



White Bear Lake Downtown Mobility & Parking Study

Steering Committee Meeting #4

February 22, 2024





- 1. Main Street/EDC Meetings**
- 2. Draft Concept Revisions**
- 3. Draft Public Realm Framework**
- 4. March 7 Community Open House**
- 5. Next Steps**



Meetings with Main Street and EDC



Draft Concept Revisions



Draft 3rd Street Concepts: One-Way Street

Goals of Original Concept:

- Improve pedestrian safety and comfort
- Add space and amenities to public realm

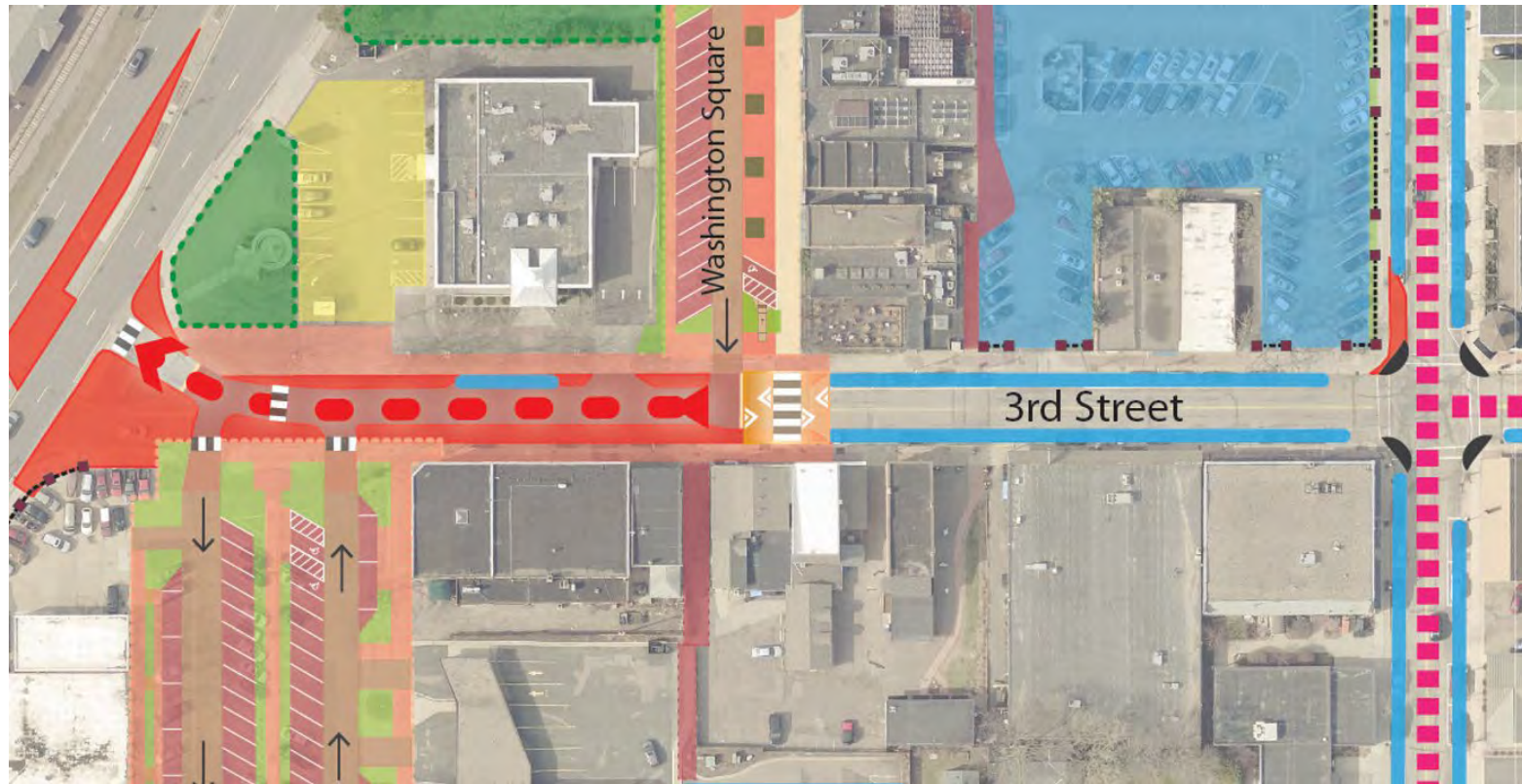
Impacts:

- Delivery trucks/parking cars blocking traffic
- Vehicle circulation





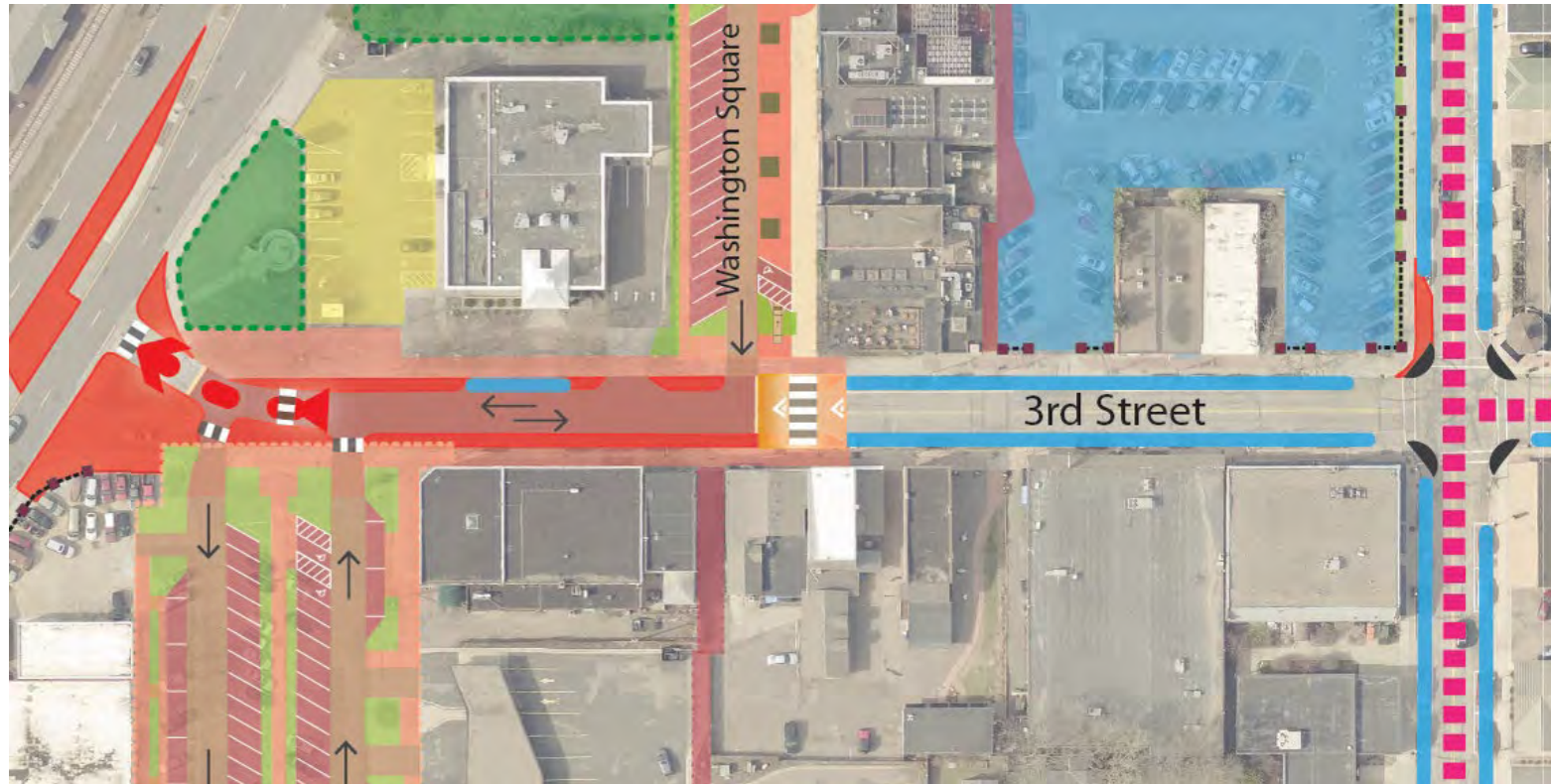
Draft 3rd Street Concept A



- **One-way between Washington Square and Hwy 61**
- **Southbound on Washington Square can turn left or right**
- **Urban design treatments continue east down 3rd Street**

