Sustainability Patterns
of
Regional Design Traditions

University *of* New Mexico
School *of* Architecture + Planning

Albuquerque

11 March 05

Stephen A. Mouzon, AIA CNU LEED
The New Urban Guild
Miami Beach, Florida, USA

A
Living
Tradition

Architecture
of the
Bahamas

Stephen
A.
Mouzon

The
New Urban Guild
Foundation

A *LIVING TRADITION*

[Architecture of the Bahamas]

Stephen A. Mouzon
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Miami

*** POSITIVE OUTDOOR SPACE ***

Use buildings, their wings, fences, walls, and plant material to create positive outdoor spaces around buildings.

WE DO THIS BECAUSE: *People tend to use exterior space when it is enclosed in a positive fashion like a room with regular shapes and proportions, but not when it is leftover corridor-like spaces around buildings. Positive space is that which is generally convex in shape. Negative space is concave in shape, eaten into by buildings or other elements and bleeding out around the edges.*

MASSING & WALLS

LEED

CREDIT

EA1
EQ8.1
EQ8.2

POINTS

1–10,
1.1

%

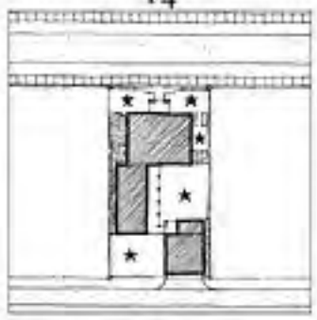
contributes indirectly to EA1 by assisting environmental acclimation (see 3RD Realm); contributes to EQ8.1 & EQ8.2 by creating a space that people naturally want to put more widows on

T2, T3

***WHAT MATTERS: Enclose outdoor space with plant material, fences, arbors, and occasionally buildings. See Garden Rooms. Allow positive outdoor space to look out into larger outdoor spaces. See *TCP*>7.

WHAT DOESN'T: Specific character of space. People will use grass courtyards, cultivated gardens, paved courtyards, and even parking courts, as long as the space is positively enclosed.

T4



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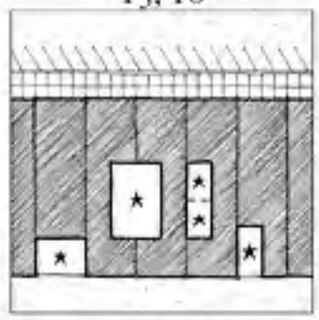
T5, T6



***WHAT MATTERS: Enclose outdoor space with buildings, galleries, porches and garden walls.

WHAT DOESN'T: Size of space. In T5 and T6, positive outdoor space is so precious that people will enjoy tiny bits of it.

REALMS: 2nd Realm (Local): Nassau courtyards are excellent. 3rd Realm (Regional): Courtyard and garden rooms make tremendous sense in the hot & humid climate of the Bahamas. 5th Realm (Continental): Classical architecture has a 25-century history of creating delightful positive outdoor space. 6th Realm (Universal): This pattern, in one form or another, has served utilitarian habitational needs around the world almost since the dawn of time.

ATTRIBUTES: Commodity: Positive Outdoor Space is useful for any activity that requires a degree of privacy. Delight: Positive Outdoor Space delights humans at a very basic level, and is found in every traditional culture. Wellness: Because this pattern entices people outdoors, they both get fresh air and become acclimated to local seasonal weather conditions.

VARIATIONS

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T4

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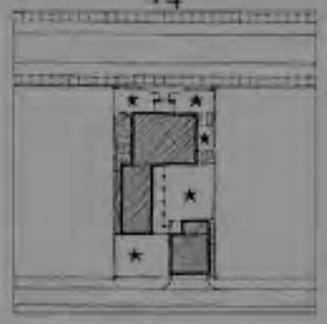

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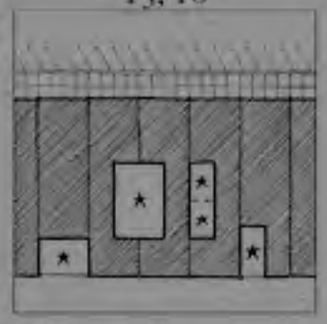

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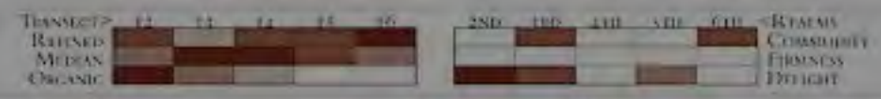

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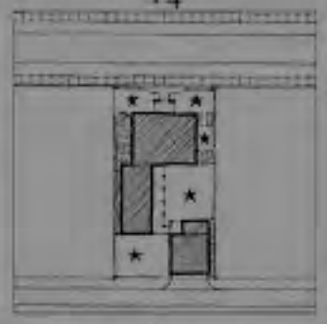

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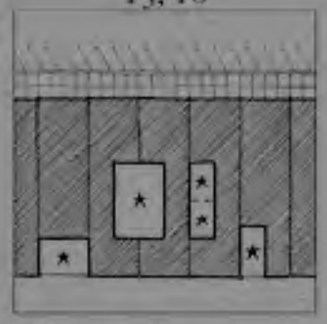

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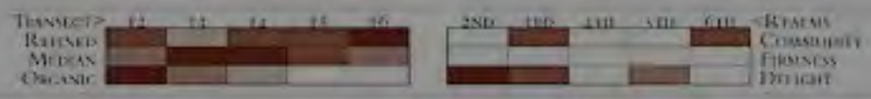

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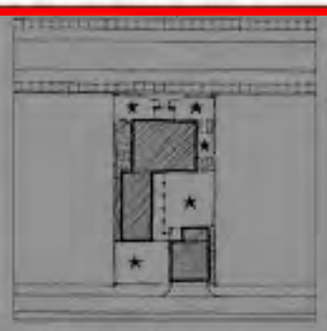

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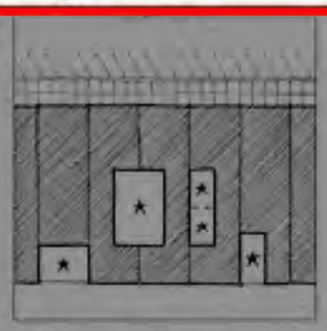

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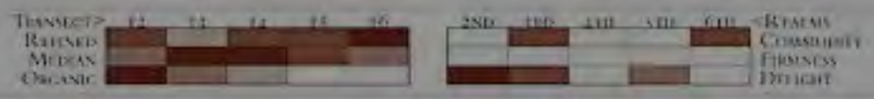

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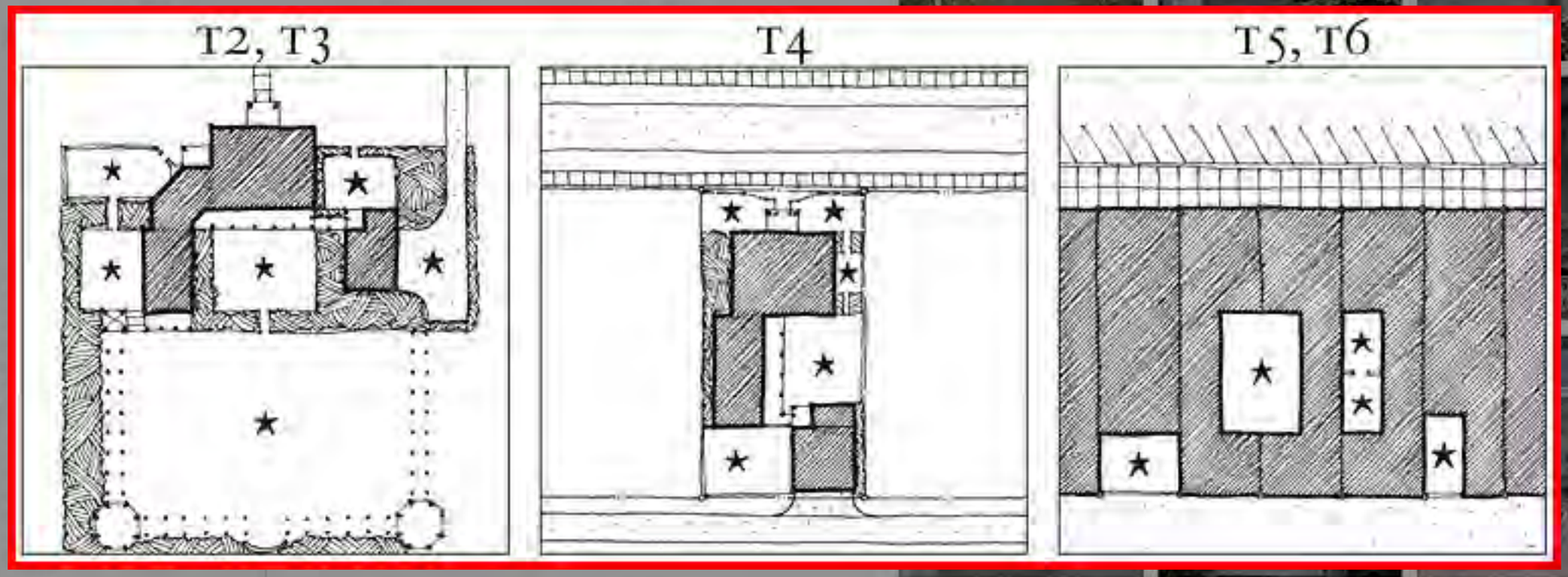

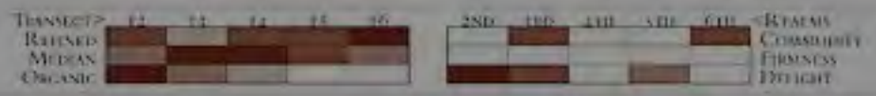

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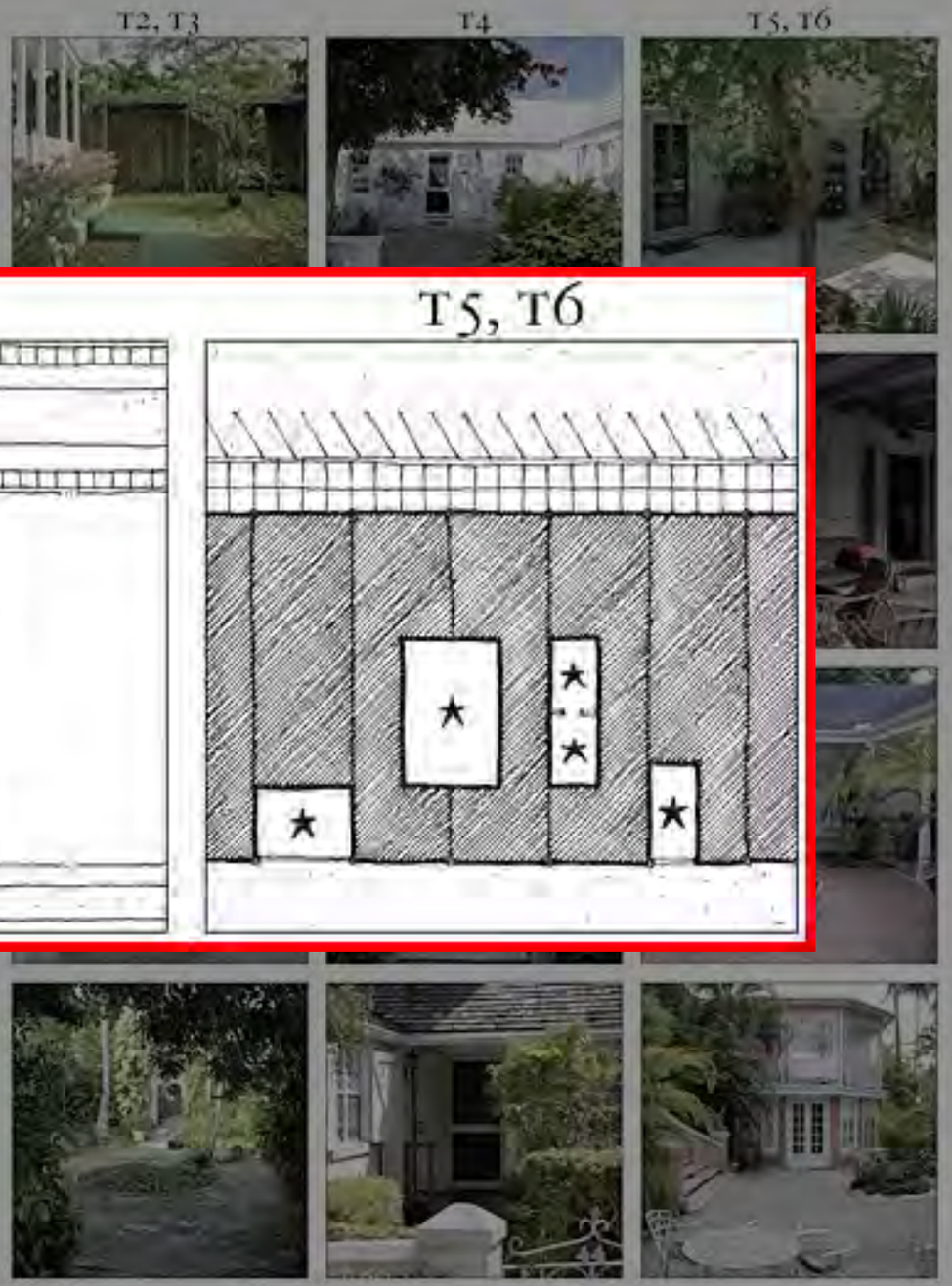

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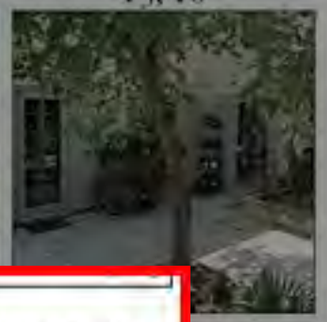

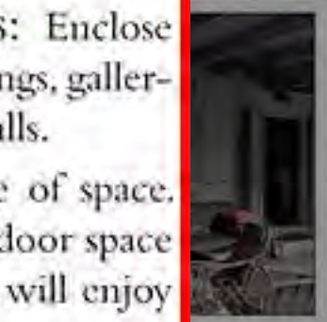

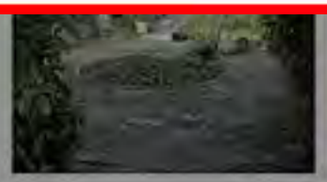

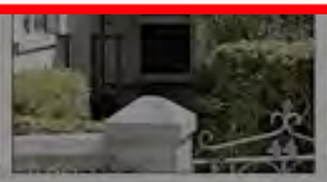

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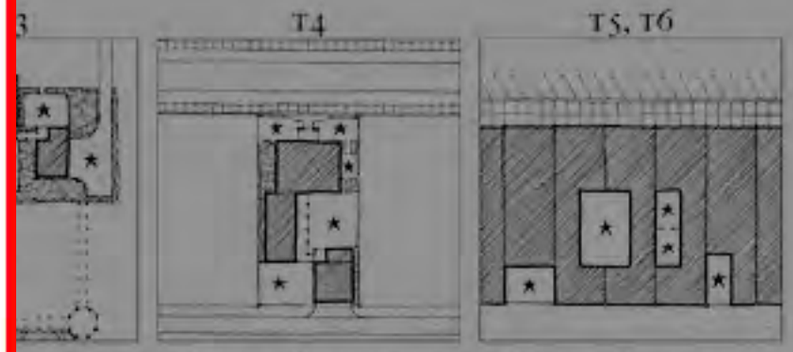

