

# Public Realm Framework & Streetscape Plans Kerr Village

## Public Workshop #2

Exploring Streetscape Concepts  
October 3, 2024

Bronte Village

Kerr Village

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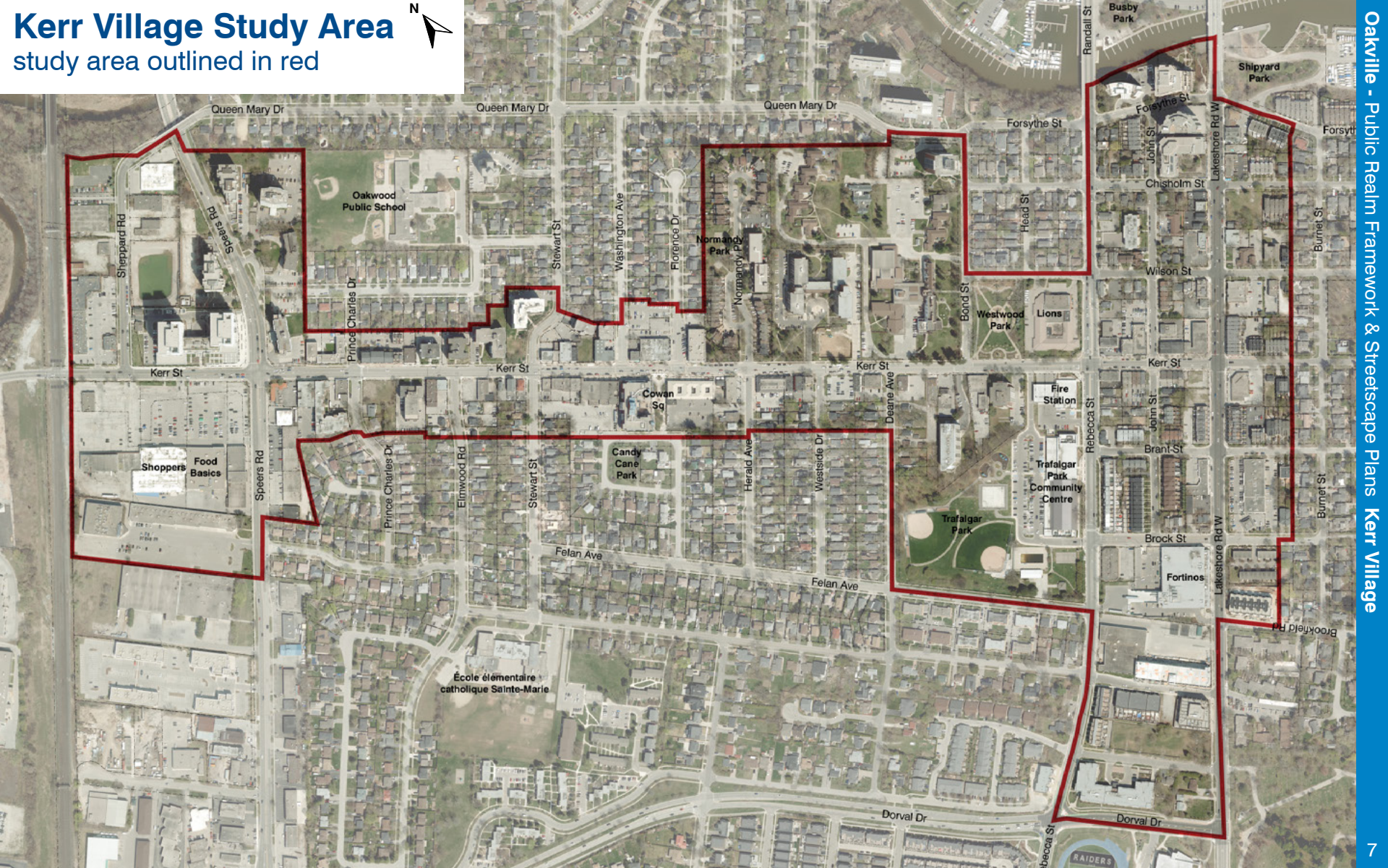


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# Kerr Village Study Area

study area outlined in red





# Study Scope?

The public realm is publicly accessible and visible spaces that includes streets, boulevards, pedestrian ways, parks and urban squares. The **public realm study** identifies opportunities to enhance the spaces and connections between the traditional commercial main street and surrounding community.



The streetscape is the physical environment of a street used by pedestrians, cyclists and motorists. The **streetscape concept plans** illustrate street trees and other landscape materials, special paving, lighting, street furniture, wayfinding, public art, parking, travel and cycling lanes.





# Work Program

**Phase 1** Project Initiation

**Phase 2** Conduct Inventory and Analysis

**Phase 3** Develop Public Realm Framework

Public Workshop #1 (June 27, 2024)

**Phase 4** Prepare Streetscape Concepts

Public Workshop #2 (October 3, 2024)



**We Are Here**

**Phase 5** Prepare Preferred Streetscape Plan

Public Workshop #3 (late 2024/early 2025)

**Phase 6** Develop Implementation Strategy

**Phase 7** Present Recommended Streetscape Plan to Council for Approval

Stakeholder and Public Delegations (April -June 2025)

# Agenda

1. What we've heard so far
2. Building blocks of the Public Realm Plan and Emerging Streetscape Concepts
3. Public Realm Plan
4. Emerging Streetscape Concepts
5. Furnishing, lighting, boulevard paving and planting
6. Questions
7. Table group discussions

# What We've Heard So Far...

## Public Spaces & Amenities

- want frequent benches, shading and seating and lighting that animates the streets
- connectivity to green spaces on and close to Kerr Street

## Street Design & Traffic

- slow traffic through street design and adding more pedestrian crosswalks
- Kerr Street is too narrow for a bike lane, unless it becomes car-free
- Kerr/Speers intersection needs improved street design
- more greenery, public art, wider sidewalks, consistent theme that represents Kerr Village



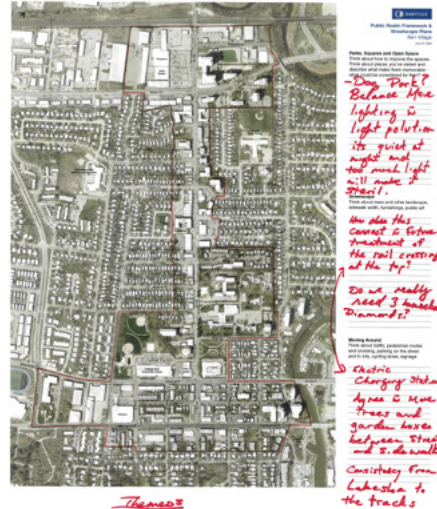
# What We've Heard So Far...

## Accessibility & Engagement

- Tannery Park (although outside of the study area) is highly valued for its accessibility and diverse families it attracts
- Kerr Village has an east coast feel, but lacks the capturing elements and places to pause

## Heritage Square

- Heritage Square used to be a central gathering space for the community and could be enhanced
- bring back farmer's market, introduce public art, native plantings, seating, nice lighting and seasonal decorations

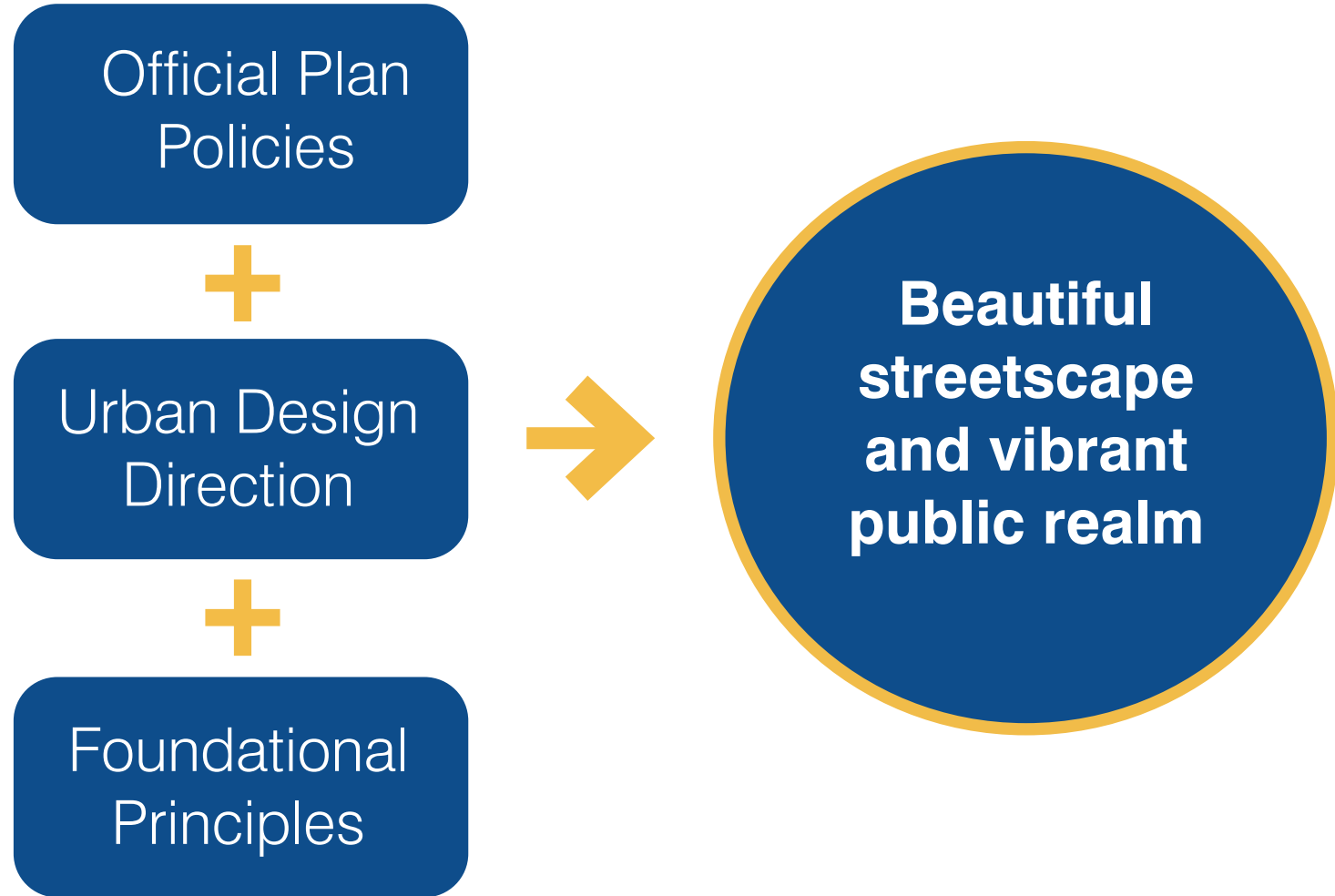


*Thames  
- Artistic  
- Rustic/Small Town  
- Community*





# Building Blocks



# Official Plan

Kerr Village will be a vibrant business district and cultural area.

- Promote **pedestrian and cycling-oriented** mixed use development
- Improve pedestrian and **cycling circulation** and connections
- Increase efficiencies for **alternate modes of transportation**
- Promote **high quality streetscapes** and open spaces

# Urban Design Direction

- Incorporate **gateway** elements
- Coordinate the **look and feel of public spaces and streetscape elements**
- Install **public art**
- Establish **activity zones** along the pedestrian routes of travel
- Create places for **gathering and pausing**
- Create a **comfortable pedestrian environment**
- Minimize the **impacts of vehicle access**
- Provide ample **bike parking**
- Prioritize **pedestrian access and movement**
- Establish **mid-block connections**

# Foundational Principles

## 1. Create Complete Streets

Complete streets provide safe, attractive and comfortable travel for users of all ages and abilities: pedestrians, cyclists, transit users and motorists. The approach accommodates the mobility, social and recreational needs of its users.

Benefits of creating complete streets:

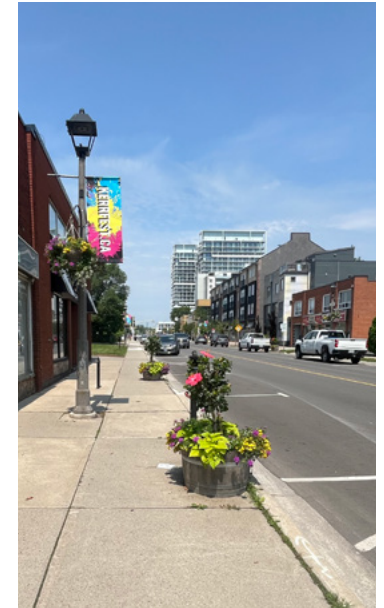
- health benefits through walking and biking
- improved safety
- opportunities for social interaction
- a greater sense of place
- encourage alternatives to cars
- lower transportation costs



# Foundational Principles

## 2. Context Specific Design

Kerr Village will be distinguished from its surroundings. The streetscape design will vary through the area based on the specific conditions of the form, location and character of existing and planned buildings, land use, landscape character, access and views.





# Foundational Principles

## 3. Green Infrastructure

Green infrastructure manages rainwater by protecting and mimicking the natural water cycle. It uses soils, plants, trees and engineered systems to capture, store and filter urban runoff.

Considering underground infrastructure and the availability of space in the right-of-way, we will enhance tree planting in spacious planting beds using Silva Cells to promote healthy tree growth.



# Foundational Principles

## 4. Accessible for All

The Accessibility for Ontarians with Disabilities Act (2005) includes Accessibility Standards for the Built Environment. The intent is to **remove barriers to buildings and public spaces**, making it easier for everyone to **access the places they work, travel, shop and play**. The streetscape concept removes barriers to access for all.





# Foundational Principles

## 5. Vibrant and Engaging Public Realm

Streets will be designed with clear zones for tree planting and furnishings, a pedestrian clearway for movement on the sidewalk and merchandising zone at the front of buildings. Vibrant spaces will enrich Kerr Village in every season, for day to day and special events.

The streetscape will be coordinated and punctuated with places to meet and gather.





