



LONG REACH VILLAGE CENTER

DESIGN GUIDELINES

Columbia
CONCEPTS

KG

OCTOBER 2025

RE-ENVISION LONG REACH VILLAGE TEAM

CLIENT
COLUMBIA CONCEPTS

MASTER ARCHITECT
KGD ARCHITECTURE

SITE LANDSCAPE
BOHLER LANDSCAPE

CIVIL ENGINEER
BOHLER ENGINEERING

TRAFFIC CONSULTANT
GROVE SLADE

LEED CONSULTANT
KGD ARCHITECTURE

LAND USE ATTORNEY
CARNEY KELEHEN

PARCEL E-1

MASTER ARCHITECT
KGD ARCHITECTURE

STRUCTURE & MEP: TBD

PARCEL B & D

MASTER ARCHITECT
KGD ARCHITECTURE

STRUCTURE & MEP: TBD

PARCEL F-1 & G-1

MASTER ARCHITECT
KGD ARCHITECTURE

STRUCTURE & MEP: TBD

TABLE OF CONTENT:

1. Introduction:

- Long Reach Village Center- Existing Overview
- Long Reach Village Center- Proposed Overview
- Master Plan
- Master Plan Phasing
- Axonometric Section
- Site Section
- Parking Plan

2. Landscape and Design Approach

- Goals and Approaches
- Public Space
- Tree Strategy
- Urban Planter
- Tree Mapping
- Materiality
- Street Scape Elements

3. Street Design

- Entry Boulevard
- Daily Visitor Street
- Retail Street

4. Public Space Design

- Pocket Park (Plaza)
- Public Space (Playground)
- Public Space (Community Park)

5. Architectural Design Elements

- Architectural Elements
- Ground Floor Programming
- Rental Multi-Family & Retail
- Retail
- Multi Sports Complex & Retail









“Cities Must Be Fun”
James Rouse



Columbia Vision

Visionary behind Columbia, Maryland



Long Reach Village Center

Rouse’s Proposed Redevelopment



Long Reach Village Center Update

Columbia Concept’s Proposed Redevelopment

James Rouse’s goals for Columbia were ambitious yet grounded in a deep understanding of human needs. He envisioned a place where diverse populations could coexist harmoniously, where access to nature and recreational spaces would be prioritized, and where residents could engage in meaningful interactions. His commitment to creating a balanced environment led him to incorporate various elements into the Columbia community’s design, including parks, schools, and commercial areas that would foster a sense of belonging and connection among residents. Rouse’s vision was not just about physical infrastructure; it was about cultivating a community spirit that would endure for generations.

Rouse believed that communities could be more than just a collection of buildings and businesses. They could be places where people could **live, work, and play in harmony with one another and their environment.** As such, it became his mission to create communities that embodied these ideals.

How are we keeping Rouse's urban planning ethos intact:

Building a Complete City

Mixed-use development with retail, residential, and community spaces

Diverse housing options including multi-family, senior living, and townhomes

Multi Sports Complex and Community Art Center for recreation and culture

Respecting the Land

Comprehensive tree strategy with native species for stormwater management

Green building techniques and sustainable infrastructure

Pedestrian-oriented streets and shared bike paths reducing car dependency

Growth of People

Public spaces designed for community gathering and interaction

Integration of art into daily spaces fostering cultural enrichment

Inclusive design connecting diverse housing types and amenities

Forward Thinking

The new mixed-use development will embrace technology from the user's arrival, to the retail offerings provided throughout.

New initiatives such as after school programs and partnerships with local businesses create pathways for students to explore their interests and develop skills for the future.

Engage the Community

The proposed Long Reach Village team has worked closely with local groups, residents and organizations to develop the site plan including:

3 Resident Workshops

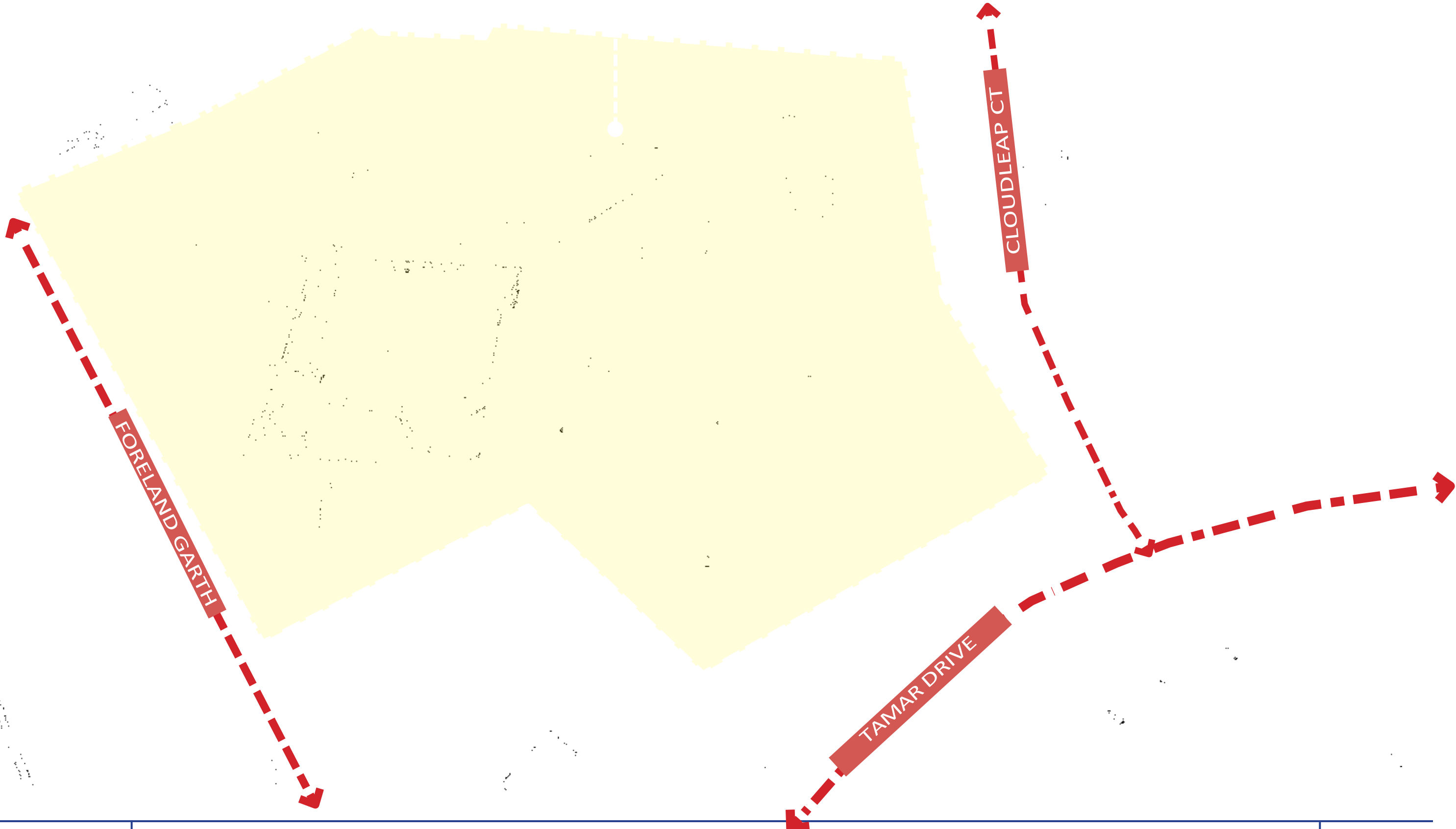
Charrette Sessions with Columbia Arts and Stone House

Questionnaires for existing Long Reach Ownership and Surrounding Residents

Interconnection

The Long Reach Village proposal creates a unique node in the Long Reach community, that will graft into the existing pathways and public transportation network.

LONG REACH VILLAGE CENTER









PHASE-I (Street Network)



PHASE-II (Retail, Commercial, Multifamily Building)



PHASE-III (Retail, Senior-living)



PHASE-IV (Sports Complex)

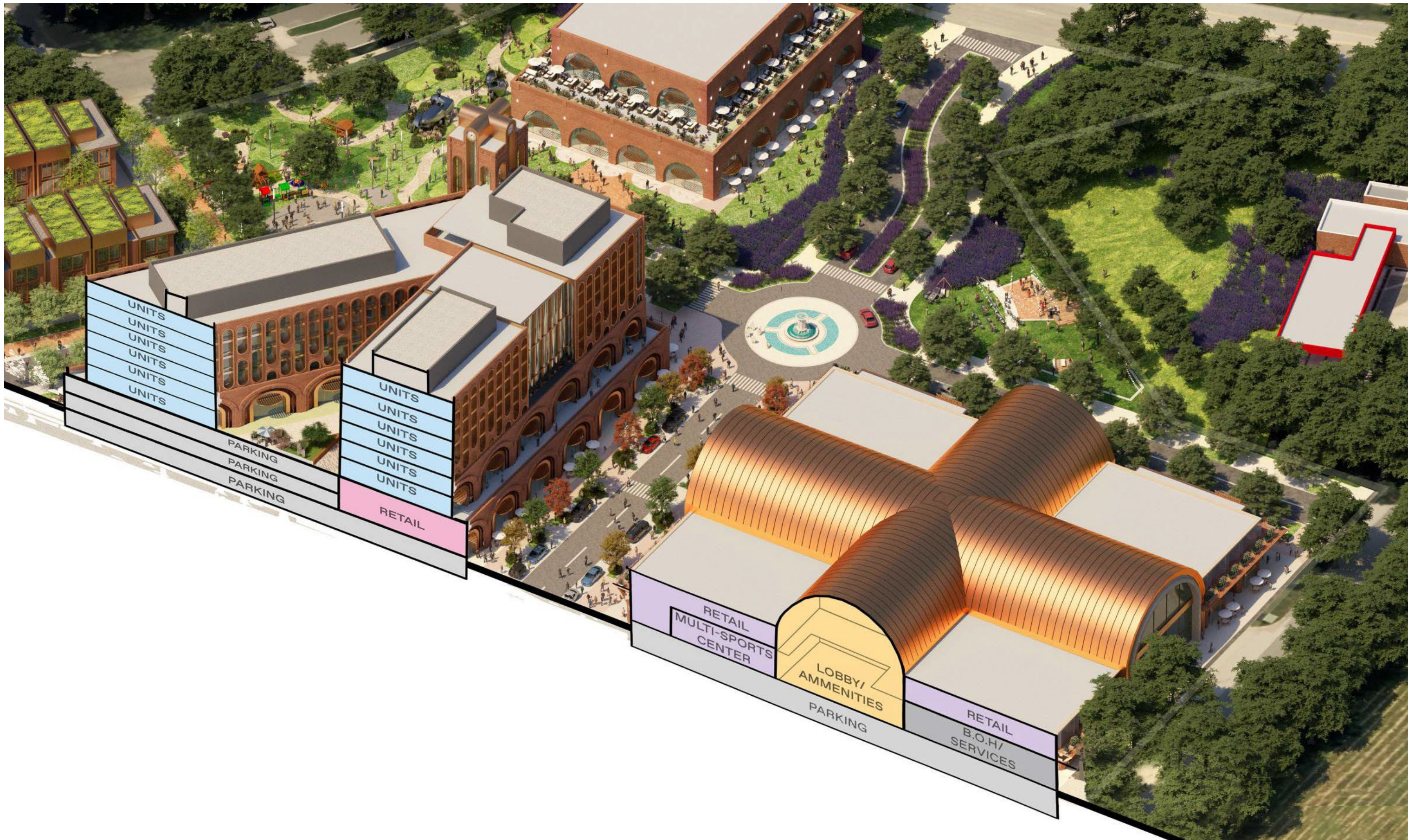


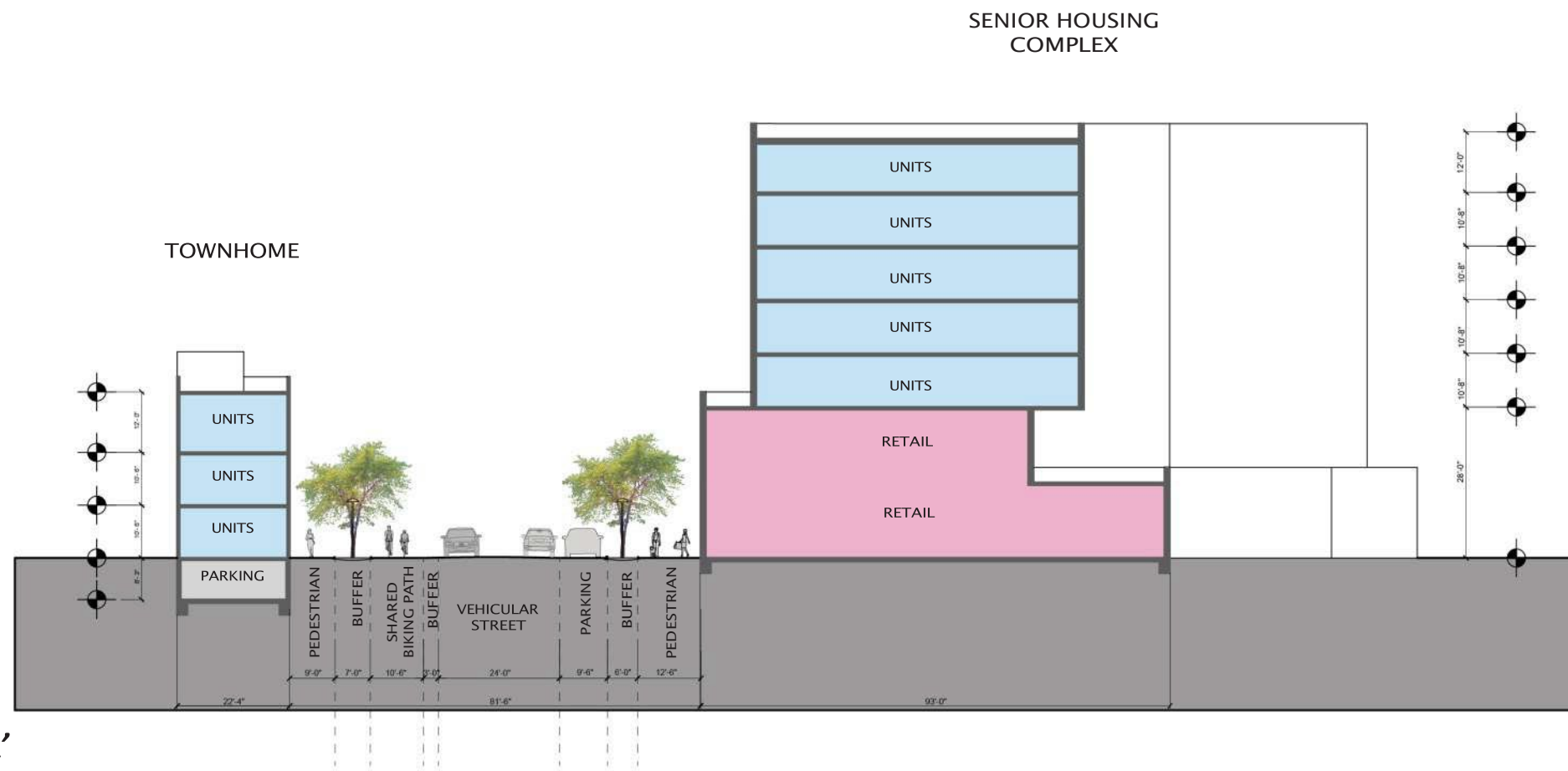
PHASE-V (Retail and Townhomes)



FINAL BUILT OUT**

Note: Landscaping for each individual site would be addressed in each individual site's respective DAP submission.





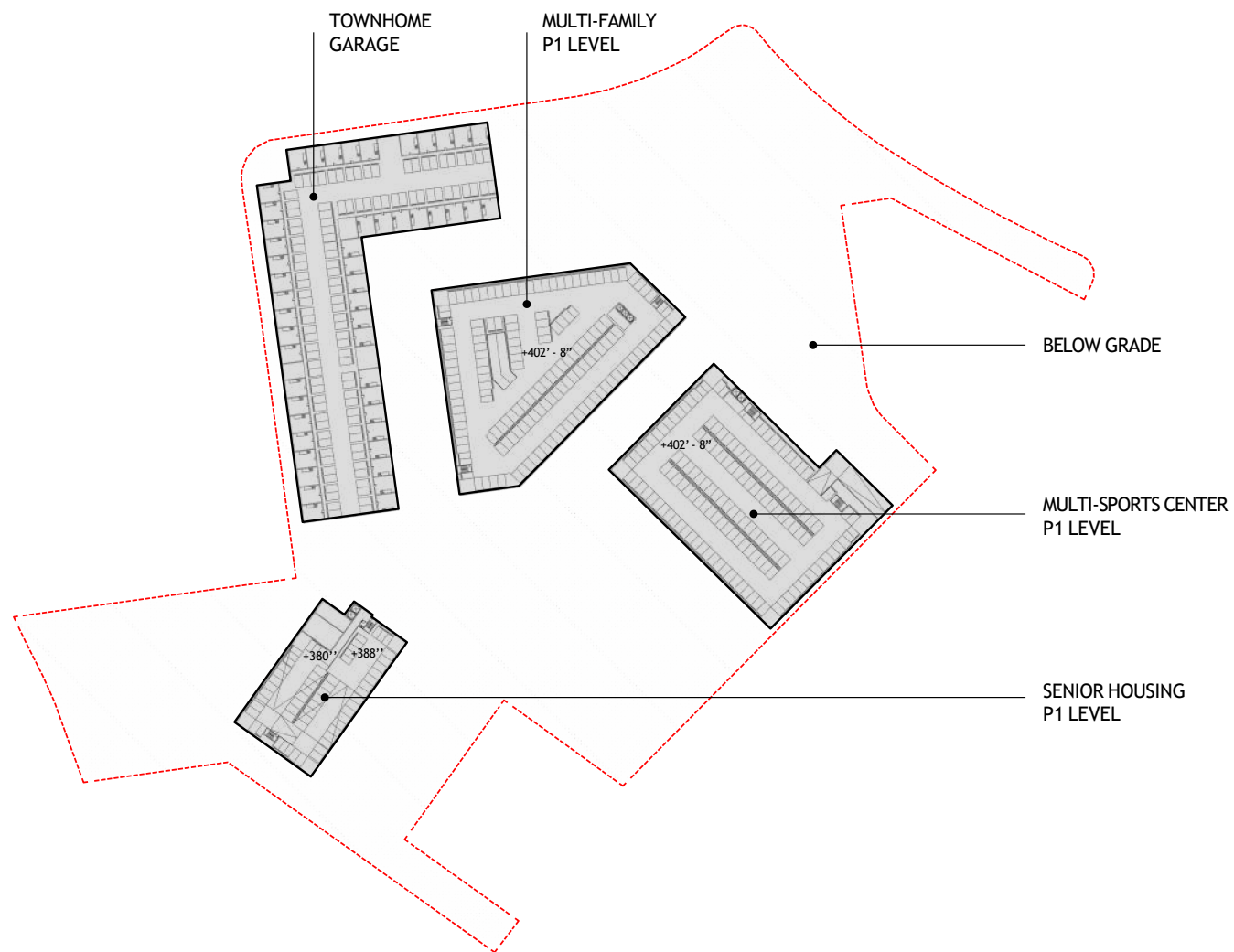
SECTION - AA'



1"=30'

