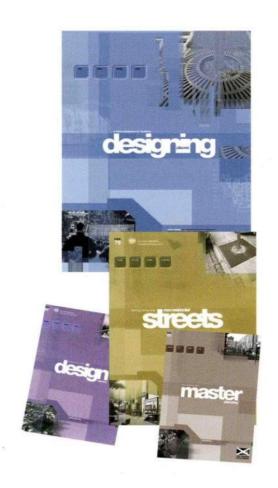




## **Policy Evolution**







# The Place Approach







Overlooking Village Green

Complementary to scale of housing

### **Muirhouse Place**





## Developing the Guidance

#### **Review and Consolidation**

- external workshop- John Dales and Keith Gowenlock
- internal workshop- defining the scope of guidance
- internal workshop- questions and answers
- Best practice review-Hounslow/Sydney/ Ireland/ New York



#### Why and Where

- why we need to do the guidance
- · what is special about Edinburgh
- establish the values, key principles and aims and outcomes for the city- translating national policy at a local level
- sets out the things Edinburgh will change



#### What and How

 a clear set of instructions for detailed design and construction of streets

WHY THE GUIDANCE HAS BEEN PRODUCED audience (A2-2) status and policy context (A2-3) historical and planning context (A3) goals and values (A4) objectives (A5) overall process (A6) STREET FRAMEWORK Types of street (B1-B2) STREET USERS AND DESIGN OPTIONS An introduction to: user environments (B3) fabric, furniture, layout and geometry and soft landscaping design options (B3) street structure options (B4) STREET PRINCIPLES mmaries of design approaches for each of Edinburgh's street types (B5) TECHNICAL FACTSHEETS

INTRODUCTION (A1)



### How the Guidance Works

Identify STREET TYPE by interpreting street's 'place' and 'link' role

Use PRINCIPLES SHEETS to identify priority street users to emphasise in design

Formulate STREET DESIGN OPTIONS and the overall DESIGN CONCEPT

Use DETAILED DESIGN FACTSHEETS to design and engineer the scheme



## Part A Goals and Values

Designing Streets' qualities	Edinburgh's goals and values					
Distinctive	Streets are attractive and distinctive, supporting places of interest					
Welcoming	Streets are welcoming, inclusive and accessible					
Easy to move around	Streets are legible and easy to move around					
Safe & pleasant	Streets are safe					
Adaptable	Streets respond to needs of local communities					
	Streets are cost effective in design					
Resource efficient	Streets help make Edinburgh's transport and ecological systems more sustainable					





## What Changes will we see?

### Changes in **how** we do things

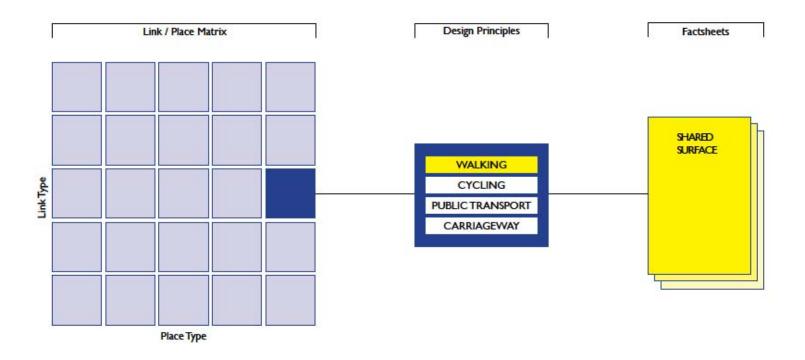
Summary Statement 1- We will follow a design process that starts by considering the street as a place

### Changes in what we do

- Summary Statement 2 We will recognise that streets have an important non-transport role
- Summary Statement 3 Street Design will prioritise improving conditions for pedestrians, cyclists and public transport users in most streets
- Summary Statement 4 We will provide integrated design solutions for more than one mode of transport
- Summary Statement 5 We will use signs, marking and street furniture in a balanced way, providing them where they provide a positive function for street users



# **Using the Guidance**





# Part B Design Edinburgh's Street Framework

### Edinburgh Street Framework – A Guide to Edinburgh's Streets

### ...locations with a relatively high place function would be those where people are likely to gather and interact with each other, such as outside schools, in local town and district centres or near parades of shops...

#### **Movement status**

" Place status

...Movement status should be considered in terms of all modes of movement, including vehicle traffic, pedestrian and cycle flows and public transport...