# Public Realm Plan



**Legend**

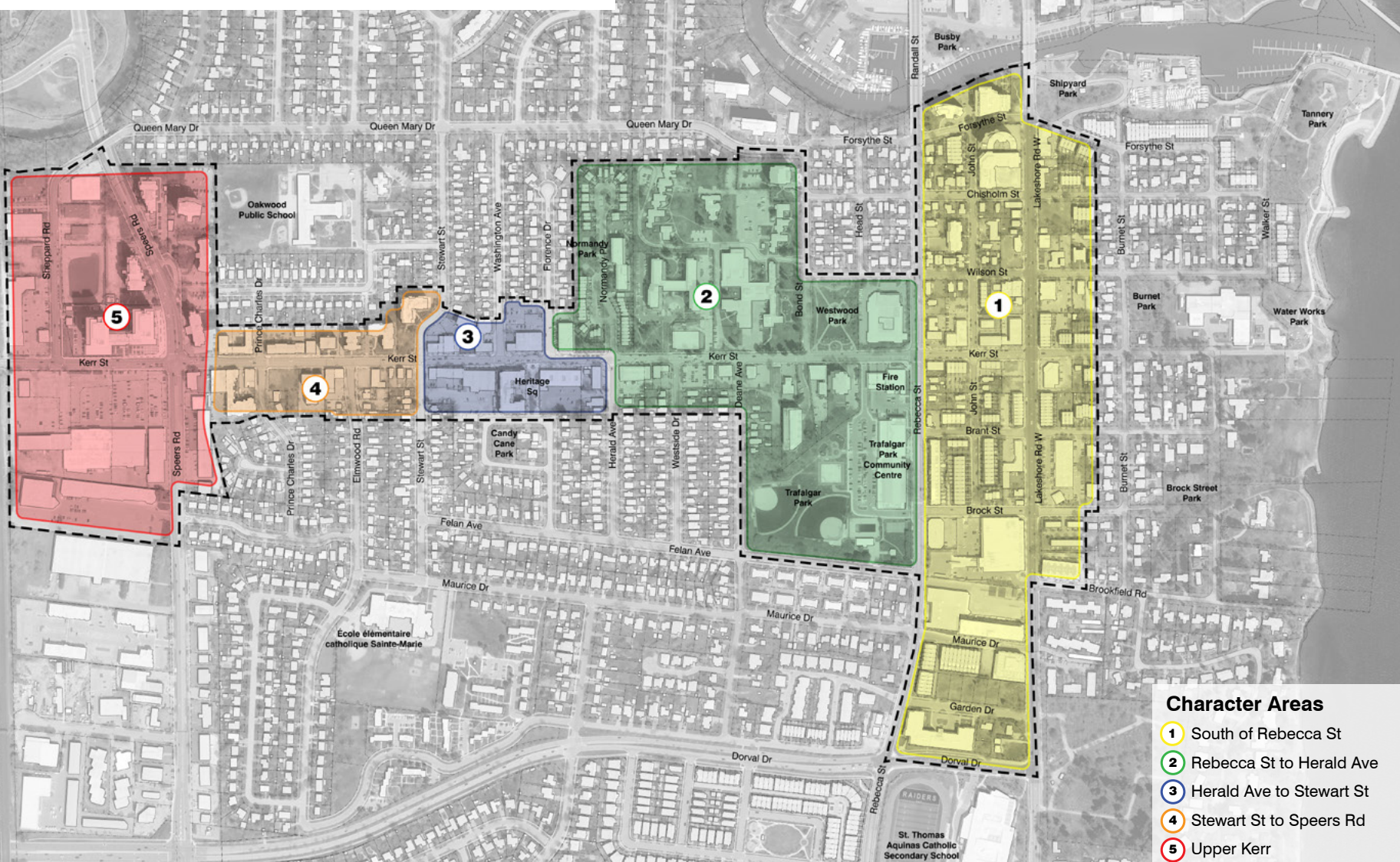
- Public Green Space/Open Space
- Future Public Open Space
- Mixed Use Main Street
- Residential Green Street
- Special Parkside Street Treatment
- Gateway
- Commercial Frontage
- Future Commercial Frontage

**Character Areas**

- 1 South of Rebecca St
- 2 Rebecca St to Herald Ave
- 3 Herald Ave to Stewart St
- 4 Stewart St to Speers Rd
- 5 Upper Kerr



# Public Realm Plan - Character Areas



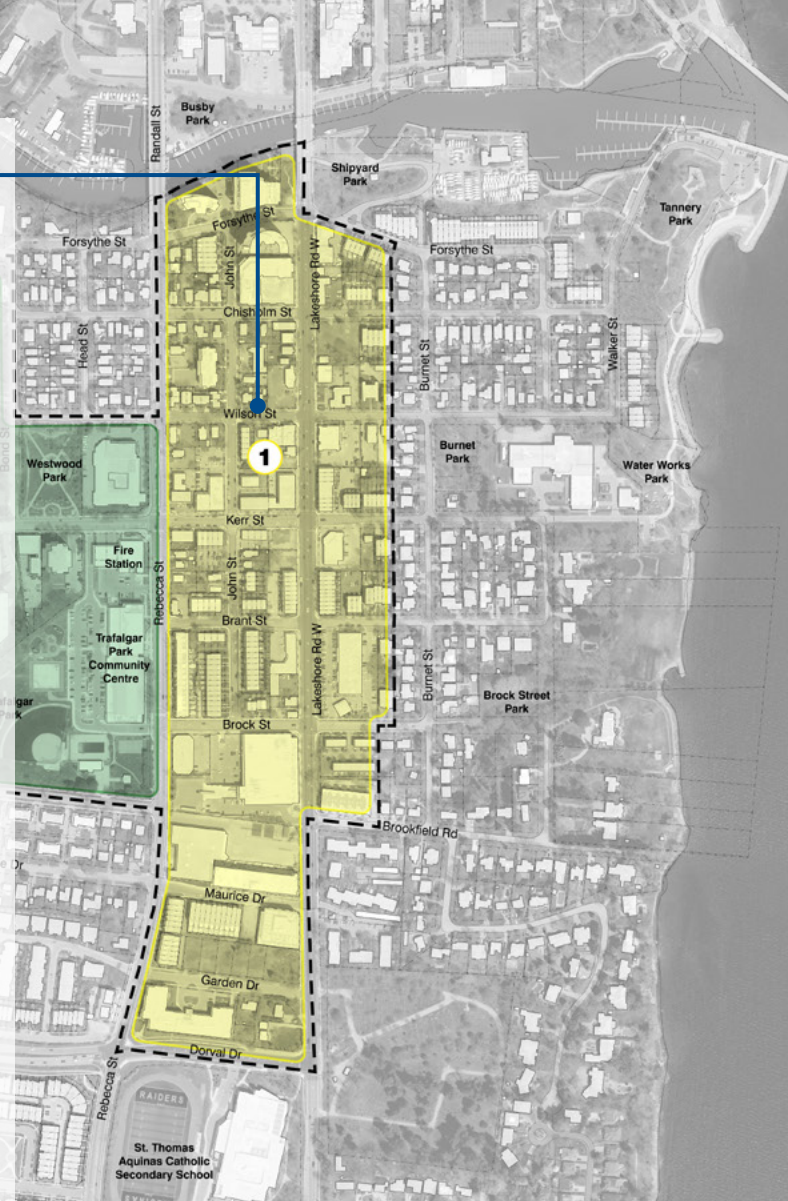
## Character Areas

- 1 South of Rebecca St
- 2 Rebecca St to Herald Ave
- 3 Herald Ave to Stewart St
- 4 Stewart St to Speers Rd
- 5 Upper Kerr



## 1 South of Rebecca St

- Main Street shopping area with retail uses, including food and beverage.
- Terraces/steps along west edge Kerr Street create accessibility issues leading into retail businesses.
- Parking bays and bump outs at intersections on Kerr St.
- Streetscape includes trees in small planting beds, seasonal planting in containers and concrete planters.
- Two large redevelopment sites at the NW and SW corners of Lakeshore Rd.
- Residential west of Kerr St. + large format retail
- This area anchors the south end of Kerr Village with Lakeshore Rd. W providing a transition to Downtown Oakville.



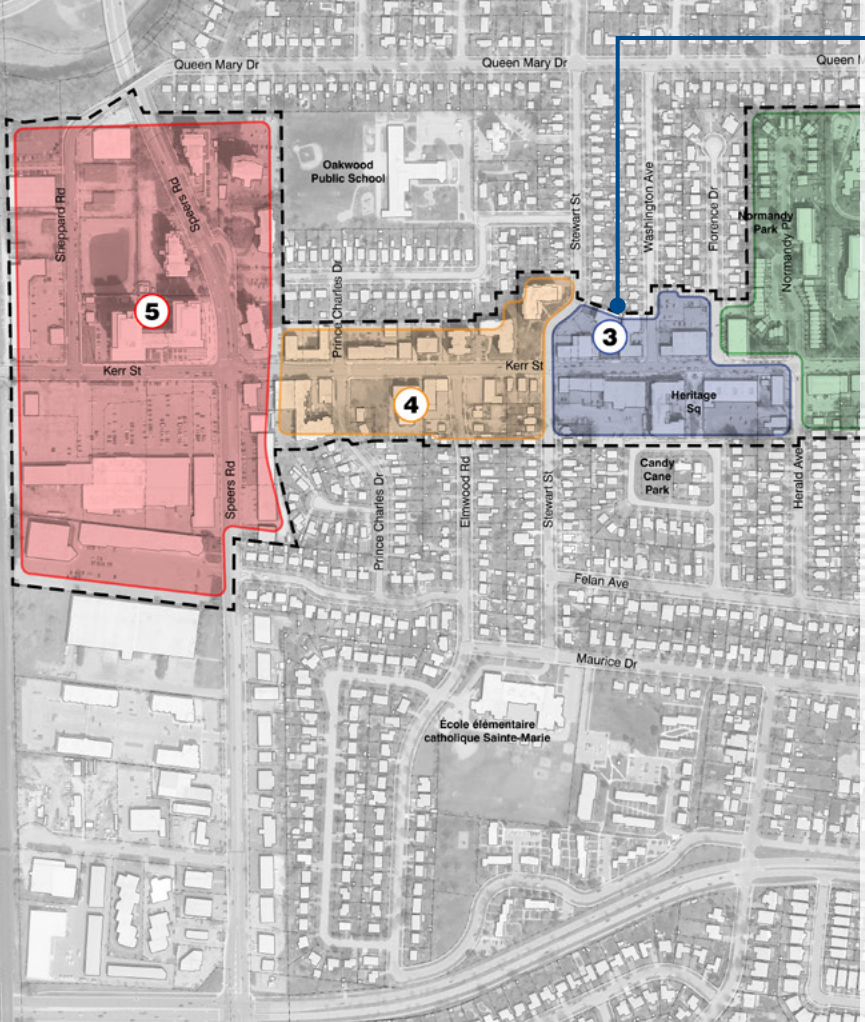


2 Rebecca St to Herald Ave

- Park setting with large scale residential and institutional uses on the east side with lawns and treed frontages and low rise retail uses on the west side.
- Westwood Park and Trafalgar Park Community Centre/ Park provide key community amenities and facilities







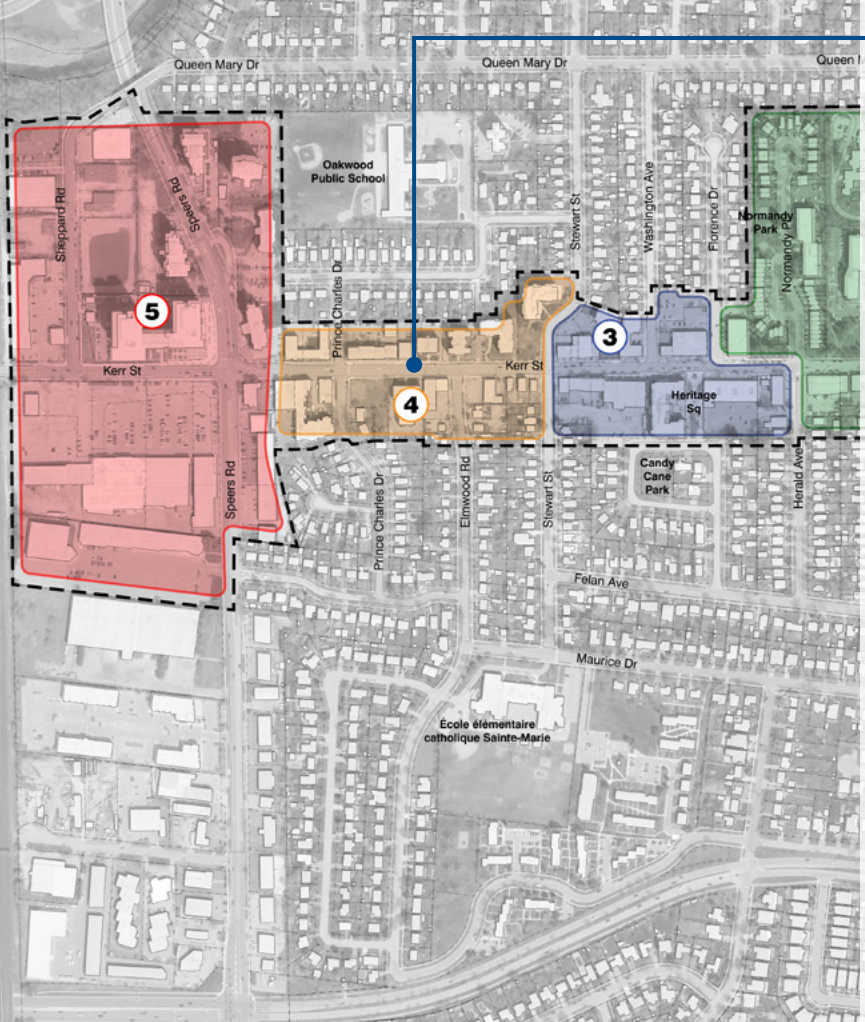
## 3 Herald Ave to Stewart St

- Streetscape enhancements will focus on strengthening this core segment of retail uses.
- Primarily Low scale, 1-2 storey buildings including cafes and food service.
- Heritage Square is a central open space in need of upgrading.
- Bump outs at intersection with parking bays.



St. Thomas Aquinas Catholic Secondary School





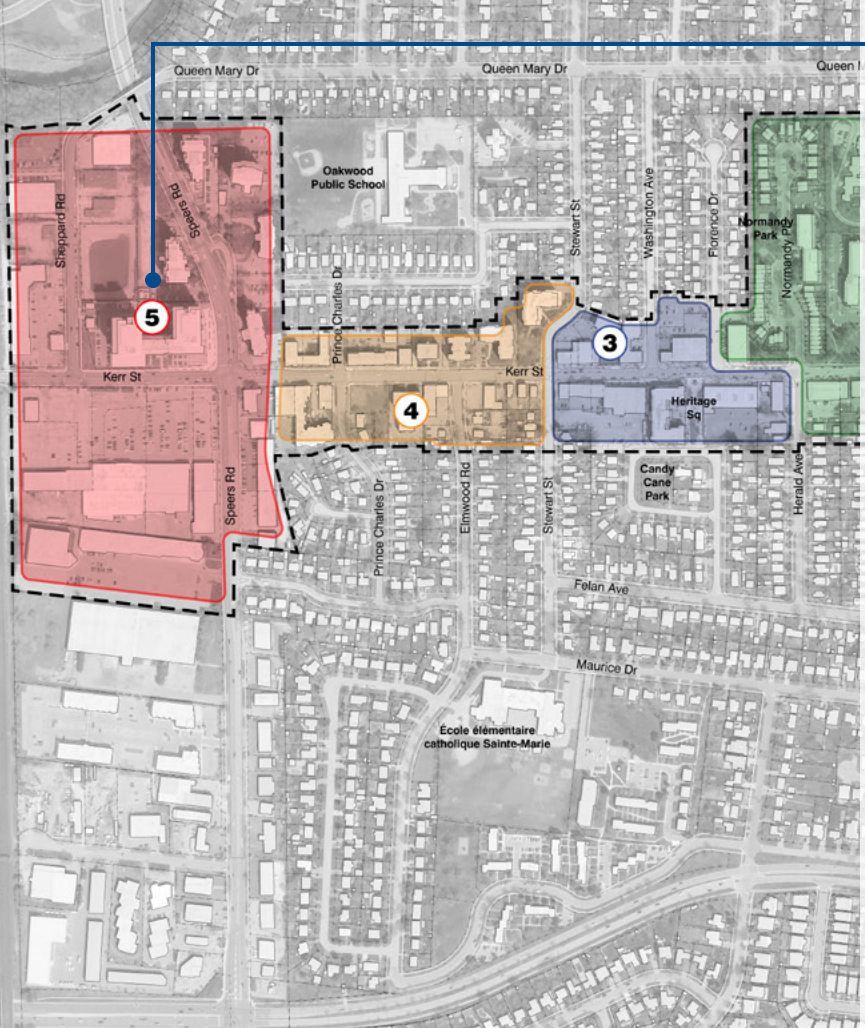
## 4 Stewart St to Speers Rd

- Mixed uses dominated by larger scale residential uses with some retail.
- Frontages include lawns, parking areas and some at grade retail.
- Streetscape enhancements will respect the front landscape/ green character of this portion of Kerr Village.
- On street parking, however, no bump outs defining parking bays.