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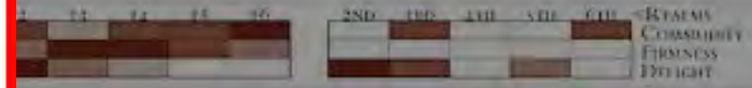

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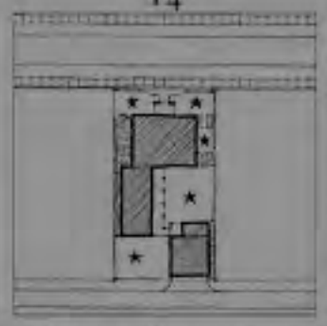

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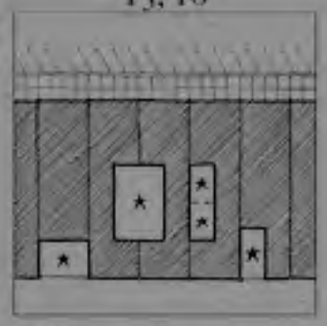

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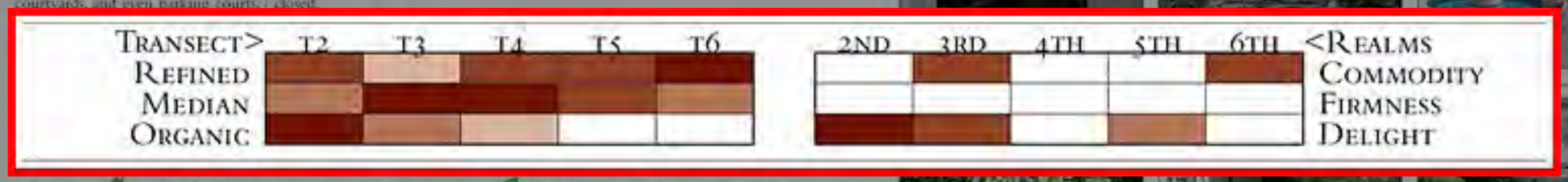

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LEED CREDIT

EA1
EQ8.1
EQ8.2

POINTS

1–10,
1.1

contributes indirectly to EA1 by assisting environmental acclimation (see 380 Resim); contributes to EQ8.1 & EQ8.2 by creating a space that people naturally want to put more windows on

*** POSITIVE OUTDOOR SPACE ***

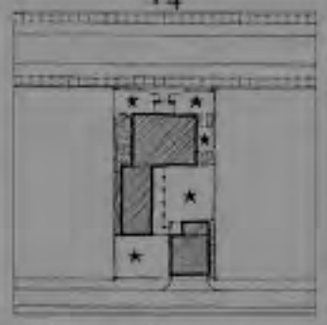
Use buildings, their wings, fences, walls, and plant material to create positive outdoor spaces around buildings.

WE DO THIS BECAUSE: *People tend to use exterior space when it is enclosed in a positive fashion like a room with regular shapes and proportions, but not when it is leftover corridor-like spaces around buildings. Positive space is that which is generally convex in shape. Negative space is concave in shape, eaten into by buildings or other elements and bleeding out around the edges.*

T2, T3

***What Matters: Enclose outdoor space with plant material, fences, arbors, and occasionally buildings. See Garden Rooms. Allow positive outdoor space to look out into larger outdoor spaces. See

T4



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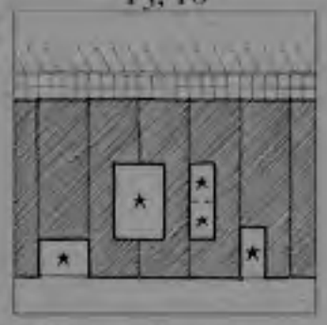
What Doesn't: Specific char-

T5, T6



***What Matters: Enclose outdoor space with buildings, galleries, porches and garden walls.

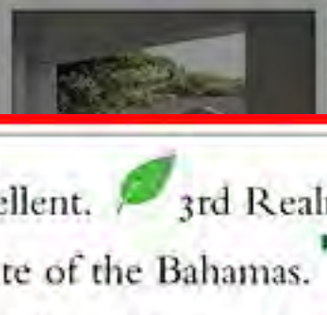
What Doesn't: Size of space. In T5 and T6, positive outdoor space is so precious that people will enjoy

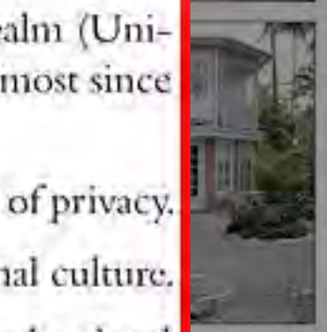
Variations

T2, T3

T4

T5, T6





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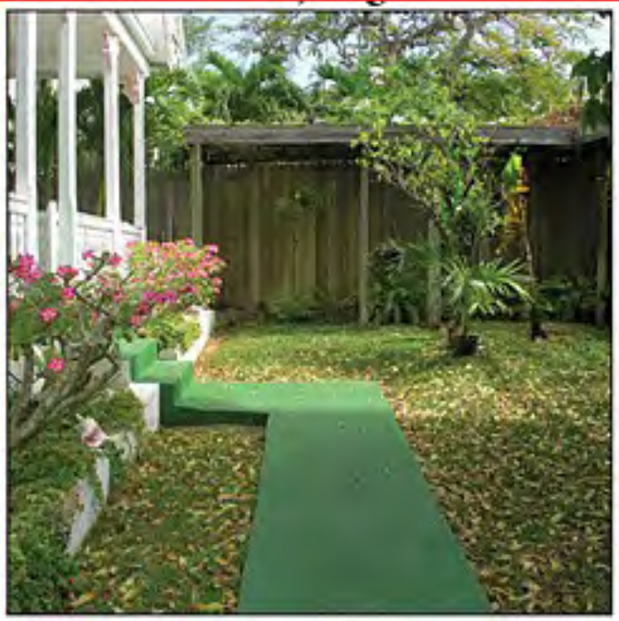
Realms: 2nd Realm (Local): Nassau courtyards are excellent. 3rd Realm (Regional): Courtyard and garden rooms make tremendous sense in the hot & humid climate of the Bahamas. 5th Realm (Continental): Classical architecture has a 25-century history of creating delightful positive outdoor space. 6th Realm (Universal): This pattern, in one form or another, has served utilitarian habitational needs around the world almost since the dawn of time.

Attributes: Commodity: Positive Outdoor Space is useful for any activity that requires a degree of privacy. Delight: Positive Outdoor Space delights humans at a very basic level, and is found in every traditional culture. Wellness: Because this pattern entices people outdoors, they both get fresh air and become acclimated to local seasonal weather conditions.



LEED CREDIT

EA1
EQ8.1
EQ8.2

POINTS

1–10,
1.1

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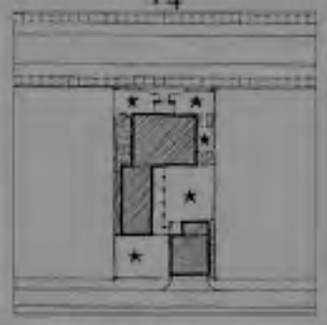
T2, T3

***What Matters: Enclose outdoor space with plant material, fences, arbors, and occasionally buildings. See Garden Rooms. Allow positive outdoor space to look out into larger outdoor spaces. See *TCP*-7.

What Doesn't: Specific character of space. People will use grass courtyards, cultivated gardens, paved courtyards, and even parking courts, as long as the space is positively enclosed.

T4



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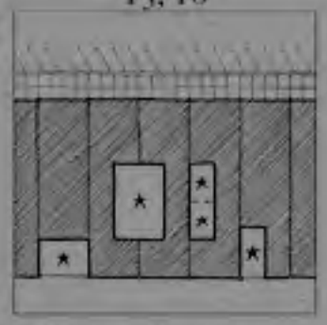
T5, T6



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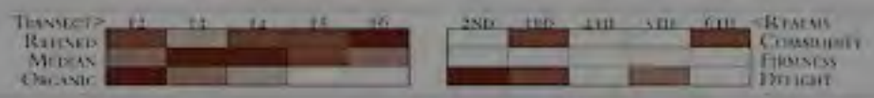

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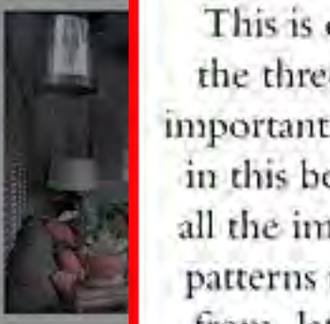
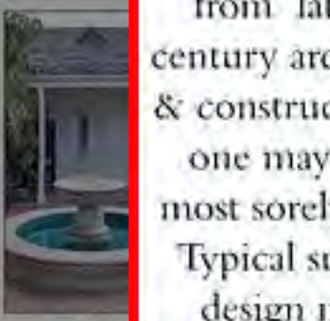
Variations

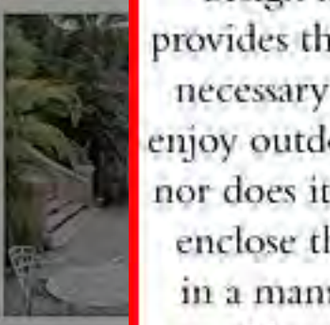
T2, T3

T4

T







Massing & Walls

~

Positive Outdoor Space

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MASSING & WALLS

LEED

CREDIT

EA1

EQ8.1

EQ8.2

POINTS

1–10, 1,1

contributes indirectly to EA1 by assisting environmental acclimation (see 360 Realm); contributes to EQ8.1 & EQ8.2 by creating a space that people naturally want to put more widows on.

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T2, T3

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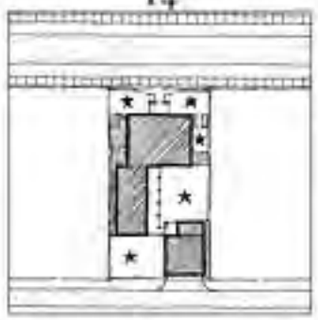
WHAT DOESN'T: Specific character of space. People will use grass courtyards, cultivated gardens, paved courtyards, and even parking courts, as long as the space is positively enclosed.

T4



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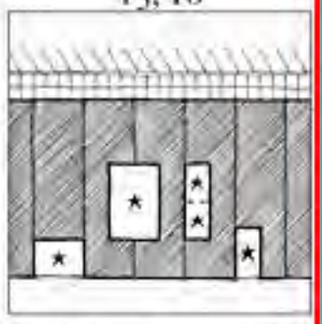
T5, T6



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VARIATIONS

T2, T3

T4

T5, T6

MASSING & WALLS

–

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MASSING & WALLS

LEED

CREDIT

EA1
EQ8.1
EQ8.2

POINTS

1–10,
1.1

%

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T2, T3

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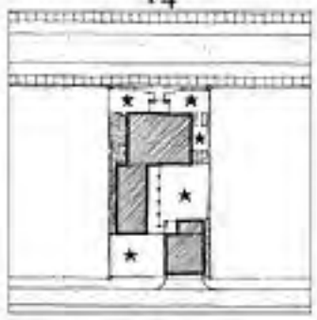
T4



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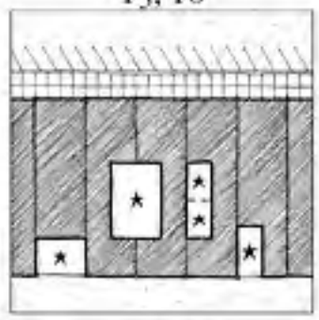
T5, T6



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VARIATIONS

T2, T3

T4

T5, T6

MASSING & WALLS

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General Material Notes

* All exterior materials used below the second floor height shall pass the test of the Arm's Length Rule as described in detail in *Traditional Construction Patterns* (see *TCP*~75).
* All exterior materials used above the second floor height shall pass the test of the Eyes Only Rule as described in *Traditional Construction Patterns* (see *TCP*~75).
* Materials are specified here, but variations in finishes are not. Generally, material finishes should be more refined toward the urban end of the Transect, and should be more relaxed toward the rural end. Variations in finishes should also be informed by those of neighboring buildings so that there are no shocking variations in finishes within a streetscape. See *TCP*~14 for color notes; see Town Founders for current approved color palette.

Massing & Walls

Materials

Foundations:	Stucco (see *TCP*~12), or stone (see *TCP*~10.)
Foundation Vents:	Either A) build the entire house on piers with framed lattice between, B) vent masonry foundation with wood vents (see page 38), or C) build the entire lower level of masonry with a slab on grade requiring no vent (see First Floor Elevation pattern, "Refined or T5, T6" setting.)
Siding:	Plank or bevel siding may be lowland cypress, redwood, cedar or cementatious plank (see *TCP*~8 & *TCP*~9.)
Stucco:	Hardcoat stucco on masonry walls. See *TCP*~8 & *TCP*~12.
Exterior Trim:	May be lowland cypress, redwood, cedar, cementitious or PVC as long as the material allows mitered corners. Materials that do not allow mitered corners may still be used in applications where it does not have to create an outside corner. See *TCP*~13.

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MASSING & WALLS

LEED

CREDIT

EA1
EQ8.1
EQ8.2

POINTS

1–10,
1.1

%

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T2, T3

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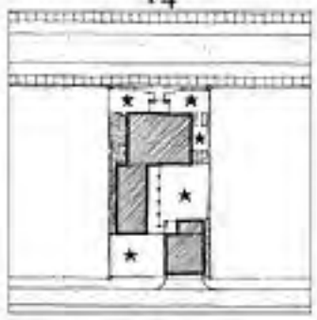
T4



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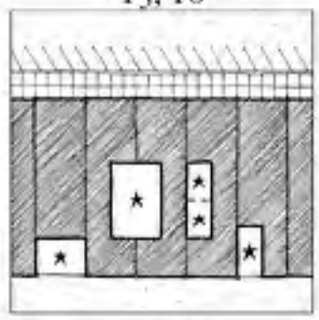
T5, T6



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VARIATIONS

T2, T3

T4

T5, T6

MASSING & WALLS

–

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** LIGHT WINGS **

Create buildings using as many thin wings as possible. Wings should be one room deep whenever possible. Make wings long east to west where possible.

