

SMALL URBAN REGION
CITY FARM FINGERS
URBAN RIBBON
AGRICULTURAL VALLEYS
SOUTH SLOPES
WATERS EDGE
DOWNTOWN OF 300,000
LOCAL TRANSPORT AREA
MOSAIC OF SUBCULTURES
SUBCULTURE BOUNDARY
COUNTRY STREET
FARMLAND PARK
RING ROAD
PUBLIC TRANSIT SYSTEM
SCATTERED WORK
OPEN UNIVERSITY
COMMUNITY OF 7000
WEB OF MARKETS SHOPPING BEADS
NETWORK OF LEARNING
UNIVERSITY STREET
PROMENADE
STREET THEATER
EVENING CENTER
ACTIVITY NUCLEUS
IDENTIFIABLE NEIGHBORHOOD
SCHOOL INTEGRATED WITH WORK
PARALLEL STREETS
TINY OLD AGE COMMUNITIES
HOUSEHOLD MIX
DENSITY RINGS
CIRCUITOUS COLLECTOR ROADS
CONTRAST OF BUSY AND QUIET
MARKET OF MANY SHOPS
MENTAL CLINIC
SERVICE CENTERS
HEALTH CLINIC
BIRTH CLINIC
DEATH GATE
APARTMENT VALLEY
COMMON LAND
ACCESSIBLE GREEN
WALKS ORTHOGONAL TO ROADS
LOCAL ROAD LOOP
STREET WITHOUT PARKING
CONNECTED PLAYSPACE
GREEN STREET
HOMESTEAD
SMALL BUILDING
SUNNY PLACE
TREE PLACES
VISIBLE GATEWAY
CIRCULATION REALMS
QUIET WALK
NINE PERCENT PARKING
STREET GARAGES
T-JUNCTION
KNUCKLE AT ROAD CROSSING
TINY PARKING LOTS
COMMUNITY TERRITORY
SMALL OPEN PLACE
BUILDING THOROUGHFARE
COMMUNITY FORUM
SMALL SERVICES WITHOUT RED TAPE
PAIR OF OFFICE FLOORS
NECKLACE OF COMMUNITY PROJECTS
ACTIVITY POCKETS
SOCIAL AREAS AS HEART OF THERAPY
LOCAL SPORTS
STREET CAFE
WALK TO STORE
VISIBLE CHILD CARE
APARTMENT HOUSE LEAF
FACULTY-STUDENT MIX
FLEXIBLE OFFICE SPACE
GROUP HOUSEHOLD
KITCHEN CLUSTER
GROUP TERRITORY
FAMILY HOUSEHOLD
COUPLE HOUSEHOLD
SINGLE PERSON HOUSEHOLD
LONG THIN HOUSE
HALF HIDDEN GARDEN
CONVEX OUTDOOR SPACE
WINGS OF LIGHT
MAISONNETTES
EARTH BALCONY
SHOPPING ARCADES
WINDOWS IN CONTACT
CAR HOUSE CONNECTION
RAISED WALK
PLACES AT THE EDGE OF BUILDINGS
GARDEN WALL
ARCADE
OPEN STAIR
VISIBLE ENTRANCE
PARKING ENTRANCE
PATH BULGE
PUBLIC OUTDOOR ROOM
INTIMACY GRADIENT
COMMON SPACE
SLEEPING TO THE EAST
A ROOM OF ONE'S OWN
TEENAGE COTTAGE
OLD AGE COTTAGE
PRIVATE ENTRANCE
PRIVATE TERRACE OPENING TO STREET
ENTRANCE TRANSITION
STREET FLOWERS
COMMUNITY WALL
BIKE PATHS
ENTRANCE SHAPE
BIKE RACKS
OBVIOUS MAIN STAIR
SHORT CORRIDOR
ZEN VIEW
DEPARTMENT HEARTH
SQUARE SEMINAR ROOMS
STAFF LOUNGE
FARMHOUSE KITCHEN
COMMUNAL EATING
FAMILY ROOM
STAIRCASE STAGE
COUPLES REALM
BED CLUSTER
INFORMATION CONVERSATION
RECEPTION NODE
LIGHT TO WALK TOWARDS
WAITING ACTIVITIES
RECEPTION WELCOMES YOU
TANGENT PATHS
CORRIDOR WINDOWS
TAPESTRY OF LIGHT AND DARK
LONG CONTINUOUS PLAYSPACE
FAST AND SLOW PLAY
MAN'S WORLD
WOMAN'S WORLD
OUTDOOR ROOM
NEW TREE PLACES
SITTING ROOM
PAIR OF WINDOWS
GALLERY SURROUND
TWO METER BALCONY
BALCONY INTERIOR
CASCADE OF ROOFS
MAIN FIREPLACE
CORRIDOR PLACE
BATHING ROOM
ACCESSIBLE TOILET
FAMILY ROOM ALCOVES
FRONT DOOR RECESSES
WINDOW TO WATCH FROM
WORKSPACE ENCLOSURE
WINDOWS OVERLOOKING LIFE
STAIR SEATS
FRONT DOOR BENCH
OUTDOOR SEATS
WALL SEAT
BED ALCOVE
WINDOW PLACE
DRESSING ALCOVE
THICK WALLS
SUNNY COUNTER
COLUMNS AT THE CORNERS
COLUMNS PLACE
LOW CEILING
SHELTERING ROOF
NARROW WINDOWS
CASEMENT WINDOWS
MORNING WINDOW
FRONT DOOR WINDOW
FIREPLACE WINDOW
TRANSLUCENT OPENING PATIO ROOF
ONE DEEP SHELF
POOLS OF LIGHT
CHILD CAVE
TRELIFLIFE COLUMNS
WINDOW REVEALS
LOW WINDOW SILLS
SMALL PANES
VISIBLE STREET NUMBER
PAVING WITH CRACKS
ORGANIC ORNAMENT
WARM COLORS

