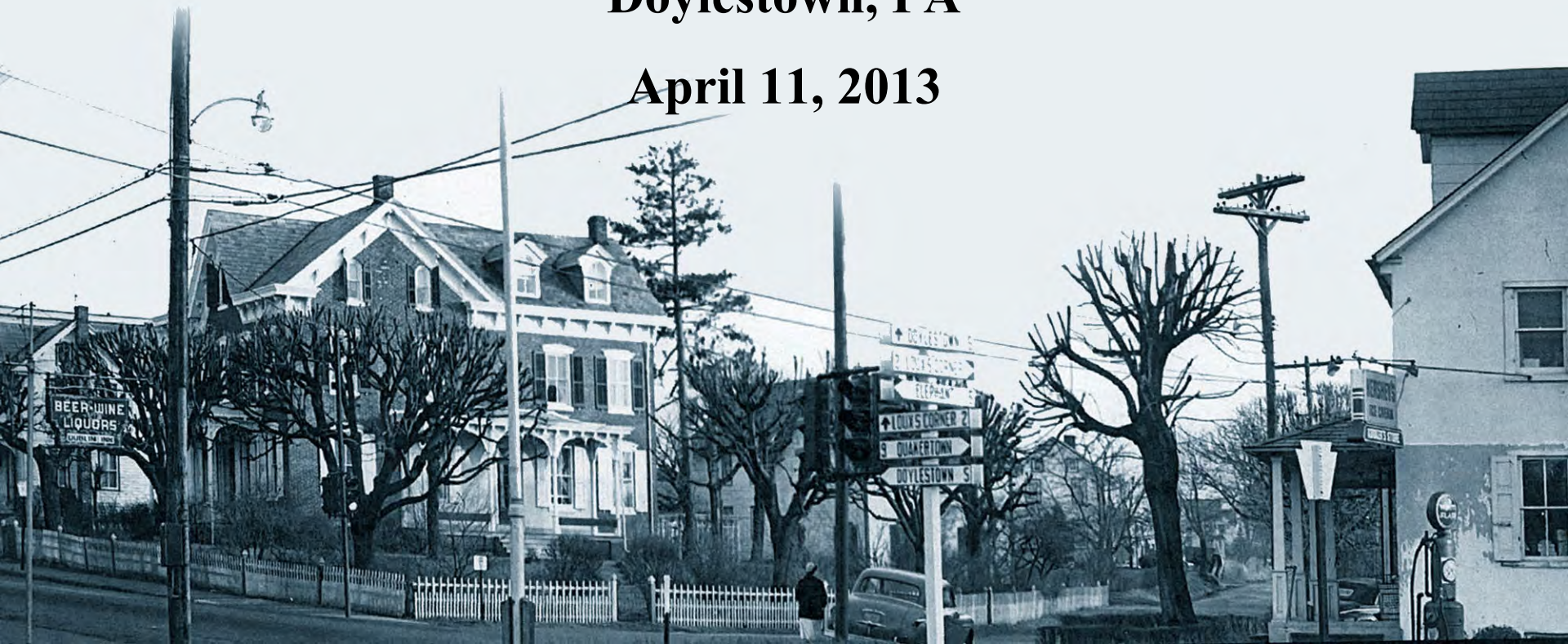# Revitalization & Visioning Plan for Dublin Borough
Visions & Goals