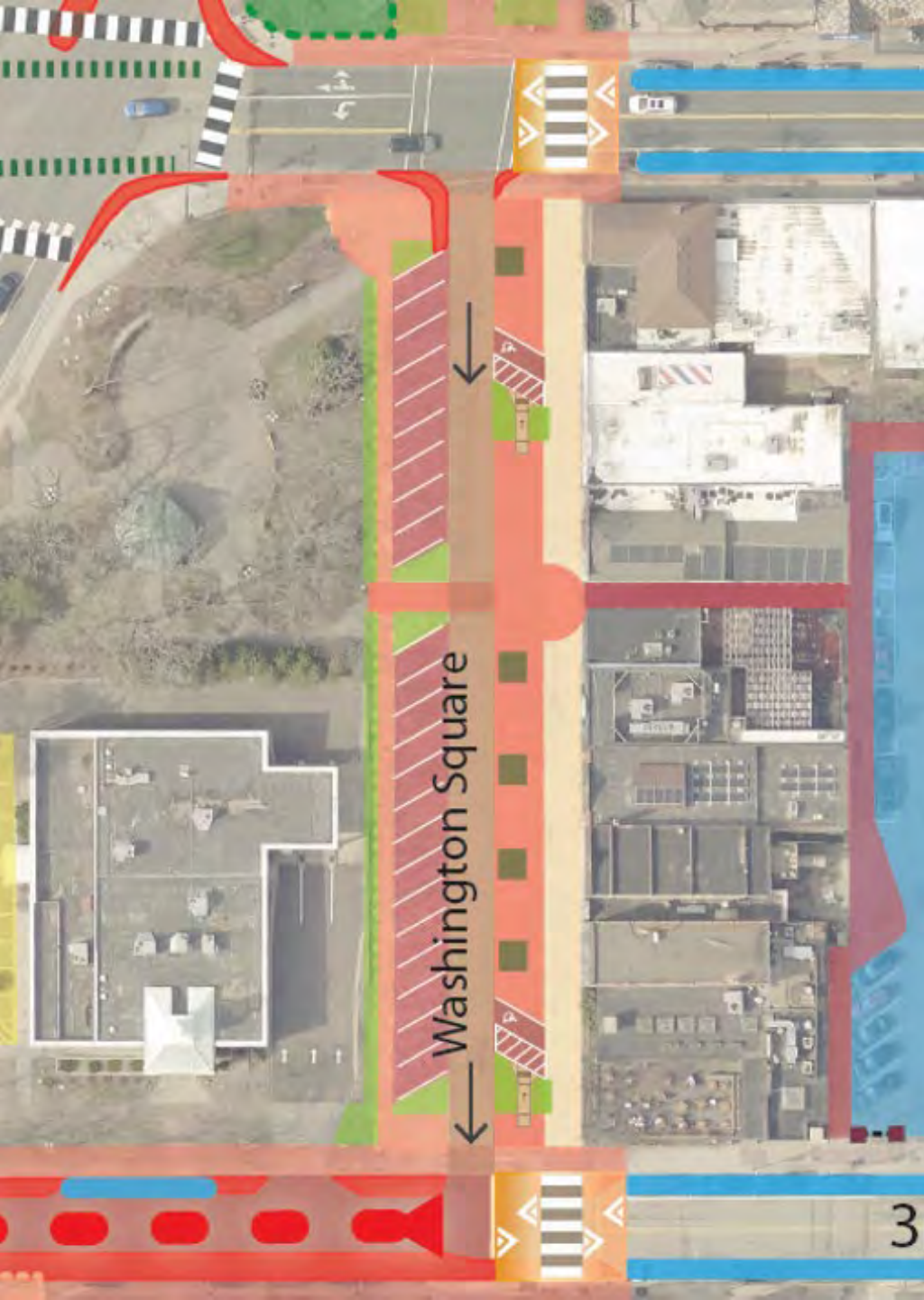


Draft 3rd Street Concept B



- **One-way between Clark Avenue and Hwy 61**
- **Southbound on Washington Square can turn left or right**
- **Northbound on Clark Ave can turn left or right**
- **Urban design treatments continue east down 3rd Street**

Draft Washington Square Concept



- **Similar to existing conditions**
- **One-way southbound**
- **Diagonal parking on west side**
- **Wide pedestrian/amenity frontage on east side**
- **Handicapped parking stall near north end**
- **Colored pavement, lighting, wayfinding, etc.**

Draft Clark Avenue Concepts



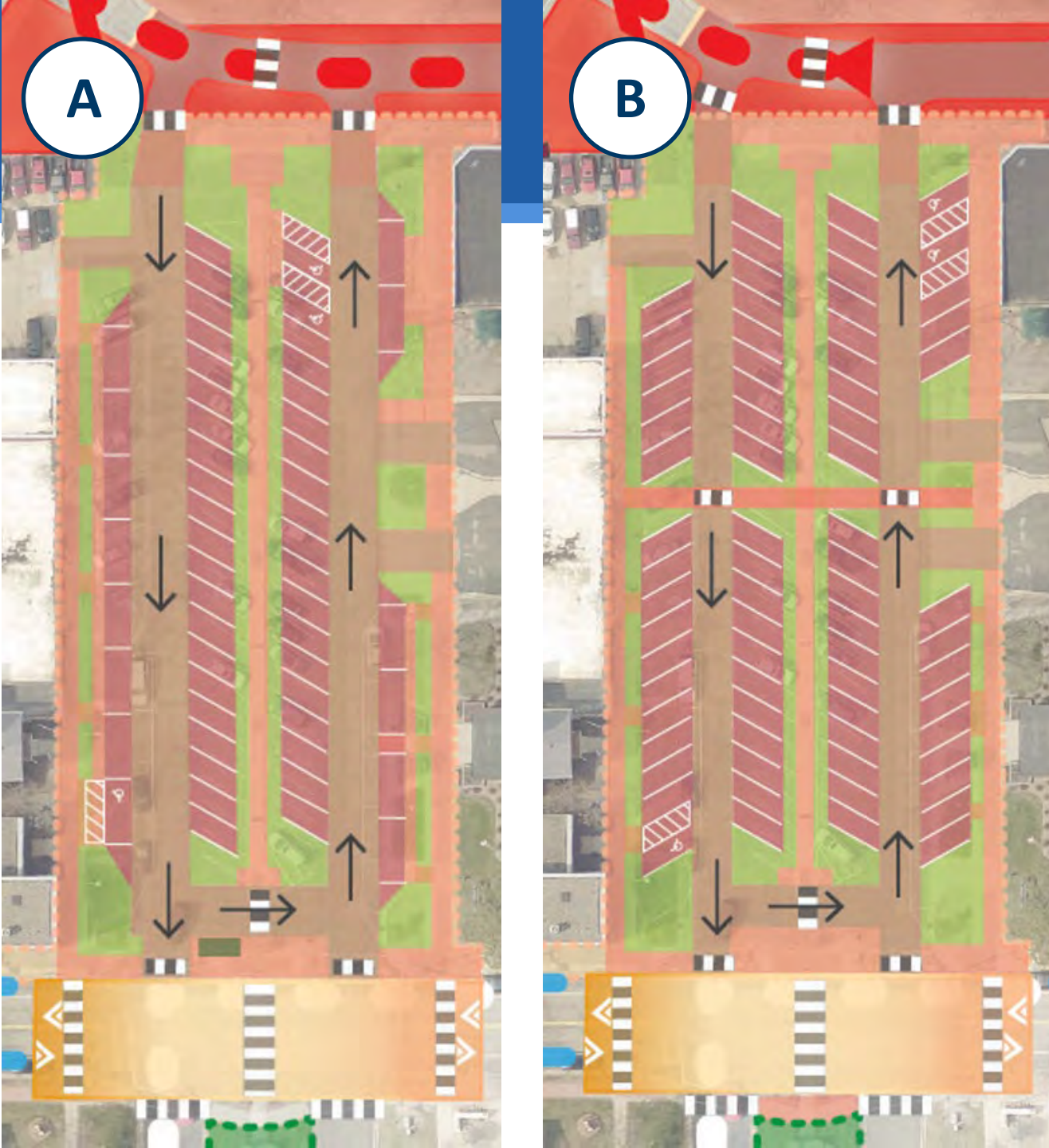
Goals of Original Concept:

- Improve pedestrian safety and comfort
- Add space and amenities to public realm
- Continue historic center promenade from lake
- Flexibility to accommodate events

Impacts:

- Reduced parking capacity

Draft Clark Avenue Concepts



- **Concept A**

- Diagonal parking on insides, parallel parking on outsides
- Center median width = 34'
- Parking: Existing = 73, proposed = 54

- **Concept B**

- Diagonal parking on all sides
- Center median width = 18'
- Parking: Existing = 73, proposed = 71



Draft Clark Avenue Concept A





Draft Clark Avenue Concept B





Draft Banning Avenue Concept



Banning Avenue looking north from 3rd Street





Draft Banning Avenue Concept



Parking Lot Screening



Draft Banning Avenue Concept





Curb Extensions / Bumpouts

Benefits:

- Shorten pedestrian crossing distance
- Increase visibility of pedestrians and signage
- Traffic calming
- Provides additional greenspace
- Defines parking bays





