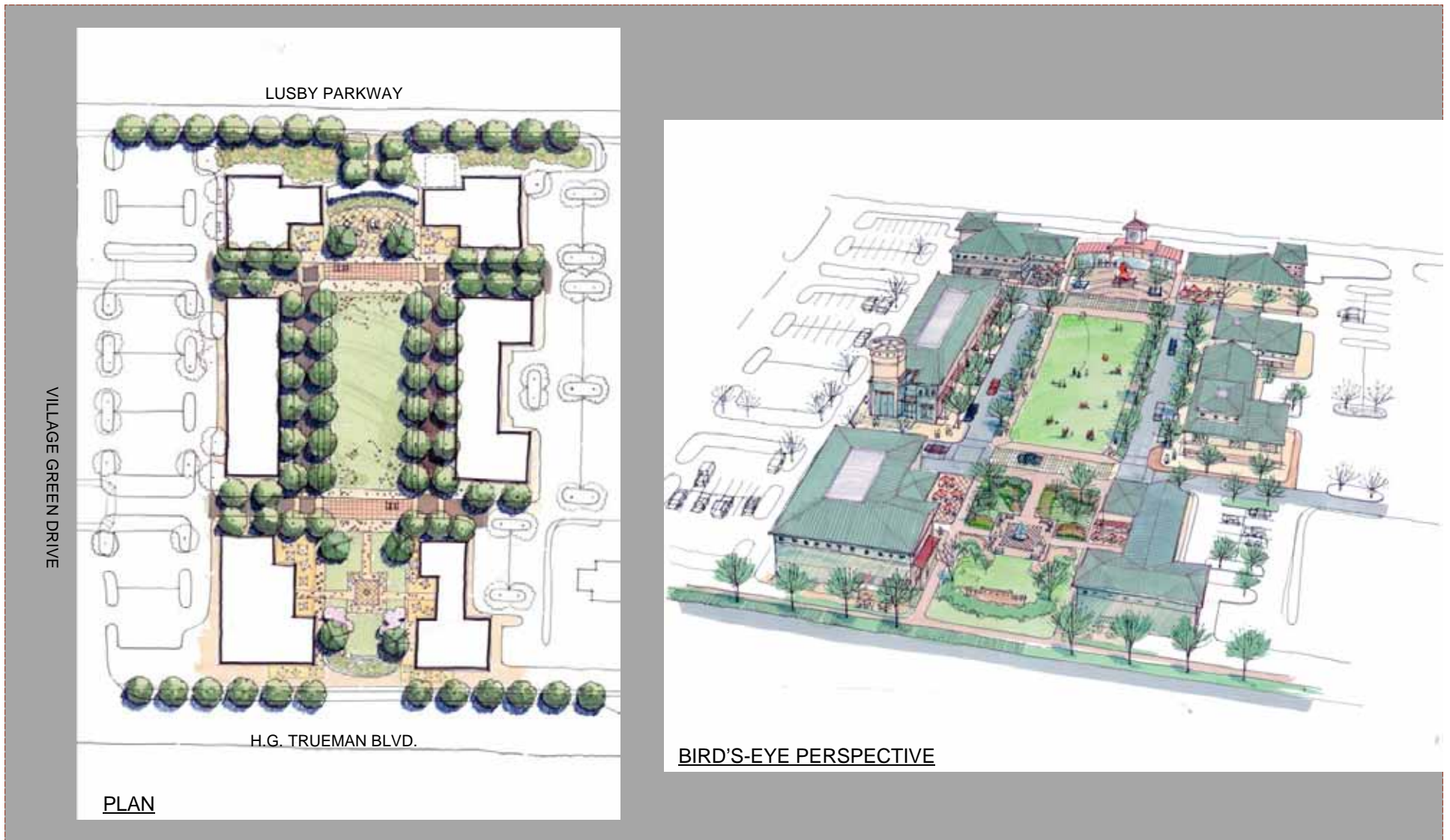
All of the plans, layouts, and activities suggested below should be viewed as conceptual only. The actual Green itself will be a result of input from the public, the Planning Commission, and the County Commissioners and the amount of available funding.

