



West Main/Coddington  
Development Center Master Plan  
MIDDLETOWN, RHODE ISLAND

# West Main/Coddington Development Center Master Plan

MIDDLETOWN, RHODE ISLAND

## Public Meeting March 10<sup>th</sup> 2011



# Agenda

- **6:00-6:15**    **Welcome and Introductions**
- **6:15-7:00**    **Presentation**
  - » **Project Overview**
  - » **Recap Existing Conditions / Issues & Opportunities**
  - » **Review Preliminary Scenarios**
- **7:00-8:00**    **Breakout Table Discussions**
- **8:00-8:30**    **Report Back**
- **8:30-9:00**    **Group Discussion and Questions**
- **9:00**            **Next Steps**



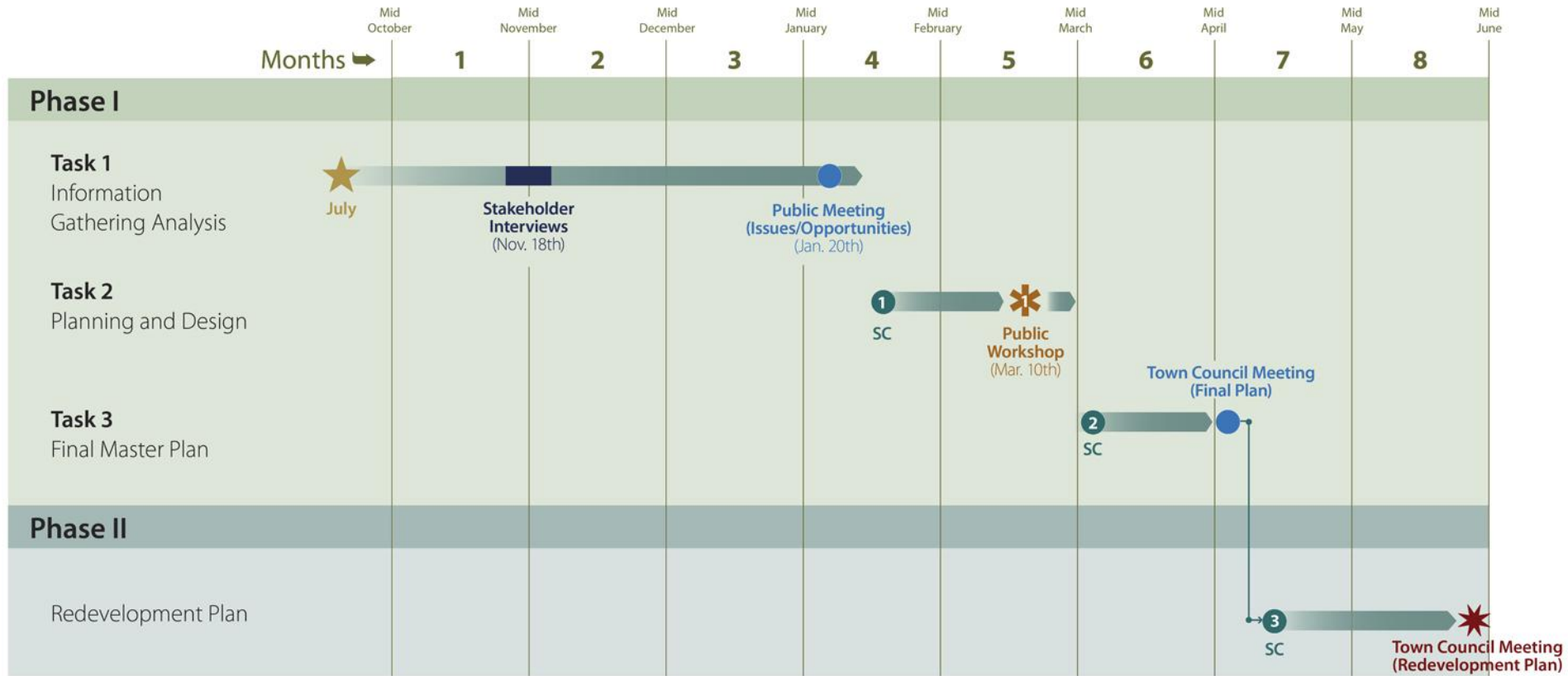
# Overview

## Project Goals

- West Main / Coddington Development Master Plan will serve to guide development and redevelopment within the project boundaries.
- Study will focus efforts on the Core Area - 14 acres of land
  - (Navy Lodge, Recreation Complex, Library, JKF School)
- Identify recommendations and strategies for:
  - Redevelopment options for the Core Area
  - Integration of the surrounding areas into the redevelopment Core Area
    - Pedestrian and vehicle connections
    - Options for enhancement and future redevelopment of private property that compliments the Core Area
  - Streetscape improvements
  - Transportation improvements



# Process / Schedule




- ★ Kickoff Meeting
- # SC—Steering Committee Meetings
- \* Public Workshops
- Public Meeting



# Study Area - Context



**Legend**  
Study Areas  
 General Study Area  
 Core Study Area



**Figure X-1**

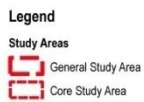
Context

January 2011

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# Study Area

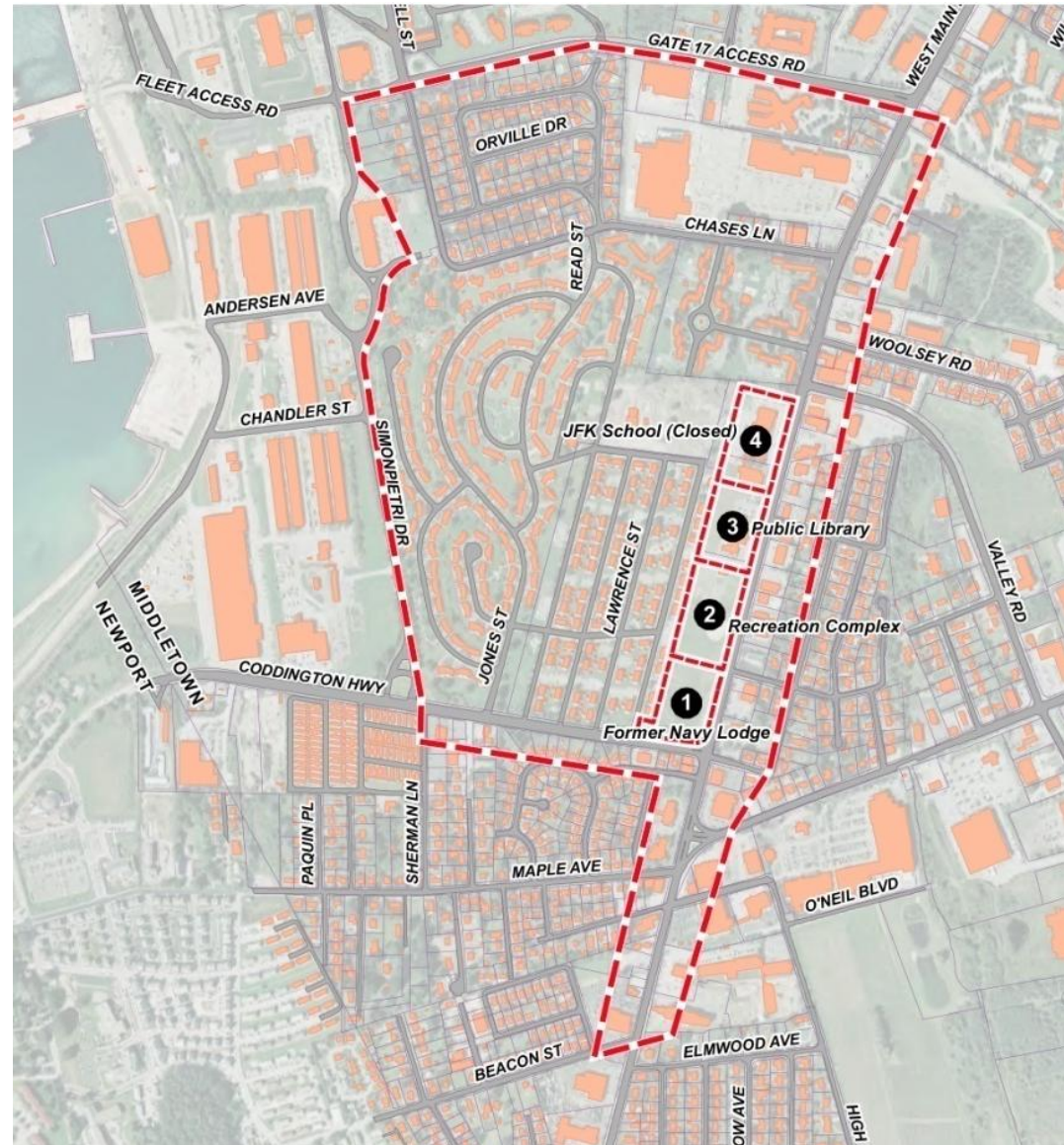


**Figure X-1**  
Study Area

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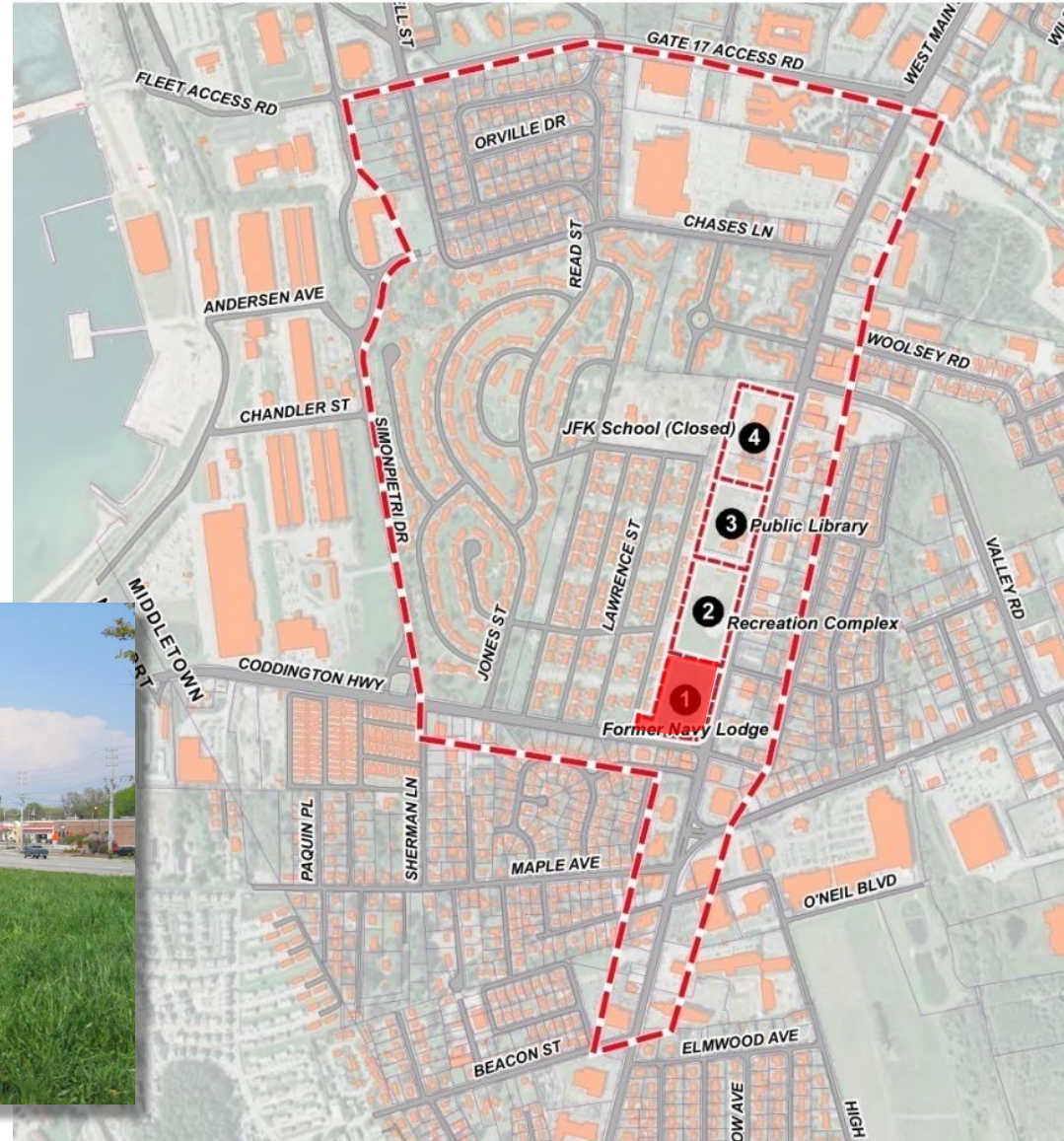
# Study Area & Core Study Area

- Study Area +/- 245 Acres
- Core Study Area +/- 14 acres
  - Four Key Parcels



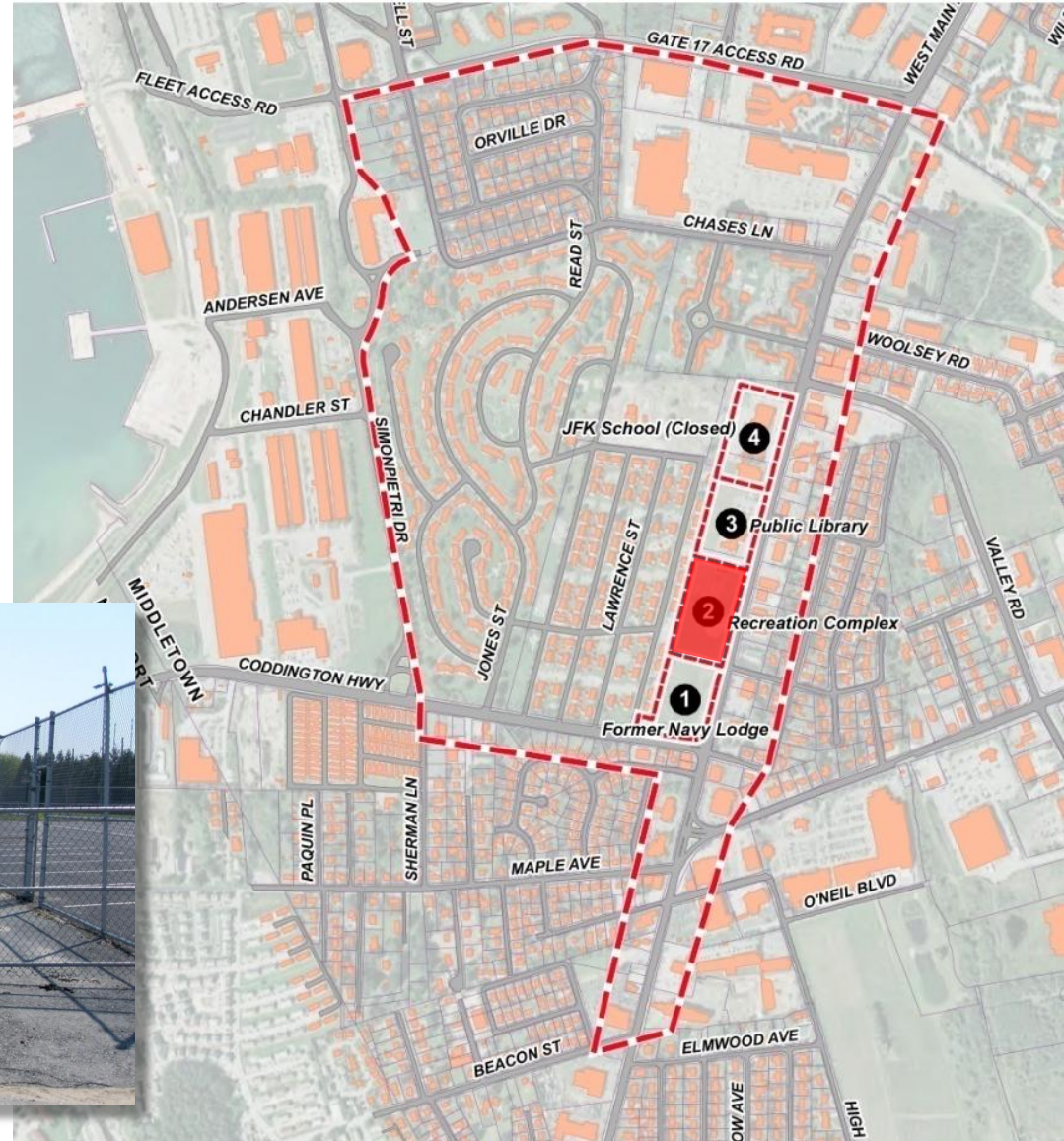
# Core Study Area

## 1 Former Navy Lodge Site



# Core Study Area

- 1 Former Navy Lodge Site
- 2 Recreation Complex



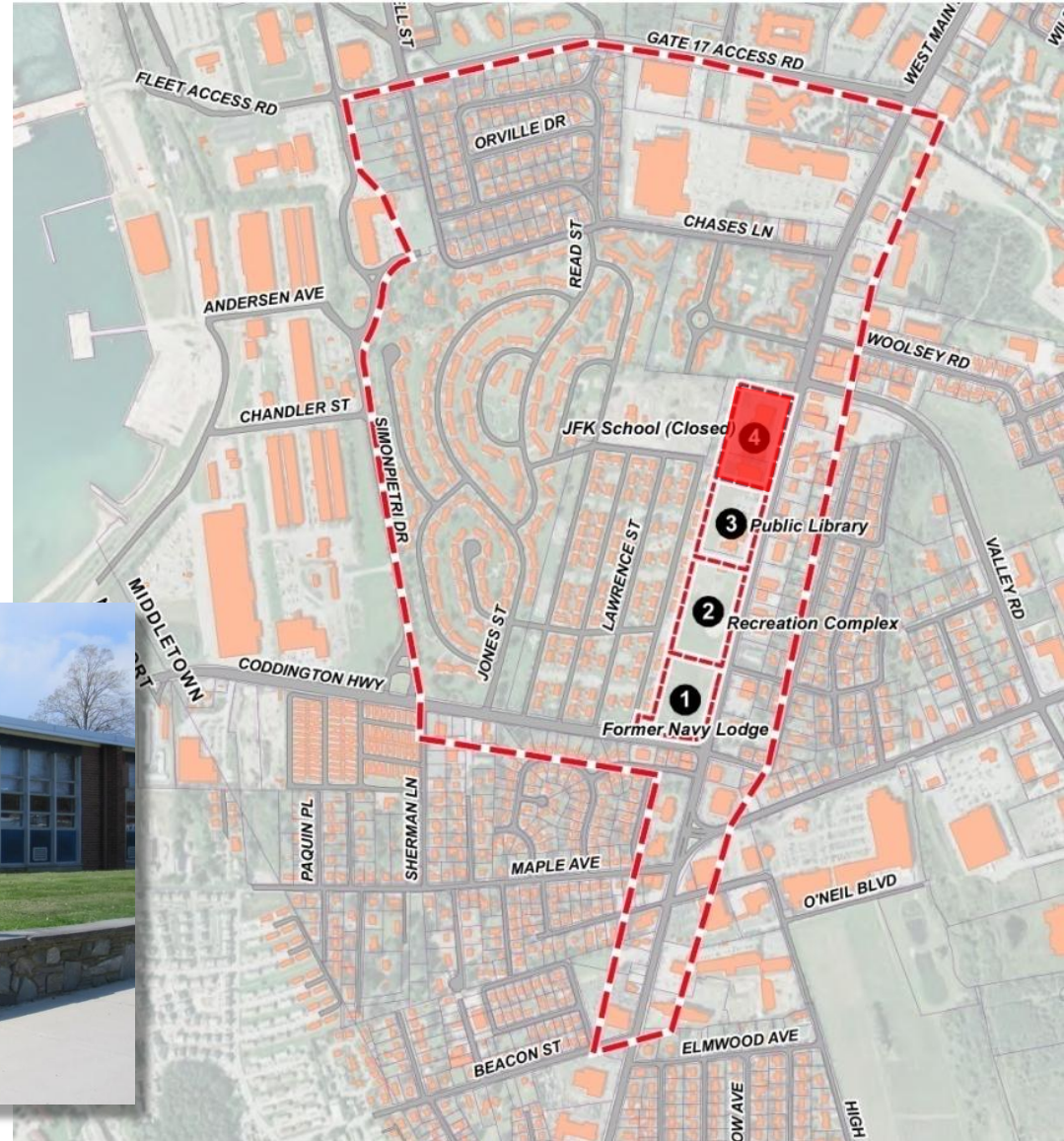
# Core Study Area

- 1 Former Navy Lodge Site
- 2 Recreation Complex
- 3 Public Library



# Core Study Area

- 1 Former Navy Lodge Site
- 2 Recreation Complex
- 3 Public Library
- 4 JFK School (Closed)





# Existing Conditions



# Existing Conditions





# Existing Conditions



# Existing Conditions





# Stakeholder Interviews



# Stakeholder Interviews

- Department of Public Works, Town Engineer
- Open Space and Fields Committee
- Middletown Public Library
- Middletown Public Schools
- Newport Navy Base
- Library Board of Trustees
- Landings Real Estate Group (The Anchorage)
- Picerne Properties (Harbor Village)
- Abutting business property owners

## Summary comments from January 20th Public Meeting

- Where will the JFK School, Library, and Field go? No more land available in Middletown.
- We don't want the West Main corridor to turn into another "Warwick"
- Is the recapture of the "sales leakage" worth it?
- Percentage of people that would walk to this development?
- Keep sites as recreational.
- Filling vacant retail vs. building new
- Affects on the tax base?
- Middletown doesn't have a "town center". Use this property to create a town center or civic center.
- Develop this area similar to downtown Barrington.
- Impacts be to the adjacent local roadways?
- The Town of Middletown has constructed things such as roads and ball fields over and over again.