Carter van Dyke Associates
Doylestown, PA

April 11, 2013

Community comments: *1st public meeting*

What do you like most? *(No. of responses to audience comment)*

10   Historic qualities, history is a draw

9   Safety of community

7   "Mayberry"—you know everyone here, and you can shop here

5   Great police department—it serves the community

5   Older buildings, mom-and-pop shops

4   Being able to shop and do errands

4   Kids in the street: the next generation; great for kids

4   Local government is easy to work with

3   Variety of merchants

3   Hometown feel; everyone pulls together

3   Accessibility of park; you can walk there

3   Location is ideal—between Central and Upper Bucks; untapped potential

Community comments: *1st public meeting*

What are your concerns? *(No. of responses to audience comment)*

10 Street lights on Rt. 313; cobra lights there now

8 Main Street should look nicer

8 Fixing up buildings in town

7 Trees on Main Street; slow the traffic

6 Restoration of historic facades

5 Slow down the traffic; traffic in general

4 Signage is very noticeable; needs better quality, more prominence

3 Return playground in park

3 TEC center needs more prominence; buildings in center of town are underutilized

3 Truck traffic, especially when walking

3 Bikeability needed

Vision

- **Diverse land uses**

- **Surrounded by open space**

- **Rich with historic assets**

- **Distinct sense of place with a hometown feel**

- **A walkable community**

- **A regional destination and attraction**

Goals

1. **Create a sense of place**
2. **Make it happen**
    - Planning tools & incentives
    - Administration
    - Transportation
    - Economic development
    - Funding
3. **Organize for success**
4. **Adopt a plan to ensure that new development brings the greatest possible benefits to Dublin Borough**
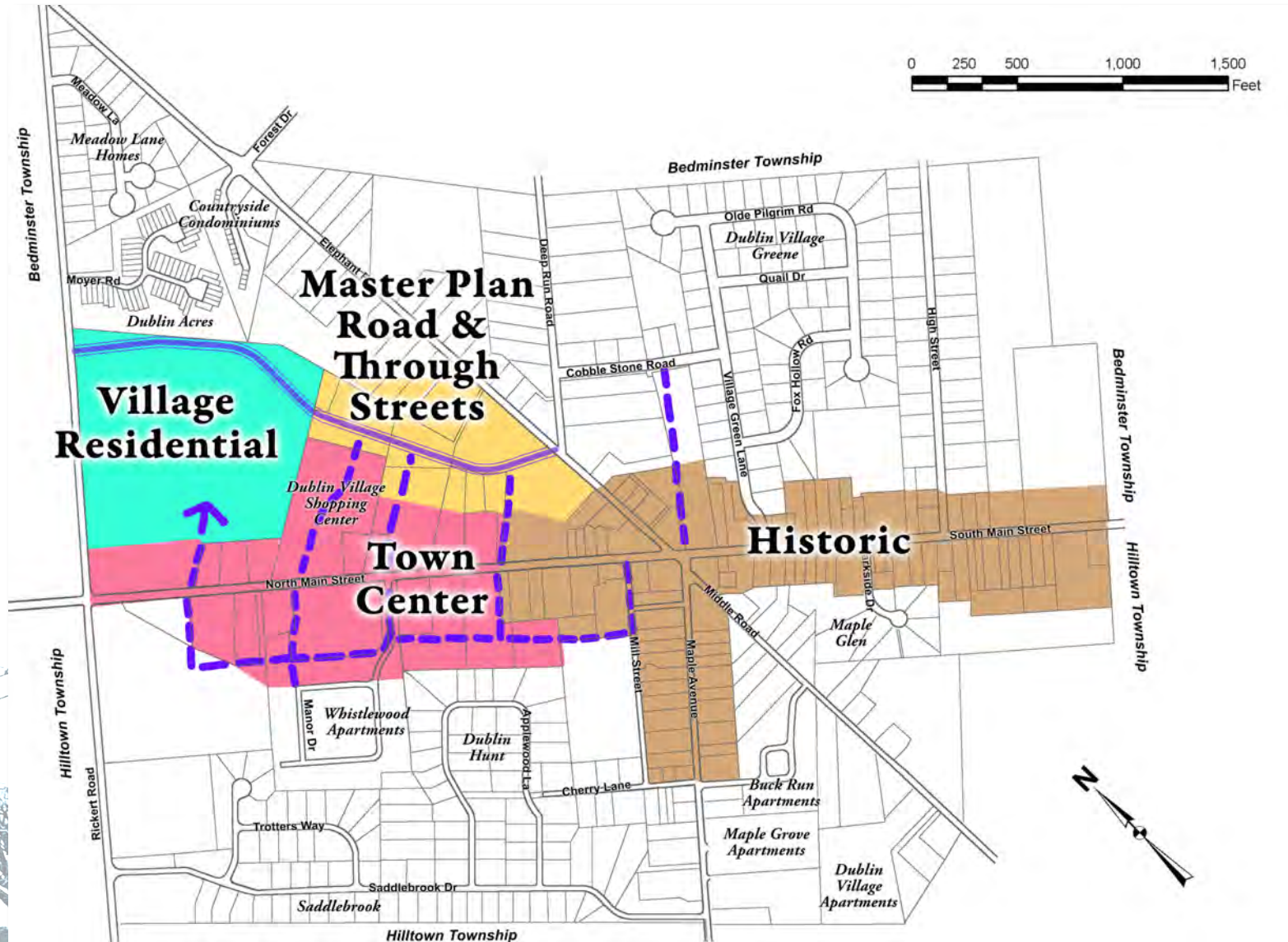
Goal 1: *Create a sense of place*
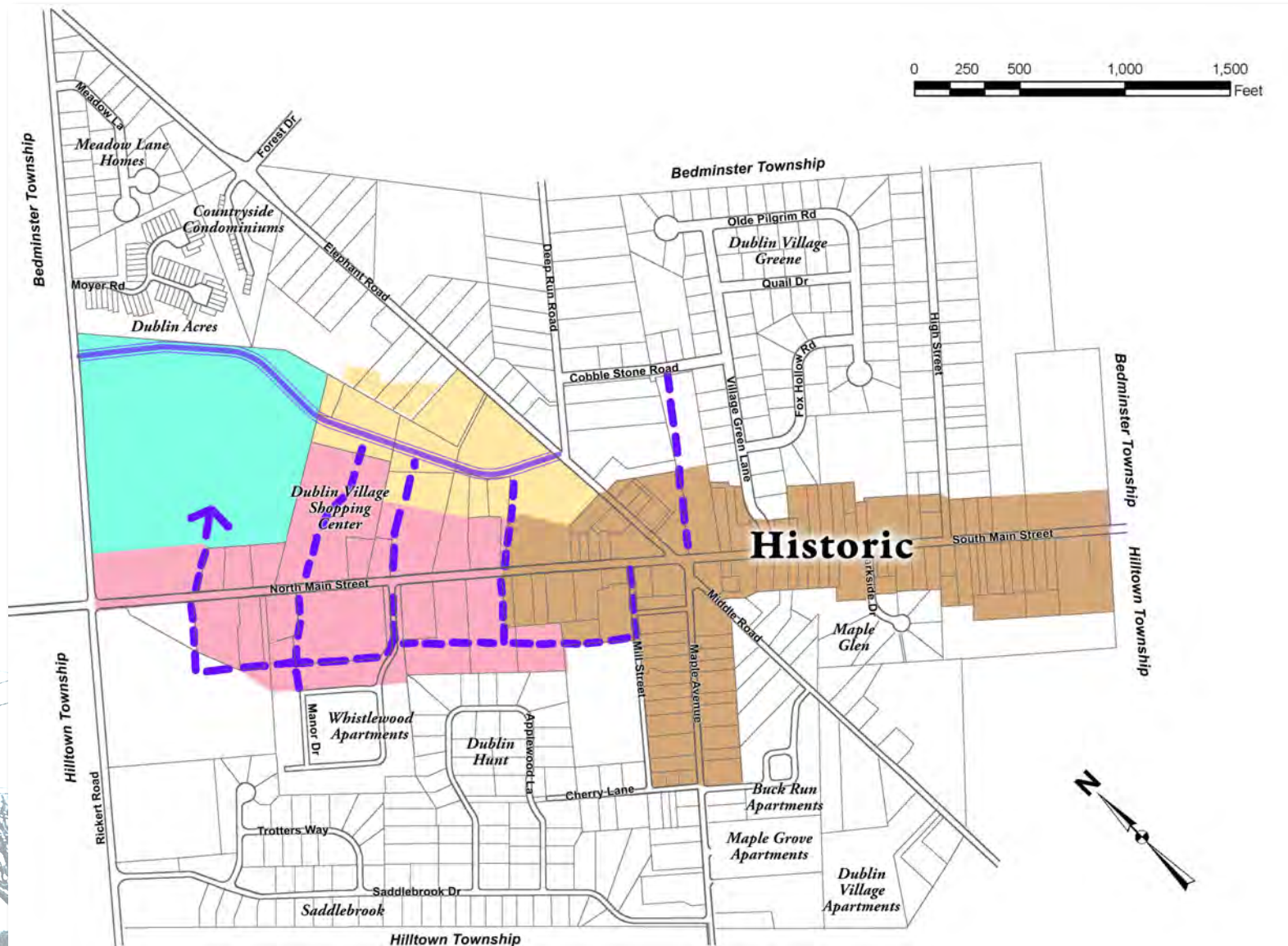
4 distinct character areas in the Borough