St. Thomas Aquinas Catholic Secondary School





## 5 Upper Kerr

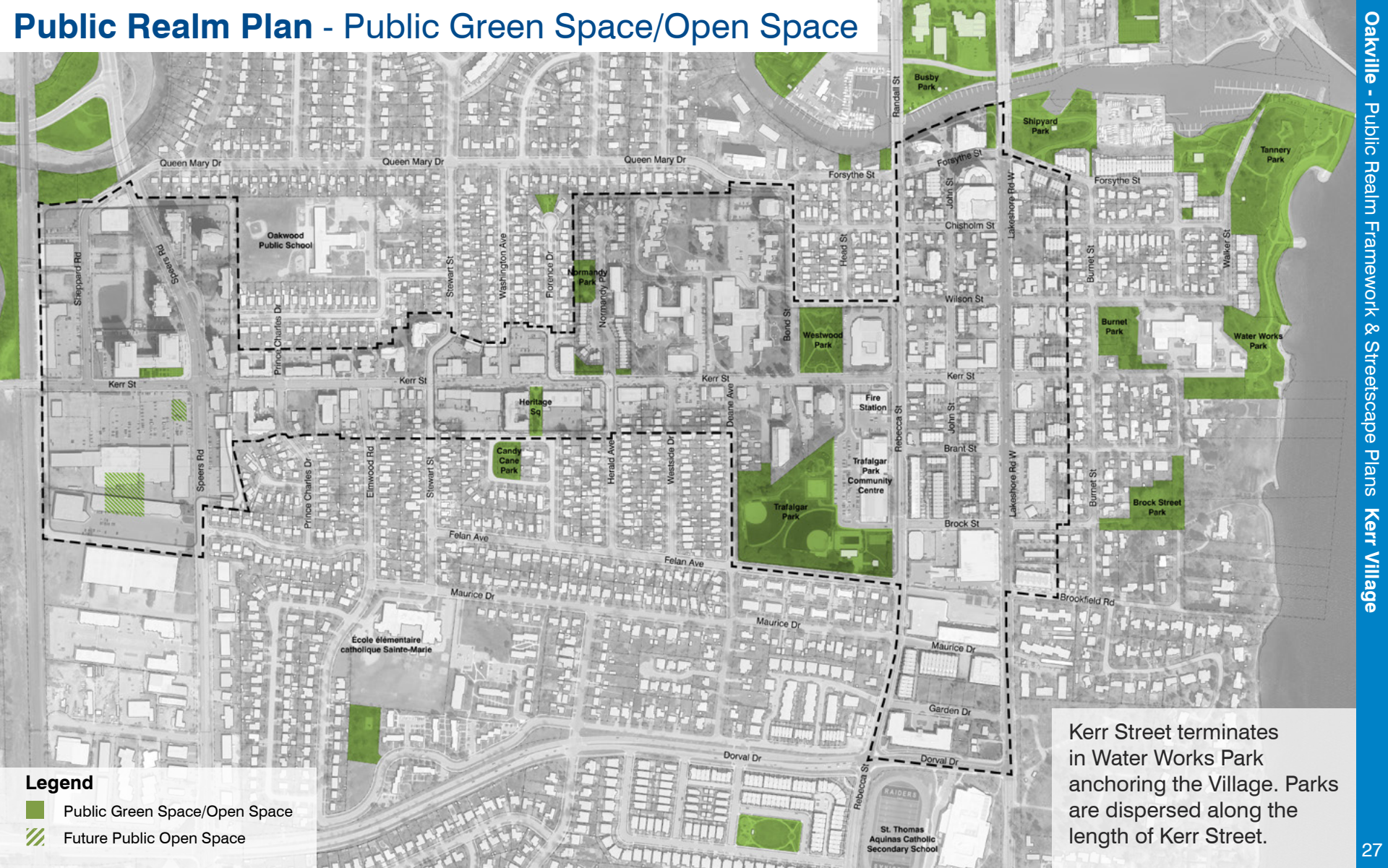
- Existing large format retail and large scale mixed use development with large surface parking lots.
- Major redevelopment of this area is planned for a mixed-use community with tall residential buildings.
- Streetscape enhancements will build on public realm improvements planned for this area.



St. Thomas Aquinas Catholic Secondary School



# Public Realm Plan - Public Green Space/Open Space



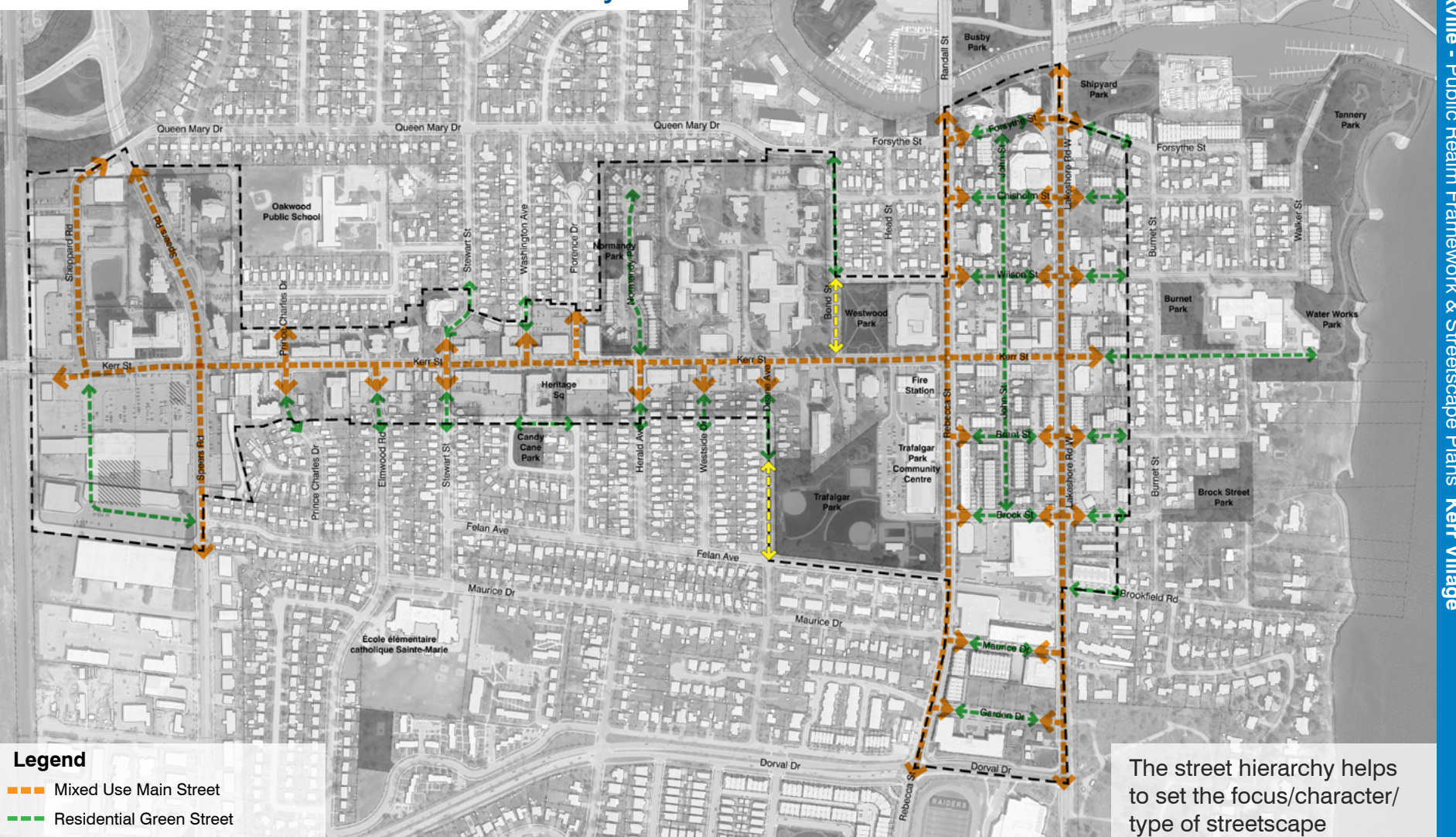
**Legend**

- Public Green Space/Open Space
- Future Public Open Space

Kerr Street terminates in Water Works Park anchoring the Village. Parks are dispersed along the length of Kerr Street.



# Public Realm Plan - Street Hierarchy



**Legend**

- Mixed Use Main Street
- Residential Green Street
- Special Parkside Street Treatment

The street hierarchy helps to set the focus/character/type of streetscape enhancements.



# Public Realm Plan - Gateways



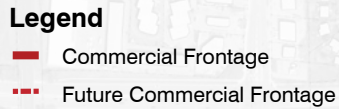
**Legend**

 Gateway

Gateways provide an opportunity to accentuate the sense of arrival to the Village. Landscape, public art, unique seating and lighting can all contribute to distinguishing the Village.

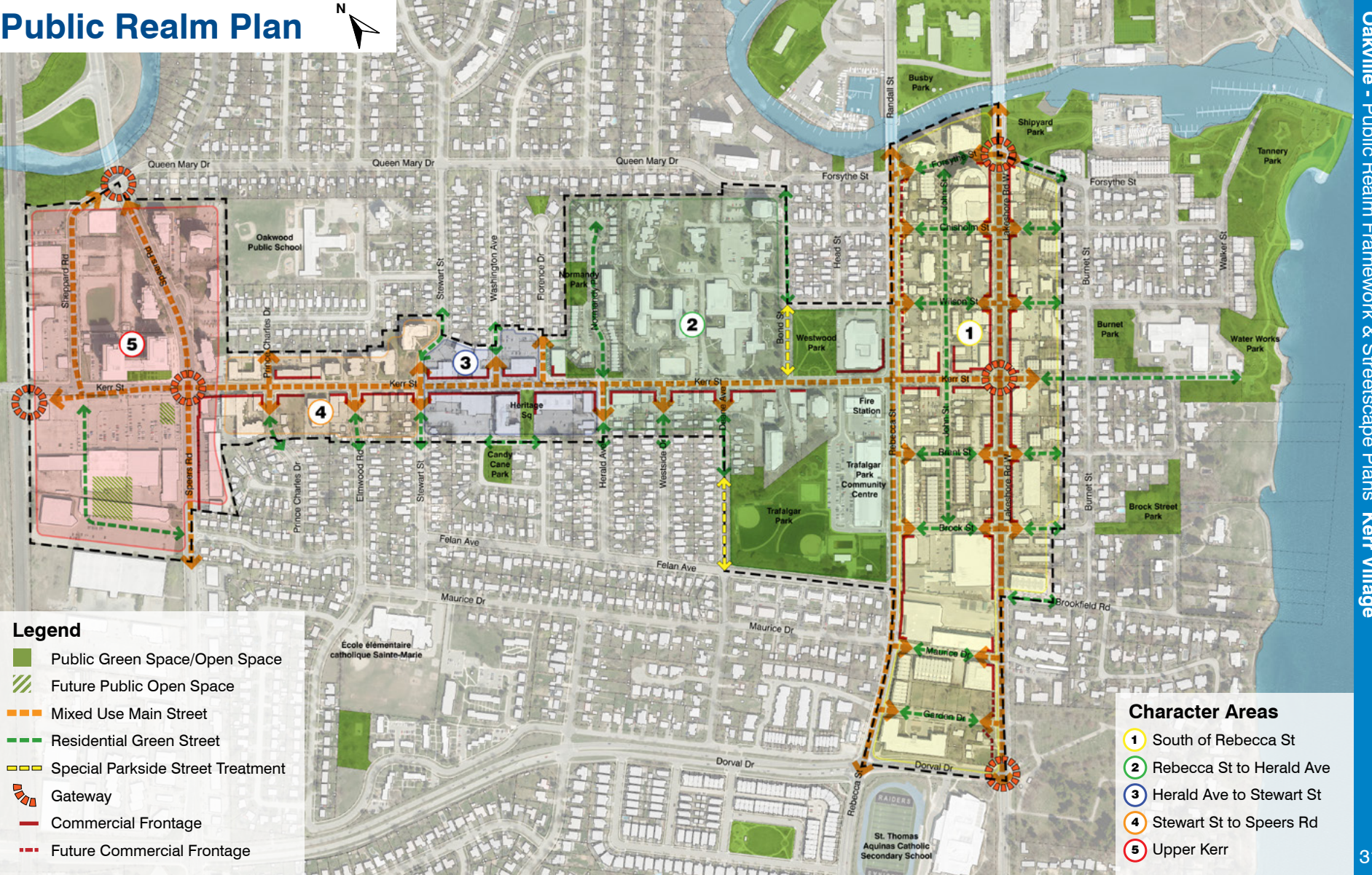


## Oakville - Public Realm Framework & Streetscape Plans **Kerr Village**



Many of the buildings currently line the edge of Kerr Street creating a frontage with many commercial and retail uses on the ground floor.