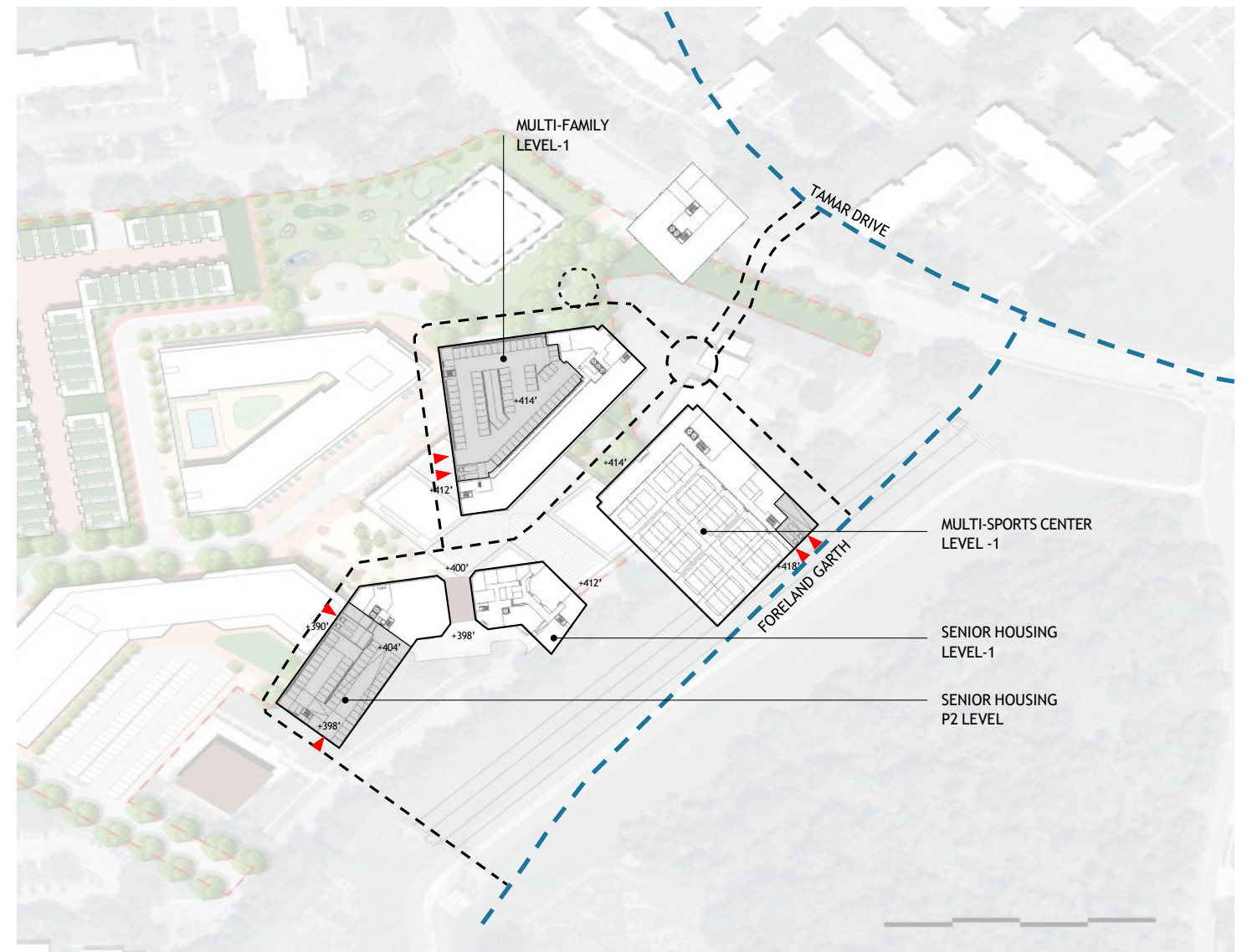


Key Plan

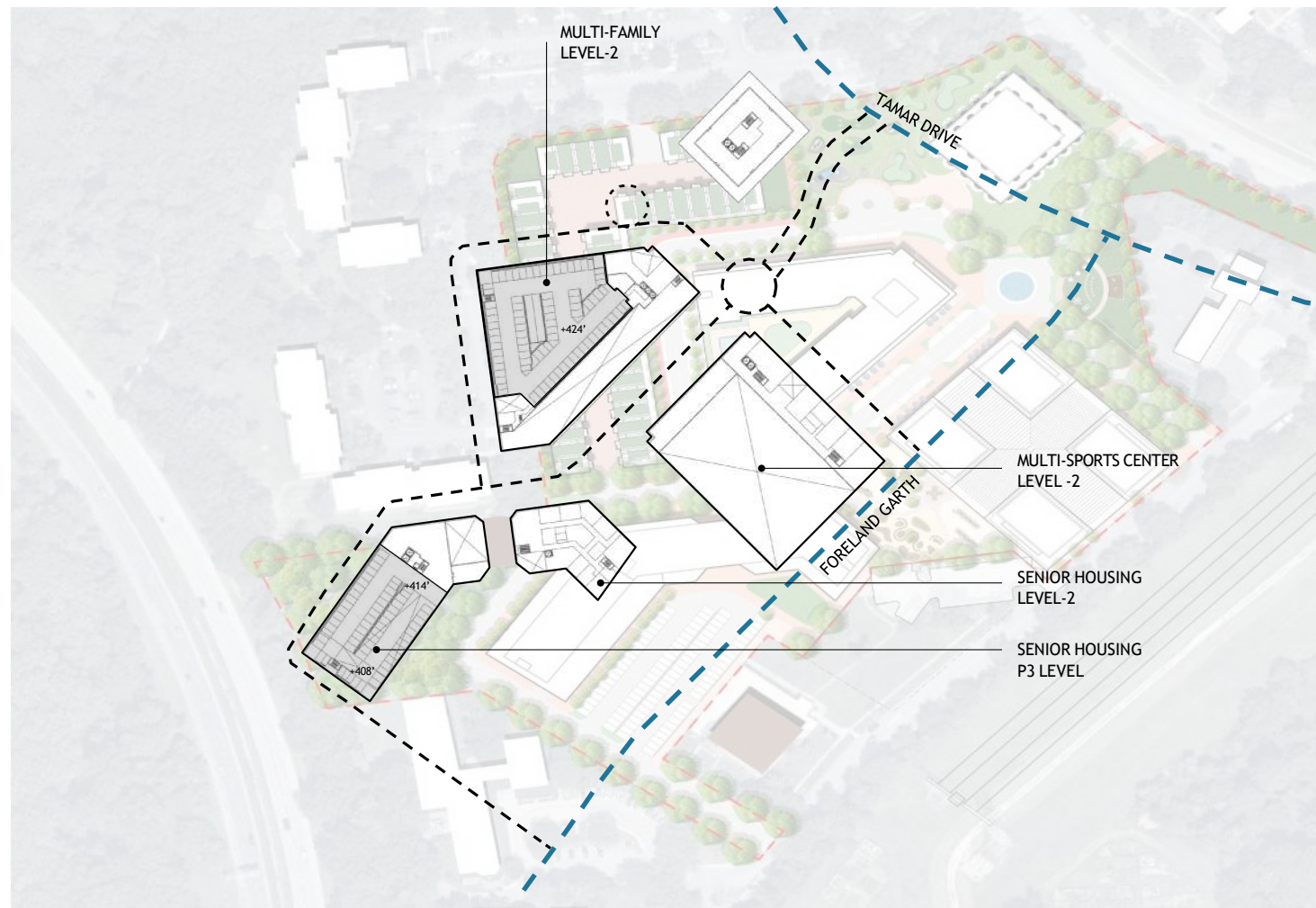


Level P1

Scale 1: 1"=250'

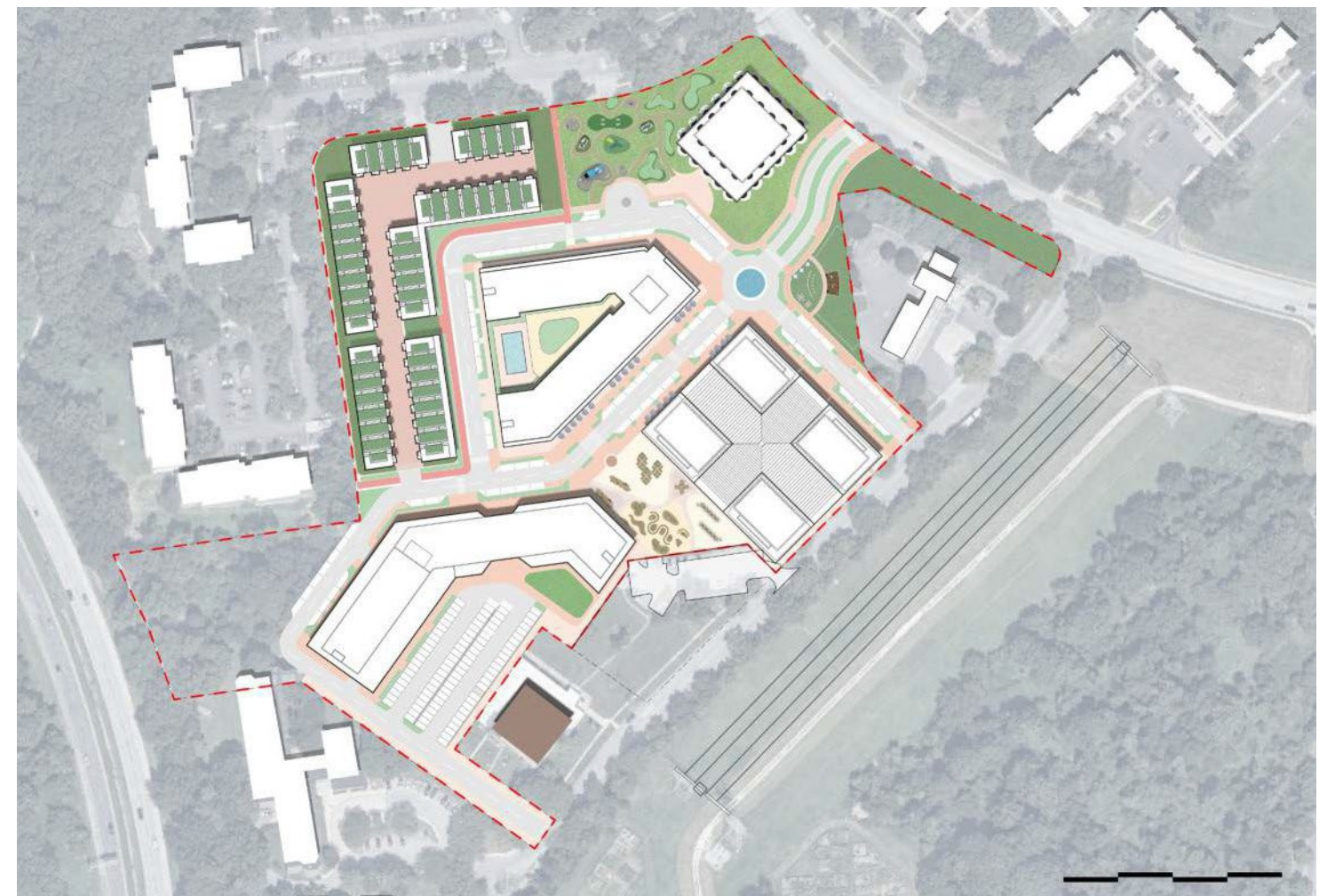


Level 1



Level 2

Scale 1: 1"=250'



Street Parking

LANDSCAPE AND DESIGN APPROACH

LONG REACH COMMUNITY ASSOCIATION VILLAGE CENTER MASTER PLAN

- *“A hub for the community to gather and include a variety of dining and retail options.”*
- *“The Village Center should include multiple options for both planned events and general recreation for the community.”*
- *“The Village Center should connect into surrounding residential, public and commercial areas.”*
- *“To provide the Long Reach community and all visitors with a convenient, comfortable, and aesthetically pleasing village center that is a vibrant, bridges cultures, fosters innovation, and connects people from all walks of life.”*
- *“We strive for a village center that will enhance the Long Reach area with opportunities for entrepreneurship, increase in home equity and quality living, and various retail & service options.”*

COMMUNITY MEETING TAKEAWAY

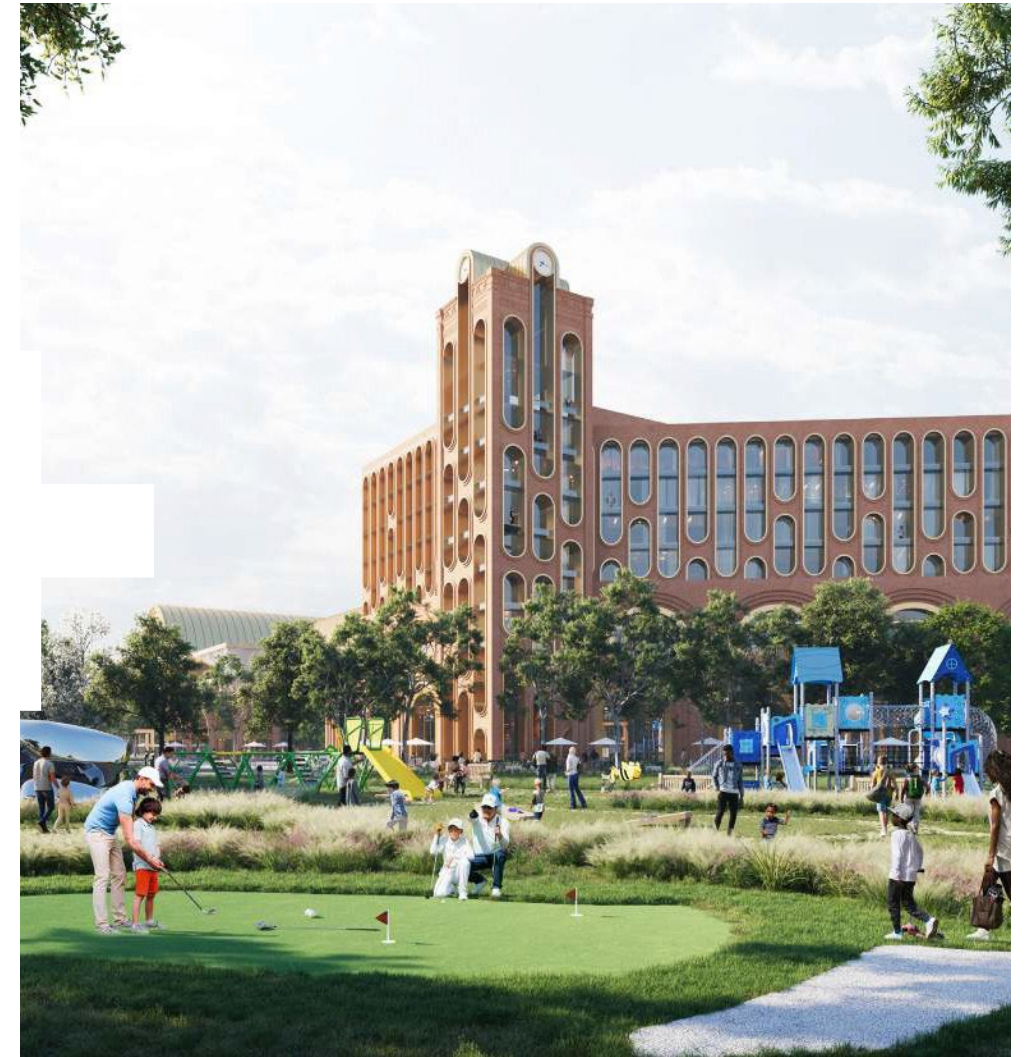
CONNECTIVITY	AESTHETICS	SUSTAINABILITY	PUBLIC USES	BUILDING TYPOLOGY
<ul style="list-style-type: none"> · Easy Ingress/Egress · Encourage Micromobility · Pedestrian oriented streets · Connected to Tamar Drive. · Connecting the existing trails. 	<ul style="list-style-type: none"> · Updated Modern Look · Public Art Display · Integration of Art into Daily Space · Mix of Permanent and Seasonal Features 	<ul style="list-style-type: none"> · Green Building Techniques · Shading and Cooling Strategies · Tree Canopies · Native Landscaping · Rain water collection · EV Charging Stations 	<ul style="list-style-type: none"> · Open Space · Community Space · Playground for kids · Parks and Plazas · Seasonal Market 	<ul style="list-style-type: none"> · Multi-Family · Senior Living · Home Ownership · Multi Sports Complex · Retail



**ENTRANCE
(CONNECTIVITY)**



**PEDESTRIAN FRIENDLY
(SUSTAINABILITY)**



**PARK
(PUBLIC SPACE)**



Swap White Oak

- Moisture Tolerance
- Attractive Fall Color
- Long Lifespan

River Birch

- Storm Water Management
- Erosion Control
- Aesthetic Appeal & Shade

American Beech

- Wildlife Support
- Long lifespan & Fall Color
- Dense Canopy

Willow Oak

- Wildlife Habitat
- Storm-water Management
- Urban Resilience (Tolerant of compact soil)



Shadbush Serviceberry

- Pollinator Support
- Multi-season Appeal
- Edible Berries

Sweetgum

- Attractive Fall Color
- Shade & Cooling
- Wildlife Value

Sumac

- Pollinator Friendly
- Erosion Control
- Striking Appearance

Witch Hazel

- Late-Season Bloom
- Shade Tolerant
- Shrubs



Flowering Dogwood

- Pollinator & Wildlife Support
- Year Round Beauty
- Grows in Partial Shade



Redbud

- Early Spring Blooms
- Compact Size
- Supports local ecosystem



Fringetree

- Supports Native Wildlife
- Adds ornamental value
- Adapts to the soil condition



ServiceBerry

- Offers habitat
- Multi-season
- Adapts to the soil condition

Christmas Fern



Tufted Hair Grass



Northern Sea Oats



Summersweet



Lady Fern



Mazus Reptans

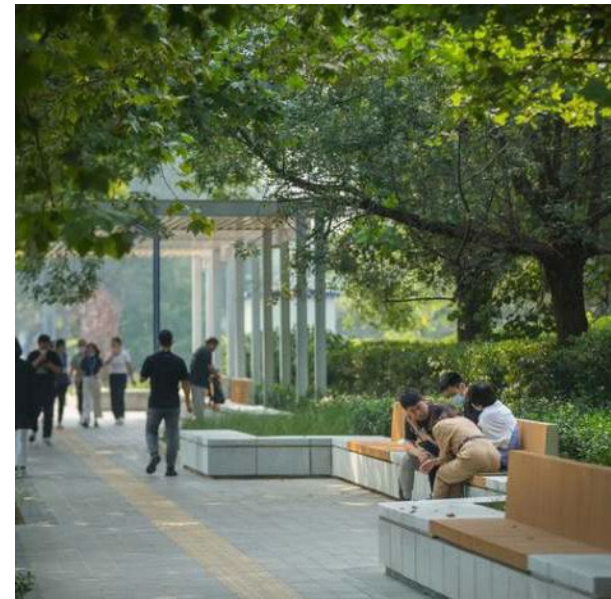
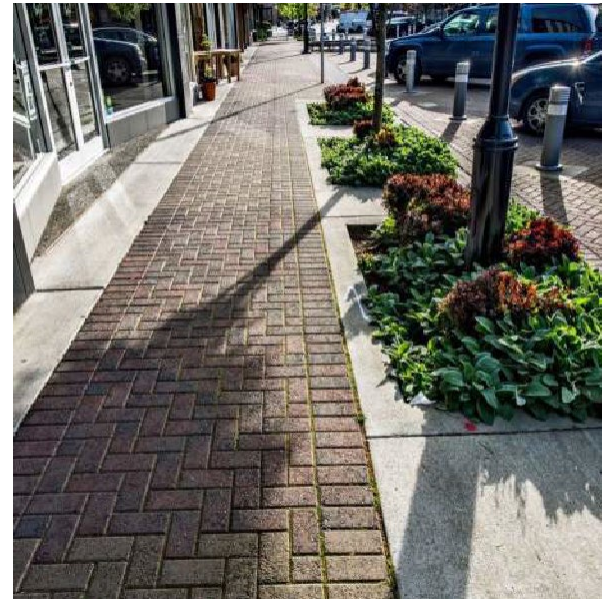
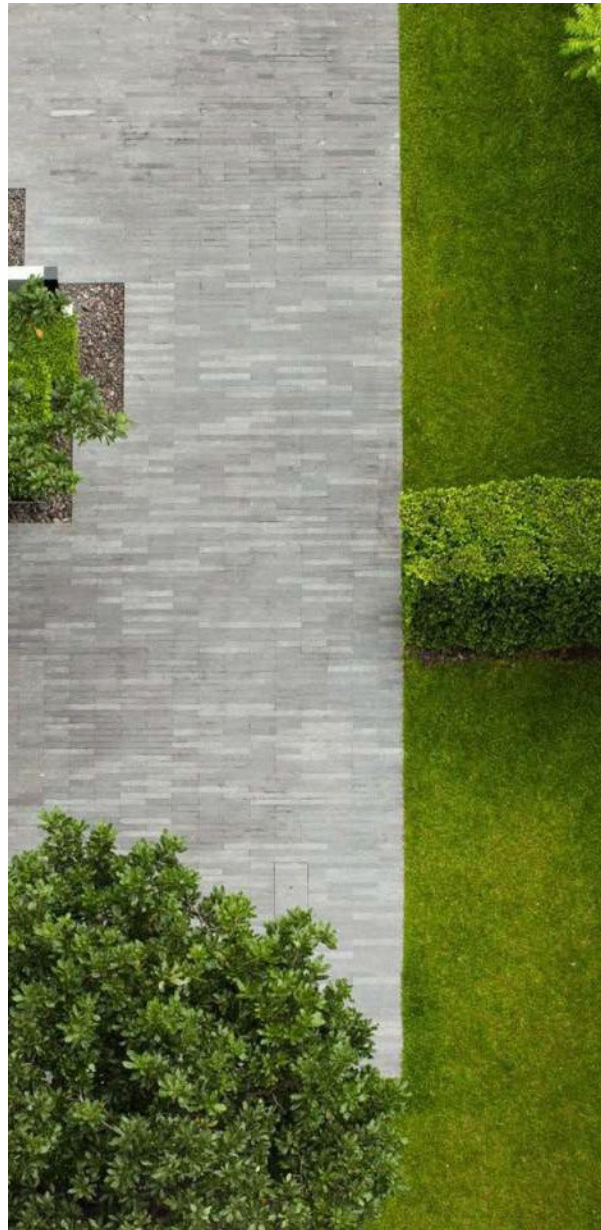


Bigleaf Hydrangea



Virginia Sweetspire







BIKE RACKS

Post - corten steel; Stainless steel; Powder coated steel



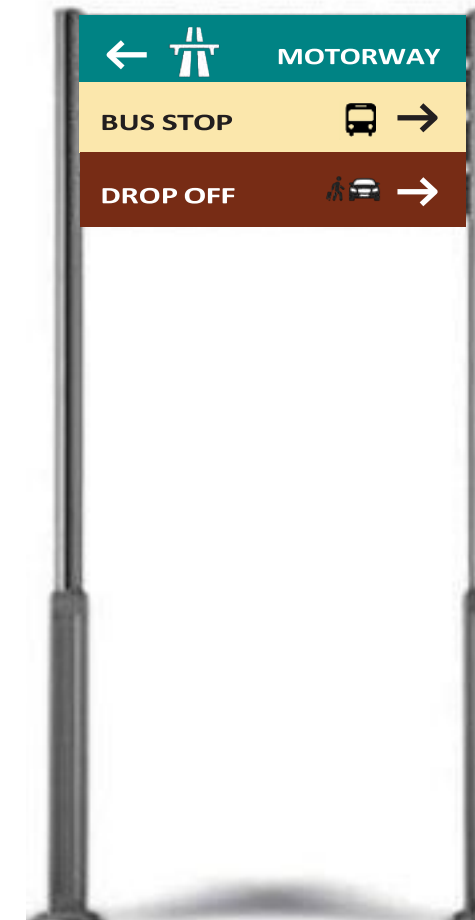
LITTER & RECYCLE BINS

Body/Top - powder coated steel; stainless steel; corten steel.



