

# Presentation to Ryde HAZ Steering Group: Ryde HAZ Sketch/Draft Parameters Plans

Charlotte Webb 24 November 2021

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# Public Realm Legibility/ Wayfinding:

Key:



Node (gathering/focal area), where roads join and decisions are made.



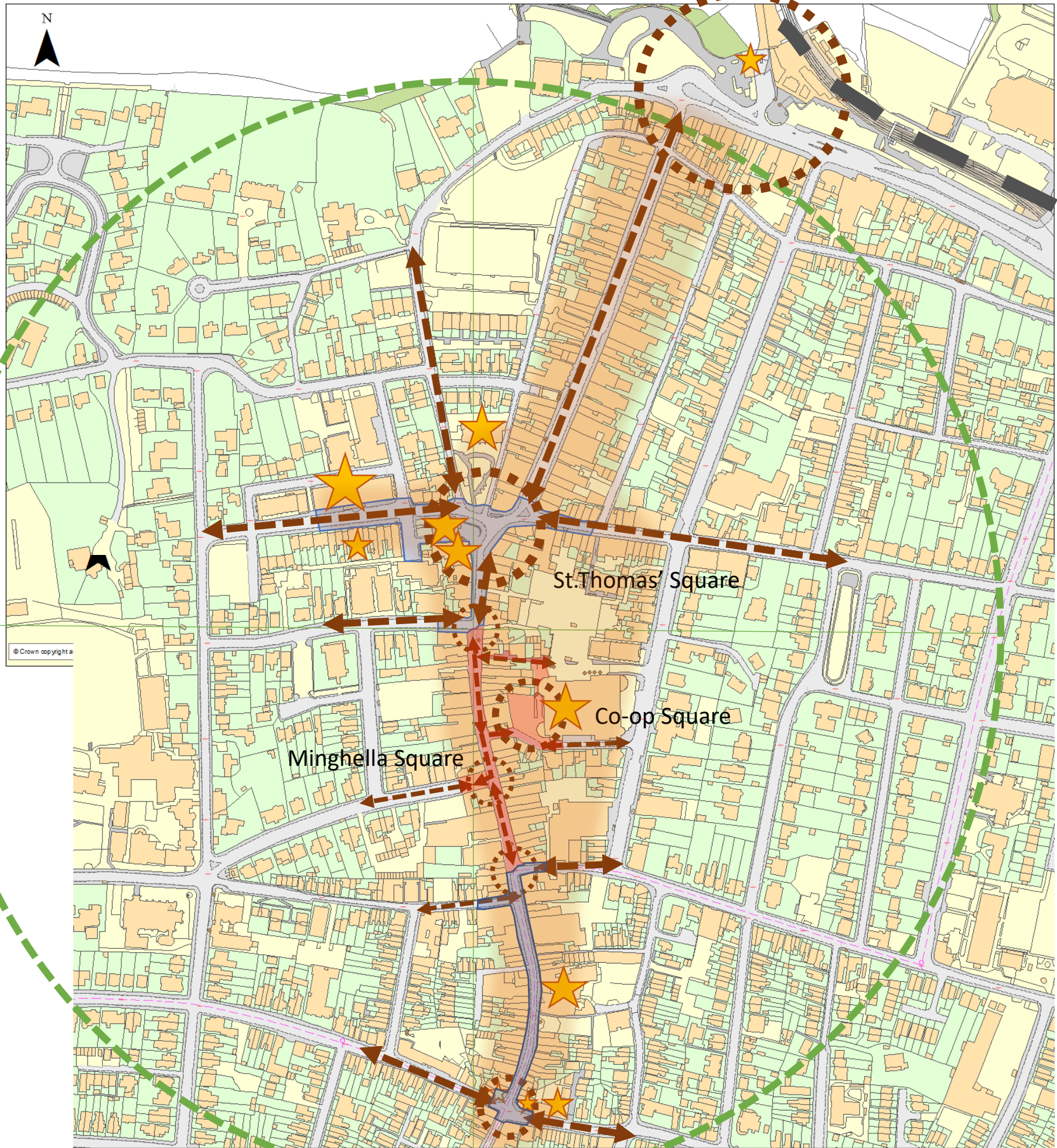
Path (key part of movement network): memorable route, primarily experienced through walking.



Landmark, usually associated with Nodes and often have a Civic/Community function

'District' (i.e. area of distinct character, in this case the 'Town Centre')

Edge (distinct physical feature that defines a change between areas, and/or acts as a barrier to movement)



# Current and Next Actions

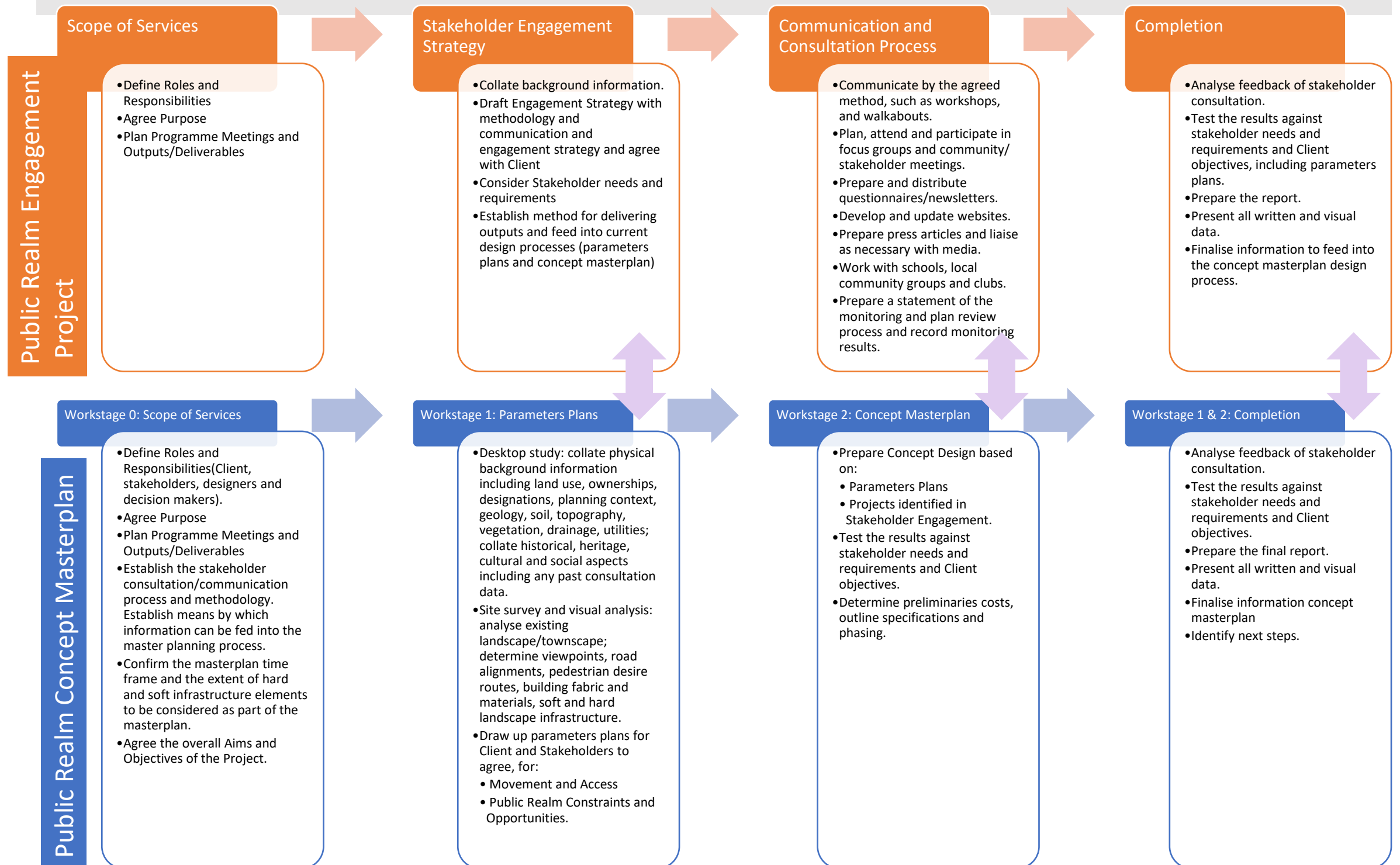
## Current:

- Compiling list of all constraints and opportunities: draft parameters plans
- Reviewing the returns for the local retailers survey
- Making sure the Public Realm Engagement Project and Concept Masterplan Proposals stay joined up
- Identifying priority projects
- Developing specific feasibility studies: Grace's Bakery and advance work on bollard design and installation, Structures: Awnings, Bunting, Temporary Events Structures
- Starting to draw up options and check vehicle tracking
- Awaiting return of Topographic Study (gives us exact locations of all street furniture and will be used to sense check proposals in relation to utilities and levels)

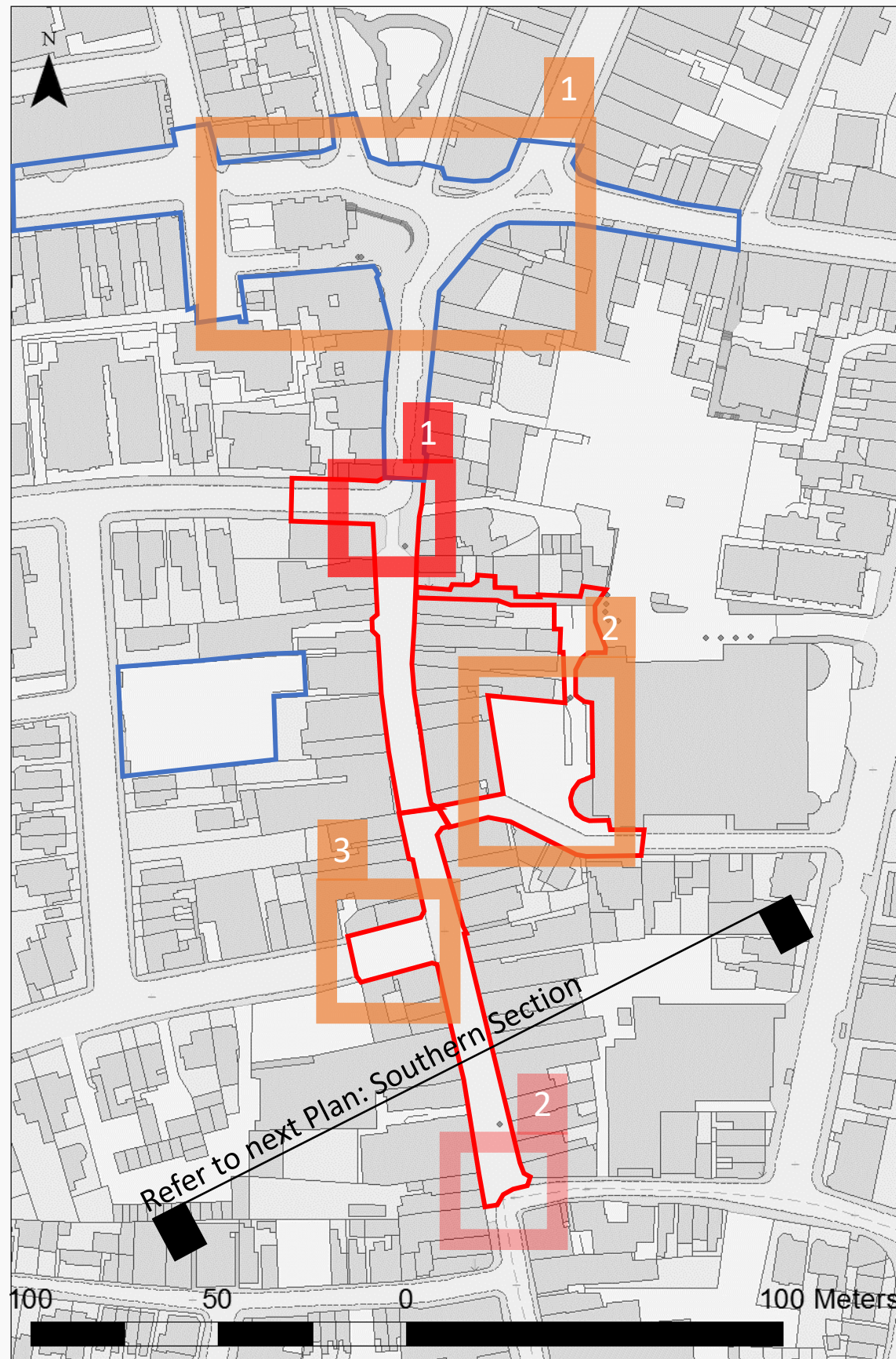
## Next:

- Firm up the parameters plans and develop clear options
- Take on board emerging findings from Public Realm Engagement Project
- Carry out cost estimates and determine phasing (cross check to costs assigned to projects in original budget)