**Legend**

- Public Green Space/Open Space
- Future Public Open Space
- Mixed Use Main Street
- Residential Green Street
- Special Parkside Street Treatment
- Gateway
- Commercial Frontage
- Future Commercial Frontage

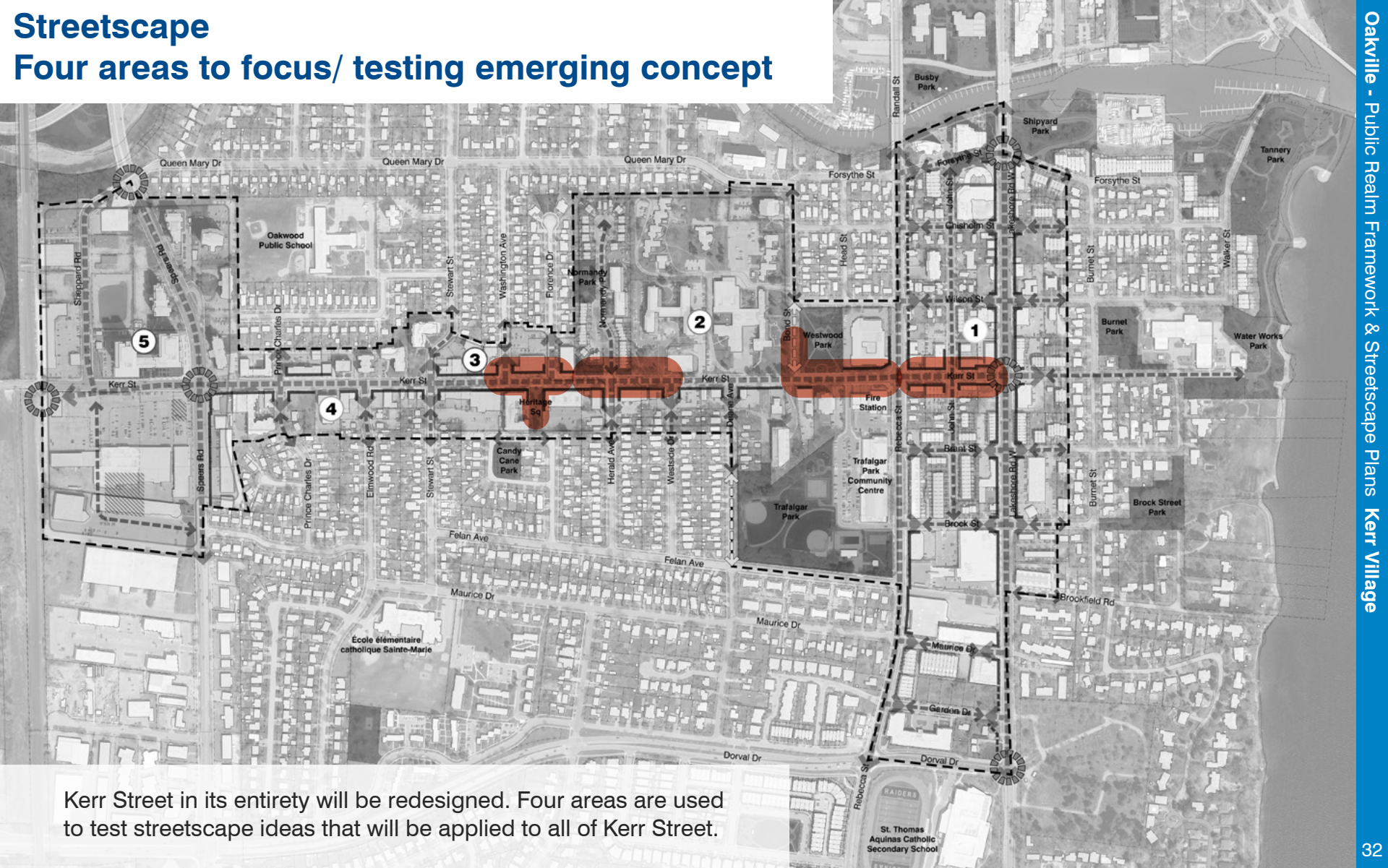
**Character Areas**

- 1 South of Rebecca St
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- 5 Upper Kerr



# Streetscape

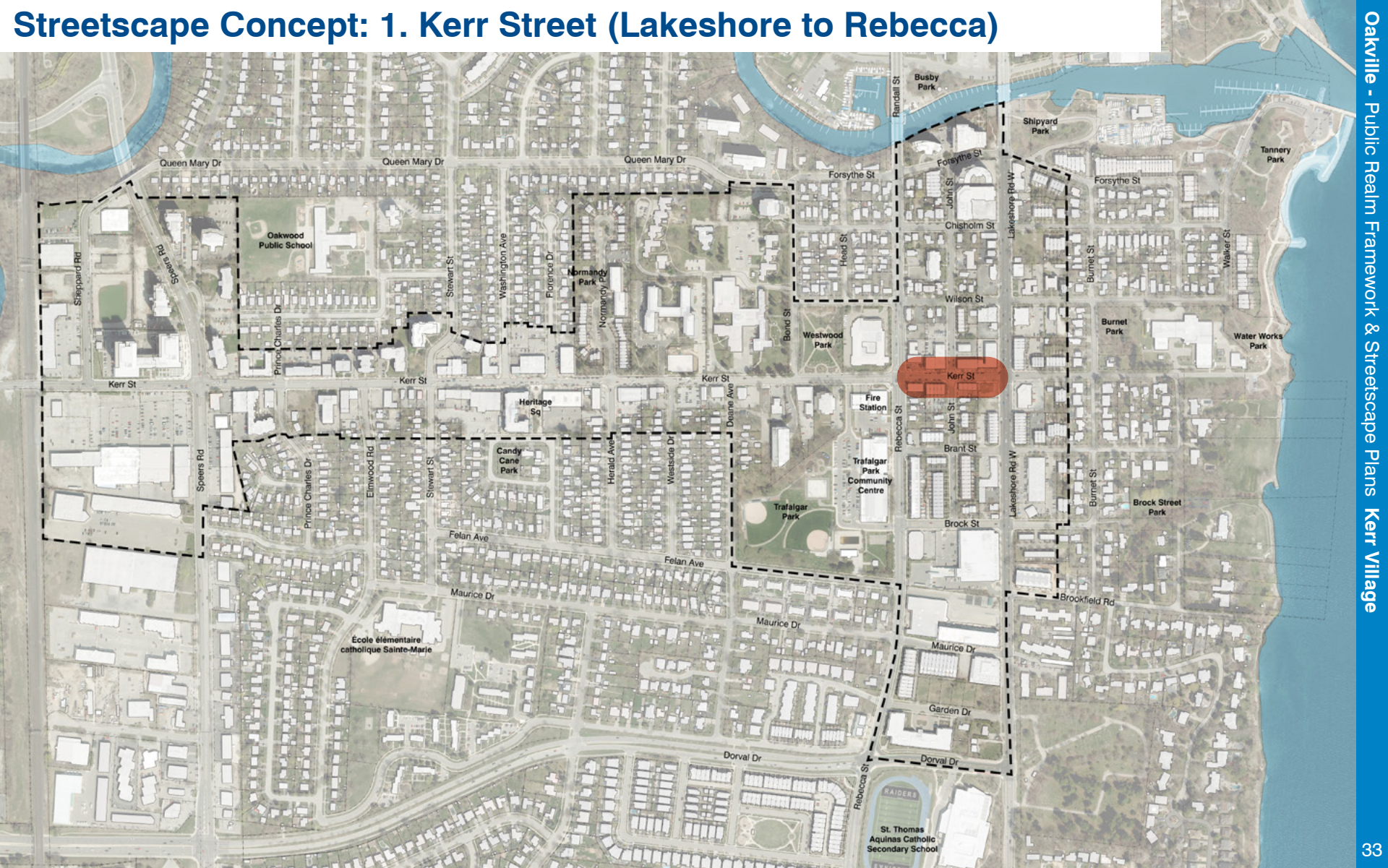
## Four areas to focus/ testing emerging concept



Kerr Street in its entirety will be redesigned. Four areas are used to test streetscape ideas that will be applied to all of Kerr Street.