PET SANITATION STATION

Dispenser, Storage, Trash



WAYFINDING & SIGNAGE

Post - aluminium
Fixings - stainless steel



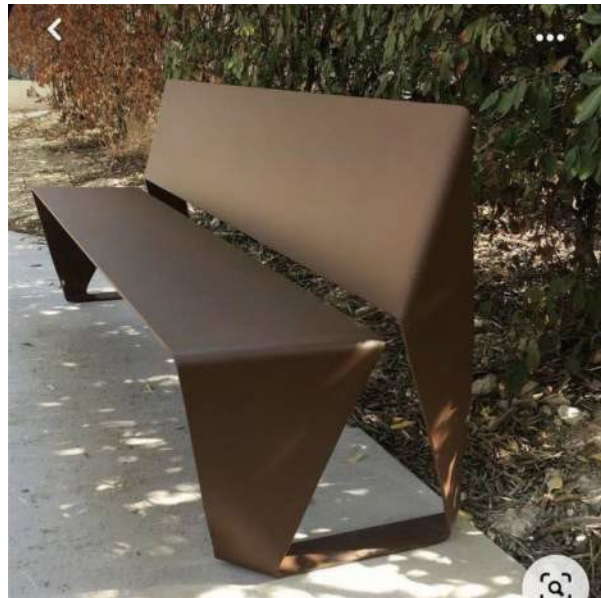
Water Fountain



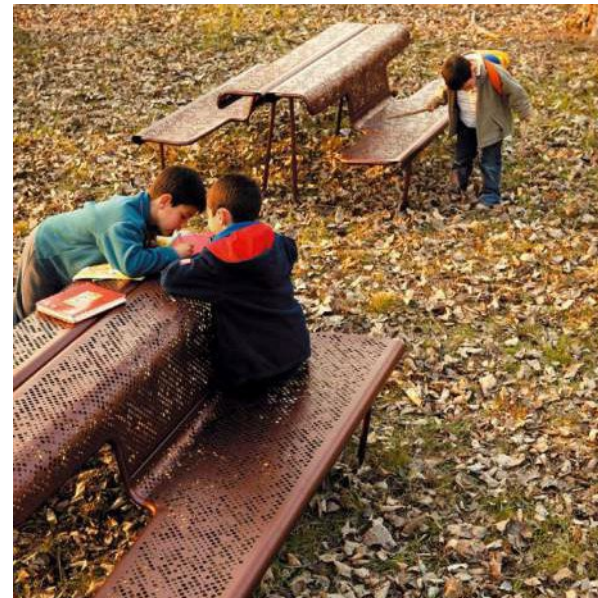
Bench



Bench (Outdoor Workspace)



Bench



Picnic Table



Bollard Lighting

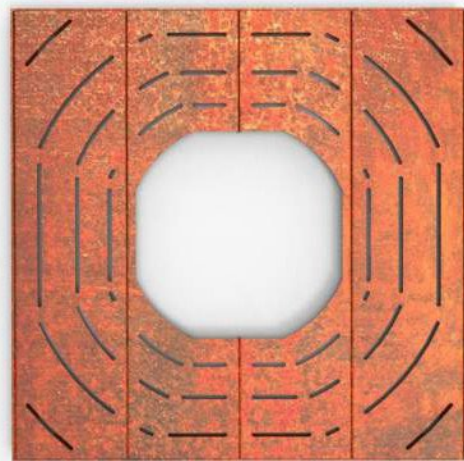
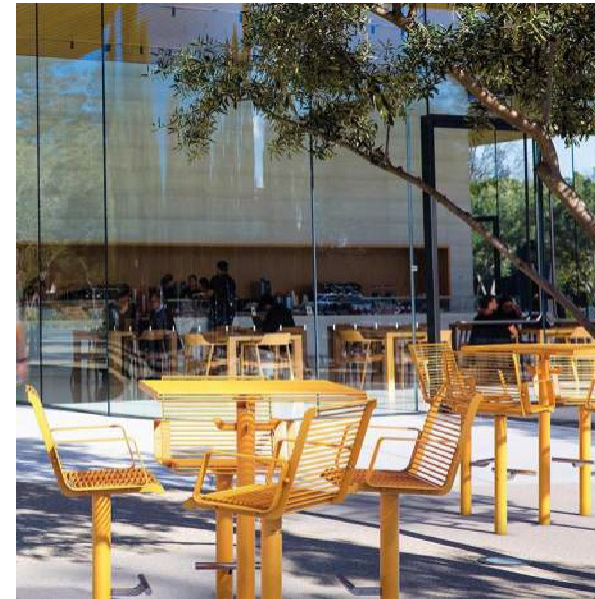


Outdoor Lighting

Outdoor Seating - Fixed



Outdoor Seating - Flexible



Tree Protection



Vision Bollard

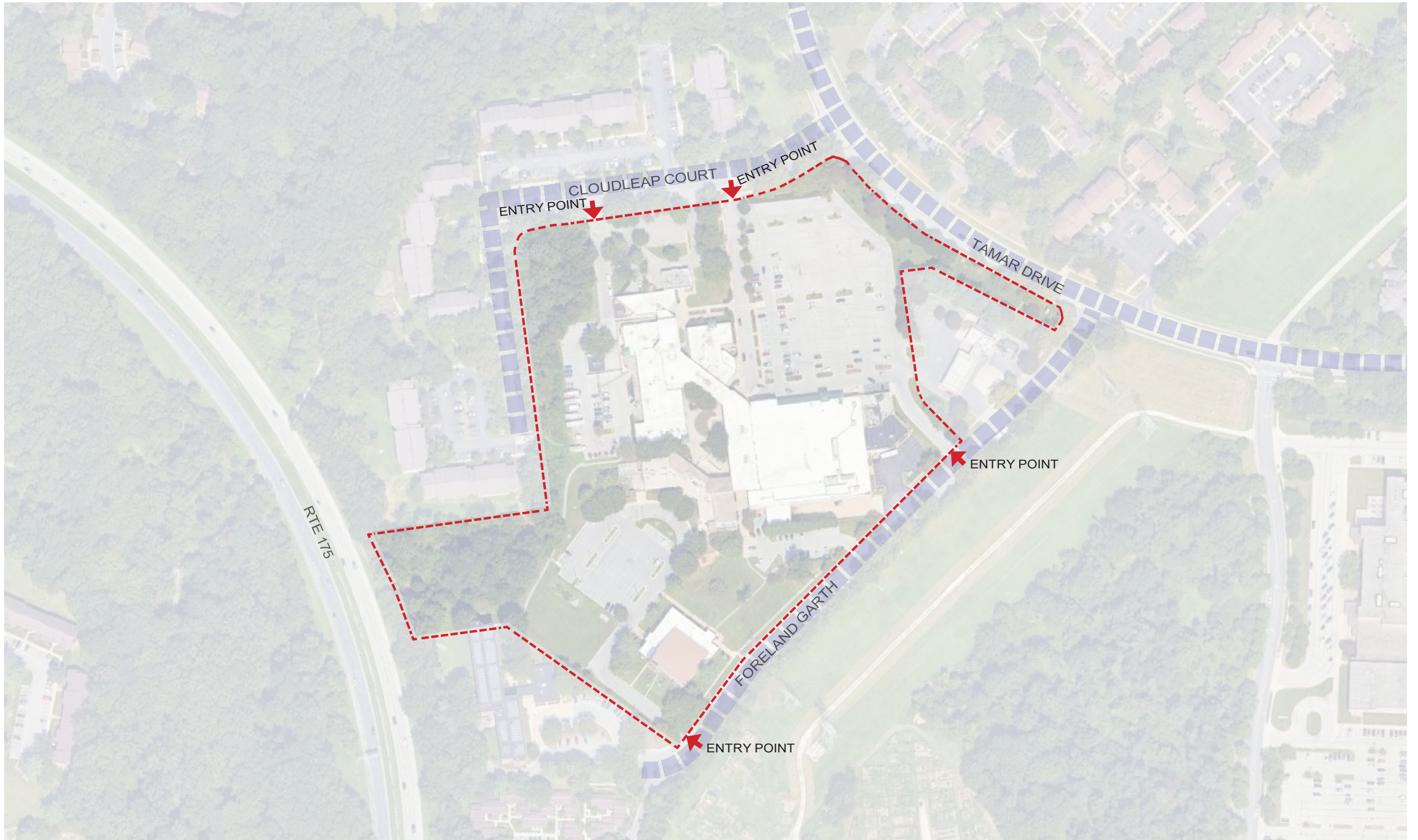


Planters



Planters

STREET DESIGN









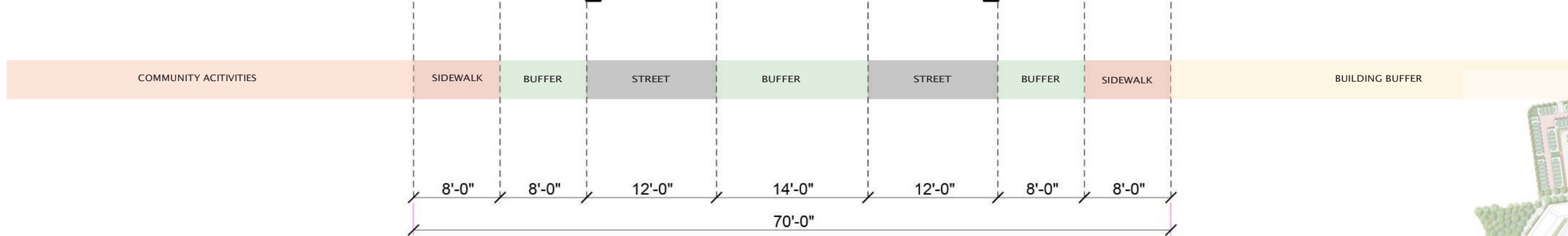
ENTRY BOULEVARD



Arlington Boulevard | Arlington, Texas



Birkdale Village Retreat | Charlotte, North Carolina

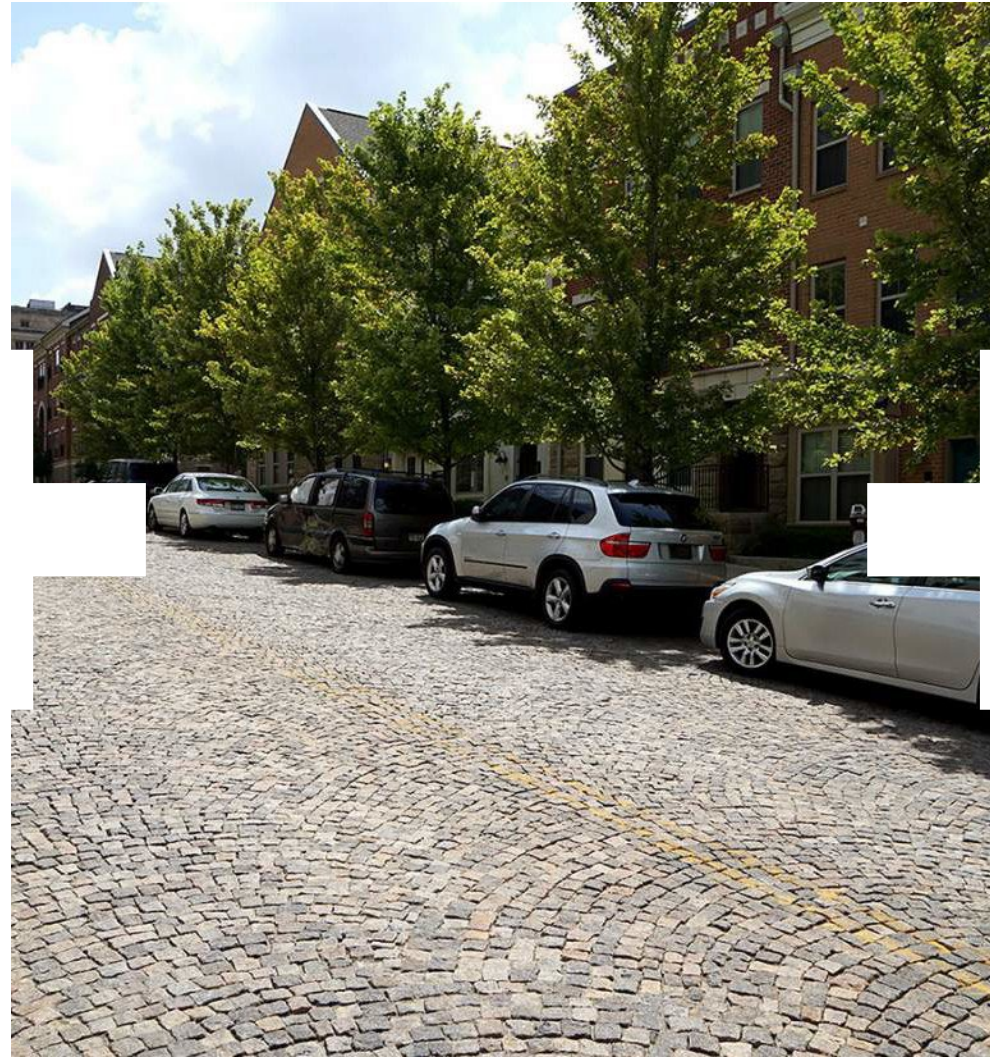


Scale = 1"=10'-0"

Key Plan



LANDSCAPING



MATERIALITY



STREETScape





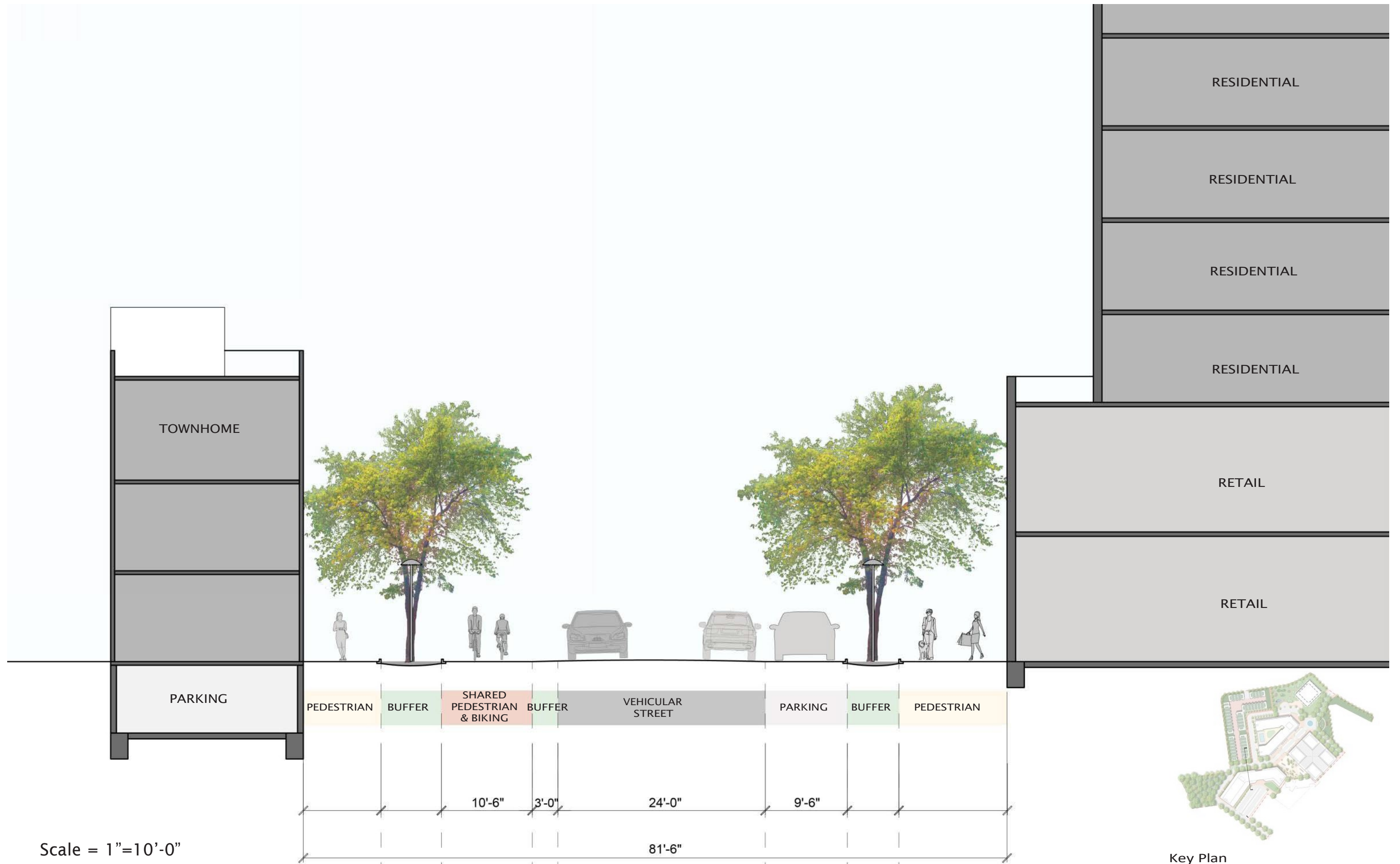
DAILY VISITOR STREET



Vassar Street Raised Cycle Track | Cambridge, MA



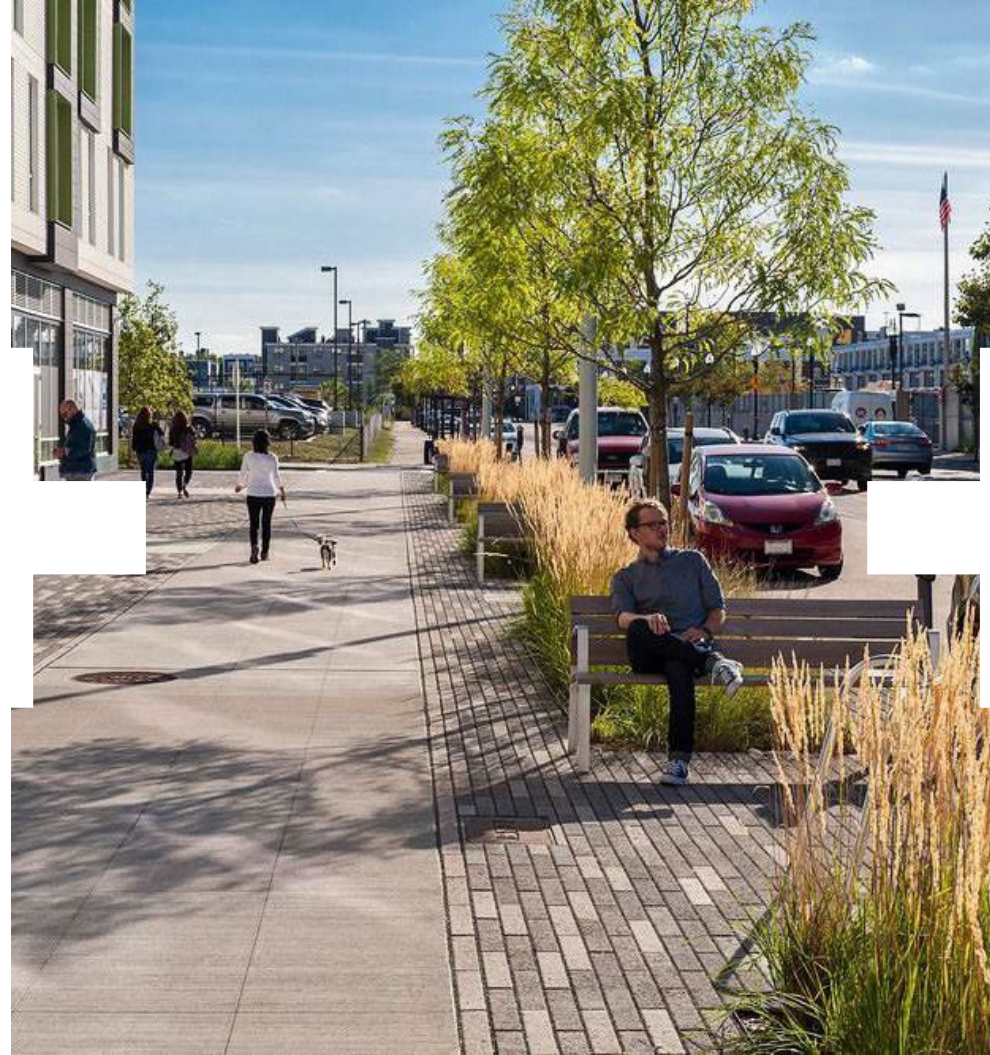
Portland Carefree Street | Portland, Oregon



