

APPENDIX A DEVELOPMENT GUIDELINES BY LANDSCAPE TYPE

The following provides criteria for categorizing land into six landscape types, based on landform, vegetation, and existing development. For each landscape type expected to be found in Tisbury, guidelines are provided for development consistent with town goals and character. The layout and construction of ways within subdivisions shall be so designed as to comply with these guidelines and so as to facilitate vegetative cover and building development consistent with them. Included in these guidelines are considerations beyond subdivision control, such as suggested building materials. These are included here as a reference, for possible implementation at the developer's option.

Both the landscape types and the design guidelines are based largely on *Looking at the Vineyard*, Vineyard Open Land Foundation, 197. Further suggestions may be obtained from that report, especially pp. 10-44.

Developers who believe that alternative guidelines would better meet the general goals being sought are encouraged to state those alternative guidelines as a part of their plan submittal.

SALT LANDS

Identification: Salt ponds, salt marsh, dunes, beaches, and the low grassland and open thickets bordering and visually linked to them.

Objectives: Protect ecology of estuarine and fragile areas, preserve visual sense of expanse and isolation, avoid flood damage.

Building siting: No building on legally protected wetlands and dunes. Avoid building on any beach, dune, wetland, pond edge or barrier dune, or on pond edges elsewhere except when building is functionally related to the water. Use small clusters set low within thicket or wood.

Road location: Within thicket or wood, beach access by paths only above flood elevations.

Vegetative cover: Protect native plants and fauna; avoid importing exotic plants, large trees, mowed lawns.

Building design: Preferably low, muted color, soft form: wood, sod, thatch, earth, weathered silvers, grays, and browns. Avoid metal, painted wood, finished masonry.

Other considerations: Note restrictions in zoning, this regulation, Sec. 40 and 40A, Ch. 131, G.L. and elsewhere.

BLUFFS

Identification: Steep ocean edges of eroding moraines, plus beaches below, plus land above visually connected to bluffs.

Objectives: Minimize erosion or other ecological imbalance, preserve visual scale, project characteristic Island image.

Building siting: Avoid development on bluffs themselves to beyond their visible crests, cluster in relation to land folds, tree groves.

Road location: Not visible from shore. No roads running up bluff.

Vegetative Cover: No tall vegetation on crests. Make more open.

Building design: Low, complex, slope-following. No large, light surfaces, paint or metal. Materials which blend or weather.

Other considerations: Design for aspect from water as well as from land.

OPEN PLAINS

Identification: Open grassland, low scrub oak, and shrub, within the flat to gently undulating outwash plain south of the moraine.

Objectives: Maintain open sweep of land, avoid shapeless suburbia.

Building siting: Cluster tightly, avoid scattered structures, avoid cedar-dotted transitional areas. Some tall structures.

Road location: Follow minor folds in ground or depress below grade. Collector streets straight or long curves. Minor roads in clusters possibly rectilinear, others curving in response to minor land features.

Vegetative cover: Keep area around clusters open. Plant trees only within clusters or along roads. Mow, plow, or graze.

Building design: Anything not inconsistent with Vineyard tradition; no heavy fences.

Other considerations: Agriculture encouraged.

WOODED PLAINS

Identification: Predominantly wooded areas within the flat to gently undulating outwash plain south of the moraine.

Objectives: Avoid "suburban" development character, protect forest ecology, introduce variety.

Building siting: Cluster preferred; scattered building away from clearings, screened from roads. Avoid continuous development. Some centers on main roads.

Road location: Frequent curves, staggered intersections; rectilinear grid acceptable in some cases.

Vegetative cover: Clear underwood, only selectively clear trees.

Building design: Close, varied visual density, intimate complex spaces, strong colors and textures, occasional thin and tall structures.

Other considerations: Better suited to development than most landscape types.

WOODED MORaine

Identification: Predominantly wooded areas within the rolling moraine land.

Building siting: Clustered or scattered, low structures on hilltops, taller structures on slopes and valleys, placed at edges of clearing or in thinned woods.

Road location: Winding, following or diagonal to contour, along ridges if not in sight of valley, or in valleys. Staggered intersections, loop configurations.

Vegetative cover: Cleared patches for gardens, partial views. No clearing on hilltops.

Building design: Not critical, wood preferred.

Other considerations: Care to avoid erosion, need to preserve some wooded areas free from development.

SETTLEMENT AREAS

Identification: land whose character is established by and impinging upon existing development abutting it.

Design considerations: need study in each individual case to develop guidelines for extending qualities of and harmonizing with existing development.