SMALL URBAN REGIONS
Keep the built up parts of the urban region small, so as not to destroy the ecology of the region. Make sure they never take up more than 4% of the land, and never grow beyond 800,000 people.

CITY COUNTRY FINGERS
Make the city and country like interlocking fingers; a city finger is never more than 1 mile wide and a country finger is never less than 1 mile wide; so that no part of the city is more than 700 meters from the country.

AGRICULTURAL VALLEYS
In any urban region with hills, reserve the arable valleys for farms, grazing, forests, and nature.

SOUTH SLOPES
In any urban region with 30% or steeper hills, develop only the south facing slopes for housing, so people will get full benefit of the sun. This is especially important in northern countries.

FARMLAND PARKS
Make open land useful whenever possible - farms, forest, botanical and biological natural laboratories, etc., and make them accessible to the public. Farmers, forest rangers, and natural scientists are then stewards of the land for the public.

MOSAIC OF SUBCULTURES
Make the urban region a mosaic of subcultures, small neighborhoods within relatively small communities, all with strong boundaries, so that each of these entities can develop unique and individual characteristics which are different from the others.

MOSAIC OF SUBCULTURES



SUBCULTURE BOUNDARY
Separate subcultures by swaths of land at least 70 meters wide, which may contain industry, major roads, railroads, parks, schools, wilderness, farmland, or water.

LOCAL TRANSPORT AREA
Define areas between one and two miles across in which cars are rarely used for internal trips, and where the use of small vehicles, public transportation, bikes and walking is more convenient than driving.

LACEWORK OF COUNTRY STREETS
Organize low density housing one lot deep along both sides of country roads which are at least a mile apart, so that the house lots enclose squares of countryside and farmland at least one square mile in area.

COMMUNITY OF 7000
Identify natural areas in a city which have about 7000 people in them, and define city administrative procedures so that these 7000 people have some measure of local control over local decisions and services. Give each community of 7000 a community forum where the population can meet.

PROMENADE
Make a pedestrian street connecting different hubs of activity where street life happens. Place it so that no one in a community is more than 200 or 300 meters from it, and so that it has views, trees, and landmarks along it.

SCATTERED WORK
Encourage workplaces to locate between neighborhoods, and between communities in subculture boundaries. Encourage small shops and offices to locate inside the subcultures, along promenades, and activity nuclei. Never zone off workplaces from the rest of life.

WATERS EDGE
Whenever there is a natural body of water, develop housing in view of it and recreation along it, and make the water's edge accessible to the public at large.

NETWORK OF LEARNING
Reorganize schools for adolescents so that classes and teachers are distributed evenly through the community in houses, storefronts, workplaces, etc. Provide a core of special activities, such as lunchrooms, lounges, music and special laboratories, for every 1,000 students.

EVENING CENTER
Group together the shops, amusements and services which are open at night so that they create concentrated and lively evening centers. Distribute these evening centers evenly throughout the urban area.

ACTIVITY NUCLEUS
Cluster community facilities and shops around small public open spaces, and place these hubs of activity in such a way that all paths from surrounding areas go through them.