- *Historic*

- *Town Center*

- *Master Plan Road & Through Streets*

- *Village Residential*

Dublin's Character Areas

Historic character area

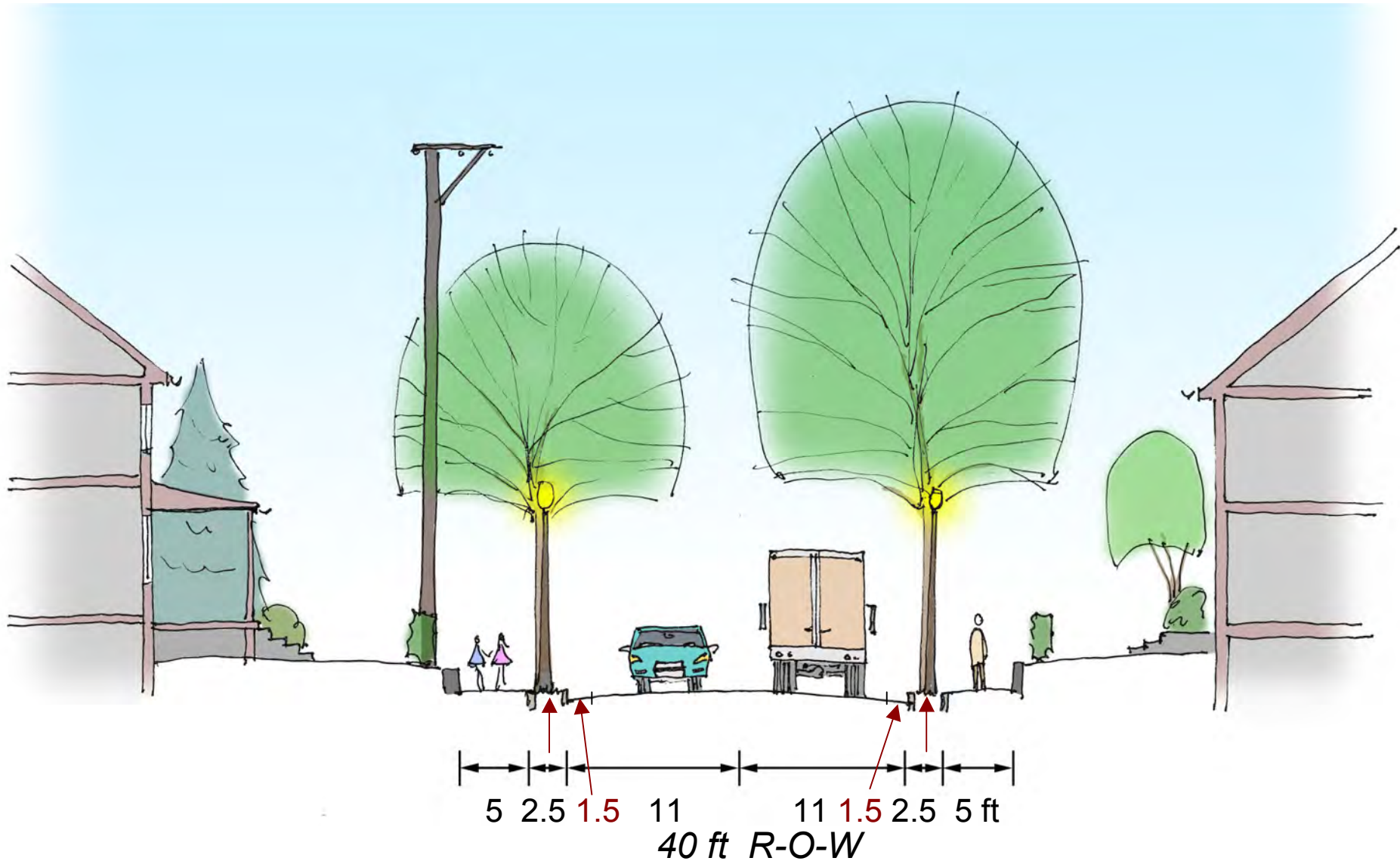# Historic character area:
Most older houses are located close to the road
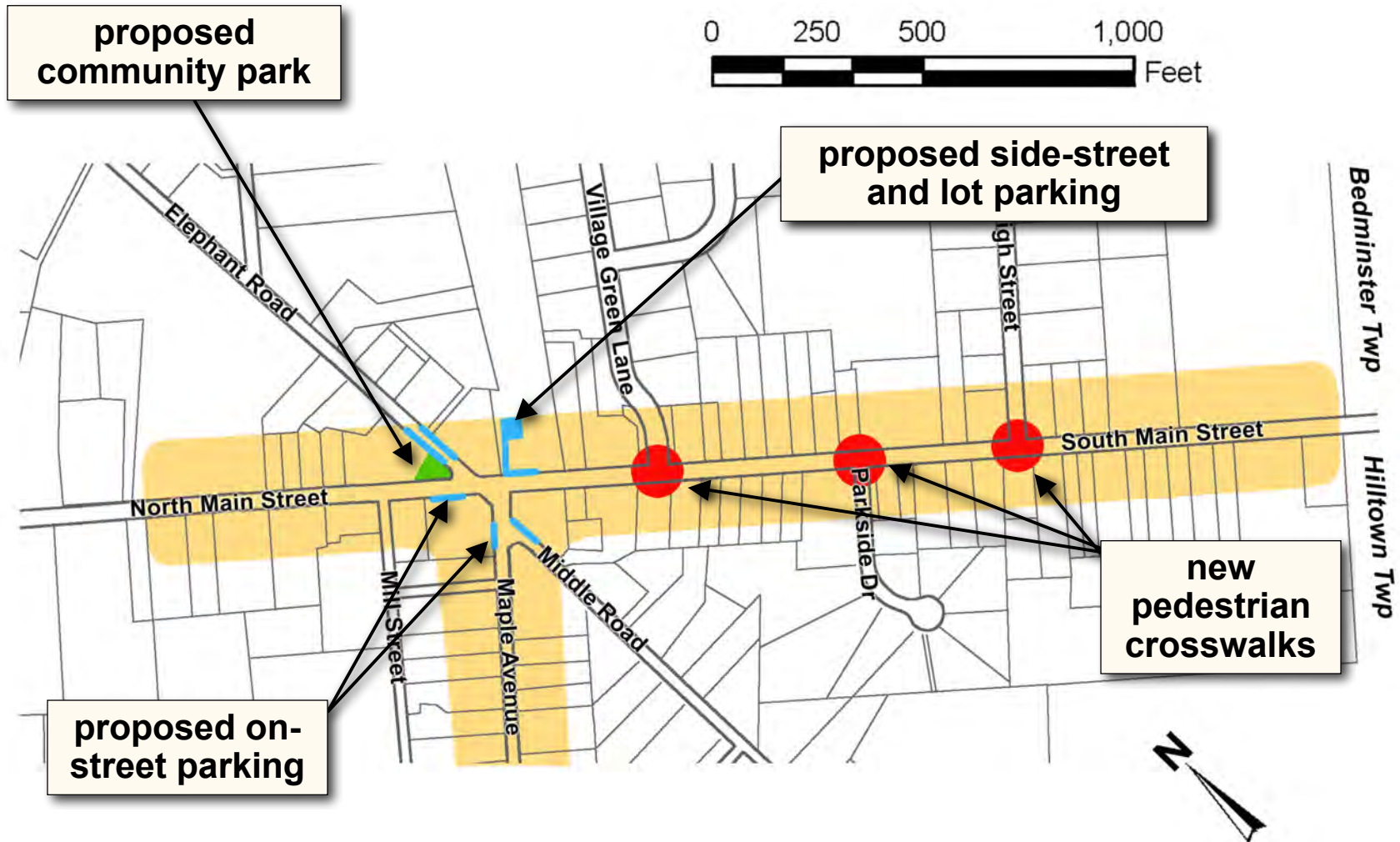
Historic character area: *Land uses*