# Public Realm Concept Masterplan and Public Realm Engagement Projects Overview and Inter relationship



# Ryde HAZ: Emerging Parameters Plans: Northern Section



1:1000 at A3

## Key

1 Primary/Core Area

2 Secondary Area

Key Event Space/ Public Square

1 St. Thomas' Square

2 Co-op Square/Town Square

3 Minghella Square

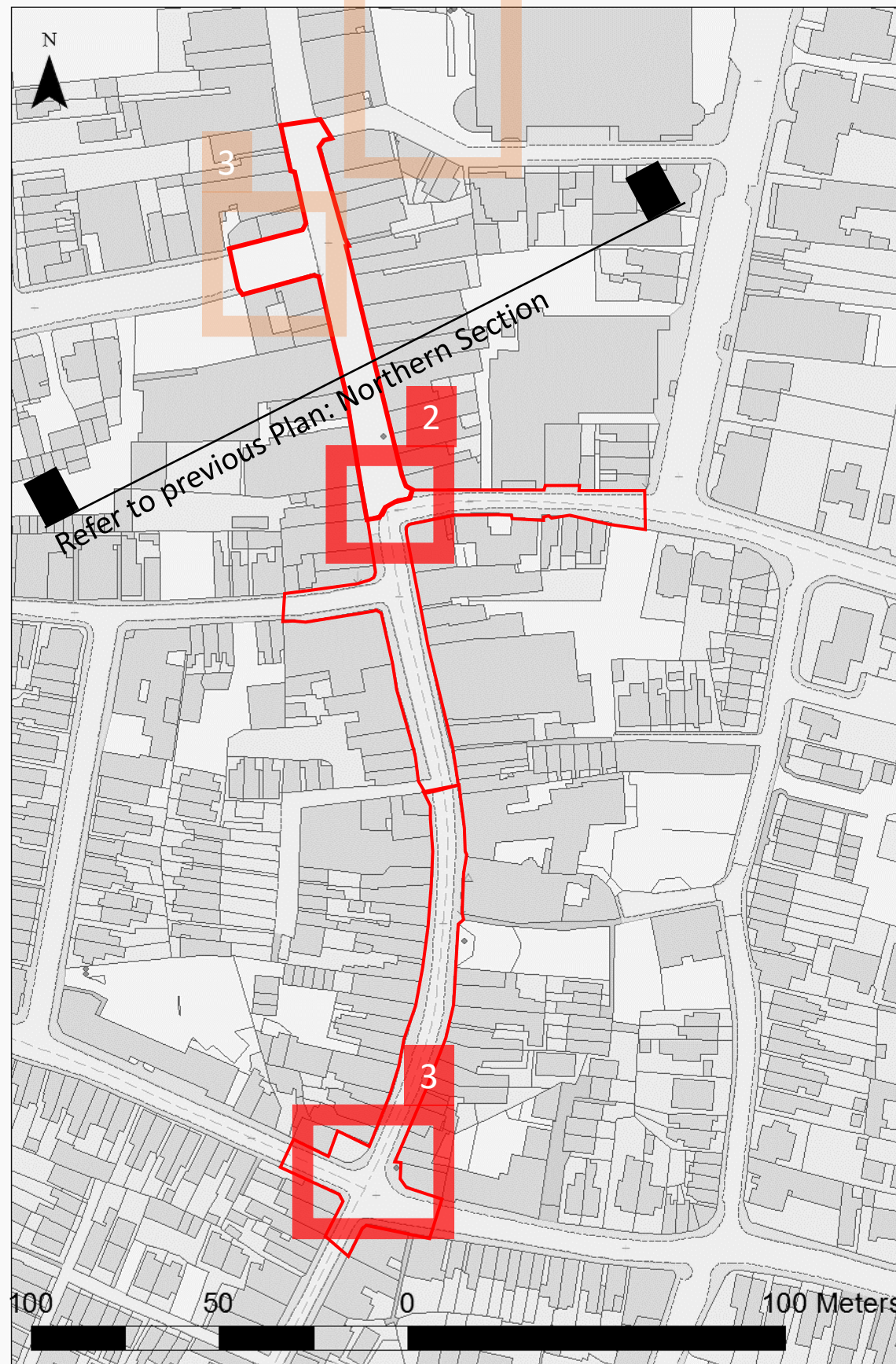
Key 'Gateway' Location

1 Northern End of Pedestrian Zone

2 Southern End of Pedestrian Zone


3 South End of High Street


# Ryde HAZ: Emerging Parameters Plans: Southern Section




1:1000 at A3


## Key


 Primary/Core Area

 Secondary Area

 Key Event  
Space/Public Square


 1 St. Thomas' Square


 2 Co-op Square

 3 Minghella Square

 Key 'Gateway'  
Location

 1 Northern End of  
Pedestrian Zone

 2 Southern End of  
Pedestrian Zone

 3 South End of High  
Street

# Priority Projects



1. **Gateways:** Community engagement project to explore and propose options. **Why:** Gateways give a clear message to all users regarding pedestrian priority, and act as interesting features in their own right.



2. **Events Areas/Public Squares:** Determine layout and content. **Why:** Public squares promote the civic life of the Town Centre and are a destination for residents and tourists.



3. **Loading and delivery:** Clarify key loading/delivery locations and resolve possible conflicts. **Why:** To enable the businesses to function well whilst reducing potential conflict with pedestrians.

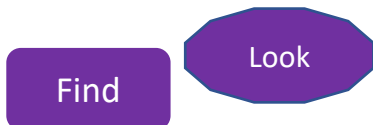


4. **'Dwell' spaces:** Determine seating locations, layouts and detailed choices of street furniture. **Why:** To serve a civic, convivial and practical function in the public realm.



5. **Pavements:** Long term plan for resurfacing pedestrian areas and widening pavements. **Why:** to make it easier to walk around and improve the appearance of the Town Centre.

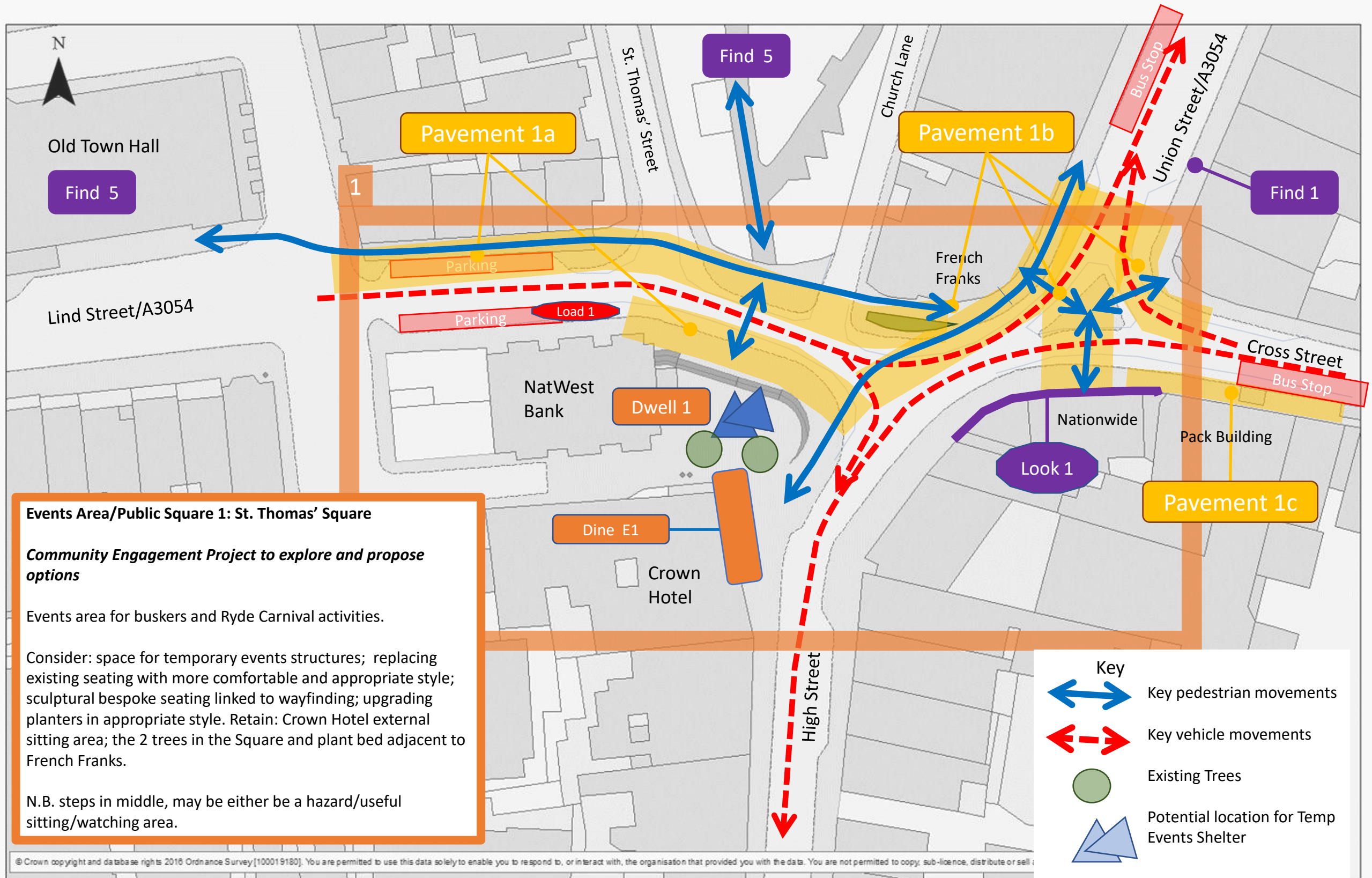
Other:



1. **Wayfinding (look and find):** **Why:** to help users find their way around, and strengthen identity/memorability of the town and link key spaces and buildings.