## Summary comments from January 20th Public Meeting

- What will happen to the businesses on the east side of West Main Road with the development of the west side?
- There are environmental issues (active spring) in the area of the recreational complex.
- Questions roundabouts: Operations/land needed/pedestrians/examples
- West Main Road will always be an arterial roadway. A walkable community should be developed along Coddington Highway or at the former Navy hospital, not on West Main Road.
- During the summer, this area already experiences slow speeds.
- Development should include good architecture, open space, and connection to the Landings development



# Issues & Opportunities

- Existing Zoning
- Historic Resources
- Urban Design
- Utilities
- Transportation
- Real Estate Market



# Issues & Opportunities

- Existing Zoning
- Historic Resources
- **Urban Design**
- Utilities
- **Transportation**
- **Real Estate Market**



# Urban Design

# Urban Design

- Study Areas



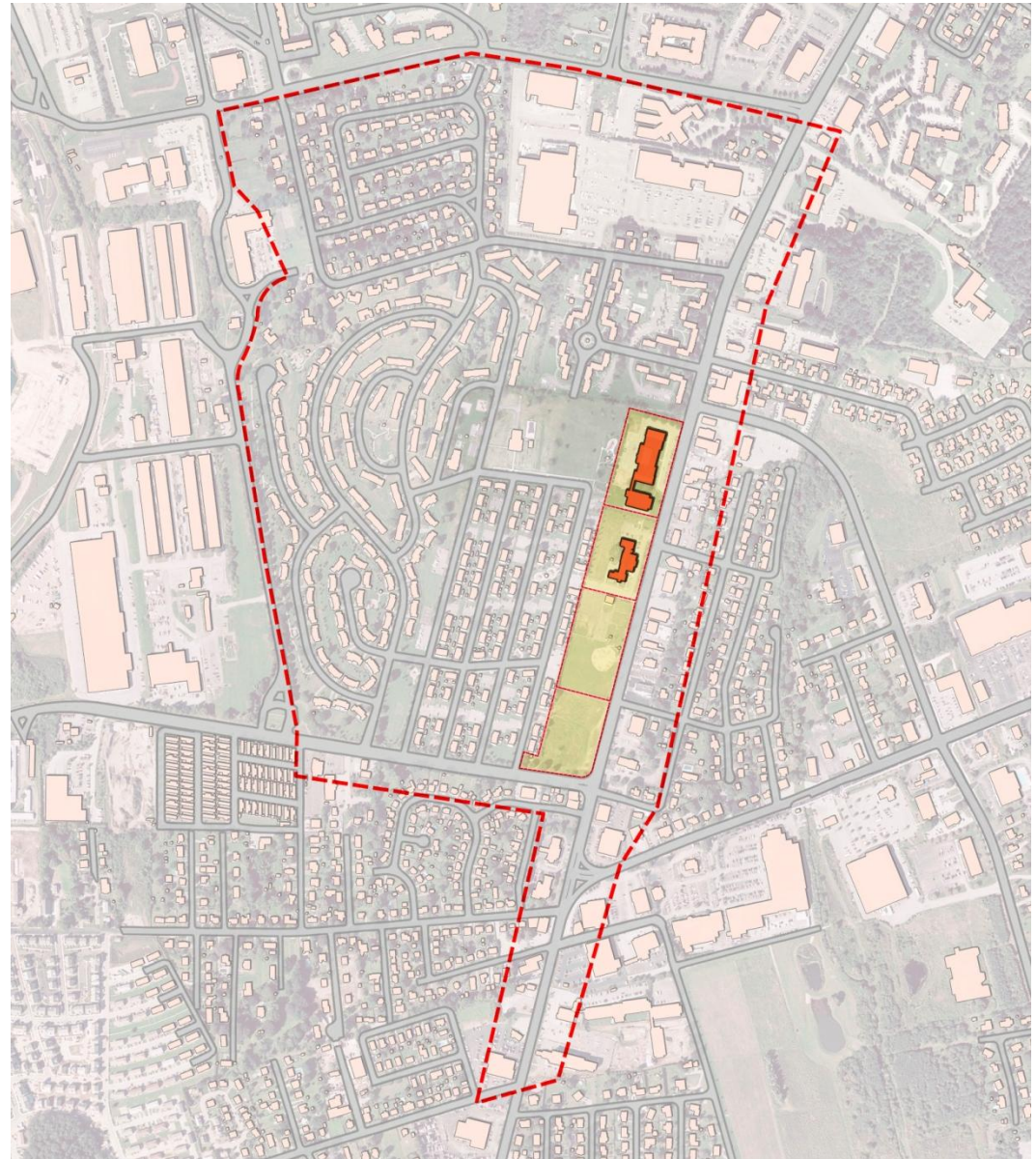
# Urban Design

- Study Areas
- Building Footprints



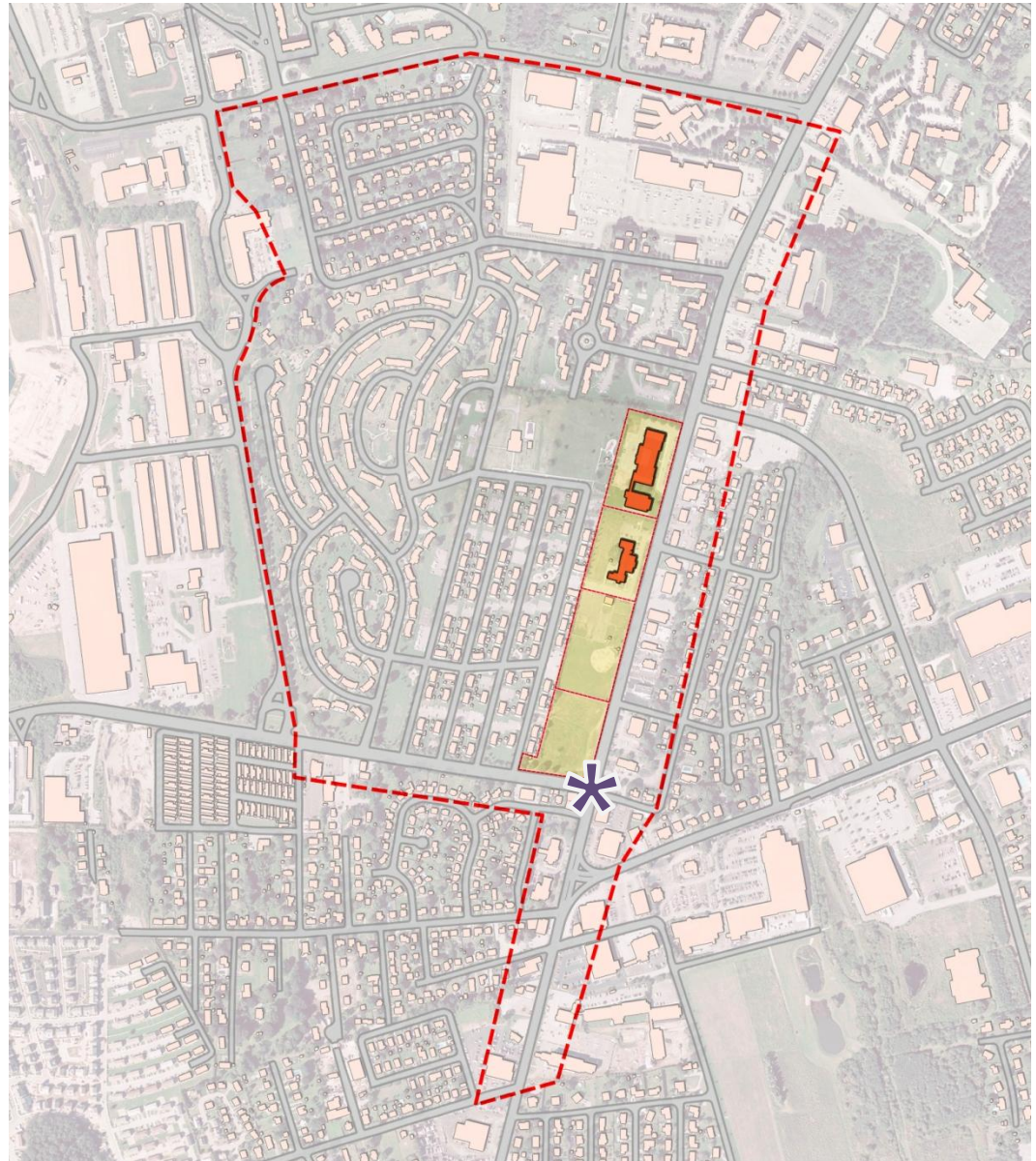
# Urban Design

- Study Areas
- Building Footprints
- Core Study Area



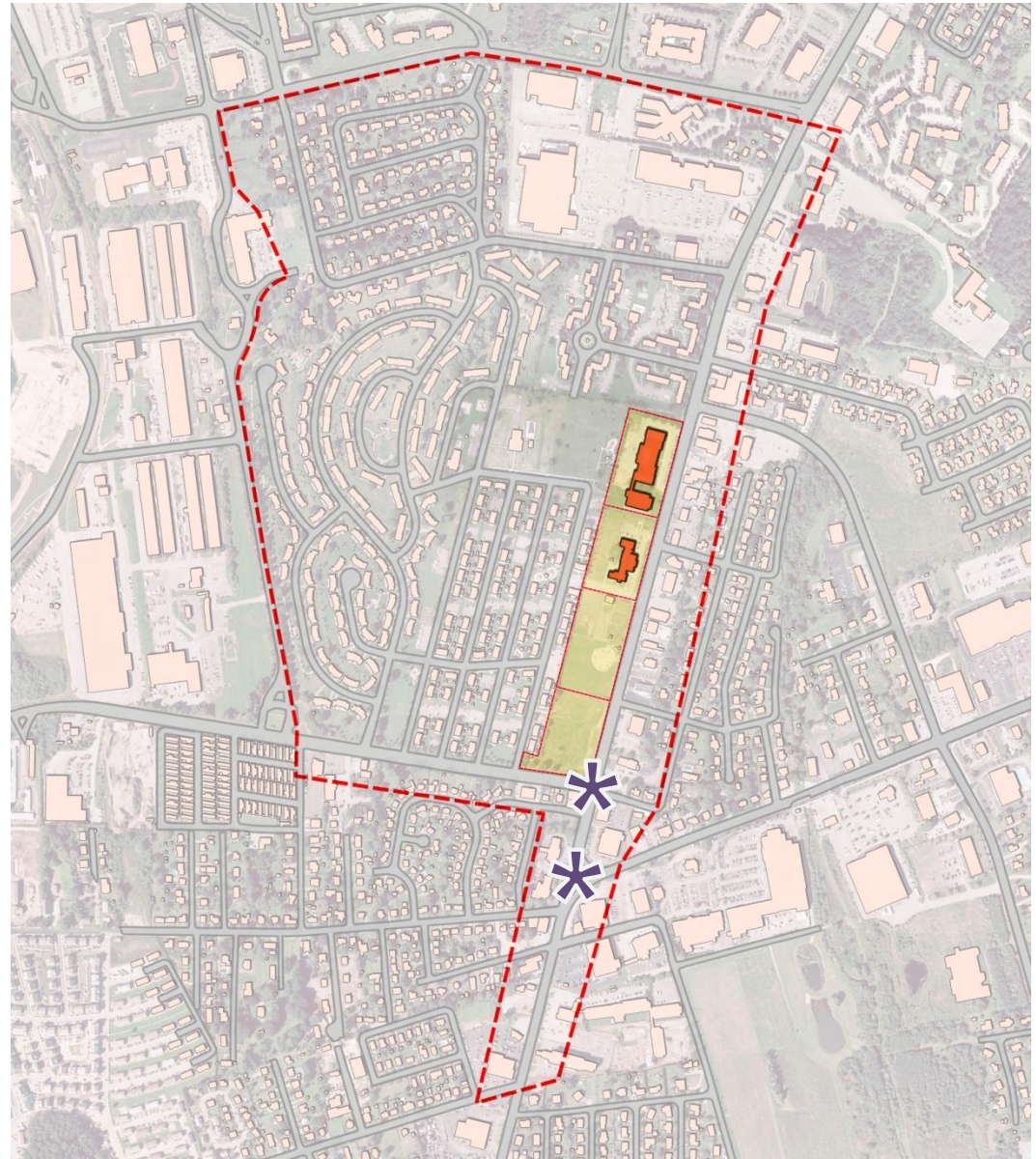
# Urban Design

- Study Areas
- Building Footprints
- Core Study Area
- Gateway Opportunities...
  - at Coddington?



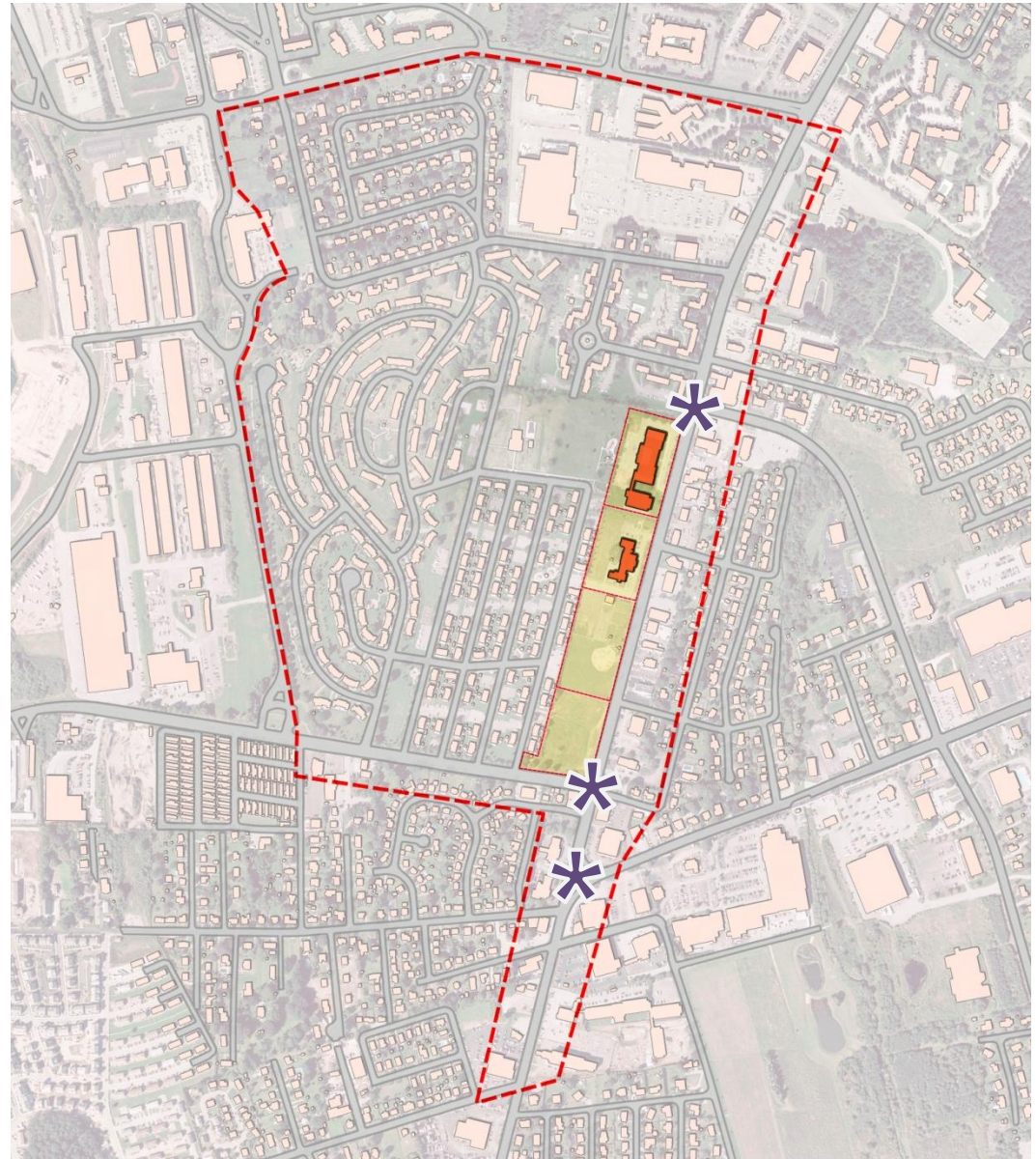
# Urban Design

- Study Areas
- Building Footprints
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- Gateway Opportunities...
  - at Coddington?
  - at East Main?



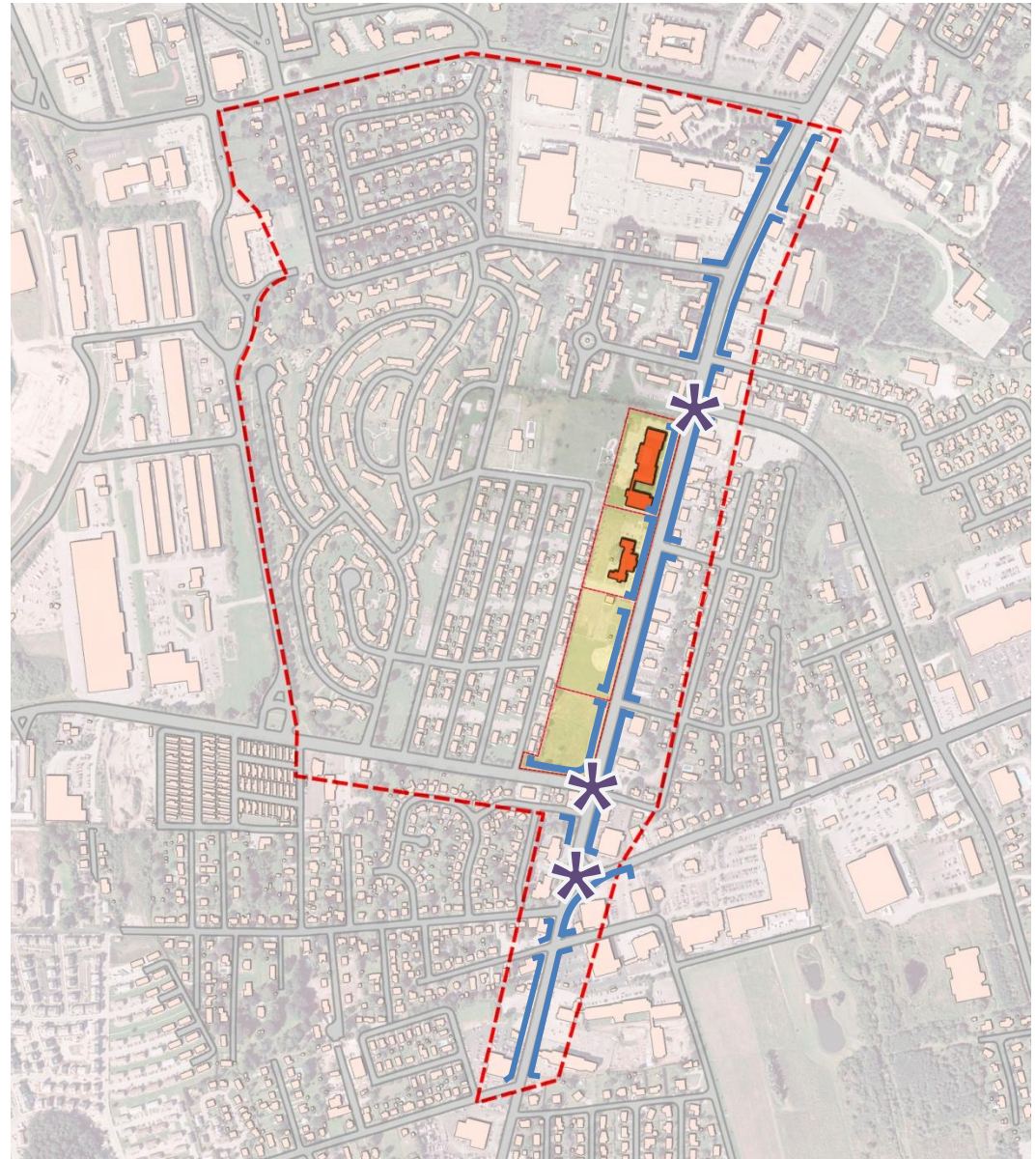
# Urban Design

- Study Areas
- Building Footprints
- Core Study Area
- Gateway Opportunities...
  - at Coddington?
  - at East Main?
  - at Valley?