# Streetscape Concept: 1. Kerr Street (Lakeshore to Rebecca)







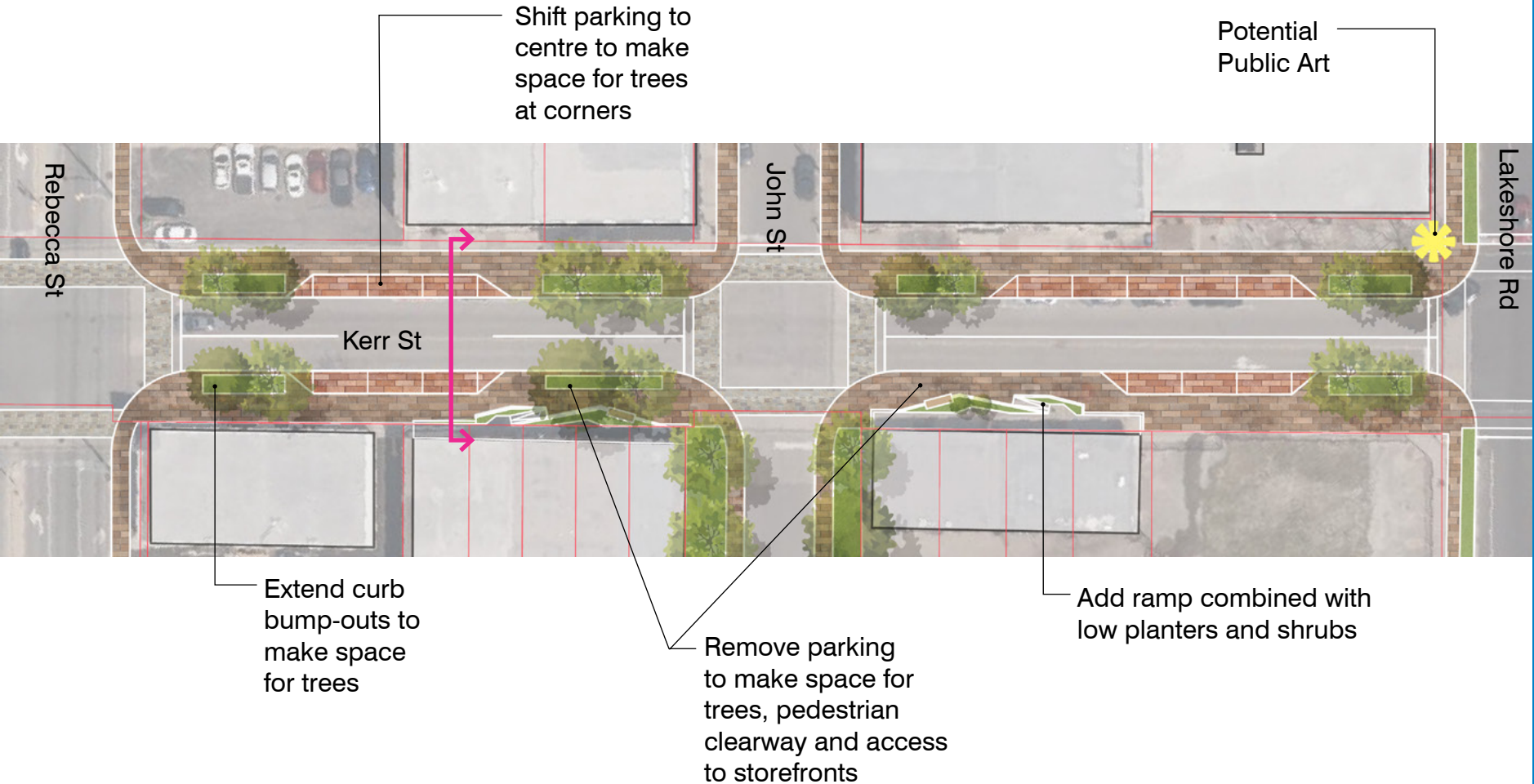
Lakeshore Rd

John St

Kerr St

Rebecca St

# 1. Kerr Street (Lakeshore to Rebecca) Plan

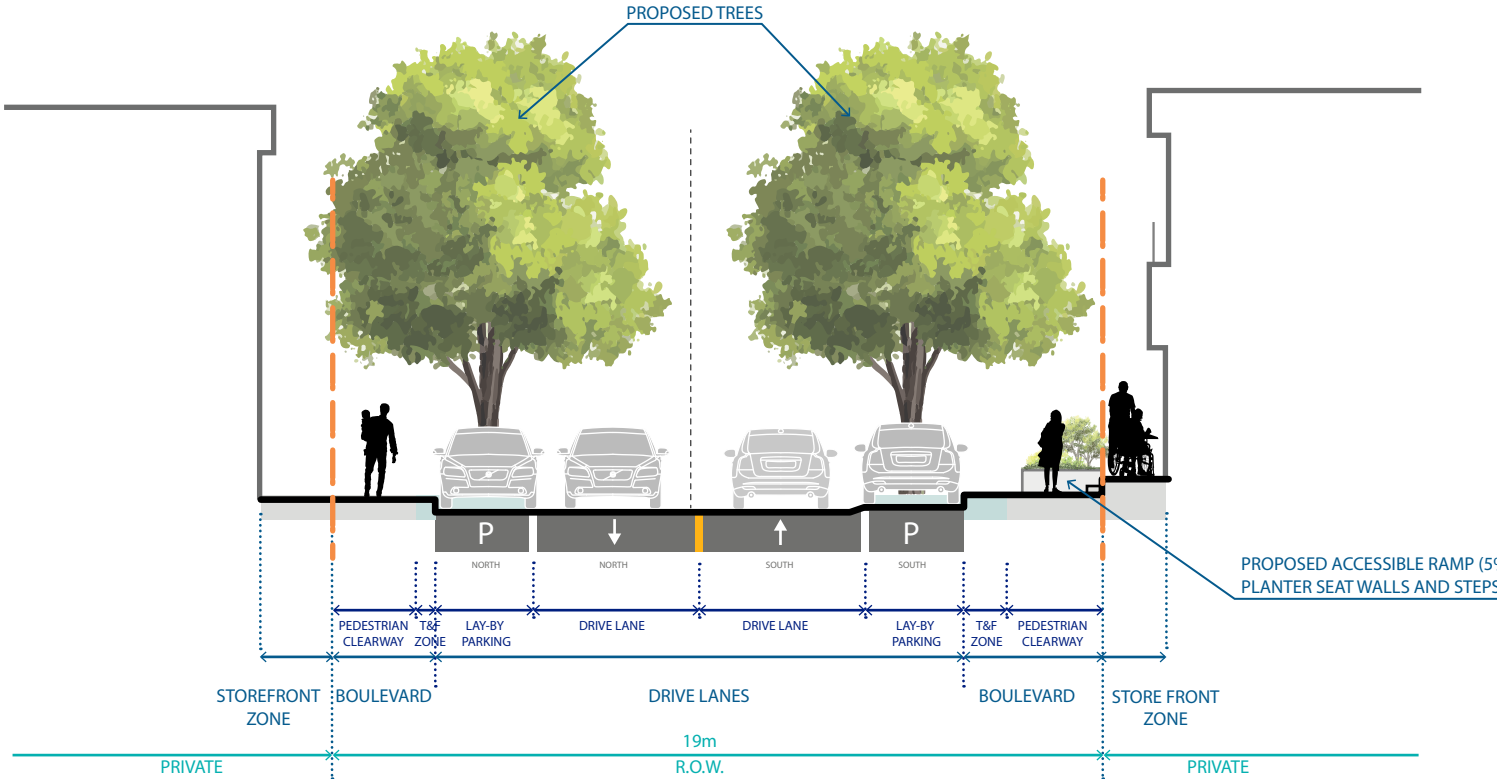




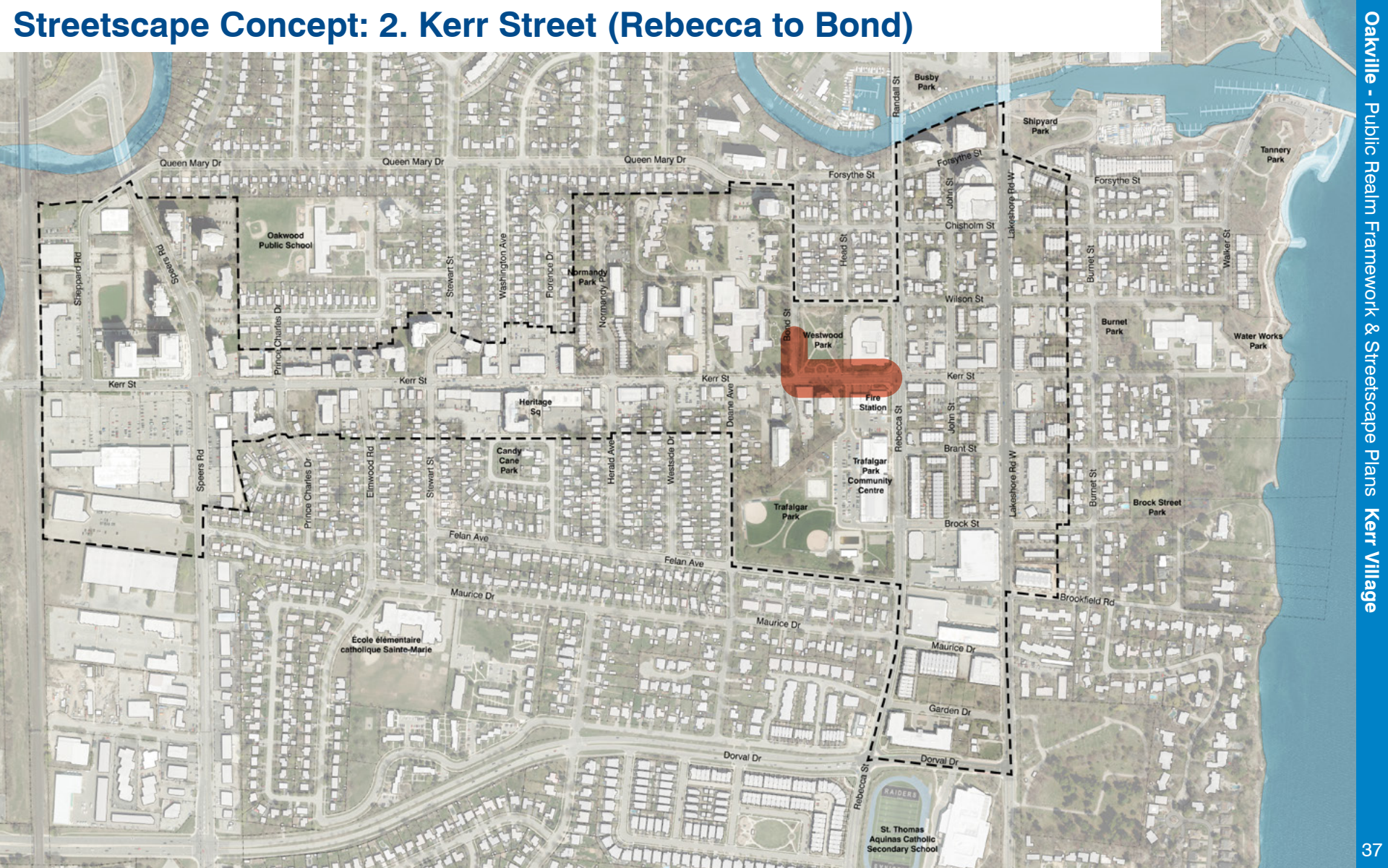
# 1. Kerr Street (Lakeshore to Rebecca) Section