2. **Display or Dine:** Engage with retailers and promote external use of public realm. **Why:** to support the economic viability of the Town Centre and animate the street. Display/dining opportunities not exclusive to the places shown, but indicate an obvious existing demand/opportunity. Link to Shopfront Design Guidance.



**Events Area/Public Square 1: St. Thomas' Square**





*Community Engagement Project to explore and propose options*

Events area for buskers and Ryde Carnival activities.

Consider: space for temporary events structures; replacing existing seating with more comfortable and appropriate style; sculptural bespoke seating linked to wayfinding; upgrading planters in appropriate style. Retain: Crown Hotel external sitting area; the 2 trees in the Square and plant bed adjacent to French Franks.

N.B. steps in middle, may be either be a hazard/useful sitting/watching area.

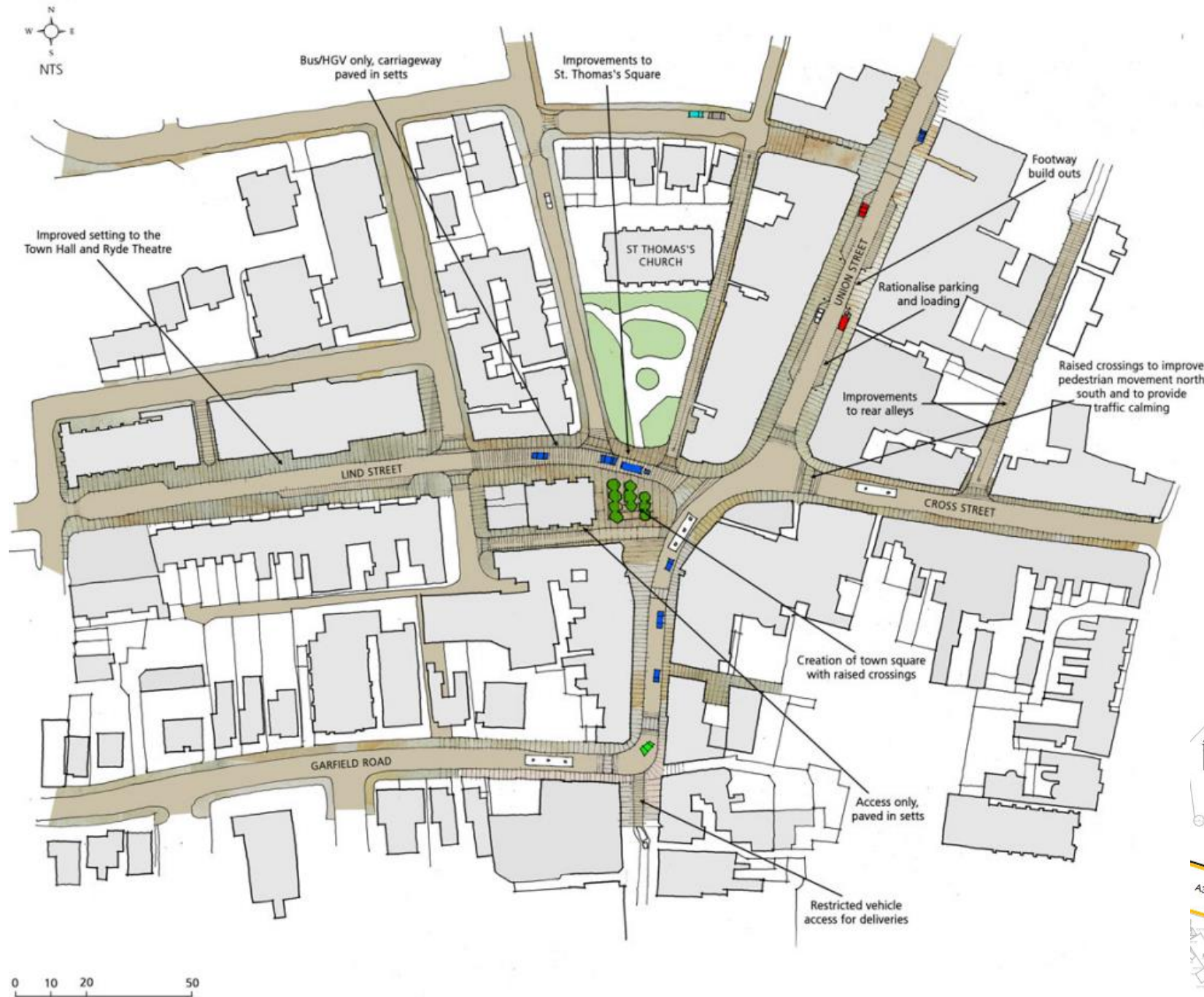
**Key**

-  Key pedestrian movements
-  Key vehicle movements
-  Existing Trees
-  Potential location for Temp Events Shelter

# St. Thomas' Square and Approach Roads



# St. Thomas' Square and Approach Roads

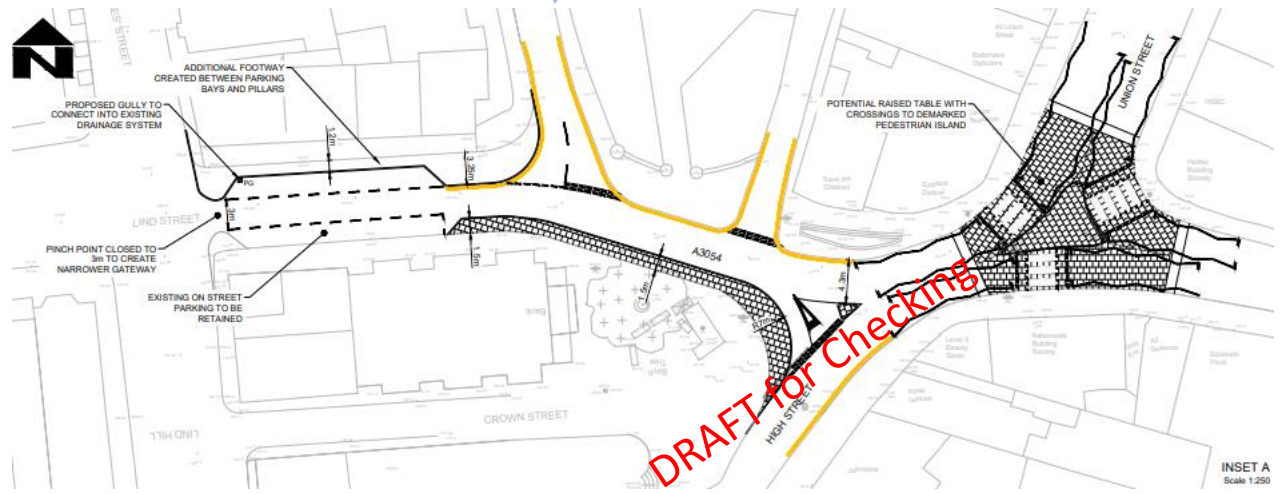


- A3054 will continue to be a key major through road
- Awaiting updated Topographic Survey
- Building on previous work
  - Revisiting it in light of more current knowledge: site specific and general streetscape design
  - Making proposals cost effective and realistic
- Will incorporate findings of Public Realm Engagement Project
- Checking vehicle tracking and suitable pedestrian pavement widths