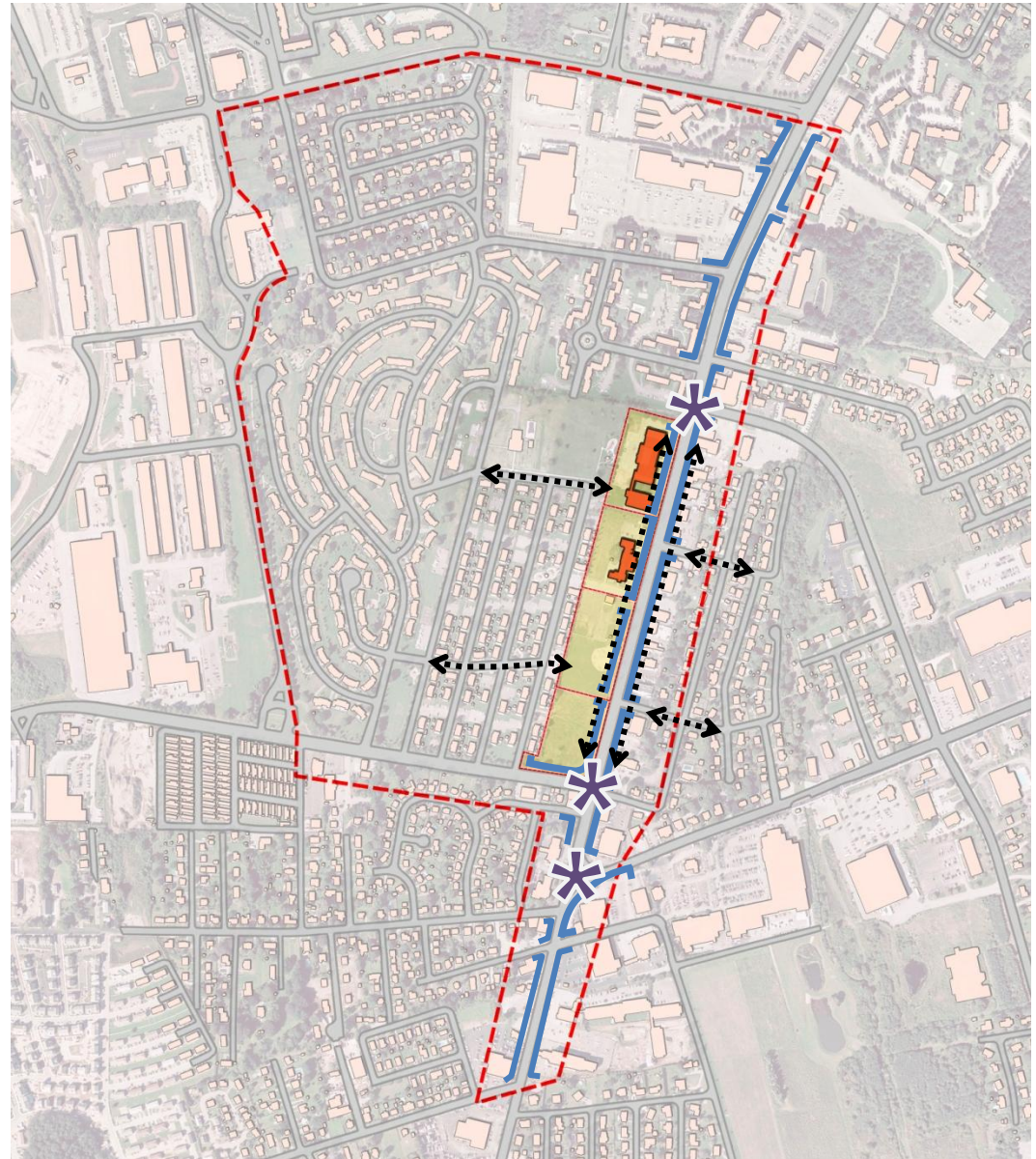
# Urban Design

- Study Areas
- Building Footprints
- Core Study Area
- Gateway Opportunities...
  - at Coddington?
  - at East Main?
  - at Valley?
- Streetscape / Street Edges



# Urban Design

- Study Areas
- Building Footprints
- Core Study Area
- Gateway Opportunities...
  - at Coddington?
  - at East Main?
  - at Valley?
- Streetscape / Street Edges
- Connections





# Transportation

# Transportation Issues & Opportunities

## Access Management

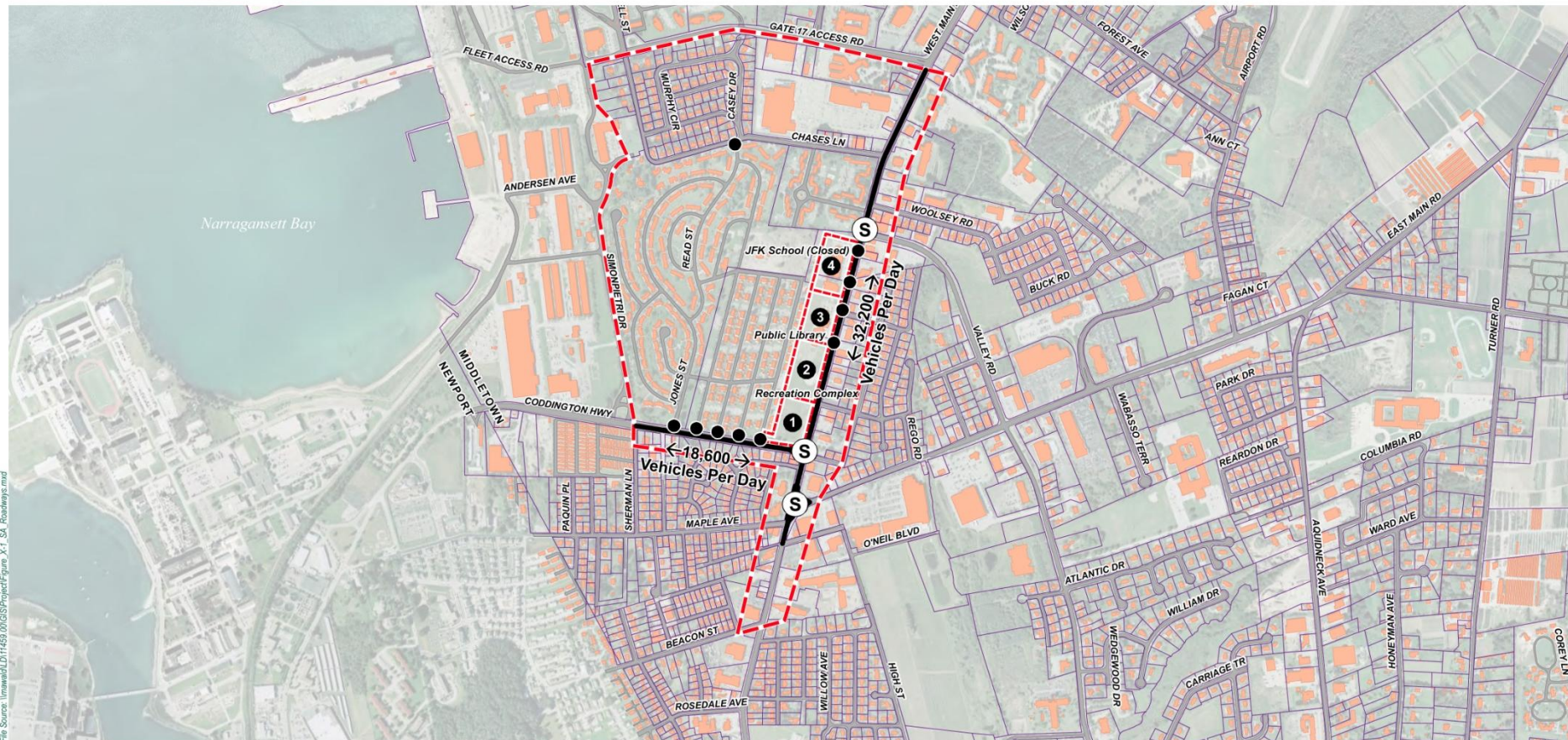
### ■ Issues

- Numerous driveways opening along adjacent roadways
- Numerous collisions caused at side streets and driveways

### ■ Opportunities

- Provide internal circulation between parcels
- Locate internal parking/intersection conflicts away from intersection with roadway
- Limit the access points to adjacent roadways
- Restrict left-turning movements at uncontrolled intersection
  - Left-turning movements can be made at signalized intersections or at roundabouts
- Provide direct connection to “The Landings” and other adjacent residential developments

# Study Area Roadway Network



**Figure X-1**  
Study Area Roadway Network

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# Transportation Issues & Opportunities

## Public Transportation System

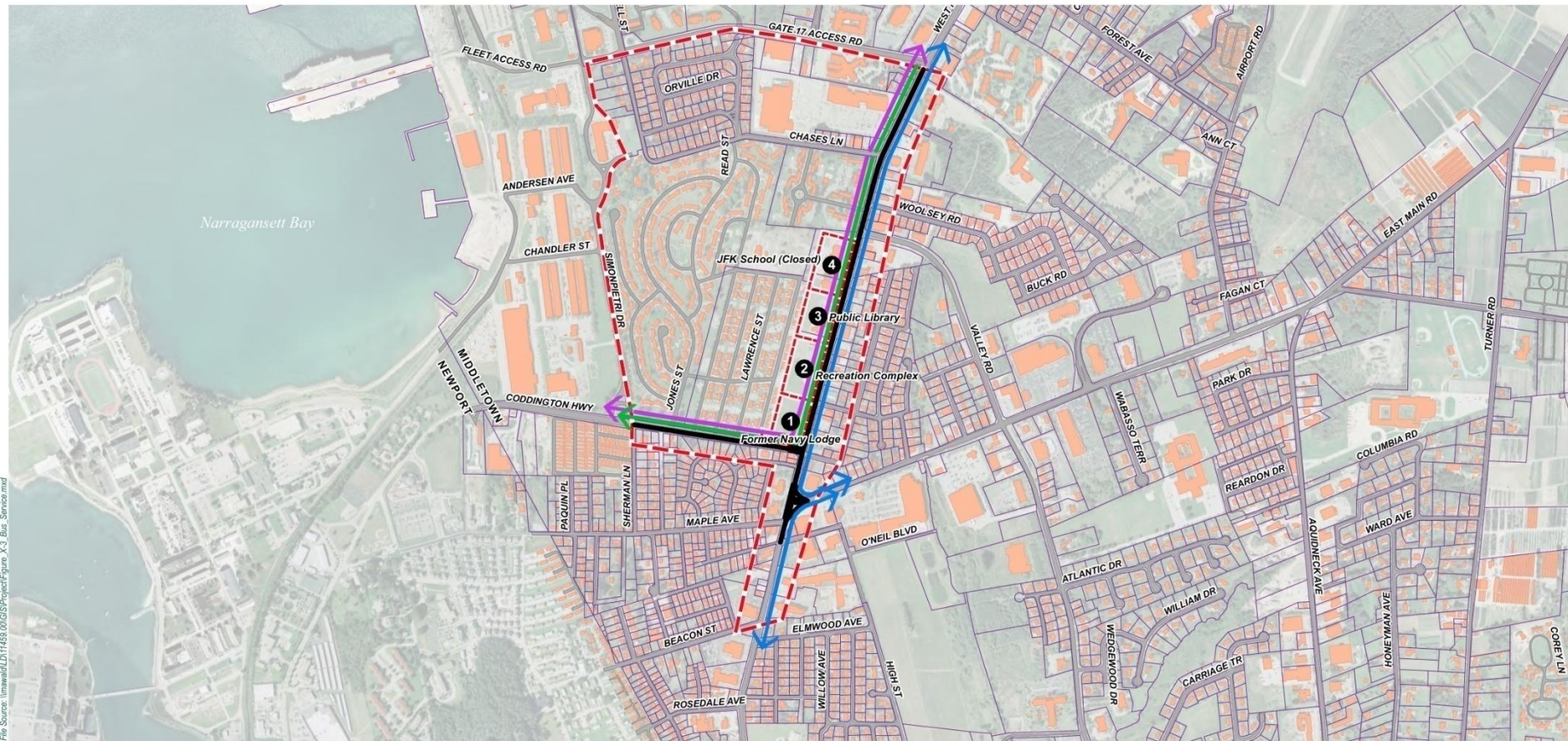
### ■ Issues

- Existing weekend service limited
- Lack of bus stop amenities (shelters, benches)

### ■ Opportunities

- Encourage Transit Oriented Developments
- Improve transit experience
- Encourage employers to embrace transit
- Provide additional bus service

# Bus Service



- Legend**
- Study Area Roadway
  - Bus Route 60
  - Bus Route 63
  - Bus Route 64

- Study Areas**
- General Study Area
  - Development Core Study Area



**Figure X-3**

Bus Service

# Transportation Issues & Opportunities

## Pedestrian Transportation System

### ■ Issues

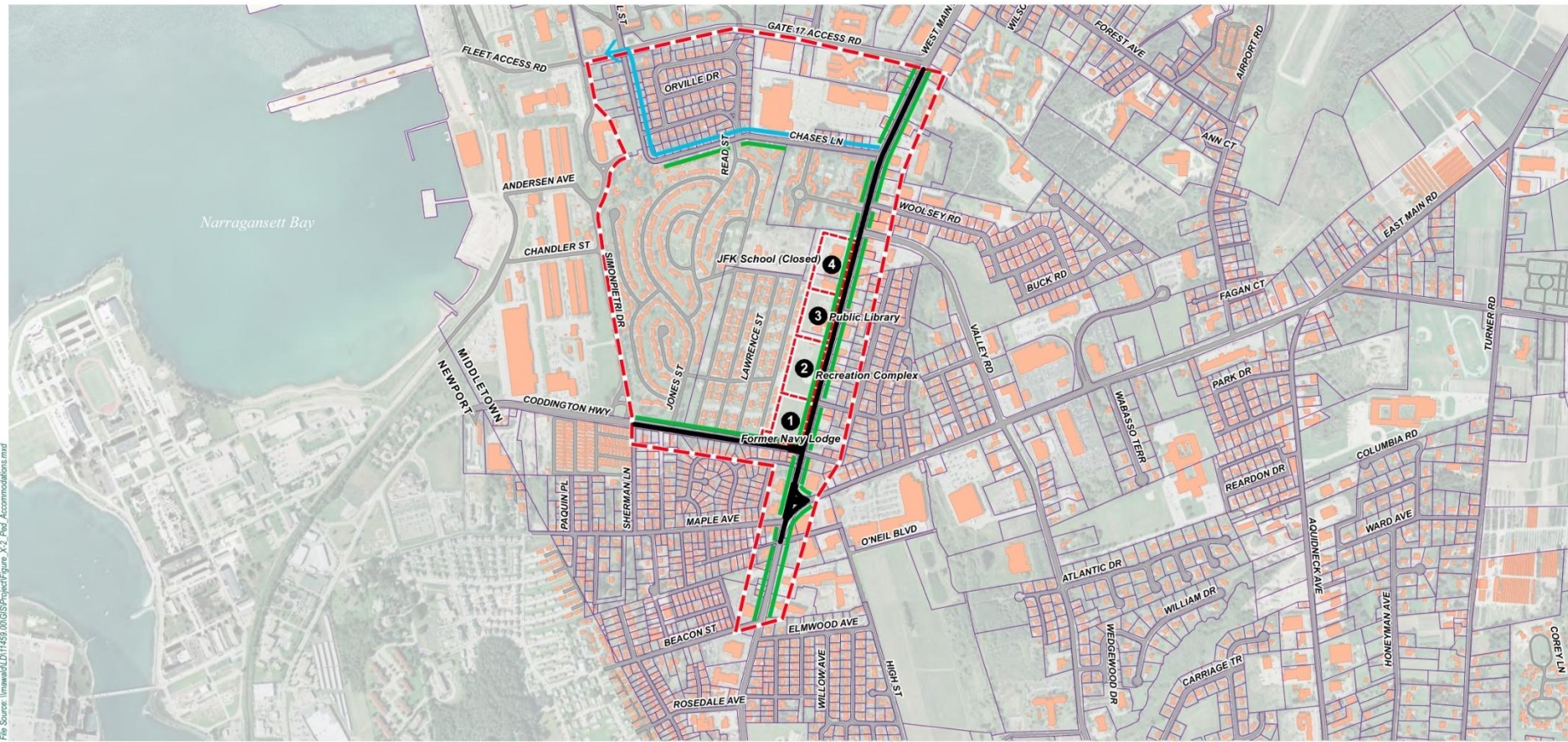
- Lack of pedestrian accommodations south of Development Center
- Lack of direct connection from “The Landings” and Coddington Cove Navy Housing to Development Center

### ■ Opportunities

- Incorporate pedestrian accommodations in future design projects
- Provide direct pedestrian connections between adjacent developments to the Development Center



# Pedestrian Accommodation



**Legend**

- Study Area Roadway
- Suitable Bike Route
- Sidewalk

**Study Areas**

- General Study Area
- Development Core Study Area



**Figure X-2**

Pedestrian Accommodations

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# Transportation Issues & Opportunities

## Bicycle Transportation System

### ■ Issues

- Adjacent roadways not “suitable” roadways for bicyclists
- Lack of connection to “suitable” roadways

### ■ Opportunities

- Provide connection to existing “suitable” roadways for bicyclists
  - Chases Lane/Burma Road (Defense Highway) bike route
  - Coddington Highway bike route (with proposed road diet)
- Provide critical connection from proposed Shoreline Bikeway (Burma Road) to Coddington Highway and eventually to Downtown Newport

# Aquidneck Island Transportation Study

## *Intersection Alternatives*

Geometric Improvement Concept

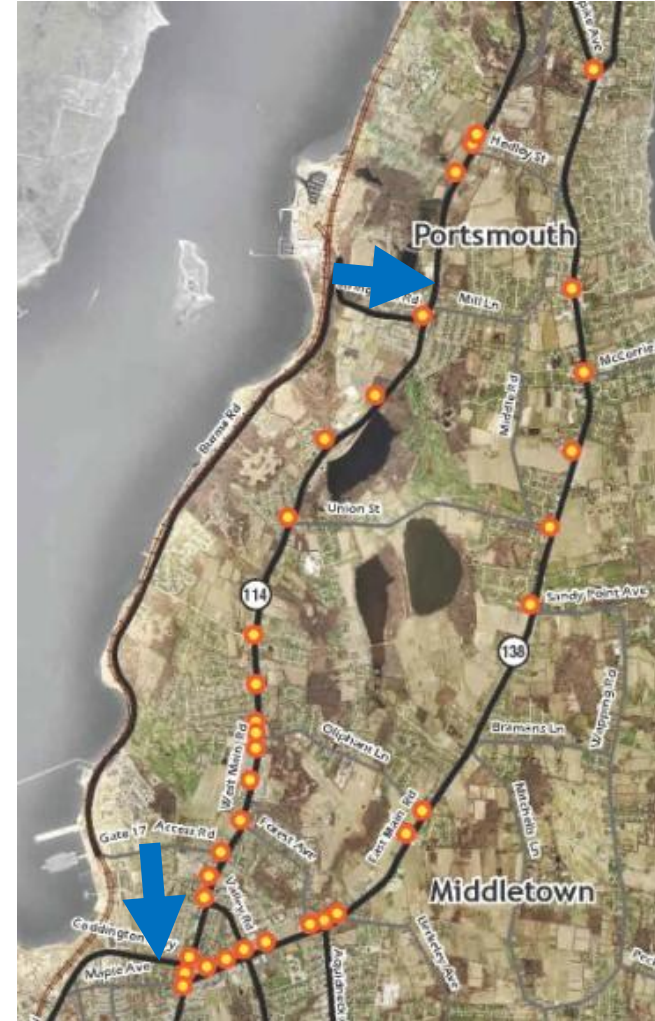


Roundabout Concept



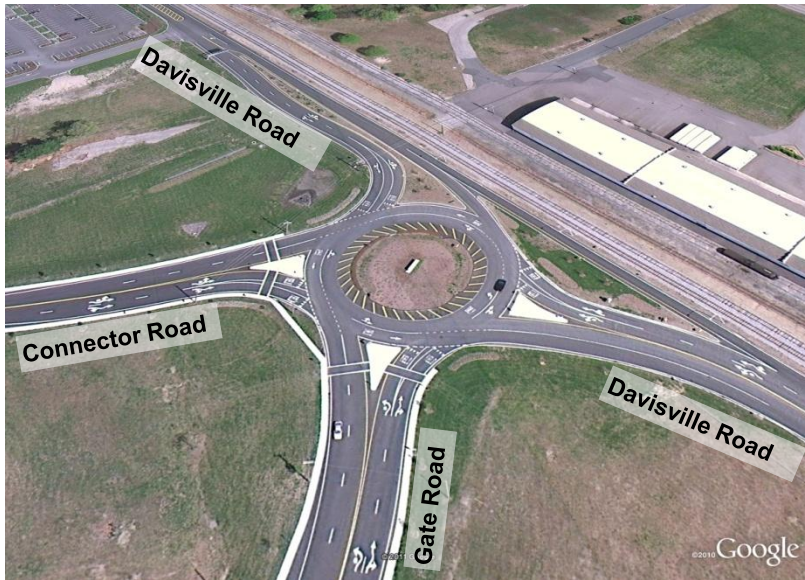
# Aquidneck Island Transportation Study

- Burma Road Extension?