- **Retain the existing residential land uses**

- **Permit home occupations**

- **Maintain existing non-conforming uses**

Historic character area: *typical streetscape*

5 2.5 1.5 11   11 1.5 2.5 5 ft

40 ft R-O-W

Historic character area: *street improvements*

proposed community park

proposed side-street and lot parking

new pedestrian crosswalks

proposed on-street parking

Elephant Road

Village Green Lane

Bedminster Twp

Hilltown Twp

South Main Street

North Main Street

Mill Street

Maple Avenue

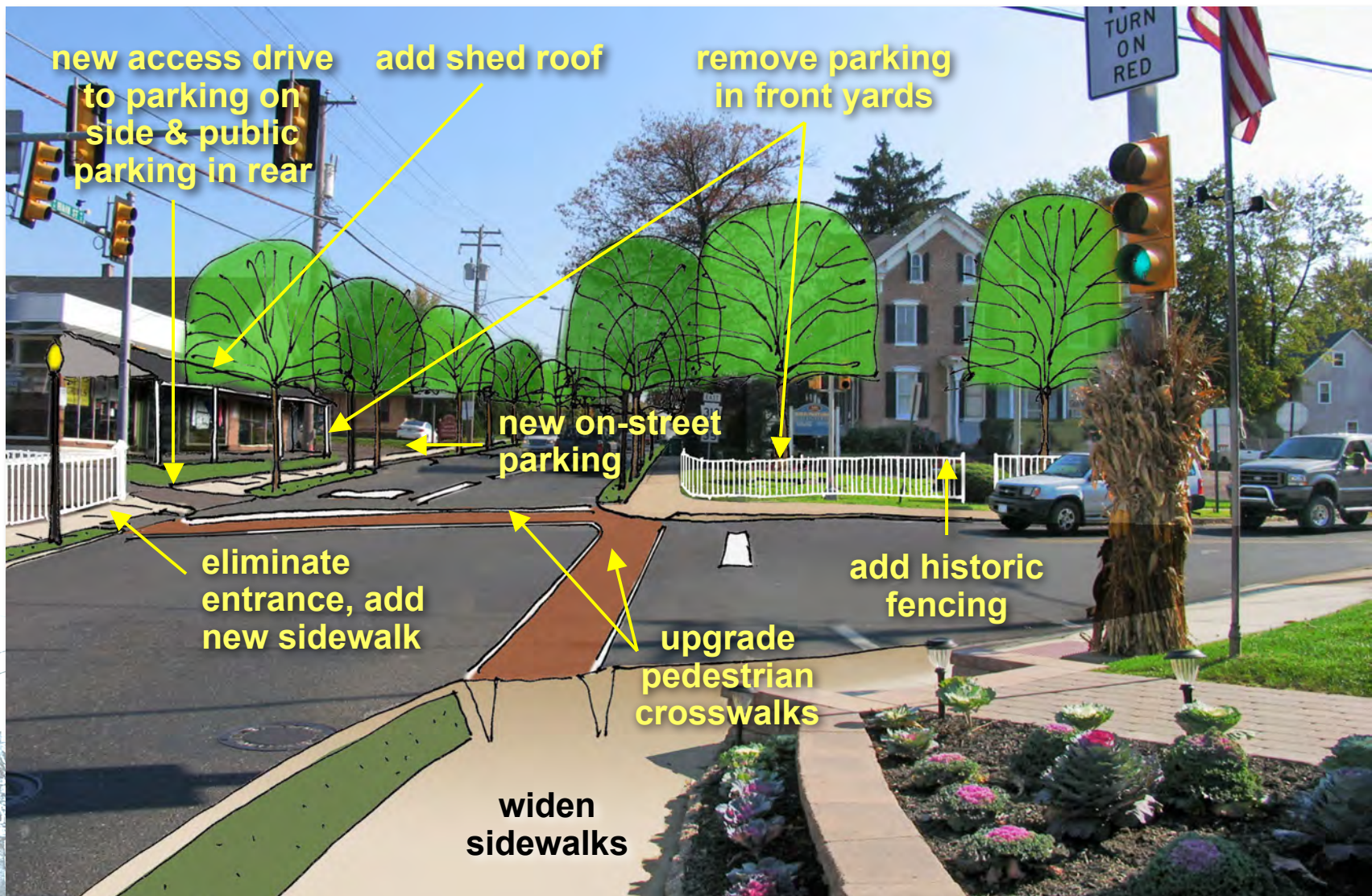Middle Road

Parkside Dr

High Street

0   250   500   1,000   Feet

N

