



# Planning A New Village Center

Simpsonville, Kentucky

City Commission Hearing – June 2, 2009

# Agenda

- Public Participation Summary
- Plan Elements Summary
- Questions



# Public Participation



# Public Participation

- Public Meeting #1
  - February 12, 2009
  - Two Hour Workshop
  - Four Exercises for Input
    - Downtown Elements
    - Image Preference Survey
    - Visioning
    - District Boundaries



# Public Participation

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## What Did We Hear?

- Want to Show Simpsonville's Character and History (Quaint, Small, Involved Community)
- Walkability
- Locally Owned Businesses
- Streetscape Design
- Public Spaces (such as Parks or Open Space)
- Planned Parking Areas



# Public Participation

- Public Meeting #2
  - March 9, 2009
  - Two Hour Open House
  - Stations with Feedback on Plan Elements



# Public Participation

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## What Did We Hear?

- #1 Priority: Provide Unified Infrastructure Expansion
- High Percentage Agreeing with Plan Elements
  - Development intensity and location
  - Location of gateways and connections to the Village Center
  - Infrastructure improvements

# Public Participation

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## What Did We Hear?

- All Preferred District Identity to be a Village or Town Center
- District Branding (Amenities) Should be Simple and Traditional
  - Highest priority amenities are benches, permanent landscaping (trees), and accent landscaping (planters)



# Plan Elements



# Plan Elements

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- Vision, Goals & Objectives
- District Connections
- Development Intensity & Land Use
- Infrastructure Improvements
- Identity & Branding
- Plan Implementation

# Vision and Goals

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**Vision** – Inspiring, Inclusive, Memorable

**Goals** – Lofty, but Achievable

**Objectives** – Measurable

# Vision

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*Inspiring, Inclusive, Memorable*

*The Village Center at Simpsonville will create a **sense of identity and community pride** by cultivating a diversity of uses and activities that reflect its small town character. It will preserve Simpsonville's distinct character of a **safe, involved community** while creating a setting where residents can easily walk to locally owned cafes, visit with neighbors or attend local events. It will be a place for hosting outdoor gatherings, local farmers markets and festivals that **define the community**. The Village Center at Simpsonville will respect its **equine culture and past** while allowing for a new sustainable, community-focused destination for residents, visitors and small businesses.*

# Goals

*Lofty, but Achievable*

## Simpsonville's Town Center Will...

### 1. Provide Unified Infrastructure Expansion

*Create a community focal point with businesses, residences, and public spaces that offer a safe and attractive environment for residents and visitors.*



# Goals

*Lofty, but Achievable*

## Simpsonville's Town Center Will...

### 2. Promote Economic Development

*Create an identity that preserves Simpsonville's small town charm and unique history.*





# Goals

*Lofty, but Achievable*

## Simpsonville's Town Center Will...

### 3. Provide Community Accessibility and Development

*Ensure adequate accessibility for all users and ages and connectivity within and to the district.*