# Example Roundabouts in Rhode Island

Quonset Gateway, North Kingstown, RI



Twin River Road, Lincoln, RI





# Market Study

## Site and Location Characteristics

- Highly visible location at intersection West Main and Coddington
- Combined site (north to include JFK school) of 15-acres
- Good average daily traffic counts exceeding desired threshold for many retail uses
- Town is receptive to alternative and flexible zoning to facilitate future development opportunities



# Market and Community Based Recommendations

- Phased development over time reflecting market demand and site conditions – depending on “mix” of development could be 10+ years
- Strongest market demand indicators for some retail component as part of Phase 1 – from approximately 35,000 SF to 75,000 SF
- Phase 2 opportunities for some limited office and/or residential (unless all retail desired) – professional office space 20,000 SF to 30,000 SF
- Phase 2 more of a mixed use development with retail down and office up, or office down and residential up – potential for personal and business services of 30,000 SF to 60,000 SF
- Phase 2 opportunity for community and municipal uses for remainder of site – further review and study for desired uses and SF, such as repositioned/expanded library



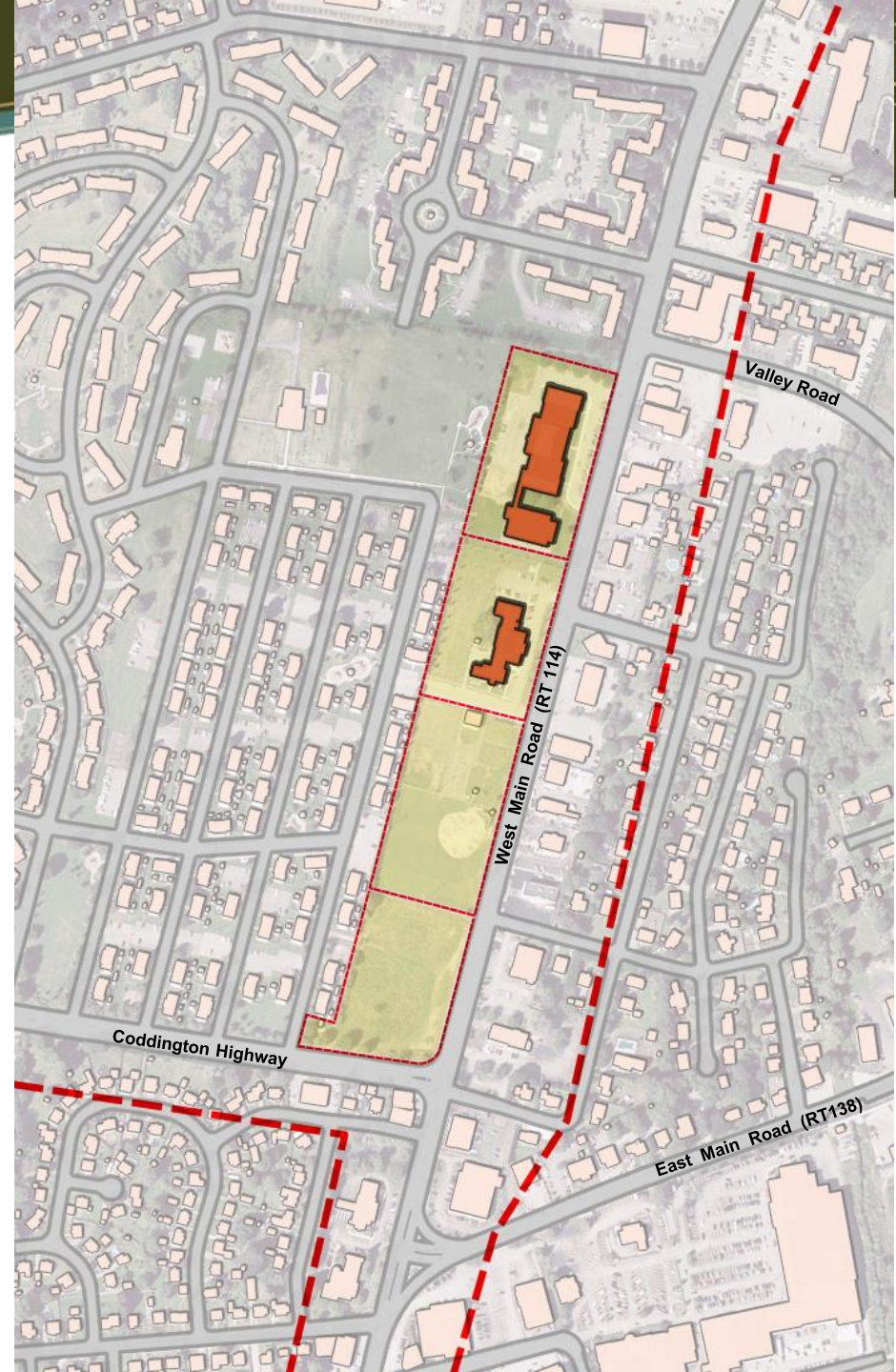
# Preliminary Scenarios



# Scenario 1

# Scenario 1:

- Existing parcels



## Scenario 1:

- Existing parcels
- “West side” redevelopment



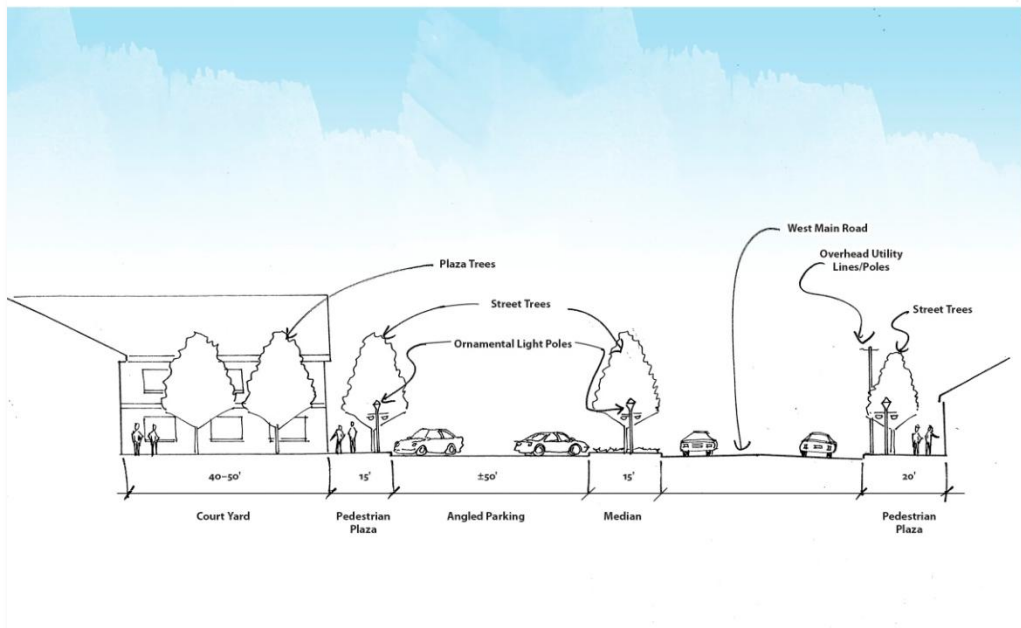
## Scenario 1:

- Existing parcels
- “West side” redevelopment
- “East side” redevelopment (long term)



# Scenario 1:

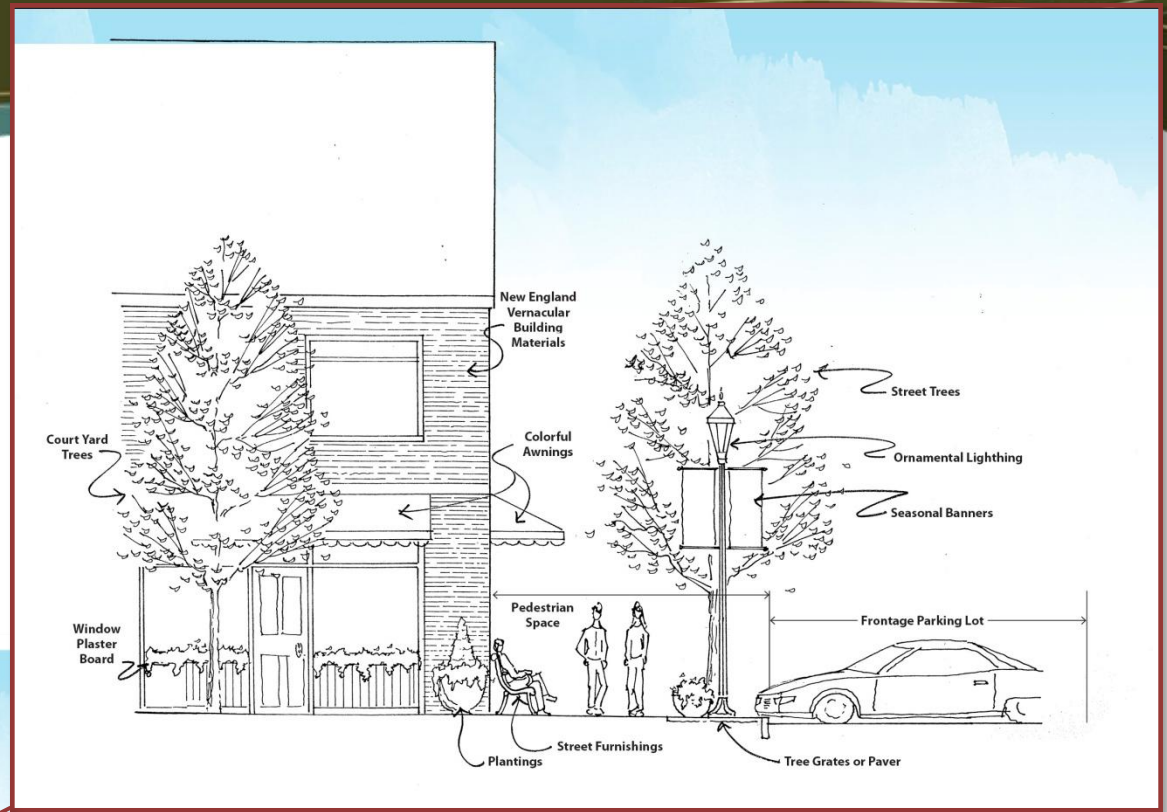
- Existing parcels
- “West side” redevelopment
- “East side” redevelopment (long term)
- West Main Road



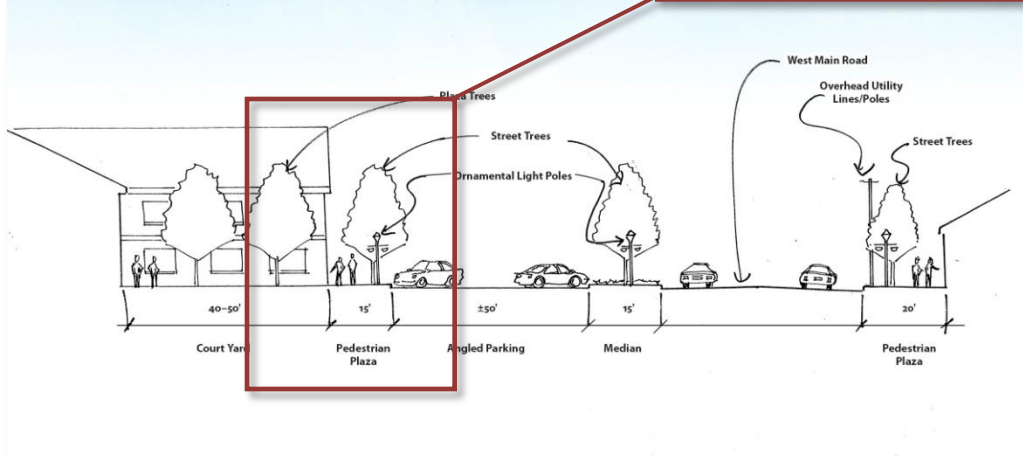
Cross Section – Looking North



# Scenario 1:



Section Detail



Cross Section – Looking North



# Scenario 1:

Urban Design Goals:



# Scenario 1:

## Urban Design Goals:

- Orient buildings towards West Main Road



## Scenario 1:

### Urban Design Goals:

- Orient buildings towards West Main Road
- Enhance the pedestrian zone with off street angled parking



## Scenario 1:

### Urban Design Goals:

- Orient buildings towards West Main Road
- Enhance the pedestrian zone with off street angled parking
- Multi-story buildings with retail at ground floor



## Scenario 1:

### Urban Design Goals:

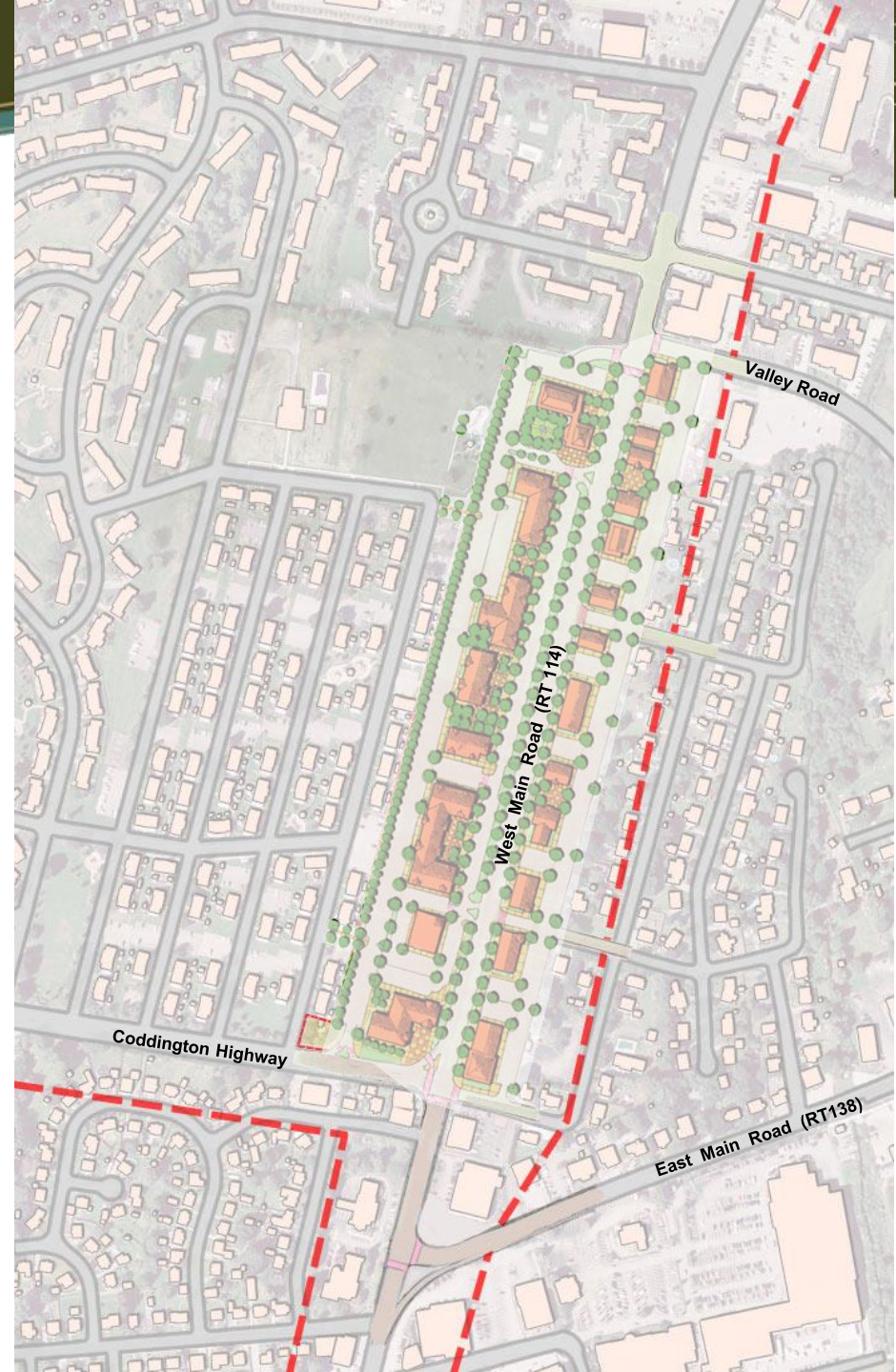
- Orient buildings towards West Main Road
- Enhance the pedestrian zone with off street angled parking
- Multi-story buildings with retail at ground floor
- Varied setback and building form to create pedestrian amenities





# Scenario 1:

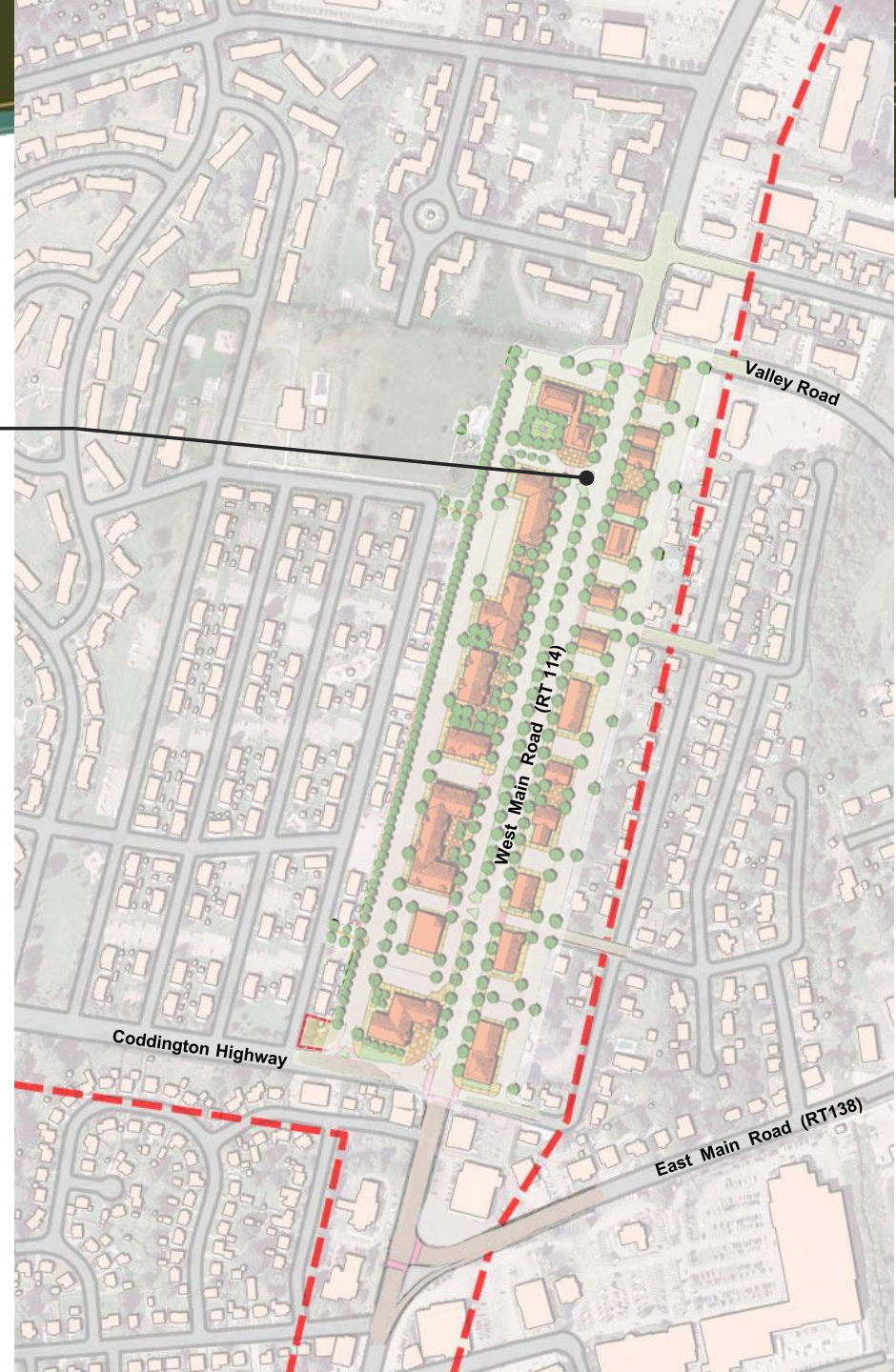
Transportation Goals:



## Scenario 1:

### Transportation Goals:

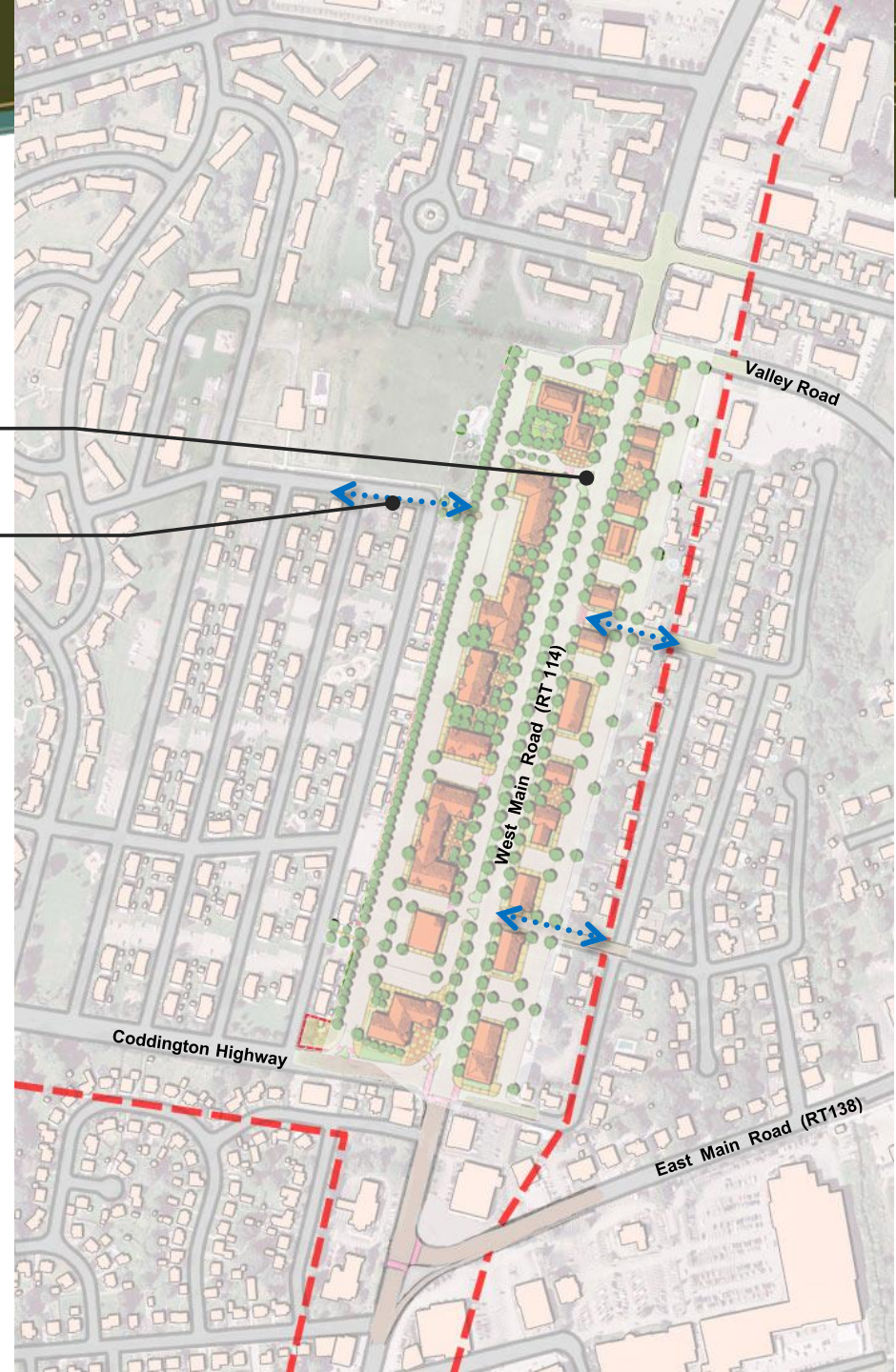
- Reduce curb cuts, consolidate entry / exit points, and restrict turning movements