Curb Extensions / Bumpouts

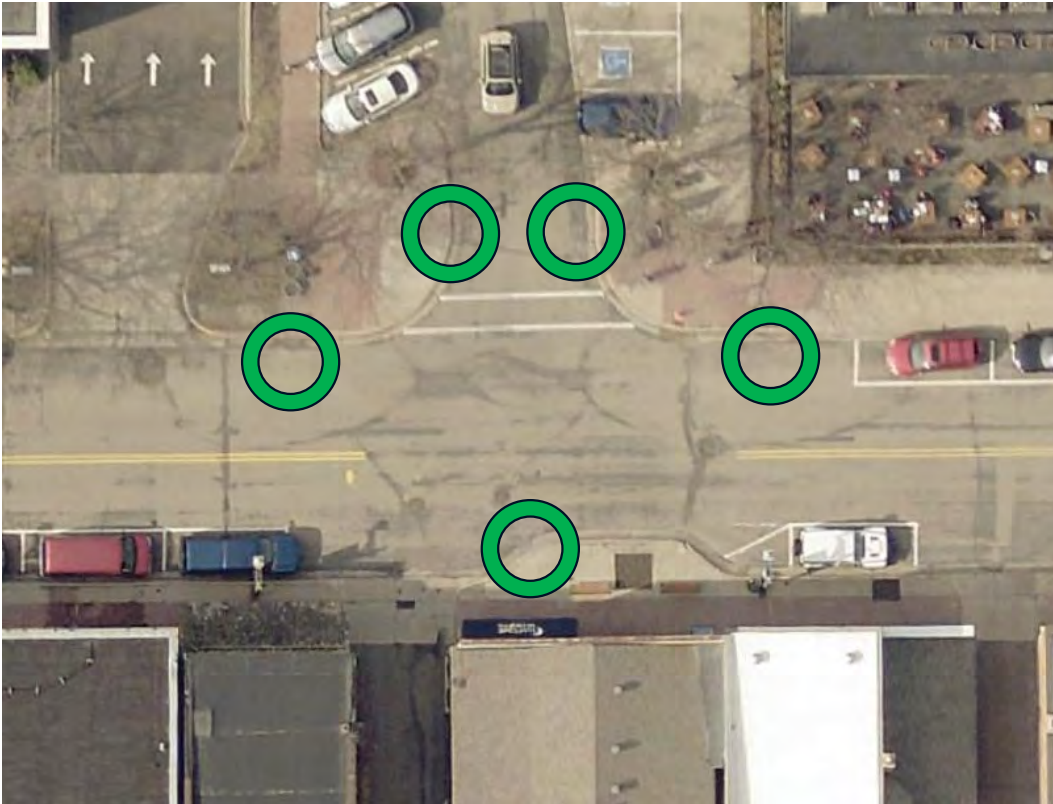


3rd Street & Banning Avenue looking west

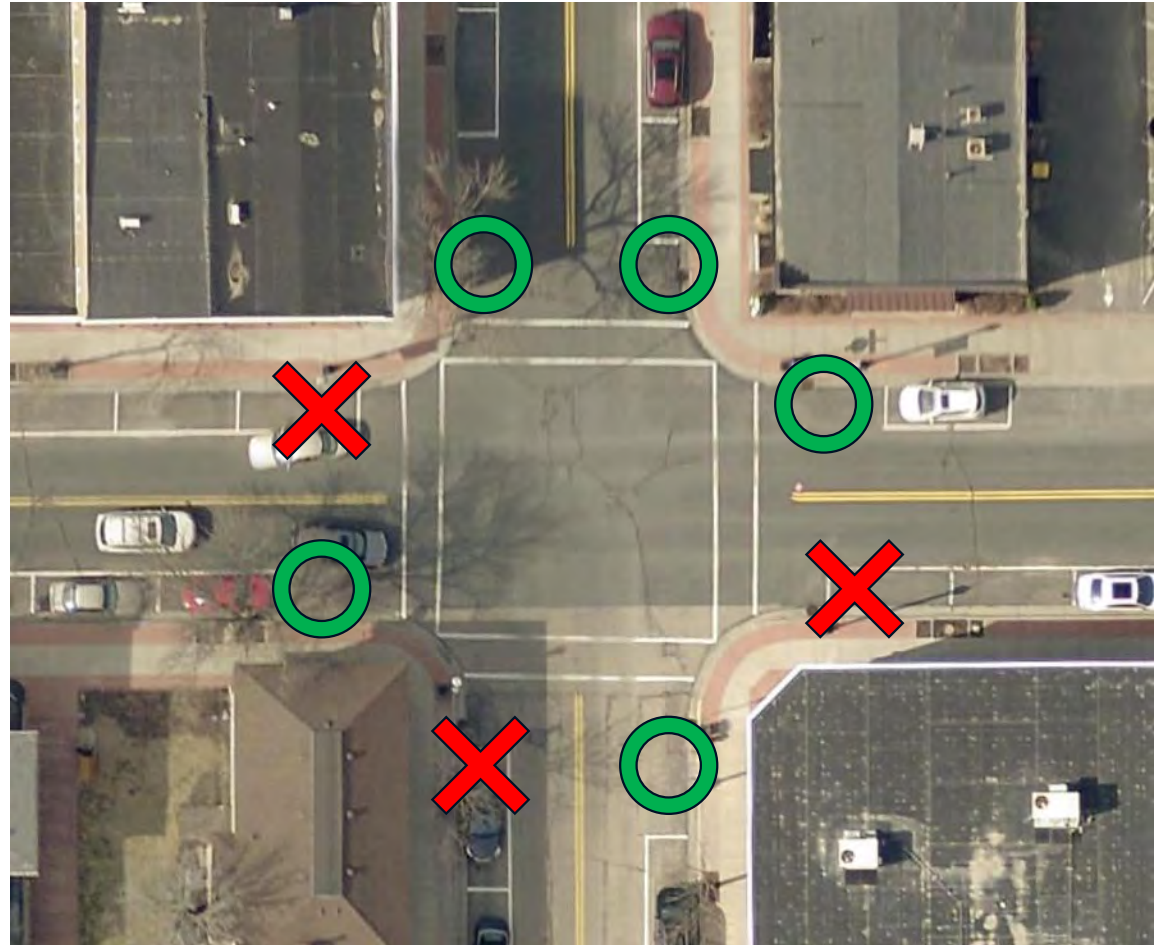




Curb Extensions / Bumpouts

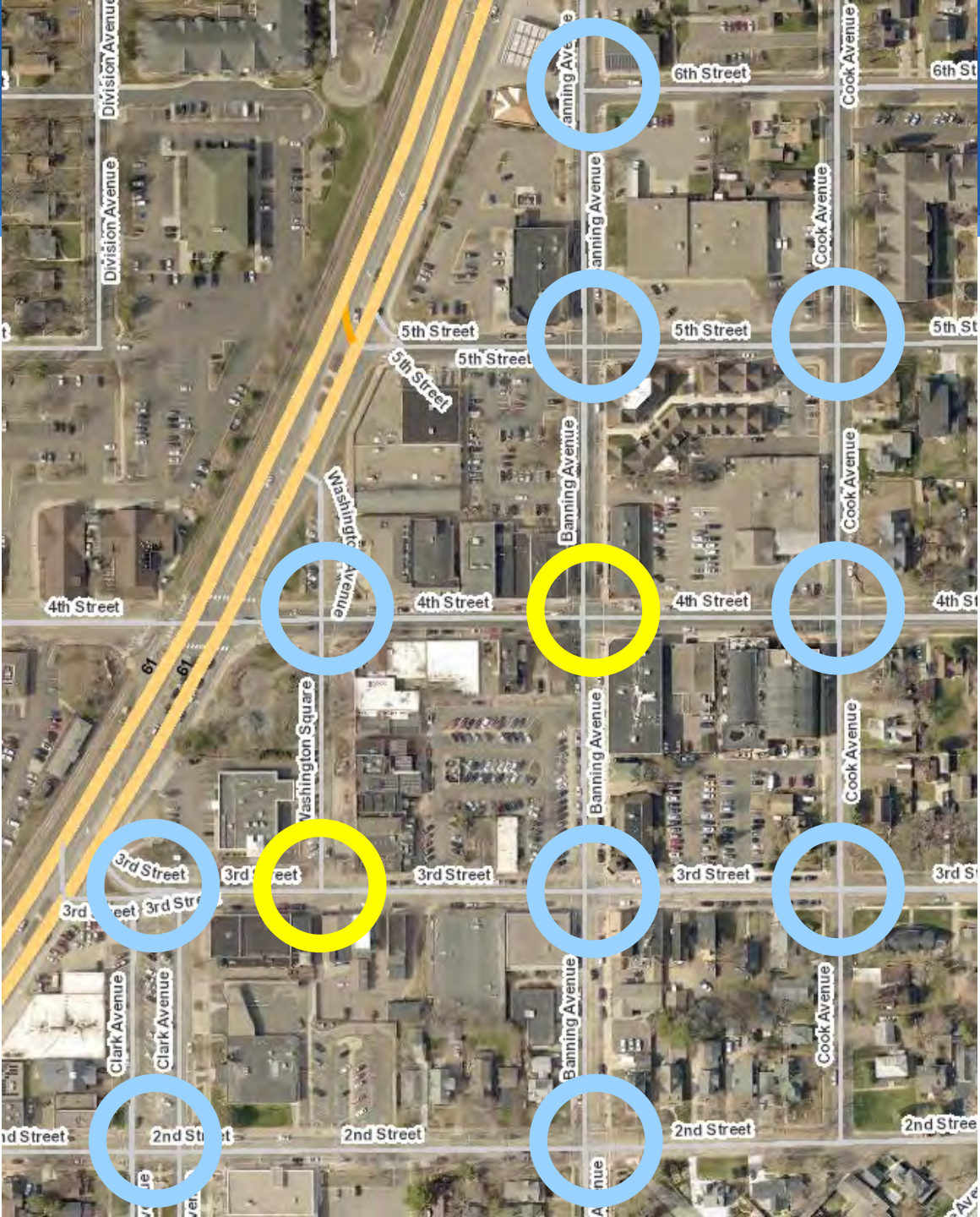


3rd Street & Washington Square



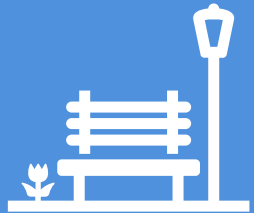
4th Street & Banning Avenue

Curb Extensions / Bumpouts



Intersection	# of spaces lost
6th & Banning (1/2)	2
5th & Banning	2
5th & Cook (1/2)	1
4th & Washington	1
4th & Banning	3
4th & Cook (1/2)	0
3rd & Clark	1
3rd & Washington	0
3rd & Banning	1
3rd & Cook	0
2nd & Clark	0
2nd & Banning (1/2)	0
Total	11

Average parking loss per intersection: 1.0



Public Realm Enhancements



PUBLIC REALM FRAMEWORK

Downtown is a linked economic ecosystem, that is more than any individual business, street, building or public realm element – **the whole area is greater than the sum of its parts.**

The potential placemaking elements/public space improvements identified are a long term investment that will continue to differentiate our community from others – public realm and private properties work hand in hand to **make downtown charming, distinct, livable, and a place people want to be.**

STEERING COMMITTEE MEETING 2/22/2024





PUBLIC REALM FRAMEWORK PURPOSE

- **Attract customers and visitors** to downtown, supporting local businesses
- **Attract potential residents** to the community – being an attractive place to live enhances economic resiliency, especially important in a time when there are more higher-earning remote workers who have additional flexibility/discretion in where they live
- **Attract investment** to downtown – ensure when there are vacancies in commercial space, they are easily filled with new/expanding/relocating businesses, or that when properties sell or redevelop they attract high quality owners who are willing to continue to invest in the properties
- **Maintain property values**
- **Maintain the Downtown White Bear Lake brand**





PUBLIC REALM FRAMEWORK GOALS

1. **Ensure safety and accessibility** throughout Downtown White Bear Lake, with pedestrians as the priority mode.
2. Create a **unified, legible streetscape** experience
3. Support the economic vibrancy of Downtown by ensuring it remains a **distinctive place that people want to visit, live, and work.**
4. Enhance **vibrancy, character, and life** of Downtown through placemaking. Provide spaces for community gathering and events.
5. **Plan for the future** with consideration for sustainability and energy efficiency.



PUBLIC REALM FRAMEWORK ZONES

A1 - CORE COMMERCIAL DISTRICT
Primary business / commercial corridors
Priority for streetscape improvements
Highest intensity of street furnishings