# Goals

*Lofty, but Achievable*

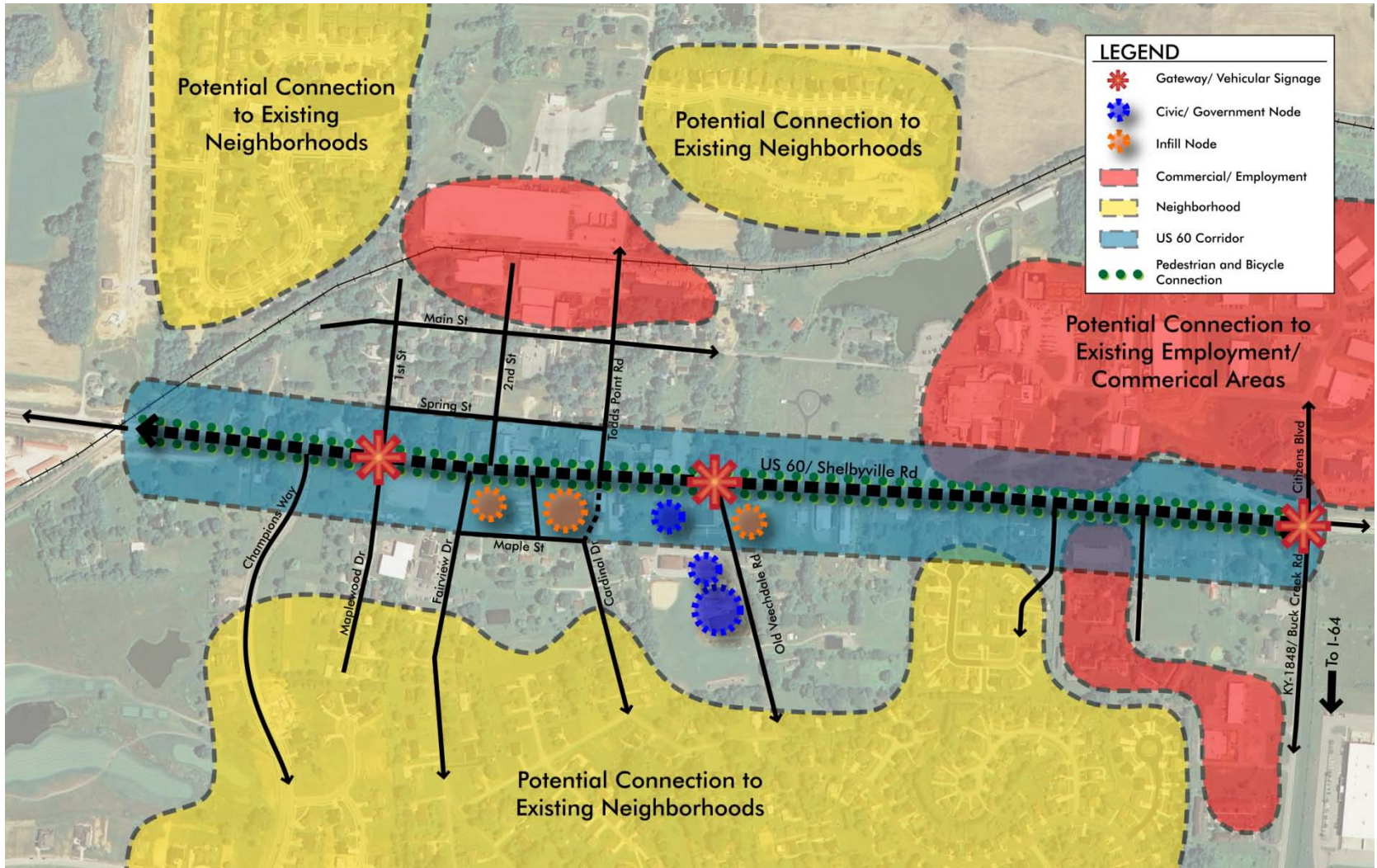
## Simpsonville's Town Center Will...

### 4. Promote Programming Activities

*Encourage active street life through events, public space and a diversity of uses.*