WE DO THIS BECAUSE: *Narrow wings allow more windows in most rooms because they have more exterior walls. More windows on more sides of a room obviously flood the room with more light. Additionally, rooms with windows on opposite sides cross-ventilate much better. Houses and/or wings that are long east to west have shorter Western Walls and more South-Facing Outdoors, letting in more heat in winter and less in summer. The Bahamian tradition of building compact buildings with few wings originated in Britain, where the climate is much cooler than the sub-tropics of the Bahamas. Light Wings is a pattern that should be imported from the US and elsewhere to help Bahamian buildings be more comfortable with less conditioning.*

MASSING & WALLS

LEED

CREDIT

EA1
EQ2
EQ6.1
EQ7.1
EQ8.1
EQ8.2

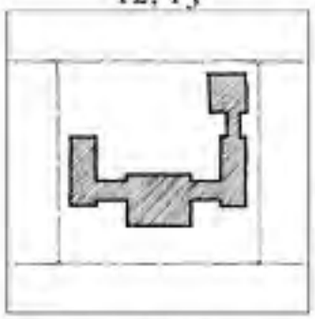
POINTS

1–10,
1, 1, 1,
1, 1

%

contributes to EA1, EQ2 & EQ7.1 by facilitating cross-ventilation; contributes to EQ6.1, EQ8.1, & EQ8.2 by facilitating lots of windows

T2, T3



***WHAT MATTERS: Stretch as much of the building as possible around large courtyards which may face the rear, the side, or the corner of the lot. See *TCP*>1 & *TCP*>2.

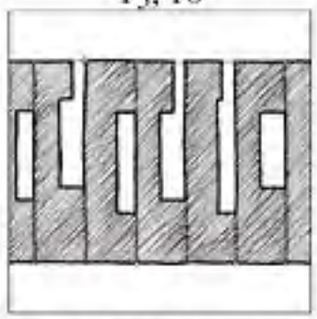
WHAT DOESN'T: Specific configuration, as long as the wings are thin. Large T2 and T3 lots allow substantial variation in building form.

T4

***WHAT MATTERS: Stretch substantial portions of the building around courtyards that probably face the side of the lot, but that also may face the corner of the lot. See *TCP*>1 & *TCP*>2.

WHAT DOESN'T: Courtyard width. Meaning that if you use a single-loaded wing on a T4 lot, there will almost always be enough room left beside it for a proper courtyard.

T5, T6



**WHAT MATTERS: Create Light Wings by incising narrow slots or by placing narrow side courts within units. Incise as deeply as possible to spread the light as deeply into the building as possible.

WHAT DOESN'T: Cross-ventilation. Code issues prevent openings through firewalls into adjacent courtyards, so T5 and T6 courtyards provide light, but seldom provide cross-ventilation.

REALMS: 3rd Realm (Regional): Light Wings make great sense in hot, damp climates because of how well they ventilate. 5th Realm (Continental): Western Classicism uses the single-loaded wing freely because of the more beautiful light that it creates. 6th Realm (Universal): The need for light and for thermal comfort are universal to all humans. Only the specifics articulations of the patterns change.

ATTRIBUTES: Commodity: Natural light and natural ventilation obviously help to do tasks that would otherwise have to be done with machines. Delight: Fresh air and lots of light are simple but valued. Wellness: Direct ventilation of fresh air into interior spaces is the best weapon against Sick Building Syndrome, where interior pollutants collect in the air to levels that make the occupants sick.

VARIATIONS

T2, T3

T4

T5, T6

MASSING & WALLS

–

Light Wings

–

This is a foundation pattern that enables many of the patterns that follow. The next eight consecutive patterns, for example, are made easier if you use this one. In light of the power of this pattern, it is almost unthinkable (but true) that it has been used so rarely for nearly a century. The other two most important patterns in this book are South Facing Outdoors and Positive Outdoor Space. This pattern is not yet found very often in the Bahamas because the Bahamian tradition of building compact buildings was brought from Britain. Several of the images on this page are therefore from the southeastern US, which has a similar climate to the Bahamas and uses this pattern very effectively.

GENERAL MASSING RULES

Arrange building masses in accordance with the Urban Code if one is used in your neighborhood and according to the following principles in Transect zones T2 through T5. See TC1–7.

WE DO THIS BECAUSE: *Buildings arranged according to these principles accomplish many good things that generally do not happen when arranging buildings according to conventional methods of the past few decades. First among the advantages of using these rules is the fact that they create an urbanism that helps create more beautiful streets, squares, and plazas. A close second is the fact that buildings of very different sizes following these rules sit more comfortably together, creating a much more interesting streetscape that people are more likely to want to walk along because they allow a greater variety of building sizes and types.*

These rules do not apply in Transect Zone 1b because 1b requires an intensity of activity and use that is not possible with buildings broken down into smaller, lower masses.

Building Parts

***What Matters: Compose building programs of Principal Building (1), Backbuilding(s) (2) and Outbuilding(s) (3). The Principal Building shall sit towards the front of the lot.

What Doesn't: Whether all parts are built at once or not. Often, the Principal Building is built first, with the Outbuilding and the Backbuilding added later, sometimes at different times.

Layers & Setbacks

***What Matters: The First Layer of a lot is that part of a lot that occurs between the Principal Frontage and the Front Yard Setback Line or Build-To Line. Open porches, balconies, and galleries may project up to 12' into the First Layer by right. They may also project up to 8' past the Side Street Setback Line, but no further than the Side Street Property Line. Architectural appendages such as eaves, water tables, and chimneys may project up to 3' past any Setback Line or Build-To Line. Small encroachments of the building into the First Layer may be approved by the Town Architect based on merit at the Town Architect's sole discretion. The Second Layer of the lot is 20' deep and is located just behind the First Layer. No garage doors may be located in the Second Layer. The Third Layer is the remainder of the lot. The Front Facade Zone is that portion of the Second Layer in which the Front Facade of the Principal Building must be built.

Build-To Line

***What Matters: The Build-To Line occurs at the back of the Front Layer. Lots either have Build-To Lines or Front Yard Setback Lines, but not both. If a lot has a Build-To Line, then the Front Facade of the Principal Building must be built along the Build-To Line.

GENERAL MASSING RULES

(CONTINUED)

These rules do not apply in Transect Zone 1b because 1b requires an intensity of activity and use that is not possible with buildings broken down into smaller, lower masses.

Building Width

***What Matters: Limit the Principal Building width to 40' for all buildings except Mansions (4,800 square feet of heated space or more on a single property), which may have a Principal Building Width of up to 48'.

What Doesn't: Widths less than these are fine; just not great er.

Second Layer Wings

***What Matters: Wings may project to either side of the Principal Building within the Second Layer, but only if they have a wall height of one story and fall within a line drawn at a 45° angle from either of the front corners of the Principal Building.

What Doesn't: Building width within the Third Layer is unlimited.

Building Height

***What Matters: Building height is measured in stories, not feet, beginning at the floor level of the lowest story which is located at least 75% above grade, measured according to interior building volume. A single story is that distance from one floor surface to the floor directly above it, not including Tuscan and mezzanines. A mezzanine is a floor that overlooks the floor below and contains no more than 30% of the total area of the floor below.

LEED CREDIT
SS4.4
SS6.1
SS6.3
SS7.1

POINTS
1, 1, 1, 1

%

full SS4.4 for Technique 11, Technique 5 contributes to SS6.2 & SS6.2; full SS7.1 if Techniques 4 & 5 are used on enough parking; see LEED & Green Envelope

SHELTER FROM THE PARKING

Shelter people from overexposure to off-street parking by limiting visible garage size, locating parking that doesn't damage the streetscape, & shielding open lots.

WE DO THIS BECAUSE: *People walk much more on streets that feel like they belong more to the people than to the cars. On a retail-dominated Main Street, on-street parking creates lots of pedestrians, making it a people place. In all other less intensive places, however, parked cars usually outnumber pedestrians, so most of the cars need to be shielded from view.*

Visual Garage Reduction Techniques

1. Reduce Front-to-Back

Build second level bonus space over garage (see "Carriage Houses," next page) that is 3/4 or less as deep as the garage level, but 8" min. wider each side. This setback creates an inside corner where wall materials may be changed to further call attention to the two-story portion, not the whole garage. Roof the one-story portion with a lean-to shed or hipped shed. Place the garage doors in the one-story wall at the eave of the shed.

2. Reduce Side-to-Side

Build two spaces of the garage with a higher roof to read as the main mass. Add one or possibly two cars to the side(s) using lean-to roofs that tuck in under the eaves of the main roof. Set the walls in which the secondary doors are installed back 8" minimum from the primary garage wall. The setback also creates an inside corner where the wall material may be changed to further call attention to just the main body, not the whole garage.

3. Garages vs. Barns

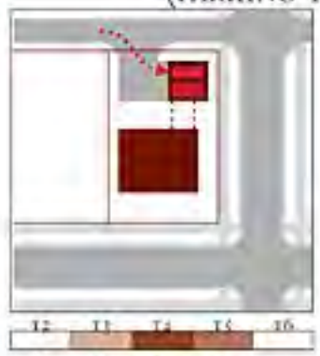
The previous techniques reduce the visual offensiveness of garages holding >2 cars, but do not solve the problem, which is the fact that bloated garages simply look too large, even when decorated. But if the same size building is detailed as a barn instead, then it looks like a small (and therefore "charming") barn rather than an "overgrown garage." This technique works best in T2, but also works in T3 & often in T4 if properly detailed.

Realms: 3rd Realm (Regional): The climate here is warm enough to be very conducive to walkability most of the year, but only the streetscape is attractive. If it is, then people are enticed outside to walk and become more acclimated to the local weather, which reduces interior conditioning requirements, saving money and resources. Technique 4 Shaded Parking reduces urban heat build-up, as does Technique 5 Grass Paving, which also reduces rainwater runoff from impervious surfaces.

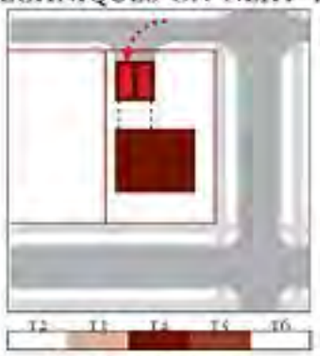
Attributes: Commodity: Technique 7 Carriage Houses puts affordable housing (and eyes) on the rear lane or alley. Technique 11 Reduce Capacity saves enormous amounts of money that would otherwise be spent building unnecessary parking spaces. Delight: Techniques 8-10 Drive-Through Garden Rooms take space that would otherwise be used only for driveways and makes delightful garden spaces out of them. Wellness: Few activities are as healthy and as accessible to the great majority of the population as walking. There is no membership to buy or special equipment required. The only requirement is an attractive place to walk.

Variations

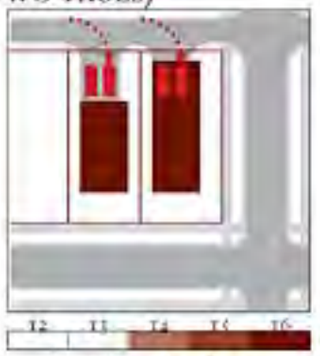
(parking techniques on next two pages)



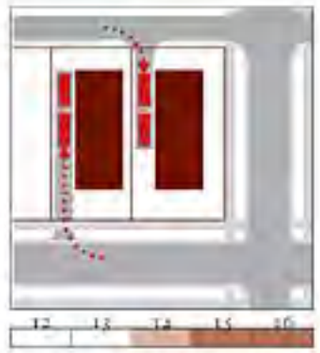
Alley/Lane, Court-Outbuilding: Resolves alley-blocking of direct entry, but uses more on-site paving.



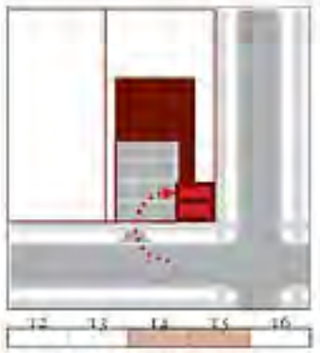
Alley/Lane, Outbuilding: Method of choice where alleys or rear lanes exist. Setback is 5' or 18' min.



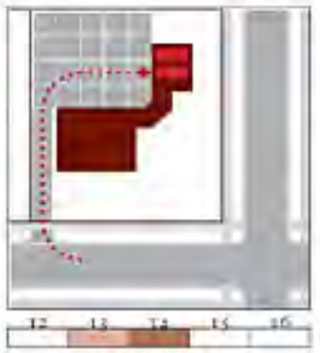
Alley/Lane, Park Behind a Park Within: May also be used with Row Houses.



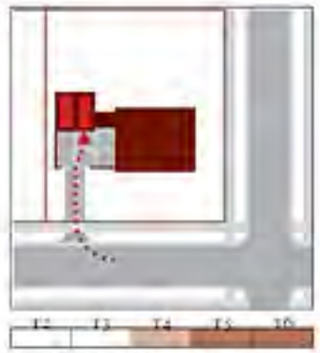
Alley/Lane, Park Behind: Least expensive since no building is constructed. Locate opposite side street.



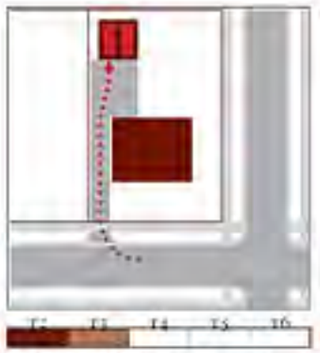
Front, Court-Sideblg.: Wall, gates & garage doors must be high quality since they are exposed to street.



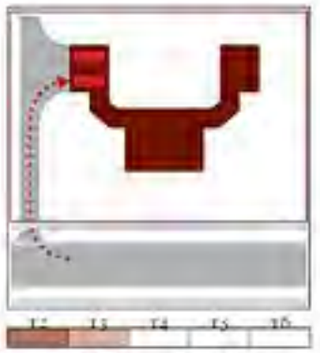
Front, Court-Outbldg.: Court must be detailed as a paved terrace or courtyard, not a driveway.



Front, Court-Frontbldg.: Only works w/high-quality wall, gates & especially high-quality hinged doors.



Front, Detached Outbldg.: Works best where space between houses is <21' wide, which helps hide garage.



Front, Outside Rear Court: Method only works on lots >120' wide.

This is one of the most important patterns to get right, because few things destroy a beautiful streetscape more quickly than the street feeling as if it is overrun by cars. When the streetscape is appealing, people walk a lot more and therefore meet their neighbors, fostering a sense of community that drives up the values of homes throughout the neighborhood.

4. Shaded Parking

Design surface parking with trees that will shade the parking surface within 5 years, or provide a structure with open columns and a solid or fabric roof to shade surface parking.