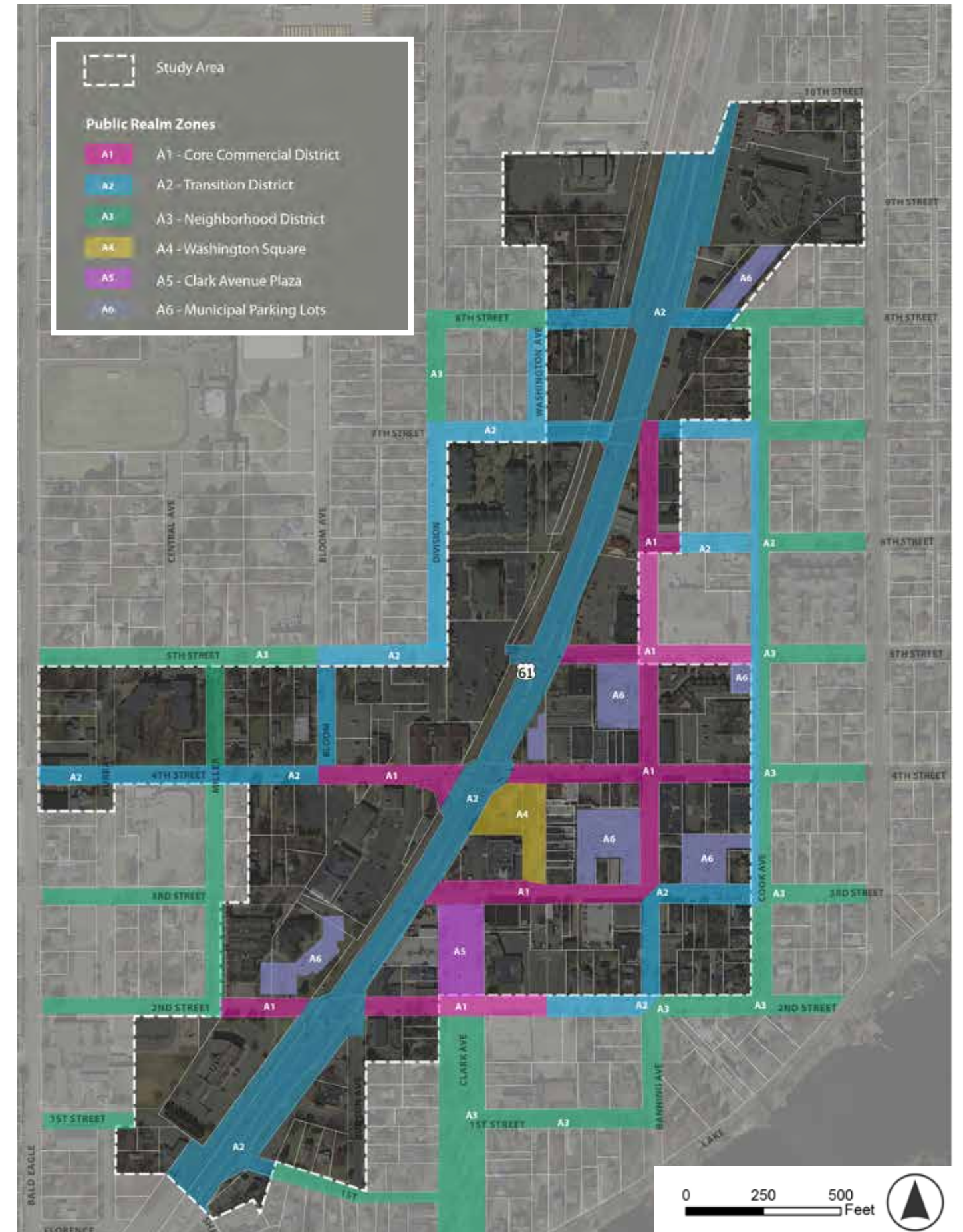
A2 - TRANSITION DISTRICT
Transition zone between Core Commercial and Neighborhood Districts
Secondary priority for streetscape improvements
Inclusion of Highway 61 ??

A3 - NEIGHBORHOOD DISTRICT
Single family residential areas adjacent to Downtown
On-street parking, wayfinding, and pedestrian connections are a priority

A4 - WASHINGTON SQUARE
Heart of Downtown White Bear Lake
Public gathering space and promenade
Priority destination for wayfinding, placemaking

A5 - CLARK AVE PLAZA
Opportunity for enhanced parking, trail connection and outdoor event space

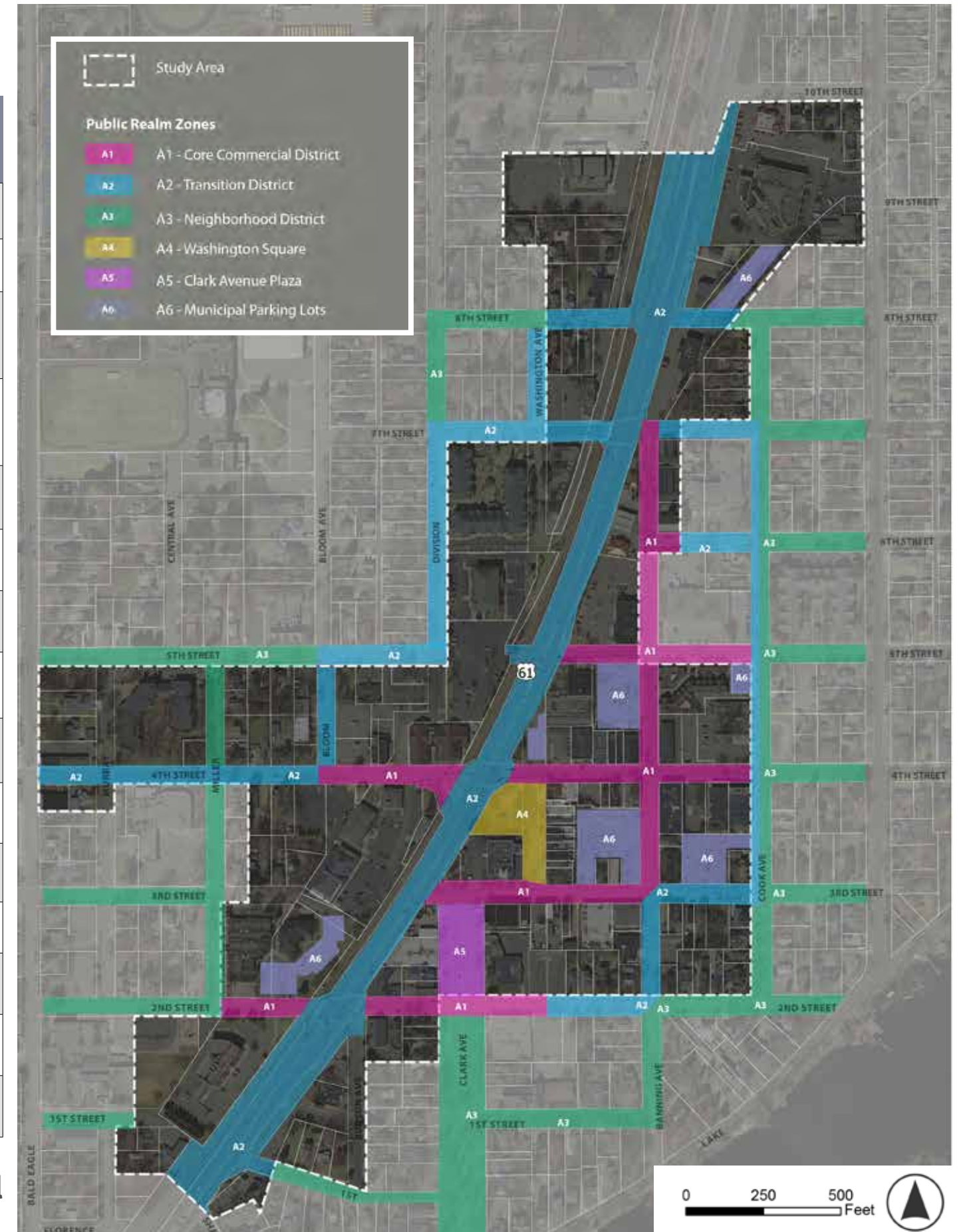
A6 - MUNICIPAL PARKING LOTS
Priority destination for signage, sustainability upgrades



PUBLIC REALM FRAMEWORK ELEMENTS

	A1 - Core Commercial District	A2 - Transition District	A3 - Neighborhood District	A4 - Washington Square	A5 - Clark Avenue Plaza	A6 - Municipal Parking Lots
Pedestrian Lighting	X	X	O	X	X	X
Decorative Pavements	X	O		X	X	
Permeable Pavements				X	X	X
Site Furnishings - Benches + Waste Receptacles	X	O		X	X	X
Bike parking + fix-it Stations	X	O		X	X	X
Shade / Street Tree Planting Priority	X	X		X	X	X
Directional Wayfinding - Pedestrian Scale	X	X	X	X	X	X
Directional Wayfinding - Vehicular Scale	X	X				
Parking Lot Gateway Signage						X
Informational Kiosk				X	X	
Public Art				X	X	O
Raised Crosswalks	X			X	X	
Curb Extensions	X	X	O			
Parking Lot Screening						X
Level 2 EV Charging Stations		O				X

X = Recommended O = Optional



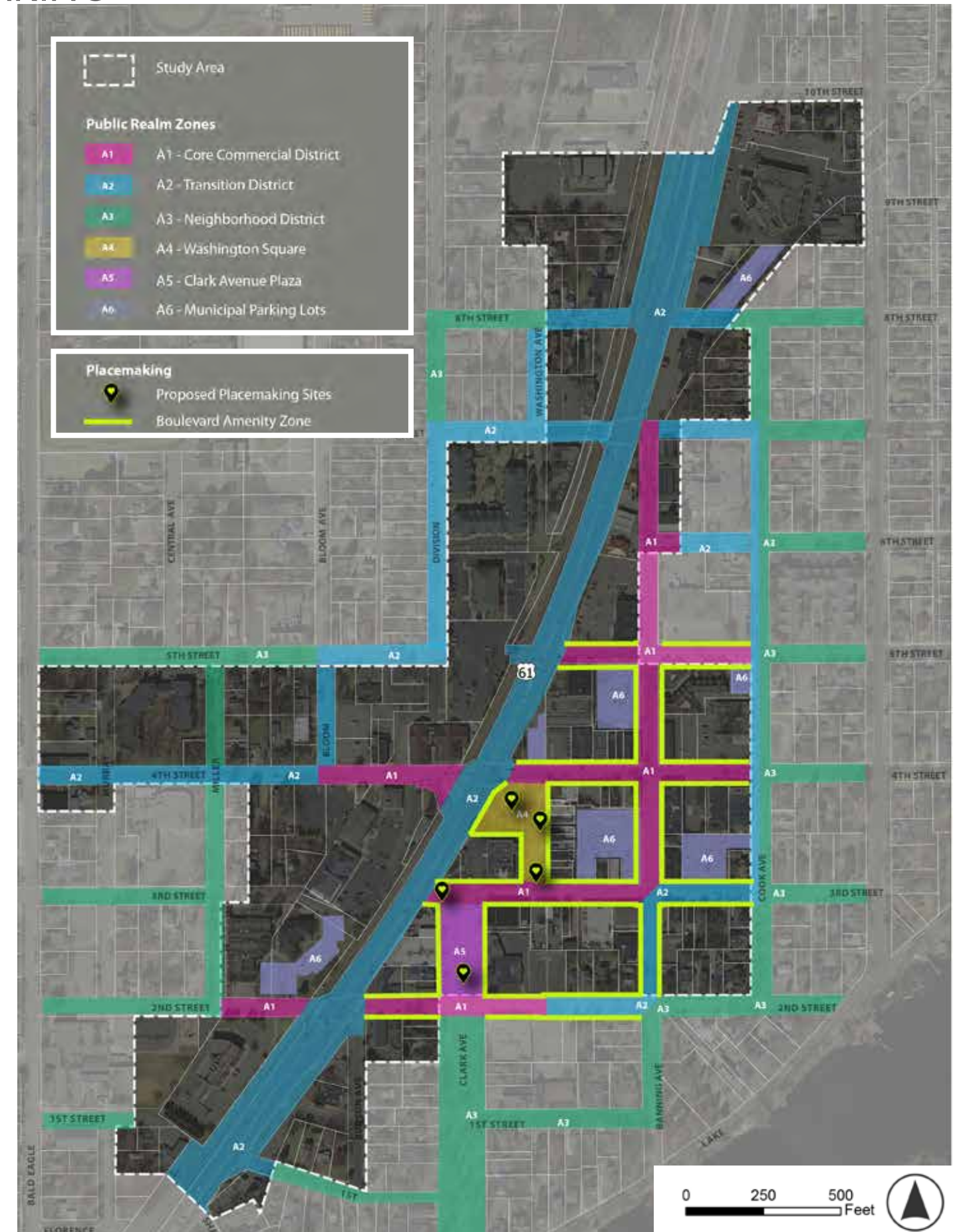
PUBLIC REALM ELEMENTS SITE FURNISHINGS, PLACEMAKING