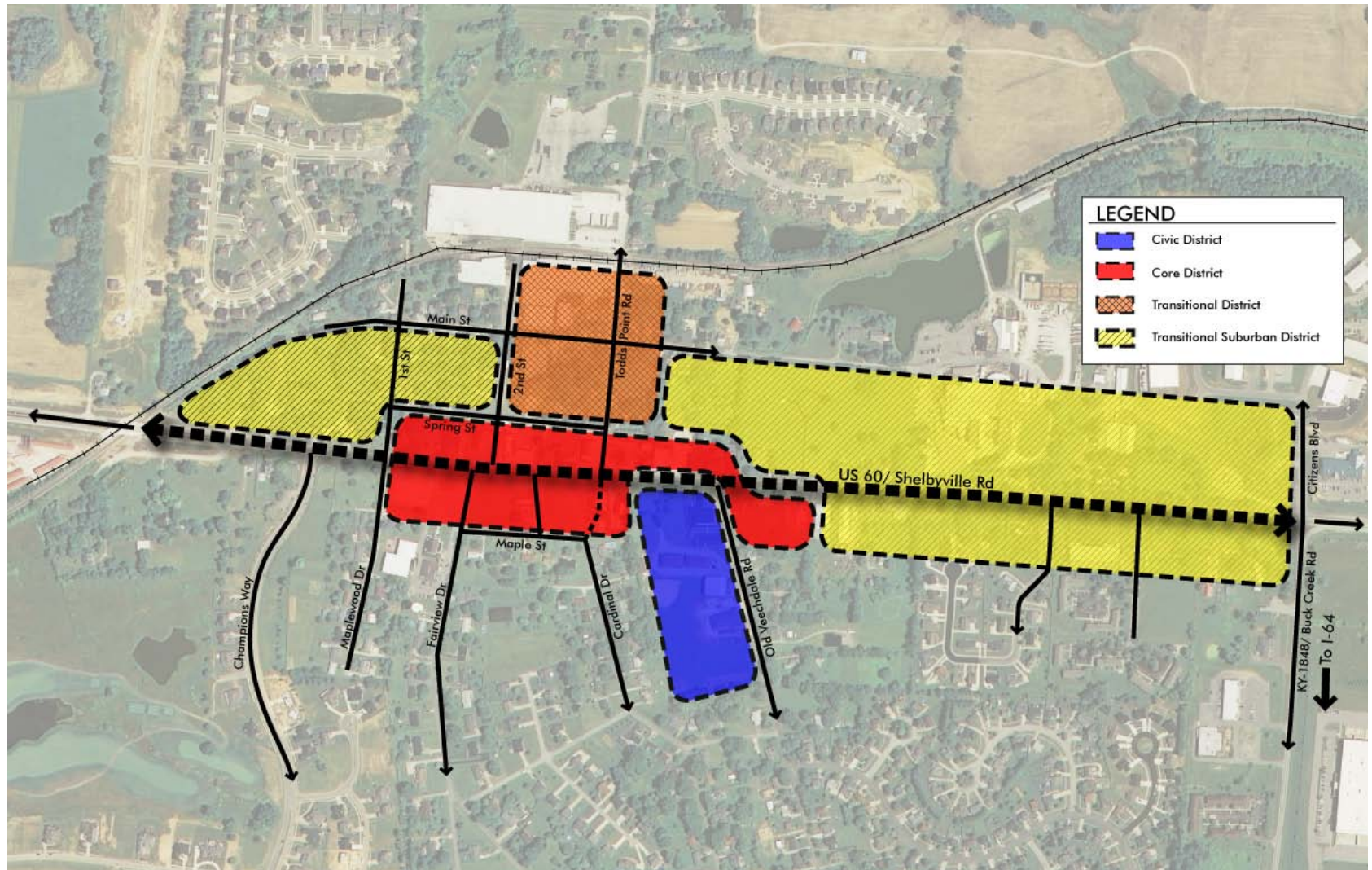


# District Connections



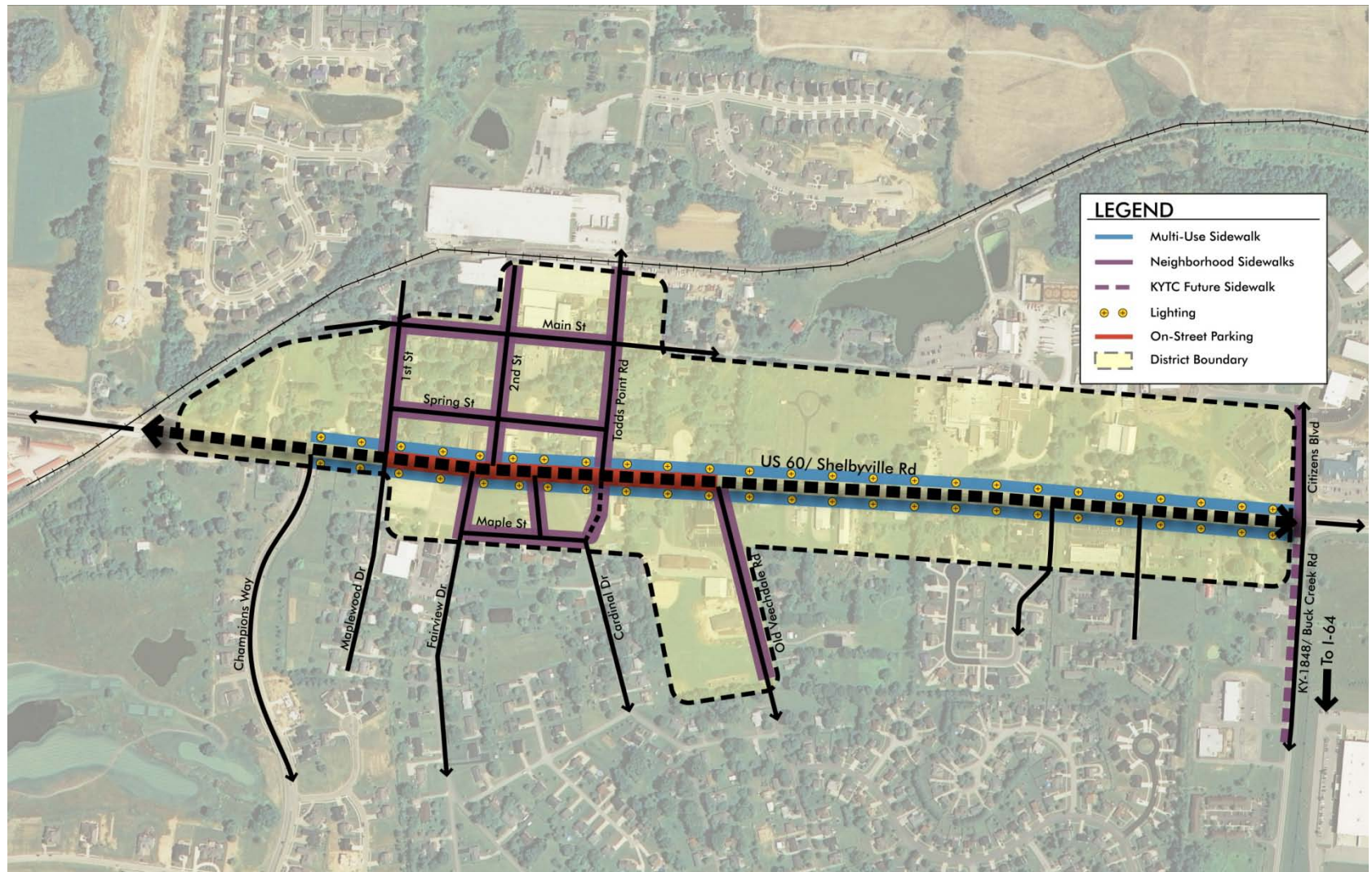