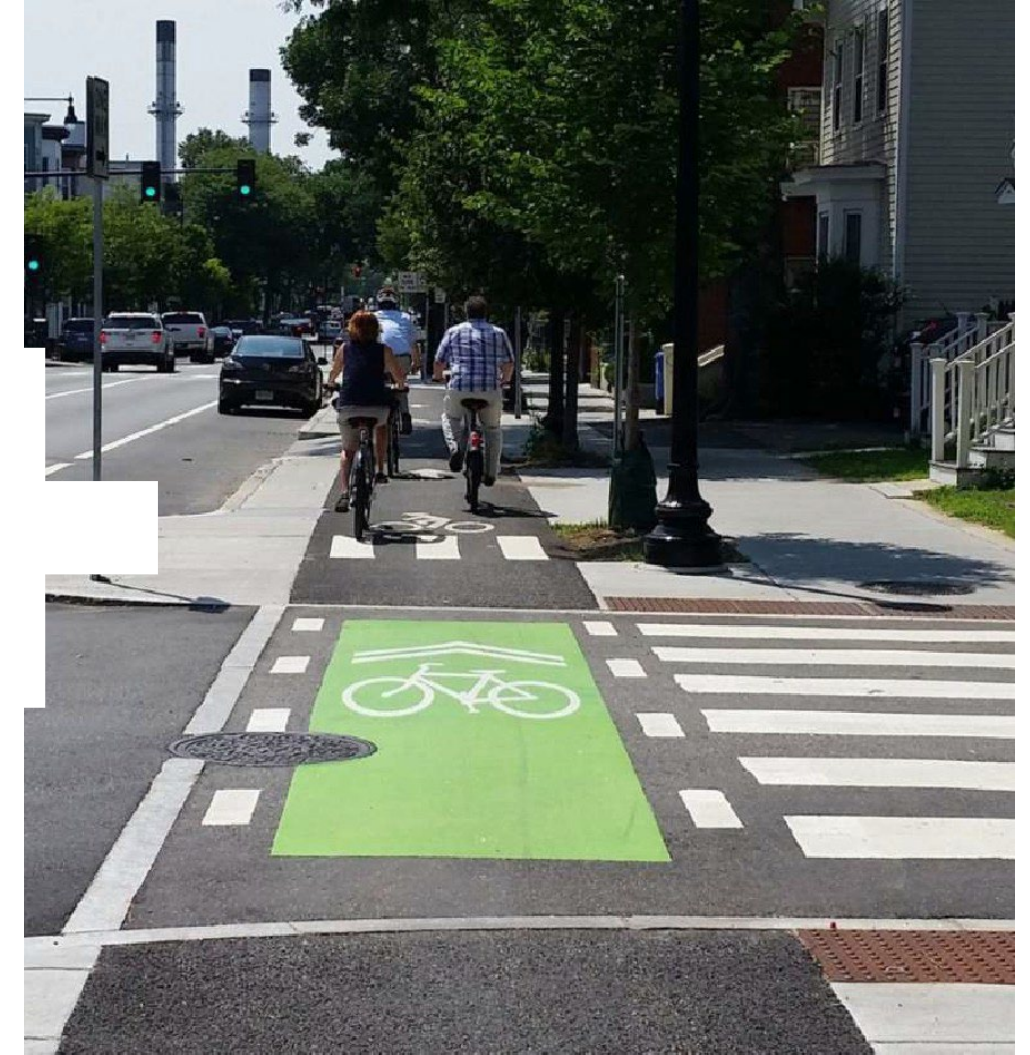
Key Plan



LANDSCAPING



MATERIALITY



STREETScape





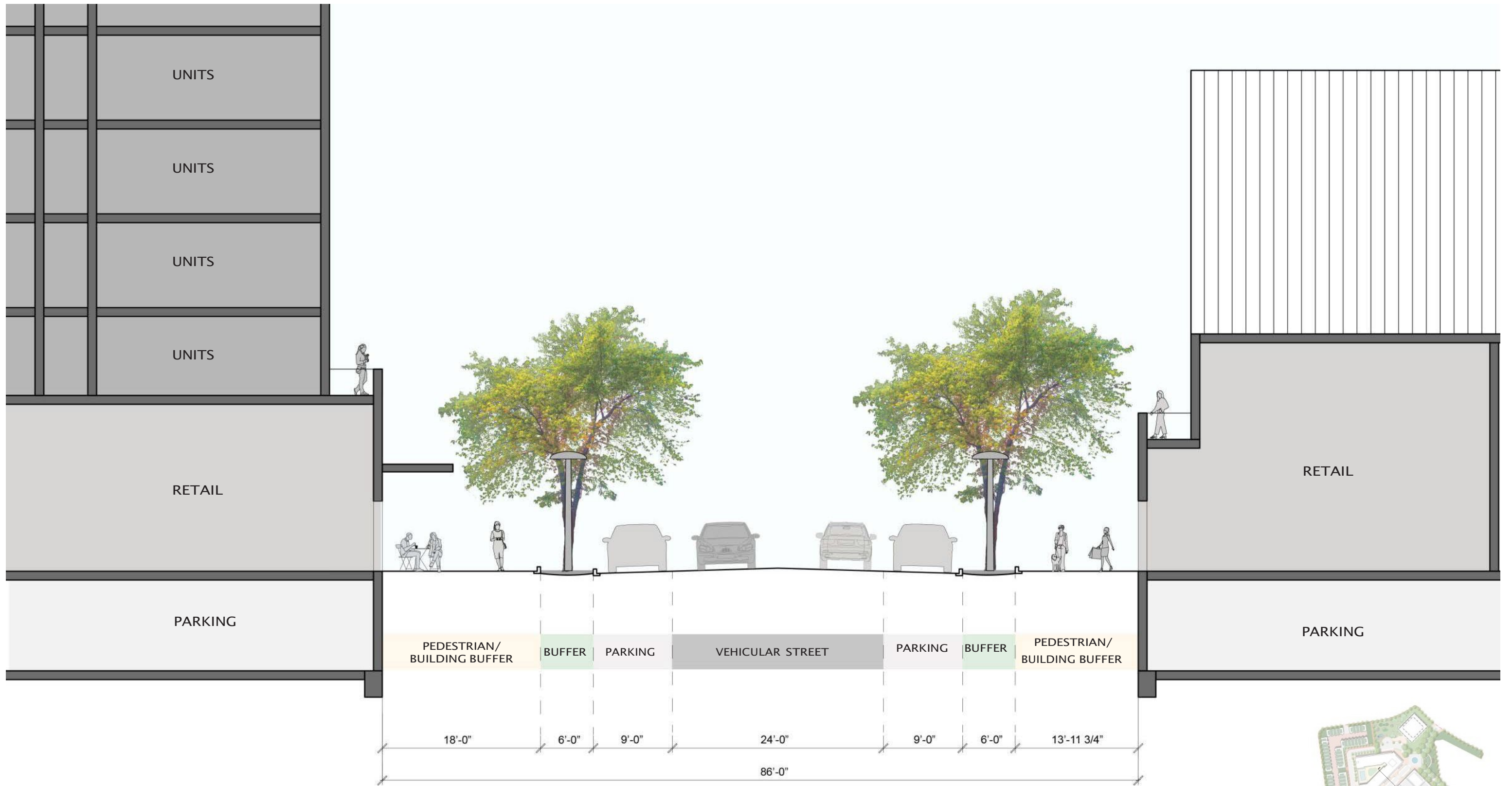
RETAIL STREET



La-Jolla Shopping Street | San Diego, CA



Mariahilfer Strasse | Vienna, Austria



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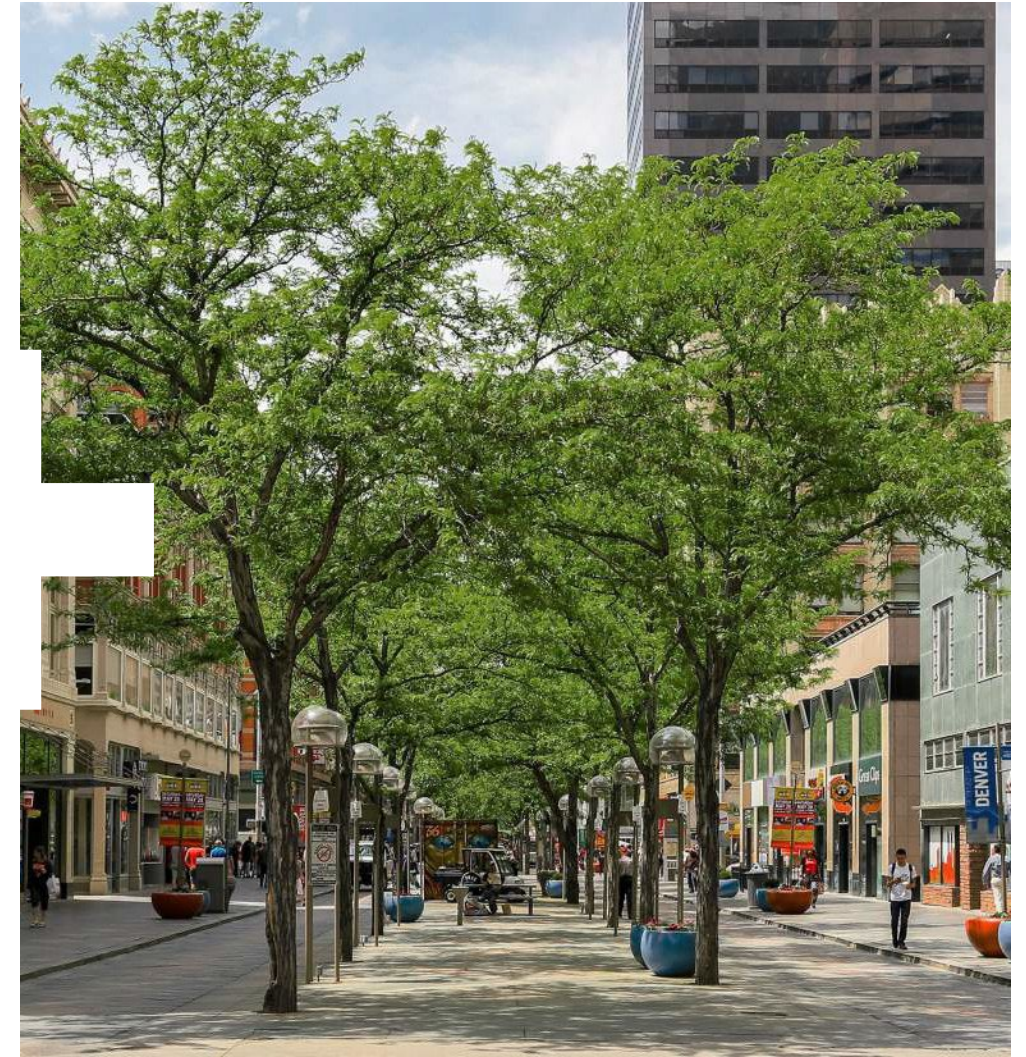
Key Plan



LANDSCAPING



MATERIALITY



STREETScape



PUBLIC SPACE



PLAZA



PLAYGROUND



COMMUNITY PARK







POCKET PARK



Midtown Center Plaza | Washington, D.C.



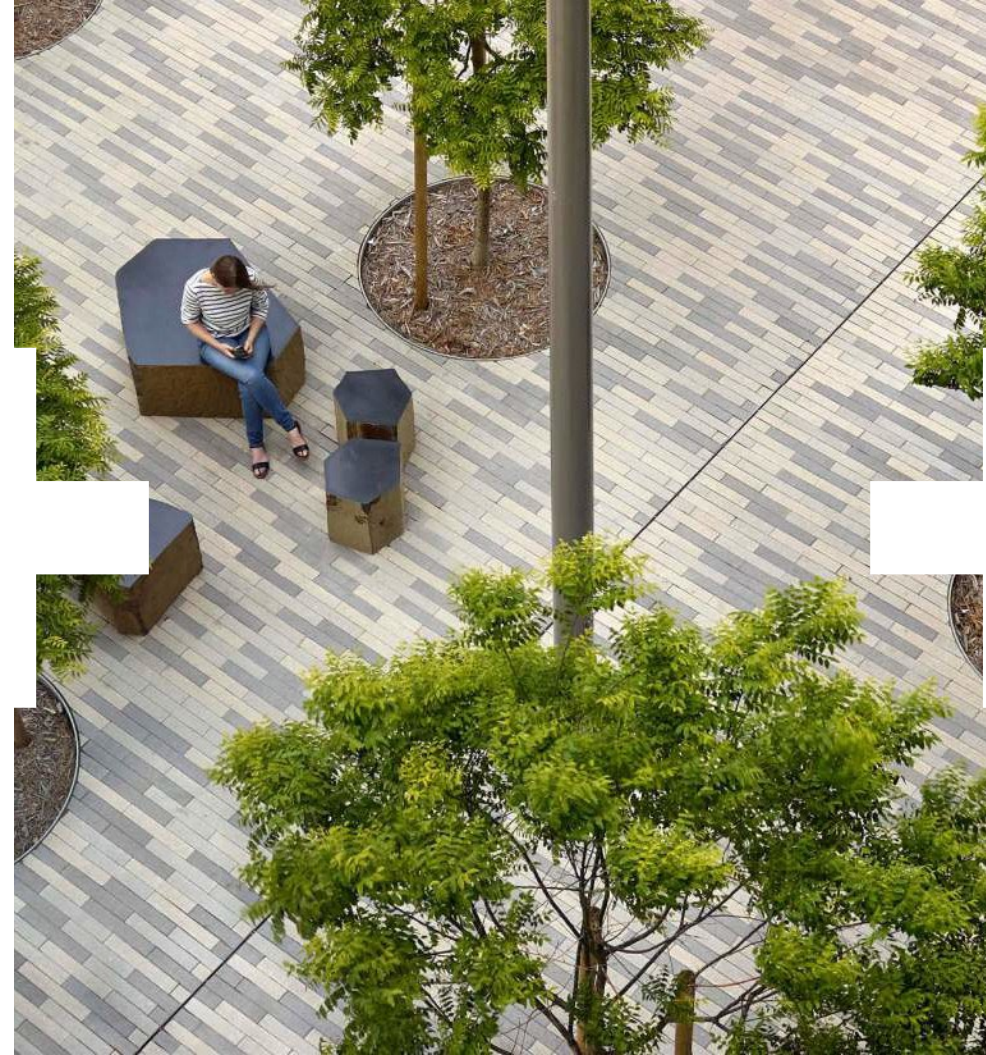
Silver Spring Metro Plaza | Silver Spring, Maryland



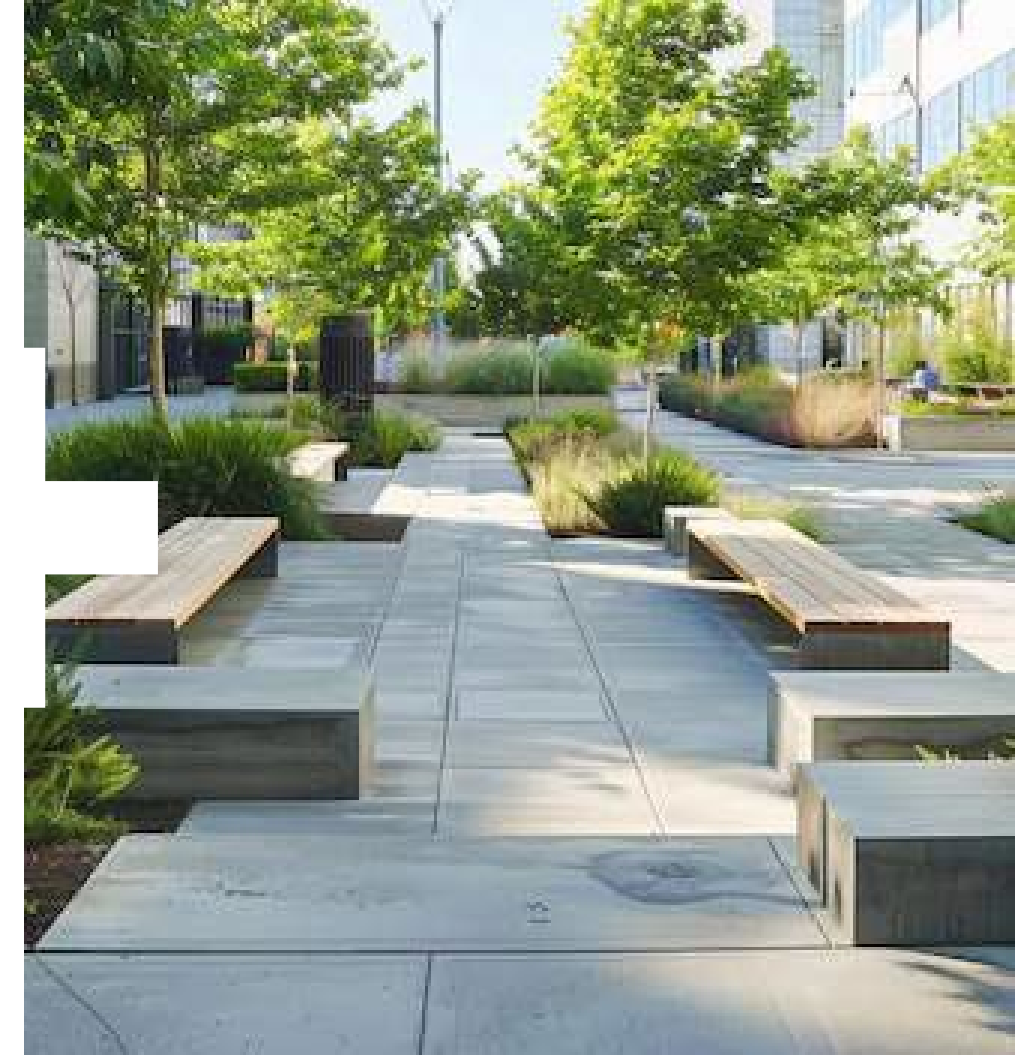
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LANDSCAPING