Pedestrian and Amenity Zone

- Minimum dimension in A1 Commercial Core and A2 Transition District and

Boulevard Zone

- Future minimum dimension in A1 Commercial Core



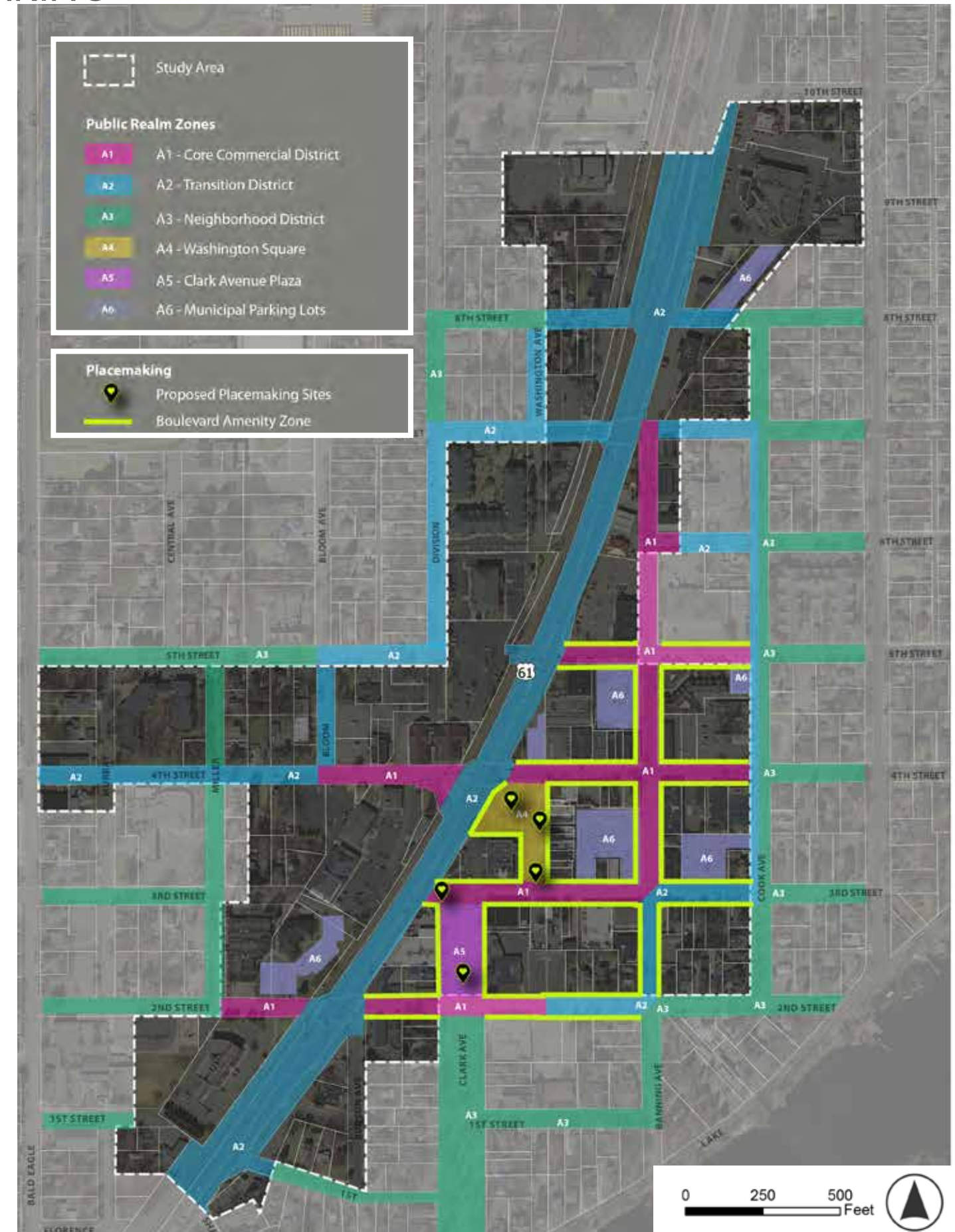
PUBLIC REALM ELEMENTS SITE FURNISHINGS, PLACEMAKING

Site Furnishings

- Dark Bronze finishes
- ‘Classic’ or minimalist styles
- Benches with backs and armrests in Amenity Zone
- Optional backless benches in Boulevard Zone
- Waste receptacles to match bench style, one set per block in A1 Commercial Core

Placemaking

- Public art ready areas at gateways to Washington Square and Clark Ave Plaza
- Surface treatments in concrete walkways (A1 zone)
- Banners with rotating art, hanging flower baskets (A1)
- City branding integrated into site furnishings
- Historical markers / historic walk



PUBLIC REALM ELEMENTS LIGHTING

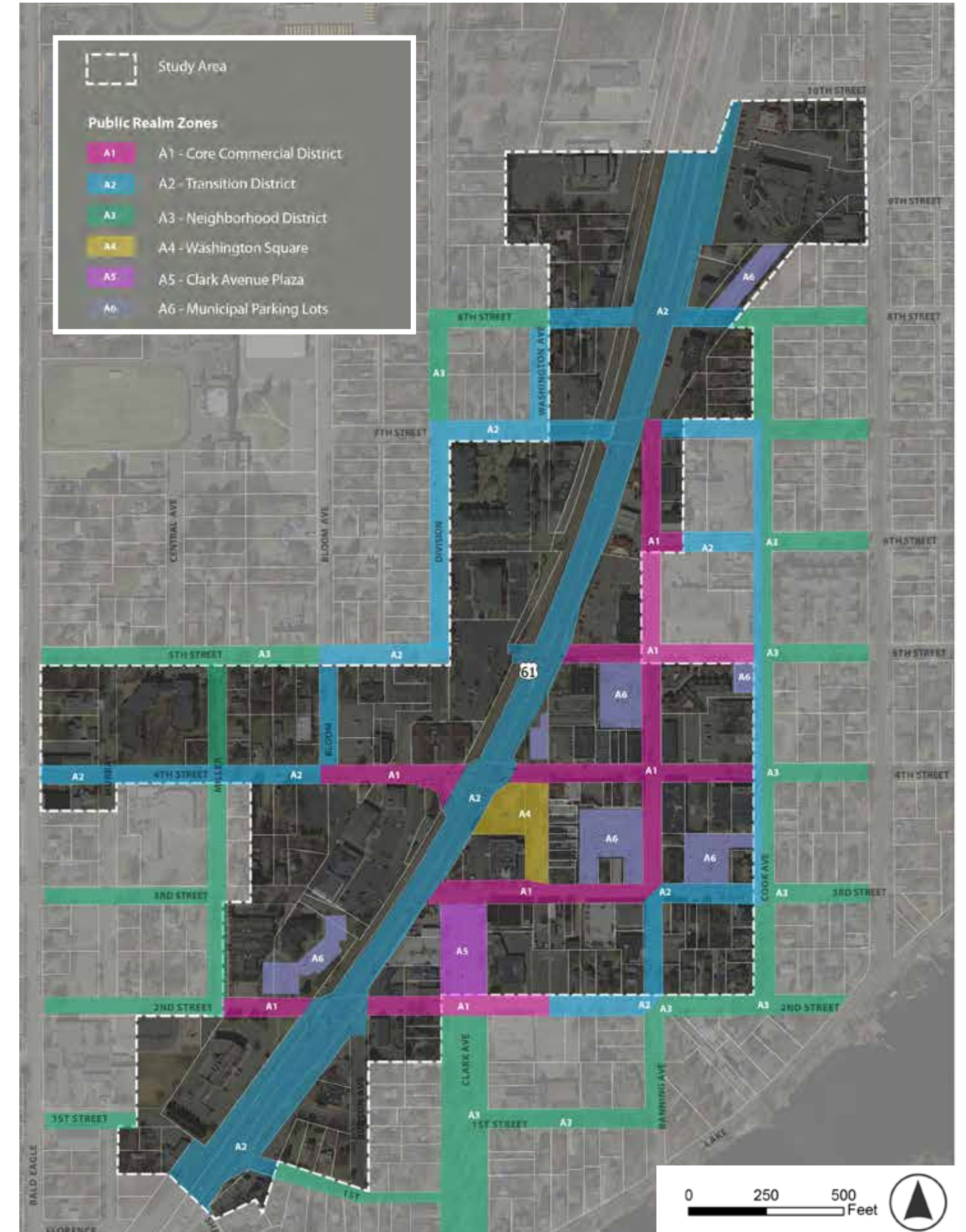
Pedestrian Area Lights

- Prioritize in A1, A2 Zones, possibly A3 as-needed
- 40 - 60' spacing
- 10 - 14' height
- 'Classic' style and intersection lights
- Dark/bronze fixtures