IDENTIFIABLE NEIGHBORHOOD
Make neighborhoods small - not more than 200 meters across, with no more than 500 inhabitants, and with no major roads passing through them.

TINY OLD AGE COMMUNITIES
Locate dwellings and services for old people so that they form concentrations of not more than 50 dwellings in the middle of every neighborhood, around services. Locate additional old people's dwellings within 100 meters of this concentration, which become less dense the further from the center.

HOUSEHOLD MIX
Mix housing types so that within any given area, the mix reflects the actual proportions of household types in the region.

CONTRAST OF BUSY AND QUIET
In any neighborhood or community, vary the amount of publicness of houses and pedestrian paths. Some paths are busy and houses are exposed to activity, while others are far from activity, the houses are secluded, and the paths quiet.

MARKET OF MANY SHOPS
Create a market in each community of 7000 with relatively small and semi-autonomous shops; each sells some special commodity - cheese, meat, grains, drugs, etc.

ACCESSIBLE GREENS
Make sure there is a piece of open grassland, at least 60,000 square feet in area, and no less than 150 feet across, which is less than three minutes away from every house and every place of work.

PATHS ORTHOGONAL TO ROADS
Separate the pedestrian path system from the road system, but make them cross frequently, so that no point on a path is more than 50 meters from a road.

LOCAL ROAD LOOP
Lay out all local roads so that they form loops or cul-de-sacs, which serve only those houses off of it. Never put more than 50 houses on a single loop.

CONNECTED PLAYSPACES



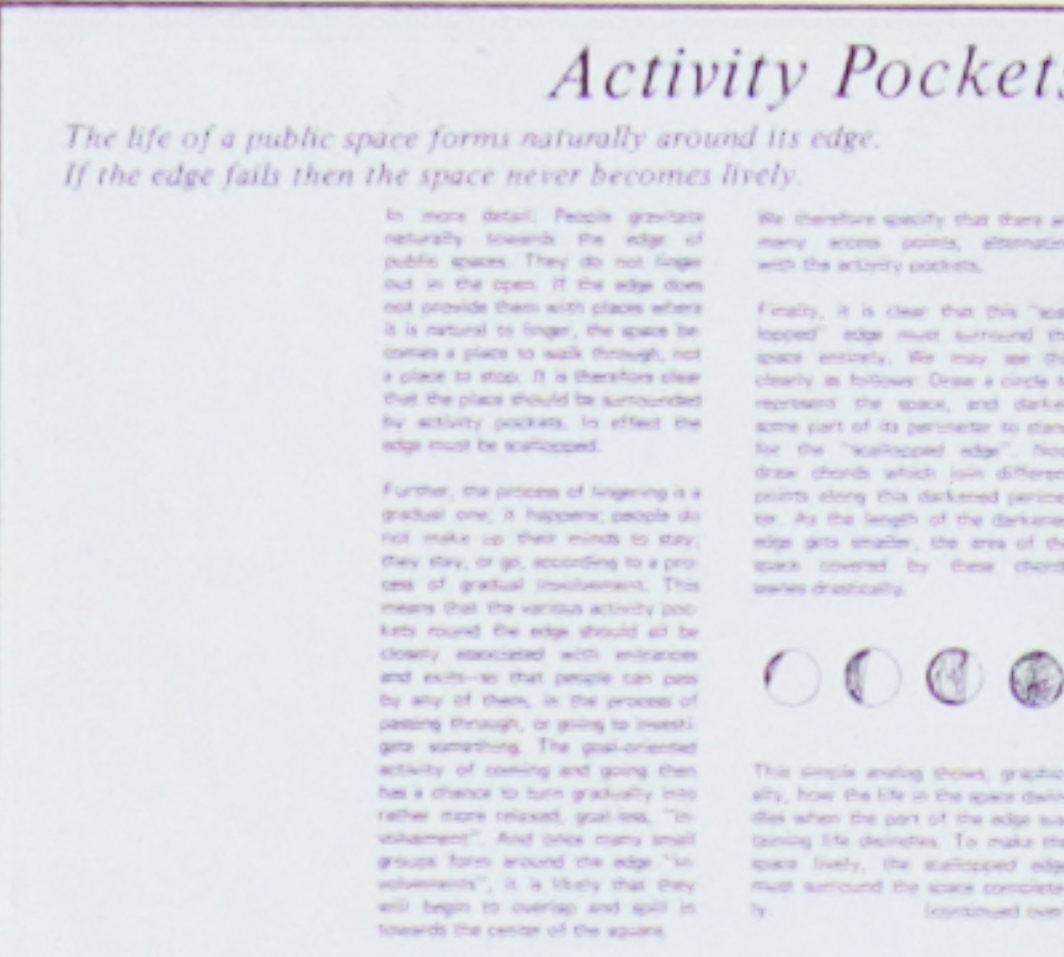
SMALL BUILDINGS
Make all buildings small - not more than three stories high, and no more than 3000 square feet per floor. Break big building into complexes of small buildings connected by arcades and bridges.