(Designing Streets, p8)

A SA LAND	Motorway  Motorway	High street
Residential street  Place function		Cadell2

Click to	link to			Place types		
summary sheets	principles	No frontage	Residential (low density)	Employme nt (non high street)	Residential (med/high density)	Shopping/ high street
	Strategic	<u>1                                    </u>	<u>2                                    </u>	3 🗐	<u>4                                    </u>	<u>5                                    </u>
	Secondary	<u>6 🗐</u>	<u>7                                    </u>	8 🗐	9 🗐	<u>10 🗐</u>
Link types	Local	<u>11 🗐</u>	<u>12 </u>	<u>13 🗐</u>	<u>14 </u>	<u>15 🗐</u>
	Service	<u>16 🗐</u>	<u>17 🗐</u>	<u>18 🗐</u>	<u>19 🗐</u>	<u>20 🗐</u>
	Path	21 🗐	22 🗐	23 🗐	24 🗐	25 🗐



# Design Principles

B5 Design Principles for each Street Type: Strategic Retail Streets



	Link type	No tront.	Hex.	bmp.	Hex. med/hi	Shop.
Place type Link type	Strategic					
Stratogia	Secondary					
Strategic	Local					
Retail	Service					
Retail	Path					
Desired Assessed States	According to the second			and the later		

Design for retail streets will emphasise social spaces and the street's role in the community, the pedestrian environment and public transport. They will prioritise place paying close attention to delivering Values 1 and 2. Paying slabs will be used for footways to emphasise place and pedestrian importance. They will be highly complex in their requirements, and furniture, fabric and layout equally will be high relevance in design. General road trattic will be permitted, but not prioritised. Cyclists will be separated as far as possible from other road traffic. Pedestrians will have priority through junctions and intersections, including across side streets.

	Place	Very High/ High
	Peds.	Very High/ High
<u></u>	Cycle	Medium*
Ĕ	Public Trans	High
Design emphasis	Movement (Cars)	Medium
	Movement (Large)	Medium
	Parking	Low
	Loading	Medium
	Furniture	High

 High Quality Paying Fabric Driveways to match footway paving (No Break) High Density of Seating – Where footway width is sufficient Furniture High Density of Waste Bins · Lighting 10m columns or Wall Mounted (Preferred) Walking Minimum width of footway (Absolute - 3m/ Desirable 4.5m or more) Environment Side Junctions to be Raised Junctions/ or continuous<sup>#</sup> Corner Radii Maximum = 3m Layout Crossing points every 50m to 100m Uncontrolled Crossings – Signalised/Zebra at Strategic Points Consider Shared Space Fabric See common elements High Density of Short Term Cycle Parking Furniture Cycling Longer Term parking to be provided at strategic locations Environment Desirable Minimum = Advisory Carriageway Lavout Recommended = Mandatory lanes or Separated Lanes where appropriate/feasible Fabric See common elements Public . Bus Shelter provided at all stops with seating/access for all Furniture **Transport**  Bus Tracker provided at all stops Environment Consider Bus lanes (Peak Time along with Parking/Loading) Layout · Consider approaches to junctions See common elements Fabric · Road Markings to be minimum width Furniture See common elements Carriageway Clear Width generally 6m minimum, desirably 7.0m or more. Environment · Restricted/relocated where appropriate parking to support cycle/bus Layout Parking/Loading – Seek to move to side streets (especially Parking) Trees & · Use encouraged to reduce the amount of open space Landscaping Helps reduce impact of parking. # At junctions with local or service streets – Junctions should <u>always</u> be converted when either neighbourhood carriageway or footway is renewed. At junctions with secondary or Notes strategic streets a typical carriageway/footway layout will generally be retained. Shared Space should be considered, especially in special locations

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Draft for Consultation 2014



## Part C Fact Sheets

General Carriageway Environment/Layout

Geometry - Corner Radii

#### C4-1-b

### Geometry – Corner Radii

#### Description

For the purposes of pedestrians, the width of the side road should be as narrow as possible to minimise the crossing distance. Similarly, the corner radius should be minimised to ensure that the crossing is as close as possible to the desire line.

The corner radius refers to the point at which two footways meet at a corner of a junction. It has a significant effect on speed at the junction.

Smaller turning radii increase pedestrian safety by shortening crossing distances, increasing pedestrian visibility, and decreasing vehicle turning speed.

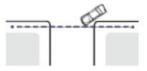
Large radii encourage high speed manoeuvres by motor vehicles, and make crossing side roads more difficult for pedestrians.