Bollard lighting

- Municipal Parking Lots
- Washington Square + Clark Ave Plaza



PUBLIC REALM ELEMENTS CROSSWALKS / CURB EXTENSIONS

High Visibility Crosswalk Markings

Continental markings (minimum) A1, A2 Zones

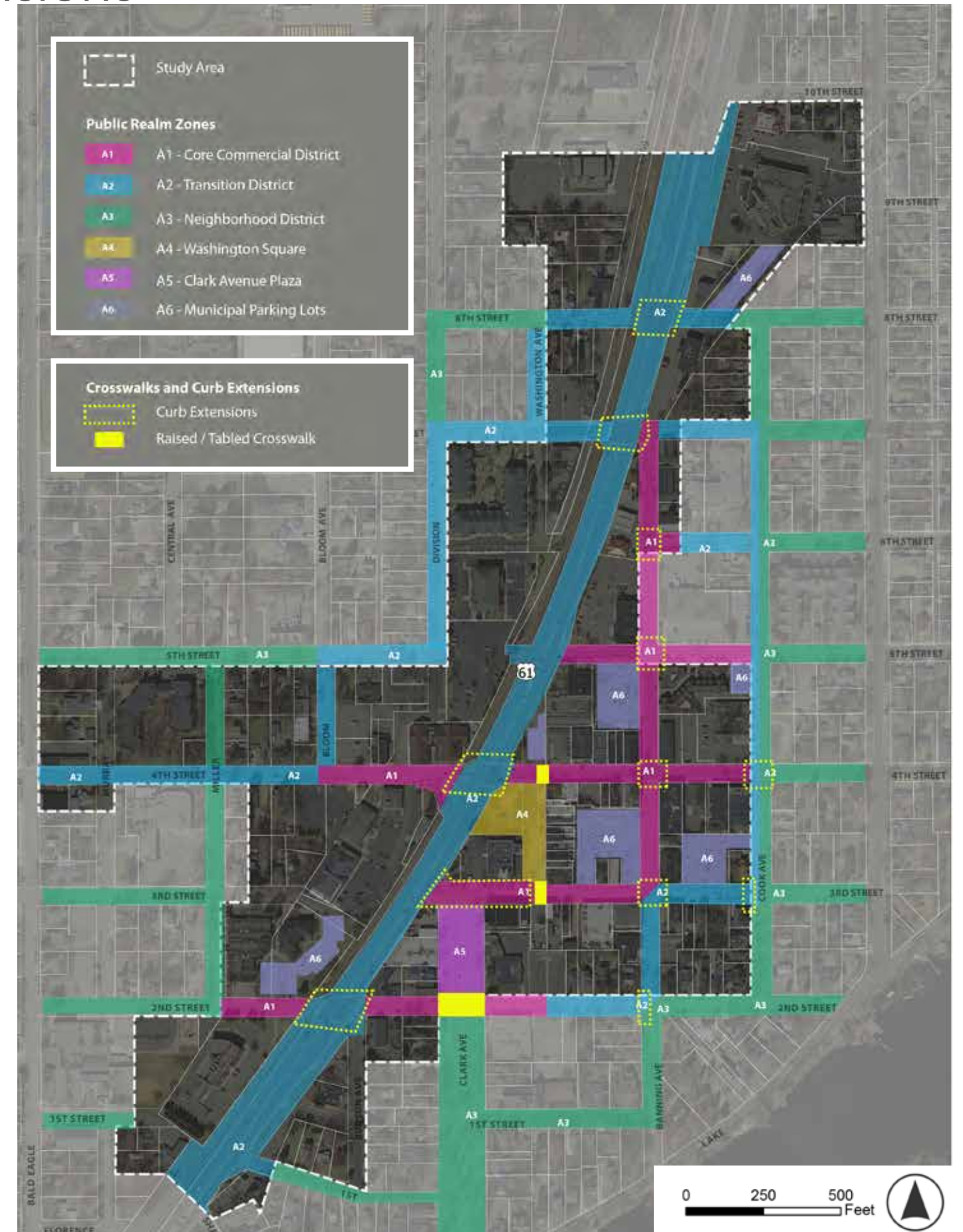
Curb Extensions

At intersections in A1 and A2 Zones

Pair with streetscape design to integrate surface treatments

Raised / Tabletop Crosswalks

Paired with public event/festival/market spaces that anticipate street closures and heavy pedestrian traffic



PUBLIC REALM ELEMENTS PAVEMENTS + SURFACES

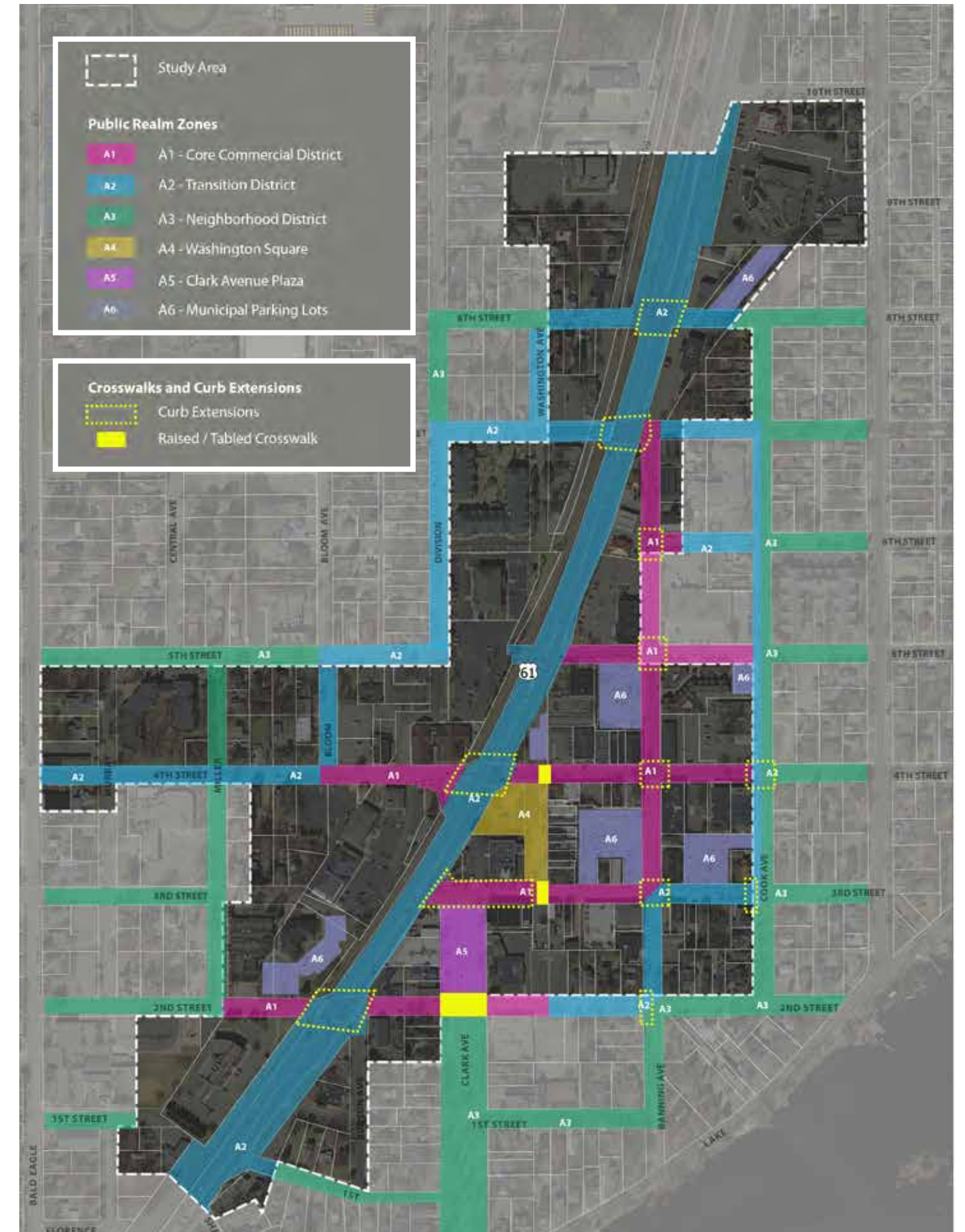
Sidewalks (typical)

- Concrete w/ broom finish
- Sandblast with graphic finish for accent at Washington Square + Clark Ave Plaza

Boulevard Zone

- Clay pavers, concrete treatments, classic herringbone or running bond patterns
- Permeable pavers at integrated tree grates

Curbless Design - Washington Square, Clark Ave



PUBLIC REALM ELEMENTS BICYCLE FACILITIES

Bike Parking

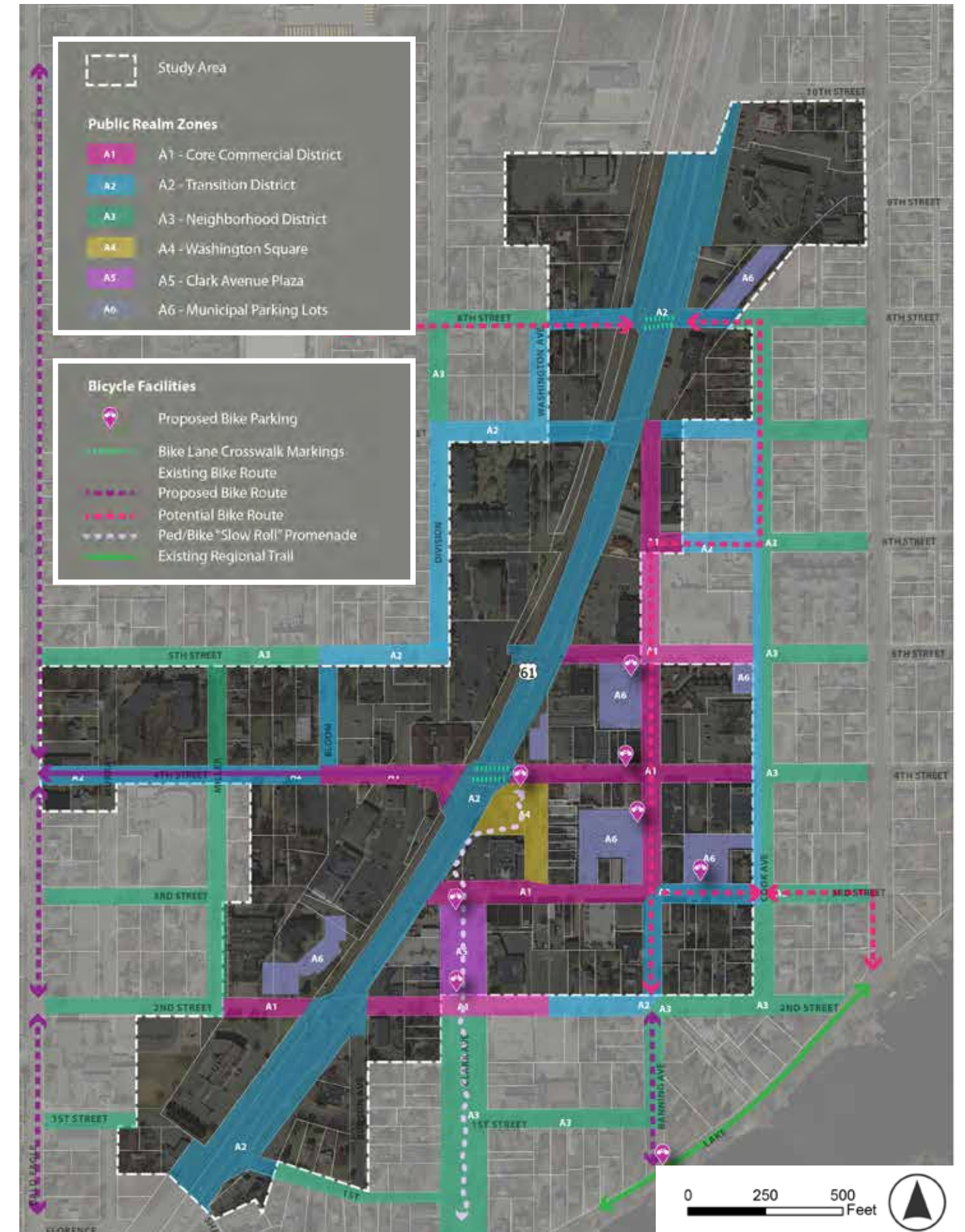
Located outside of main blocks of Commercial Core
Paired with municipal parking lot upgrades
Paired with Washington Square and Clark Ave updates