Image taken from Ryde Public Realm Strategy, Atkins Dec 2004

# St. Thomas' Square and Approach Roads



Redress the balance between pedestrians and vehicles: widen pavements, narrow carriageways and tighten junctions

### Gateway 1: Northern Entrance to Pedestrianised Area

**Community Engagement Project to explore and propose options.**

Need clear demarcation of entrance to pedestrian zone, through use of pinch point and features. Tracking to determine width of vehicle entrance (circa 3m). N.B. Drop bollards to be installed.

N.B. CCTV camera sited in unsympathetic location.

TRO: limits deliveries between 6-10am, for most vehicular access to business premises.

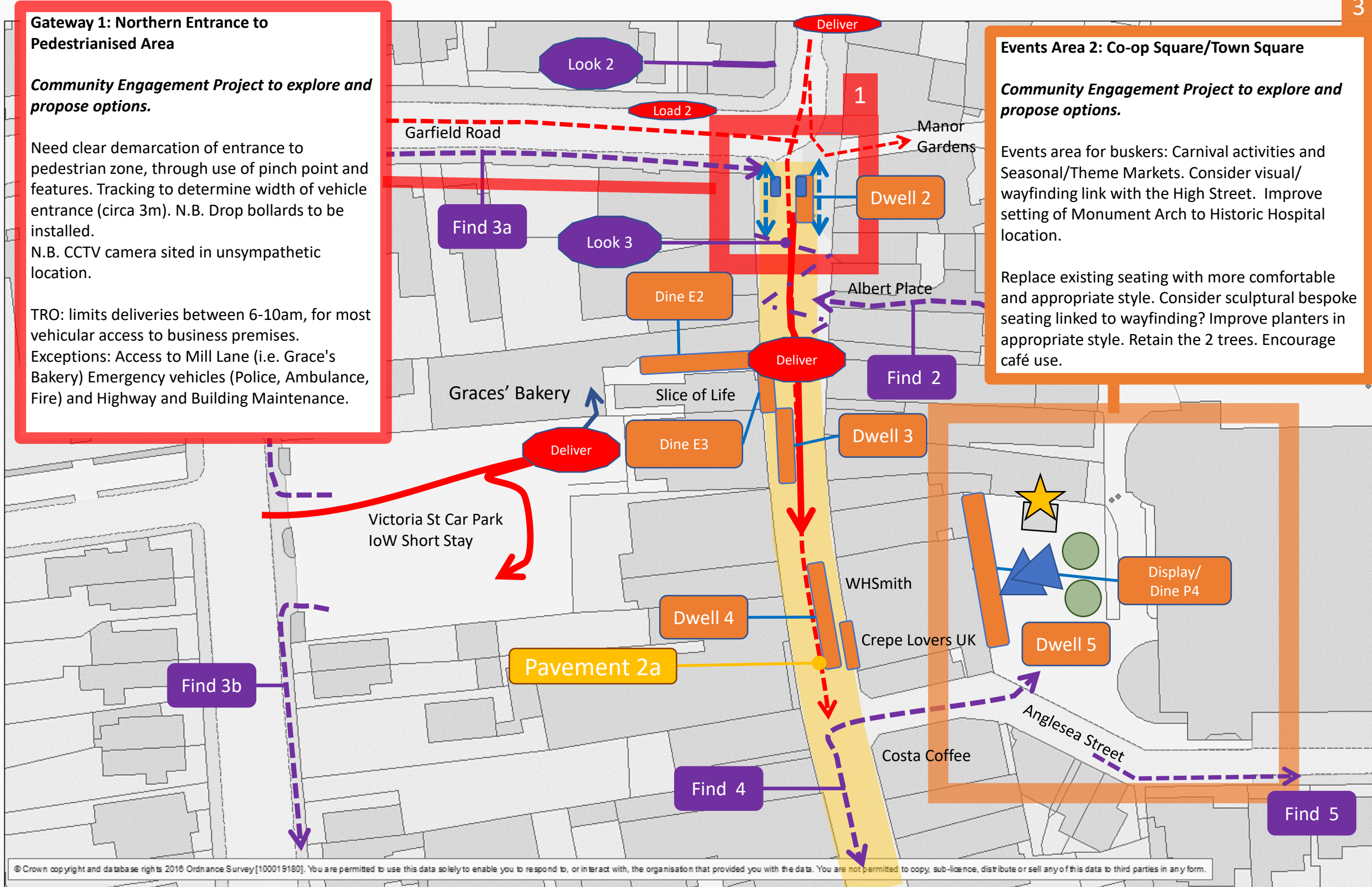
Exceptions: Access to Mill Lane (i.e. Grace's Bakery) Emergency vehicles (Police, Ambulance, Fire) and Highway and Building Maintenance.

### Events Area 2: Co-op Square/Town Square

**Community Engagement Project to explore and propose options.**

Events area for buskers: Carnival activities and Seasonal/Theme Markets. Consider visual/wayfinding link with the High Street. Improve setting of Monument Arch to Historic Hospital location.

Replace existing seating with more comfortable and appropriate style. Consider sculptural bespoke seating linked to wayfinding? Improve planters in appropriate style. Retain the 2 trees. Encourage café use.



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# Northern End of Pedestrian Zone