# Scenario 1:

## Transportation Goals:

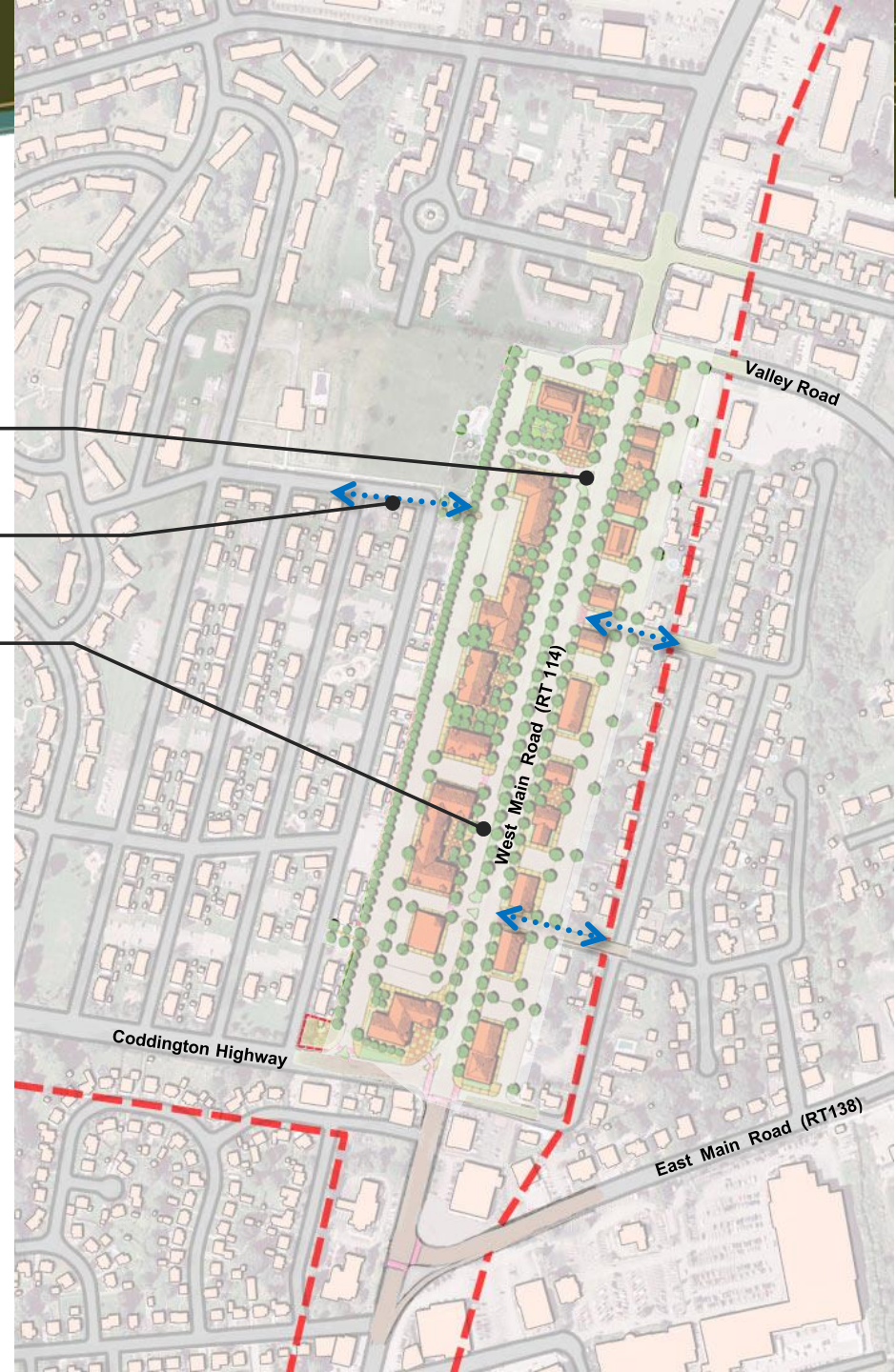
- Reduce curb cuts, consolidate entry / exit points, and restrict turning movements
- Provide pedestrian connections to existing residential areas



# Scenario 1:

## Transportation Goals:

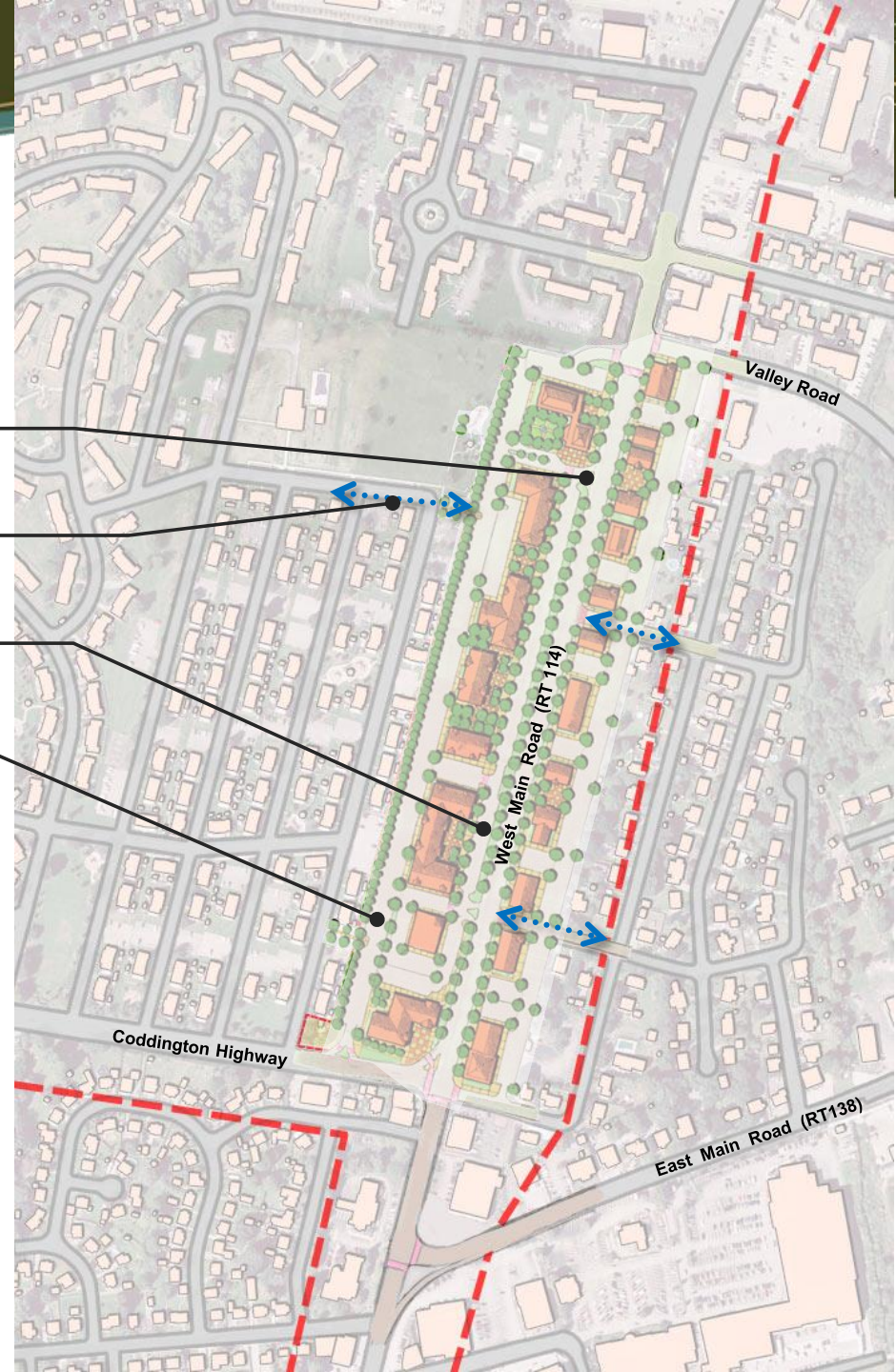
- Reduce curb cuts, consolidate entry / exit points, and restrict turning movements
- Provide pedestrian connections to existing residential areas
- Improve traffic flow and safety



# Scenario 1:

## Transportation Goals:

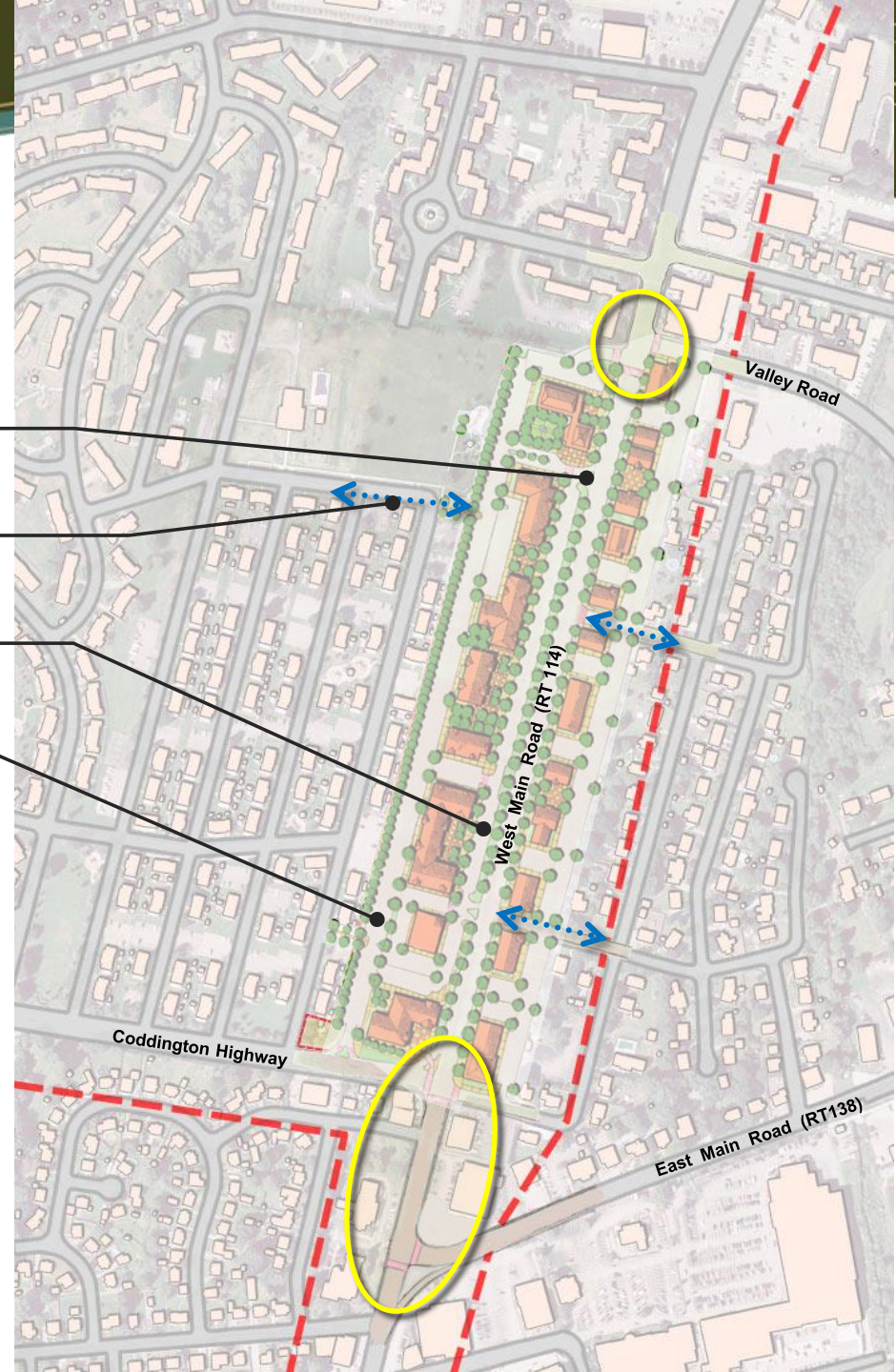
- Reduce curb cuts, consolidate entry / exit points, and restrict turning movements
- Provide pedestrian connections to existing residential areas
- Improve traffic flow and safety
- Parking at rear of buildings



# Scenario 1:

## Transportation Goals:

- Reduce curb cuts, consolidate entry / exit points, and restrict turning movements
- Provide pedestrian connections to existing residential areas
- Improve traffic flow and safety
- Parking at rear of buildings
- Plan for improvements to key intersections
  - West Main at Coddington
  - West Main at Valley\*



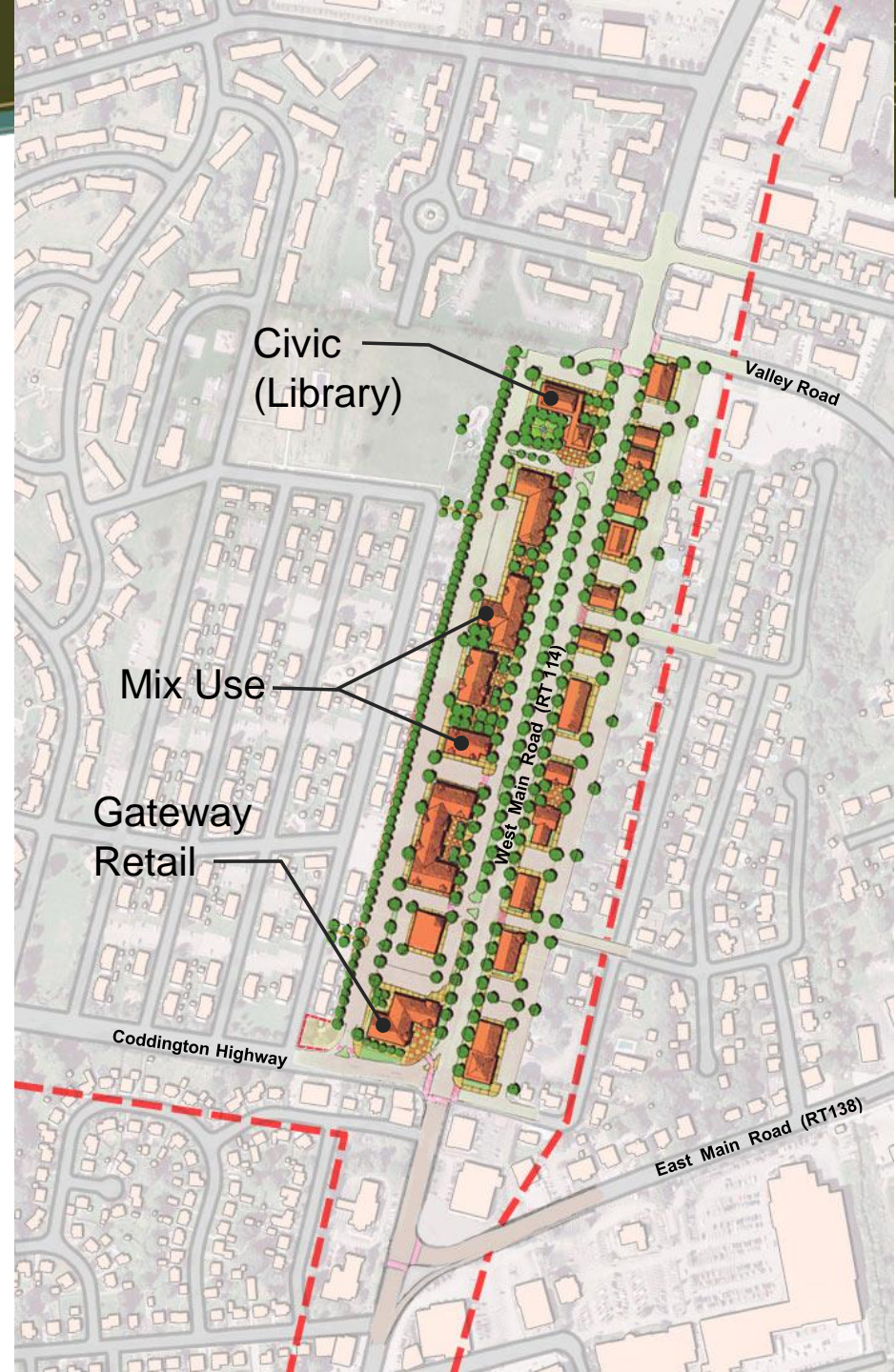
# Scenario 1: Analogs



# Scenario 1: Potential Program\*

Civic	28,000 S.F.
Retail	94,000 S.F.
Office	82,000 S.F.

*\*Does not include "Long Term" uses for the East Side*

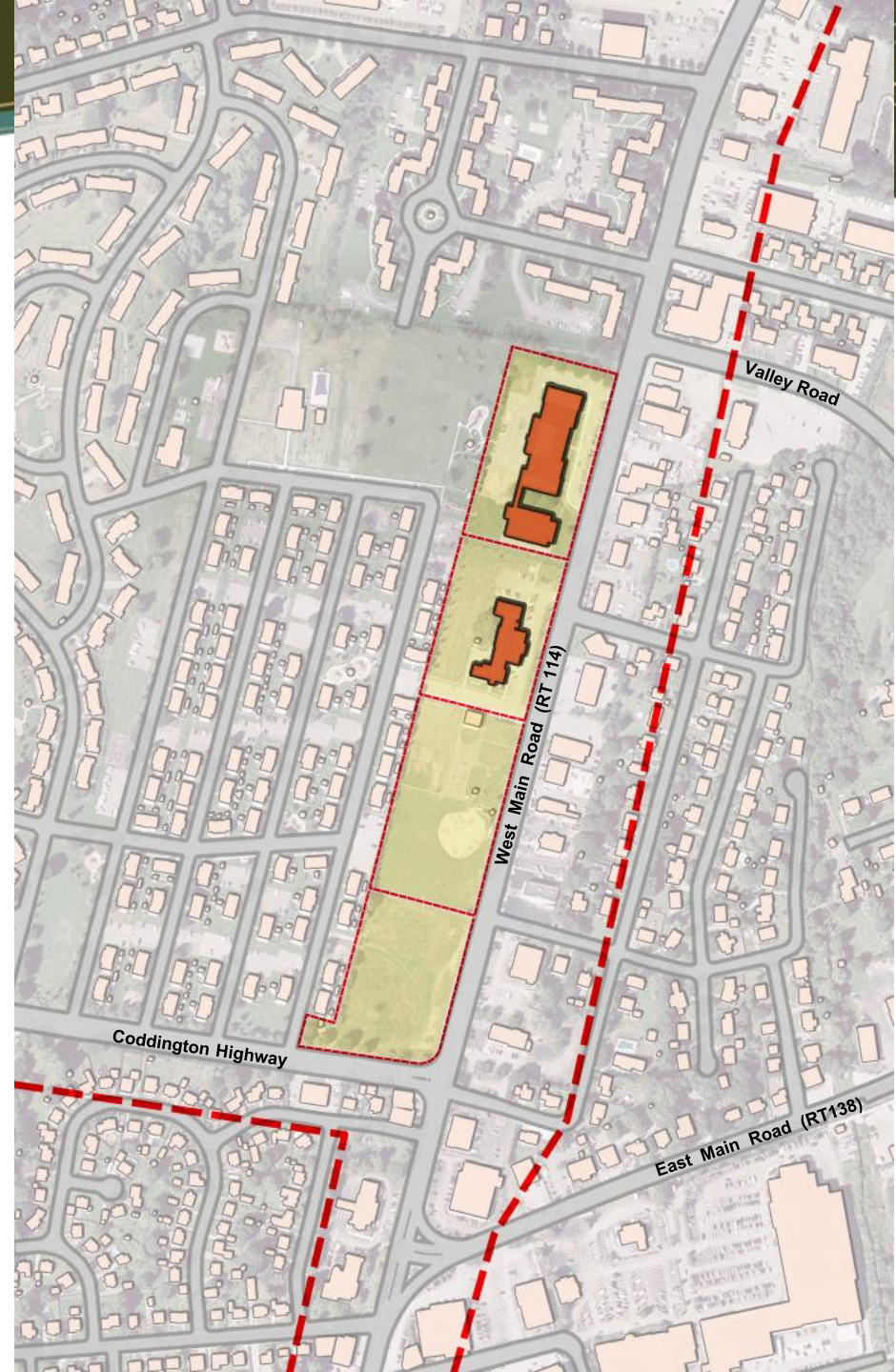




# Scenario 2

## Scenario 2:

- Existing parcels



## Scenario 2:

- Existing parcels
- “West side” redevelopment



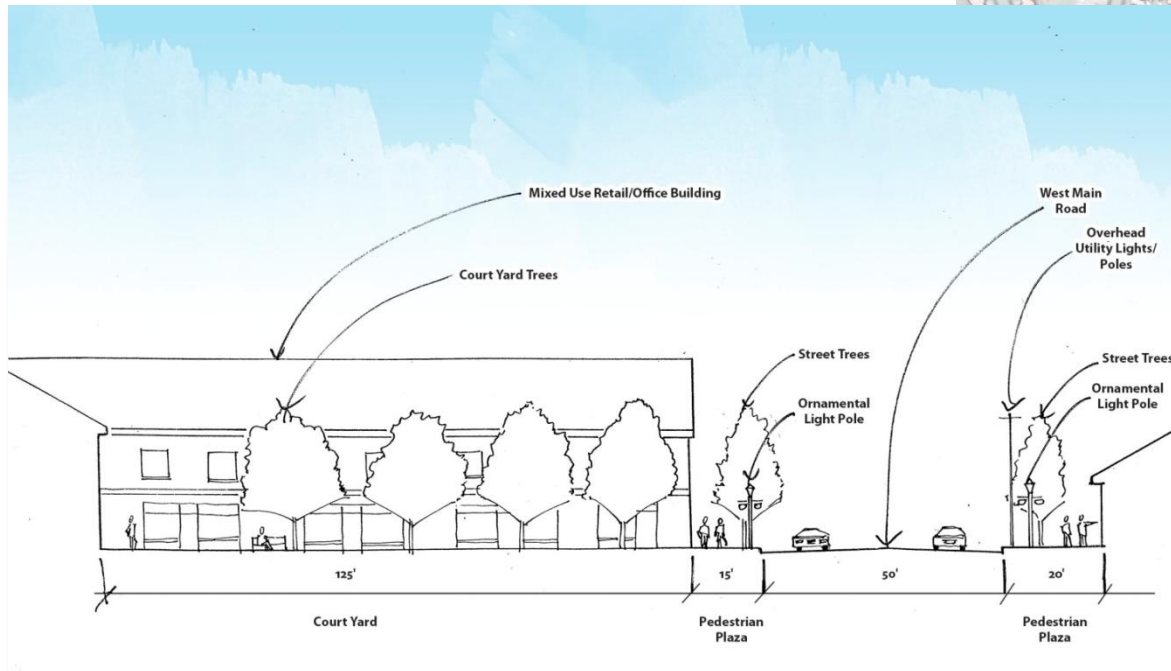
## Scenario 2:

- Existing parcels
- “West side” redevelopment
- “East side” redevelopment (long term)



## Scenario 2:

- Existing parcels
- “West side” redevelopment
- “East side” redevelopment (long term)
- West Main Road



Cross Section – Looking North



# Scenario 2:

Urban Design Goals:



## Scenario 2:

Urban Design Goals:

- Create a Municipal zone with a town common



## Scenario 2:

### Urban Design Goals:

- Create a Municipal zone with a town common
- Orient buildings towards West Main Road