Bike Route

Marked with wayfinding signage
Crosswalk markings at Hwy 61
Potential for shared lane markings

Slow Roll Promenade

Concrete with sandblast finish or clay pavers, wayfinding



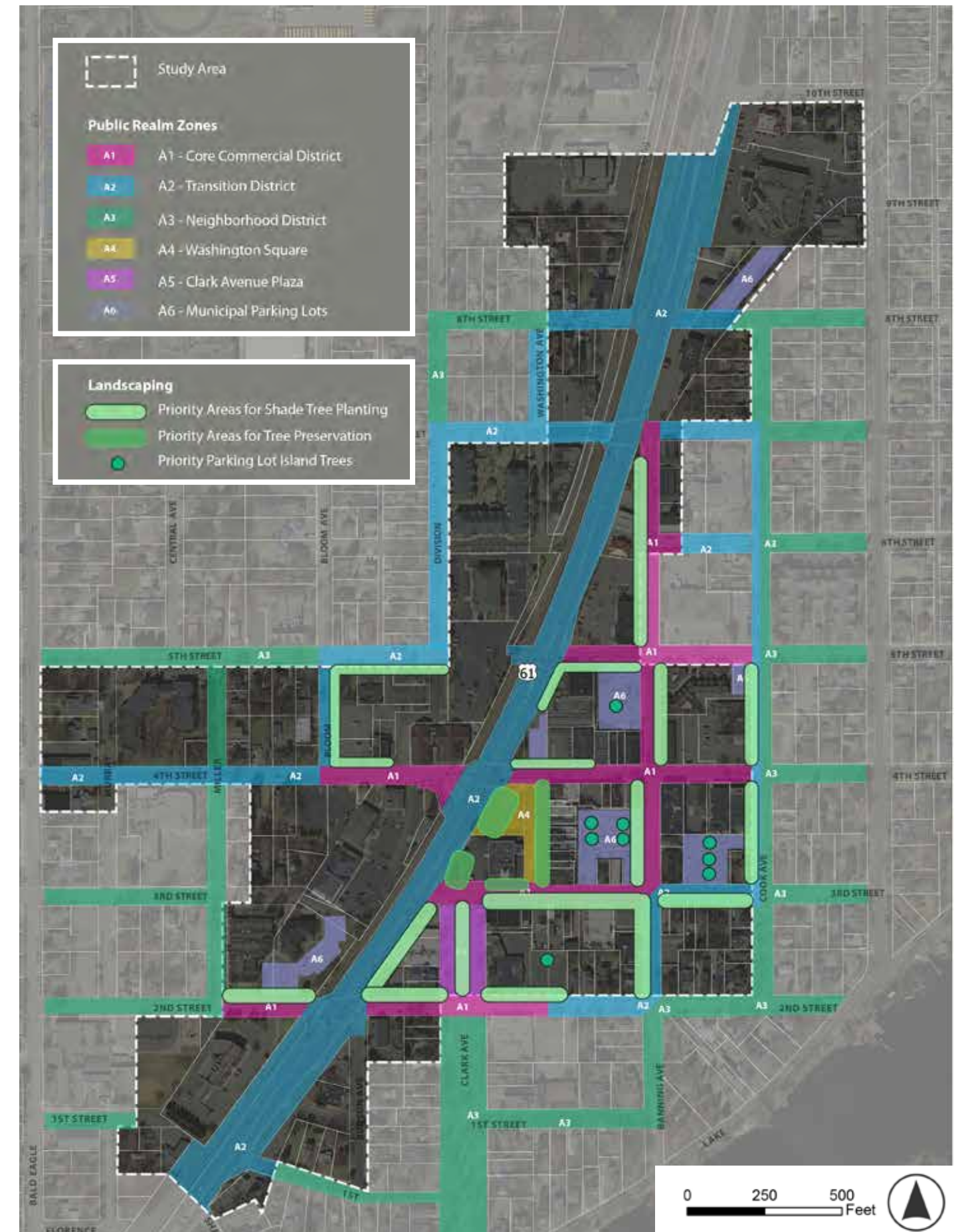
PUBLIC REALM ELEMENTS LANDSCAPING

Shade Tree Planting Priority Areas

- A1, A2 Zones primarily, Boulevard Zone placement structural soils, tree grates
- Variety of street/shade tree species such as Kentucky Coffee Tree, Hackberry, White oak; Emerging climate zone species: Hornbeam, Sycamore

Plant Beds

- Raised planters only with maintenance agreement in-place
- Prefer recessed beds
- 3' min. width for edge screening beds
- Native, hardy, salt-tolerant species



PUBLIC REALM ELEMENTS WAYFINDING

Directional Wayfinding (Pedestrian Scale)

Smaller signs, list distances to destinations in time to walk (from A3, most are 2-5 min. walks)

Consider language, local references

Kiosks with maps, interpretive or historical information

Directional Wayfinding (Vehicle Scale)

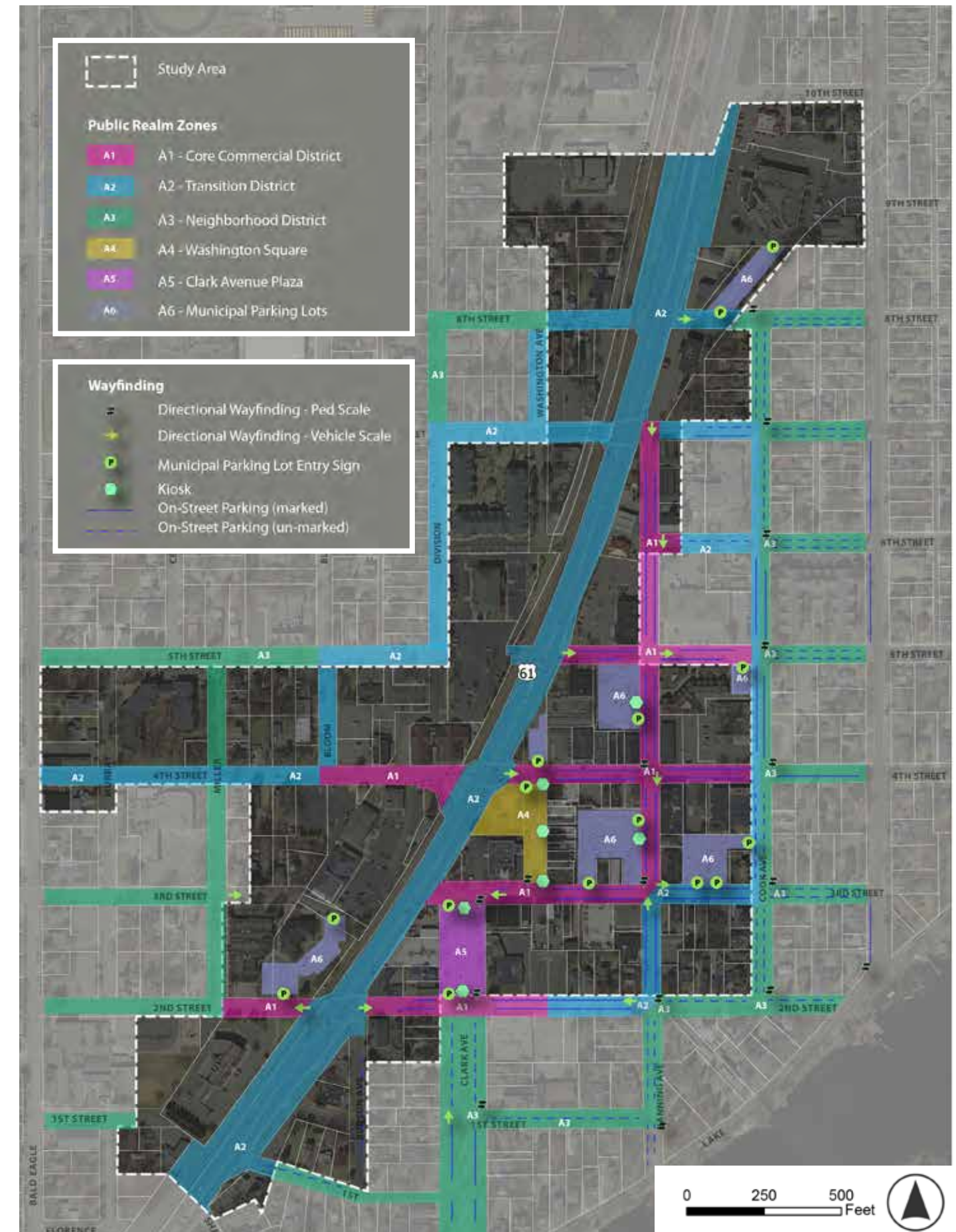
Overhead signs attached to street lights