SUNNY PLACE
Place buildings on the north side of lots, and create a defined sunny place just where the building and outdoors meet.

VISIBLE GATEWAY
Provide each neighborhood, and each complex of buildings, with a gateway at the main entry into the precinct by making a roof, a bridge, or a change of level there.

TINY PARKING LOTS
Make outdoor parking lots small - with no more than 12 cars. If there are more than 6 cars, then surround it with hedges, fences, trees, etc.

ACTIVITY POCKETS



LOCAL SPORTS
Scatter small scale places for sports throughout workplaces, each with changing rooms, and showers. They may contain tennis, squash, table tennis, swimming, billiards, gymnasium, basketball, a sauna, etc.



STREET CAFE
Place cafes on streets where many people walk by. Open its interior to the street, and provide a terrace for good weather, so people can sit, drink coffee, and watch the world go by.

LANGT SMALT HUS
Long Thin House
When a large family lives in a small house, the feeling of overcrowding is terrible.



PLACES AT THE EDGE OF BUILDINGS
Make the edges of buildings become connections and transition spaces between indoors and outdoors by placing walks, seats and arcades along them, with as many openings as possible.

PATH BULGE
Widen parts of public paths and define these parts as places to stay, not just places to pass through, by putting stair seats, seats, and arcades around the edges.

PUBLIC OUTDOOR ROOM
Give every neighborhood a public outdoor room within its common space, and in view of all the houses. Make this a partly enclosed place with some roof, arcade or trellis, which invites people to use it any way they want to.

PRIVATE STREET TERRACE
Create a terrace which overlooks the street, and opens from one of the house's living areas. Raise it above street level by two or three feet and protect it by a low wall which one can see over from the terrace, but which prevents people on the street from seeing into the living rooms.

ENTRANCE TRANSITION
Make a space between the public street and the front door, where light, sound, direction, level, and view all change to create a transition space between the public world and the private world.

FARMHOUSE KITCHEN
Make the kitchen large enough to contain a sizeable table and some chairs. Provide cooking workspace at least 4 meters long, facing south, and wrapping around a part of the room.

STAIRCASE STAGE
Make the staircase flare out at the bottom, and open the lower part of it so it is in view of a social space below, so that people can be seen coming down the stair, and so that people will naturally sit on the bottom stairs.

LONG CONTINUOUS PLAYSPACE
Make a long continuous playspace in houses with young children, which leads from the children's beds past the kitchen and out into the garden.

OUTDOOR ROOM
Give every house an outdoor space which is room-like. Put it in a sunny spot, partially enclose it, and make a two meter deep arcade along one side of it which connects parts of the house. Give it a view to a larger open space.

PAIR OF WINDOWS
Make sure every room has windows on at least two sides of it, and that they are close enough so that light from one shines or reflects on the other.