At road junctions, the configuration of crossing points requires a balance between the needs of pedestrians and other users. To achieve this balance, three factors need to be considered:

- · corner radii;
- · width of major and minor roads; and
- · volume of traffic.

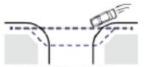
Edinburgh

Small radius (eg. 1 metre):



- Pedestrian desire fine (---) is maintained.
- Vehicles turn slowly (10 mph- 15 mph).

Large radius (e.g. 2 metres)



- Pedestrian desire line deflected.
- Detour required to minimise crossing distance.
- Vehicles turn fister (so mph 30 mph).



- Pedestrian does not have to look further behind to check for turning vehicles.
- Pedestrian can easily establish priority because vehicles turn slowly.



- Pedestrian must look further behind to check for fast turning vehicles.
- Padestrian carnot normally establish priority against fast turning vehicles.

Corner radii specifications take into account the balance between pedestrian

priority and enabling vehicles to manoeuvre safely.

Min	or Street		S	trateg	ic			Se	cond	ary				Local					Servic	е	
Pla	се Туре	NF	LR	EM	HR	RE	NF	LR	EM	HR	RE	NF	LR	EM	HR	RE	NF	LR	EM	HR	RE
	Strategic	9	6	6	3	3	9	6	6	3	3	9	6	6	3	3	9	6	6	3	3
Major Street	Secondary						6	6	6	3	3	6	6	3	3	3	3	3	3	3	3
Туре	Local											3	3	3	3	3	2	2	2	2	2
	Service																				

Effect of Corner Radii on Pedestrians Designing Streets

Non Frontage Low Residential Employment High Residential Retail





•Slows traffic down by create uncertainty

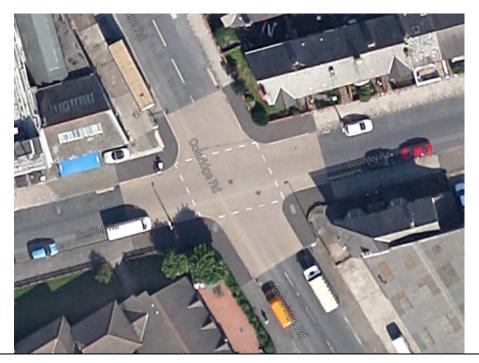


## Styles of Junction



- •Footway continues across junction Pedestrian Priority
- Create additional areas for places –
   Vegetation/Suds etc
- •Slows traffic down vehicle has to cross footway





Junction converted to Unregulated Style – Removes priority

- Corner Radii reduced
- •Carriageway raised to footway level -
- •Create additional areas for places Vegetation/Suds etc
- •Slows traffic down by create uncertainty



## **Consultation Plan**

Who	How	Why	When
Phase 1- Establishing the s	cope of the review		
External practitioners	Best Practice review meeting	To establish the format of the guidance	2011
Internal CEC practitioners	workshop	Awareness raising/ establish key issues	2011
Project Working Group	Best practice reviews	To establish current approaches and experience from other cities etc	2011-13
Phase 2- Awareness raising/	testing		
Edinburgh Urban Design Panel	Presentation	Feedback to inform the review and development of the guidance	2013
Transport Forum	Presentation and workshop sessions	Feedback to inform the review and development of the guidance	2013
Policy and Review Committee	Presentation and workshop sessions	Feedback to inform the review and development of the guidance	2013
Scottish Government	Presentation/ meeting	Feedback to inform the review and development of the guidance	2013
Architecture and Place Division- Designing Streets Policy			
nternal CEC practitioners	Review of the draft guidance	Feedback to inform the review and development of the guidance	2013/14
Phase 3- Circulate Draft for (	Consultation		
General Public	Publish on the Council's website/ intranet- Make available in Libraries- Promote through range of communications- Forums and News Bulletins/ Leaders Report/ Outlook / Social Media	Awareness Raising	Start of consultation
			March 2014
Mail drop	Range of stakeholder groups, including community councils etc	Awareness raising	Start of consultation
			March 2014
Survey Monkey	Through the Council web site	Target questions	Start of consultation
			March 2014
Phase 4- awareness raising	and reviews		
Forums and Community Councils/ Neighbourhood Partnersh	ips Presentations		March- June 2014
Focus groups	Groups with a particular interest, vulnerable users	Feedback on the overall guidance and specific input to key areas of the document.	March –June 2014
Phase 5- road testing the gu	idance		
	Testing the guidance	Highlight areas for review	March-June 2014