The Green will most likely be developed in phases as funding becomes available.

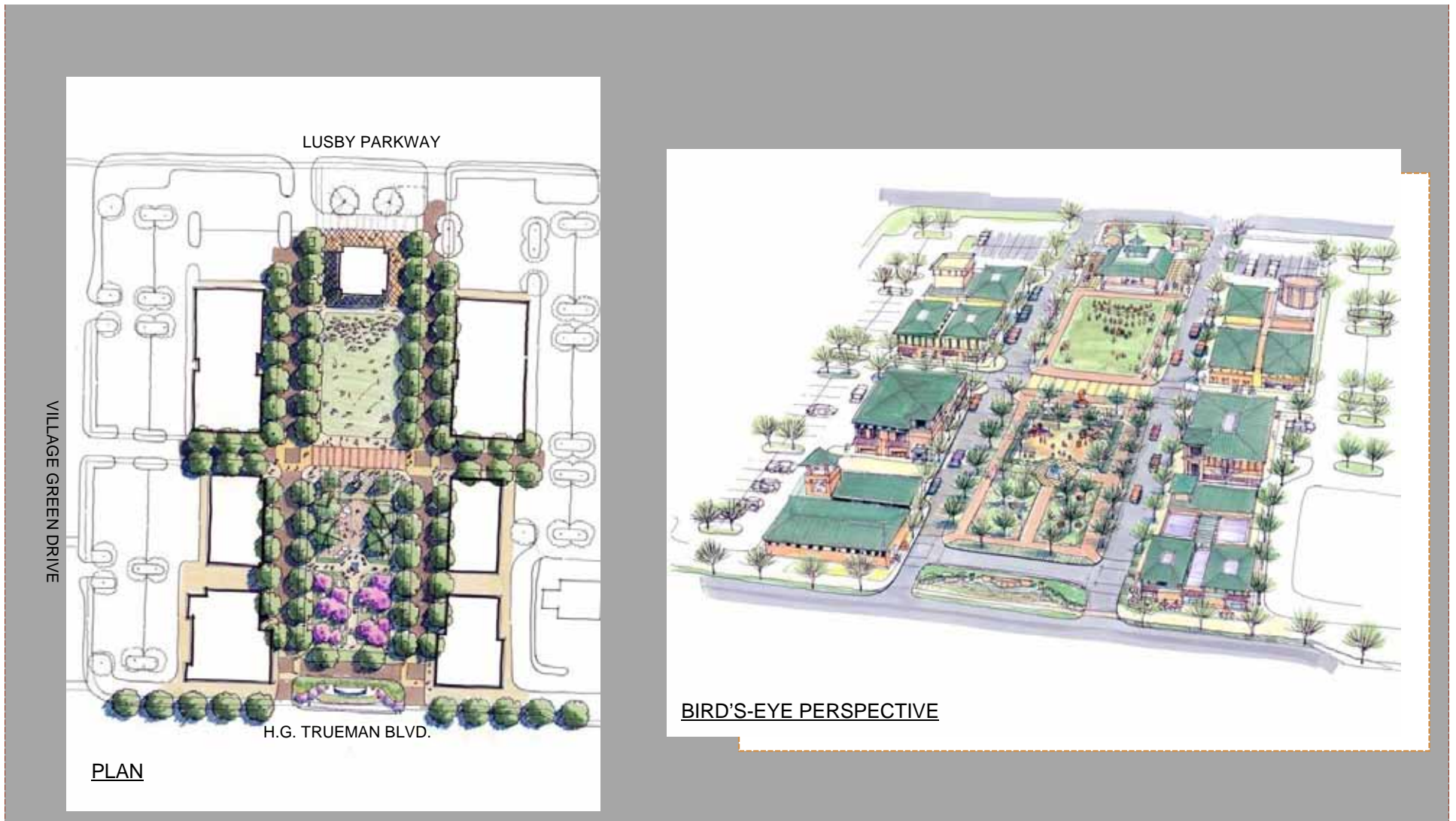
To read the full summary of the plans and the workshop go to:

http://www.co.cal.md.us/assets/Planning_Zoning/TownCenters/LusbyVillageGreenSummaryMemo.pdf