# Intensity & Land Use



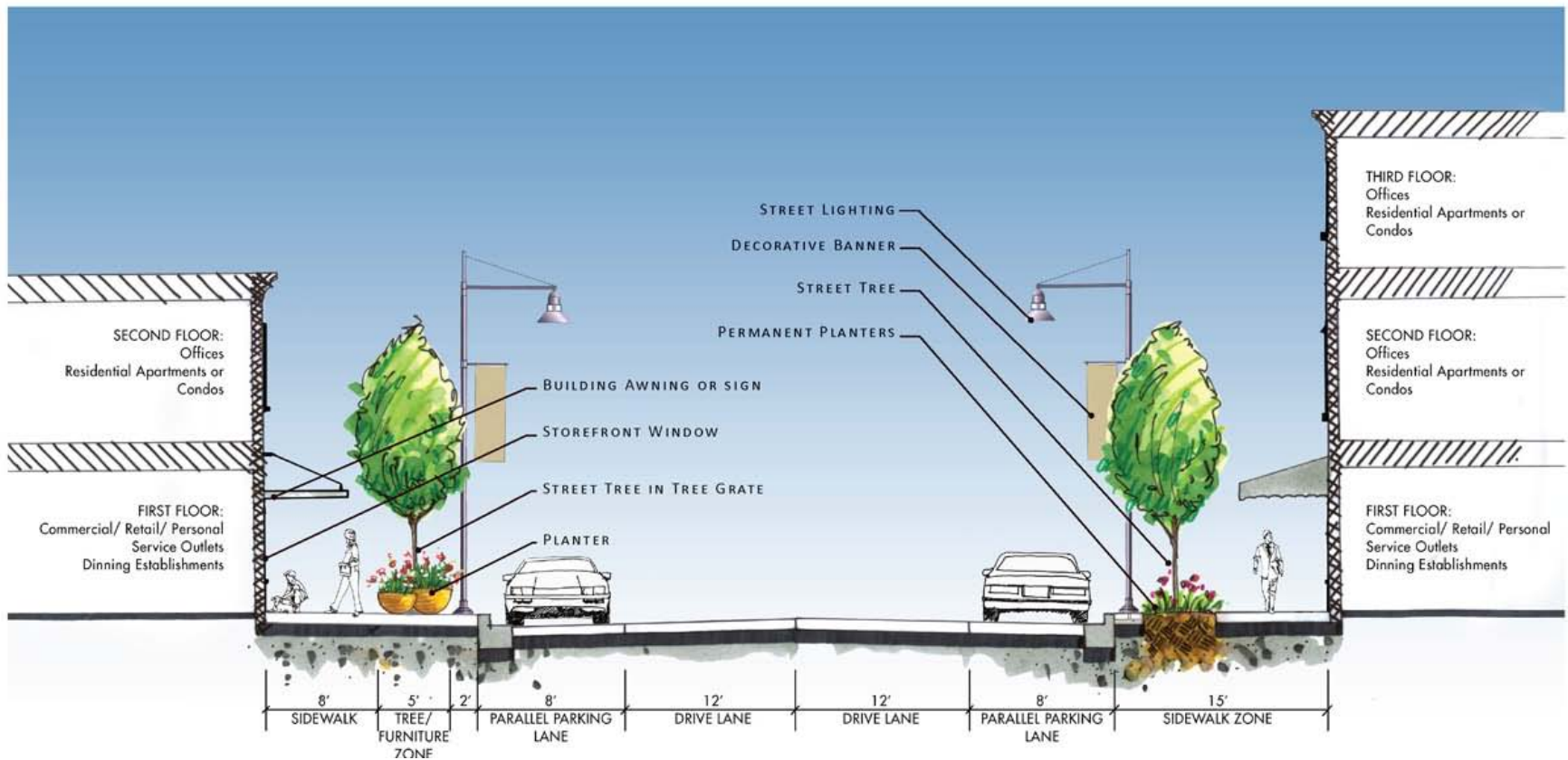


# Infrastructure Improvements



# Infrastructure Improvements