MATERIALITY



STREETScape





PUBLIC SPACE - PLAYGROUND



Mountain Lake Park Playground | San Francisco, California



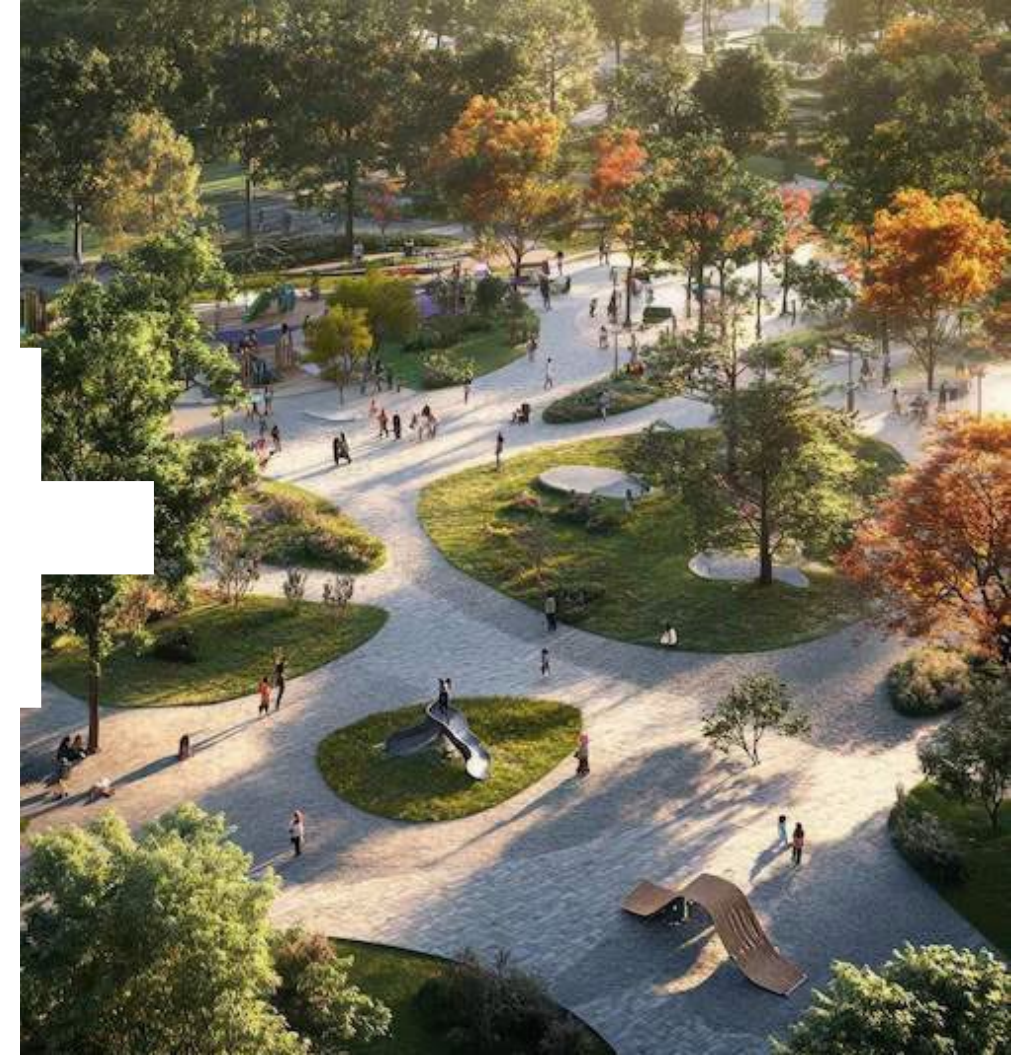
Bonnet Springs Park | Lakeland, Florida



LANDSCAPING



MATERIALITY



ACTIVITY





LOOKOUT
SPACE

TREE CANOPY

PLAYGROUND

COMMUNITY ART SCULPTURE

COMMUNITY
WALL ART

PUBLIC GATHERING SPACE

PUBLIC SPACE COMMUNITY PARK



Lorient open-air theatre, France



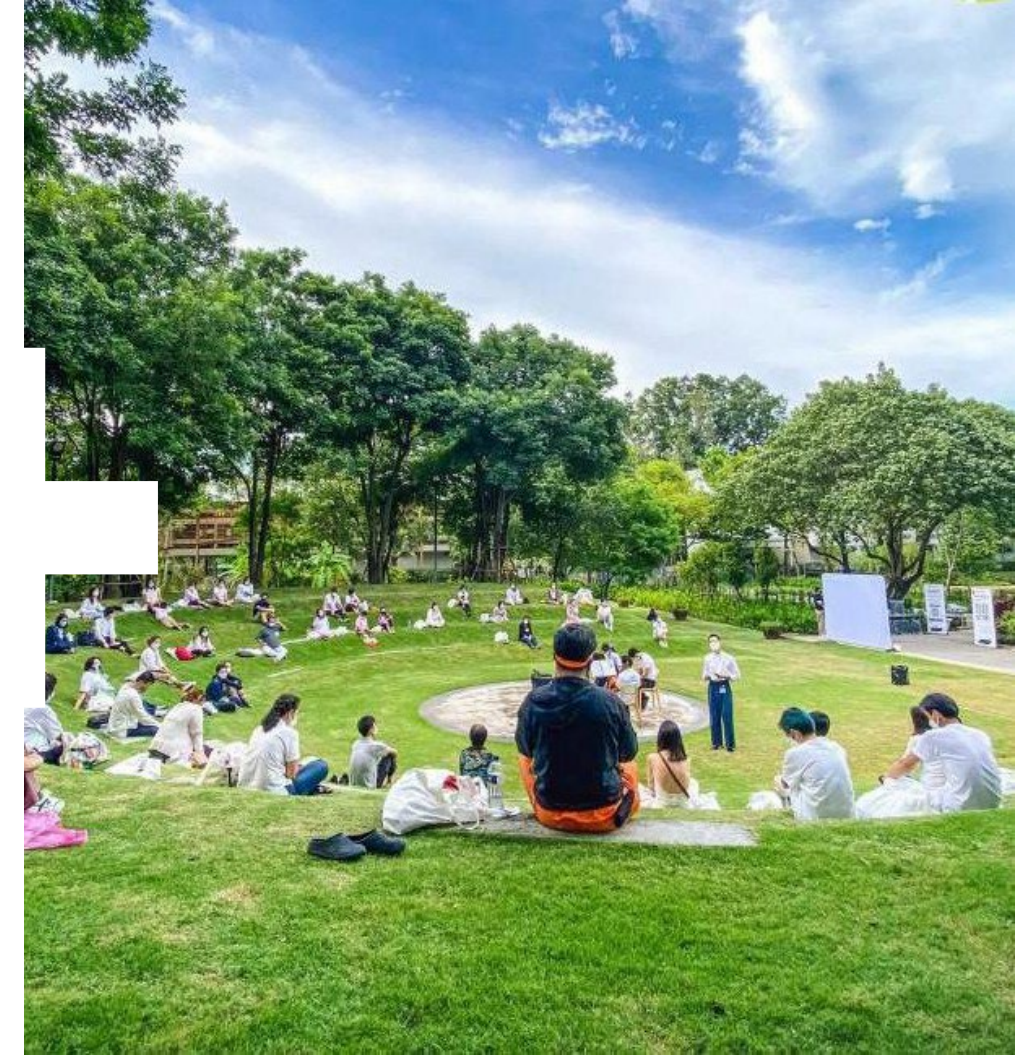
Ashburn, Virginia



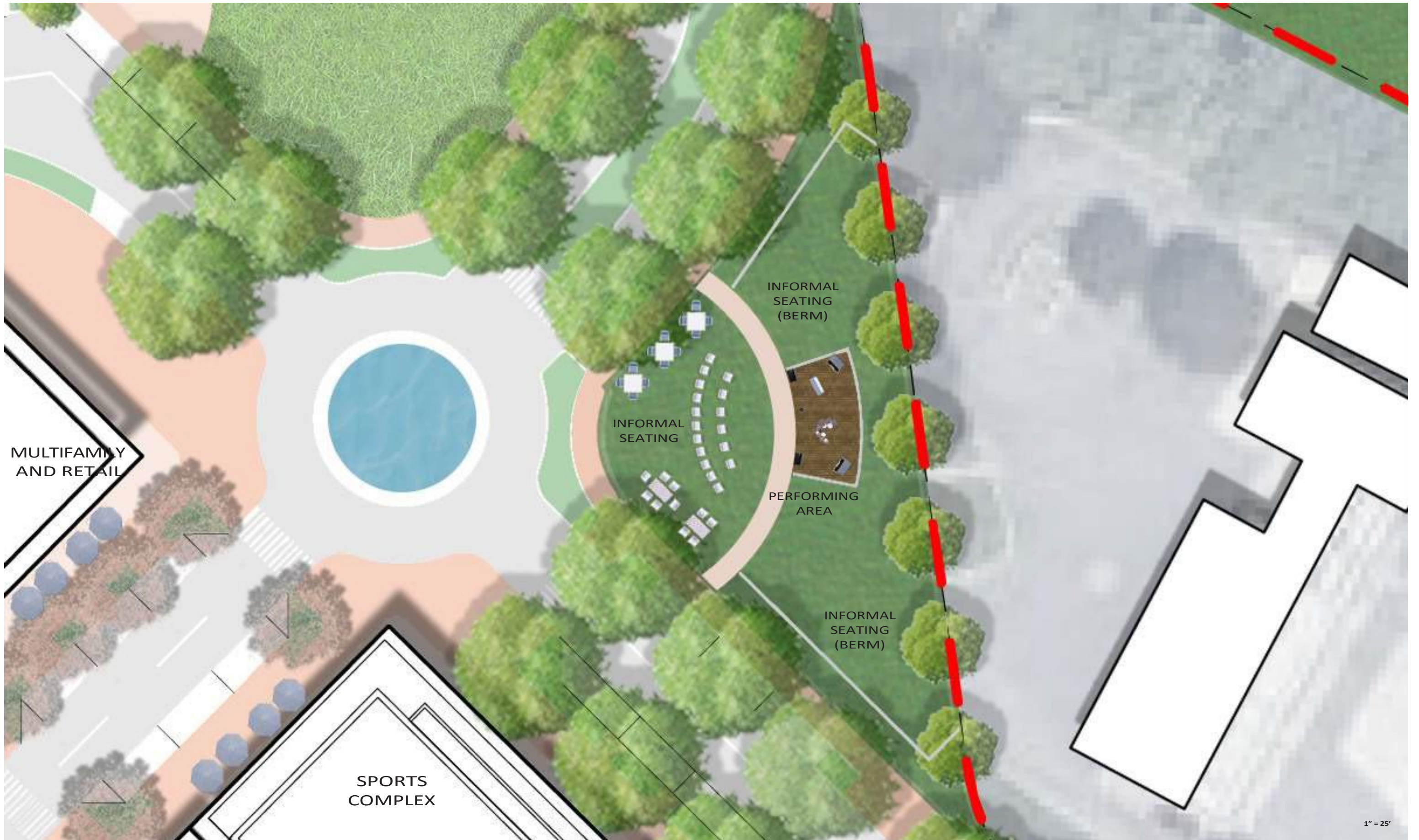
LANDSCAPING

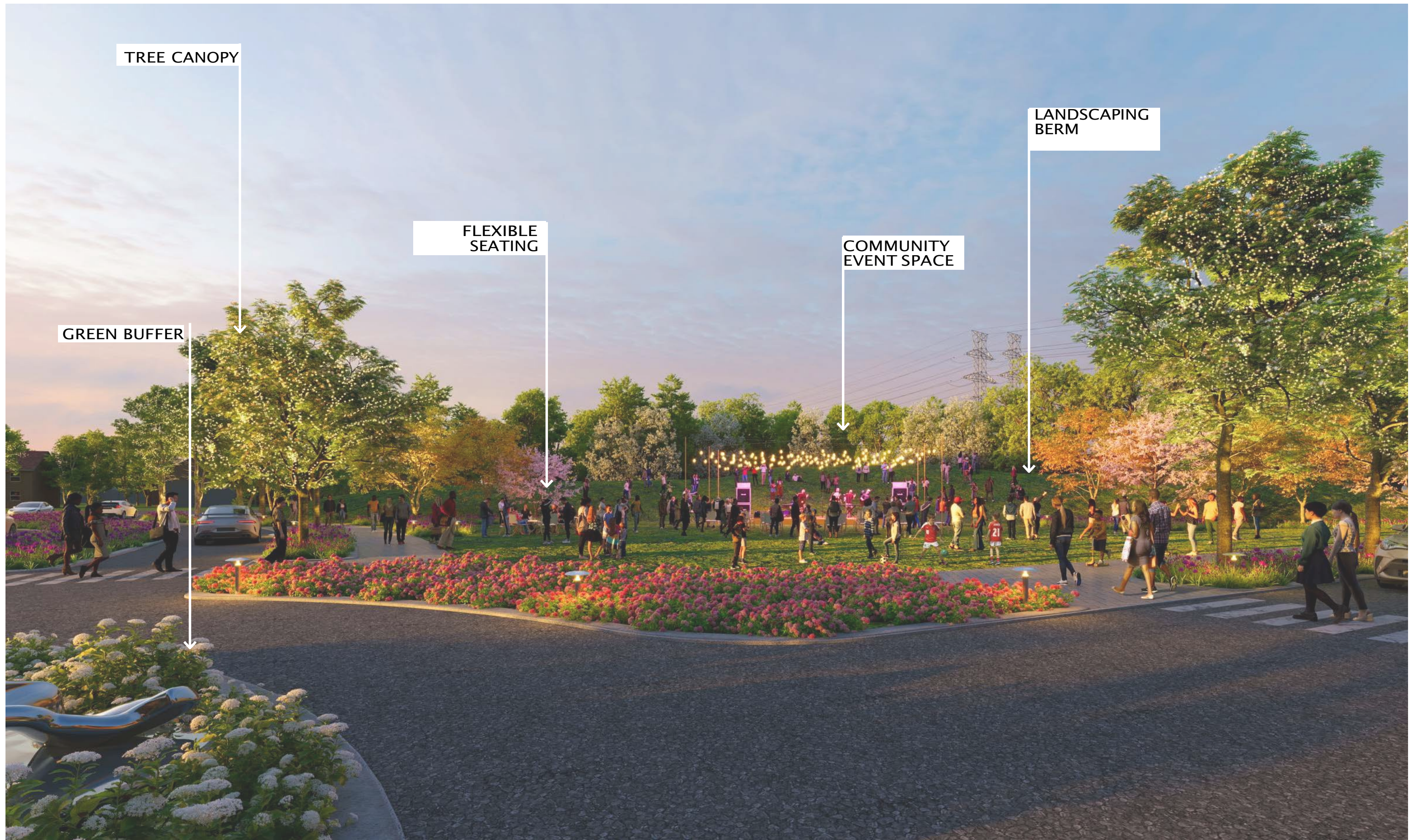


MATERIALITY



ACTIVITY





TREE CANOPY

LANDSCAPING BERM

FLEXIBLE SEATING

COMMUNITY EVENT SPACE

GREEN BUFFER

Boutique Laundromat



Virtual Sports



Volleyball Court



Local Coffee Shop

Virtual Sports

Outdoor Restaurants



Local Grocery Store



Restaurants



Barber Shop



Outdoor Cafe



Local Grocery Store



Local Stores

Brick Articulation



Impressions

Intimacy/Warmth



Tectonics

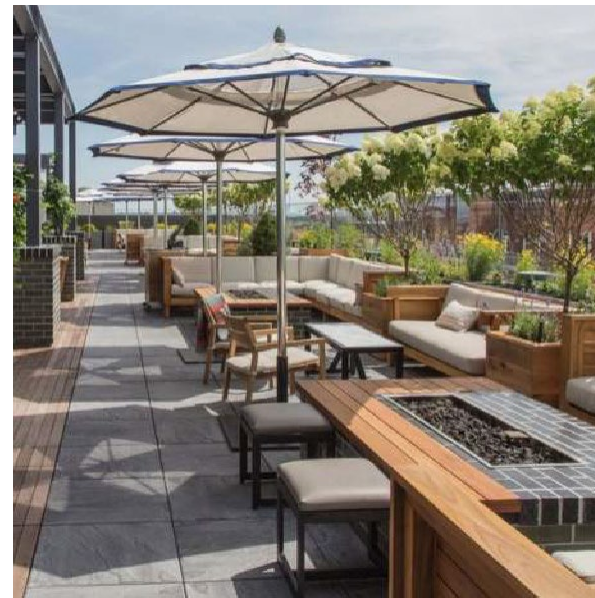
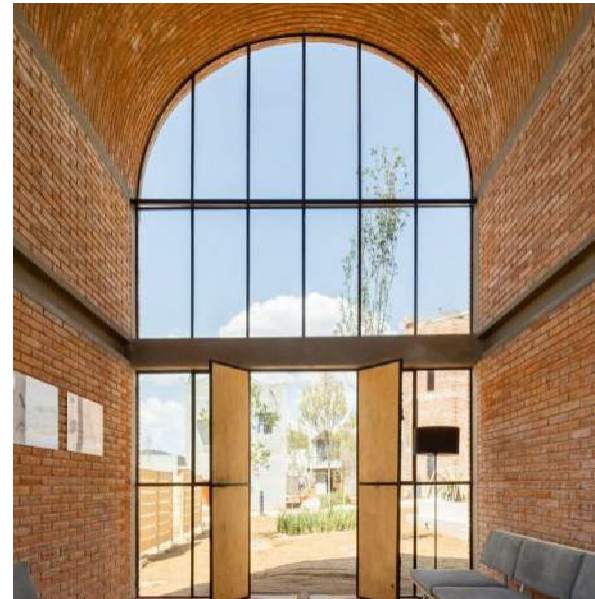
Timelessness



Liveliness



Transparency



Grandeur





— Pedestrian Path

- Lobby/Ammenities
- Retail/Grocery
- Residential Units
- Multi-Sports
- Center Commercial
- Garage/Loading
- B.O.H/Services

0 140 280 420 560
1" = 175'



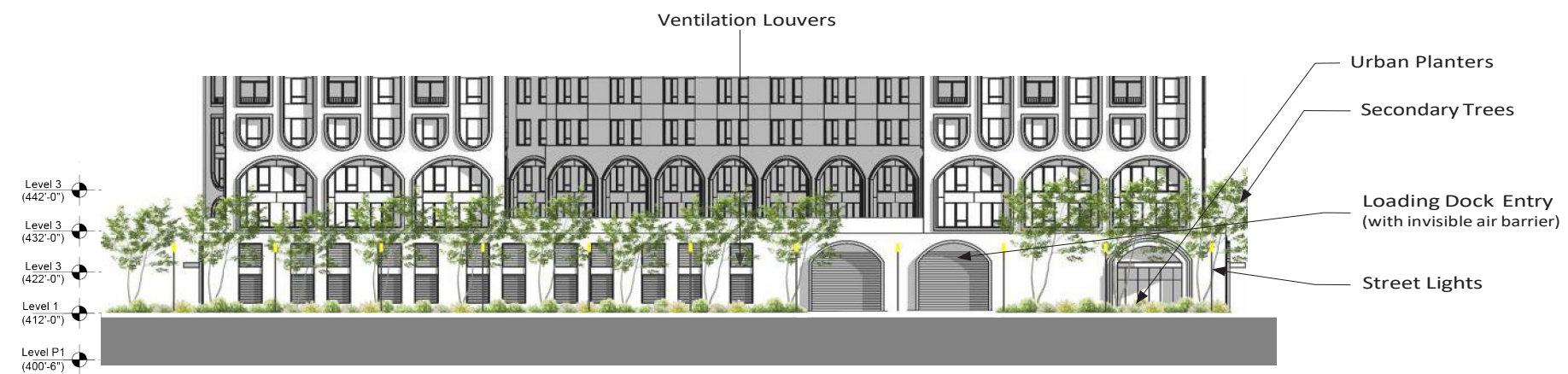
Elevation -01
(Senior, Retail and Commercial)



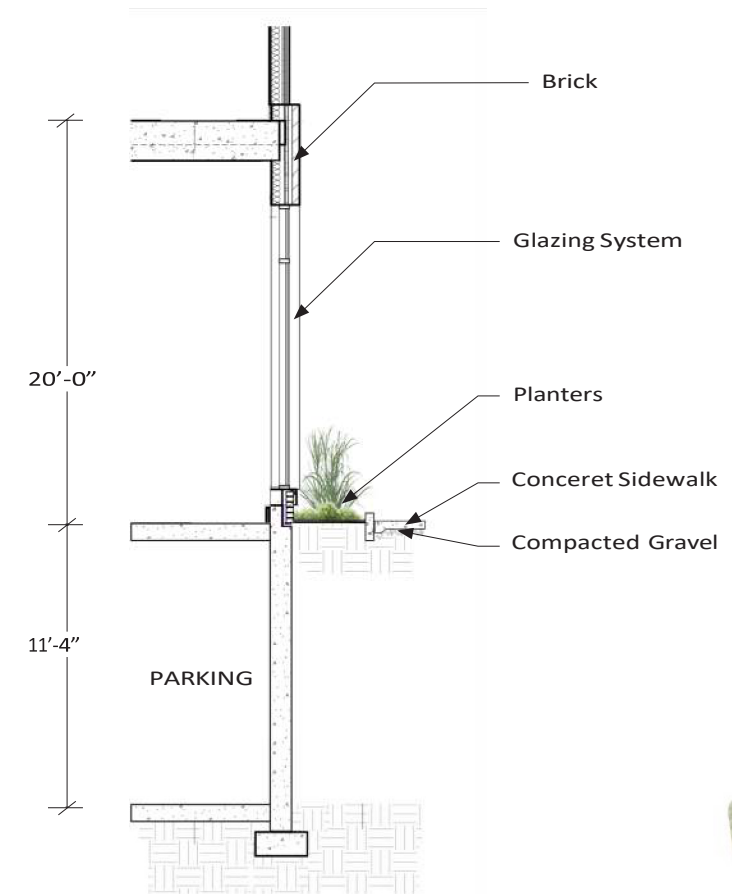
Elevation -02
(Senior, Retail and Commercial)



Elevation -03
(Senior, Retail and Commercial)



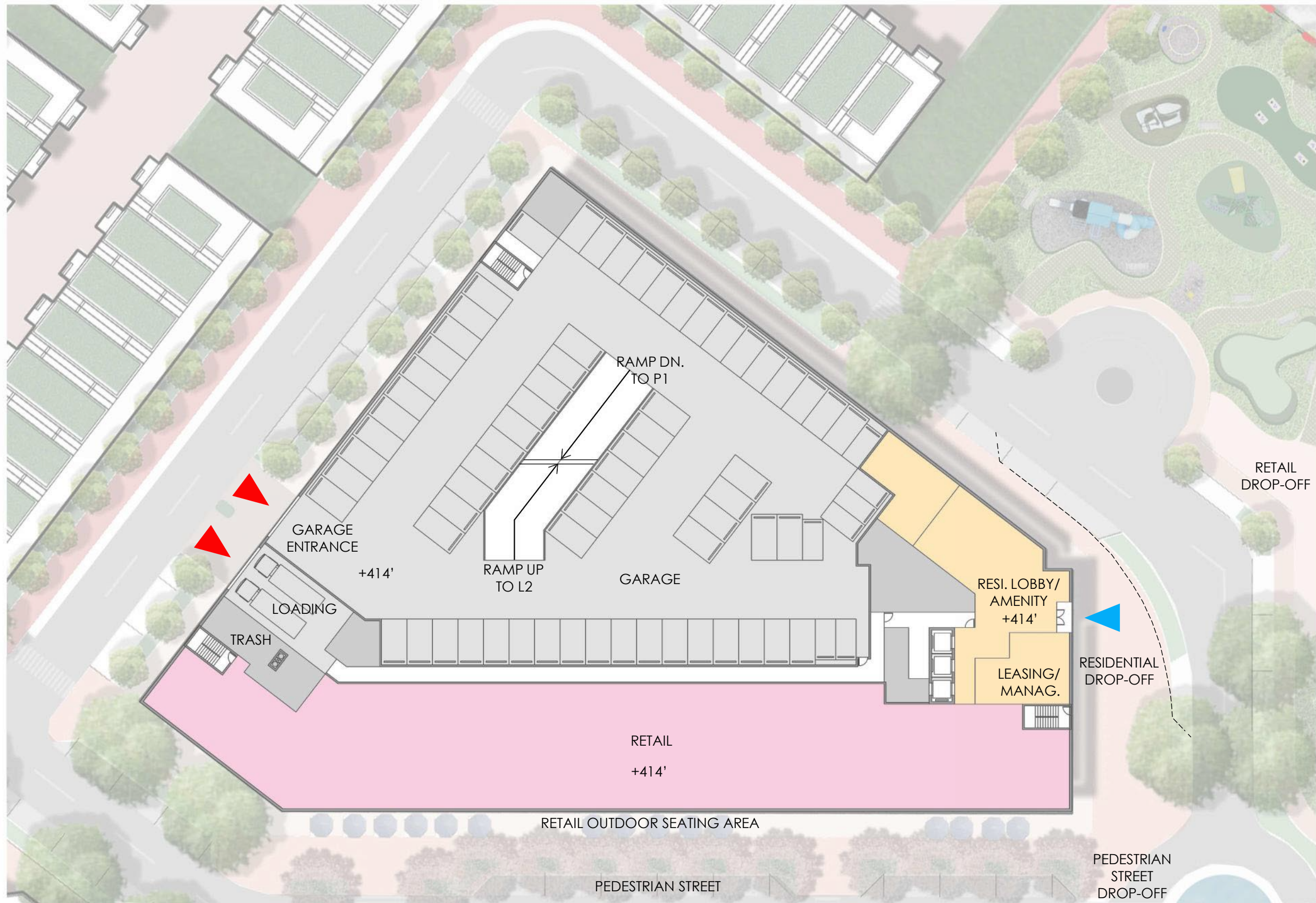
Elevation -04
(Multifamily and Retail)










Wall Section
1/8"=1'-0"

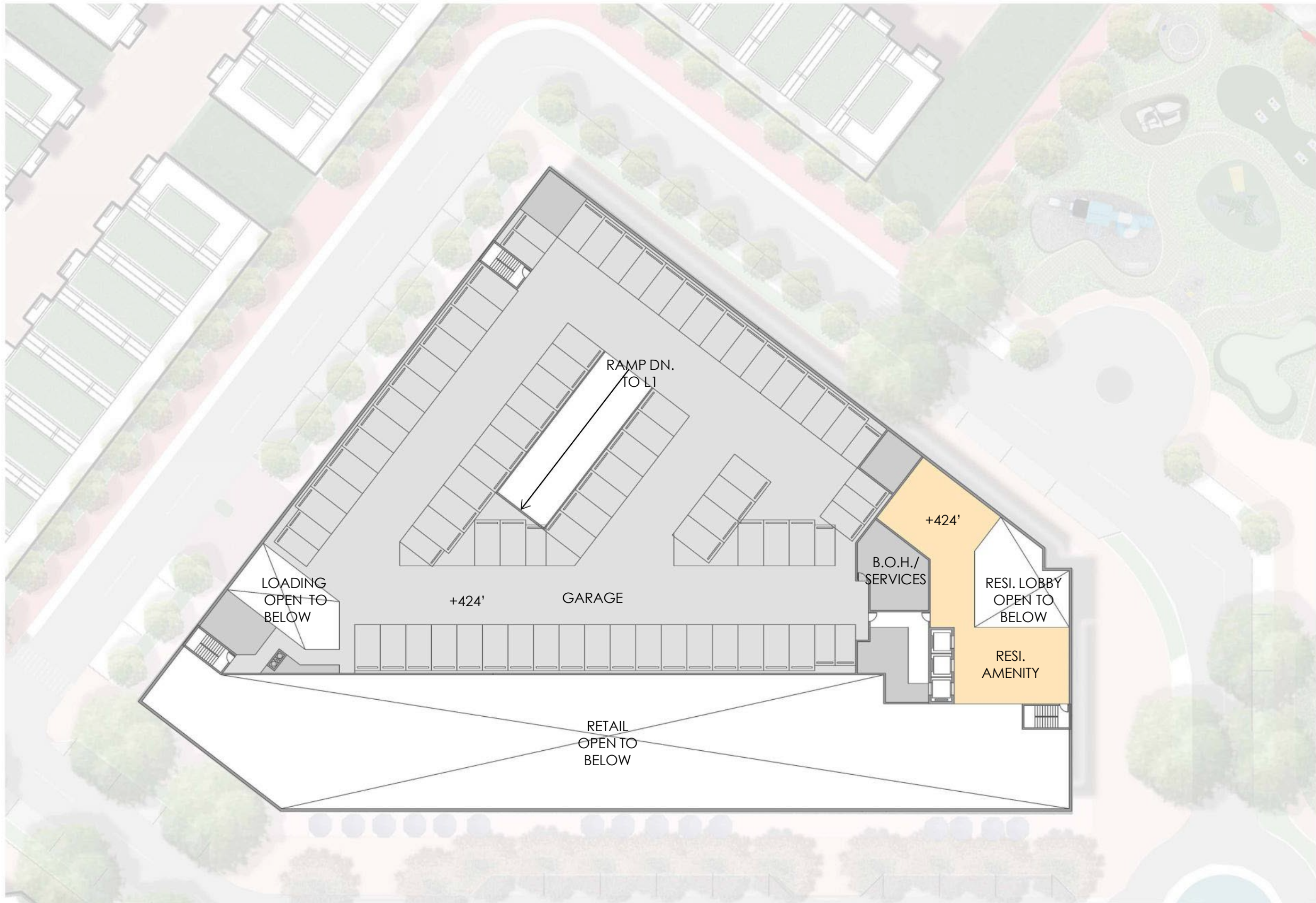






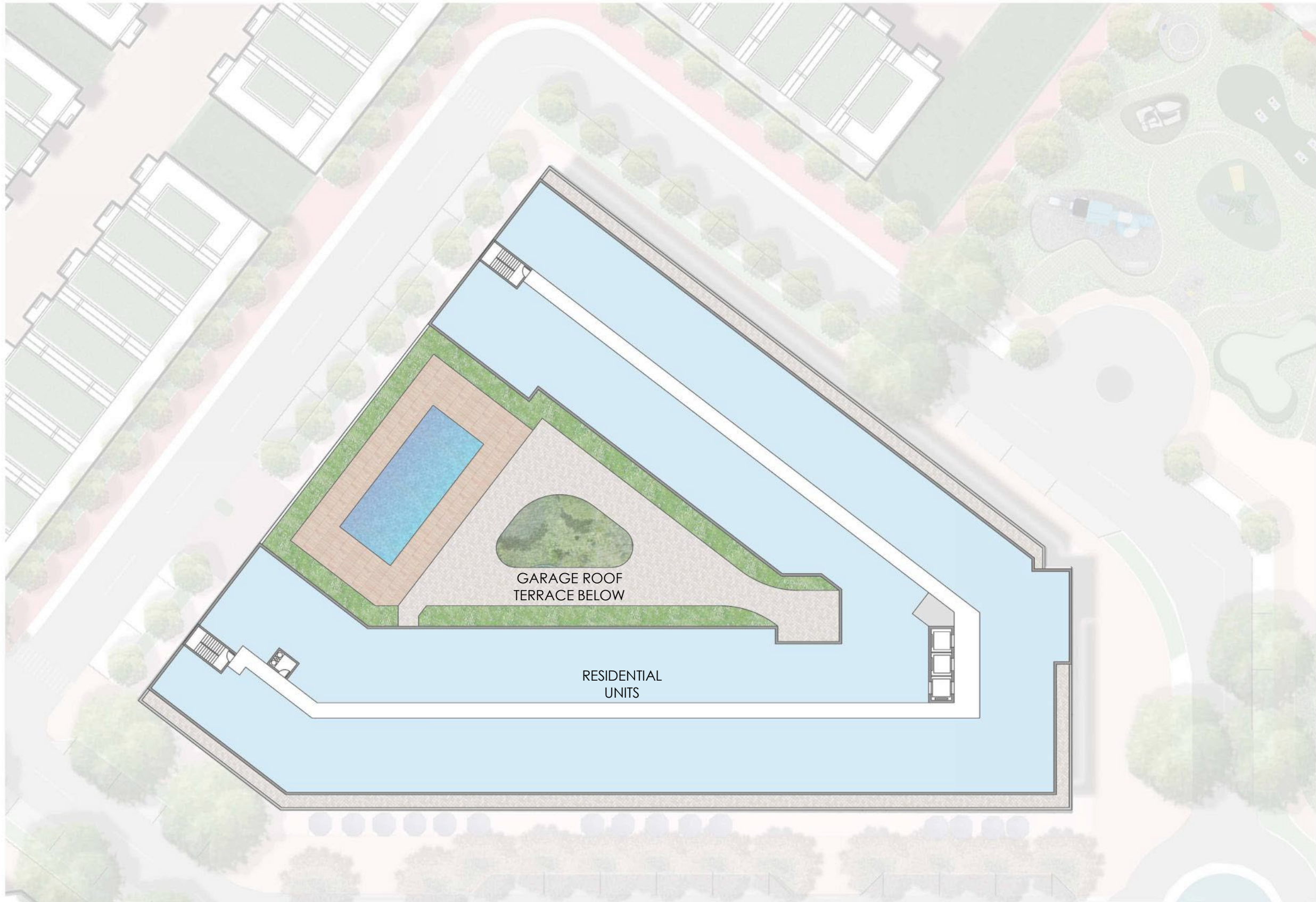
-  Lobby/Ammenities
-  Retail/Grocery
-  Residential Units
-  Multi-Sports
-  Center Commercial
-  Garage/Loading
-  B.O.H/Services








MULTI-FAMILY GROUND LEVEL PLAN
SCALE: 1" = 40' - 0"



- Lobby/Ammenities
- Retail/Grocery
- Residential Units
- Multi-Sports
- Center Commercial
- Garage/Loading
- B.O.H./Services

MULTI-FAMILY LEVEL - 2 PLAN
SCALE: 1" = 40' - 0"



-  Lobby/Amenities
-  Retail/Grocery
-  Residential Units
-  Multi-Sports Center
-  Community & Art Center
-  Garage/Loading
-  B.O.H. / MECH. / SERVICES