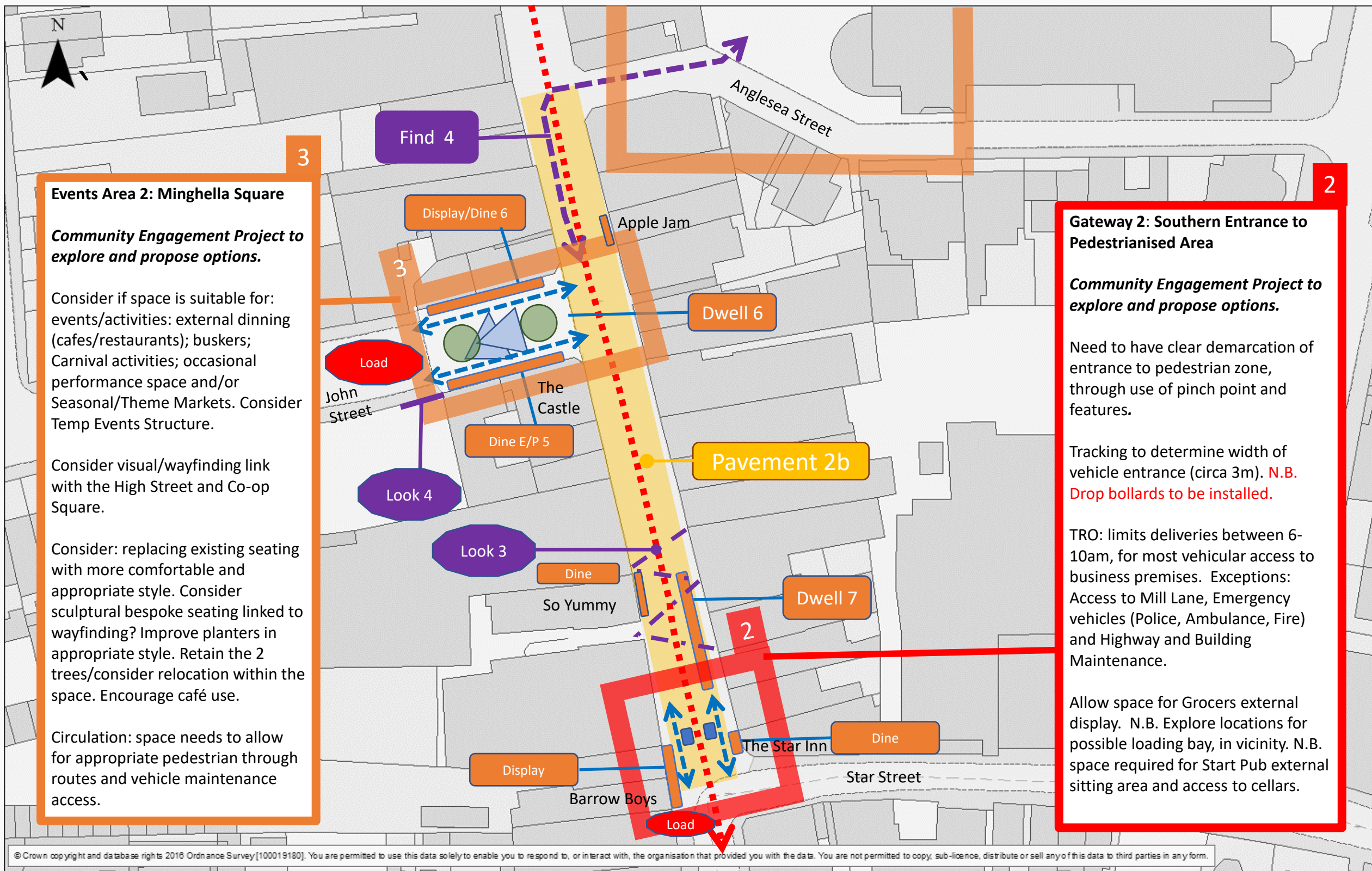
# Northern End of Pedestrian Zone



- Awaiting updated Topographic Survey
- Building on previous work
  - Revisiting it in light of more current knowledge: site specific and general streetscape design
  - Making proposals cost effective, realistic and comprehensive
- Will incorporate findings of Public Realm Engagement Project
- Checking vehicle tracking, suitable pedestrian pavement widths, space required for external seating/display space



Image taken from Ryde Public Realm Strategy, Atkins Dec 2004



**Events Area 2: Minghella Square**

*Community Engagement Project to explore and propose options.*

Consider if space is suitable for: events/activities: external dining (cafes/restaurants); buskers; Carnival activities; occasional performance space and/or Seasonal/Theme Markets. Consider Temp Events Structure.

Consider visual/wayfinding link with the High Street and Co-op Square.

Consider: replacing existing seating with more comfortable and appropriate style. Consider sculptural bespoke seating linked to wayfinding? Improve planters in appropriate style. Retain the 2 trees/consider relocation within the space. Encourage café use.

Circulation: space needs to allow for appropriate pedestrian through routes and vehicle maintenance access.

**Gateway 2: Southern Entrance to Pedestrianised Area**

*Community Engagement Project to explore and propose options.*

Need to have clear demarcation of entrance to pedestrian zone, through use of pinch point and features.

Tracking to determine width of vehicle entrance (circa 3m). **N.B. Drop bollards to be installed.**

TRO: limits deliveries between 6-10am, for most vehicular access to business premises. Exceptions: Access to Mill Lane, Emergency vehicles (Police, Ambulance, Fire) and Highway and Building Maintenance.

Allow space for Grocers external display. **N.B. Explore locations for possible loading bay, in vicinity. N.B. space required for Start Pub external sitting area and access to cellars.**

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# Southern End of Pedestrian Zone

# Event Space/Public Square 3: Minghella Square

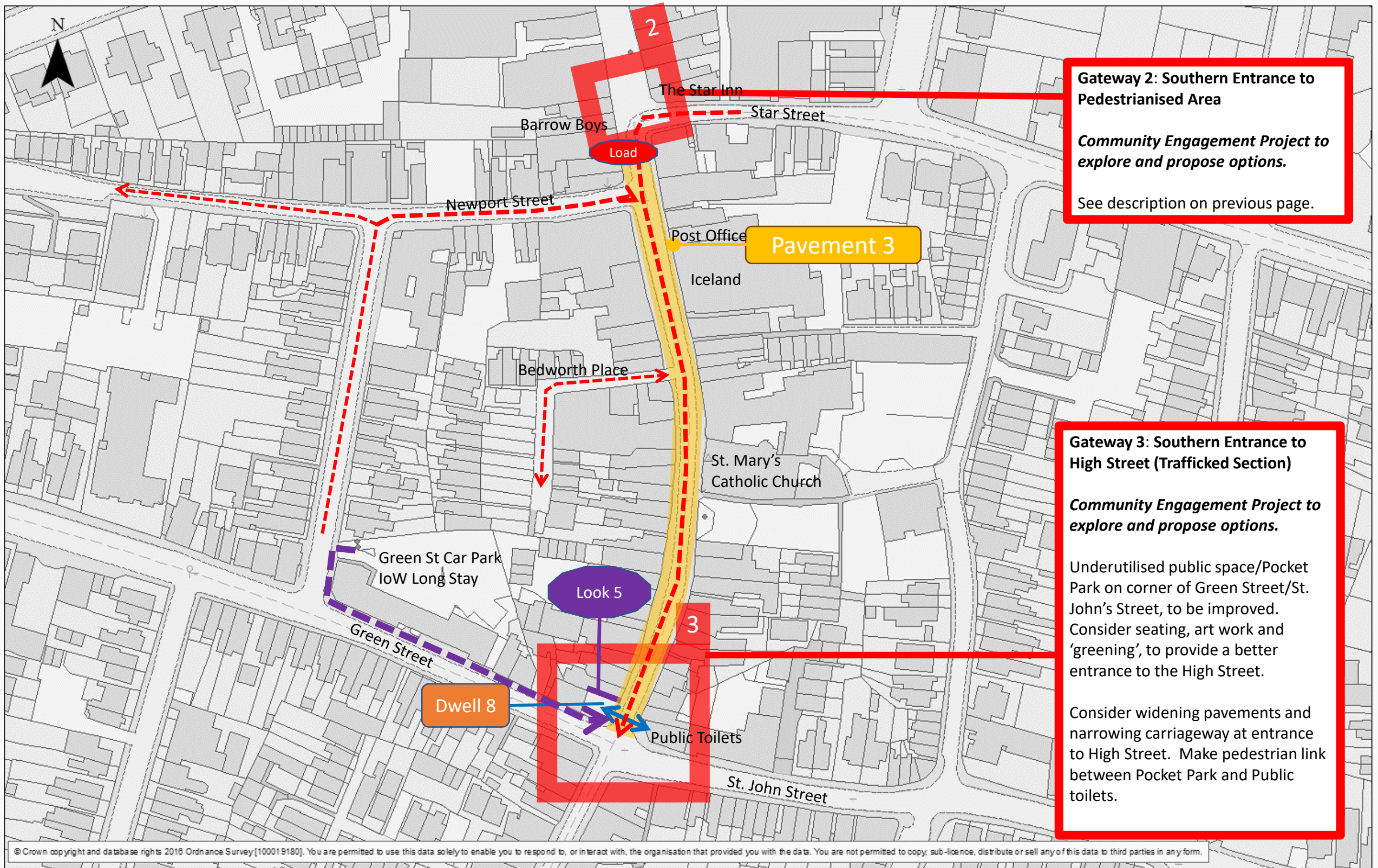
- Topographic Survey, to check utilities in relation to tree pits
- Will incorporate findings of Public Realm Engagement Project
- Checking vehicle tracking, suitable pedestrian pavement widths, space required for external seating and café awnings and/events structures
- Presumptions:
  - Encouraging cafes/outdoor dining for existing businesses: Tony's Fish & Chips, The Castle Inn PH
  - Seek opportunities to maximise café culture: N.B. Other retail around space not currently set up for café use, may want external display space, or long term aspiration to turn to A3: Food and Drink
  - Opportunities for artwork and wayfinding
  - Occasional events may occur:
    - Determine scale of events in relation to space available: busking, live music?
    - Determine if space suitable for events structure.