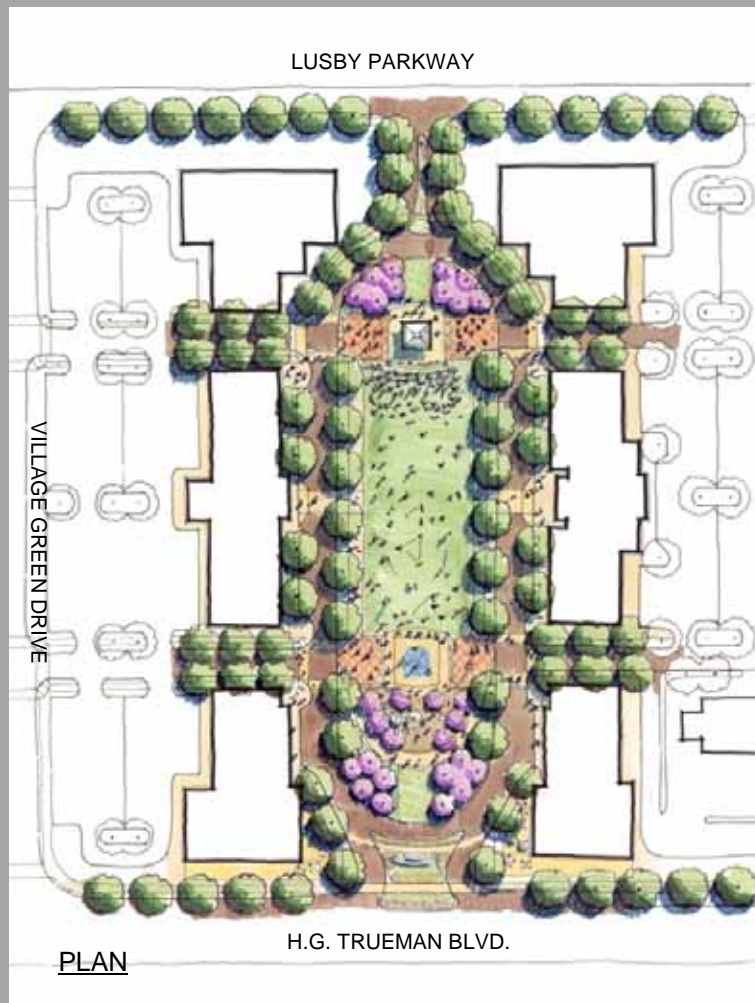
The Village Green is an opportunity to define a sense of place and establish a civic character within the Lusby Town Center. The Green should not be simply a park or a beautiful open space but an outdoor town hall. It should be a place for community gatherings, events, people watching, social interaction, relaxation and passive recreation. A successful village green will encourage people to come for a variety of reasons through a balance of features and a strong relationship with the surrounding architecture. Ideally, a mix of retail commercial, residential and civic uses can be developed around the Green and front on it to create a positive feedback loop of activity. In this relationship, people come to the green for recreation, shopping, dining, leisure and for the experience of being close to all of those activities simultaneously.



Alternative 1 divides the Village Green into three zones of use, an ornamental garden area at the northern end, a multi-purpose lawn at the center and a plaza area at the southern end. The garden area includes a small fountain and quiet seating opportunities. The plaza area is organized around a clock tower-like feature and covered seating area. Two-way vehicular connections cross through the green south of the garden and north of the plaza. One-way streets and parallel parking frame the lawn area on the east and west allowing short term parking for the Green and the businesses fronting on it.