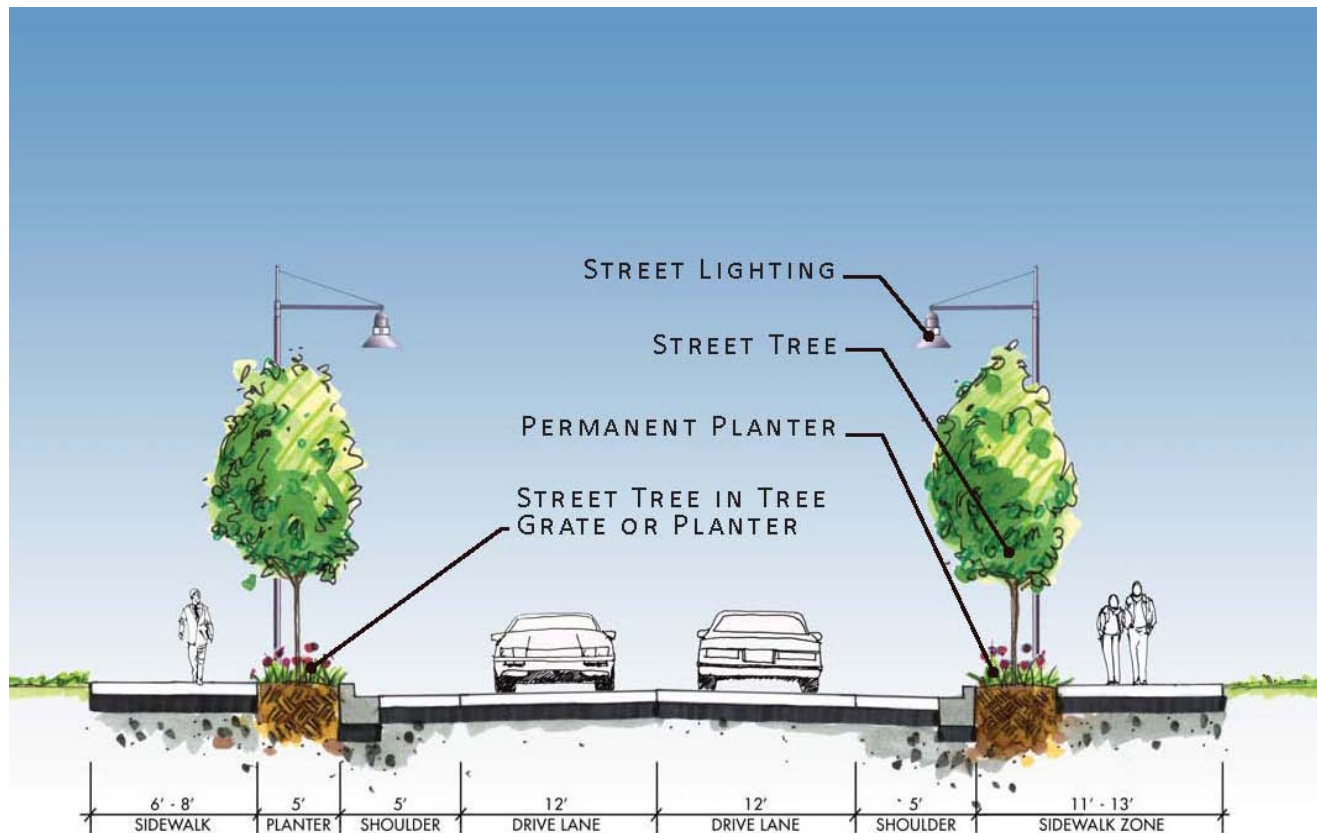
## Core District Cross Section





# Infrastructure Improvements

## Transitional Suburban