5. Grass Paving

Use paving that has a partially or entirely grass surface on all except the most heavily-used parking spaces. The two most common techniques are concrete block pavers with holes in them to permit grass growth, & turf reinforcement structures (usually synthetic materials) placed just below the surface.

6. Shielded Parking

If off-street (and off-alley) surface parking must be used, shield it from view with walls, hedges, fences or other means. Parking lots are much easier to shield if they are kept small, so limit them to no more than 7 cars whenever possible and separate the lots by at least 100'.

7. Carriage Houses

The windows of the second level, the frequent outside stair to the second level, and the simple human care that comes with a lived-in place like a half-dozen potted plants at the foot of the stair (it is someone's front door, after all) distract the eye from the car storage function of a carriage house.

8. Drive-Through Garden Room 1

Driveways do not have to destroy a garden. A series of Garden Rooms can accommodate a car for a few seconds each day, but function delightfully as places for people for the rest of the day. Use these techniques for any of the front-accessed parking methods on the previous page.

9. Drive-Through Garden Room 2

To properly execute Drive-Through Garden Rooms:

A. Entirely pave court @ garage doors.
B. Use disguised wheel strips @ adjacent Garden Rooms.
C. If proportions require a front Garden Room, entirely pave it for contrast.

10. Drive-Through Garden Room 3

"Disguised wheel strips" are part of a larger grid design of concrete or paver strips designed to not look like part of a driveway.

Fountain or pool on narrow side of wheel strips as shown enhances the image of the Garden Room as a place for people rather than a driveway.

11. Reduce Capacity

Traditional Neighborhood Developments provide a huge number of on-street parking spaces. Reduce the problems caused by too much paving and oversized garages by providing only the minimum off-street parking required by the local ordinance.

*** SOUTH FACING OUTDOORS ***

Place outdoor spaces to the South of the buildings they serve, then connect the building to the outdoor space with a porch that shades the building in summer.

WE DO THIS BECAUSE: *Numerous studies have shown that people will not use an exterior space if they have to cross a wide zone of shadows to reach it except in the world's hottest climates, no matter how much we hope they might. They will walk from the sunny place to sit in the shade, to be sure, but it appears to be the band of sunshine that will draw them out of the building. Without it, exterior spaces simply will not be used.*

MASSING & WALLS

LEED CREDIT

EA1
EQ7.1
EQ8.1
EQ8.2

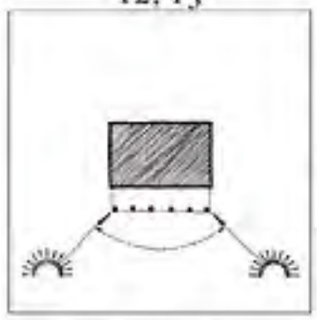
POINTS

1–10,
1,1,1

%

contributes to EA1 & EQ7.1 by winter heat gain & summer shading; contributes to EQ8.1 & EQ8.2 by creating a space that people naturally want to put more windows on

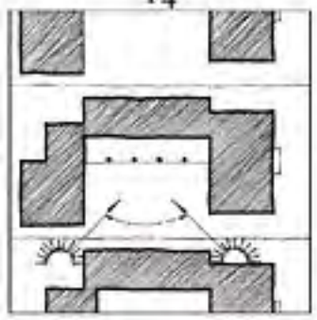
T2, T3



***WHAT MATTERS: Place porches on the South side of a building to shade the buildings in summer, but provide the view of sunshine that draws people outdoors.

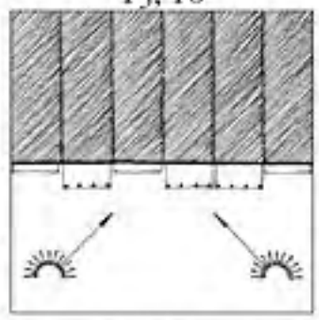
WHAT DOESN'T (T2, T3, & T4): Specific orientation. You don't need for a building to face directly South in order to receive the benefits of this pattern. Anything within about a 45° angle of due south will get a similar benefit.

T4



***WHAT MATTERS: Place porches on the South side of a building to shade the buildings in summer, but provide the view of sunshine that draws people outdoors. Porches are particularly effective opening into courtyards. Just make sure to observe North Side Manners, which means that if you have any manners, you won't put eye-level windows on the north side of your back building because then you could look into your neighbor's courtyard.

T5, T6



*WHAT MATTERS: Place galleries or balconies on the outside wall of a unit, especially if it faces South. This pattern is less important in T5 and T6 because only half of attached units have south walls.

WHAT DOESN'T: Galleries and balconies are desirable for the inhabitants of a unit whether facing a street or an alley. But if over a sidewalk, they also benefit the street.

REALMS: This is a major Third Realm pattern for several reasons: 1) The shading devices admit heat in winter but exclude it in summer, 2) By enticing people to spend time outdoors, less interior conditioning is required, 3) Galleries & balconies shield sidewalk from frequent rain.

ATTRIBUTES: Commodity: South Facing Outdoor spaces are useful for cooking & dining. Firmness: These spaces are often shaded and/or supported by permanent structural members which are major defining elements of the architecture of the building. Delight: This pattern is primarily about enticing and then delighting people. Wellness: Because this pattern entices people outdoors, they both get fresh air and become acclimated to local seasonal weather conditions.

VARIATIONS

T2, T3

T4

T5, T6

MASSING & WALLS

–

South Facing Outdoors

–

This is the single most important pattern in this entire book. Several patterns, such as Green Envelope, Sleeping to the East, North Face, and Western Wall, follow from it. The other two most important patterns are Light Wings and Positive Outdoor Space.

T2 & T3 MASSING

Compose Principal Buildings buildings with a Wraparound Porch, Eave Front, or Gable Front with or without a porch. Comply w/TCP~52.

WE DO THIS BECAUSE: *The hot, rainy, humid climate of the region is handled well by buildings that employ large expanses of porches, sometimes wrapping around most of the building.*

MASSING & WALLS

LEED

CREDIT

EA1
EQ7.1

POINTS

1–10,1

%

contributes to EA1 & EQ7.1 by summer shading

WRAPAROUND

**WHAT MATTERS: Compose the grandest buildings in T2 & T3 as a central core with a broad porch all the way around. The central core may be five bays or possible even more for mansions.

WHAT DOESN'T: Precise number of bays, although odd numbers are preferred as buildings become more Refined so there is a central bay for the front door.

EAVE FRONT

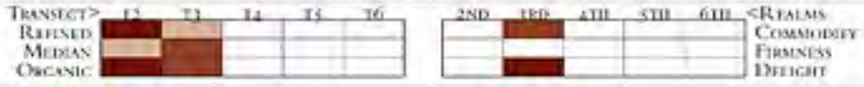
**WHAT MATTERS: Compose simpler buildings as simple eave-front masses, usually with a porch across the entire front. Number of bays vary up to five as required for lot width.

WHAT DOESN'T: Width of the Principal Building, so long as it does not exceed 40'. The number of bays can also vary, and the porch is sometimes omitted.

GABLE FRONT

**WHAT MATTERS: Simpler buildings may also be composed as simple gable-front masses, usually with a porch across the entire front. Number of bays vary up to five as required for lot width.

WHAT DOESN'T: Width of the Principal Building, so long as it does not exceed 40'. The number of bays can also vary, and the porch is sometimes omitted.



REALMS: 3rd Realm (Regional): Bahamian massing types developed in close response to the regional climate, which has not yet changed appreciably in our time. Large expanses of deep porch entice people outdoors, acclimating them to the local climate and reducing interior conditioning requirements. Porches may be used while it's raining, as opposed to decks and terraces, which may not.

ATTRIBUTES: Commodity: A breezy, shady living space that helps reduce utility bills is clearly useful. Delight: But it's clearly delightful, too, especially when it's overlooking the garden.

VARIATIONS

MASSING & WALLS

–

T2 & T3 Massing

–

These base building forms are well-suited to rural or suburban lots where larger spaces between lots allow porches to wrap all the way around.

T4 MASSING

Compose Principal Buildings of T4 buildings as single- or double-barrel shotguns or as Five-Bay blocks that are either hipped, gable-front, or eave-front.

WE DO THIS BECAUSE: *These are the most efficient ways to build simple structures on lots that are thin and deep. The shotgun house is a building type with African origins that has been used extensively around most of the Caribbean rim because of how well it ventilates because of being one room wide for the Single-Barrel Shotgun. The author suggests that this house type could be adopted into the Bahamian family of architectural traditions with great effect.*

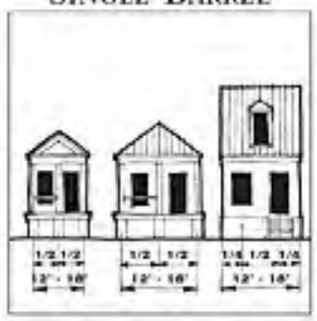
MASSING & WALLS

LEED

CREDIT
EA1
EQ2
EQ6.1
EQ7.1
EQ8.1
EQ8.2
POINTS
1–10,
1, 1, 1,
1, 1
%

thin houses contribute to EA1, EQ2, & EQ7.1 by cross-ventilating & also are easier to orient for a short Western Wall & a longer South-Facing Outdoors; they contribute to EQ6.1, EQ8.1, & EQ8.2 by facilitating lots of windows

SINGLE-BARREL



***WHAT MATTERS: Compose buildings on the thinnest lots as two-bay structures that may be gabled, hipped, or even eave-fronted if they are not too deep. Single-Barrel Shotguns are usually one room wide, although private rooms may be flanked with a hallway to one side, and the eave is usually one story tall.

WHAT DOESN'T: Specific width. As noted on the diagrams above, Single-Barrel Shotguns may occupy a range of widths.

DOUBLE-BARREL

***WHAT MATTERS: Compose buildings on the next thinnest lots as four-bay structures that may be hipped or eave-fronted. Gable fronts should be rarer because the wider gable can dominate the mass of the building if not done properly. Double-Barrels are usually two rooms wide, and the eave is usually one story tall.

WHAT DOESN'T: Specific width. As noted on the diagrams above, Double-Barrel Shotguns may occupy a range of widths.

FIVE BAY

**WHAT MATTERS: Compose buildings on the widest lots as Five Bay buildings, which should usually be eave-fronted. Because they are the largest buildings in T4, they may often be two stories tall or taller.

WHAT DOESN'T: Specific width. As noted on the diagrams above, Five Bay buildings may occupy a range of widths.

REALMS: 2nd Realm (Local): The New Orleans Shotgun is a well-known house type that could be very useful in the Bahamas. 3rd Realm (Regional): Houses composed of thin masses are even better than Thin Wings at daylighting and cross-ventilation because the entire house is thin.

ATTRIBUTES: Commodity: The primary attribute of T4 Massing is usefulness: fitting buildings to the site as efficiently as possible.

VARIATIONS

MASSING & WALLS

–

T4 Massing

–

These building forms are well-suited for the more compact neighborhoods, where lots are thin and deep. The first two Variations are from New Orleans, where the shotgun tradition has produced many beautiful examples. Because conditions are similar in the Bahamas, this house type could be very useful here, too.

T5 & T6 MASSING

Compose T5 & T6 buildings with either have a flat front, a balcony front or a gallery front. Galleries and balconies should project over the sidewalk.

MASSING & WALLS

WE DO THIS BECAUSE: *Real estate values are usually highest in T5 & T6, so most lot owners want to maximize their buildable area, resulting in large block-shaped buildings. Balconies or especially galleries over the sidewalk are strongly encouraged because they help protect shoppers in a climate where rains are common.*

FLAT FRONT

**WHAT MATTERS: Build masonry building that is primarily open at the first level and much more solid at upper levels.

WHAT DOESN'T: Wall design, as long as it conforms to all applicable wall, door & window and eave patterns in this book, and building height, as long as it conforms to the Urban Code.

BALCONY FRONT

**WHAT MATTERS: Design building like the Flat Front building, except project a balcony from the second level over the sidewalk.

WHAT DOESN'T: Building height, as long as it conforms to the Urban Code, and balcony design, as long as it conforms to *TCP*-48, *TCP*-49, *TCP*-54, *TCP*-55, Porch Principles and Balcony Support.

GALLERY FRONT

***WHAT MATTERS: Design building like the Flat Front building except project an open gallery over the sidewalk. Gallery may contain more than one floor level.

WHAT DOESN'T: Building height, as long as it conforms to the Urban Code, and gallery design, as long as it conforms to *TCP*-49, *TCP*-50, *TCP*-52, *TCP*-53, *TCP*-54, *TCP*-57, Green Envelope, and Porch Principles all metal porch patterns.

REALMS: 4th Realm (National): Buildings of similar massing are common in the most urban areas of Nassau and other cities due to real estate value issues.

ATTRIBUTES: Commodity: Maximizing property values clearly enhances the financial usefulness of the neighborhood. Firmness: Balconies and galleries, while composed of thin wood components, nonetheless should appear capable of carrying their loads of people, plants and furniture Delight: Balconies and galleries are not only a visual delight, but by helping create Green Envelopes, they help cool the street as well.

VARIATIONS

MASSING & WALLS

–

14 Massing

–

These building forms are well-suited for the more compact neighborhoods, where lots are thin and deep. The first two Variations are from New Orleans, where the shotgun tradition has produced many beautiful examples. Because conditions are similar in the Bahamas, this house type could be very useful here, too.

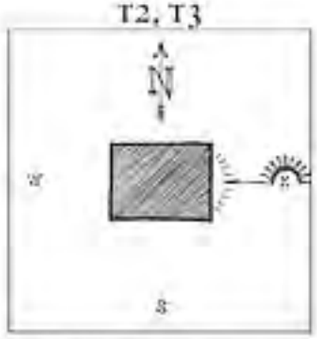
LEED CREDIT EQ8.2 POINTS 1 ½ contributes to EQ8.2 by requiring windows

SLEEPING TO THE EAST

Arrange bedrooms so that they catch the first morning sunshine.

WE DO THIS BECAUSE: *Nature wakes us slowly and gently with the soft advance of morning light. Alarm clocks are sometimes necessary at today's pace, but it is much better when a bedroom's orientation helps to wake us in the morning.*

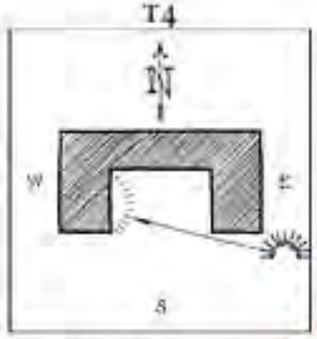
T2, T3



**WHAT MATTERS: Place bedrooms in 12 or 13 on the eastern side of the house to catch the morning's first light.

WHAT DOESN'T: Precise orientation. Not every building has a side that faces directly east. Southeast works almost as well, and northeast isn't far behind.

