



Legend:

- 1) Performing & Visual Arts
- 2) Transit Center
- 3) Town Hall
- 4) Hotel
- 5) Mixed-Use
- 6) Big Box (w/Residential Above)
- 7) Aspenault Redevelopment
- 8) Residential Density

A) Two Rivers Greenway:

- Adjust alignment to calm traffic and break old highway geometry
- Create visual threshold to Town and synergize with RFC / RMI
- Parking on North, Street Trees, Pedestrians, and unencumbered views South

B) Pan & Fork Redevelopment:

- Connect the River to the Town
- Open Space is the centerpiece- Active and Riparian
- Allow Lions Park / Town Hall density to pay for down-zoning of Pan & Fork
- Limit vertical development to small footprint clusters of Non-Profits:
Performing & Visual Arts, Transit Center, Education, and Town Government.

C) Lions Park / Town Hall Redevelopment:

- Vacate public property to private development: 125-Rm, Full Service Hotel
- Public-Private Partnership pays for down-zoning of Pan & Fork
- Hotel-Allow 4-Stories along Two Rivers Road
- Move Caboose to Midland Spur & Two Rivers Road Intersection

D) Clark's Market Redevelopment:

- Focus mixed-use development onto Two-Rivers Road and Midland Avenue
- Create +250-Space Public-Private Parking Structure
- Integrate plans with redevelopment of Aspenault Lodge
- Integrate plans with free-market residential density
- Big-Box usage (Grocery or Rec. Center) to be accessed from Two Rivers Road
- Preserve messy-vitality of the Gas Station and Lobster Cart

E) Confluence Park Development:

- Connect Emma Bridge to Confluence Park
- Hire "Tree-House Master" Pete Nelson to design accessible ramps thru trees
- Embellish Dog-Beach Area for all species of swimmers

F) Midland Avenue Bridge:

- The Gateway to Basalt

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