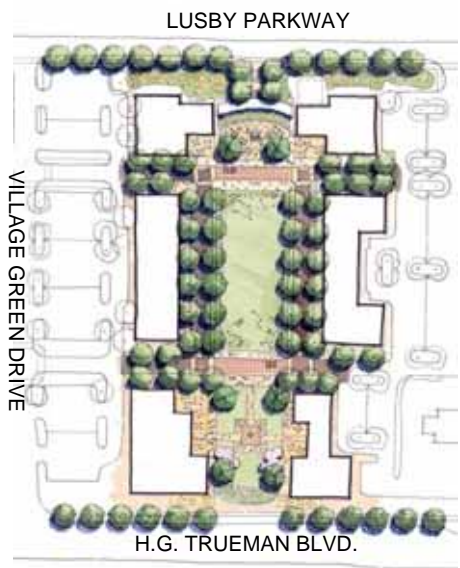
Alternative 2 organizes the Green into two halves, a shaded garden and playground to the north and the lawn and pavilion area to the south. The playground area includes opportunities for sculpture and fountains while the large pavilion is sized to accommodate events and gatherings like concerts and farmers' market activities. One-way vehicular circulation is imagined all the way round the green with parallel parking along the east and west lengths. One central two-way drive crosses the green connecting the east side to the west. It is anticipated that a crossing like this could be designed as a raised speed-table (car length speed hump) to ensure a pedestrian friendly environment. This alternative also suggests right-in-right-out, vehicular access to and from both H.G. Trueman and Lusby Parkway at the Village Green.



Alternative 3 suggests one large space that is not divided by vehicular circulation. The circulation surrounds the green in a one-way oval with the Green's activities at the center. The Green is organized around two vertical focal points which terminate key sight lines from Town Center development to the east and the west. The northern focal point is a large interactive fountain, while the southern focal point is a small pavilion and stage area. Both focal points are surrounded by plazas and anchor the ends of a large multipurpose lawn. Similar to Alternative 2, the overall circulation includes right-in-right-out access to and from H.G. Trueman and Lusby Parkway.



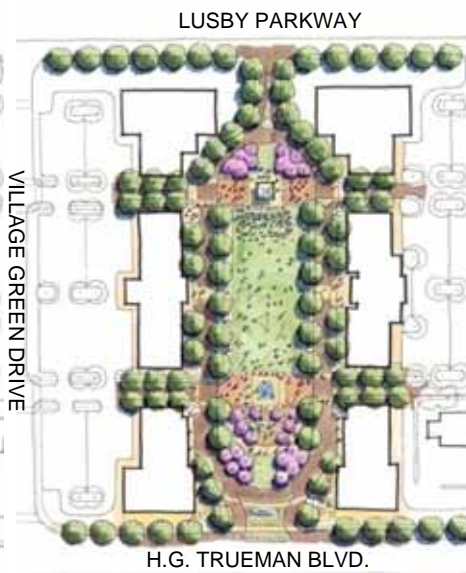
Alternative 4 incorporates a plaza/seating area and focal point playground at the northern end of the site, a large multi-purpose lawn at the center and an additional plaza and event pavilion at the southern extent of the site. Access from H.G. Trueman is suggested west of the Green and through vehicular circulation was minimized by only providing two-way accesses from east to west connecting the two halves of the Town Center. These connections curve around the pavilion and playground areas for traffic calming purposes and to limit the need for pedestrians to cross between features. These connections include parallel parking between the future development parcels to facilitate access to the Green and businesses fronting on the Green. The eastern and western sides are framed by a pedestrian promenade which can be opened for vehicular access during events or for emergency vehicles if needed.



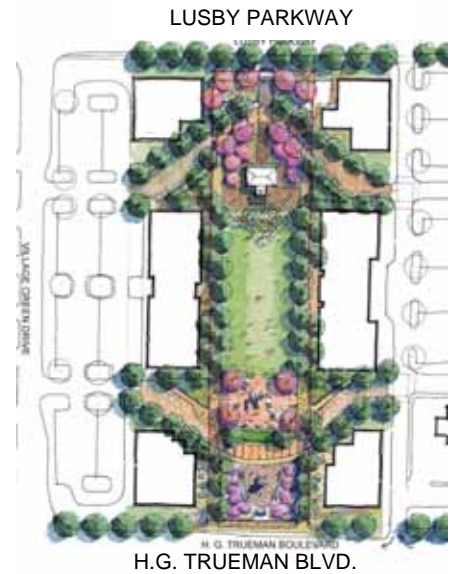
ALTERNATIVE 1



ALTERNATIVE 2



ALTERNATIVE 3



ALTERNATIVE 4