

TND Design Principles

TNDs are generally designed with the following principles in mind:

1. The neighborhood should have a discernable center. This is often a square or a green and sometimes a busy or memorable street corner
2. Most of the dwellings should be within a five-minute walk (averaging roughly 2,000 feet) of the center.
3. A variety of dwelling types should be available – houses, townhouses and apartments - so that younger and older people, singles and families, and people with a range of incomes may find a place to live.
4. Shops and offices should be found at the edge of the neighborhood, of sufficiently varied types to supply many of the weekly needs of a household.
5. An elementary school should be close enough so that most children can walk from their homes.
6. Small playgrounds should be convenient to every dwelling – not more than a block or two away.
7. Streets within the neighborhood should be a connected network, which disperses traffic by providing a variety of pedestrian and vehicular routes to any destination.
8. The streets should be relatively narrow and shaded by rows of trees. This slows traffic, creating an environment suitable for pedestrians and bicycles. Tree lined streets provide added benefits by shading paved areas, helping to control the temperature of storm water runoff entering our streams and drainage systems.
9. Buildings in the neighborhood center should be placed close to the street, creating a well-defined outdoor room.
10. Parking lots and garage doors should rarely front the street. Parking should be relegated to the rear of buildings, usually accessed by alleys.
11. Certain prominent sites at the termination of street vistas or in the neighborhood center should be reserved for significant buildings.
12. The neighborhood should be organized to be self-governing. A formal association should be involved in decisions regarding maintenance, security, and physical change.