MULTI-FAMILY TYPICAL LEVEL PLAN
SCALE: 1" = 40' - 0"



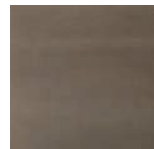
BK-01
MASONRY WALL
SYSTEM



BK-02
MASONRY WALL
SYSTEM



BK-03
MASONRY WALL
SYSTEM



MP-01
METAL PANEL
SYSTEM



MP-02
METAL PANEL
SYSTEM



FC-01
FIBER CEMENT
PANEL



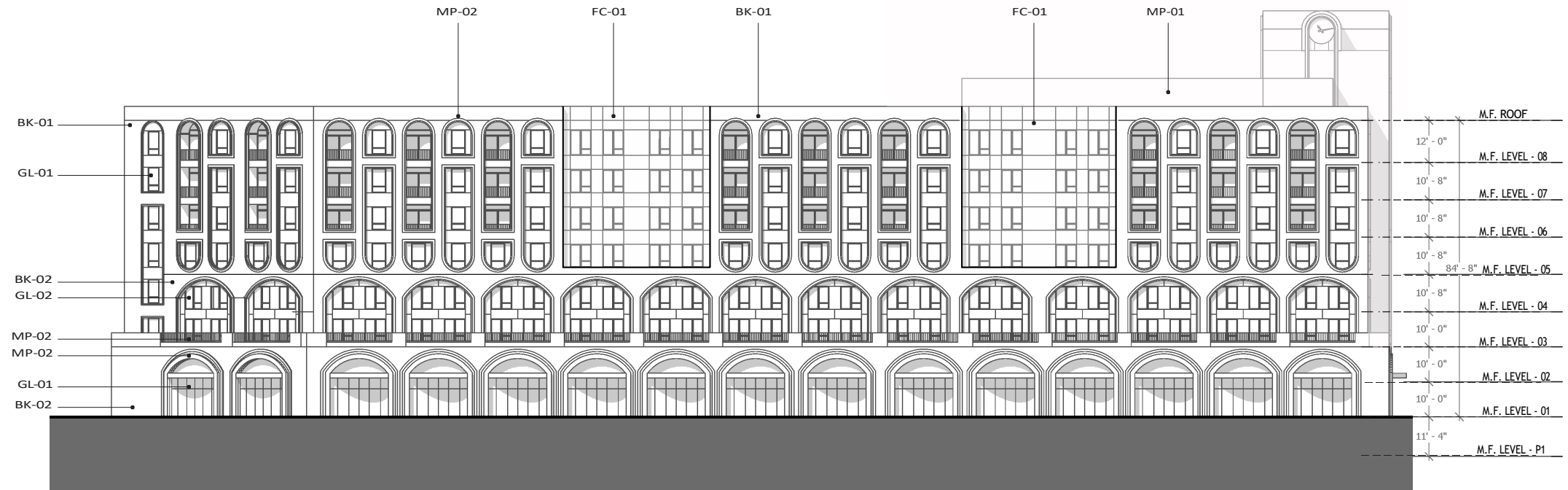
GLAZING-01
VISION GLASS



GLAZING-02
FRITTED GLASS



CS-01
COBBLE STONE



MULTI-FAMILY ELEVATION - 1
SCALE: 1" = 40' - 0"



MULTI-FAMILY ELEVATION - 2
SCALE: 1" = 40' - 0"





BK-01
MASONRY WALL
SYSTEM



BK-02
MASONRY WALL
SYSTEM



BK-03
MASONRY WALL
SYSTEM



MP-01
METAL PANEL
SYSTEM



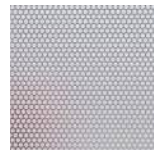
MP-02
METAL PANEL
SYSTEM



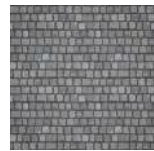
FC-01
FIBER CEMENT
PANEL



GLAZING-01
VISION GLASS



GLAZING-02
FRITTED GLASS



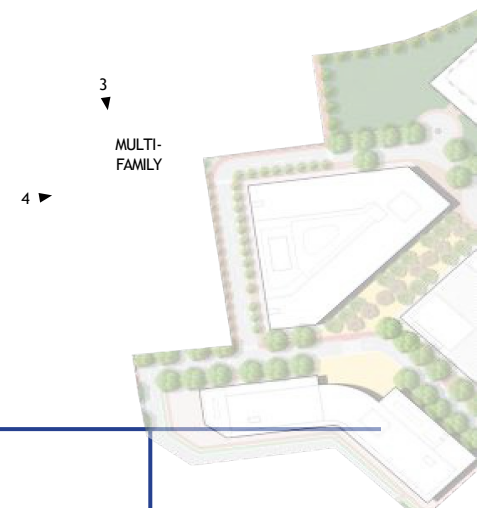
CS-01
COBBLE STONE



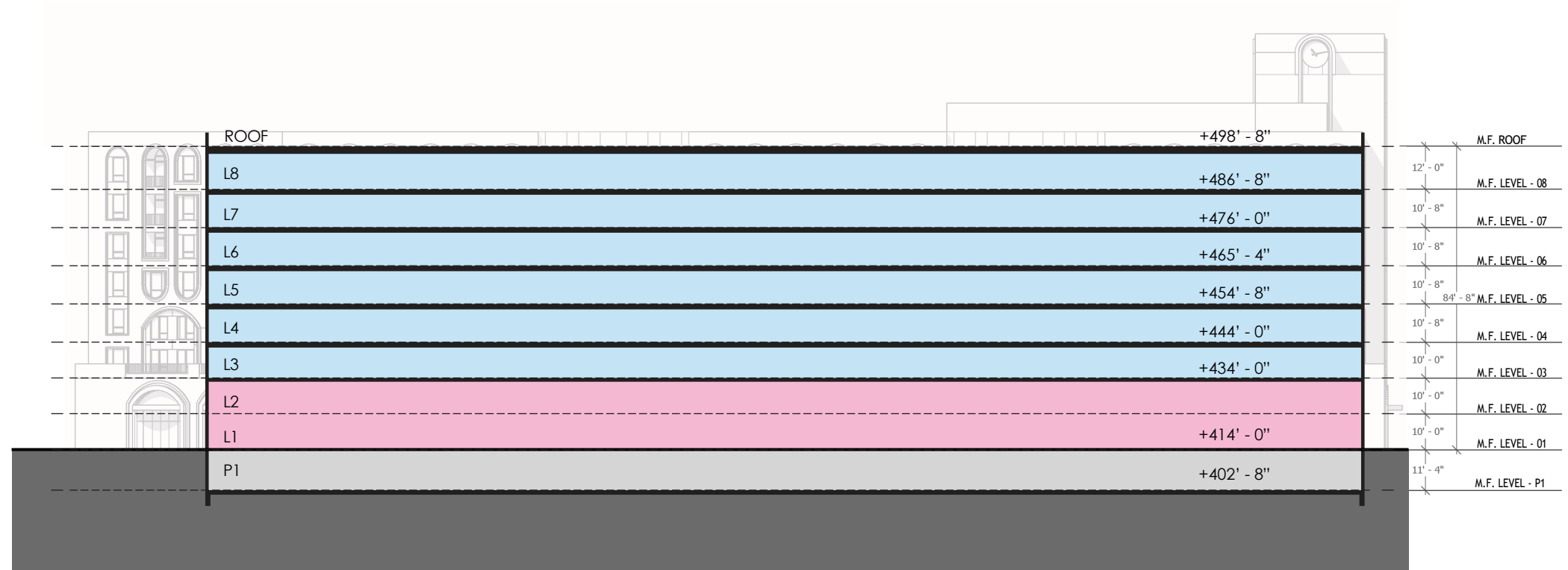
MULTI-FAMILY ELEVATION - 3
SCALE: 1" = 40' - 0"



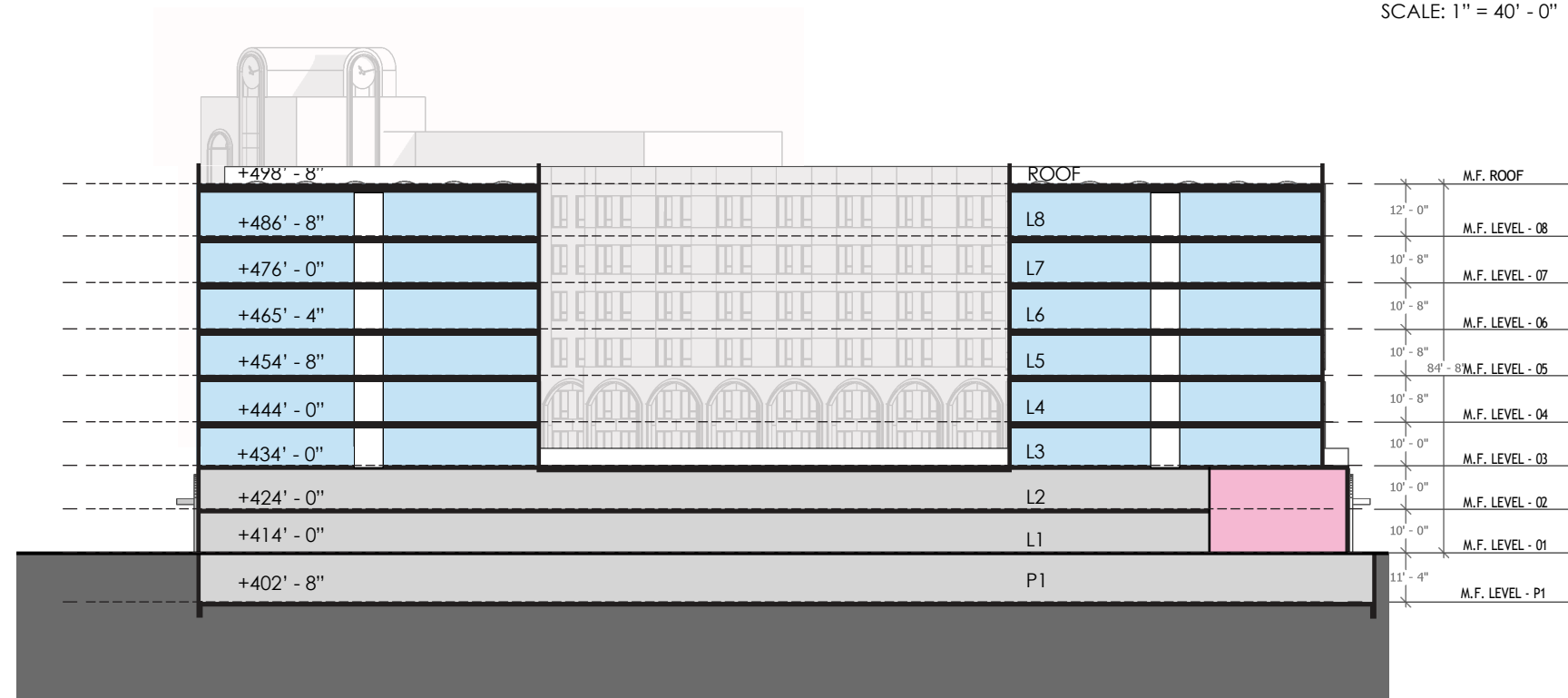
MULTI-FAMILY ELEVATION - 4
SCALE: 1" = 40' - 0"



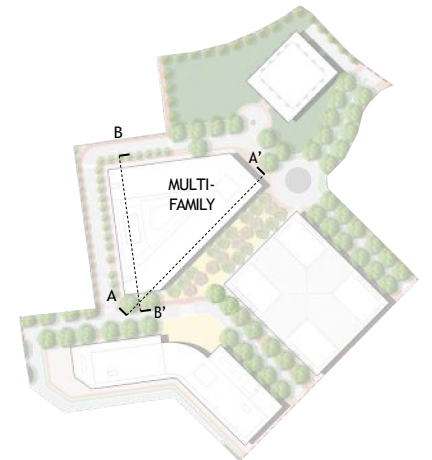
- Lobby/Ammenities
- Retail/Grocery
- Residential Units
- Multi-Sports
- Center Commercial
- Garage/Loading
- B.O.H/Services



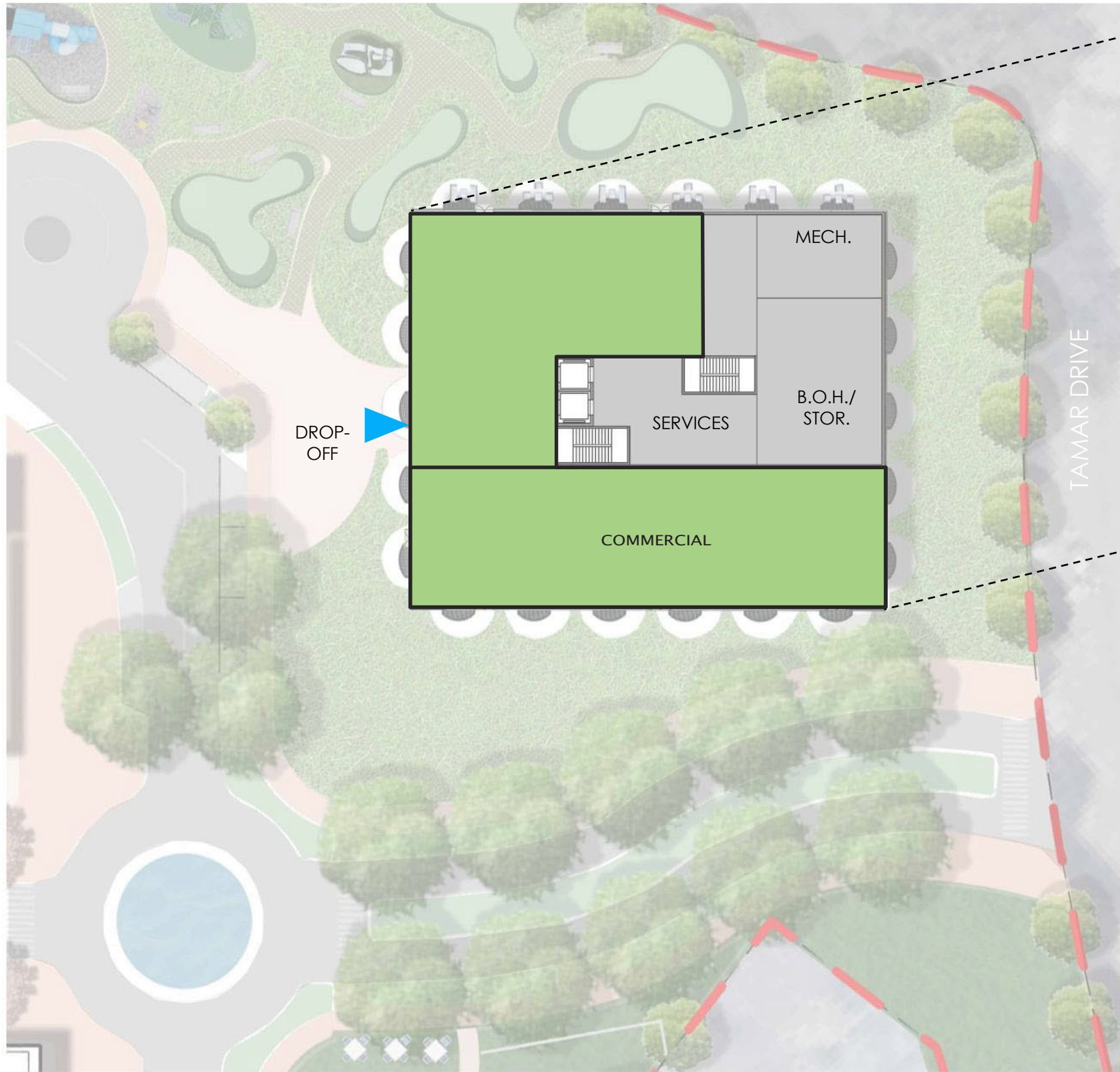
MULTI-FAMILY SECTION A - A'
SCALE: 1" = 40' - 0"



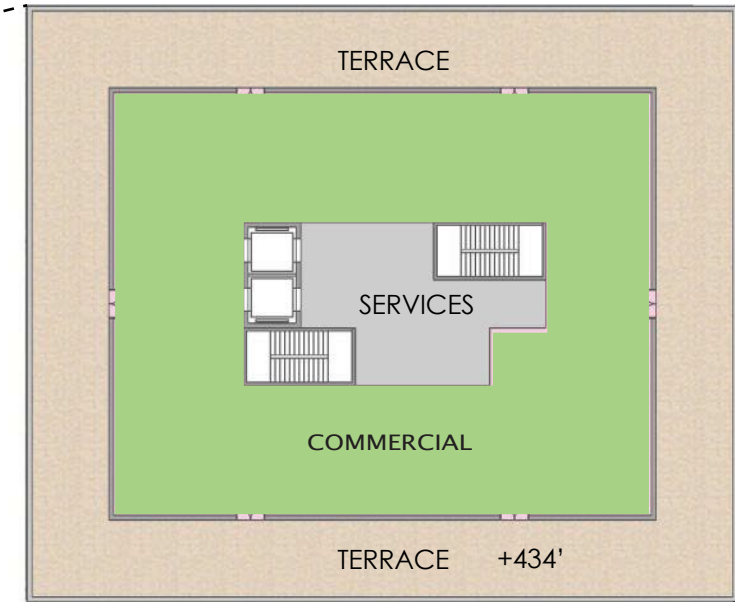
MULTI-FAMILY SECTION B - B'
SCALE: 1" = 40' - 0"



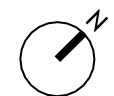




RETAIL GROUND LEVEL PLAN
SCALE: 1" = 40' - 0"



RETAIL LEVEL - 2 PLAN
SCALE: 1" = 40' - 0"



- Lobby/Ammenities
- Retail/Grocery
- Residential Units
- Multi-Sports
- Center Commercial
- Garage/Loading
- B.O.H./Services



BK-01
MASONRY WALL
SYSTEM



BK-02
MASONRY WALL
SYSTEM



BK-03
MASONRY WALL
SYSTEM



MP-01
METAL PANEL
SYSTEM



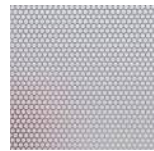
MP-02
METAL PANEL
SYSTEM



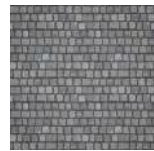
FC-01
FIBER CEMENT
PANEL



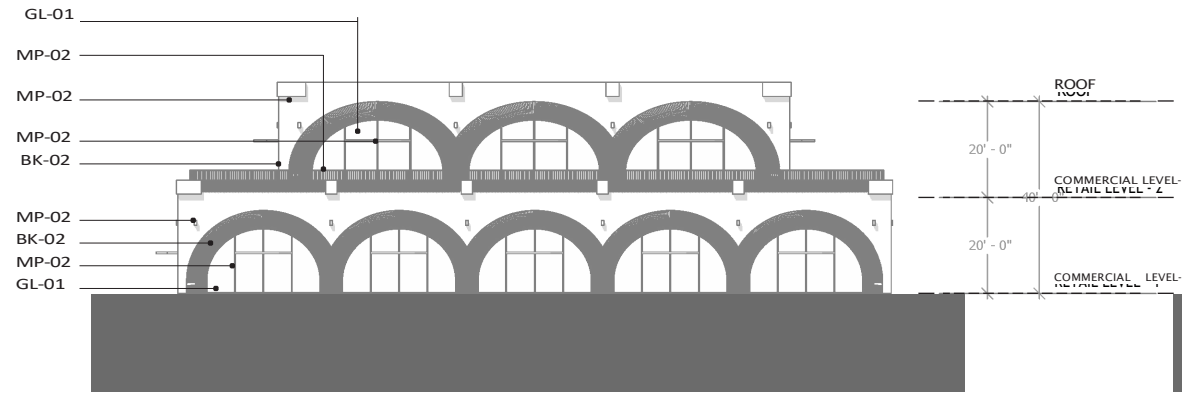
GLAZING-01
VISION GLASS



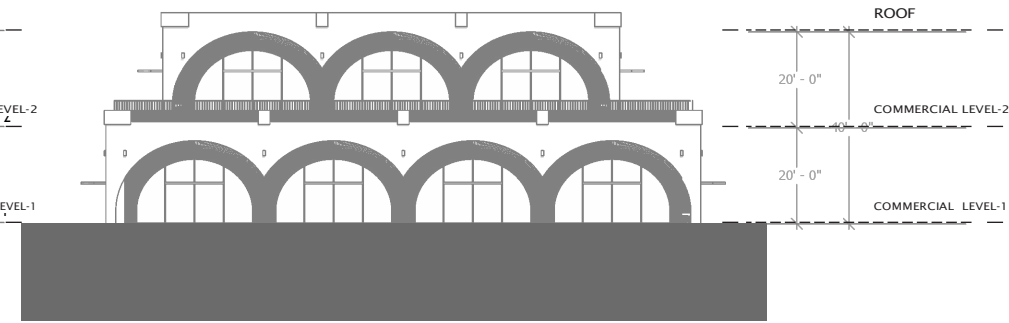
GLAZING-02
FRITTED GLASS



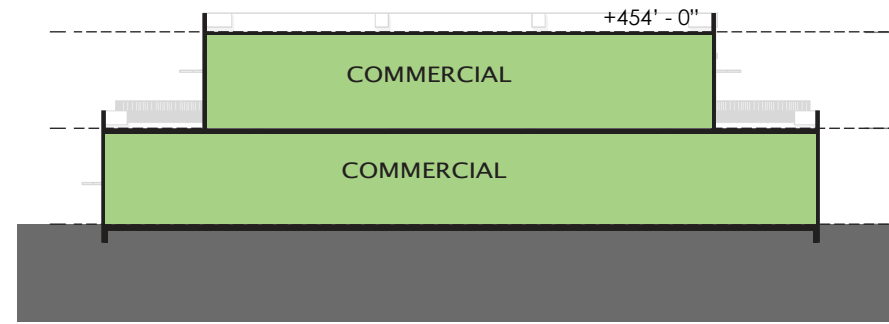
CS-01
COBBLE STONE



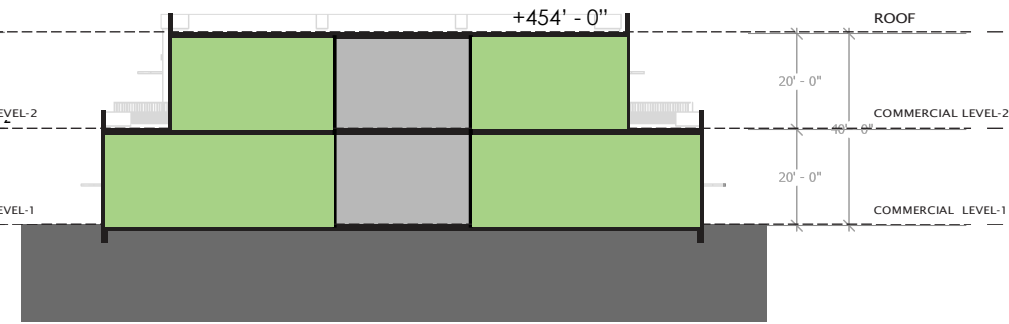
COMMERCIAL BUILDING - 01
RETAIL BUILDING ELEVATION - 01
SCALE: 1" = 40' - 0"