Historic character area: *Moyer House*

Historic character area: *Moyer House*

Historic character area: *Moyer House*

new access drive to parking on side & public parking in rear

add shed roof

remove parking in front yards

TURN ON RED

new on-street parking

eliminate entrance, add new sidewalk

add historic fencing

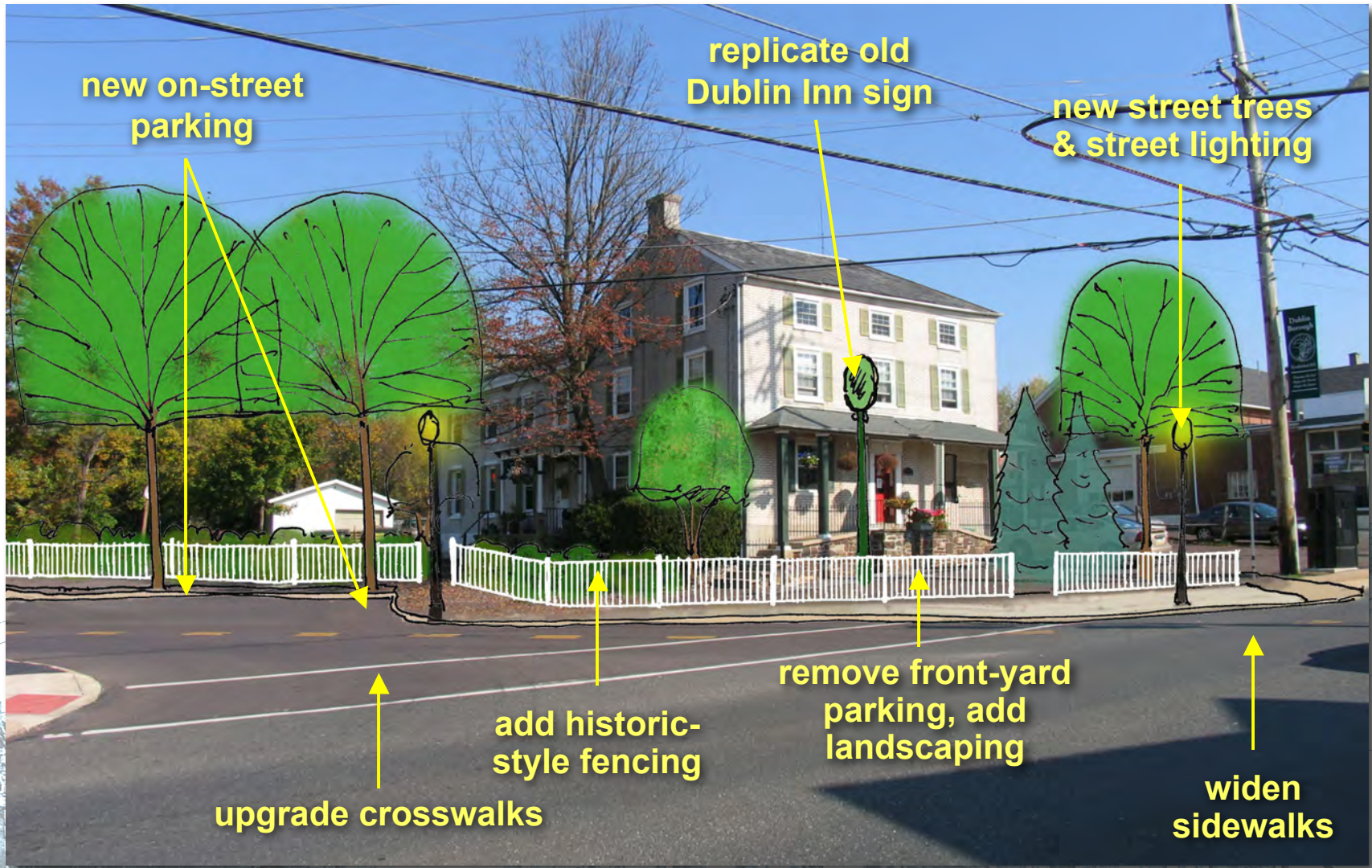upgrade pedestrian crosswalks

widen sidewalks

Historic character area: *Dublin Inn*
new on-street parking & signage

Historic character area: *Dublin Inn*
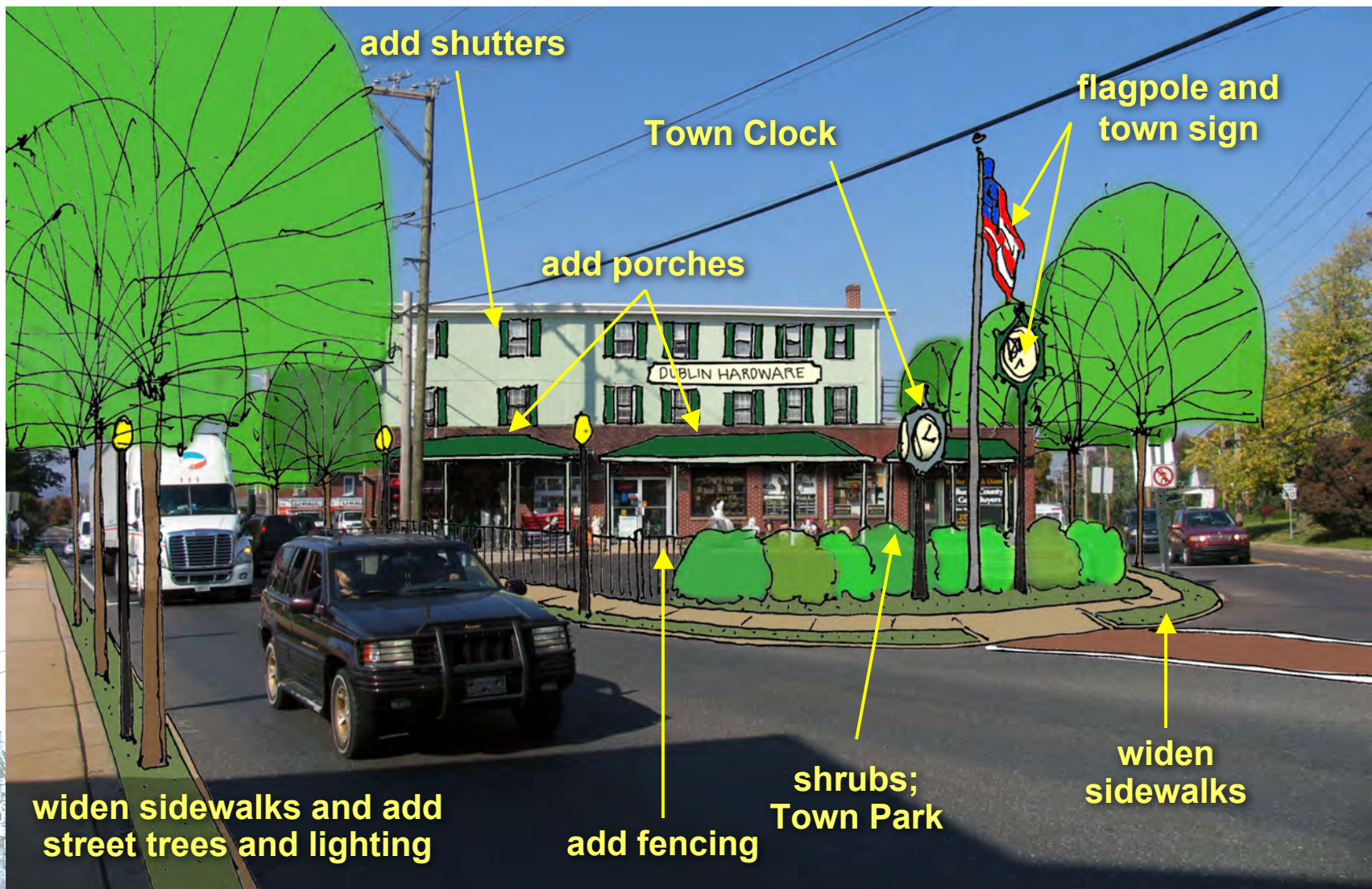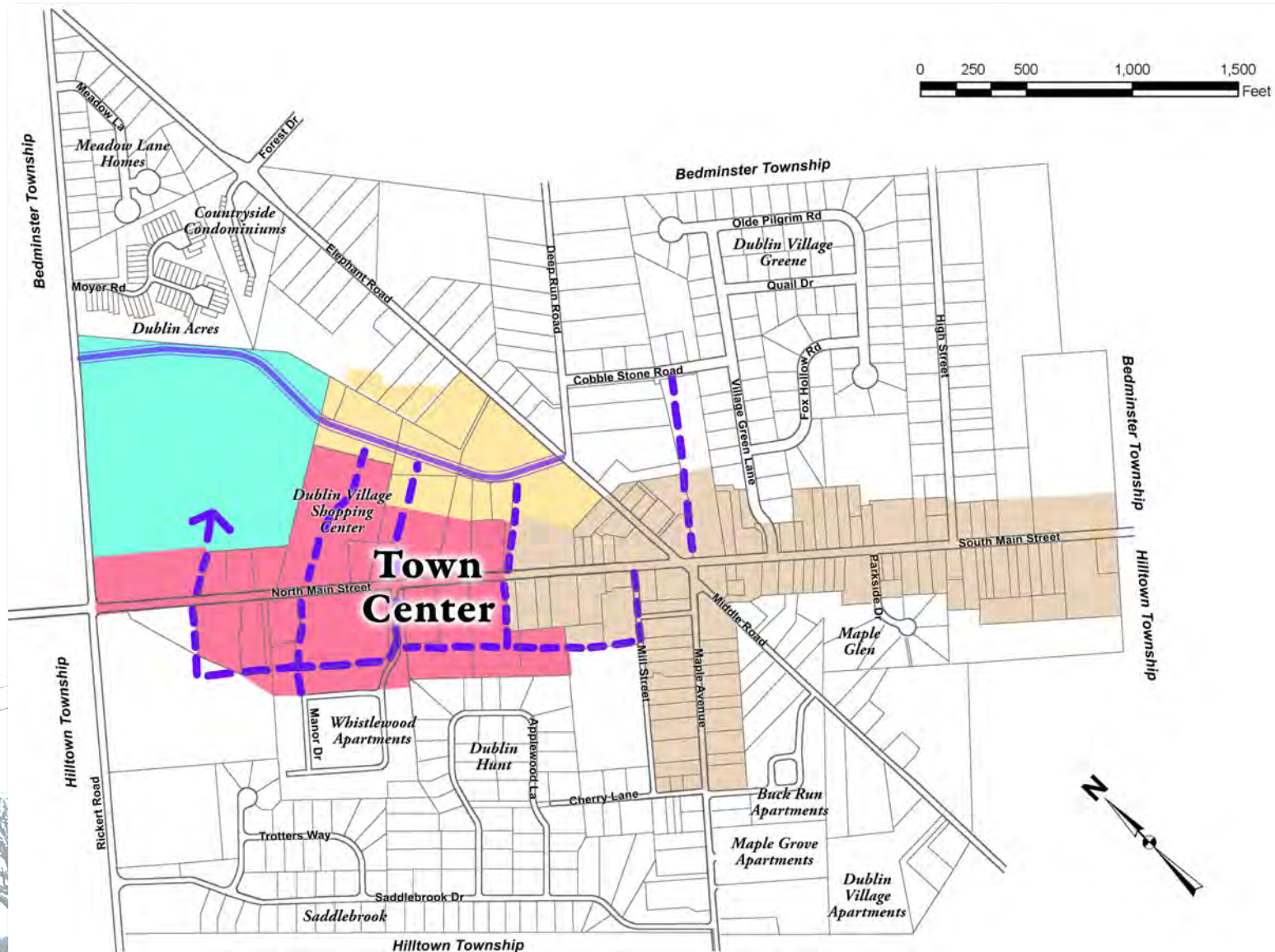## *new on-street parking & signage*