EXISTING STREETVIEW



# Streetscape Concept: 2. Kerr Street (Rebecca to Bond)



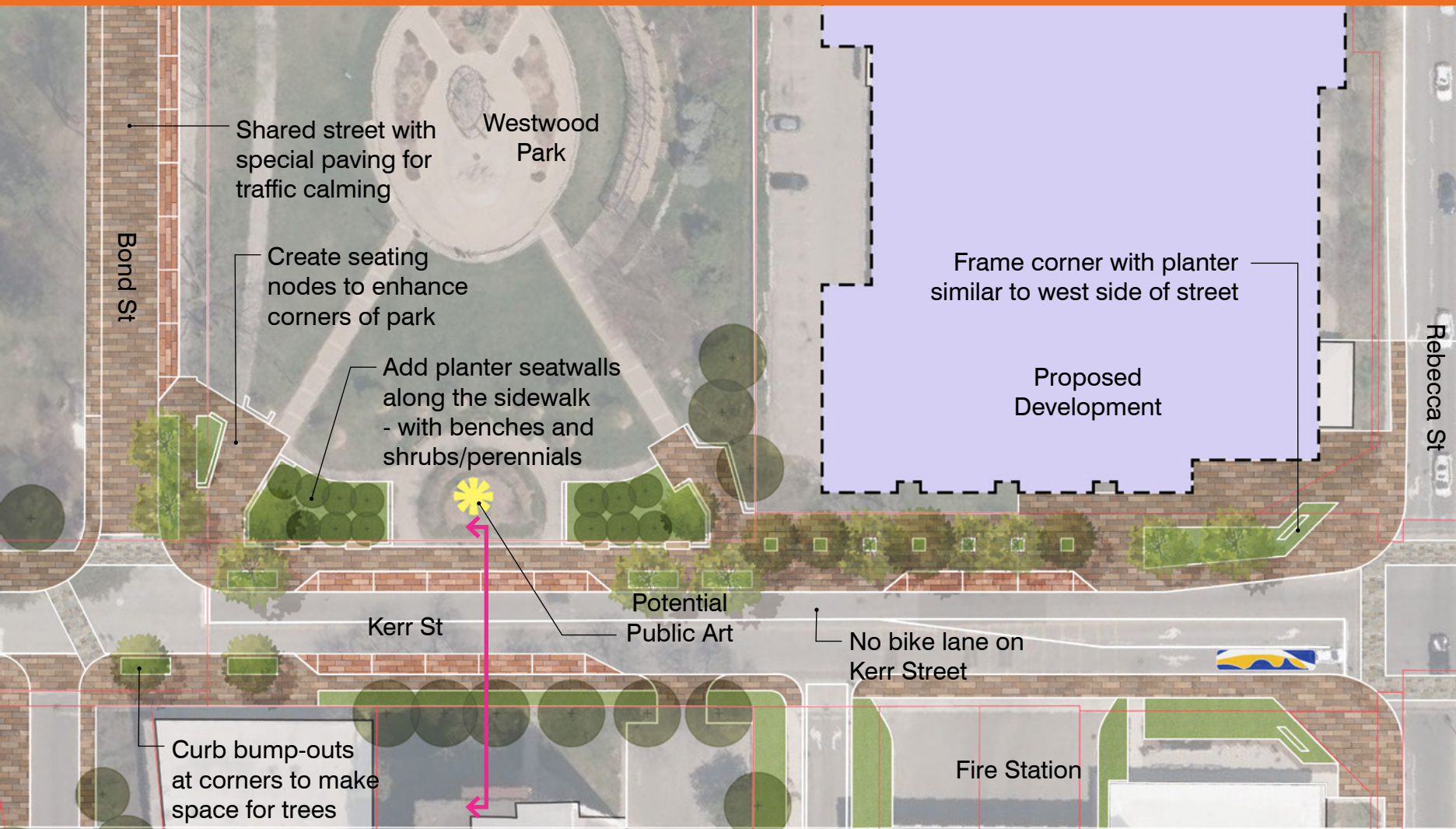


## Streetscape Concept: 2. Kerr Street (Rebecca to Bond) Aerial



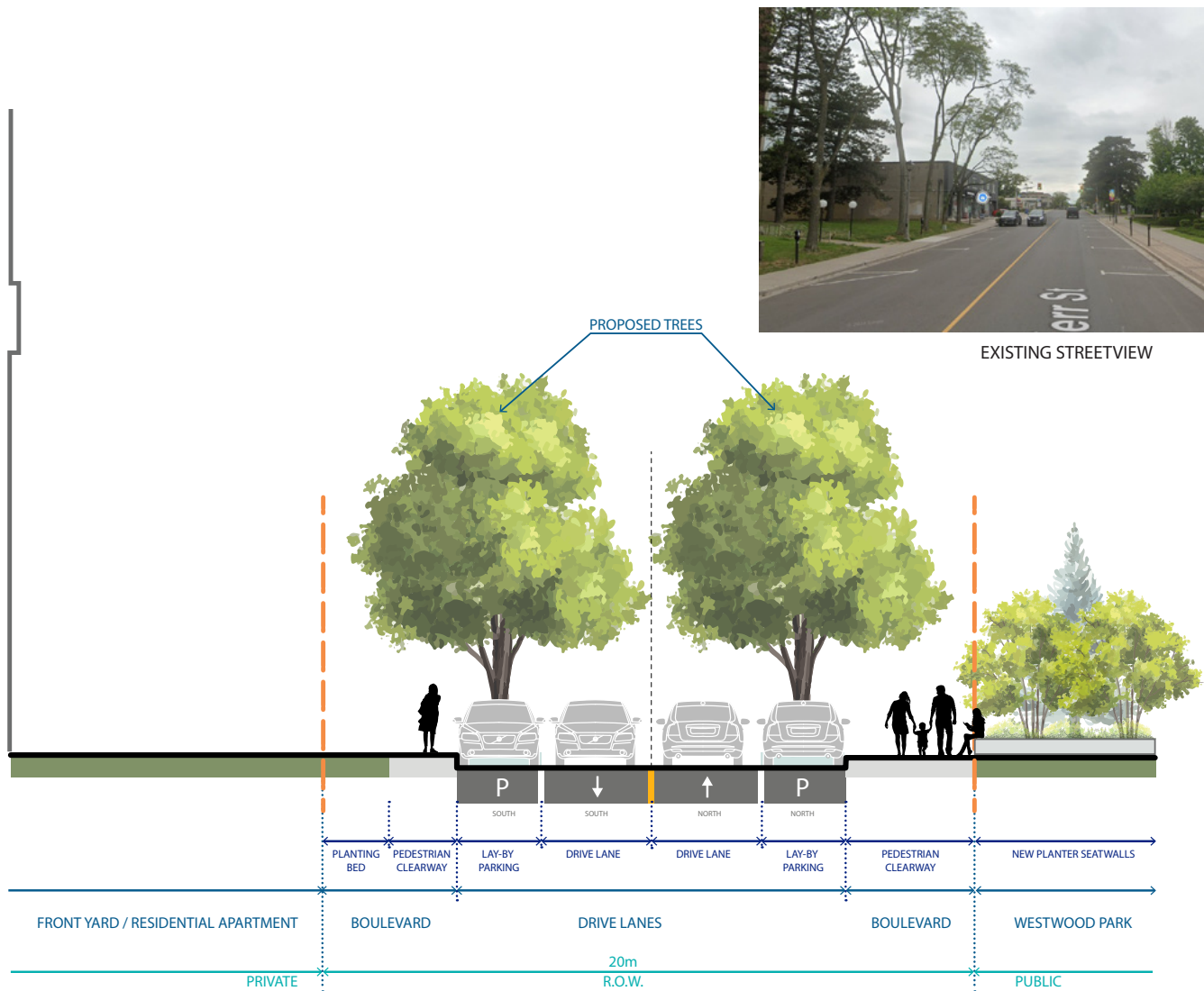


## 2. Kerr Street (Rebecca to Bond) Plan

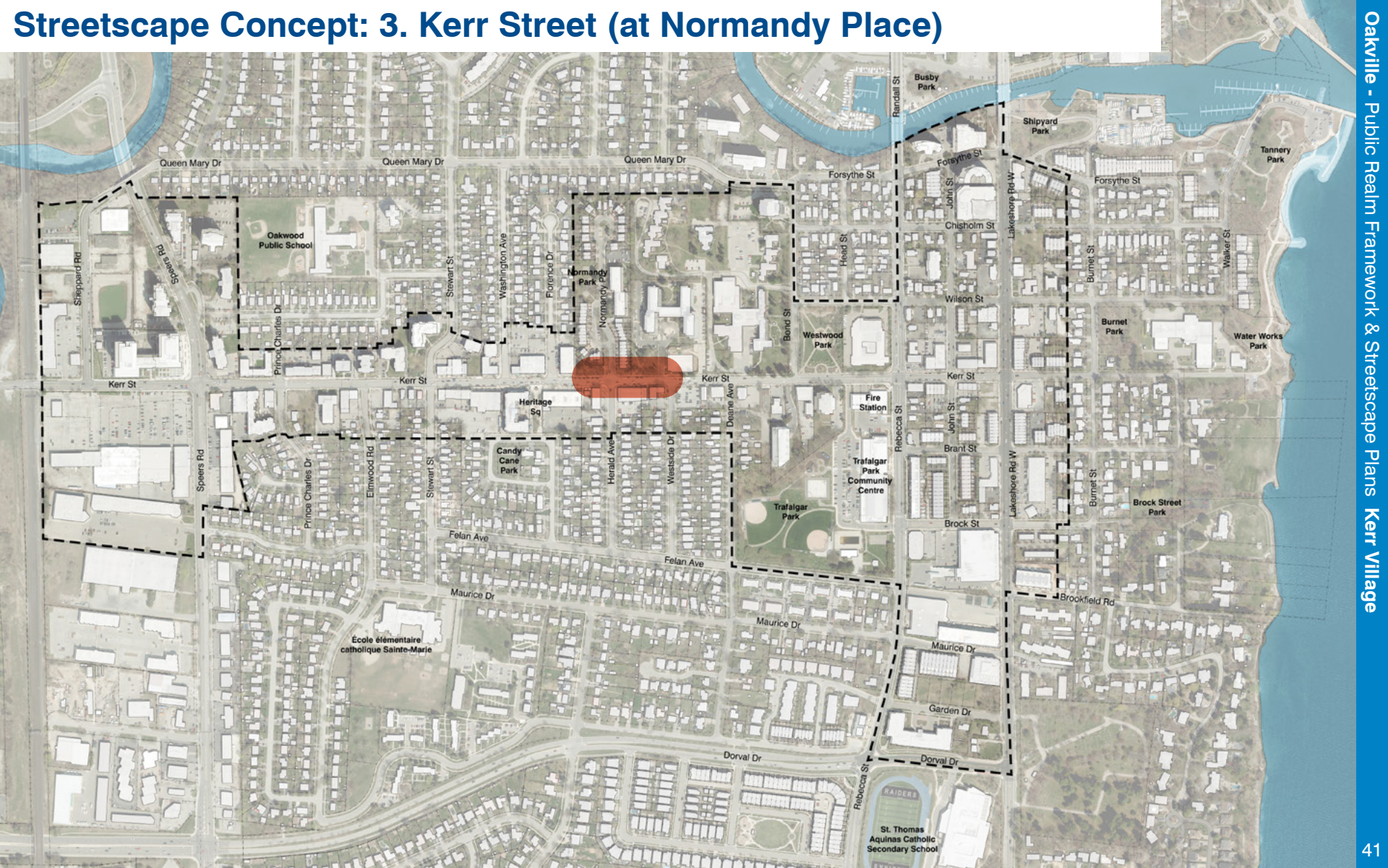




2. Kerr Street (Rebecca to Bond) Section

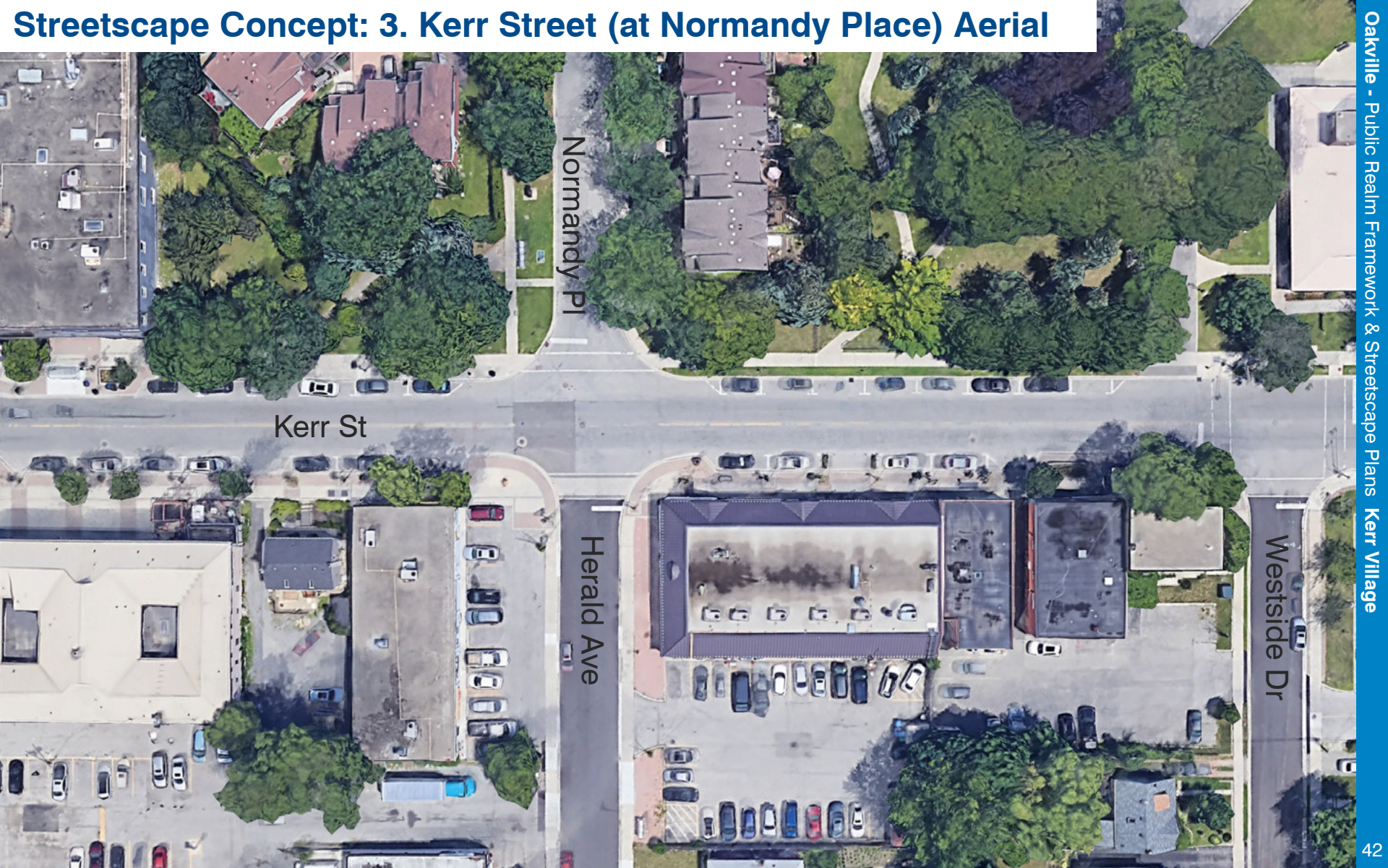


# Streetscape Concept: 3. Kerr Street (at Normandy Place)



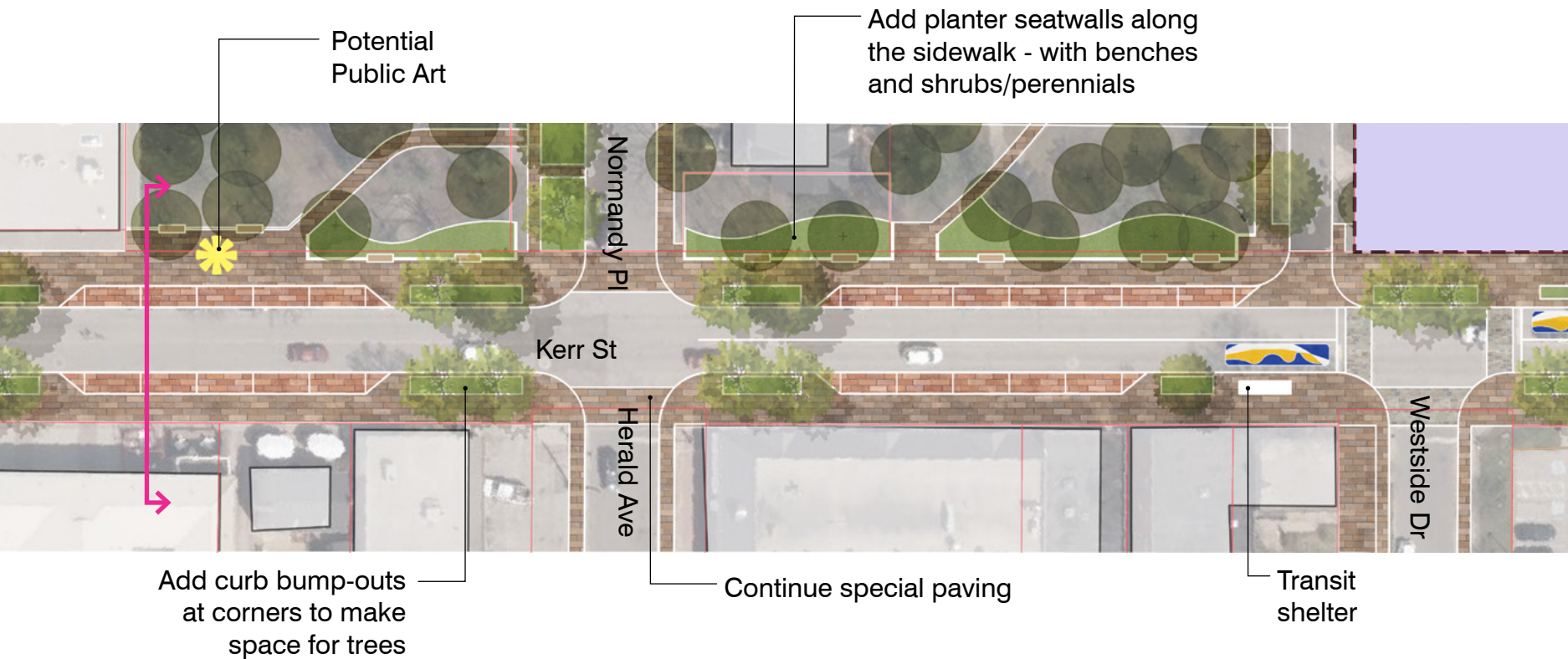


# Streetscape Concept: 3. Kerr Street (at Normandy Place) Aerial





### 3. Kerr Street (at Normandy Place) Plan

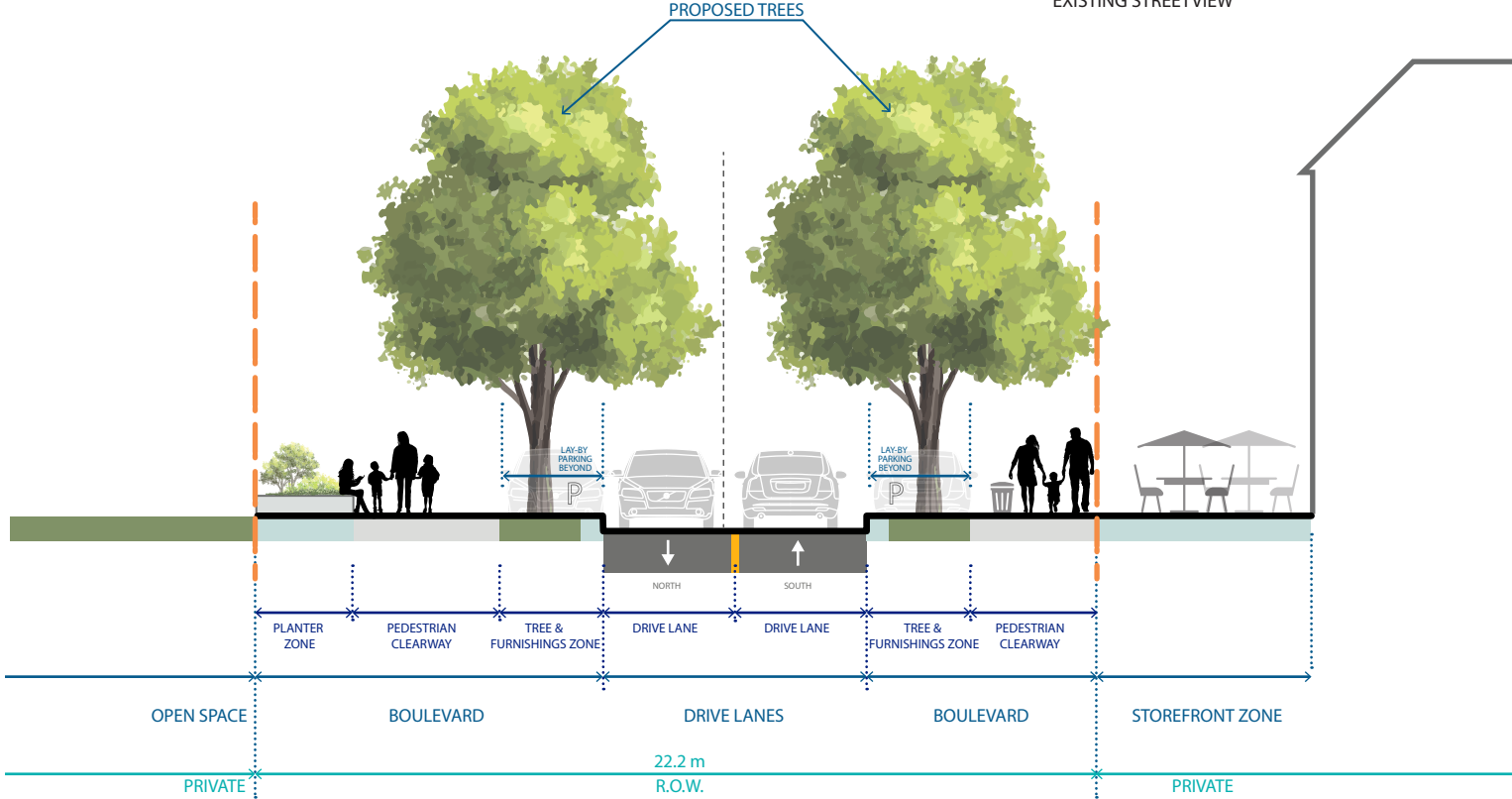




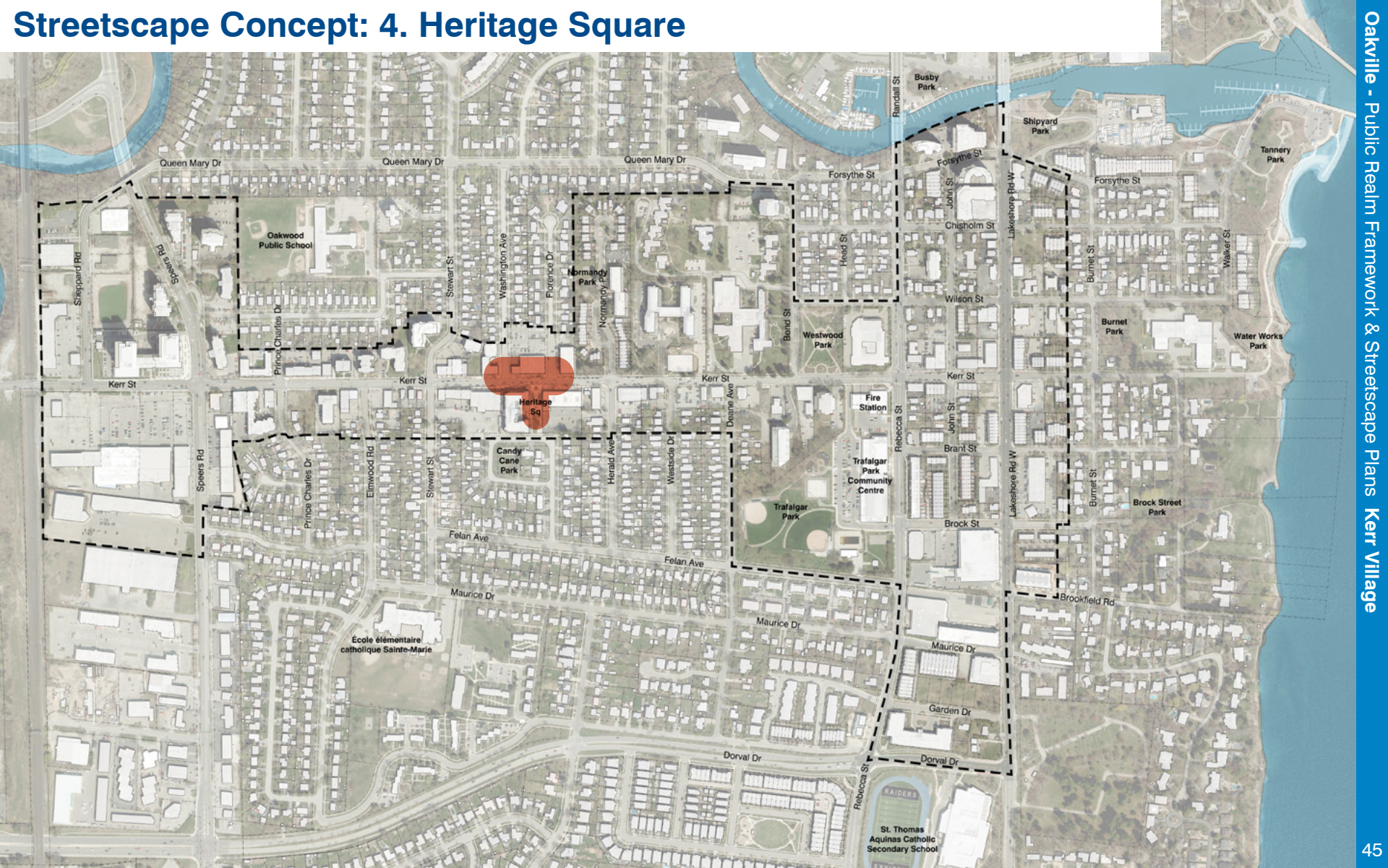
### 3. Kerr Street (at Normandy Place) Section