COMMERCIAL BUILDING - 02
RETAIL BUILDING ELEVATION - 02
SCALE: 1" = 40' - 0"

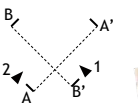


COMMERCIAL BUILDING SECTION A-A'
RETAIL BUILDING SECTION A-A'
SCALE: 1" = 40' - 0"

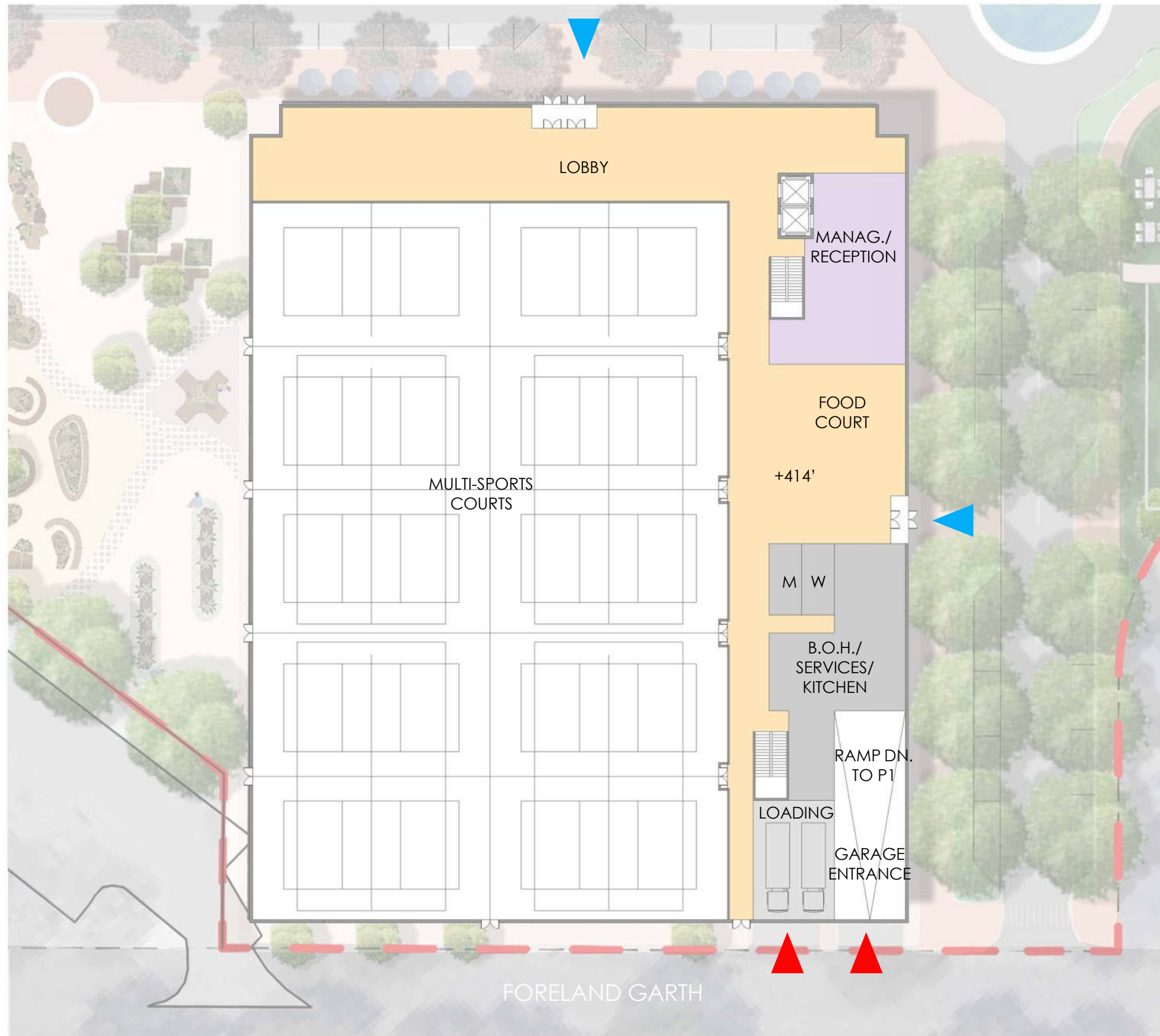


COMMERCIAL BUILDING SECTION B-B'
RETAIL BUILDING SECTION B-B'
SCALE: 1" = 40' - 0"

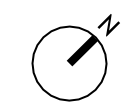
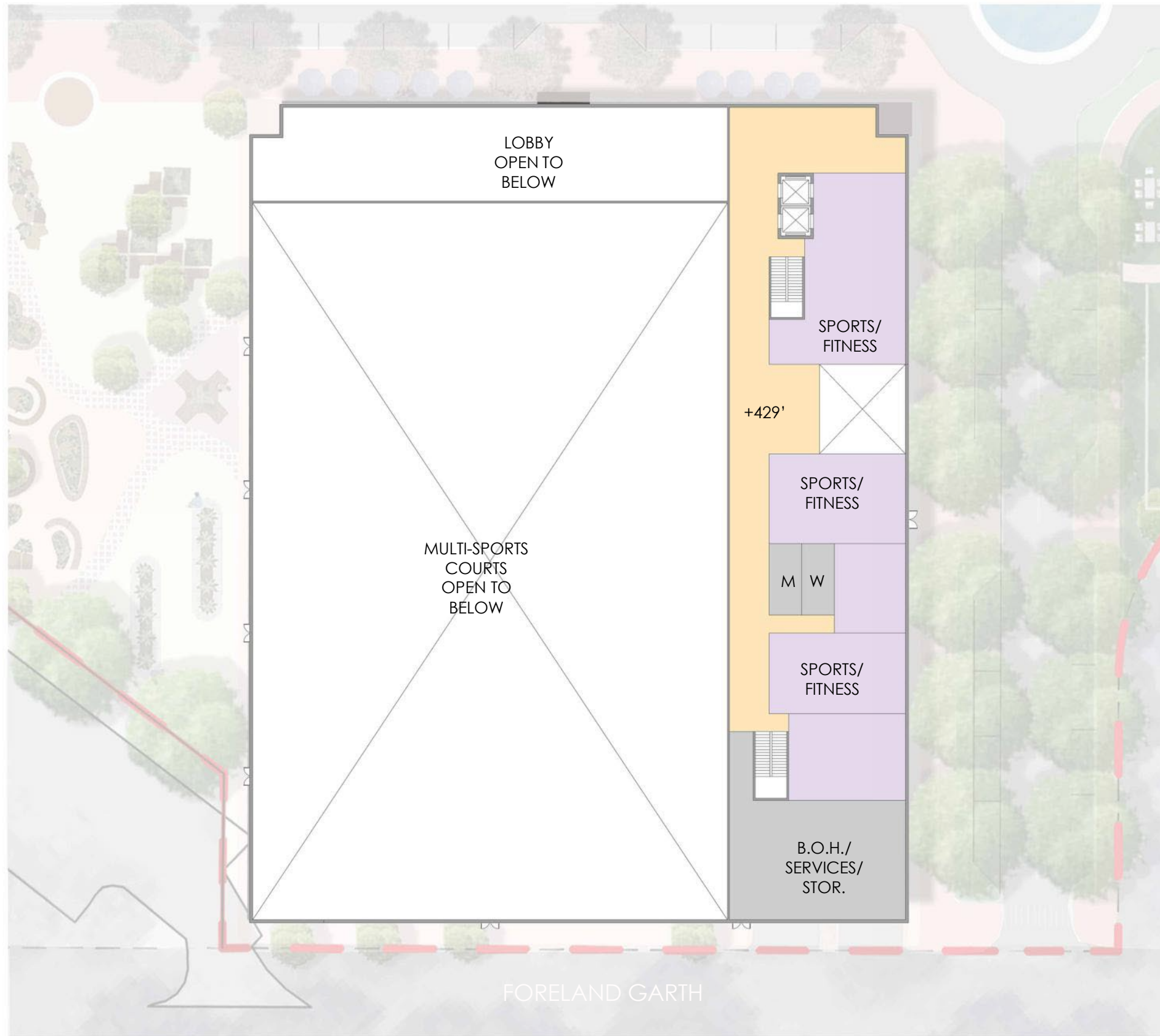
- Lobby/Ammenities
- Retail/Grocery
- Residential Units
- Multi-Sports
- Center Commercial
- Garage/Loading
- B.O.H./Services







MULTI-SPORTS COMPLEX GROUND LEVEL PLAN
SCALE: 1" = 40' - 0"



- Lobby/Ammenities
- Retail/Grocery
- Residential Units
- Multi-Sports
- Center Commercial
- Garage/Loading
- B.O.H./Services

MULTI-SPORTS COMPLEX LEVEL - 2 PLAN
SCALE: 1" = 40' - 0"



BK-01
MASONRY WALL
SYSTEM



BK-02
MASONRY WALL
SYSTEM



BK-03
MASONRY WALL
SYSTEM



MP-01
METAL PANEL
SYSTEM



MP-02
METAL PANEL
SYSTEM



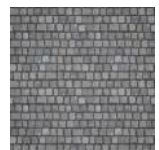
FC-01
FIBER CEMENT
PANEL



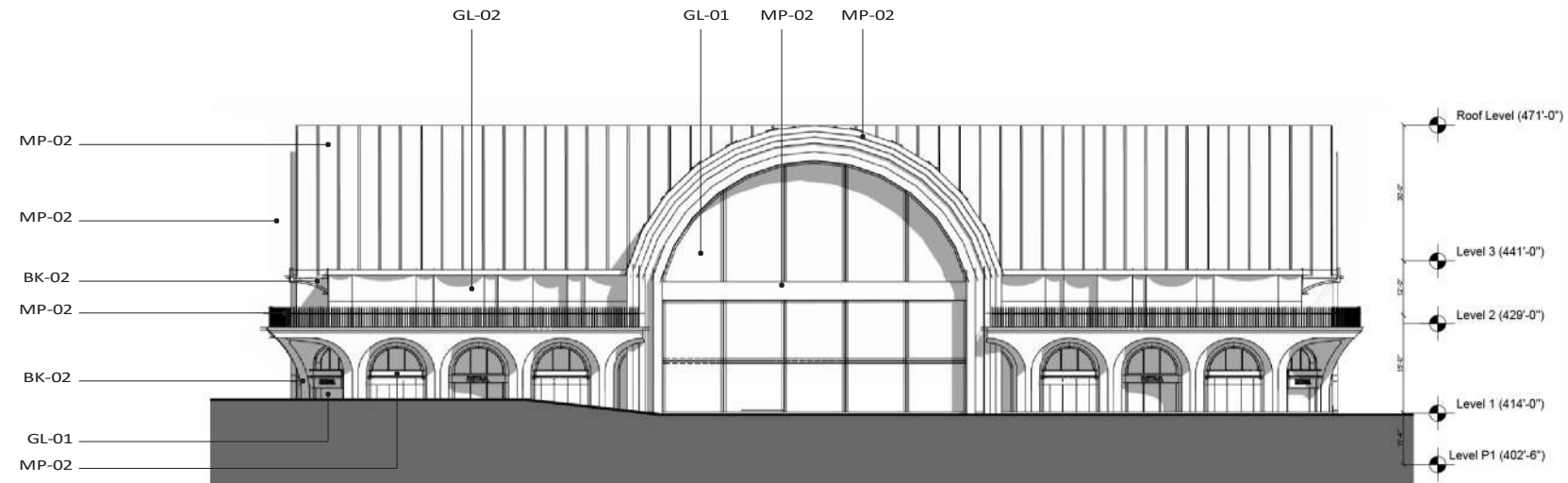
GLAZING-01
VISION GLASS



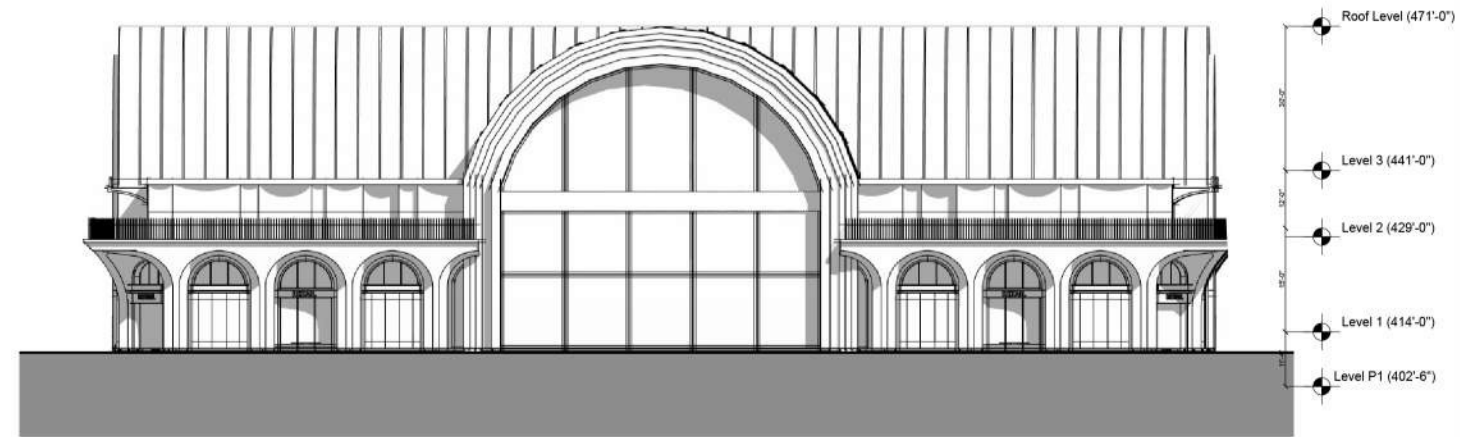
GLAZING-02
FRITTED GLASS



CS-01
COBBLE STONE



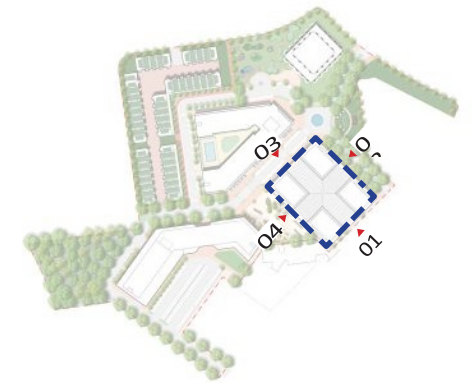
Elevation -01



Elevation -03



Scale : 1"=40'





BK-01
MASONRY WALL
SYSTEM



BK-02
MASONRY WALL
SYSTEM



BK-03
MASONRY WALL
SYSTEM



MP-01
METAL PANEL
SYSTEM



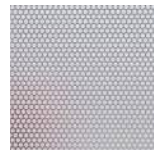
MP-02
METAL PANEL
SYSTEM



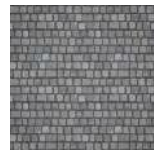
FC-01
FIBER CEMENT
PANEL



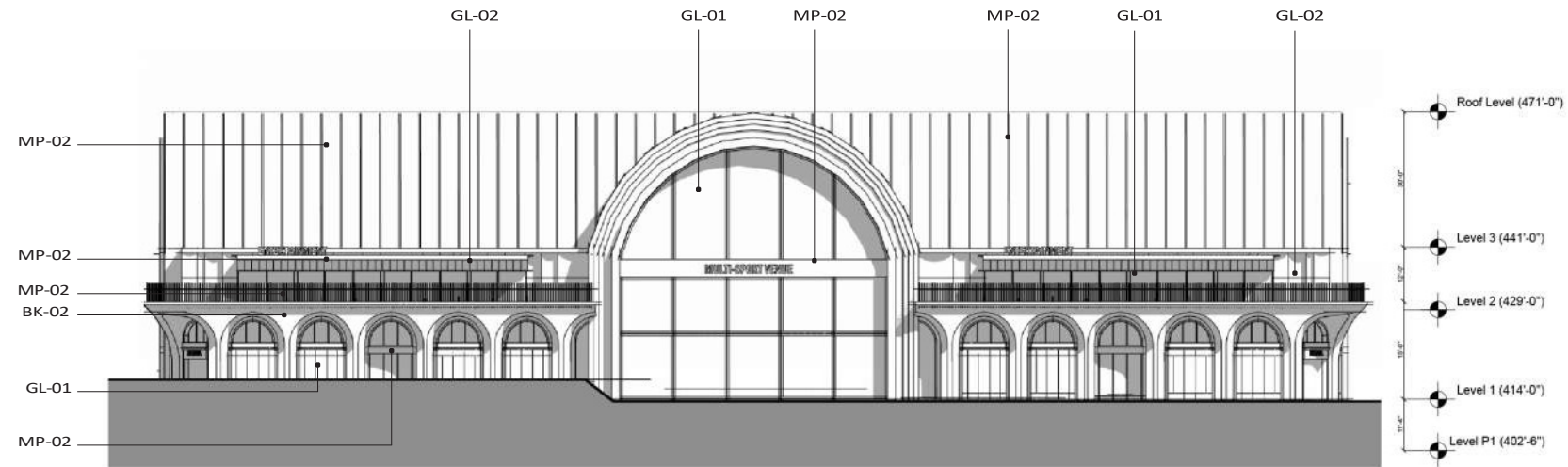
GLAZING-01
VISION GLASS



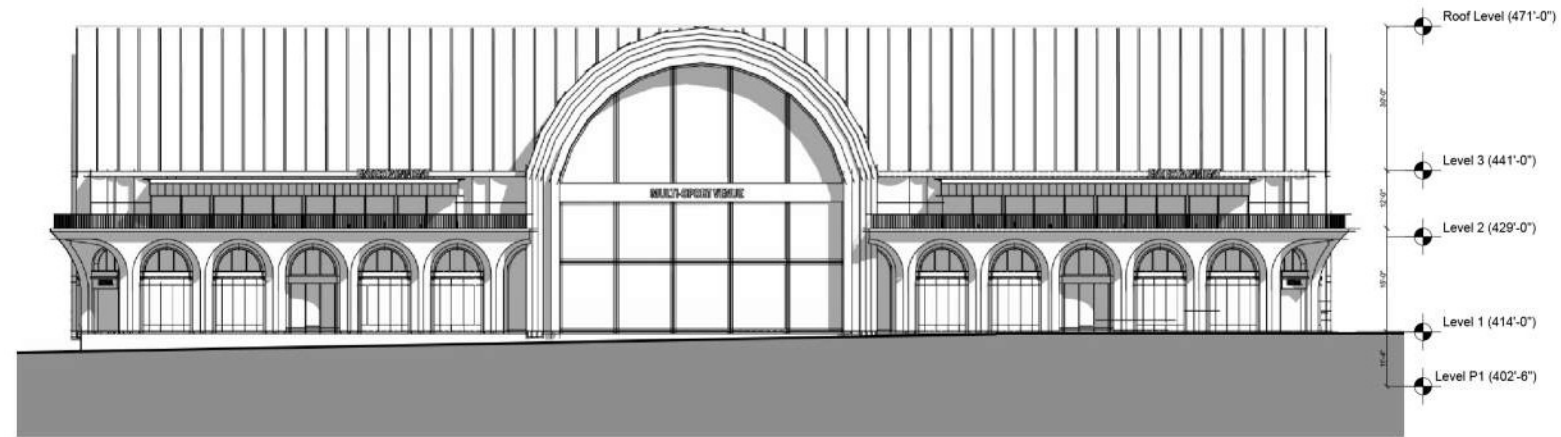
GLAZING-02
FRITTED GLASS



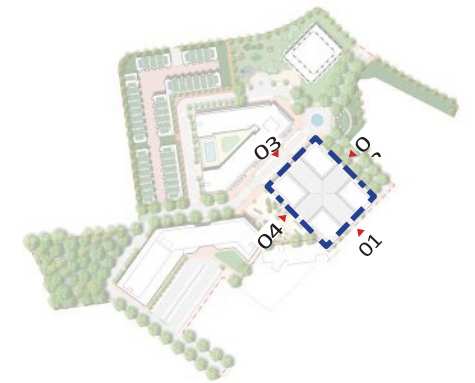
CS-01
COBBLE STONE



Elevation -02



Elevation -04







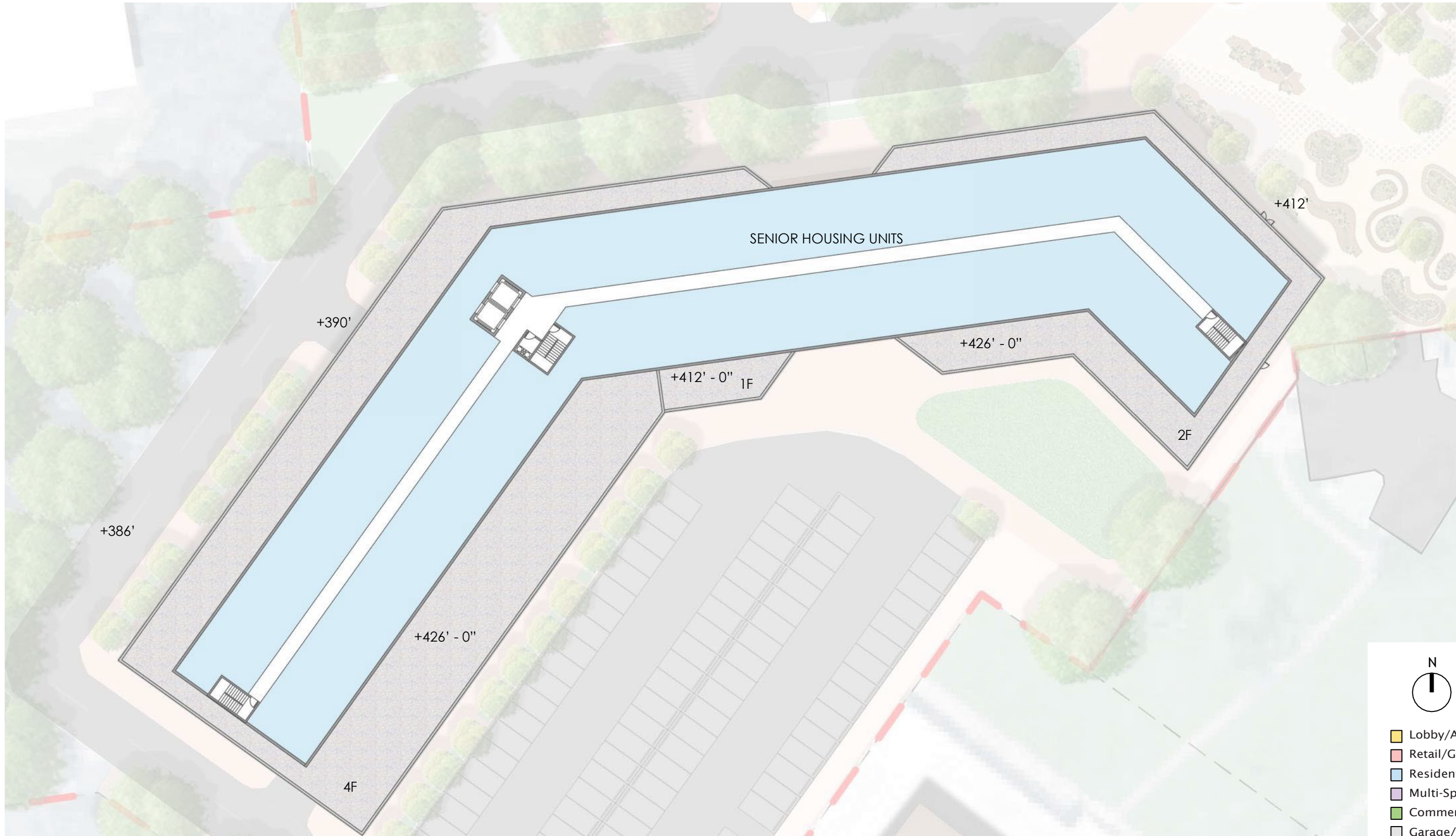
N

- Lobby/Amenities
- Retail/Grocery
- Residential Units
- Multi-Sports Center
- Commercial
- Garage/Loading
- B.O.H./Services