T4

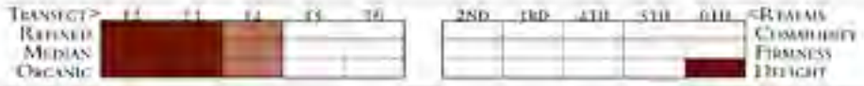


**WHAT MATTERS: Because 14 houses are often built around courtyards, place bedrooms in 14 on the western side of the house so that they open across the courtyard to the east.

WHAT DOESN'T: The sun's location at sunrise. Most of the horizon is not visible in 14, so the sun will be higher before it is seen and bedroom orientation can therefore be a bit more imprecise than in 13 or especially 12.

T5, T6

WHAT DOESN'T MATTER: This pattern does not occur in most of 15 and 16 because the buildings are usually attached to each other and face the street, resulting in building exposures that are predetermined by the town planner and over which the building designer has little or no control.



REALMS: 6th Realm (Universal): Most environmental patterns belong in the 3rd Realm, but Sleeping to the East is a universal environmental pattern because encouraging waking with the sun causes more tasks to be done in daylight, reducing artificial lighting.

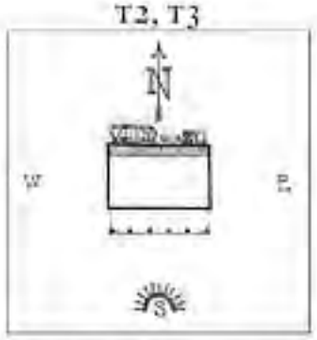
ATTRIBUTES: Delight: Waking slowly and gently is more pleasant than being jarred awake by an alarm. Wellness: Waking to morning light encourages healthier, more regular sleep patterns because the sun rises at approximately the same time from one day to the next.

NORTH FACE

Place storage and utility rooms on the north face of the building.

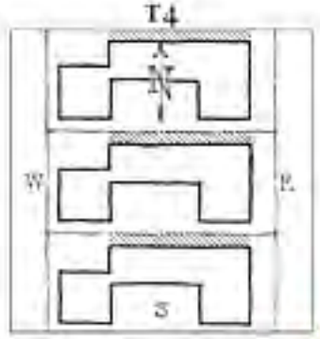
WE DO THIS BECAUSE: *The north side of a building is in almost perpetual shadow, is therefore damp in rainy climates, and may spawn mold and mildew. People need light, but most inanimate objects do not, so store things and put utility or mechanical functions where the sun doesn't shine. The only habitable space that benefits from the shady northern side of a building is an artist's studio.*

T2, T3



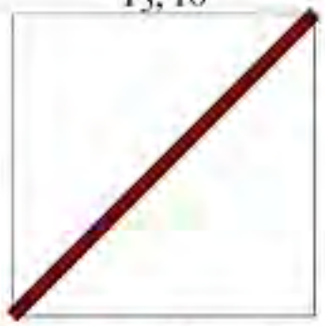
***WHAT MATTERS: Park vehicles or place equipment in the shadow beside the north face of the building. Place utility rooms in the building on the north side.

T4



**WHAT MATTERS: Place utility rooms in the building on the north side; they do not require windows, which would destroy the neighboring courtyard's privacy. Narrow-lot 14 houses that are long east to west (see Light Wings) create a long, thin side yard on the north side. It may either be used as usual for 12 & 13, or, where the plat allows, may be used by the neighbor as part of their courtyard. Consult the Urban Code if your neighborhood uses one to see if this applies to your lot.

T5, T6



WHAT DOESN'T MATTER: This pattern does not occur in most of 15 and 16 because the buildings are usually attached to each other and face the street, resulting in building exposures that are predetermined by the town planner and over which the building designer has little or no control.

REALMS: 2nd Realm (Local): Charleston, South Carolina has a term that describes putting all your windows to the south-facing side yard: "North Side Manners," meaning that "If you have any manners, you won't put windows on the north side of your house that would invade the privacy of your neighbor's side garden. North Side Manners is an idea that should be imported to the Bahamas for use on lots that are long in a primarily east-west direction. 3rd Realm (Regional): Shielded north faces that are not often penetrated focus human activities on the sunny southern side of the building.

ATTRIBUTES: Delight: Storing objects on the north face concentrates human activity on the south face, which is lighter and more enjoyable.

WESTERN WALL

Reduce the length of the western wall, reduce west-facing openings, and shade openings with deciduous foliage to block the hot, low afternoon sun in summer.

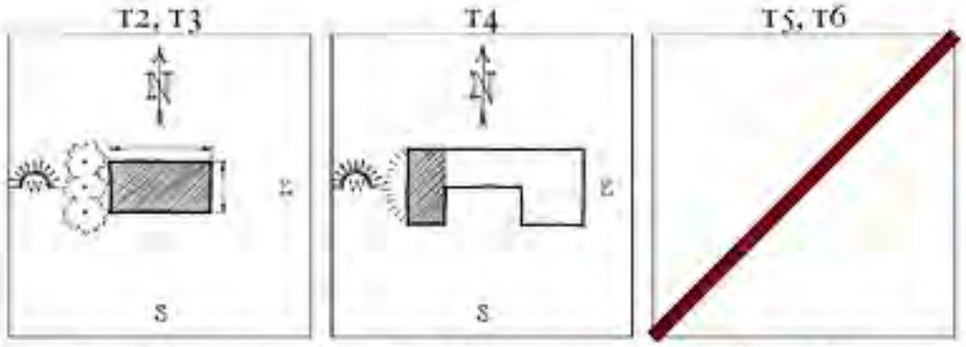
WE DO THIS BECAUSE: *The western sun is low in the sky, and dumps heat into houses at the hottest part of the day. Roof overhangs, porches, and awnings do little to block sunlight from low in the sky. Deciduous foliage works well because it blocks the summer sun, but allows the warmth of sunlight after its leaves have fallen in autumn.*

MASSING & WALLS

LEED CREDIT: EA1 EQ7.1

POINTS: 1–10, 3

%: contributes to EA1 & EQ7.1 by reducing cooling load



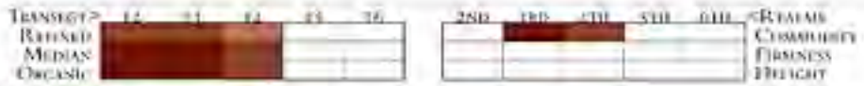
***WHAT MATTERS: Make buildings long east to west (see Light Wings) so that the length of the western wall is reduced. Shade the western wall with deciduous trees or other foliage.

WHAT DOESN'T: Specific shading device, so long as it can change from summer to winter. Adjustable louvers, for example, can be opened or closed: Hinged shutters may be closed or opened entirely and laid back against the wall.

***WHAT MATTERS: Smaller T3 lots allow less flexibility to lengthen the house east to west or to plant trees to the west. Do these things where possible, or place unconditioned spaces such as garages to the west where possible.

WHAT DOESN'T: Specific shading device. T4 lots not only have all of the T3 techniques available, but may also benefit from adjacent buildings because they are closer.

WHAT DOESN'T MATTER: This pattern does not occur in most of T5 and T6 because the buildings are usually attached to each other and face the street, resulting in building exposures that are predetermined by the town planner and over which the building designer has little or no control.



REALMS: 3rd Realm (Regional): Western wall protection is of great importance in all but climates, especially those that are humid and where nighttime temperature does not drop very far. 4th Realm (National): Bahamian louvered verandahs work very well to screen the western sun before it gets into a building.

ATTRIBUTES: Commodity: Proper treatment of the Western Wall can save thousands in utility costs and result in correspondingly large resource conservation. It can also save interior furnishings from exposure to accelerated aging that comes with direct hot afternoon sunlight.

CEILING HEIGHT

Increase ceiling heights as buildings become more Refined, but allow some rooms to have lower ceilings if lesser importance or more intimate.

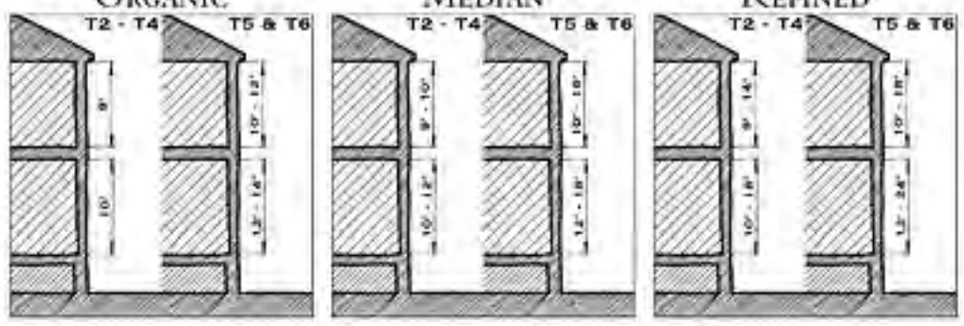
WE DO THIS BECAUSE: *Tall ceilings allow heat to rise, increasing comfort in summer. They also bounce light further into a room if room surfaces are lightly colored, helping to daylight a room. Additionally, taller ceilings create taller exterior walls, which usually frame a street better and provide a larger backdrop for proper architectural detailing. Bahamian architectural traditions imported from Britain include low-ceiling buildings, but these are much better suited for Britain's cooler, dryer climate than for the sub-tropical climate of the Bahamas. New Bahamian buildings should therefore use higher ceilings, but respect cultural traditions by making the walls appear to not be as tall as they really are with appropriate eave detailing.*

MASSING & WALLS

LEED CREDIT: EA1 EQ7.1

POINTS: 1–10, 3

%: contributes to EA1 & EQ7.1 by reducing cooling requirements



***WHAT MATTERS: Make the predominant ceiling height of the principal floor 10' in T2 through T4 & 12' to 14' in T5 and T6. Make the predominant ceiling height of the floor(s) above it 9' in T2 through T4 and 10' to 12' in T5 and T6. See *TCP*-15.

WHAT DOESN'T: Precise building height, so long as these ceiling heights are used. Floor depths vary. Less important rooms may have lowered ceilings.

***WHAT MATTERS: Make the predominant ceiling height of the principal floor 10' to 12' in T2 through T4 & 12' to 18' in T5 and T6. Make the predominant ceiling height of the floor(s) above it 9' to 10' in T2 through T4 and 10' to 16' in T5 and T6. See *TCP*-15.

WHAT DOESN'T: Precise building height, so long as these ceiling heights are used. Floor depths vary. Less important rooms may have lowered ceilings.

***WHAT MATTERS: Make the predominant ceiling height of the principal floor 10' to 18' in T2 through T4 & 12' to 24' in T5 and T6. Make the predominant ceiling height of the floor(s) above it 9' to 14' in T2 through T4 and 10' to 18' in T5 and T6. See *TCP*-15.

WHAT DOESN'T: Precise building height, so long as these ceiling heights are used. Floor depths vary. Less important rooms may have lowered ceilings.

REALMS: 3rd Realm (Regional): Coupled with light-colored roofs, tall ceilings are excellent natural cooling devices. Enhanced daylighting in light-colored rooms is a bonus, and also helps with cooling because artificial lighting (which heats up a room) is needed less.

ATTRIBUTES: Commodity: Savings on cooling costs also conserve resources. Delight: While the utilitarian nature of tall ceilings are their reason for being, their human enjoyment factor should not be understated. It is clearly a pleasant experience to walk into a tall, stately room that, due to its increased ceiling height, is more likely to be properly proportioned than a room with shorter walls.

FIRST FLOOR ELEVATION

Elevate first floor of all buildings above grade as per mandated Base Flood Elevation, but not less than 42". More Refined buildings are elevated more.

WE DO THIS BECAUSE: *There are flooding hazards in coastal areas. Raising the first floor elevation is the best way to protect individual buildings. The more refined the building, the higher it should be raised to protect it.*

MASSING & WALLS

LEED

CREDIT

ID1.1

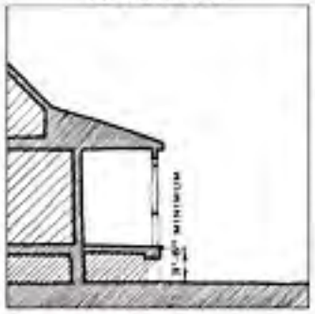
POINTS

1

½

storm-resistant construction fulfills intent of MR3.1 & MR3.2 by preventing storm damage that requires new material use

ORGANIC



**WHAT MATTERS: Raise Organic buildings the least since they are least expensive. In exchange for saving the most money the occupant is inconvenienced the most by having to leave most often in advance of a storm.

WHAT DOESN'T: Specific height, as long as it is at least 3'-6". Organic buildings may be raised an entire story just like Refined buildings if desired; they usually are raised less in order to save money.

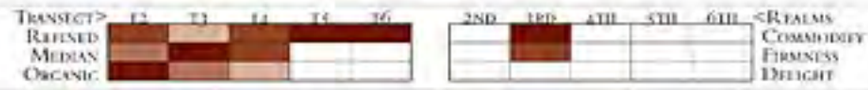
MEDIAN

***WHAT MATTERS: Raise Median buildings a half-story or more. In places where there is not a high water table, this could result in a partial daylight basement.

WHAT DOESN'T: As with Organic buildings, the 5'-6" elevation is a minimum only, and may be exceeded by as much as the owner desires.

REFINED OR T5, T6

***WHAT MATTERS: In either the most Refined buildings or buildings in T5 or T6, the basement level is at sidewalk level and the first floor is actually one story above. The ground level occasionally floods. In residences, it either contains stored items or less valuable items that can be moved upstairs. If the lower level is a retail store, the retailer usually has employees who help move stock to a place of safety.



REALMS: 3rd Realm (Regional): Raised buildings are found throughout the Bahamas because the most of the nation is close to the coast, and occasionally experiences flooding associated with hurricanes.

ATTRIBUTES: Commodity: First Floor Elevation exists first of all for one very useful purpose: raising buildings above a flood. Firmness: Visually, this pattern must produce very solid-looking piers, because the entire building rests upon them.

VARIATIONS

ORGANIC

MEDIAN

REFINED OR T5, T6

MASSING & WALLS

–

First Floor Elevation

–

The raised first floor is a signature of buildings in coastal regions where hurricane flooding is possible.

LEED CREDIT
WE1.1
EA1
EQ8.1
EQ8.2

POINTS
1, 1–10,
1, 1

full WE1.1 earned for Technique 4; contributes indirectly to EA1 by assuring environmental acclimation (see 3rd Realm); contributes to EQ8.1 & EQ8.2 by creating a space that people naturally want to put more windows on

GARDEN ROOMS

Divide habitable outdoor space into a series of garden rooms, notably different from adjacent garden rooms, and never longer than 2:1.

WE DO THIS BECAUSE: *Positive Outdoor Space must be treated in a conscious, intentional, and thoughtful manner in order to entice people to enjoy it. This means that the Garden Rooms should be well-proportioned rooms of specific shapes, each with a markedly different character from the adjacent Garden Room. In other words, they should be treated with every bit as much design care as a room indoors.*

PROPORTIONS

**WHAT MATTERS: Garden Rooms should be properly proportioned. Common room proportions are 1:1, 2:1, 3:2, 4:3 (above), the Golden Mean and the square root of 2 (not illustrated.)

