

## Parking

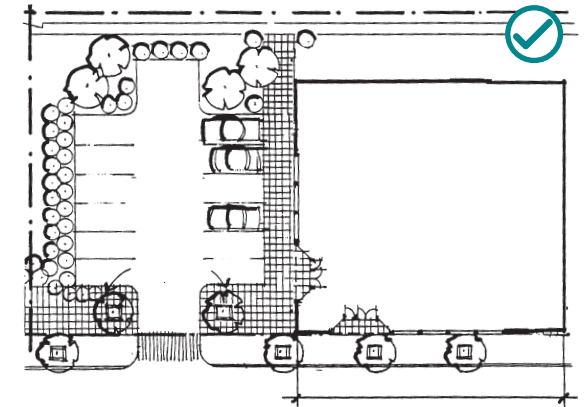
New parking areas should be designed to be attractive and provide a pedestrian-friendly edge. Incorporate landscaping within and at the edges of surface lots, and locate these areas away from public view.

### P.1. Locate parking access points to minimize conflicts with pedestrian traffic.

- Locate curb cuts away from intersections to minimize conflicts with pedestrian and traffic movement.
- Locate a drive to allow shared use.



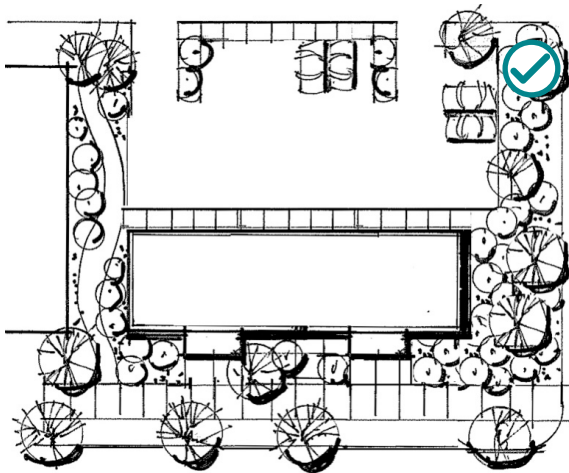
*Incorporate a strong visual buffer where a parking lot abuts a public sidewalk.*



*Locate curb cuts away from intersections to minimize conflicts with pedestrian and traffic movement.*

### P.2. Design a surface parking lot to be visually subordinate to the street.

- Locate a surface lot behind a building.
  - » Especially important in Character Areas 1, 2, 3, 4, and 5
- Incorporate islands in a large surface lot.
- Incorporate clearly delineated pedestrian connections in a large surface parking lot.



*Design a surface parking lot to be visually subordinate to the street.*



*Incorporate delineated pedestrian connections in a large surface parking lot.*

### P.3. Incorporate a strong visual buffer where a parking lot abuts a public sidewalk.

- Locate a landscaped area adjacent to the sidewalk to buffer the public right of way from a surface parking lot.



*Locate a landscaped area adjacent to the sidewalk to buffer the public right of way from a surface parking lot.*