District Cross Section



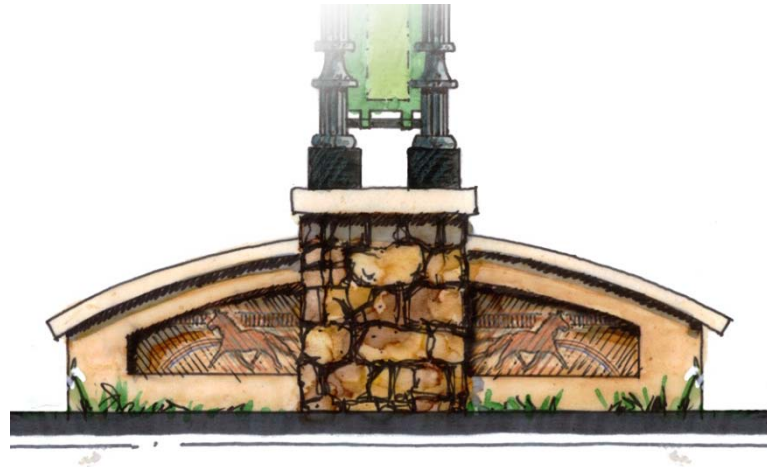
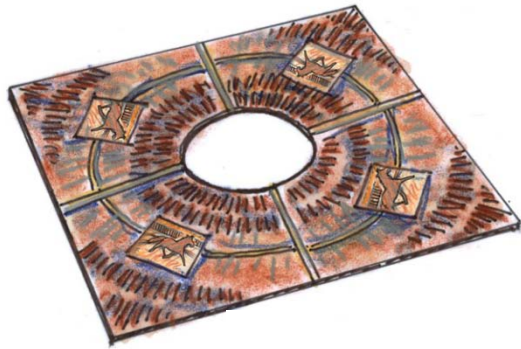
# Identity & Branding