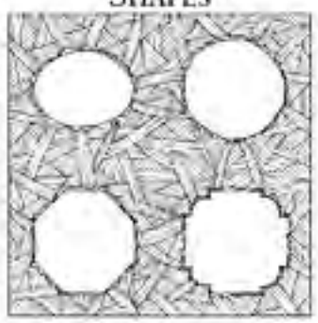
WHAT DOESN'T: The proportion you begin with... if you're dealing with an ill-proportioned space between buildings, use hedge-like plant material to fill in and create a proper proportion. Because of this, it's easier to properly proportion outdoor rooms.

SURFACES

***WHAT MATTERS: Surface types include hard surfaces (pavers or concrete), grass, sand or gravel, and ground cover. Each Garden Room should usually have a different surface material from adjacent Garden Rooms.

WHAT DOESN'T: Specific surface materials can vary widely within the range of materials that are regionally sensible. Because most Garden Rooms are not visible from the street, the neighbors won't care what you use.

SHAPES



**WHAT MATTERS: A Garden Room should be a room, not just left-over space. If not a rectangle or square, make it an ellipse, circle, regular polygon, or some combination thereof.

WHAT DOESN'T: The specific shape... just as long as it is a specific shape. Just don't let it become a left-over outdoor space.

REALMS: 2nd Realm (Regional): By enticing people to spend time outdoors, less interior conditioning is required because they become more comfortable with local weather conditions (see Wellness.) 5th Realm (Continental): Classical architecture has a long history of developing great Garden Room techniques. 6th Realm (Universal): Humans in every culture have created garden rooms almost since the dawn of history. Obviously, a pattern this timeless deserves to be central to the way that we build buildings today.

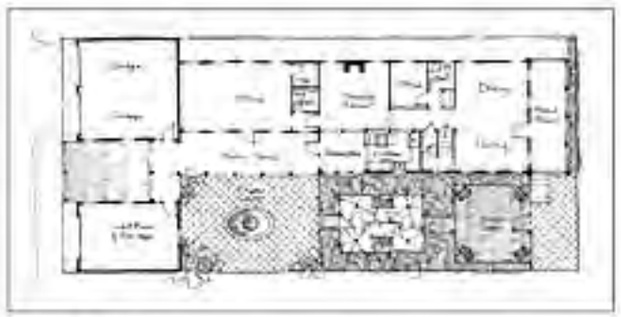
ATTRIBUTES: Delight: This pattern is as much about delight as any pattern. Wellness: Because this pattern entices people outdoors, they both get fresh air and become acclimated to local weather conditions.

TECHNIQUES

All three of the lots illustrated below are of a similar size, and the floor plan of the front part of the house is identical to clarify the subtle differences.

1. SMALLER LOT TECHNIQUES
Smaller lots have the smallest side yards. In order to create properly-proportioned Garden Rooms, the length of the rooms must be fairly short. A significant portion of the side yard may be a path between heavy shrubs, making the passage between the front room and the back seem longer, and making the back rooms more private.

2. MEDIUM LOT TECHNIQUES
Medium lots still may have a paved front court, but the side yard Garden Rooms are wider, so there can be fewer of them to be properly-proportioned. Medium lots may include some lawn, whereas smaller lots typically do not. Some medium lot Garden Rooms may be made smaller by surrounding it with a very thick hedge.



3. LARGER LOT TECHNIQUES
Large lot front yards are larger, and may have some lawn. Side gardens are large enough to include an herb or vegetable garden. Look at the upper left corner of the lot: the Master Garden, which is a walled Garden Room accessible only from the master suite, is an enormously popular emerging feature.

4. XERIC PLANT MATERIAL
Seaside Florida was one of the first modern developments to avoid all automatic landscape irrigation by using native plant species. Garden rooms should be built of locally-native species in order to be sustainable.

GREEN ENVELOPE

Place plants along the walls and on the roof of a building where people can see them, love them and nurture them.

WE DO THIS BECAUSE: *Plants need the carbon dioxide we breathe out; they also exhaust the oxygen we breathe in. Additionally, they make their immediate surroundings cooler in summertime, and are often beautiful to look at. They can also have edible fruit (see Edible Perennials).*

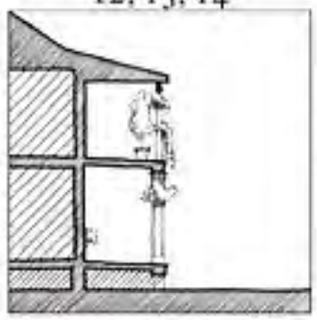
MASSING & WALLS

LEED

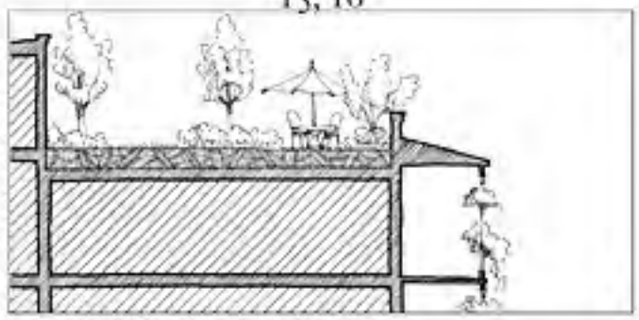
CREDIT
SS7.1
SS7.2
EA1
EQ7.1
EQ8.1
EQ8.2
POINTS
1, 1
1–10,
1, 1, 1
%

green roof contributes to both credits; see LEED for both & Shelter From The Parking for SS7.1; contributes to EA1 & EQ7.1 by lowering roof heat load; contributes to EQ8.1 & EQ8.2 by creating places where people want windows

T2, T3, T4



T5, T6



***WHAT MATTERS: Design porches, galleries and balconies that encourage plants to be placed on them and hung from them. Build window boxes and other devices such as wire or wood trellises that encourage plants to inhabit the wall of a building.

WHAT DOESN'T: Exact shape of plant-carrying components. They should be beautiful, whimsical and varied.

*WHAT MATTERS: Green roofs only make sense in T5 & T6 because only buildings in these zones may have flat roofs and are substantial enough to support the weight of a green roof. Build green roofs only adjacent to inhabited penthouse spaces so that people will see them, love them and nurture them. Design porches, galleries and balconies that encourage plants to be placed on them and hung from them.

WHAT DOESN'T: Proportion of penthouse to green roof. As long as people regularly see the green roof, they will care for it, even if from a fairly small vantage point.

REALMS: 2nd Realm (Local): Nassau and Dunmore Town have excellent examples of Green Envelopes. 3rd Realm (Regional): Green envelopes entice people outdoors, acclimating them to local weather, reducing indoor conditioning levels. They also reduce urban heat build-up. 6th Realm (Universal): Humans around the world cherish plants that they keep close by, like good friends.

ATTRIBUTES: Commodity: Green envelopes are useful for cooling buildings, cooling streets, cleaning the air, shading western walls, and even growing food. Delight: Green envelopes are built first to delight humans by visual beauty, pleasant smells, and the buffering of street noise. All other benefits flow from this. Wellness: Green envelopes make air more healthy to breathe. By enticing humans outdoors, they put them over the street, interesting them in activities there, increasing the likelihood of them walking somewhere, with great benefit.

VARIATIONS

T2, T3

T4

T5, T6

MASSING & WALLS

–

Green Envelope

–

Much is discussed today concerning green roofs, but they are only half the story. This pattern presents the other half: How do you place plant material on a building so that it is more accessible to people who will enjoy it, love it, and maintain it? This may include roof gardens, but it also includes terraces, balconies, and even window boxes, all of which cool the street (where the people are) better on a hot summer day.

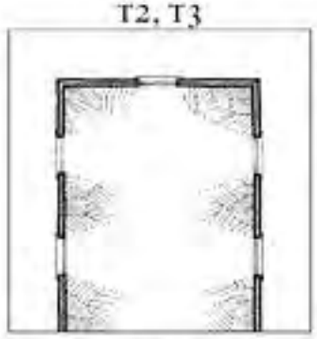
LIGHT ON TWO SIDES

Locate windows to the outdoors on at least two sides of every room that people will sit in.

MASSING & WALLS

WE DO THIS BECAUSE: *Light entering a room from two or more sides is more beautiful than the harsh, glaring light of one-sided windows. This happens because windows on different walls backlight each other, creating softer and more beautiful light.*

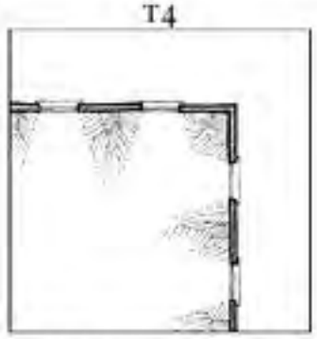
T2, T3



***WHAT MATTERS: Buildings in T2 and T3 often have the best opportunities for windows on opposite sides or on three sides of a room because of their distance from neighboring houses.

WHAT DOESN'T: The view. This pattern isn't about the view, but rather about getting light into a room from multiple directions. And with light from multiple directions, you'll probably get the view without even trying to.

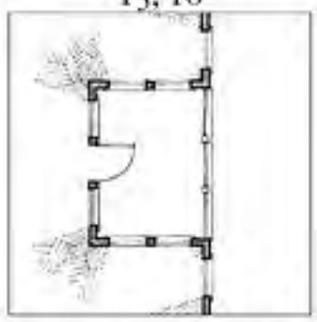
T4



**WHAT MATTERS: T4 rooms often are not able to have windows on opposite sides of rooms out of concern for the neighbors' privacy, but if the buildings are composed of relatively short wings, most rooms may have corner windows.

WHAT DOESN'T: Again, good views occur almost by default if windows are placed in every exterior wall of a room.

T5, T6



*WHAT MATTERS: Within the usually straight wall of a T5 or T6 building, either indent a recess to spread light or protrude a bay to gather light.

WHAT DOESN'T: This is a rare pattern because property values usually preclude taking floor space out of a T5 or T6 buildable floor plate and local laws usually prevent building habitable space over a public right-of-way.

REALMS: 5th Realm (Continental): Western Classicism, because of limiting the length of most wings of a building to reasonable lengths, has a strong tradition of light on two sides of a room. 6th Realm (Universal): Softer light is simply more desirable to the human eye.

ATTRIBUTES: Delight. There should be no doubt concerning the fact that light on two sides of a room is all about delight.

VARIATIONS

T2, T3

T4

T5, T6

MASSING & WALLS

–

Light On Two Sides

–

Conventional wisdom puts few if any windows on the side walls of houses on narrow lots. This is a big mistake. Even when houses are very close, if the designers are clever, they can avoid windows in habitable rooms that look directly into neighbors' habitable rooms.

North Side Manners means that you use only high windows at your backbuilding when facing your neighbor's courtyard, but heavily glaze to your courtyard.

MORE LIGHT

Light the principal rooms of a building with assemblies of south-facing windows that are shaded in summer but allow full sunshine in winter.

WE DO THIS BECAUSE: *The people of Western cultures demand more light in our dwellings and workplaces today than ever before. Ancient window schemes are insufficient for meeting this need, but traditional architecture has always adapted itself to new needs, including this one.*

MASSING & WALLS

LEED

CREDIT

EQ8.1
EQ8.2

POINTS

1.1

%

contributes to EQ8.1 & EQ8.2 by creating more window area

ORGANIC

*WHAT MATTERS: Gang windows together, keeping them vertically proportioned. Use the simplest trim members that comply with *TCP*~37.

WHAT DOESN'T: Specific trim member sizes, as long at they meet the requirements noted above.

MEDIAN

*WHAT MATTERS: Elaborate window surrounds and mullions, up to and including a very simple classical aedicule (illustrated above.)

WHAT DOESN'T: Again, specific trim member sizes don't matter, as long at they meet the requirements of *TCP*~37 and classical design principles.

REFINED

*WHAT MATTERS: Arrange multiple windows in more Refined configurations, like that of the Palladian window (illustrated above.)

WHAT DOESN'T: There are many widely accepted methods of composing and proportioning a Palladian window. Pick one, learn it well, and execute it properly.

REALMS: 4th Realm (National): More Light patterns common to the entire Bahamas include the multi-ganged window. 6th Realm (Universal): Is the need for light cultural or universal? Studies tend to show that it is universal, but that it has been suppressed by things like the Glass Tax.

ATTRIBUTES: Delight: As with Light On Two Sides, this pattern is all about delight.

VARIATIONS

ORGANIC

MEDIAN

REFINED

MASSING & WALLS

–

More Light

–

Once, conditions conspired to create styles of architecture with very small windows. Recently, however, people have decided that they love light... the more, the better. If traditional architecture were all about style, it would be in trouble... but it's not. Living traditions are well able to wrap their arms around new problems and solve them, as they have done with the need for more light.

TOWERS

Allow thin towers to be built that afford a long view of things in the distance.

MASSING & WALLS

LEED

CREDIT

EA1
EQ2
EQ7.1

POINTS

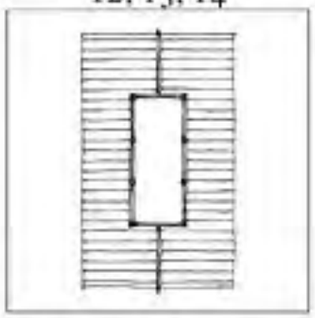
1–10,
1, 1

½

towers contribute to EA1, EQ2, & EQ7.1 by naturally exhausting hot air in the evening, pulling cooler air into lower level windows

WE DO THIS BECAUSE: *In the Bahamas, most properties have at least a long view to the ocean. Long views add value to properties because people value being able to go to a place where they can see beyond their immediate surroundings. This only works if surrounding towers are thin enough that they do not block the view. Towers also create passive hot air exhausts as useful as an attic fan simply by opening the windows and allowing the thermal chimney effect and the Venturi effect from breezes to take place.*

T2, T3, T4



*WHAT MATTERS: Build open roof decks with rails that do not exceed 350 square feet. Portions of decks may be used for air conditioning condensers. NOTE: Open decks do not qualify for LEED credit by exhausting hot air; they only provide long views.

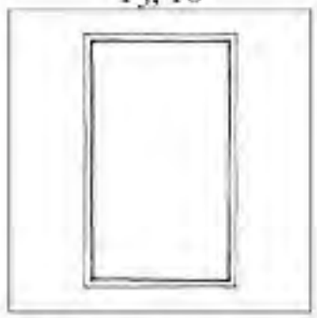
WHAT DOESN'T: Specific proportion or location of deck, so long as the finished floor of the deck is no more than 16" above the highest portion of the roof on which it sits.

