Governor's Design Team
Sandstone
October, 1990

- Introduction
- Community Development Framework
- Image
  - Pride of place
  - Dynamic interplay between man and nature
  - Sandstone as Quarry City
  - Sandstone as environmental center with Main Street as a hub
- Signage
- Approaches to town
  - Overall circulation problems
- Regional linkages/connections to park systems
  - to Banning
  - to KREEC
  - Potential
- Local linkages/connections to park systems
  - Hub
  - Trail head
  - Walking loop
- Mainstreet
  - Overview
    - Focal points
    - Circulation
    - Density
    - Infill/growth patterns
    - "Sidewalk-scape"
      - Pick up usable pedestrian space
    - Downtown park/greenbelt
    - Design guidelines
      - Why they are important
- Implementation
  - Shared vision
  - Coordination
  - Resources
  - S.A.Y.— Sandstone Alliance for Youth
  - Quarry Days 1991

"The future depends far more on what we do between now and then, than on what happened up until now."
CITY OF SANDSTONE
Governor’s Design Team

TOURISM / VISITORS

** Summer residents should be viewed as part of the year round resident base in terms of providing retail and service needs.

** Summer residents are a major source of tourism revenue bringing outside dollars into the community.

** In order to capture the summer resident trade and realize the potential economic impact, Sandstone needs to provide the type of environment that will make summer residents think of Sandstone as the place they do business.

** Sandstone is not considered a primary tourism destination, but relies on pass through traffic, day trip traffic and people visiting Banning State Park. A major objective should be to extend the stay of this market.
Banning State Park can be thought of as at least a partial tourism destination and Sandstone can take advantage of that status to provide goods and services to people staying longer term in the park as well as day trippers.

To the extent that Sandstone develops a "Pride of Place", the community will be more successful in developing an increased tourist trade.

By presenting a community that the residents are proud of, visitors will be attracted and will have a tendency to return.

There is a need to position Sandstone and expand on its uniqueness. What makes Sandstone different than Hinckley?

With the development of the Fond Du Lac Reservation complex at I-35 & Hwy 210, there will be increased competition for the "rest stop" type of travel business as well as the overnight business. This development makes it more imperative for Sandstone to develop and exploit its own unique niche.

Pride of Place, physical image, a sense of direction come first. Tourism will tend to follow.
** Think in terms of continually improving an already excellent product!

** The future depends far more on what we do between now and then than on what has happened up until now.
COMMUNITY DEVELOPMENT FRAMEWORK

- IMAGE
- SIGNAGE
- APPROACHES TO TOWN
- PARK SYSTEM - REGIONAL LINKS
- PARK SYSTEM - LOCAL LINKAGE
- MAINSTREET
- IMPLEMENTATION
IMAGE

- PRIDE OF PLACE
- HISTORICAL SIGNIFICANCE
- ENVIRONMENTAL ASPECTS
- ESTABLISH· WORK TOWARD COMMUNITY GOALS
- IDENTIFIES WHO WE ARE!
Tourism/Visitors

- Summer Residents as Permanent Residents
- Summer Residents Have Major Economic Impact
- Create an Environment to Capture Summer Residents
- Limitations as Destination Area
- Competition for Transient Visitors
- Position Sandstone as Unique
- "Pride of Place" First, Then Tourism

"The future depends far more on what we do between now and then than on what has happened up until now."
USE SANDSTONE

LOOK AT BLOCK LETTERING??

SANDSTONE

THE QUARRY CITY

SANDSTONE, MN

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October 1990

IMAGE / SIGNAGE
SANDSTONE, MN
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PARK SYSTEM - SIGNAGE

Sandstone or
Wood post
Metal, plastic & wood sign.

Sandstone
Historical marker
(reading height)

32" - 18" Trail marker
THE USE OF SANDSTONE AS A BUILDING MATERIAL MORE EXTENSIVELY THROUGH THE TOWN CAN FURTHER ESTABLISH AN IDENTITY AND A CHARACTER.

SANDSTONE HAS A UNIQUE CHARACTER WITH BUILDINGS ON ONE SIDE AND A PARKLIKE CONDITION ON THE OTHER.
Realignment roads at 6th St and Main

* Safe pedestrian xing
* Focal point community garden
* Plaza in front of church and post office
* Safe traffic intersection

Sandstone, MN

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Mainstreet - North Entry
UNIFY DOWNTOWN DESIGN

THIS

NOT THIS

STOREFRONT, GLASS, SIGN
AWNING, COLOR CONSISTANCY

RELATE TO NEIGHBORS

SET BACK

SIZE
HEIGHT

TRADITIONAL STOREFRONT

SIGNAGE

SIZE
PLACEMENT
MATERIALS
COLORS
TYPE FACE

TYPICAL STOREFRONTS

EARLY TO MID 1800S

PINE AND HEMLOCK FRAMES
SPLIT LEVELS
SINGLE STORY BUILDINGS
SIMPLE DECORATIONS

EARLY 1800S TO 1850S

SINGLE STORY FRAME
WOOD ENTRANCEWAYS
WALK-UP COLonnADES
GABLE ENTRANCEWAYS

EARLY 1850S TO 1870S

SINGLE STORY FRAME
WOODEN ENTRANCEWAYS
WALK-UP COLonnADES
GABLE ENTRANCEWAYS

VERBAL
LOTS OF GLASS

THIS

NOT THIS

AWNINGS

THIS A
NOT THIS A

COSMETIC

COLORS

MINOR TRIM
- WOODEN DADOES
- FRAMES
- SMALL WINDOWS
ON CORNERS
- HANDS
- HANGING DEVICES

MAJOR TRIM
- CORNICE
- LANTERN CLOCKS
- GARDEN HINTS
- GARDEN DECORATIONS

BASE COLOR
- WALL SURFACES

CLEANING

HIGH PRESSURE WATER CLEANING

ABRASIVE CLEANING

THIS, NOT THIS A

DRAWINGS: KEEPING UP APPEARANCES, NAT. TRUST '83.

SANDSTONE, MN

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DESIGN GUIDELINES

17
1. REMOVE WOOD OVER STORE. REMOVE SHINGLES AND SHUTTERS. REPAINT WOOD.
2. LAWN: CHEMICALLY CLEAN STONE; ADD AwNING OVER WINDOW.
3. TELEPHONE: ADD AwNING WITH SIGN; SANDSTONE DETAILS, BENCH.
4. ADD PATH, TREES, GARDEN.
5. HANG: REPLACE GLASS IN WINDOWS; NEW FLOODLIT SIGN, AwNING.
6. FORD: (1) NEW SIGN OVER WINDOW, CLEAN BRICK.
   (2) NEW AwNING OVER WINDOW, REMOVE PLASTIC LETTERS
7. LOT: TREES & WALL ALONG SIDEWALK
8. STREETLIGHTS: TRADITIONAL ACORN STYLE

SANDSTONE, MN

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IMPLEMENTATION

WEBSTER DEFINES
SANDSTONE AS
"A SEDIMENTARY ROCK
CONSISTING OF UNUSUAL
QUARTZ SAND UNITED BY
SOME CEMENT"
- No Vision
- Imposed Vision
- Shared Vision

- No Plan or Coordination
- Groups Move in Various Directions

- No Vision
- Imposed Vision
- Shared Vision

- No Forward Movement
- Lots of Energy Expended
- Community Involved
- Plans Acting in Conflict
- All Groups Acting in Conflict
- Forward Movement

- No Plan or Coordination
- Groups Move in Various Directions