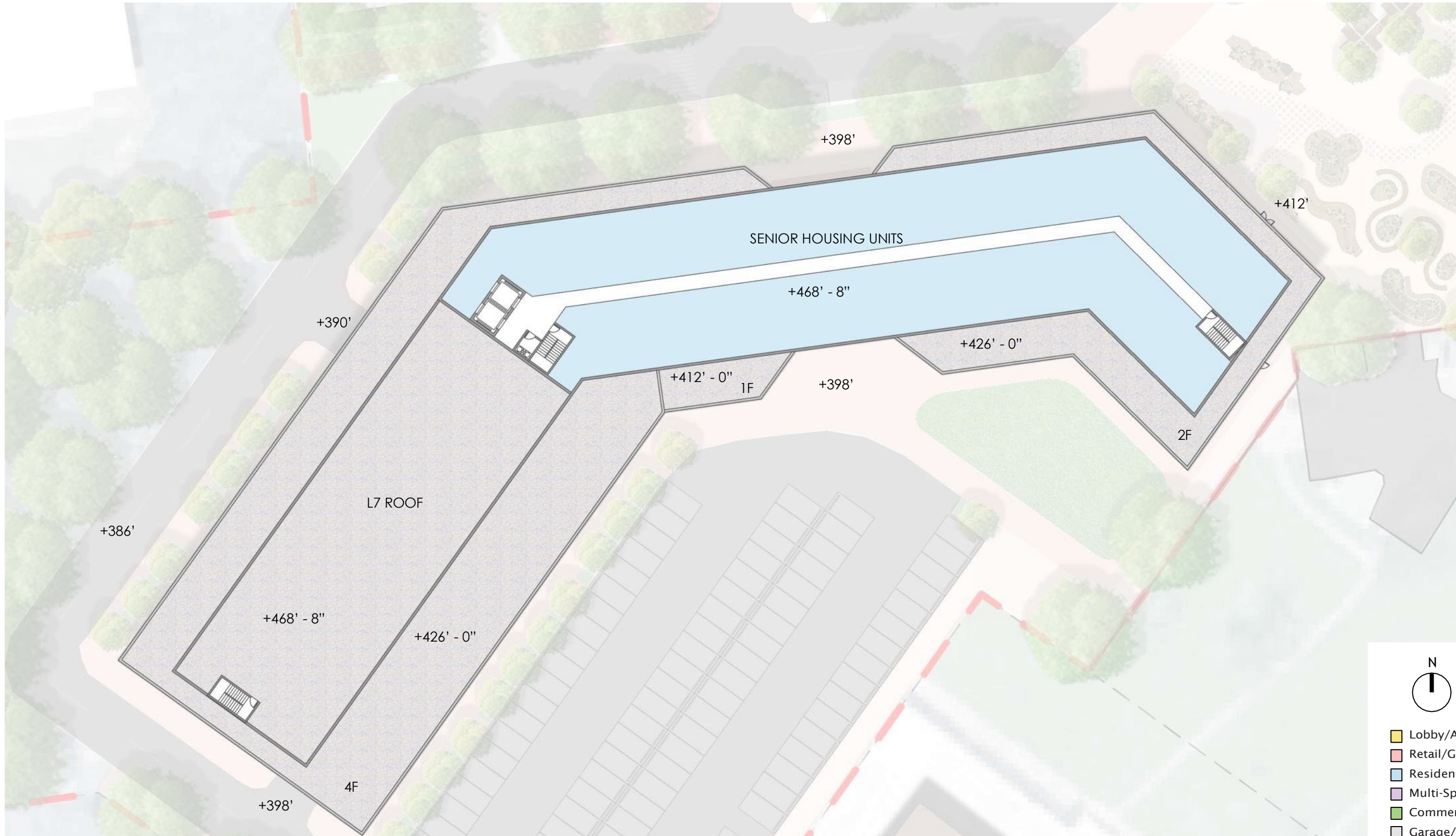
SENIOR HOUSING LEVEL 2 PLAN
SCALE: 1" = 40' - 0"



SENIOR HOUSING LEVEL 1 PLAN
SCALE: 1" = 40' - 0"



SENIOR HOUSING LEVEL 3 - 6 PLAN
SCALE: 1" = 40' - 0"



SENIOR HOUSING LEVEL 7 PLAN
SCALE: 1" = 40' - 0"



BK-01
MASONRY WALL
SYSTEM



BK-02
MASONRY WALL
SYSTEM



BK-03
MASONRY WALL
SYSTEM



MP-01
METAL PANEL
SYSTEM



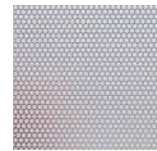
MP-02
METAL PANEL
SYSTEM



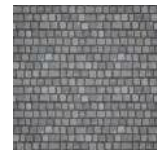
FC-01
FIBER CEMENT
PANEL



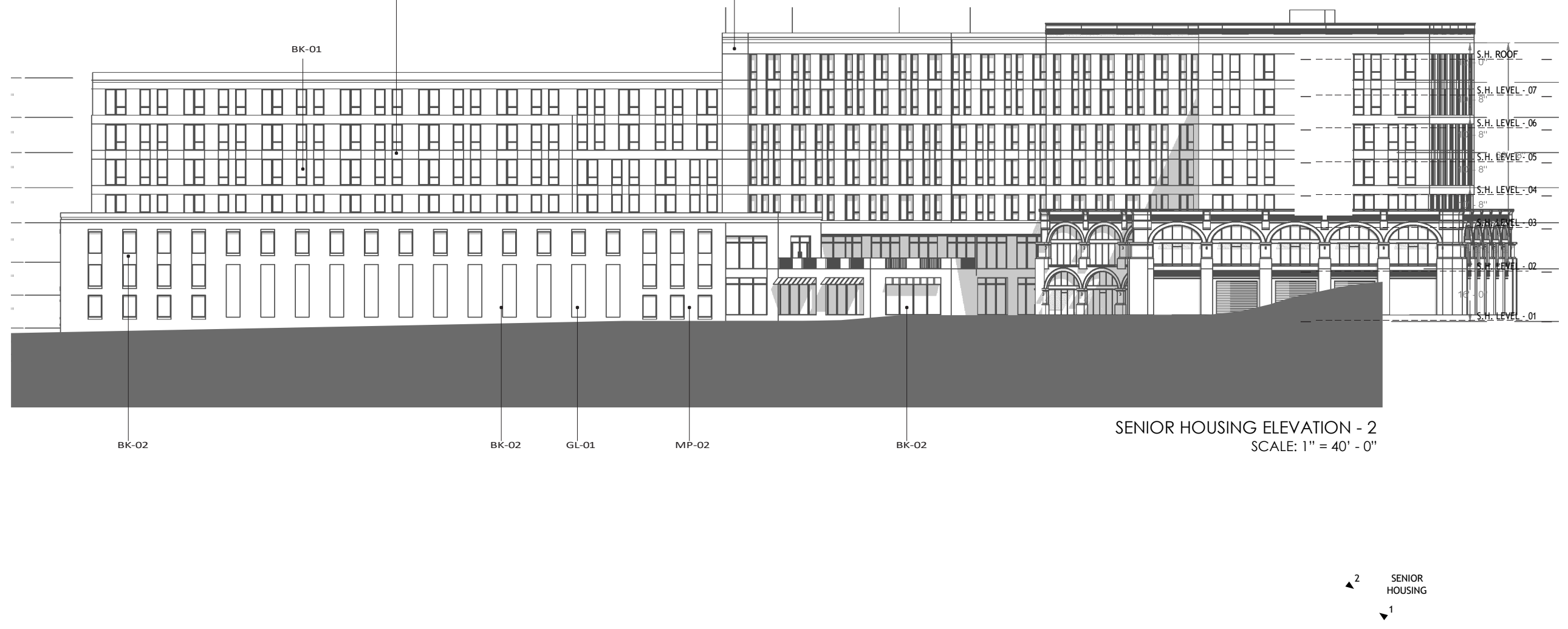
GLAZING-01
VISION GLASS



GLAZING-02
FRITTED GLASS



CS-01
COBBLE STONE

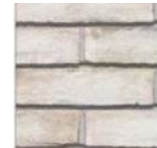




BK-01
MASONRY WALL
SYSTEM



BK-02
MASONRY WALL
SYSTEM



BK-03
MASONRY WALL
SYSTEM



MP-01
METAL PANEL
SYSTEM



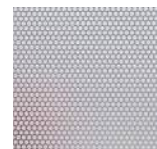
MP-02
METAL PANEL
SYSTEM



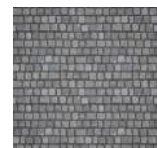
FC-01
FIBER CEMENT
PANEL



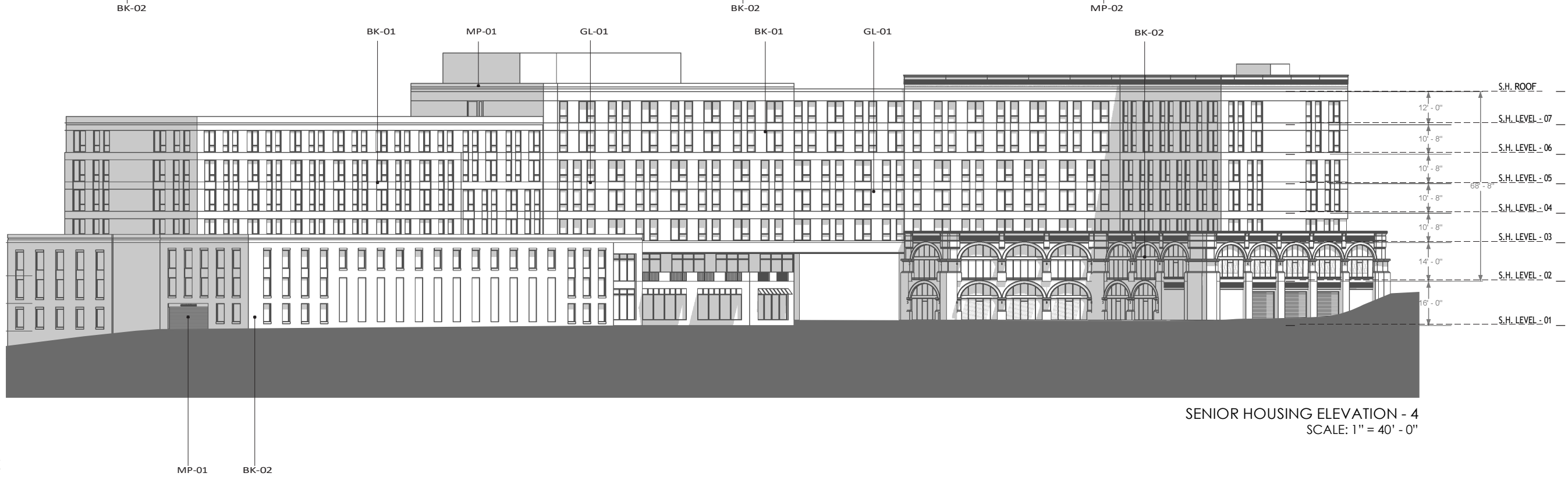
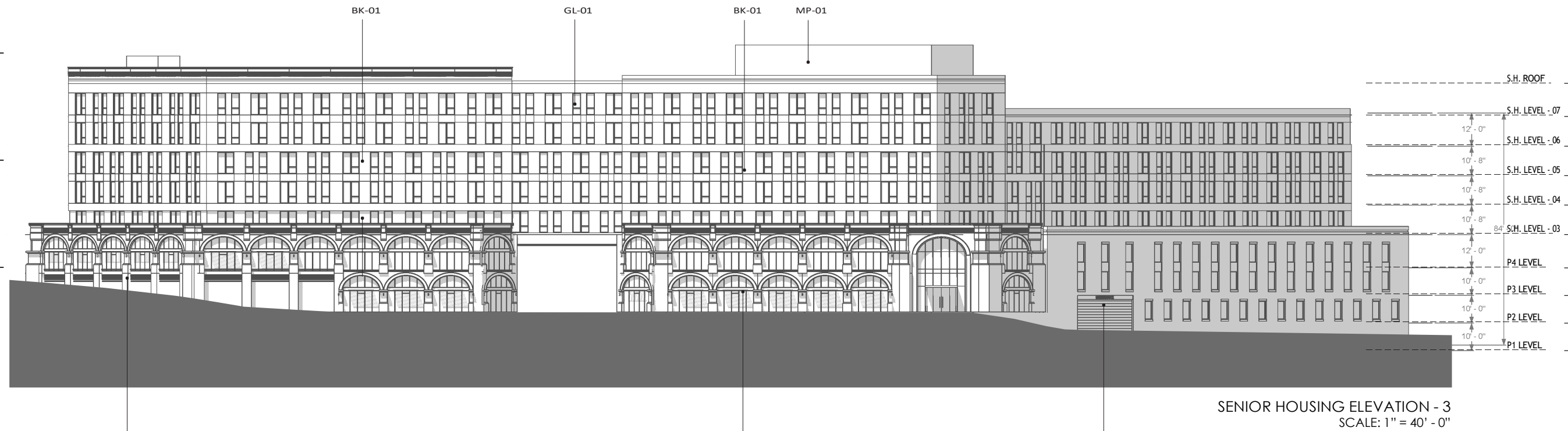
GLAZING-01
VISION GLASS

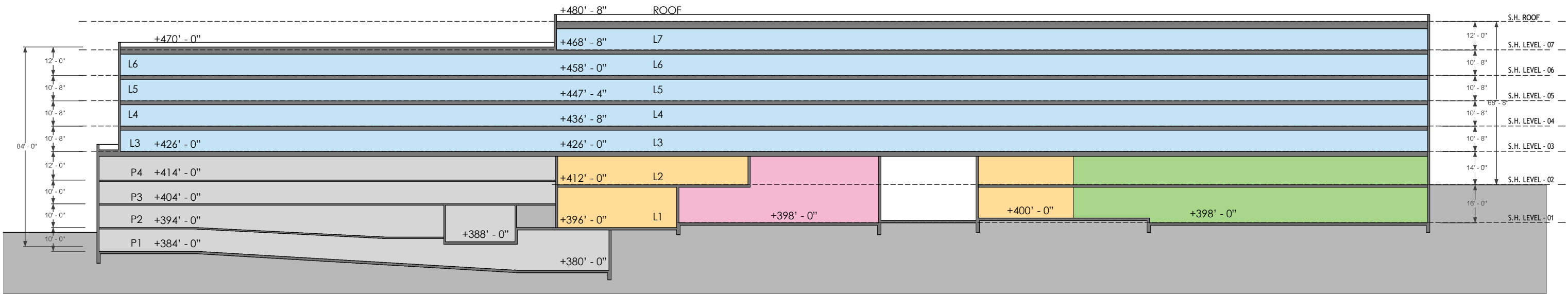


GLAZING-02
FRITTED GLASS



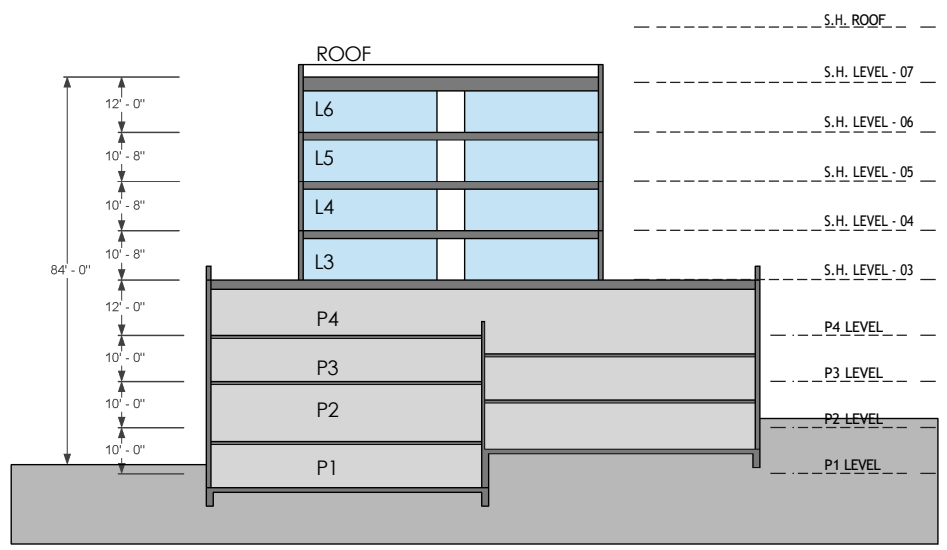
CS-01
COBBLE STONE



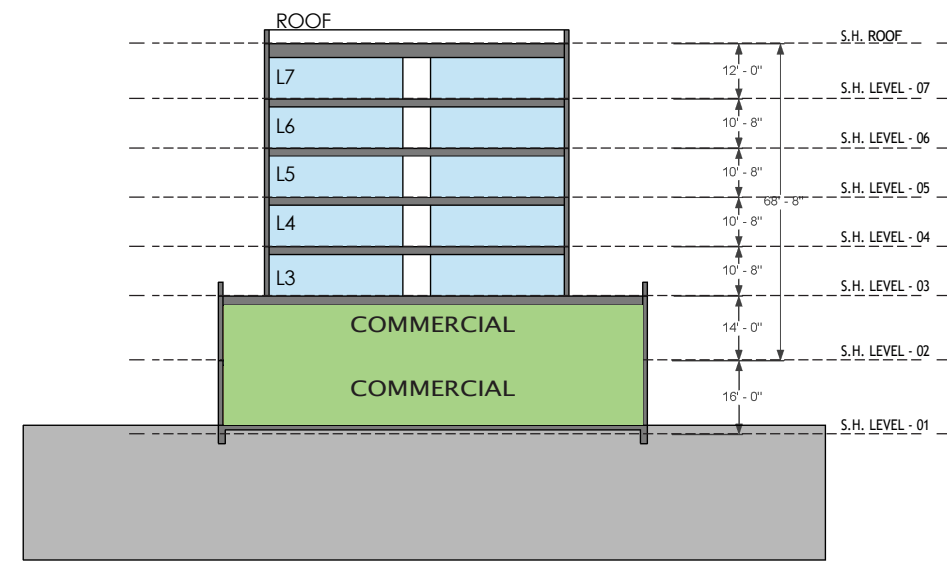


SENIOR HOUSING SECTION A - A'
SCALE: 1" = 40' - 0"

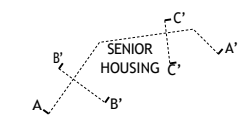
- Lobby/Ammenities
- Retail/Grocery
- Residential Units
- Multi-Sports
- Center Commercial
- Garage/Loading
- B.O.H/Services



SENIOR HOUSING SECTION B - B'
SCALE: 1" = 40' - 0"



SENIOR HOUSING SECTION C - C'
SCALE: 1" = 40' - 0"

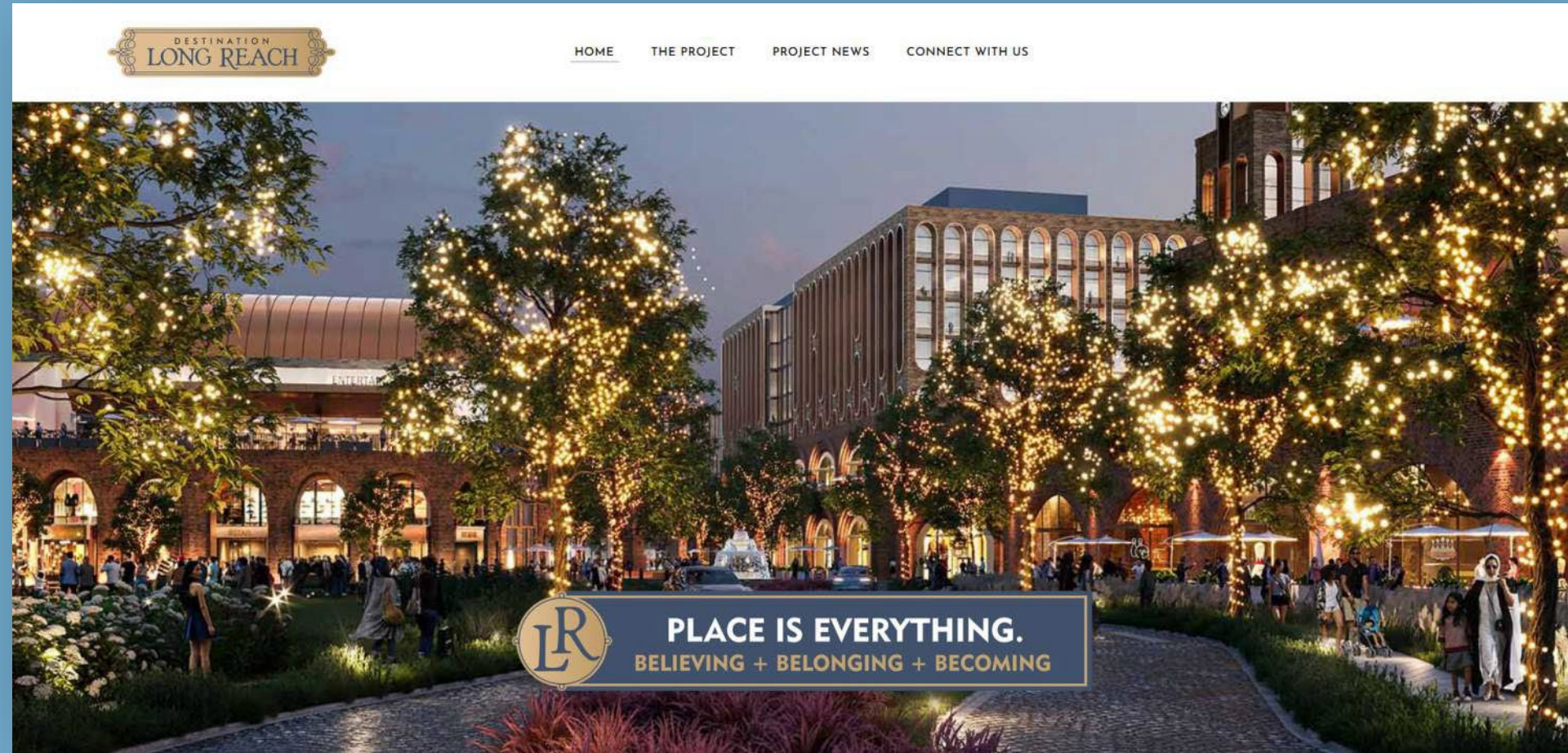




THANK YOU



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