Review Street Furniture location and style

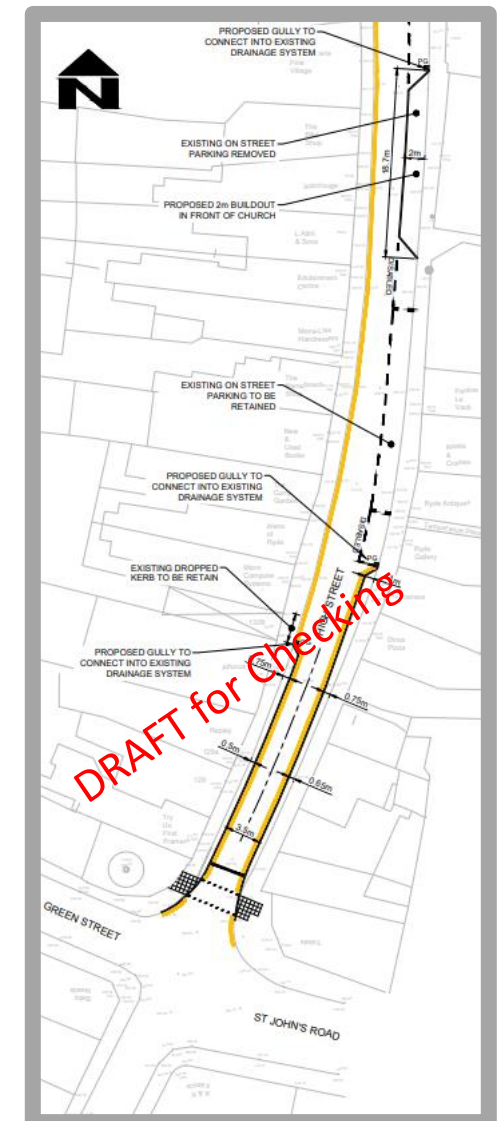
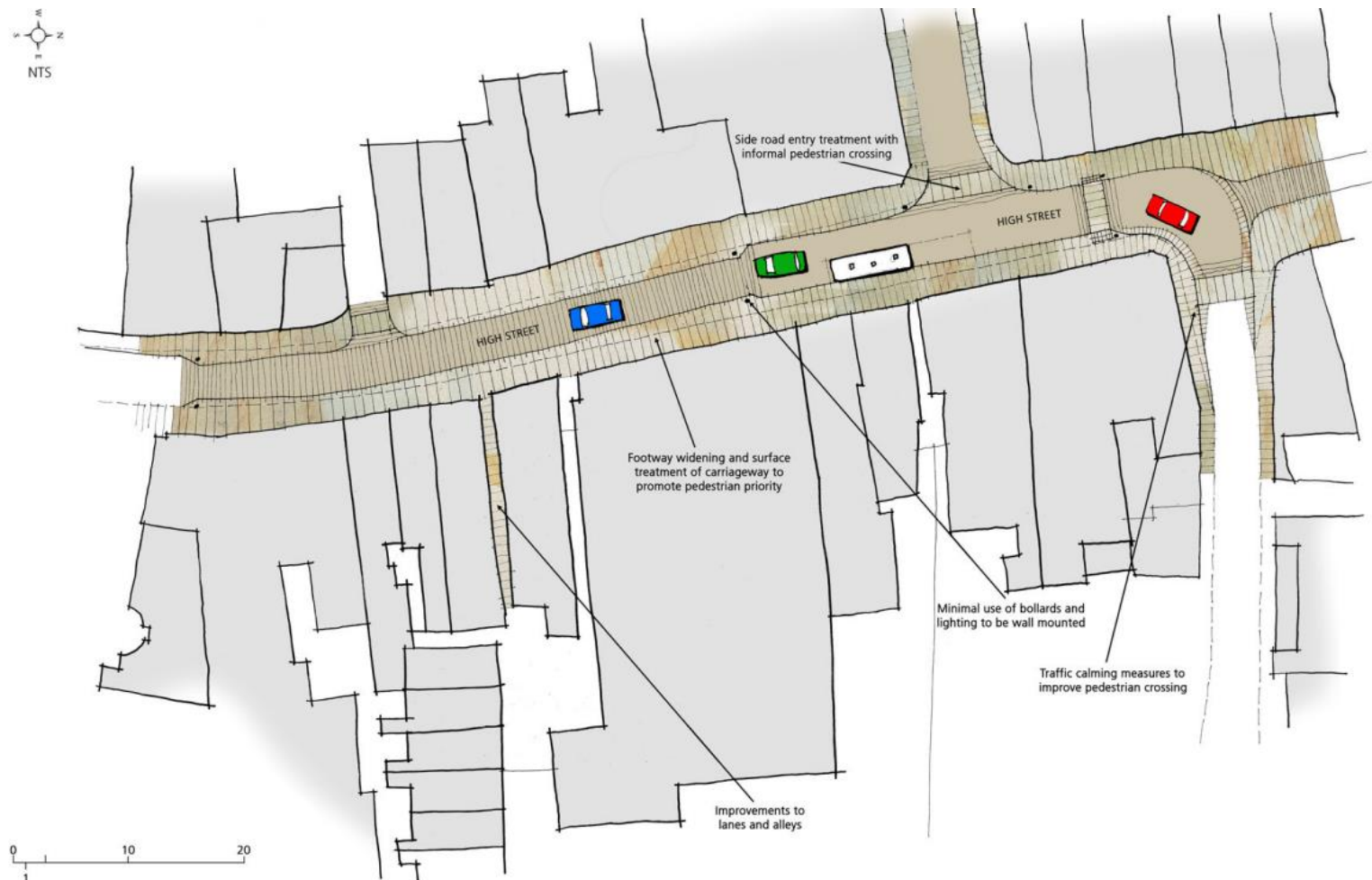


Look 4: Potential Artwork location



# Southern End of High Street

# Southern End of Pedestrian Zone/High Street



Widen pavements in front of key buildings and along shop front, to enable easier browsing and walking: consider removal of some or all on street car parking



# Dwell Zones

**Existing Street Furniture Zone:** Update all furniture, review locations, layouts and paving surface. Replace on a like for like basis or increase. Public Realm Engagement Project will inform furniture design and locations.