Historic character area: *Dublin Inn*
new on-street parking & signage

new on-street parking

replicate old Dublin Inn sign

new street trees & street lighting

upgrade crosswalks

add historic-style fencing

remove front-yard parking, add landscaping

widen sidewalks

Historic character area: *Town Center Park*

Historic character area: *Town Center Park*

Historic character area: *Town Center Park*

add shutters

flagpole and town sign

Town Clock

add porches

DUBLIN HARDWARE

widen sidewalks and add street trees and lighting

add fencing

shrubs; Town Park

widen sidewalks

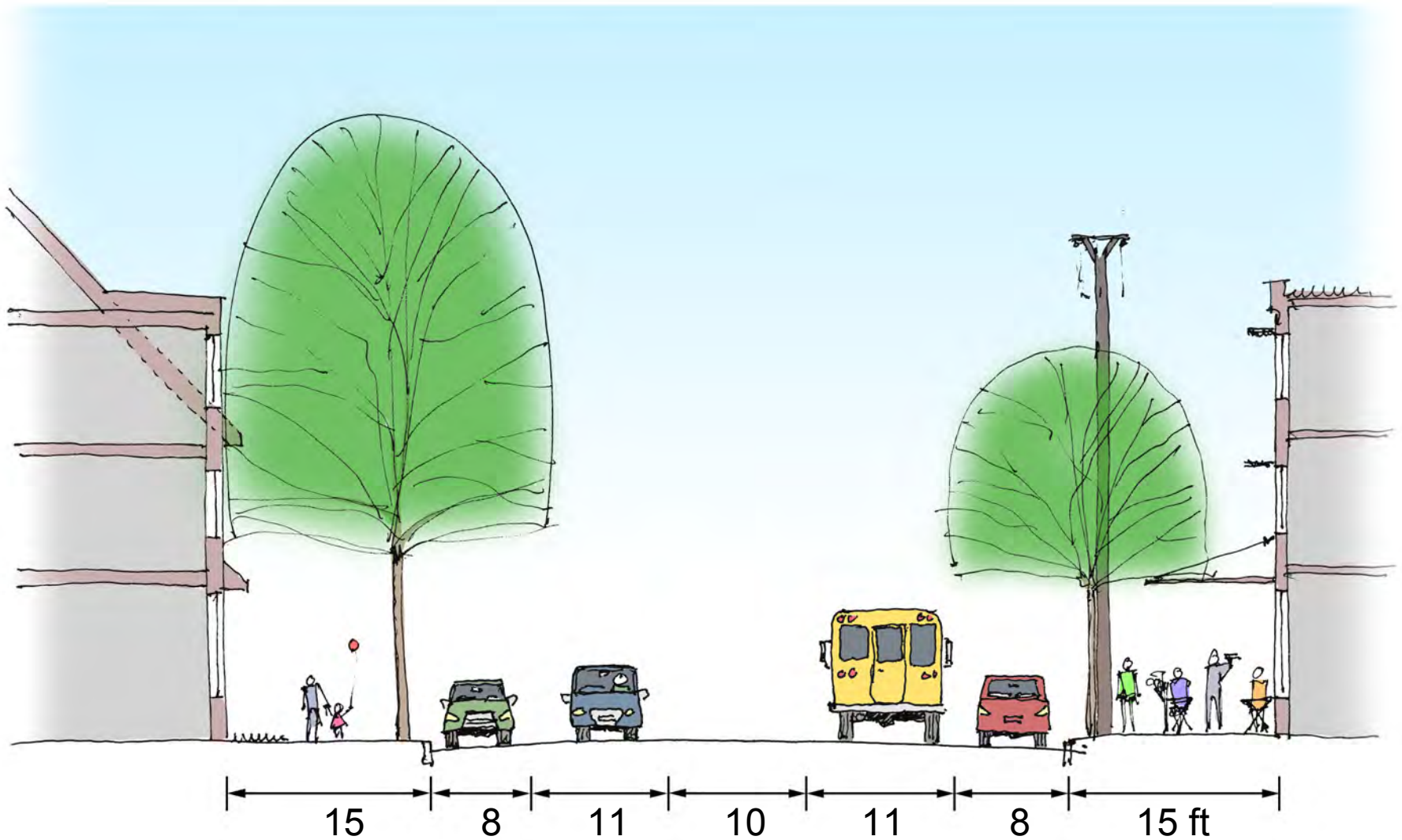# Town Center character area

Town Center area: *Land uses*

- **Mixed-use**

- **Retail and offices on 1st floor**

- **Office and residential on 2nd & 3rd floors**
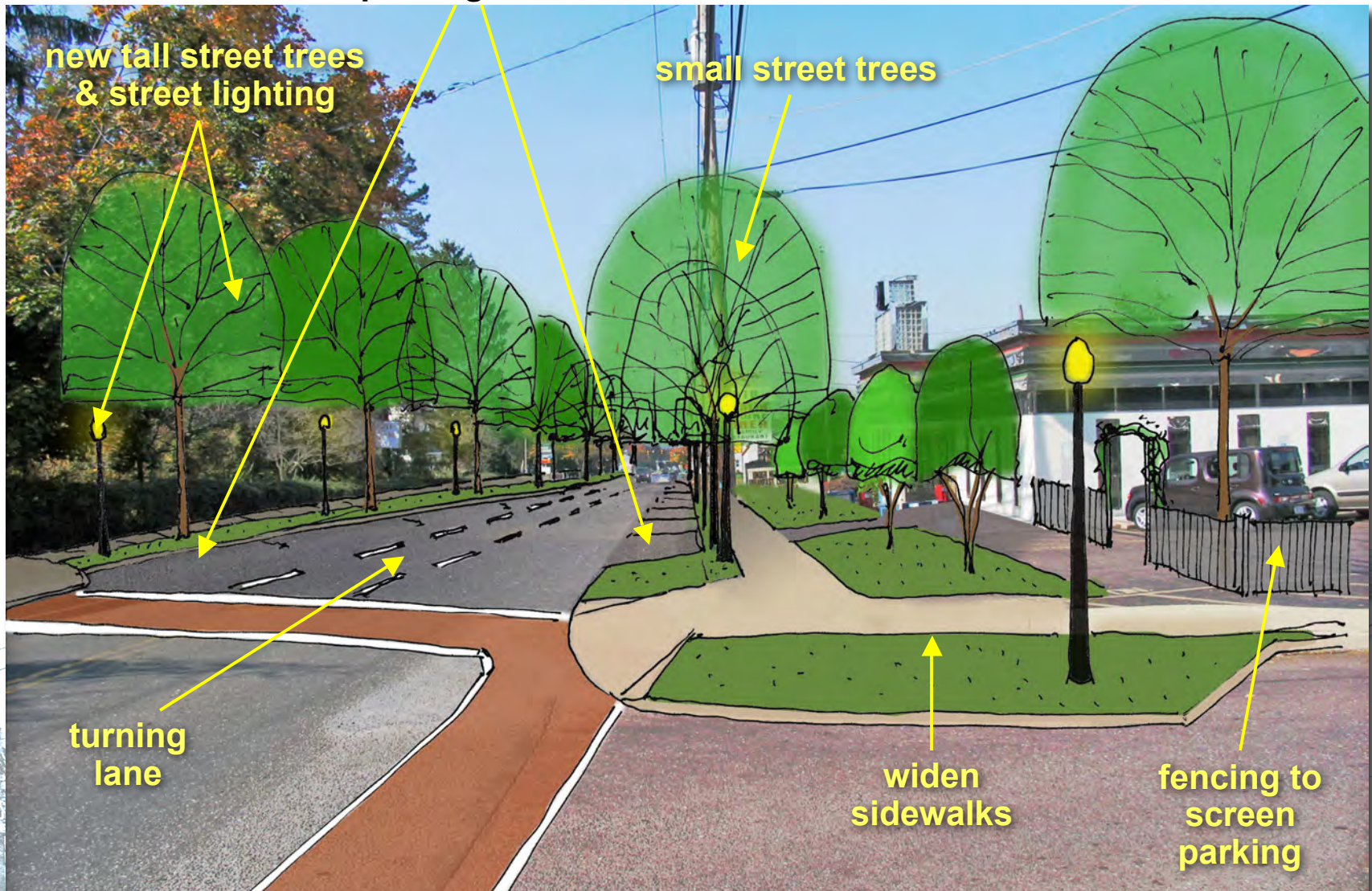
Town Center area: *typical streetscape*