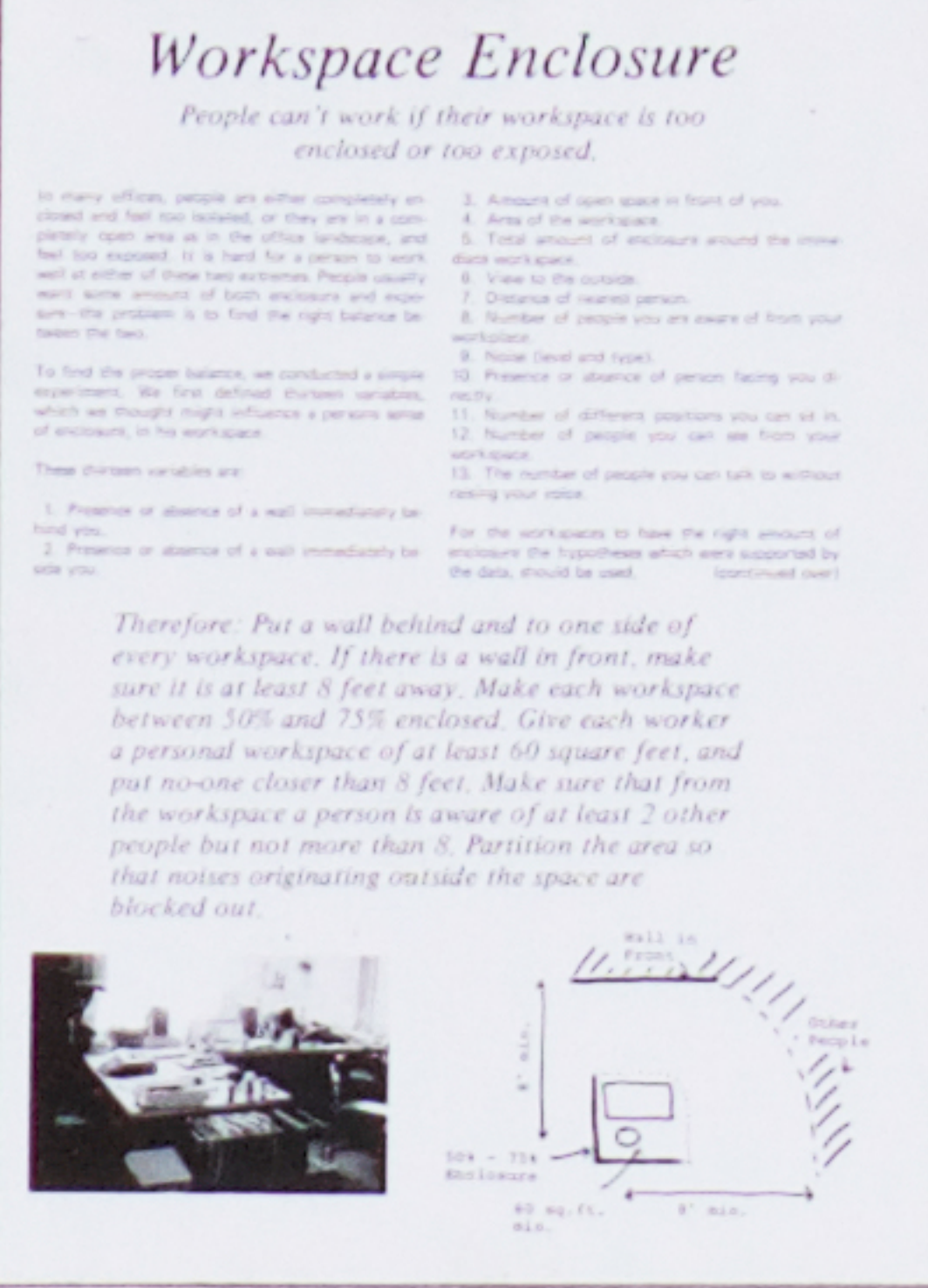
FAMILY ROOM ALCOVES
Put two or more alcoves around the family room or the farmhouse kitchen where individual members of the family can work, study, and leave their things. Make these alcoves look into each other, and into the main room; give them lower ceilings, and make them around 2 meters deep and 2 meters wide.

TWO METER BALCONY
Make sure that every balcony or porch is at least two meters deep - wide enough to put a table and a few chairs there.

CASCADE OF ROOFS
Put a distinct roof over different social spaces, giving the most important ones the highest and largest roofs, and allowing the lower and smaller roofs over other spaces cascade down, pyramid fashion.

BATHING ROOM
Make the bathroom a room with a bath, where washing and bathing are done at leisure and for pleasure.

WORKSPACE ENCLOSURE



MAIN FIREPLACE
Put the fireplace in a position where it is visible from all the various social spaces, and so that it provides a natural focus for the entire house.

WINDOW PLACE
Give every room which people stay in a place by a window, with a comfortable seat and a low window sill.

THICK WALLS
Never make walls plain and flat. Expose the structure, and leave room for people to individualize walls with window seats, niches, shelves, seats, closets, cupboards, etc.

COLUMN PLACE
To create a column place make a place either around a single column, or between two adjacent columns, which invites a person to stay in it, and lean against the column.

LOW CEILING
Make the ceiling heights over spaces proportional to the sizes of groups intended for the spaces - high for large gatherings, low for intimate spaces meant for one or two persons.

POOLS OF LIGHT



CHILD CAVES
In any setting for children, make sure there are a lot of places which are their size which they can crawl into and make their own private world.