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**NEW URBANISM / TRADITIONAL NEIGHBORHOOD DEVELOPMENT**

**Description:**
New Urbanism (and its related disciplines, Traditional Neighborhood Development (TND) and Neo-Traditional Development) re-creates the built form of traditional village and urban village design that was prominent in the late 19th and early 20th Centuries. New Urbanism creates compact, close-knit, mixed-use, walkable neighborhoods (mixture of residential, commercial, civic, recreational, public spaces, schools, churches, and other elements), with a greater sense of place and community and easy access to new or re-developed municipal centers. Examples include Kentlands, Maryland, and both Seaside and Celebration in Florida. Zoning strategies such as overlay zoning districts and form-based zoning codes (see Overlay Zones and Form-Based Codes in the Resource Manual) can be used effectively to promote and provide incentives for the development of New Urban communities.

Even though some New Urban communities are not located near other neighborhoods, their self-contained design provides most of life’s daily needs and amenities. Many such communities are built around transit stations, allowing all residents, including older adults and younger individuals with disabilities, to access other towns, cities, and downtowns on the transit line through the transit stations that are within walking distance of their homes, without relying entirely on automobile travel (see Transit-Oriented Development in the Resource Manual).

The Charter of the New Urbanism lists and describes 27 general principles of New Urbanism (see Charter of the New Urbanism in the Resource Manual). Principles 12 and 13 offer particular benefits for age-integrated, livable planning and zoning:

- **Principle 12:** Many activities of daily living should occur within walking distance, allowing independence to those who do not drive, especially elderly people and young people. Interconnected networks of streets should be designed to encourage walking, reduce the number and length of automobile trips, and conserve energy.
- **Principle 13:** Within neighborhoods, a broad range of housing types and price levels can bring together people of diverse ages, races, cultures, and incomes into daily interaction, strengthening the personal and civic bonds essential to an authentic community.

New Urbanism has evolved beyond its initial “Urban Village” form. A more “suburbanized” hybrid form of New Urbanism incorporates big-box retailers into the mixed-use matrix; another form emphasizes horizontal, spread-out planning, which is much less dense or urban. The defining feature of each variation is its defined, walkable, mixed-use center.
Reference:

Benefits:
- New Urbanism community design provides residents with:
  - A greater sense of place and community identity, as well as fostering civic pride;
  - A walkable environment, which reduces reliance on automobile use, increases fitness, and increases independence for residents who are mobility-impaired or who are no longer driving;
  - More public gathering spaces, which increases interactions and communications among all residents;
  - More efficient use of land and lessening sprawl; and
  - A variety of housing types, which promotes age- and income-integrated neighborhoods.
- The principles of New Urbanism support the characteristics of a livable community.

Impediments or barriers to development or implementation:
- New Urbanism design requires a significant change to most existing zoning codes.
- Fears may be raised about increased density, which sometimes must be addressed through considerable public outreach, communication, and education.

Resource—examples and ordinances:
- Robert Steuteville, Editor (2008), Directory of the New Urbanism—People, Places, Products: The Ultimate reference on Who’s Who, Who’s Doing What Where, and Who’s Using What Where!, Ithaca, NY: New Urban News Publications. A unique portal into the collective wisdom of an ever-growing industry, the Directory is a guide to people and products with proven experience in quality urbanism, linked to the real places they have created—including 520 places, 3,000 firms, 4,450 contacts, and more than 160 categories of people and products. Available from various sources, including:
  Amazon.com: http://books.google.com/books/about/Directory_of_the_New_Urbanism.html?id=Bg1FPQAAACAAJ.


  - Form-Based Code/Smart Code—Area Plans: http://www.epa.gov/livablecommunities/codeexamples.htm#area.
  - Form-Based Code/Smart Code—City Wide: http://www.epa.gov/livablecommunities/codeexamples.htm#city.


**Resource—written and web:**


- Peter Calthorpe (1995), *The Next American Metropolis: Ecology, Community, and the American Dream*, 3rd edition. New York, NY: Princeton Architectural Press. Provides 24 of Calthorpe's (an urban designer and architect) regional urban plans in which towns are organized so that residents can be less dependent upon their cars and can walk, bike, or take public transit between work, school, home, and shopping—describing real projects from various regions, with many illustrations.

- Andres Duany, Elizabeth Plater-Zyberk, and Jeff Speck (2000), *Suburban Nation: The Rise of Sprawl and the Decline of the American Dream*. New York, NY: North Point Press. Authors challenge widely accepted planning and building practices that have produced sprawling subdivisions, shopping centers, and office parks connected by new highways—practices, they contend, that have
destroyed the traditional concept of the neighborhood; eroded such vital social values as equality, citizenship and personal safety; and created the current suburban developments that are economically and environmentally unsustainable, as well as not functional because they isolate and place undue burdens on at-home mothers, children, teens, and older adults. The authors, who lead a firm that has designed more than 200 new neighborhoods and community revitalization plans, call for a revolution in suburban design that emphasizes neighborhoods in which homes, schools, commercial, and municipal buildings would be integrated in pedestrian-accessible, safe, and friendly settings.