15   8   11   10   11   8   15 ft

Town Center area: *Dublin Diner*

Town Center area: *Dublin Diner*

Town Center area: *Dublin Diner*

parking aisles

new tall street trees & street lighting

small street trees

turning lane

widen sidewalks

fencing to screen parking
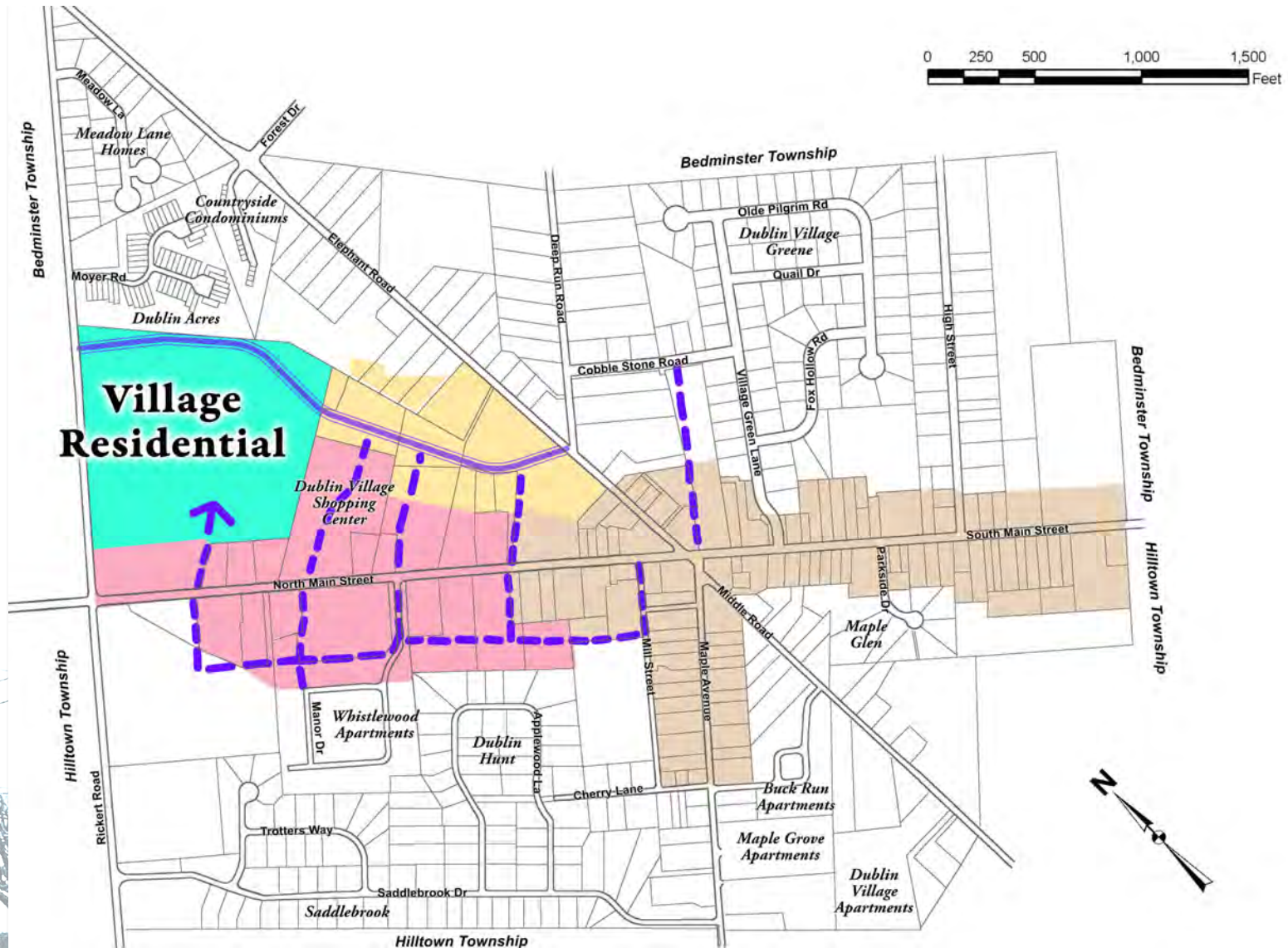
Town Center area: *building character*

Town Center area: *pedestrian-scale walkway*

Town Center area: *typical wayfinding signage*
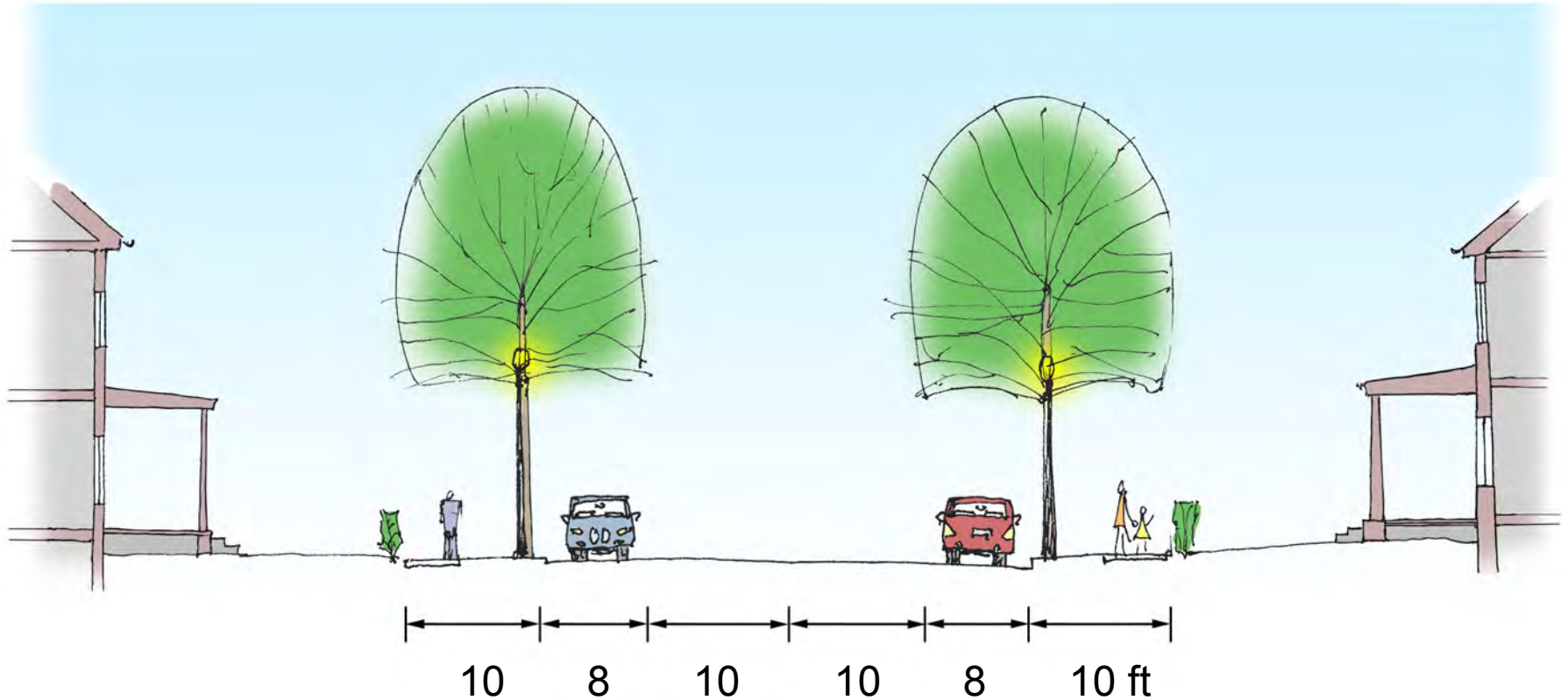
Village Residential character area

Village Residential area: *Land uses*

Mixture of housing types, all at varying lot widths

- Single-family detached
- Twins
- Townhouses
- 4-unit manor homes
- 3-story condominiums