Direct to Municipal Parking

Municipal Parking Lot Entry Sign

Installed perpendicular to vehicle traffic on roadway

Locate at every entry to Municipal Lots; consider naming lots



PUBLIC REALM ELEMENTS MUNICIPAL PARKING LOTS

Pavements/Surfaces

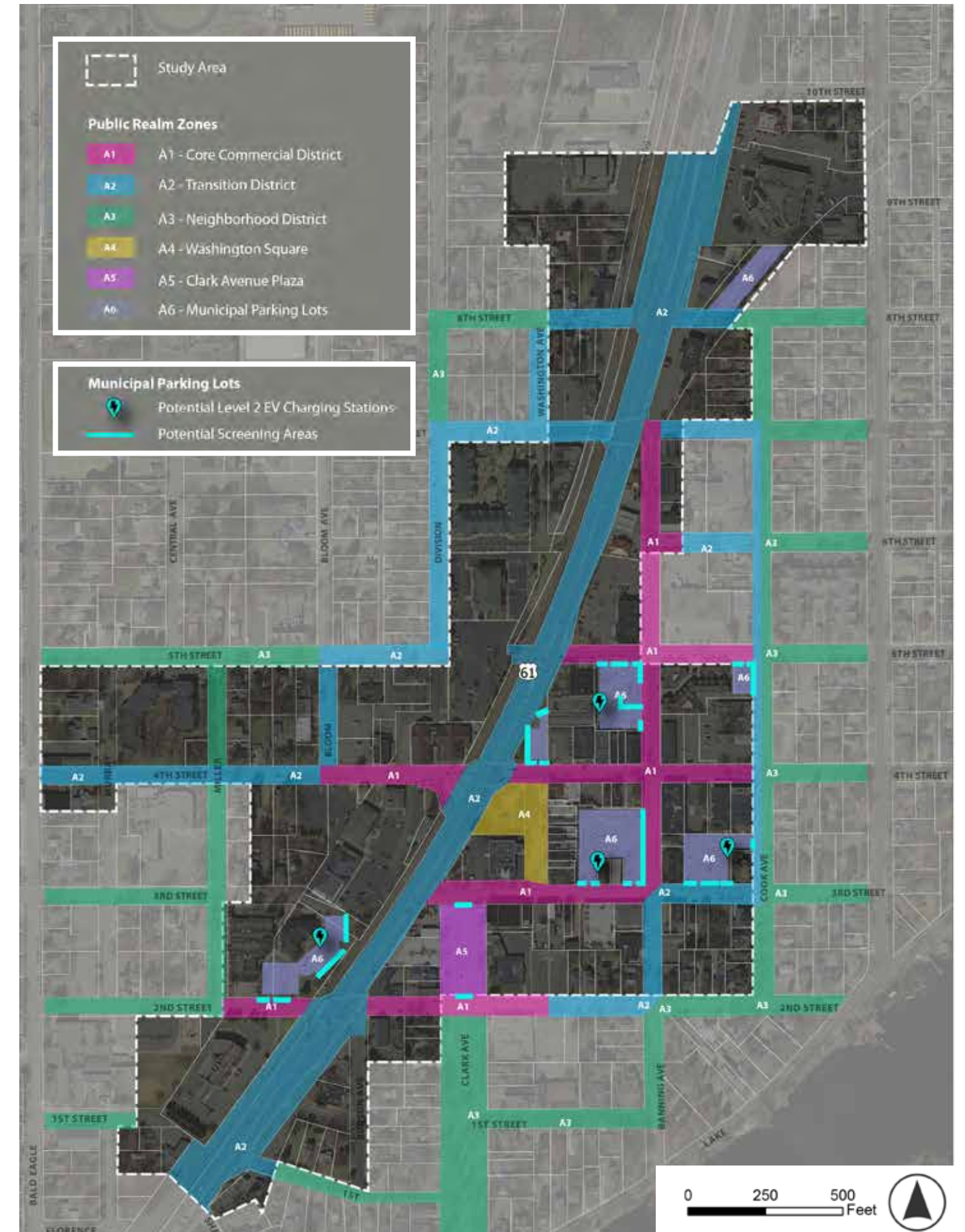
Clay pavers / permeable pavers at parking stalls
Asphalt or concrete surfacing for drive lanes

Landscaping

3' screening with 60% opacity (vegetation + ornamental fencing) at all edges adjacent to walkways
Consider filter strips, underground storage (GSI)

EV Charging Stations

Level 2 (2+ hour parking areas) at primary parking lots
Wayfinding/gateway entry signage to direct
Wall-mounted locations (if possible; avoid cords stretched across walkways)



PUBLIC REALM PRIORITIES



	A1 - Core Commercial District	A2 - Transition District	A3 - Neighborhood District	A4 - Washington Square	A5 - Clark Avenue Plaza	A6 - Municipal Parking Lots	
Pedestrian Lighting	X	X	O	X	X	X	Pedestrian Safety
Decorative Pavements	X	O		X	X		
Permeable Pavements / Green Infrastructure				X	X	X	
Site Furnishings - Benches + Waste Receptacles	X	O		X	X	X	
Bike parking + fix-it Stations	X	O		X	X	X	
Shade / Street Tree Planting Priority	X	X		X	X	X	
Directional Wayfinding - Pedestrian Scale	X	X	X	X	X	X	
Directional Wayfinding - Vehicular Scale	X	X					
Parking Lot Gateway Signage						X	
Informational Kiosk				X	X		
Public Art				X	X	O	
Raised Crosswalks	X			X	X		Pedestrian Safety
Curb Extensions	X	X	O				
Parking Lot Screening						X	
Level 2 EV Charging Stations		O				X	

X = Recommended O = Optional



PUBLIC REALM PRIORITIES



	A1 - Core Commercial District	A2 - Transition District	A3 - Neighborhood District	A4 - Washington Square	A5 - Clark Avenue Plaza	A6 - Municipal Parking Lots	
Pedestrian Lighting	X	X	O	X	X	X	
Decorative Pavements	X	O		X	X		
Permeable Pavements / Green Infrastructure				X	X	X	Sustainability
Site Furnishings - Benches + Waste Receptacles	X	O		X	X	X	
Bike parking + fix-it Stations	X	O		X	X	X	
Shade / Street Tree Planting Priority	X	X		X	X	X	Sustainability
Directional Wayfinding - Pedestrian Scale	X	X	X	X	X	X	
Directional Wayfinding - Vehicular Scale	X	X					
Parking Lot Gateway Signage						X	
Informational Kiosk				X	X		
Public Art				X	X	O	
Raised Crosswalks	X			X	X		
Curb Extensions	X	X	O				
Parking Lot Screening						X	
Level 2 EV Charging Stations		O				X	Sustainability

X = Recommended O = Optional



PUBLIC REALM PRIORITIES



	A1 - Core Commercial District	A2 - Transition District	A3 - Neighborhood District	A4 - Washington Square	A5 - Clark Avenue Plaza	A6 - Municipal Parking Lots
Pedestrian Lighting	X	X	O	X	X	X
Decorative Pavements	X	O		X	X	
Permeable Pavements / Green Infrastructure				X	X	X
Site Furnishings - Benches + Waste Receptacles	X	O		X	X	X
Bike parking + fix-it Stations	X	O		X	X	X
Shade / Street Tree Planting Priority	X	X		X	X	X
Directional Wayfinding - Pedestrian Scale	X	X	X	X	X	X
Directional Wayfinding - Vehicular Scale	X	X				
Parking Lot Gateway Signage						X
Informational Kiosk				X	X	
Public Art				X	X	O
Raised Crosswalks	X			X	X	
Curb Extensions	X	X	O			
Parking Lot Screening						X
Level 2 EV Charging Stations		O				X

High impact / low cost

X = Recommended O = Optional



PUBLIC REALM PRIORITIES



	A1 - Core Commercial District	A2 - Transition District	A3 - Neighborhood District	A4 - Washington Square	A5 - Clark Avenue Plaza	A6 - Municipal Parking Lots
Pedestrian Lighting	X	X	O	X	X	X
Decorative Pavements	X	O		X	X	
Permeable Pavements / Green Infrastructure				X	X	X
Site Furnishings - Benches + Waste Receptacles	X	O		X	X	X
Bike parking + fix-it Stations	X	O		X	X	X
Shade / Street Tree Planting Priority	X	X		X	X	X
Directional Wayfinding - Pedestrian Scale	X	X	X	X	X	X
Directional Wayfinding - Vehicular Scale	X	X				
Parking Lot Gateway Signage						X
Informational Kiosk				X	X	
Public Art				X	X	O
Raised Crosswalks	X			X	X	
Curb Extensions	X	X	O			
Parking Lot Screening						X
Level 2 EV Charging Stations		O				X

Identity / character

Identity / character

X = Recommended O = Optional



PUBLIC REALM PRIORITIES




































	A1 - Core Commercial District	A2 - Transition District	A3 - Neighborhood District	A4 - Washington Square	A5 - Clark Avenue Plaza	A6 - Municipal Parking Lots	
Pedestrian Lighting	X	X	O	X	X	X	Multi-modal connectivity
Decorative Pavements	X	O		X	X		
Permeable Pavements / Green Infrastructure				X	X	X	
Site Furnishings - Benches + Waste Receptacles	X	O		X	X	X	
Bike parking + fix-it Stations	X	O		X	X	X	
Shade / Street Tree Planting Priority	X	X		X	X	X	
Directional Wayfinding - Pedestrian Scale	X	X	X	X	X	X	Multi-modal connectivity
Directional Wayfinding - Vehicular Scale	X	X					
Parking Lot Gateway Signage						X	
Informational Kiosk				X	X		Multi-modal connectivity
Public Art				X	X	O	
Raised Crosswalks	X			X	X		Multi-modal connectivity
Curb Extensions	X	X	O				
Parking Lot Screening						X	
Level 2 EV Charging Stations		O				X	

X = Recommended O = Optional



PUBLIC REALM PRIORITIES

	A1 - Core Commercial District	A2 - Transition District	A3 - Neighborhood District	A4 - Washington Square	A5 - Clark Avenue Plaza	A6 - Municipal Parking Lots					
							Pedestrian Safety	Sustainability	High Impact / Low Cost	Identity / Character	Multi-Modal Connectivity
Pedestrian Lighting	X	X	O	X	X	X					
Decorative Pavements	X	O		X	X						
Permeable Pavements / Green Infrastructure				X	X	X					
Site Furnishings - Benches + Waste Receptacles	X	O		X	X	X					
Bike parking + fix-it Stations	X	O		X	X	X					
Shade / Street Tree Planting Priority	X	X		X	X	X					
Directional Wayfinding - Pedestrian Scale	X	X	X	X	X	X					
Directional Wayfinding - Vehicular Scale	X	X									
Parking Lot Gateway Signage						X					
Informational Kiosk				X	X						
Public Art				X	X	O					
Raised Crosswalks	X			X	X						
Curb Extensions	X	X	O								
Parking Lot Screening						X					
Level 2 EV Charging Stations		O				X					

X = Recommended O = Optional





March 7th Community Open House



March 7th Community Open House

- 6-8pm, White Bear Lake City Hall
- Format Similar to First Open House
 - Boards at stations around the room
 - Opportunity to provide feedback
- Online Participation Option
- Topics
 - Overall recommendations
 - Mobility concepts
 - Public Realm Framework





Thank You!