## Scenario 2:

### Urban Design Goals:

- Create a Municipal zone with a town common
- Orient buildings towards West Main Road
- Varied setback and building form to create pedestrian amenities



## Scenario 2:

### Urban Design Goals:

- Create a Municipal zone with a town common
- Orient buildings towards West Main Road
- Varied setback and building form to create pedestrian amenities
- Place parking at the rear of buildings



## Scenario 2:

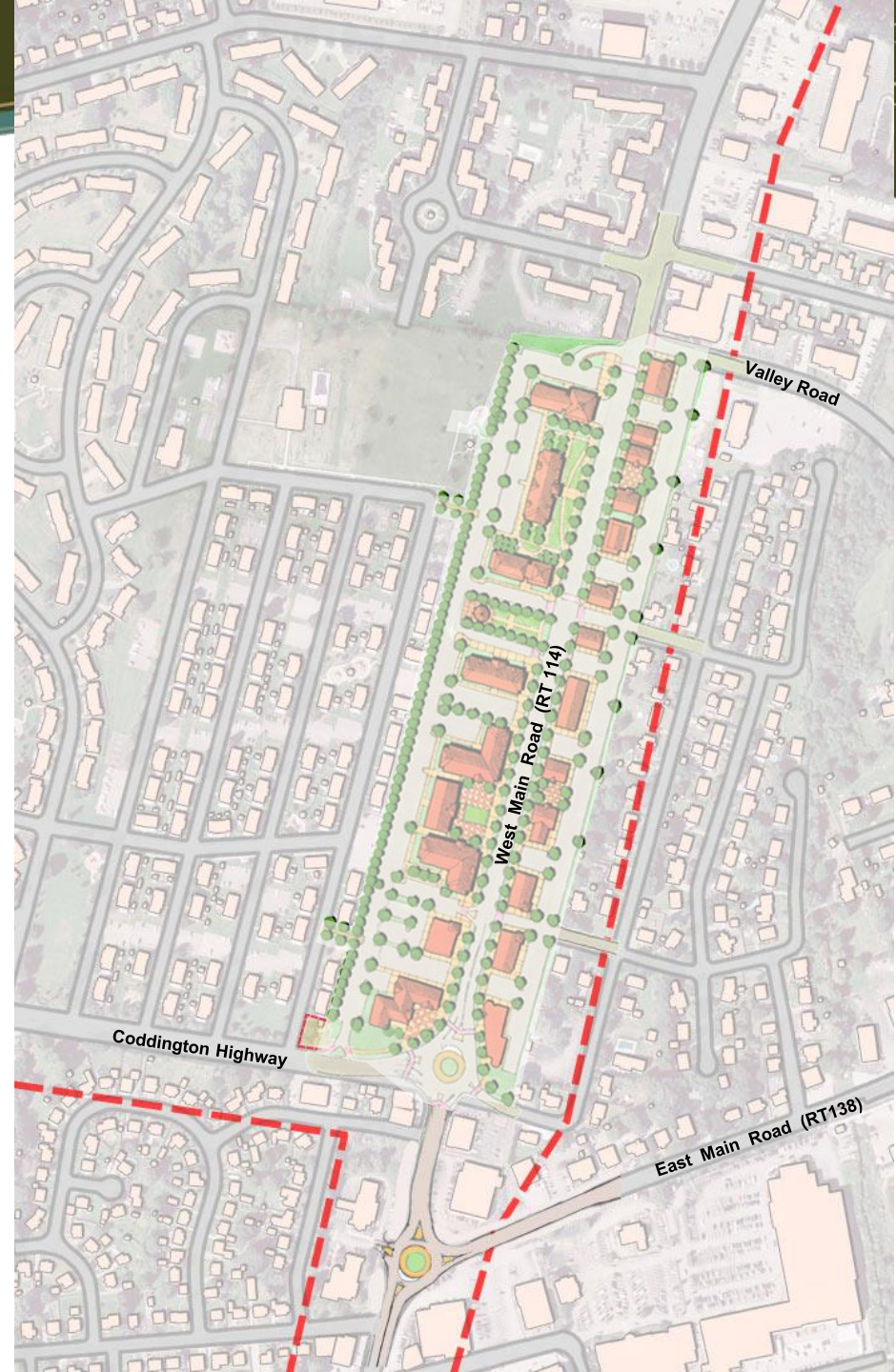
### Urban Design Goals:

- Create a Municipal zone with a town common
- Orient buildings towards West Main Road
- Varied setback and building form to create pedestrian amenities
- Place parking at the rear of buildings
- Multi-story buildings with retail at ground floor



## Scenario 2:

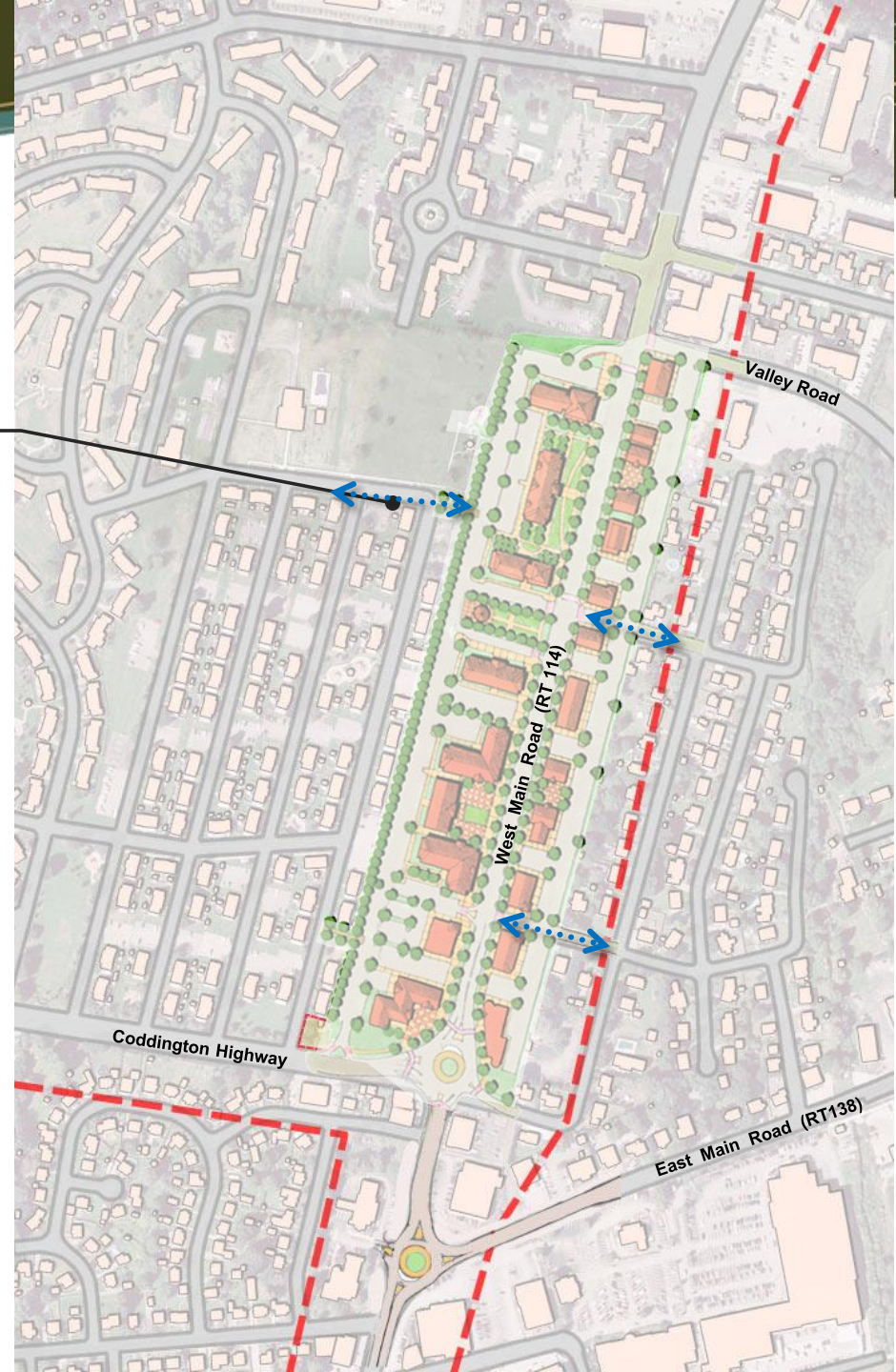
Transportation Goals:



## Scenario 2:

### Transportation Goals:

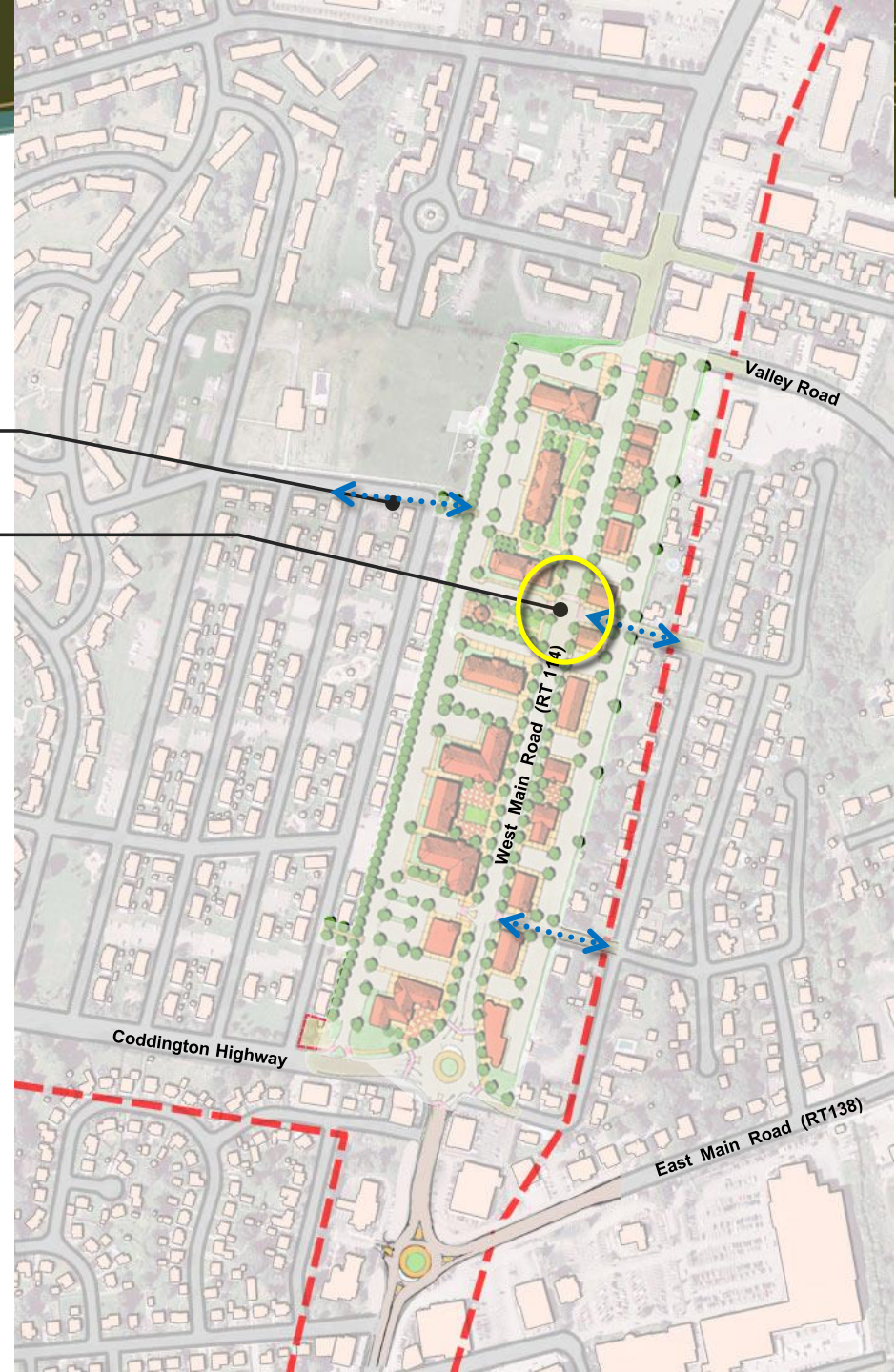
- Provide pedestrian connections to existing residential areas



## Scenario 2:

### Transportation Goals:

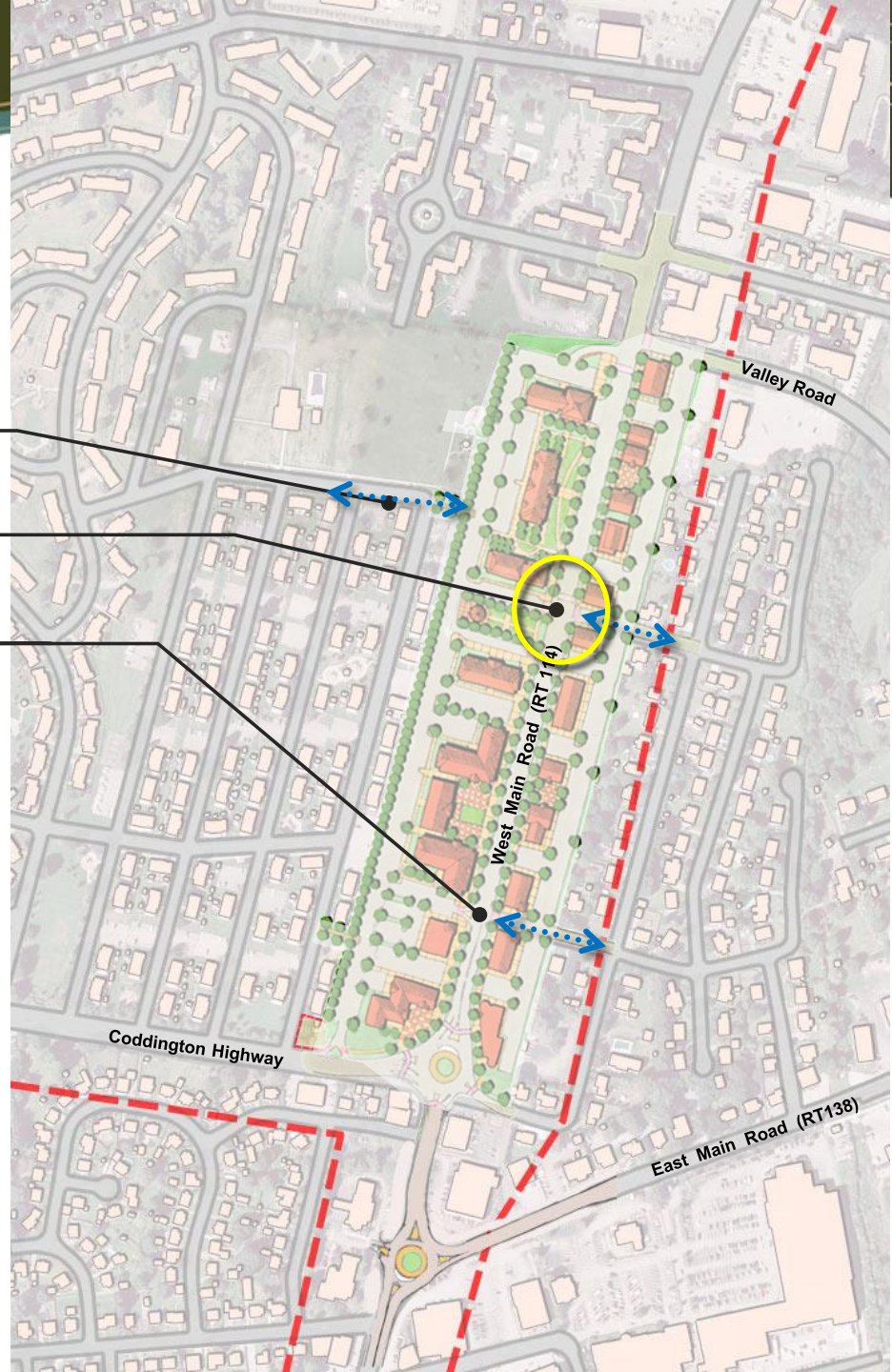
- Provide pedestrian connections to existing residential areas
- Improve traffic flow and safety with a new full access drive with pedestrian crossings



## Scenario 2:

### Transportation Goals:

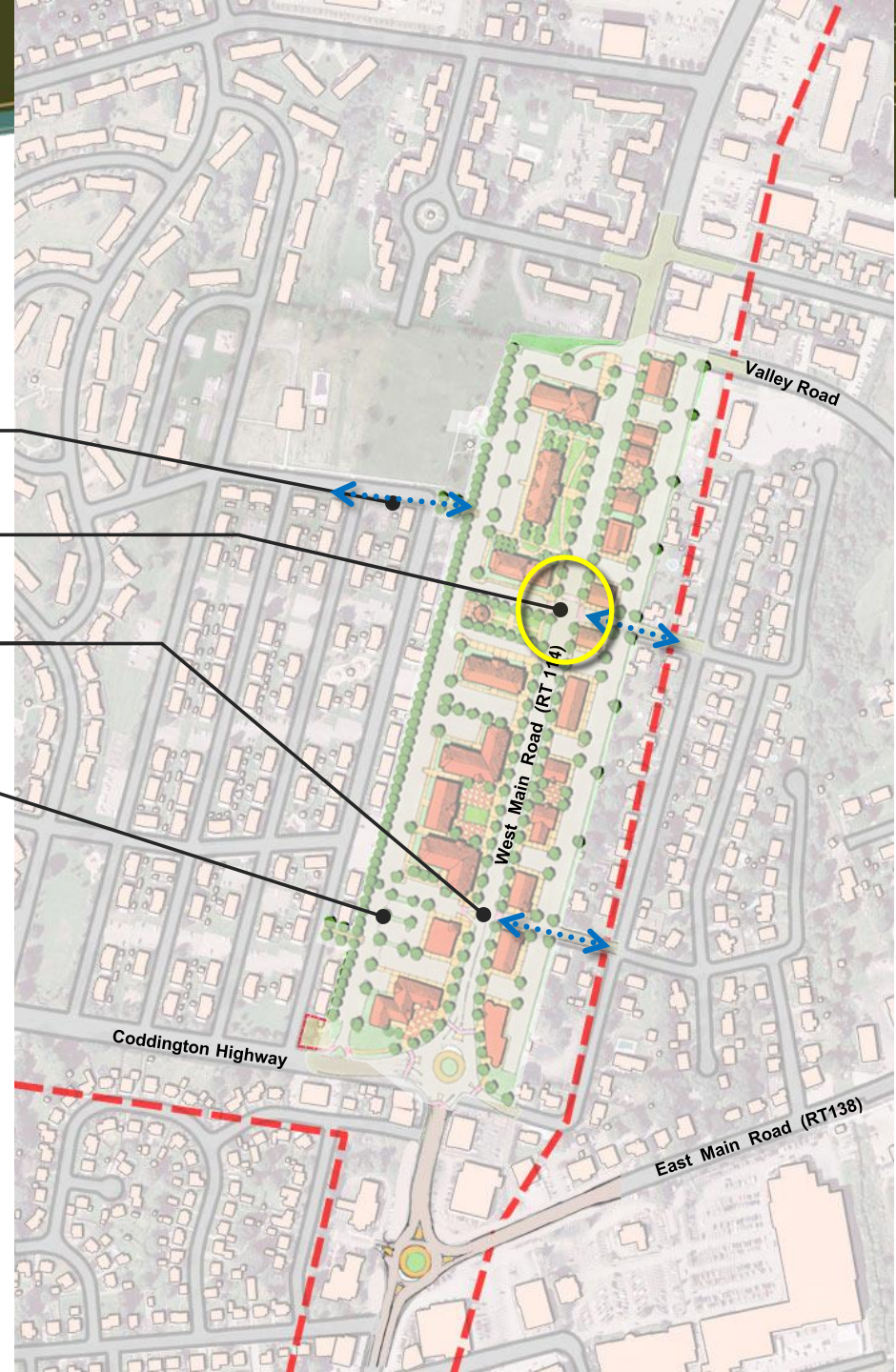
- Provide pedestrian connections to existing residential areas
- Improve traffic flow and safety with a new full access drive with pedestrian crossings
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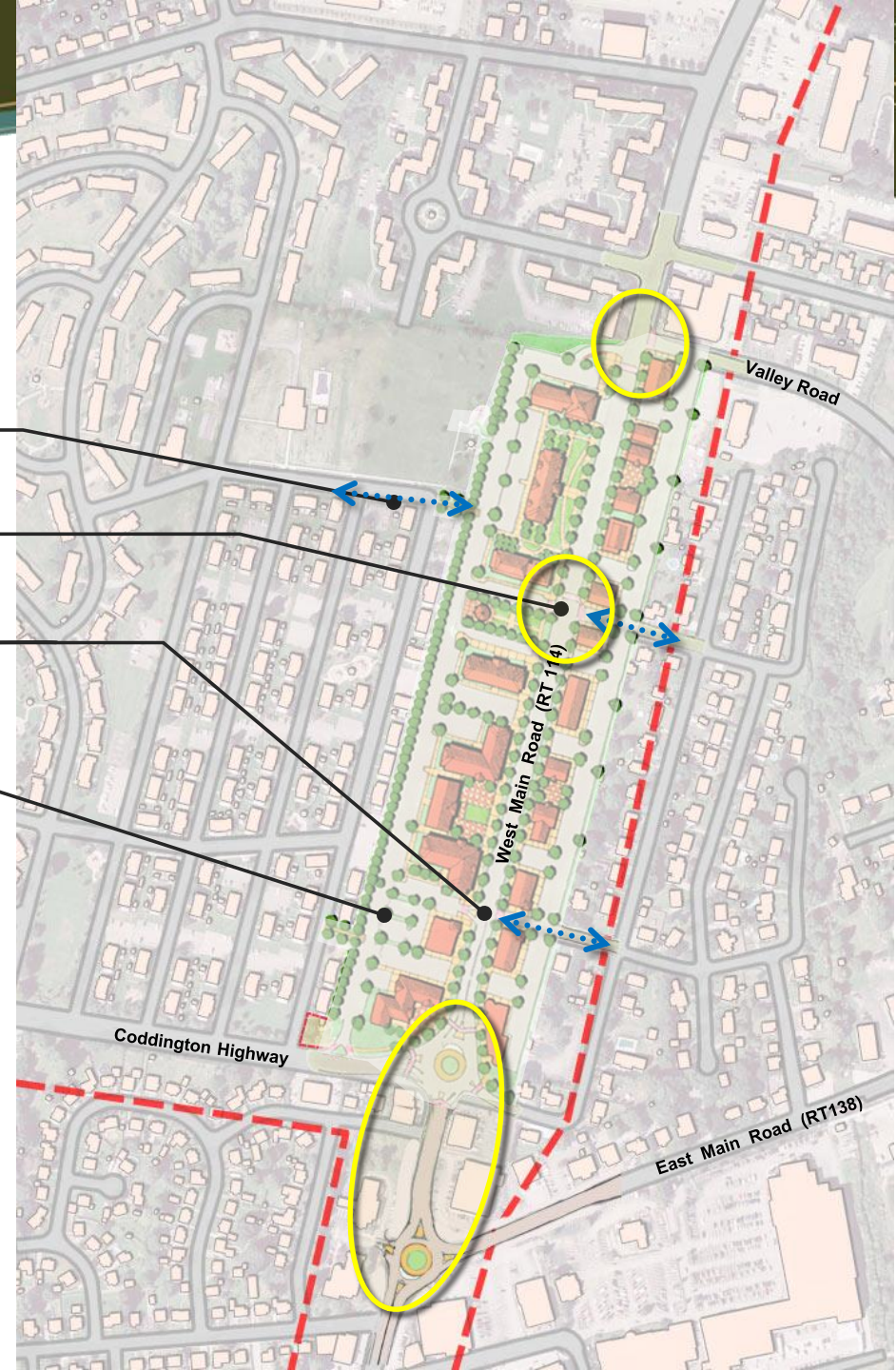
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- Parking at rear of buildings