T2, T3, T4

**WHAT MATTERS: Build roofed towers that may be open or enclosed, and that may also have adjacent areas of open roof deck. Roofed areas may not exceed 150 square feet. Open areas may not exceed 200 square feet. See 15, 16 note on LEED credit & heights.

WHAT DOESN'T: Specific proportion or location of deck, so long as the finished floor of the deck is no more than 16" above the highest portion of the roof on which it sits.

T5, T6



*WHAT MATTERS: Buildings with flat roofs may allow access to the entire roof area with no size limitation. NOTE: Towers not exceeding 150 square feet in area may extend above the allowable height without limit. Only towers with operable windows that are connected to interior spaces below so as to allow a free flow of exhaust air from those spaces qualify for LEED credit.

REALMS: 1st Realm (Personal): Towers, because of their iconic nature, have potential for greater personal expression than other parts of many buildings. 3rd Realm (Regional): Towers are a regional pattern that occur where views to water, mountains, or other vistas are possible.

ATTRIBUTES: Commodity: Good towers exhaust as much air as a large attic fan, yet do not require electricity. The only cost is the user climbing the steps to open the windows; the view is their compensation. Firmness: Because a tower has only a single function, it can be the clearest (and most vigorous) expression of the structural system of the building. Delight: This pattern is primarily about the delight of climbing to a high place with a very long view. Wellness: The beautiful long view, especially over the ocean, tends to heal the psyche in part by redirecting us away from the petty troubles with which the immediate things assault our eyes.

VARIATIONS

T2, T3, T4

T2, T3, T4

T5, T6

MASSING & WALLS

–

Towers

–

New Urbanist alchemists first discovered how to turn nearly worthless land a quarter-mile from the beach into gold at Seaside. They did so by allowing thin towers, which allowed everyone who wanted one a view of the ocean. But this doesn't just work at the beach, but rather in any place where there is a long view from above the roof. The thermal chimney effect works anywhere at all.

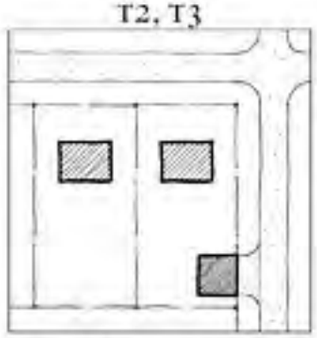
STREET GARAGE

Allow garages to be built at the property line along side streets of corner lots. Street Garages may either have no doors, or if there are doors, they shall be or appear to be swinging carriage house doors.

Massing & Walls

WE DO THIS BECAUSE: *Garages are visually objectionable because of the mess they typically contain. But garages directly on the sidewalk must either be kept closed or kept empty of anything except a car for security. In either case, no mess is visible. The carriage house doors are more beautiful than conventional sectional doors. Street Garages can contribute to the streetscape by narrowing views into alleys. They can do this whereas conventional garages cannot precisely because they are entered from the street, not the alley, so the pair of Street Garages framing the alley entry may therefore be pulled very close together, leaving only a single driving lane between them.*

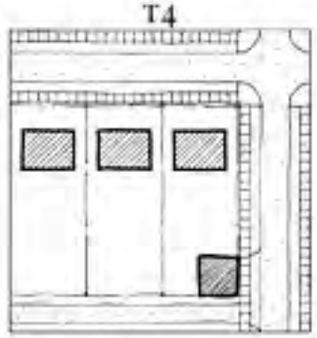
T2, T3



What Matters: Locate the Street Garage at the side property line in the Third Layer of the lot (see General Massing Rules.)

What Doesn't: Specific location within the Third Layer, although the Street Garage should be placed as far as possible toward the back of the lot in order to frame more private outdoor gardens between it and the house.

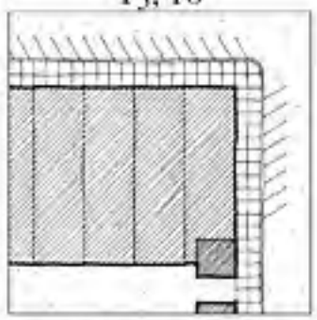
T4



What Matters: Locate the Street Garage at the back corner of the lot adjacent to the side street. Run the sidewalk continuous in front of the Street Garage, and provide an apron matching the street paving between the sidewalk and the street.

What Doesn't: So long as the Street Garage does not include habitable space, some municipalities will allow it to violate setbacks enforced on buildings, treating it as a garden structure instead.

T5, T6



What Matters: Locate the Street Garage at the back corner of the lot adjacent to the side street. Run the sidewalk continuous in front of the Street Garage. Work with the planner and the municipality to allow Street Garages either side of an alley entrance to pull very close together in order to restrict views down the alley, which tend to be messier and less beautiful than good streetscapes.

Realms: 1st Realm (Personal): Because one of the requirements for a Street Garage is that it be more beautiful than a typical garage, designers are encouraged to be unusually creative about how that beauty is created. See the second row of the left and right columns of the Variations on the next page for curious examples of Street Garage creativity. 4th Realm (National): Street Garages are not numerous anywhere in the Bahamas, but they can be found scattered through almost any town.

Attributes: Commodity: The primary usefulness of a Street Garage is three-fold: create more urbanism on side streets, restrict views down alleys, and create more usable space on building lots. Delight: The extra usable space created should be used to create bigger and better private Garden Rooms.

Variations

T2, T3

T4

T5, T6

Massing & Walls

– Street Garage –

New Urbanists have for years tried to hide garages, because they normally become storage rooms for all of the family's excess belongings, and are therefore usually unsightly when the garage door is left open. But Street Garages cannot be left open if items are stored inside because they are located at the sidewalk. And because Street Garages require carriage house doors, they can actually be quite beautiful. They can only occur on corner lots, because they must be built on a side street, not a front street. As a result, they will always be built on a small proportion of the lots of a neighborhood.

HEAVY WALLS

Build most exterior walls of masonry, finished in either stucco or brick. Detail thick walls with interior splays to diffuse light at windows and doors.

WE DO THIS BECAUSE: *The entirety of the Bahamas is subject to devastating hurricane winds, and heavy masonry walls, properly detailed, are much better suited to resist them than standard stick-framed walls.*

MASSING & WALLS

LEED

CREDIT

EA1
MR1.1
ID1.1
EQ7.1

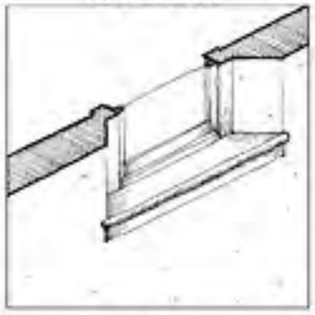
POINTS

1–10,
0,1,1

%

contributes to EA1 & EQ7.1 by storing heat in thermal mass; doesn't get any MR1.1 points now, but Heavy Walls greatly increase the likelihood of existing walls being re-used when building is renovated in the future; storm-resistant construction conserves materials as candidate for ID1.1

ORGANIC



**WHAT MATTERS: Build masonry walls 12" thick or more. Splay the interior of door & window openings, returning the wall finish to the window casing. See *TCP*>8, *TCP*>11, & *TCP*>12. All exterior walls in 15 and 16 must be masonry. Most others should be.

WHAT DOESN'T: Specific trim details.

MEDIAN

**WHAT MATTERS: Build masonry walls 16" thick or more. Splay the interior of door & window openings. Case entire splayed opening, possibly panelizing the splay in a simple fashion. See *TCP*>8, *TCP*>11, & *TCP*>12. All exterior walls in 15 and 16 must be masonry. Most others should be.

WHAT DOESN'T: Specific trim details.

REFINED

***WHAT MATTERS: Build masonry walls 16" thick or preferably more. Splay the interior of door & window openings. Frame opening with Refined surrounds & panelize splays. Consider interior insulating shutters that fold back against the splay. See *TCP*>8, *TCP*>11, & *TCP*>12. All exterior walls in 15 and 16 must be masonry. Most others should be.

WHAT DOESN'T: Specific trim details.

REALMS: 2nd Realm (Local): Nassau masonry walls employ several types of scoring and other decorative methods to create subtle interest in surfaces that could otherwise be boring. 3rd Realm (Regional): Building of materials less likely to be destroyed in hurricanes avoids enormous quantities of raw materials being consumed in reconstruction. 6th Realm (Universal): Diffusion of light at the edges of a window opening are physically gentler on the human retina than harsh, high-contrast edges of thin-framed windows.

ATTRIBUTES: Firmness: Few patterns combine Firmness and Delight better than Heavy Walls, which are the essence of Firmness. Delight: The soft diffusion of light across a deep window splay is visually pleasurable on a very basic level.

VARIATIONS

ORGANIC

MEDIAN

REFINED

MASSING & WALLS

–

Heavy Walls

–

You can fake a heavy wall most of the time, but not in a storm.

WALL BASE

Articulate the base of exterior walls using simple water table offsets and/or color in masonry walls and using skirt boards with drip caps in frame walls.

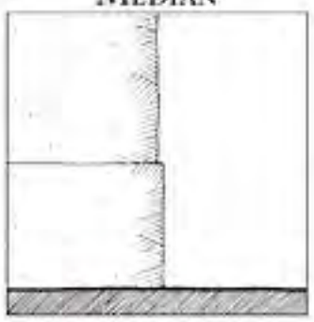
WE DO THIS BECAUSE: *A visible base creates a visual platform for the building (see TCP~6.) It also allows a harder, cruder, less expensive material to be used near ground level where the greatest physical abuse is expected, and does not waste more expensive materials by running them into the ground.*

Organic

***What Matters: Use a wide skirtboard (9-1/4" tall & 3/4" thick minimum) with a drip cap at the bottom of most frame walls. Drip caps at least 3/4" thick are recommended because of their durability. All drip caps must be flashed. The most Organic buildings may omit skirtboards. Use simple stone or masonry base of same color as wall for masonry buildings.

What Doesn't: Specific drip cap shape and skirt board dimensions, as long as they meet or exceed the minimums.

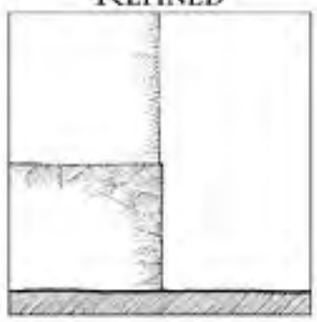
Median



**What Matters: Use concrete or stucco base that projects 1/2" to 2" from the primary wall surface and is colored the same as the primary wall surface, or may be colored differently if flush with wall above. Slope top of offset slightly to drain.

What Doesn't: Detail of the top of the water table, as long as it is very simple, although plain breaks as illustrated are strongly preferred.

Refined



**What Matters: Use concrete or stucco base that projects at least 2" from the primary wall surface unless primary wall surface is rusticated, in which case base may be flush with primary wall surface. Color base differently from primary wall surface and slope offset, if any, to drain.

What Doesn't: Detail of the top of the water table, which may include shaped brick, although plain breaks as illustrated are preferred.

Realms: 4th Realm (National): Nearly every old building in the Bahamas has a visible Wall Base. 5th Realm (Continental): Classical architecture is a strong promoter of the Wall Base. 6th Realm (Universal): Using heavier materials at the base of a wall is a visible reflection of the law of gravity.

Attributes: Commodity: Using cruder, harder materials near the ground saves on maintenance because scuffs, dings and other minor abuse expected near ground level does not look as objectionable with these materials. In many cases, it is not even noticed on materials of this type. Firmness: People naturally expect to see heavier materials at the bottom of a wall (see *TCP~18* & *TCP~19.*)

Variations

Organic

Median

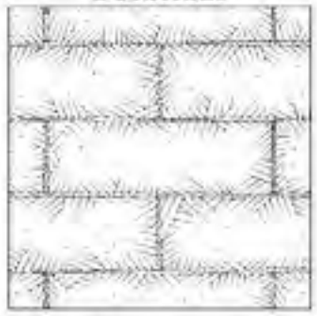
Refined

WALL ENRICHMENT

Enrich masonry wall surfaces, wall edges, and/or wall joints of the most important buildings, and also of the most Refined single-family residences.

WE DO THIS BECAUSE: *Masonry walls lend themselves to enrichment because stucco makes no difference between the structural masonry wall and the enrichment, covering both in a common coating. The simplest enrichment, of course, is not stucco but natural stone. Not all buildings need Wall Enrichment; as a matter of fact, most do not. Wall Enrichment should be used on buildings to set them apart from the fabric of the town for some special reason.*

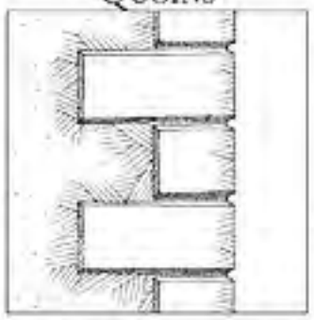
Surfaces



What Matters: Face masonry walls either in stone, or score stucco to resemble joints in stone. Stone should be either cut or natural according to the setting of the building on the Classical/Vernacular Spectrum.

What Doesn't: Specific size of the stones implied by stucco joints is not important, so long as they do not match the 8" x 16" dimension of concrete blocks. The intent is to make the wall look like it is built of nobler materials, not cheaper ones.

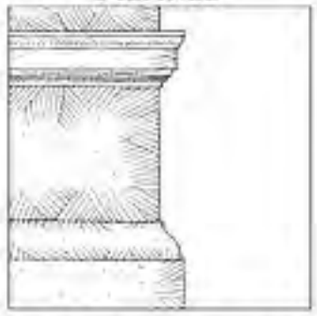
Quoins



What Matters: Build quoins that lap alternating between short and long to either side of the corner, suggesting that they are solid corner stones whether they really are or not. The long lap should be double the short lap. The height of the stones should be approximately equal to the short lap, measured to the center of the joint.

What Doesn't: Specific quoin sizes, so long as the proportions above are maintained.

Refined



What Matters: Enrich walls of the most Refined buildings with classical profiles appropriate to their location and use. Consult classical reference material as necessary; see Resources chapter at the end of this book.

What Doesn't: Specific profile sizes, which should be proportioned correctly according to the use of the profiles.

Realms: 4th Realm (National): Wall Enrichment techniques are common across the Bahamas. They were brought here by British colonists building in a late Renaissance tradition. 5th Realm (Continental): The original Renaissance traditions of Wall Enrichment are a part of the Western classical tradition of differentiating the most important buildings with wall ornamentation.

Attributes: Firmness: Most Wall Enrichment is intended to make the wall appear to be heavier and stronger. Delight: The most refined Wall Enrichments are intended primarily to contribute to the beauty, and therefore the delight, of the building.

Variations

Surfaces

Quoins

Refined

Wall Enrichment

There are a number of means of enriching a stucco wall surface. The simplest is to add joints that imply the wall is built of stone blocks. Quoins are inherited from the British Renaissance architectural heritage imported to the Bahamas centuries ago.

LOUVERS & VENTS

Vent Reclaimed Porches with louvers appropriate to the Classical/Vernacular setting of the building. Louvers may also be used as sunscreens above door head height on porches.