## Defining the District's Name



# Identity & Branding

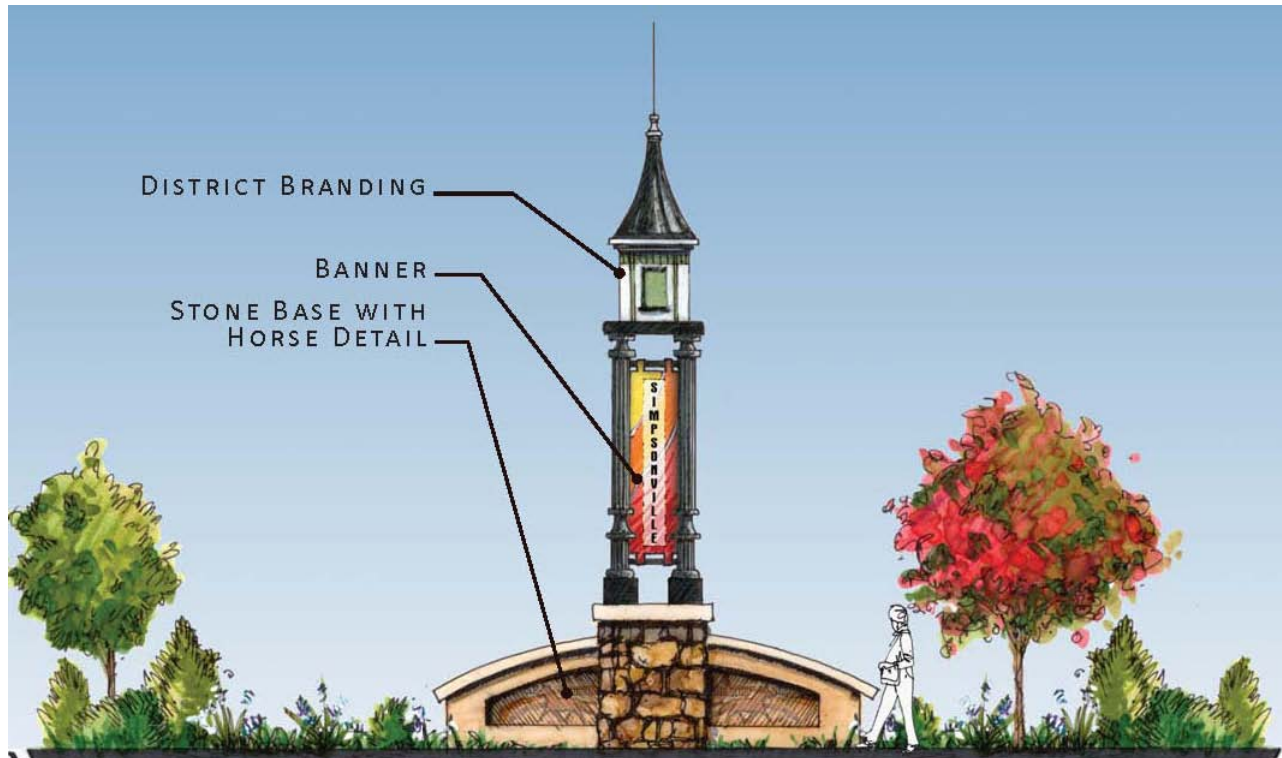
## Defining the Physical Elements



“American Saddlebred Horse Capital  
of the World”

# Identity & Branding

## Defining the Physical Elements

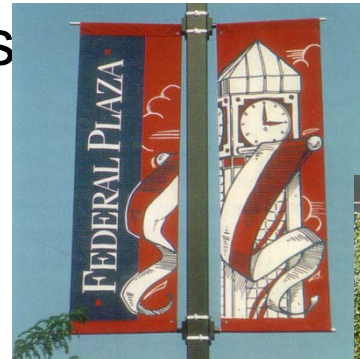


Village Center Gateways

# Identity & Branding

## First Priority Amenities

- Lighting
- Permanent Landscaping (Trees,
- Benches
- Accent Landscaping (Planters
- Street Banners
- Trash Receptacles





# Identity & Branding

## Second Priority Amenities

- Gateways
- Public Art
- Pedestrian Signage
- Bicycle Racks
- Vehicular Signage





# Plan Implementation

## Action Steps Include:

- Type of Action (Construction or Policy)
- Description of Action
- Responsible Party(ies)
- Potential Funding Source(s)
- Other Resources
- Prerequisites
- Start Up & Completion Timelines
- Goals & Objectives Referenced

<b>Action Step P.1: Review and refine the zoning districts to ensure accuracy between the zoning regulations and this plan including policies for use of the public right-of-way for sidewalk cafes and special events.</b>			
Description:			
<input checked="" type="checkbox"/> Identify any barriers that exist within the zoning regulations that would affect the development of a Village Center including the inclusion of sidewalk activities (such as cafes or dining).			
<input checked="" type="checkbox"/> Create and adopt local policy (in terms of new zoning districts or overlay zones) that will permit the implementation of this plan.			
Responsible Party(ies):			
<input checked="" type="checkbox"/> Triple S Planning Commission			
<input checked="" type="checkbox"/> City Commission			
Potential Funding Source(s):			
<input checked="" type="checkbox"/> General Fund (City Commission / Triple S Planning Commission) if not done internally by staff.			
Other Resources:			
<input checked="" type="checkbox"/> Planning consultant (if not done internally)			
Prerequisites:			
<input checked="" type="checkbox"/> Adoption of the Small Area Plan			
Start-up:			
<input checked="" type="checkbox"/> 2009-2011	<input type="checkbox"/> 2012-2015	<input type="checkbox"/> 2016-2020	<input type="checkbox"/> Other: _____
Target Completion Timeline:			
<input checked="" type="checkbox"/> 6 months	<input type="checkbox"/> 1-2 years	<input type="checkbox"/> 2-5 years	<input type="checkbox"/> On-going
Related Goals:			
<input checked="" type="checkbox"/> Goal #1: Provide Unified Infrastructure Expansion			
<input checked="" type="checkbox"/> Goal #2: Promote Economic Development			
<input checked="" type="checkbox"/> Goal #3: Provide Community Accessibility and Development			
<input checked="" type="checkbox"/> Goal #4: Promote Programming Activities			

# Questions





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