## Scenario 2:

### Transportation Goals:

- Provide pedestrian connections to existing residential areas
- Improve traffic flow and safety with a new full access drive with pedestrian crossings
- Reduce curb cuts, consolidate entry / exit points, and restrict turning movements
- Parking at rear of buildings
- Plan for improvements to key intersections
  - West Main at Coddington
  - West Main at Valley (Entrance Only)



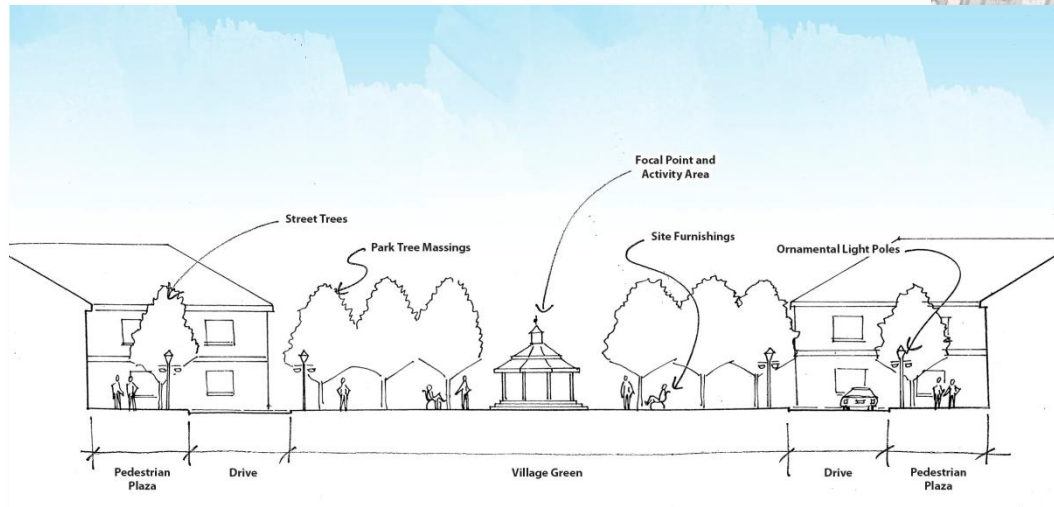
# Scenario 2: Analogs



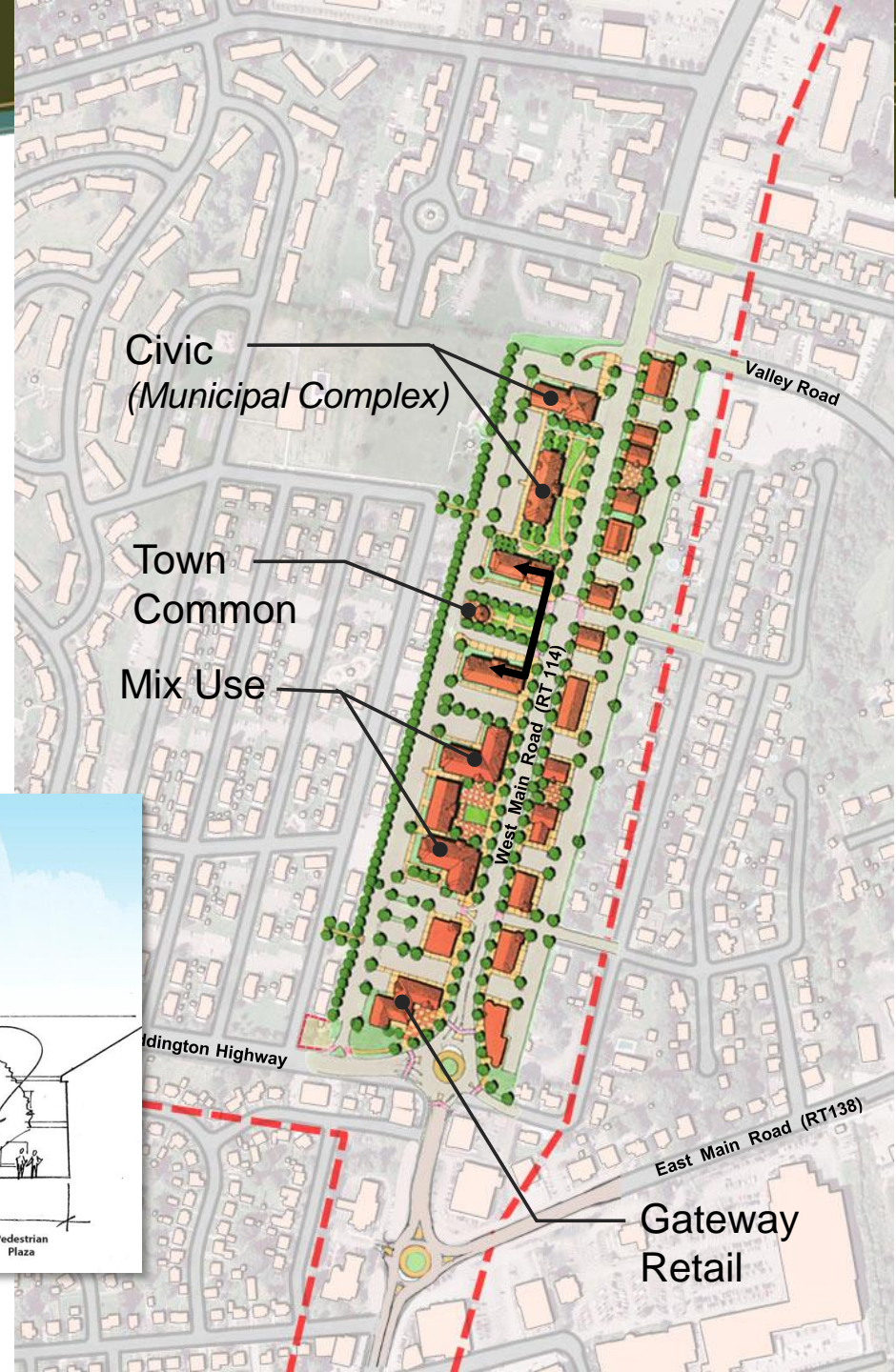
# Scenario 2: Potential Program\*

Civic	75,000 S.F.
Retail	80,000 S.F.
Office	68,000 S.F.

*\*Does not include "Long Term" uses for the East Side*



Cross Section – Looking East

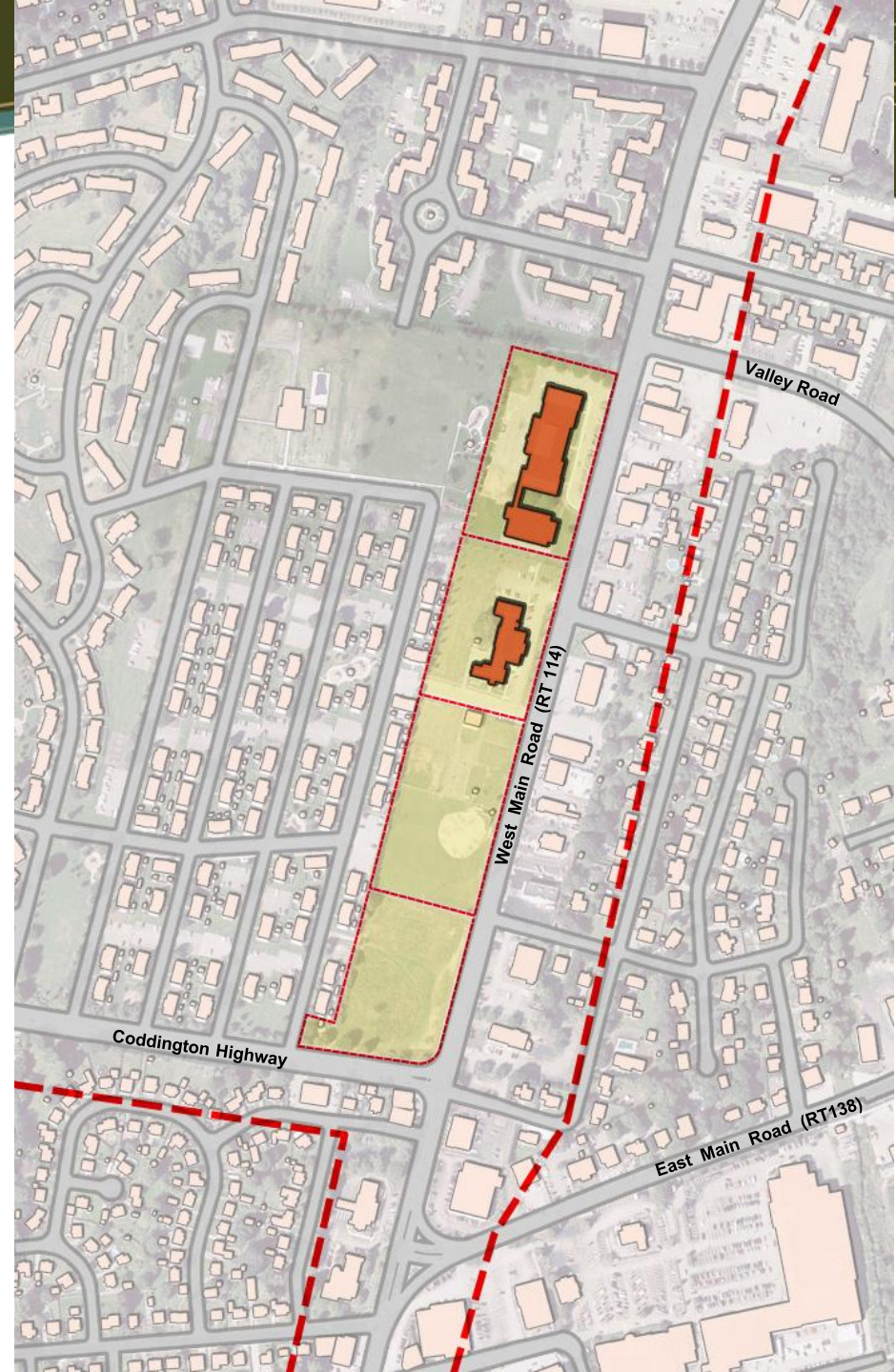




# Scenario 3

## Scenario 3:

- Existing parcels



## Scenario 3:

- Existing parcels
- “West side” and “East side” redevelopment



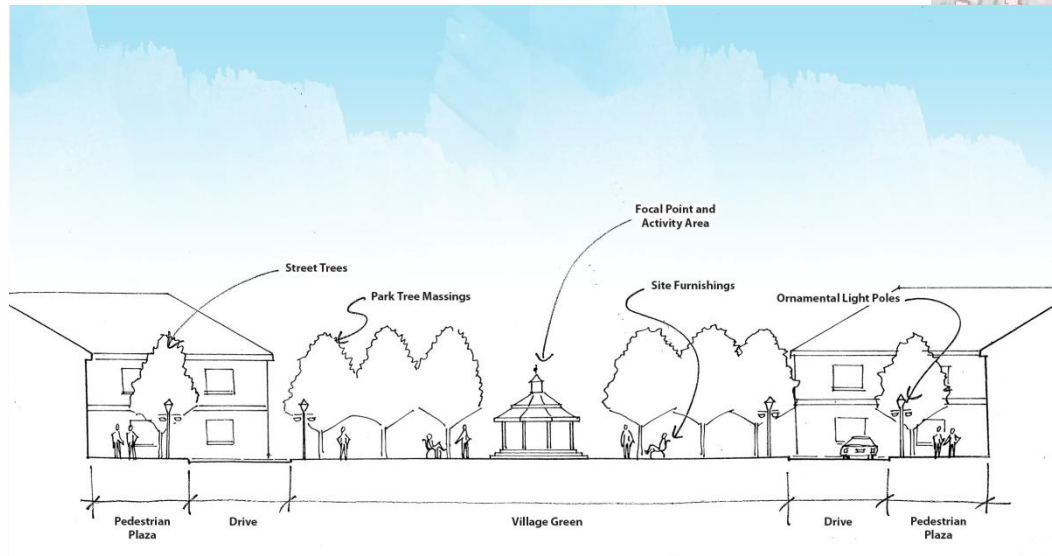
## Scenario 3:

- Existing parcels
- “West side” and “East side” redevelopment
- Expanded municipal commons and parking



## Scenario 3:

- Existing parcels
- “West side” and “East side” redevelopment
- Expanded municipal green and parking
- Connections and redevelopment to west – “growth area”



Cross Section – Looking East



# Scenario 3:

Urban Design Goals:



## Scenario 3:

Urban Design Goals: (Per Scenario 2)

- Create a municipal zone with a town common
- Orient buildings towards West Main Road
- Varied setback and building form to create pedestrian amenities
- Place parking at the rear of buildings
- Multi-story buildings with retail at ground floor



## Scenario 3:

### Urban Design Goals: (Per Scenario 2)

- Create a municipal zone with a town common
- Orient buildings towards West Main Road
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- Place parking at the rear of buildings
- Multi-story buildings with retail at ground floor

### Urban Design Goals: (Additional)

1. Expanded “town common” with additional landscaping and parking



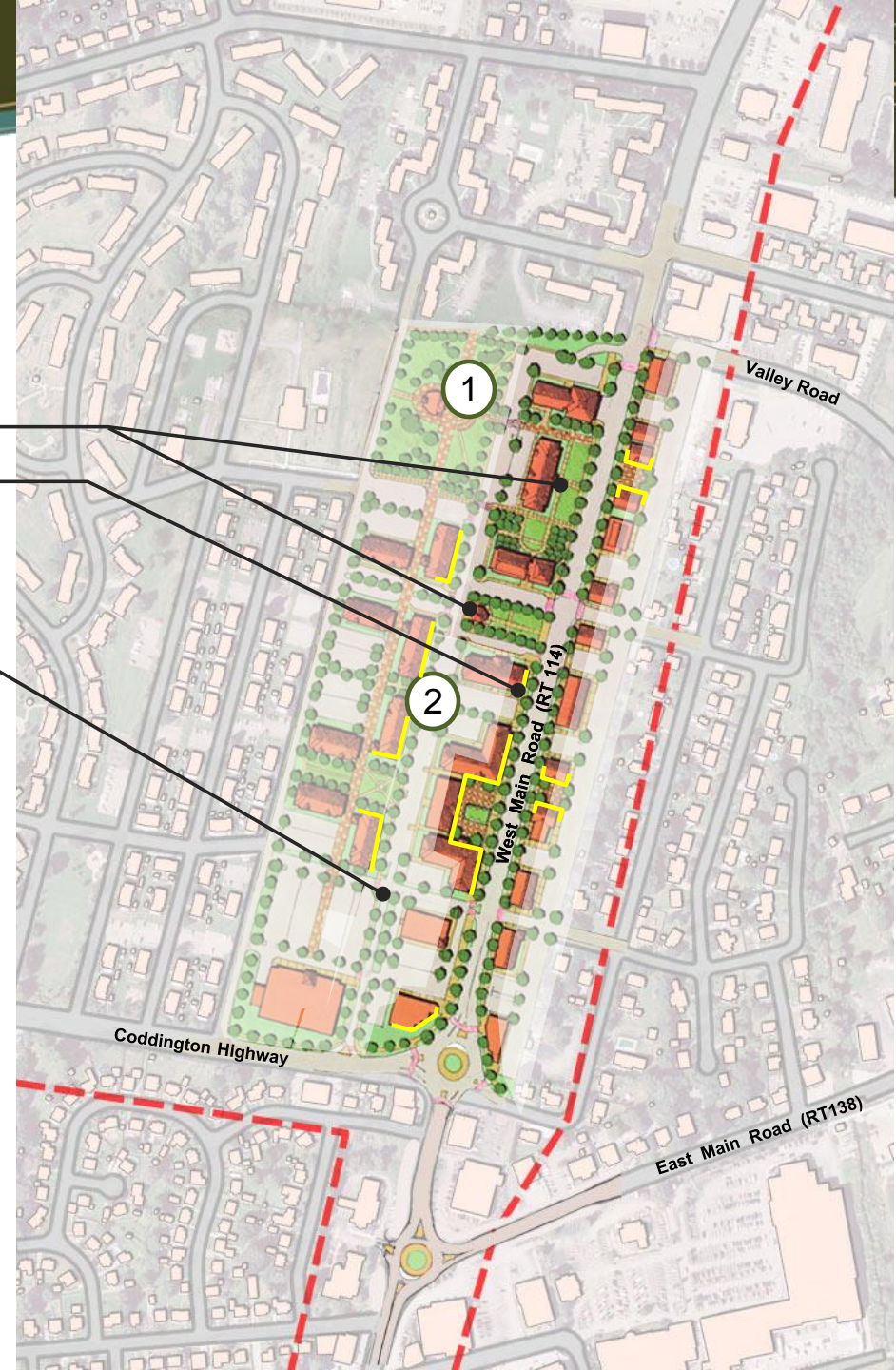
## Scenario 3:

### Urban Design Goals: (Per Scenario 2)

- Create a municipal zone with a town common
- Orient buildings towards West Main Road
- Varied setback and building form to create pedestrian amenities
- Place parking at the rear of buildings
- Multi-story buildings with retail at ground floor

### Urban Design Goals: (Additional)

1. Expanded “town common” with additional landscaping and parking
2. Lining the “internal street” with buildings



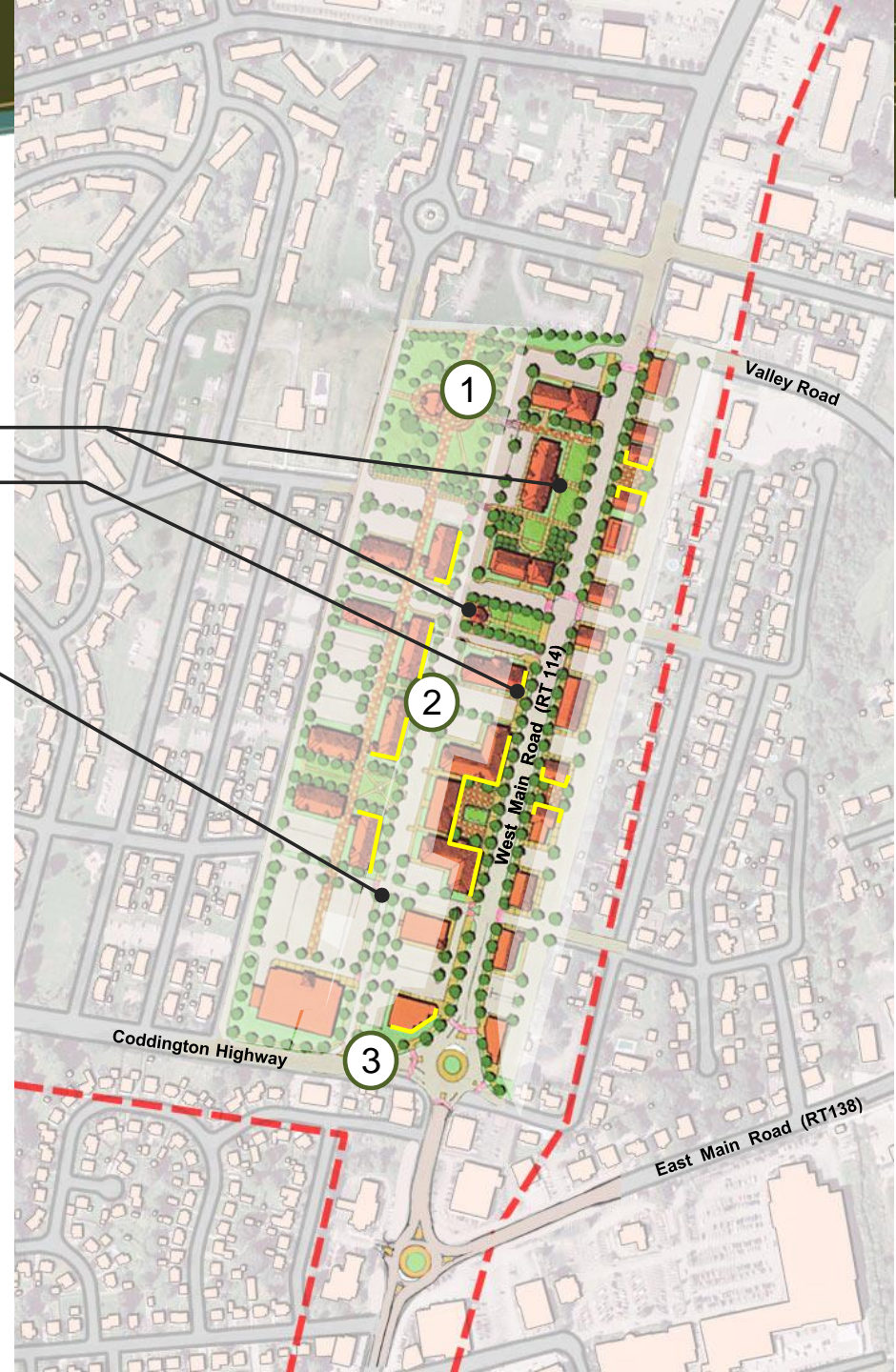
## Scenario 3:

### Urban Design Goals: (Per Scenario 2)

- Create a municipal zone with a town common
- Orient buildings towards West Main Road
- Varied setback and building form to create pedestrian amenities
- Place parking at the rear of buildings
- Multi-story buildings with retail at ground floor

### Urban Design Goals: (Additional)

1. Expanded “town common” with additional landscaping and parking
2. Lining the “internal street” with buildings
3. Enhanced landscaping along Coddington



# Scenario 3:

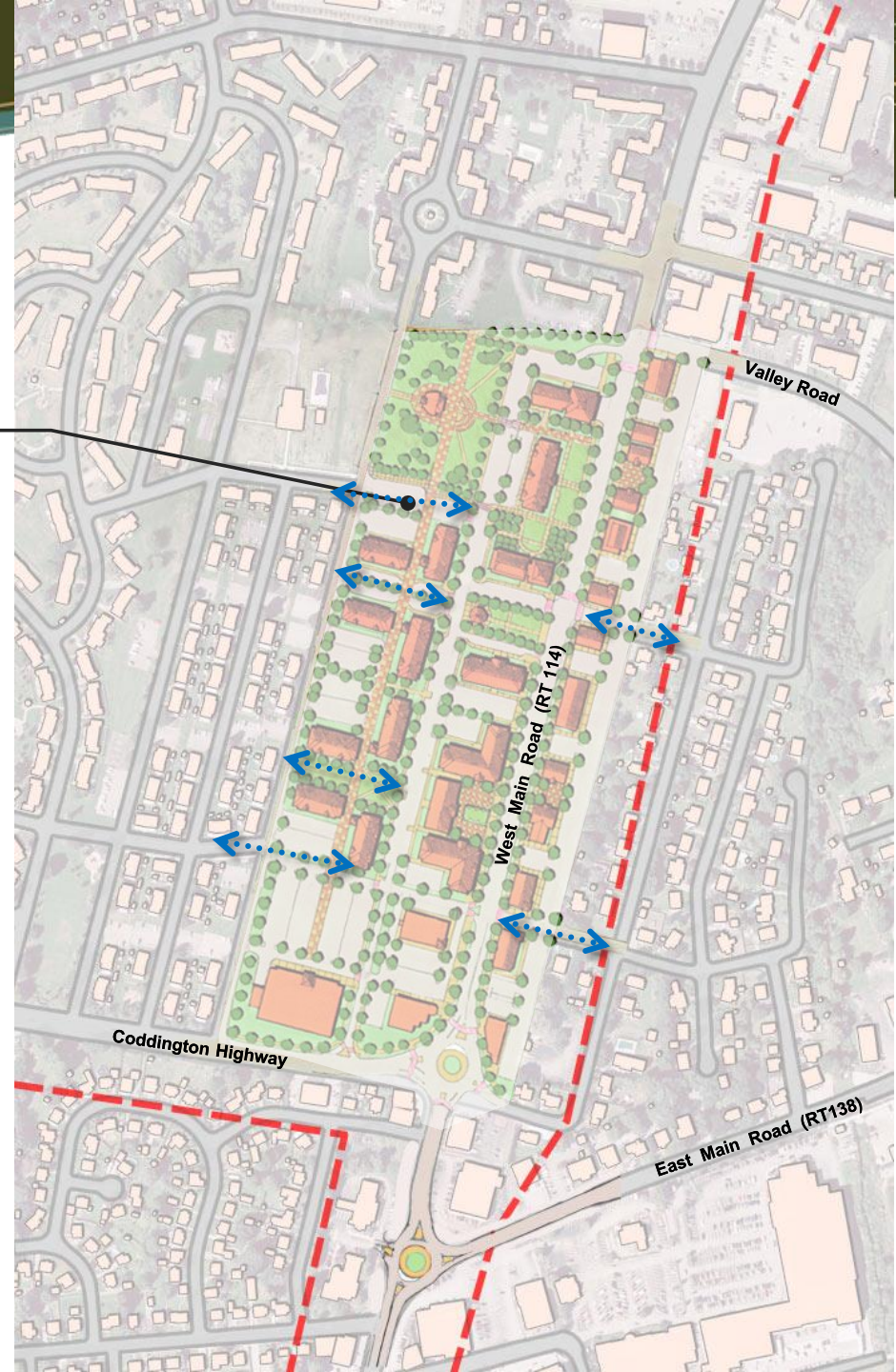
Transportation Goals:



## Scenario 3:

### Transportation Goals:

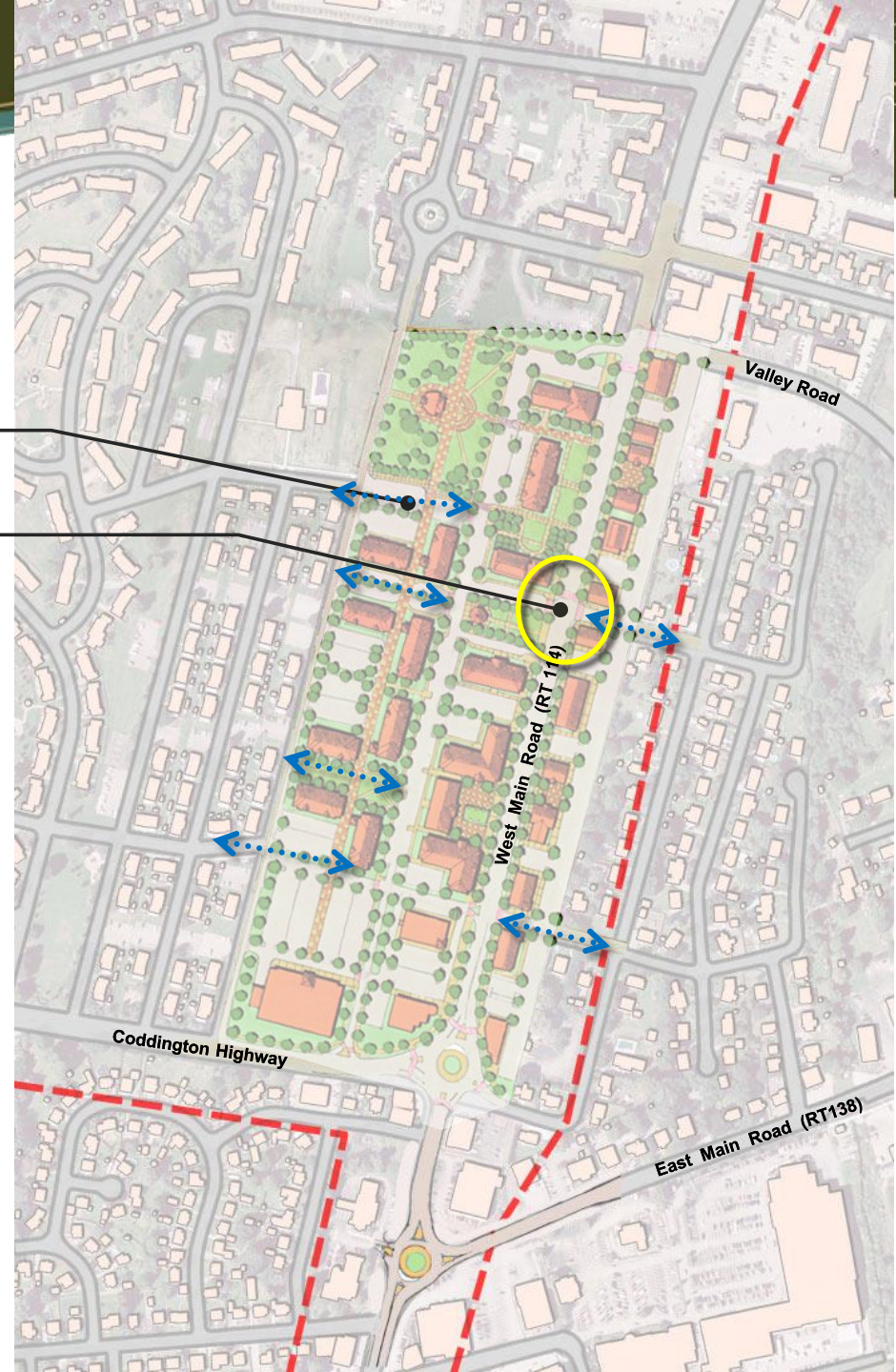
- Integrate pedestrian connections to existing residential areas



## Scenario 3:

### Transportation Goals:

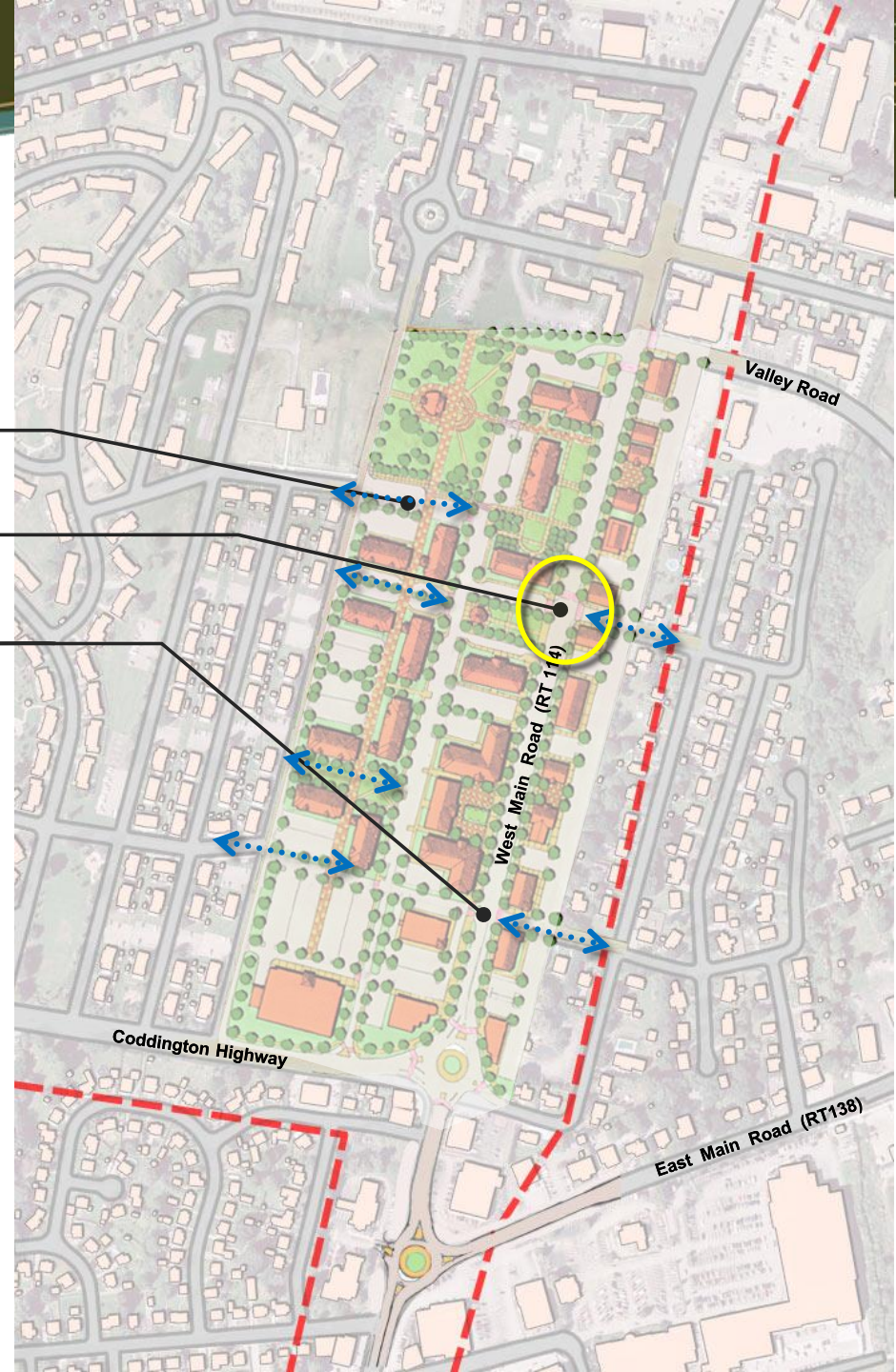
- Integrate pedestrian connections to existing residential areas
- Improve traffic flow and safety with a new full access drive with pedestrian crossings



## Scenario 3:

### Transportation Goals:

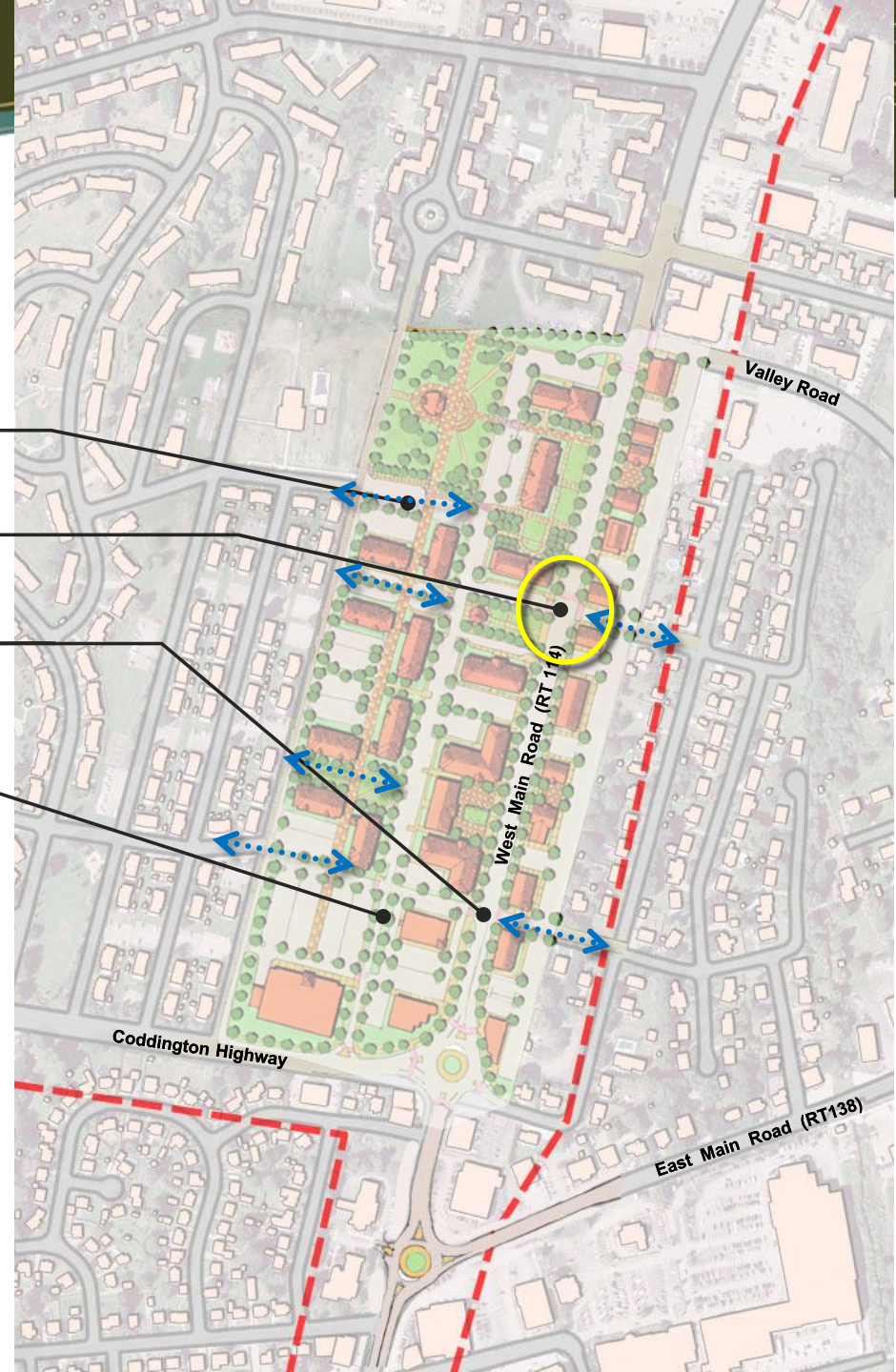
- Integrate pedestrian connections to existing residential areas
- Improve traffic flow and safety with a new full access drive with pedestrian crossings
- Reduce curb cuts, consolidate entry / exit points, and restrict turning movements



## Scenario 3:

### Transportation Goals:

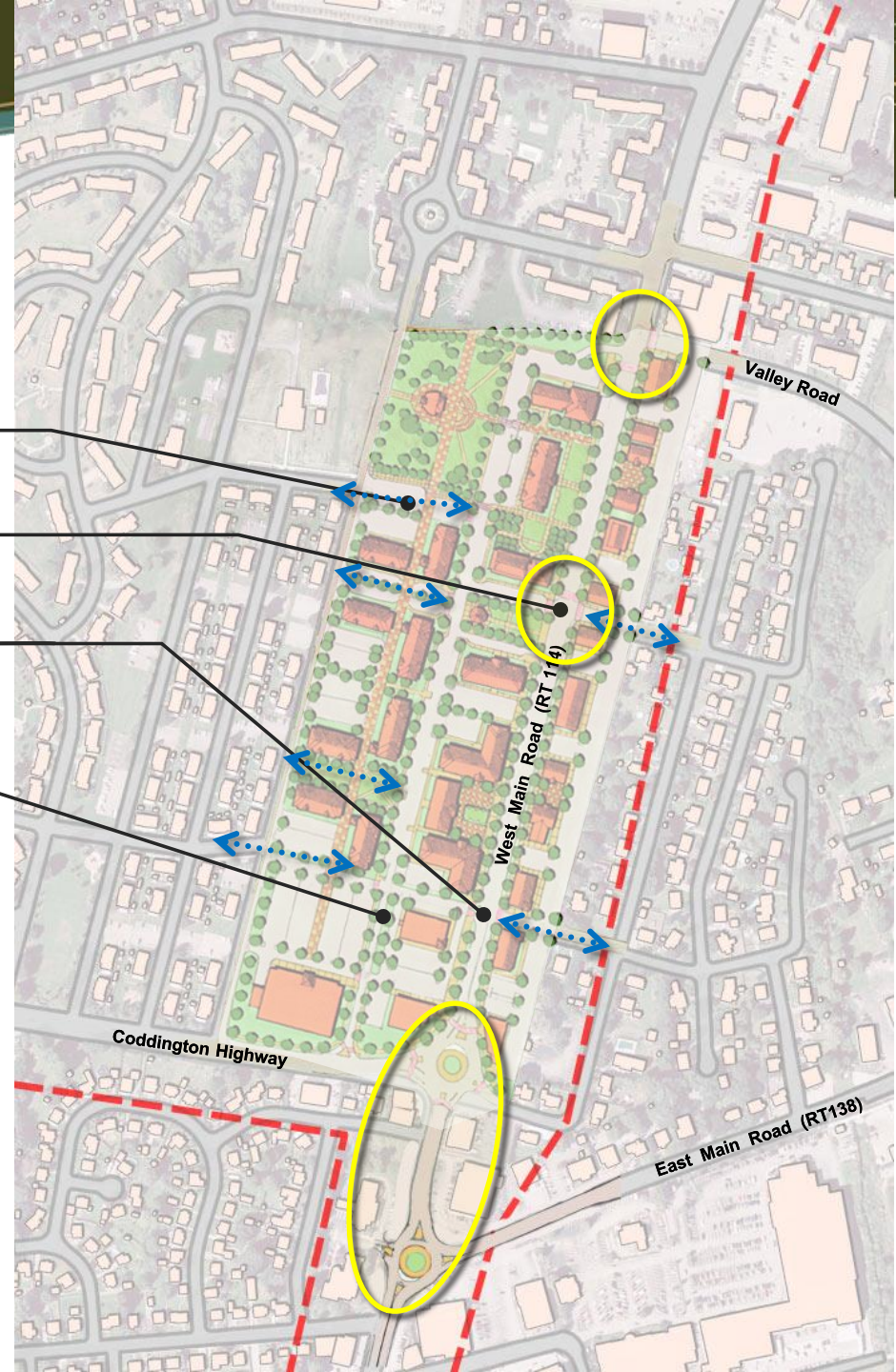
- Integrate pedestrian connections to existing residential areas
- Improve traffic flow and safety with a new full access drive with pedestrian crossings
- Reduce curb cuts, consolidate entry / exit points, and restrict turning movements
- Parking at rear of buildings



## Scenario 3:

### Transportation Goals:

- Integrate pedestrian connections to existing residential areas
- Improve traffic flow and safety with a new full access drive with pedestrian crossings
- Reduce curb cuts, consolidate entry / exit points, and restrict turning movements
- Parking at rear of buildings
- Plan for improvements to key intersections
  - West Main at Coddington
  - West Main at Valley (Entrance Only)



# Scenario 3: Analogs



# Scenario 3: Potential Program\*

Civic	75,000 S.F.
Retail	106,000 S.F.
Office	56,000 S.F.
Residential	175 Units

*\*Does not include "Long Term" uses for the East Side*





## Break-out Table Discussions

- 7:00-7:20 Scenario 1
- 7:20-7:40 Scenario 2
- 7:40-8:00 Scenario 3
- 8:00-8:30 Report Back (5 minutes each)

## Ground Rules

- Every opinion is valid
- Everyone gets to talk
- No negativity – keep it positive
- No personal comments – never make your friend or colleague the issue
- Keep the discussion moving – don't get hung up on points of disagreement
- If you bring a problem to the table, bring a solution too



# Report Back

- Group 1
- Group 2
- Group 3
- Group 4



# Next Steps

See website:

[www.middletownri.com](http://www.middletownri.com)