Village Residential area: *typical streetscape*

10   8   10   10   8   10 ft

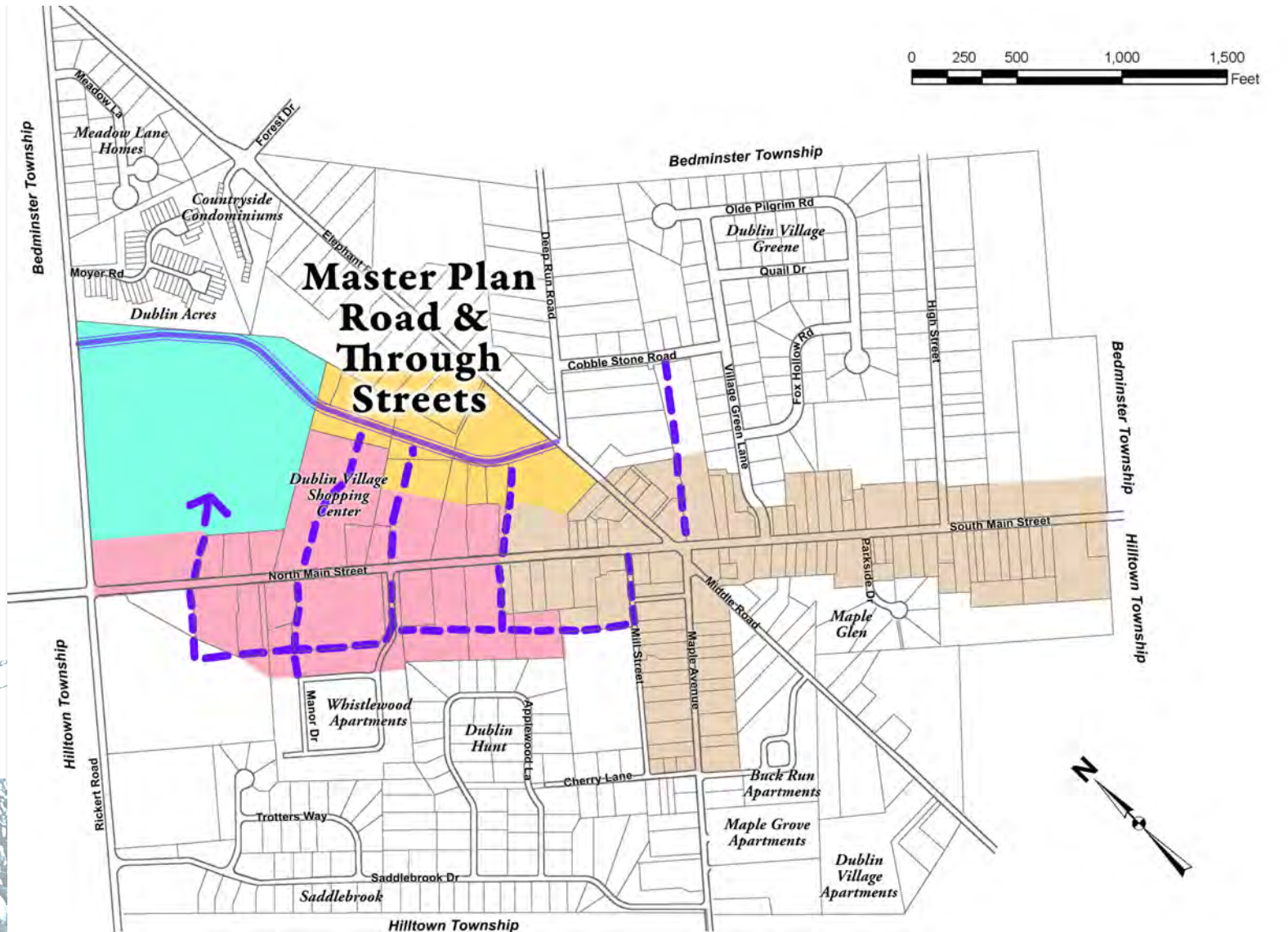# Village Residential area: *Rickert Rd & Moyer Farm*

Village Residential area: *Rickert Rd & Moyer Farm*

Village Residential area: *on Master Plan Road*
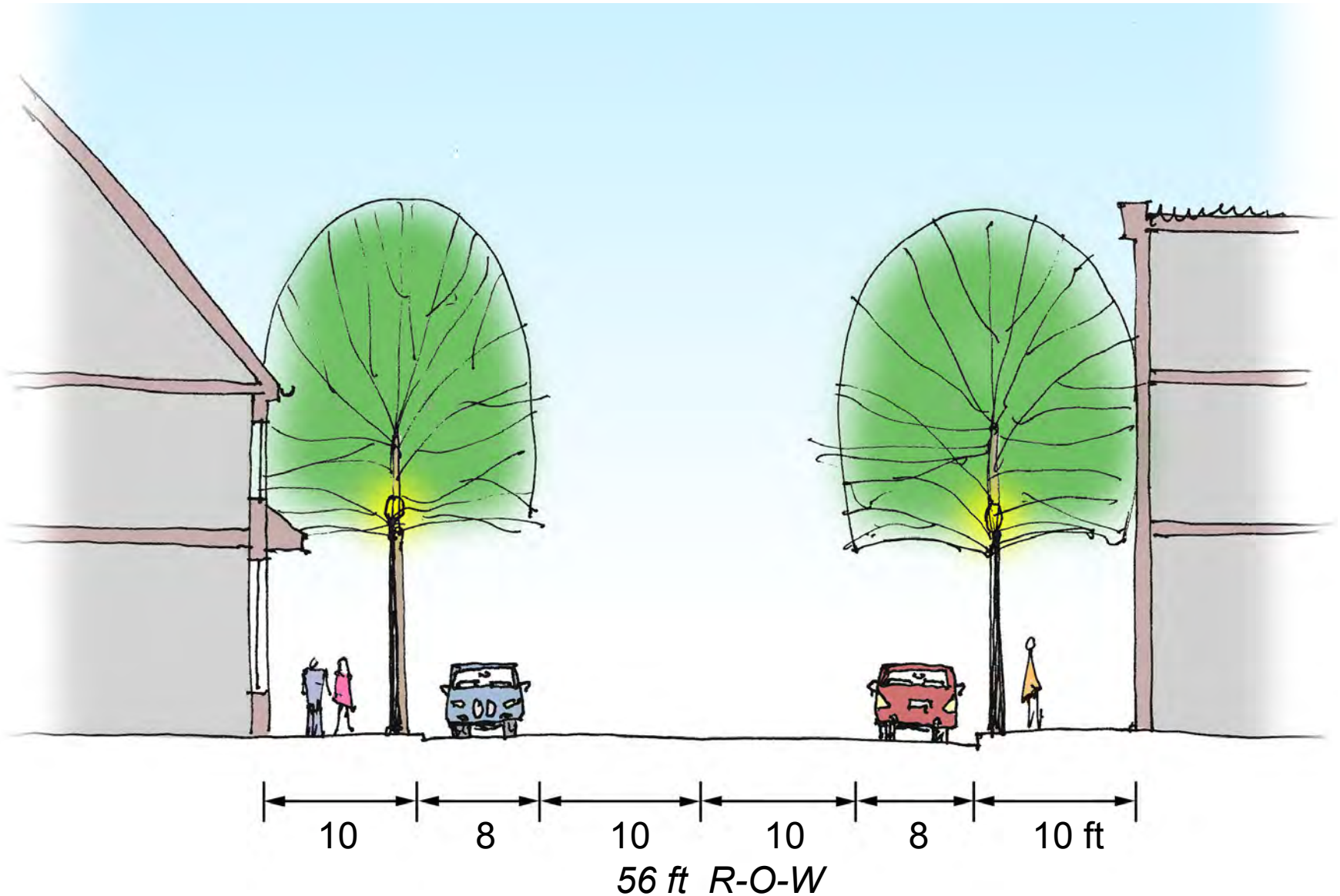
Master Plan Road character area

Master Plan Road area: *Land uses*

- **Mixed-use**
- **Retail and offices on 1st floor**
- **Office and residential on 2nd & 3rd floors**

Master Plan Road area: *typical streetscape*

| 10 | 8 | 10 | 10 | 8 | 10 ft |

56 ft R-O-W

Master Plan Road area: *corner lot*

Master Plan Road area: *near Moyer*

Goal 2: *Make it happen*

Planning tools and incentives

- **Historic district**

- **Historic district guidelines**

- **Marketing plan**

- **Parking study**

- **Zoning ordinance: form-based code**

- **Subdivision and land development ordinance**

Goal 2: *Make it happen*

Administration

- **Hire a part-time Main Street Manager**

- **Development an administration to implement projects**

- **Development an administration to manage public policy**

Goal 2: *Make it happen*

Transportation

- Amend the Official Map: new Master Plan Road and through streets

- Install gateway traffic calming

- Install new crosswalks

- Phase 1: Reconfigure Main St—historic area

- Phase 2: Reconfigure Main St—Town Center

- Phase 1 of Master Plan Road

- Phase 2 of Master Plan Road

- Initiate wayfinding program

Goal 2: *Make it happen*

Economic development

- **Partner with stakeholders to upgrade properties**

Goal 2: *Make it happen*

Funding

- **Obtain funding/grants**

- **Initiate façade improvement grant program**

- **Seek alternative funding mechanisms (BID, etc.)**

Goal 3: Organize for success

Key players

- **Borough Council**
- **Borough Planning Commission**
- **Discover Dublin**
- **BCPC**
- **Professional staff**
- **Stakeholders**
- **Borough residents**

Support agencies

- **DCED**
- **PennDOT**
- **DVRPC**

Goal 4:

Adopt a plan to ensure that new development brings the greatest possible benefits to Dublin Borough