EXISTING STREETVIEW

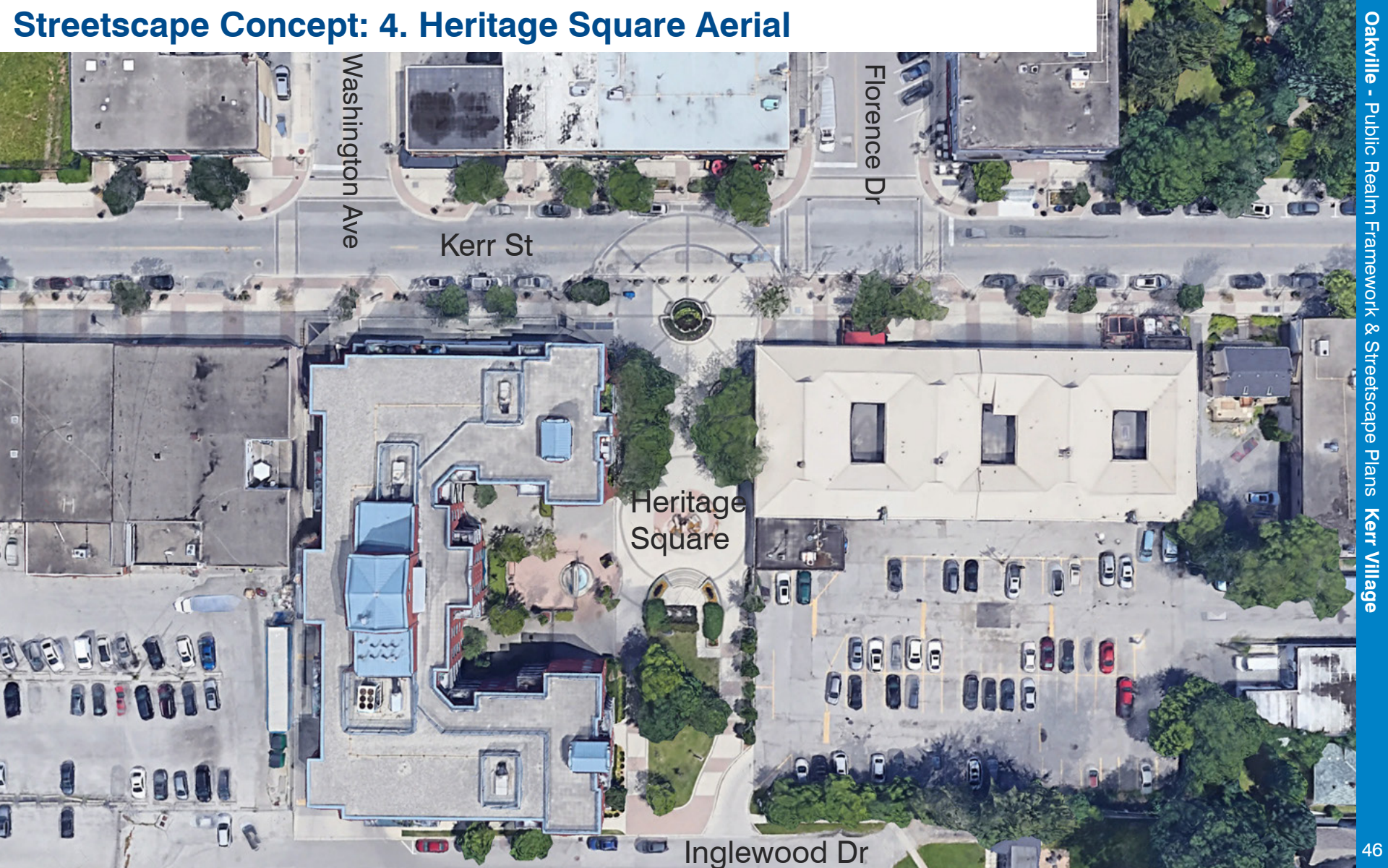


# Streetscape Concept: 4. Heritage Square



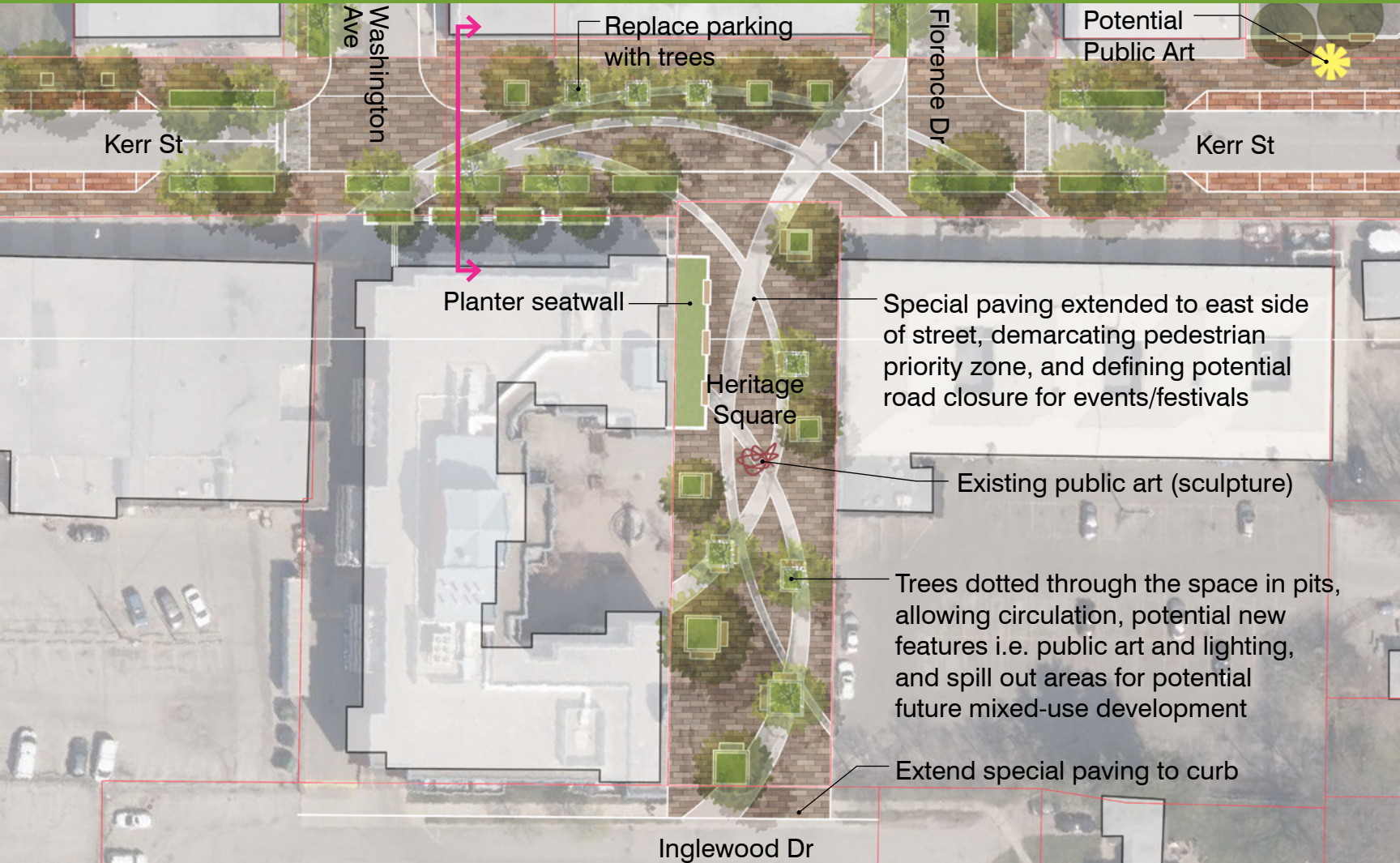


Streetscape Concept: 4. Heritage Square Aerial





## 4. Heritage Square Plan

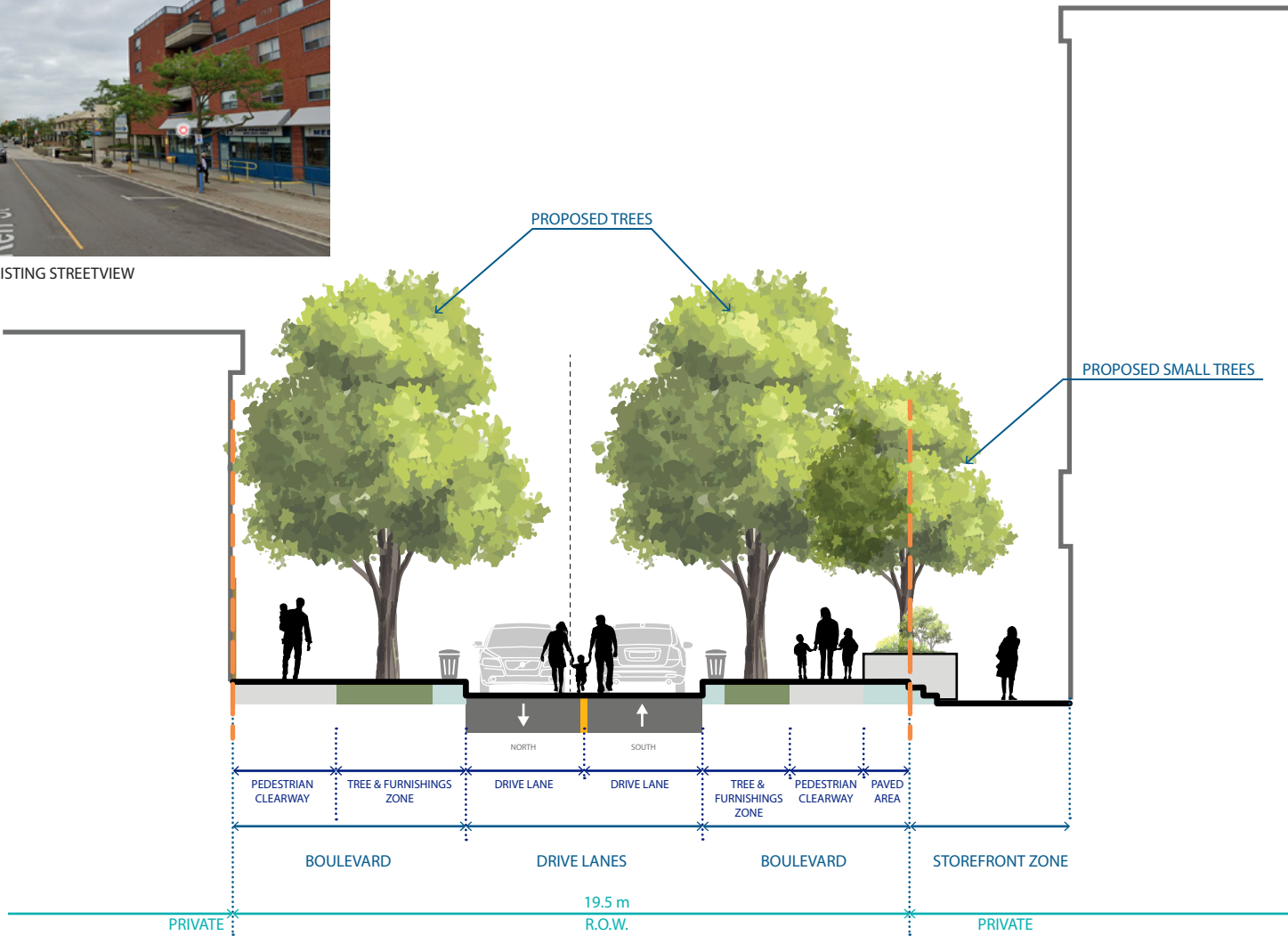




4. Heritage Square Section



EXISTING STREETVIEW



4. Heritage Square - Existing Conditions



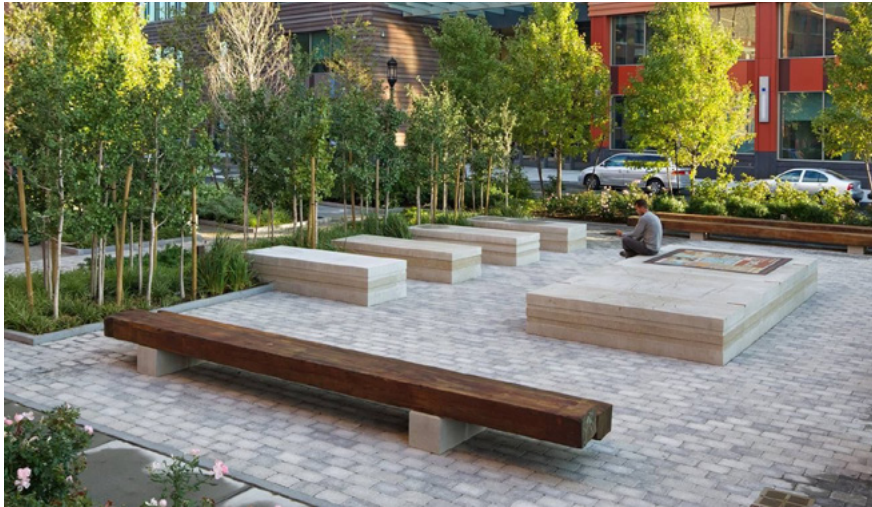


4. Heritage Square - Concept Visualization





# Heritage Square - elements





# Heritage Square - elements



# Furnishings

Provide input on the high level direction for furnishing in Kerr Village.

Share your thoughts on what's working and not working, and whether it's a good direction for Kerr Village

