

Southern Bypass Corridor Overlay District

Character Type A Precedent Imagery

Edge Conditions



Development Character



Southern Bypass Corridor Overlay District

Character Type B Precedent Imagery

Edge Conditions



Development Character



Character Type A	Image #	Like	Dislike	Comments
Edge Conditions	1	1	0	none
Edge Conditions	2	2	0	none
Edge Conditions	3	0	0	none
Edge Conditions	4	0	0	none
Edge Conditions	5	0	0	none
Edge Conditions	6	1	0	none
Edge Conditions	7	1	0	none
Edge Conditions	8	0	0	none
Development Character	1	2	1	Amenities that are kid friendly
Development Character	2	1	0	none
Development Character	3	2	0	none
Development Character	4	1	1	Need Sidewalk/bike lane
Development Character	5	1	0	none
Development Character	6	1	0	none
Development Character	7	0	5	none
Development Character	8	1	0	none

Character type A includes primary development nodes, with more intense commercial and multi-family housing anticipated

Character Type B	Image #	Like	Dislike	Comments
Edge Conditions	1	4	0	Big Bike Community - need to plan for them!!; Who will maintain?
Edge Conditions	2	2	0	none
Edge Conditions	3	1	0	none
Edge Conditions	4	2	0	I like sidewalks w/interest: trees, curves, * remember build w/future in mind
Edge Conditions	5	2	0	need widewalk / bike lane
Edge Conditions	6	0	3	walls off neighborhood
Development Character	1	1	0	none
Development Character	2	0	1	none
Development Character	3	1	0	none
Development Character	4	0	1	none
Development Character	5	0	1	none



Development Character	6	0	1	Need sidewalk / bike lane
Development Character	7	1	0	none
Development Character	8	0	2	like: the forest * vs money

Character type B anticipates development that is residential in nature, including single and possible multi-family housing

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Character Type C Precedent Imagery

Edge Conditions



Development Character



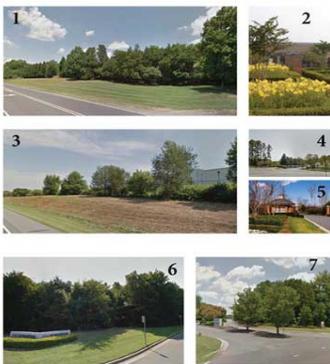
Character Type C	Image #	Like	Dislike	Comments
Edge Conditions	1	0	0	none
Edge Conditions	2	2	2	Trees in way of vehicles + Ped traffic
Edge Conditions	3	5	0	Need side walk / bike lane
Edge Conditions	4	0	0	none
Edge Conditions	5	1	0	none
Edge Conditions	6	0	1	Sidewalk connectivity brings middle to amenities
Development Character	1	1	1	none
Development Character	2	2	1	none
Development Character	3	1	1	none
Development Character	4	1	1	none
Development Character	5	1	1	Protect # of curb cuts!; Doby bridge bypass intersection sucks = roadcut off
Development Character	6	2	0	none

Character type C is typically a transitional area with residential and office uses, but no major retail

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Character Type D Precedent Imagery

Edge Conditions



Development Character



Character Type D	Image #	Like	Dislike	Comments
Edge Conditions	1	0	0	no bike lanes; sidewalks
Edge Conditions	2	1	0	none
Edge Conditions	3	0	0	none
Edge Conditions	4	0	1	nice landscape, but building set too far back
Edge Conditions	5	0	1	No Gates!
Edge Conditions	6	4	1	Need lots of tree buffer along the way
Edge Conditions	7	1	0	What about gateways at town / co lines; What happens to all wildlife habitats?
Development Character	1	1	0	none
Development Character	2	0	2	none
Development Character	3	2	0	none
Development Character	4	2	0	none
Development Character	5	4	0	Timeless architecture; brick traditional; goergia / colonial; need sidewalk / bike lane
Development Character	6	1	1	Separation between neighborhoods + Development (kids safety); single entry is good; bottleneck

Character type D includes more of an office park/industrial cluster on the western edge of the bypass corridor