Issues to consider for the 'dwell' space locations:

- Spacing of seating areas at regular intervals: check against footfall
- Spacing of so that people can rest along key walking routes
- Spacing of seating so that people can have attractive views: wider townscape/people watching
- Spacing of seating so that it doesn't obstruct other activities:
  - Vehicle access
  - Increased number of external dining and display areas
  - Events

Issues to consider for the 'dwell' space style and content:

- Comfort of furniture
- Numbers and grouping of people it can accommodate
- Added value as play space or other uses such as events
- Style and materials



# Dwell Zones

**Existing Street Furniture Zone:** Update all furniture, review locations, layouts and paving surface. Replace on a like for like basis or increase. Inventory of Street Furniture currently in these zones:

Dwell	Location	Current Furniture List
<b>Dwell 1</b>	St. Thomas' Square	1 large semi-circular seat Chrome, with back. 1 single straight section seat chrome, with back. Approx. 5 Heavy duty Chrome bollards. 2 circular planters around tree guards. 1 tiered black plastic planter system (with internal pole). 4 Chrome double handrails.
<b>Dwell 2</b>	Northern Gateway	1 CCTV column. 1 brick bench with timber seat. 1 traditional timber slat seat, cast iron ends. 1 litter bin. 2 poles for Annual Bedding Planters (+1 Ryde TC Sign (B&G))
<b>Dwell 3</b>	In front of New Look	2 brick benches with timber seat. 1 general litter bin (B&G). 1 lamp column.
<b>Dwell 4</b>	In front of WHSmith/Phone Shop	2 brick and timber benches. 1 cycle hoop. 1 litter bin. 1 notice board. 1 pole for Annual Bedding Planters
<b>Dwell 5</b>	In Co-op Square	6 Semi-circular Chrome benches. 2 Chrome seats (straight, with back). 4 Lamp columns (single lamp head) with mini black plastic planters. 1 Litter bin (B&G). Approx. 14 Chrome bollards.
<b>Dwell 6</b>	In Minghella Square	4 Chrome Seats (straight, with back). 2 litter bins in square (+1 next to Chip shop in John St.) 2 circular planters around tree guards. 14 chrome bollards (7 at edge adjacent to High Street, 7 at edge adjacent to John St).
<b>Dwell 7</b>	In front of Shoe Zone/ Carphone Warehouse	2 brick benches with timber seat top. 1 Phone box. 2 litter bins. 1 Lamp column. 1 Cycle hoop (was 2).
<b>Dwell 8</b>	St. John Rd/Green St Junction	2 Timber seats. 1 Litter bin. 1 Annual Bedding planter.

# Pavements

Identification of areas where footway improvements are required, either, through widening pavements (reclaiming space from the carriageway) and resurfacing of existing footways i.e. in the pedestrianised area.

Pavement	Location	Description
<b>1a</b>	Pavements on Lind Street/St. Thomas' Square	Widen pavements, allocate better space to on-street parking bays and loading bays, reduce Carriageway width to slow through vehicles and alter 'feel' of pedestrian priority.
<b>1b</b>	Pavements at Top of Union Street	Widen pavements where possible, including enlarging central pedestrian island. Possible inclusion of raised tables in highway, between ventral pedestrian island and adjacent footways to promote pedestrian priority in area.
<b>1c</b>	Pavements on Cross Street	Widen narrow pavements where possible to give more comfortable space to pedestrians walking, browsing and waiting for buses
<b>2a</b>	Pedestrian High Street from Garfield Street to Anglesea Street/Co-op Square	Resurface pedestrianised High Street, with appropriate materials
<b>2b</b>	Co-op Square	Resurface Co-op Square, with appropriate materials
<b>2c</b>	Pedestrian High Street from Anglesea Street to Star Street	Resurface pedestrianised High Street, with appropriate materials
<b>3</b>	Pavements on High Street (with One way South bound vehicles) between Star Street and St. John's Street.	Widen narrow pavements where possible to give more comfortable space to pedestrians walking and browsing, possibly remove on street parking. Currently no designated loading bay along this section of High Street. There are 4 designated blue badge parking bays (4hr stay). Current on-street parking: 1hr, no return within 1 hour (free).

# Wayfinding and Artwork Features

## Potential Artwork/Wayfinding Projects:

Look

'Look' projects highlight areas, where visual quality of blank or dull facades and floorscapes could be enhanced with artwork to make those surfaces more memorable and attractive, and promote the unique character of Ryde Town Centre.

Find

'Find' projects highlight areas where wayfinding would be valuable to help people navigate their way round the town.



# Wayfinding and Artwork Features

## Potential Artwork/Wayfinding Projects:

‘Look’ projects highlight areas, where visual quality of blank or dull facades and floorscapes could be enhanced with artwork to make those surfaces more memorable and attractive, and promote the unique character of Ryde Town Centre.

‘Find’ projects highlight areas where wayfinding would be valuable to help people navigate their way round the town.

Find	Location	Description
<b>Find 1</b>	Link between Seafront Transport Interchange , along Union Street to the High Street and St. Thomas’ Square	Consider Artwork and/wayfinding features that entice people from the Seafront and Union Street to walk to St. Thomas’ Square and on to the High Street. To discuss with Team designing the Seafront Transport Interchange.
<b>Find 2</b>	Link between Co-op Car Park, along Albert Place PRow to High Street	Well used route. Consider Artwork and/wayfinding features that enliven the walkway, and link to the wider wayfinding network.
<b>Find 3a and b</b>	Link between Victoria Street Car Park and the High Street	Victoria Street Car park is a very short walk to and from the High Street. It appears not well known. More could be done, to make walking links clearer, through wayfinding signage and/or artwork. Link 3a is the ‘down hill’ routes. Link 3b is the ‘up hill’ route.
<b>Find 4</b>	Link between Co-op/Town Square and Minghella Square	Consider Artwork and/wayfinding features between Co-op Square and Minghella Square, to highlight the locations of the public spaces, for users on the High Street.
<b>Find 5</b>	Wayfinding to Key Public Buildings	Ensure Key Public Buildings, such as the Library are sign posted. List relevant Buildings: Library, Public Toilets, Town Hall, St. Thomas’ Church.
Look	Location	Description
<b>Look 1</b>	Nationwide Building Frontage	Consider improvements to façade to draw attention to key building in key vista
<b>Look 2</b>	Fox Estate Agents/Pier Estate Agents High Street/Garfield Street	Consider improvements to blank façade above Fox Estate Agents/Pier Estate Agents, on upper storey of building, as it forms part of a key vista out towards the sea.
<b>Look 3</b>	Pedestrianised High Street	Consider Bunting along parts of the High Street.
<b>Look 4</b>	Blank End wall on St. John Street edge of Minghella Square	Consider Artwork on blank wall
<b>Look 5</b>	Blank End Wall at Pocket Park, junction with High Street/Green Street	Consider improvements to blank façade on end wall of building at junction of High Street and Green Street, to draw attention to Southern ‘end’ of Town centre/Start of key pedestrian area and retail frontage.

# Look: Wall art Idea



Example of Artwork, Lodge Road, Southampton



Look 2: Blank End Wall above Estate Agent



Look 5: Blank End walls at Junction of High Street Green Street