1. The seating, waste receptacles and lighting that currently exists in the Village
2. A new palette of furnishings



# Furnishings

Existing Streetscape





# Furnishings

Other Streetscape Elements to Consider





# Furnishings

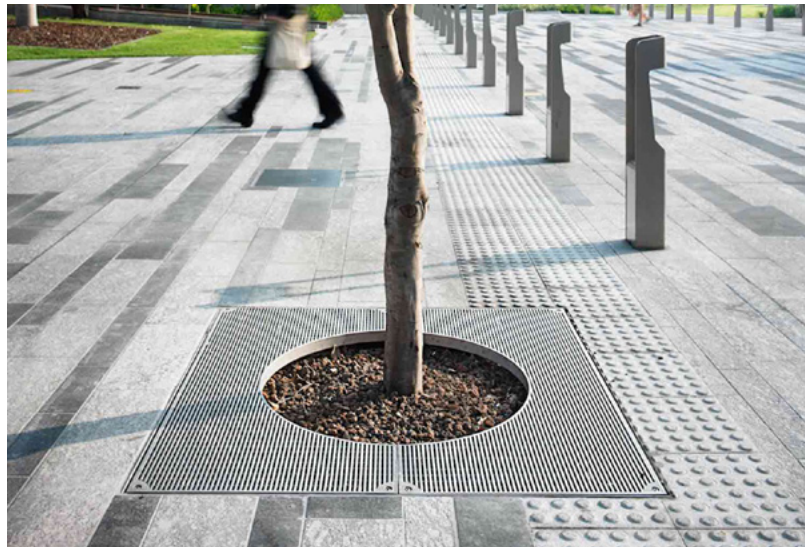
Other Streetscape Elements to Consider





# Furnishings

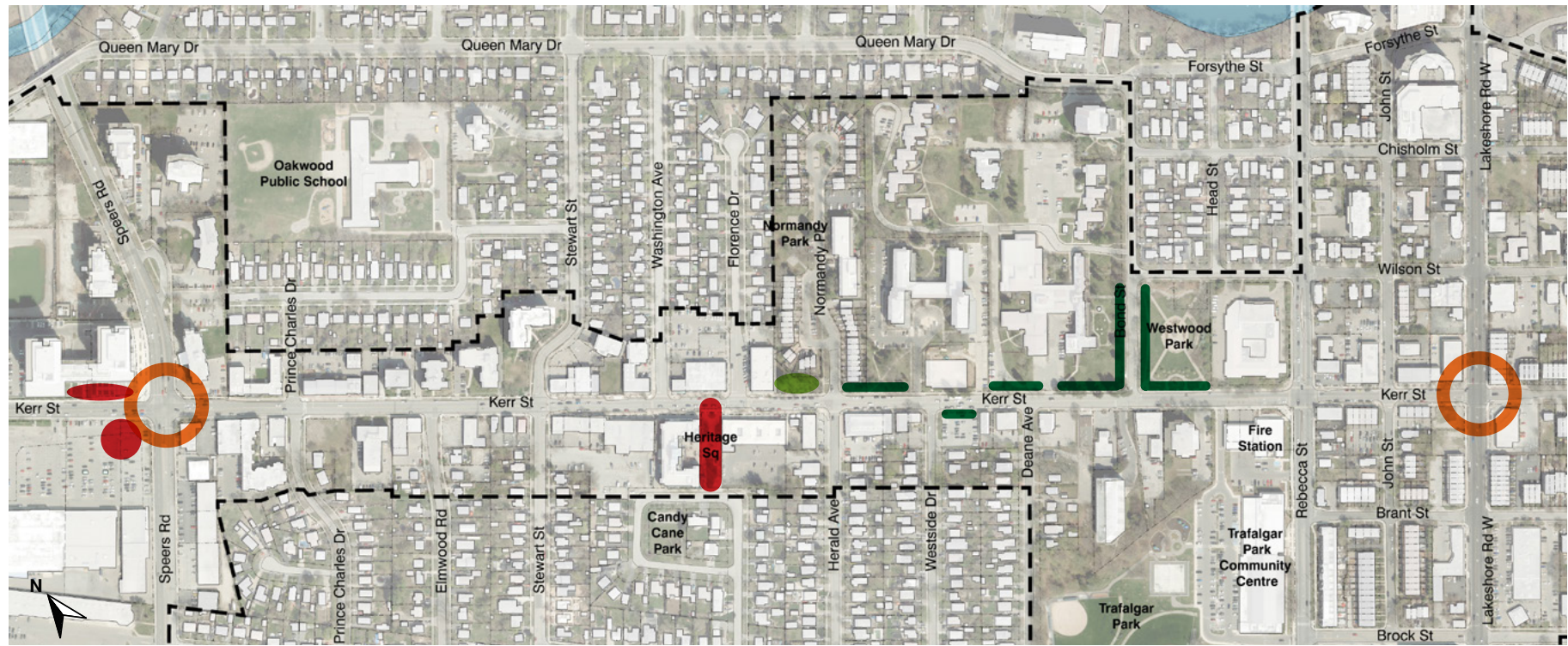
Other Streetscape Elements to Consider





# Furnishing Ideas for Enhancement Areas:

## Locations for Potential Enhancement Areas



- Legend**
- Urban Square
  - Gateways
  - Parkette
  - Expanded Green Edge



# Furnishing Ideas for Enhancement Areas

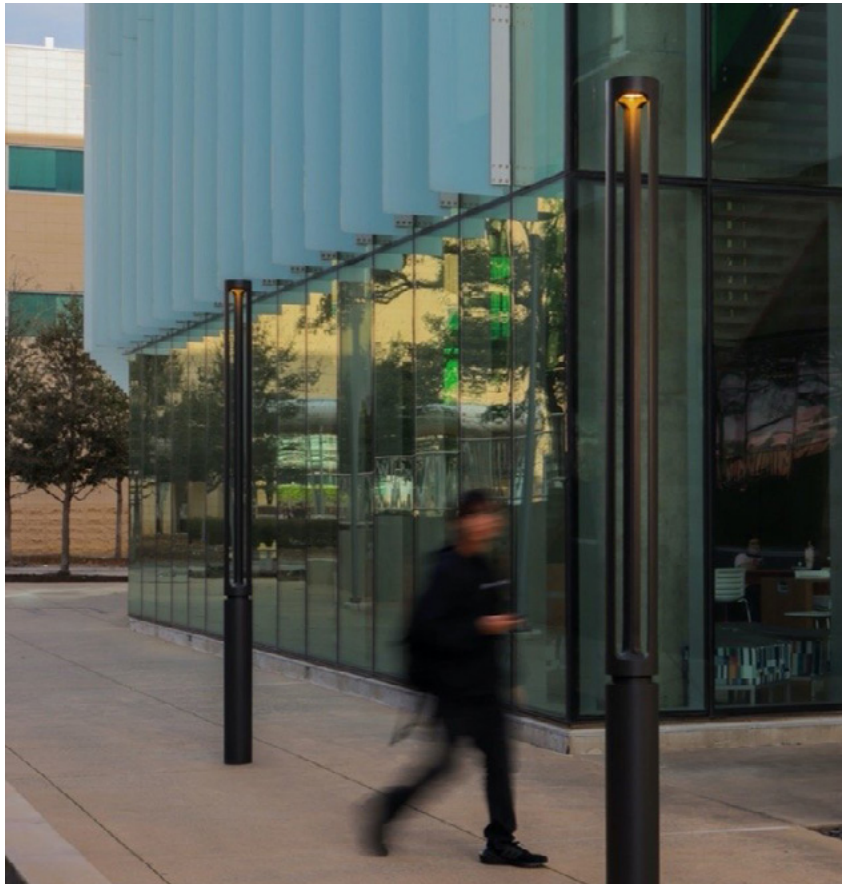
## Seating





# Furnishing Ideas for Enhancement Areas

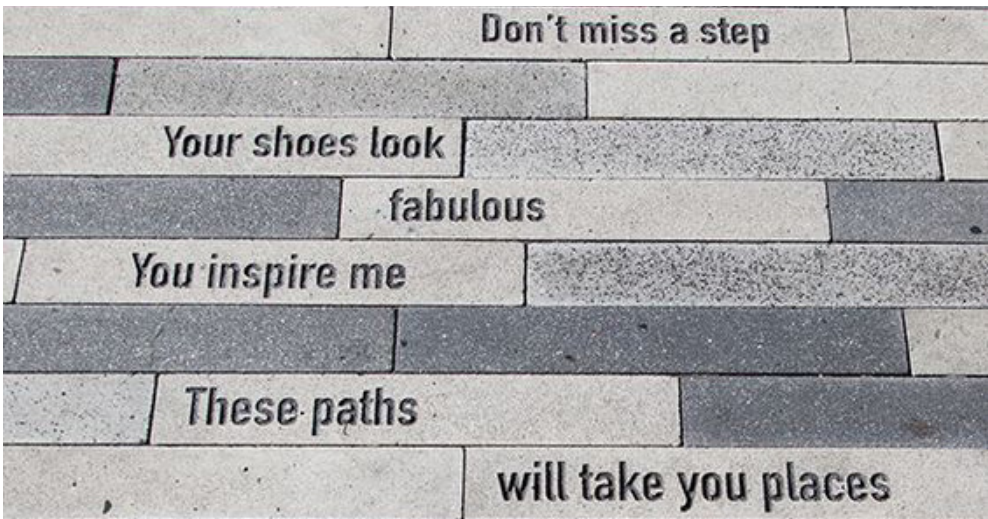
## Lighting





# Furnishing Ideas for Enhancement Areas

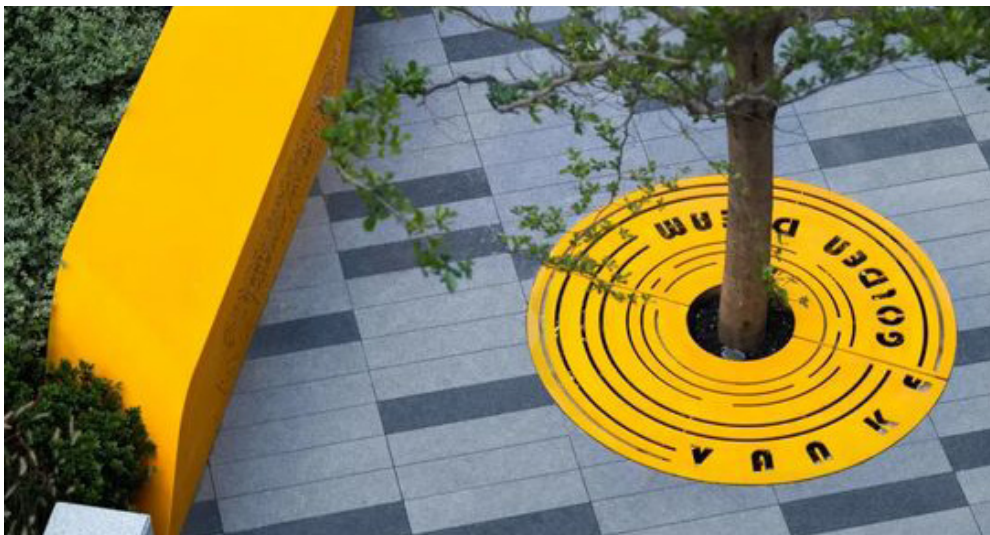
## Surface Treatments





# Furnishing Ideas for Enhancement Areas

## Planting



# Decisions on a preferred streetscape concept will balance many inputs





# Next Steps

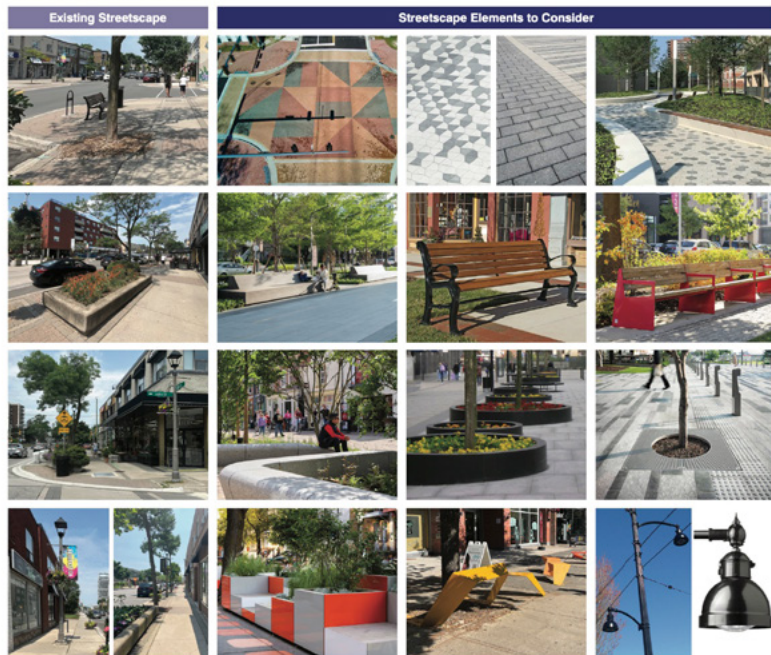
Meetings with Town staff and various stakeholder groups to continue to gather input on the streetscape and furnishing options.

Launch an online survey to continue to gather input from the community.

Develop the next iteration of the emerging streetscape option and suggested direction for furnishing.

Next public workshop is planned for December/January.

## Kerr Village Streetscape Furnishings



**Is this still a good direction for Kerr Village? Why or why not?**

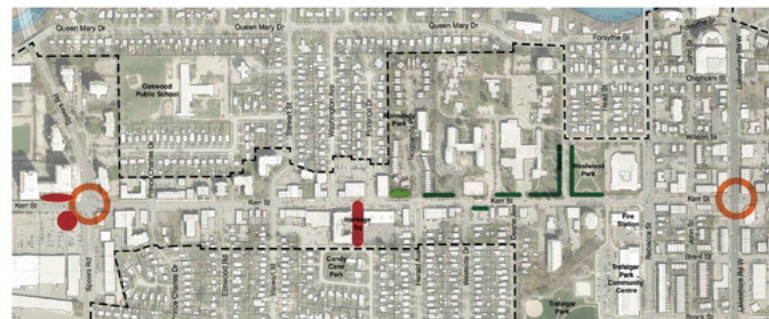
Should other elements be considered? Tell us what would be a good fit.

Write a "word picture" describing other ideas for seating, lighting and/or planting.

Jot down other village centres you've visited with great seating, lighting or planting that you think are good precedents for Kerr Village. Tell us what they are and why.

## Kerr Village

### Furnishing Ideas for Enhancement Areas



Which seating, lighting, surface treatment and/or planting do you think fits with the enhancement areas? What else should we consider?

Are there other locations that should be enhanced?  
Mark them on the map. Why are they special?

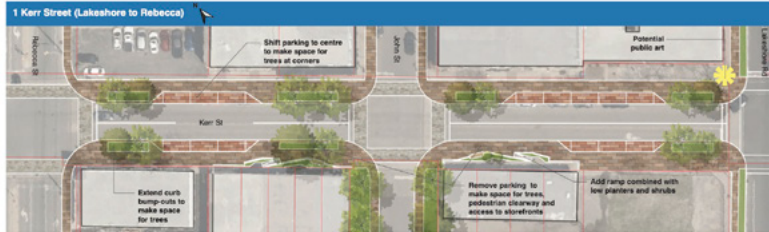


## Kerr Village Emerging Streetscape Concepts for Kerr Street

Public Realm Framework &  
Streetscape Plans  
Kerr Village  
October 3, 2024

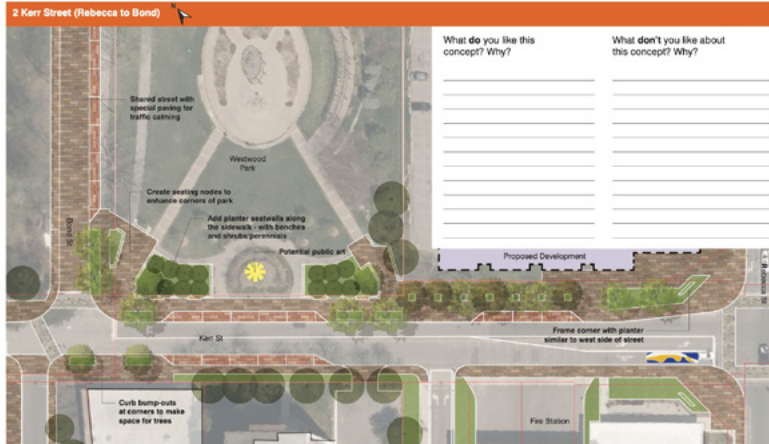


- 1 Kerr Street (Lakeshore to Rebecca)
- 2 Kerr Street (Rebecca to Bond)



What do you like this concept? Why?

What don't you like about this concept? Why?

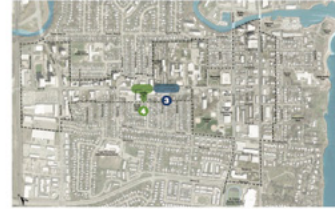


What do you like this concept? Why?

What don't you like about this concept? Why?

## Kerr Village Emerging Streetscape Concepts for Kerr Street and Heritage Square

Public Realm Framework &  
Streetscape Plans  
Kerr Village  
October 3, 2024



- 3 Kerr Street (at Normandy Place)
- 4 Heritage Square



What do you like this concept? Why?

What don't you like about this concept? Why?



What do you like this concept? Why?

What don't you like about this concept? Why?



# Public Realm Framework & Streetscape Plans Kerr Village

Bronte Village

Kerr Village