WE DO THIS BECAUSE: *Unconditioned spaces in humid climates should be vented vigorously. Louvers provide relatively free flow of air while protecting the space inside from direct sunlight and rain.*

MASSING & WALLS

LEED

CREDIT

EA1

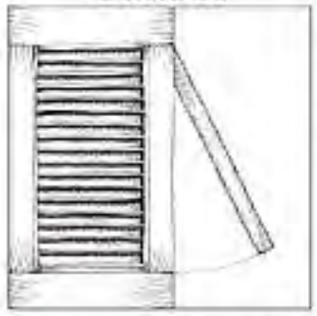
POINTS

1-10

5%

ventilating and shading reclaimed porches and shading open porches contributes to cooling adjacent interior spaces

ORGANIC



**WHAT MATTERS: Build Organic louvers as panels in a simple unadorned frame that may be pivoted out from hinges at the top. Organic louvers may also be fixed in the simplest of frames.

WHAT DOESN'T: Frame casing width, so long as it is appropriate to the detailing of the building.

MEDIAN

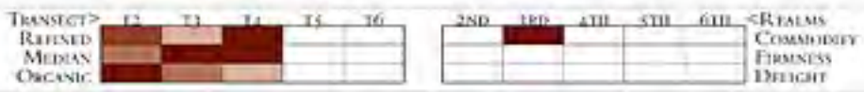
**WHAT MATTERS: Install Median louvers within a relatively simple frame which may include chamfered posts.

WHAT DOESN'T: Frame casing width, so long as it is appropriate to the detailing of the building.

REFINED

**WHAT MATTERS: Install Refined louvers within a frame that is divided in such a manner that individual louver panels are vertically proportioned. Panels may be adorned with scrolled trim if appropriate to the detailing of the building, or lattice may be used instead of louvers if the interior space is properly shaded.

WHAT DOESN'T: Frame casing width, so long as it is appropriate to the detailing of the building.



REALMS: 3rd Realm (Regional): The necessity for large numbers of Wall Vents is a result of the hot, humid regional climate.

ATTRIBUTES: Commodity: Well-vented foundations reduce the risk of numerous moisture-related building problems, including wood rot. Wellness: Well-vented foundations also reduce the risk of numerous health hazards, from radon to mold & mildew.

VARIATIONS

ORGANIC | MEDIAN | REFINED

MASSING & WALLS

–

Wall Vents

General Material Notes

* All exterior materials used below the second floor height shall pass the test of the Arm's Length Rule as described in detail in *Traditional Construction Patterns* (see *TCP*~75).
* All exterior materials used above the second floor height shall pass the test of the Eyes Only Rule as described in *Traditional Construction Patterns* (see *TCP*~75).
* Materials are specified here, but variations in finishes are not. Generally, material finishes should be more refined toward the urban end of the Transect, and should be more relaxed toward the rural end. Variations in finishes should also be informed by those of neighboring buildings so that there are no shocking variations in finishes within a streetscape. See *TCP*~14 for color notes; see Town Founders for current approved color palette.

Doors & Windows

Materials

Doors:	Wood doors with glazing and/or panels. Panels may be flat, v-grooved, or raised. See *TCP*~20 & *TCP*~28. Double doors are permitted.
Windows:	Wood or clad windows. See *TCP*~21 & *TCP*~28.
Storefront:	Wood, clad, or metal sashes with wood or metal surrounds
Shutters:	Shall be fully operable and rated for hurricane impact so that windows only have to resist wind pressure, not impact. All windows except for commercial storefronts and special shapes such as arched transoms shall be shuttered unless hurricane impact windows are used. Commercial storefronts shall include tracks for metal hurricane closures and special-shape windows shall have metal bars or other protective devices to shield glazing from impact loads unless hurricane impact windows are used. See *TCP*~35.
Muntins:	Must be indistinguishable from true muntins. See *TCP*~27.
Casing:	May be lowland cypress, redwood, cedar, cementitious plank or PVC. See *TCP*~25, *TCP*~26, *TCP*~37, *TCP*~38, & *TCP*~44.
Masonry Lintels:	Shall be either heavy timber, cut limestone, gauged brick jack arches, or Refined wood surrounds that project beyond the surface of the masonry wall as depicted in Masonry Opening Head pattern, "Refined" setting. If exterior wall finish is stucco, lintel does not have to be visible on the most Organic buildings. See *TCP*~24, *TCP*~39, *TCP*~41, & *TCP*~43.
Masonry Arches:	Shall be stucco, cut limestone, or classical wood arches that project beyond the surface of masonry walls. See *TCP*~40 & *TCP*~42.

OPENING ARRANGEMENTS

Regularly space Refined columns & openings. Allow both window locations & column spacing of Organic buildings to be very relaxed. Comply with TCP~5 & TCP~52.

DOORS & WINDOWS

WE DO THIS BECAUSE: *To be Organic, it must be easy to replicate. In other words, it must be something anyone can do, following very simple instructions like the ones below under the Organic setting. The Refined, on the other hand, is something that is done by the trained hand. The Refined setting describes what to do in a few words, too, but accomplishing it takes a lot more skill.*

ORGANIC

**WHAT MATTERS: Set two columns equally spaced either side of the front door. Set columns at the corners of the porch. Set columns that line up with the corners of the houses. Fill in columns in between, making sure that no space between columns is wider than it is tall.

WHAT DOESN'T: Bay widths (spaces between columns) and whether columns align with doors or windows, except the front door, which is centered as noted above.

MEDIAN

**WHAT MATTERS: Set two columns equally spaced either side of the front door. Set columns at the corners of the porch. Equally space columns in between so that no space between columns is wider than it is tall. Center individual windows or pairs of windows on individual column spaces or pairs of column spaces.

WHAT DOESN'T: Bay widths: the front door bay may be equal to or wider than the others.

REFINED

***WHAT MATTERS: Equally space openings and columns or balcony brackets. There are high classical exceptions to equal spacing of everything, but if you know about them, you're probably good enough to do them.

WHAT DOESN'T: Actually, everything matters in classical composition. Not only should everything on the outside align, but windows or pairs of windows should be centered in interior rooms, too.

REALMS: 3rd Realm (Regional): The Organic column & opening arrangements shown here are more relaxed than those of Organic architecture in most of the Americas. This could be a reflection of the more laid-back, easygoing culture in which it is built. 5th Realm (Continental): Mediating between the needs of the interior and the needs of the exterior in the composition of doors, windows, columns, exterior porches and interior rooms is one of the core skills of a classical architect.

ATTRIBUTES: Firmness: Both the detailing, location and arrangement of openings, and also the detail and arrangement of the columns contribute to the appearance of a building of substance. Delight: Appreciation of both the simple pleasure of a farmhouse porch and the skilled design of a great classical building derive substantially from their Opening Arrangements.

VARIATIONS

ORGANIC | MEDIAN | REFINED

DOORS & WINDOWS

– Opening Arrangements –

The arrangement of columns and openings in a building is one of the best clues as to where the building resides on the Classical/Vernacular Spectrum.

LEED
CREDIT
EA1
EQ2
EQ7.1
POINTS
1–10,
1, 1
½
contributes to EA1, EQ2, & EQ7.1 by facilitating ventilation

WINDOW SIZES

Use vertically-proportioned windows that are taller on Refined buildings. Most windows on a given floor should be the same size, with special-sizes used only sparingly.

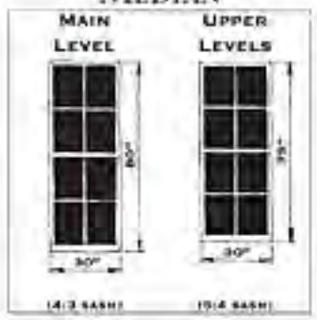
WE DO THIS BECAUSE: *Window proportions should match those of the standing or sitting human body (see TCP>31.) These windows are taller than those in other parts of the country because tall double-hung window sashes can be lowered at the top and raised at the bottom to let out hot air from rooms with tall ceilings and let cooler outside air in at the bottom in the evening once the heat of the day has passed.*

Organic

***What Matters: Use the window sizes above for principal main level and upper level windows. Special-purpose windows may be smaller so long as they maintain similar pane proportions as the principal windows as per Divided Lites. No more than 33% of windows may be special sizes.

What Doesn't: Specific size of special windows, except as limited by pane proportion. The panes of special windows may also be exactly square.

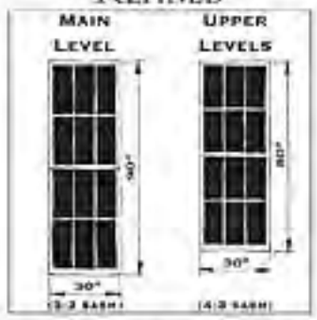
Median



***What Matters: Use the window sizes above for principal main level and upper level windows. Special-purpose windows may be smaller so long as they maintain similar pane proportions as the principal windows as per Divided Lites. No more than 25% of windows may be special sizes.

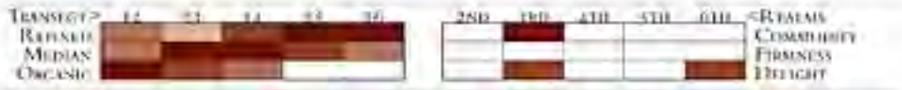
What Doesn't: Specific size of special windows, except as limited by pane proportion. The panes of special windows may also be exactly square.

Refined



***What Matters: Use the window sizes above for principal main level and upper level windows. Special-purpose windows may be smaller so long as they maintain similar pane proportions as the principal windows as per Divided Lites. No more than 10% of windows may be special sizes.

What Doesn't: Specific size of special windows, except as limited by pane proportion. The panes of special windows may also be exactly square.



Realms: 3rd Realm (Regional): Tall windows that may be opened at top and bottom help cool buildings. 6th Realm (Universal): Rational sash proportions of 1:1, 5:4, 4:3, 3:2, or 1/rational sash proportions of the square root of two (1:414...:1) or the Golden Mean (1.618...:1) are more pleasing because they resonate with those same proportions found repeatedly in nature (see *TCP>5.*)

Attributes: Commodity: Natural cooling devices such as this save money and conserve resources. Delight: A slight, cool breeze through a tall window is an immediate and sensual delight on a warm evening, while proper window proportions delight the intellect. Even for most people who do not analyze the window proportions, there is still a subconscious sense of harmony about proportions that are correct.

DIVIDED LITES

Divide the glass of windows and doors into smaller lites that are vertically-proportioned or exactly square. Use fewer lites in Organic buildings than Refined ones.

WE DO THIS BECAUSE: *Muntins soften light as it enters a room, whereas single panes admit light that can be harsh and glaring. Organic buildings use fewer muntins because the windows are less expressive, while more Refined buildings pay more for smaller panes that create a softer tracery of light.*

– Window Sizes & Divided Lites –

Windows are divided first into sashes, which should be rationally proportioned, and then are divided further into panes. These two patterns describe the entire process.

Organic

***What Matters: Use double-hung windows with two or more vertically-proportioned lites in each sash. See *TCP>27* & *TCP>32.*

What Doesn't: The squattest vertically-proportioned pane shall not be less than 80% the height of the thinnest pane in an Organic building.

Median

***What Matters: Use double-hung windows with four or more vertically-proportioned lites in each sash. See *TCP>27* & *TCP>32.* If panes are not square, they shall be no less than 5:4 height:width.

What Doesn't: The squattest vertically-proportioned pane shall not be less than 85% the height of the thinnest pane in a Median building.

Refined

***What Matters: Use double-hung windows with six or more vertically-proportioned lites in each sash. See *TCP>27* & *TCP>32.* If panes are not square, they shall be no less than 4:3 height:width.

What Doesn't: The squattest vertically-proportioned pane shall not be less than 88% the height of the thinnest pane in a Refined building.

Realms: 4th Realm (National): This system of divided lites is based on current pricing and manufacturing conventions of most window manufacturers. 6th Realm (Universal): The play of light against the human eye that has been softened by muntins or other tracery devices such as a vine trained over the head of a window is simply more pleasing than the harsh glare of sunlight through large single-pane windows.

Attributes: Commodity: Organic divided lite patterns simply cost less. Delight: Other than cost, this pattern is shaped entirely by the things that please the human eye, whether it be the basic sensual pleasure of softened light or the more refined pleasure of good proportions.

DOOR STYLES

Build doors of stile-and-rail construction that breathe more freely in Organic buildings and with panels and glass in Refined buildings according to TCP~20, TCP~28, & TCP~29.

WE DO THIS BECAUSE: *Organic buildings often build more freely because they are designed to consume less electricity, if any, on air conditioning, while Refined buildings are designed where they may be closed up and conditioned on hot days. And stile-and-rail paneled doors shrink and swell naturally with large changes in humidity.*

Organic

**What Matters: Build Organic doors as Dutch doors so that the top panel may be opened for light and air while the bottom panel keeps children in and animals out. Panels should be simple boards surrounded by a flat board frame.

What Doesn't: Exact proportion of top door leaf to bottom door leaf, so long as the overall door is vertically proportioned.

Median

**What Matters: Build Median doors with an inner door that is screened, louvered, or both, and outer shutters, which should usually be double.

What Doesn't: Shutter design, so long as it generally follows the character of the house, except that the door shutters should match the window shutters in most cases.

Refined

**What Matters: Build Refined doors with solid flat or raised panels stopped into doors with shaped stops. Bolection moldings which project beyond the surface of the stile or rail are not permitted. Refined doors may include glazing, and also should include outer shutters. Refined doors may be double.

What Doesn't: Panel design, so long as panels are no wider than 11" in their narrowest dimension and the majority of panels are vertically proportioned.

Realms: 5th Realm (Continental): Refined paneled door design principles should be employed more strictly at the Refined end of the spectrum. 6th Realm (Universal): Doors should employ the same principles of simple proportion as window sashes, except at taller proportions since doors should be proportioned to the standing human.

Attributes: Commodity: Stile-and-rail doors react naturally to local humidity conditions. Door glazing is determined by the amount of connection needed between indoors and out. Firmness: Stile-and-rail paneled doors exhibit the strength of their construction. Delight: Open, screened, and glazed doors admit lots of light to buildings that need to be more connected to the street.

Variations

Organic

Median

Refined

Styles of doors develop from a number of very basic needs that this pattern describes.

WINDOW STYLES

Provide windows in a range of styles, from the most Organic board shuttered screened openings to the more Refined operable windows with multiple sashes.

WE DO THIS BECAUSE: *The climate of the Bahamas affords the great luxury of a wider range of window types than could be used in harsher climates. Cold winters require tight windows, and that tightness can only be reasonably achieved with a very few window types. The balmy subtropical climate of the Bahamas, on the other hand, allows window types that breathe more freely. Free-breathing window types often have a uniqueness and charm that simply does not occur with an industry standard double-hung or casement.*

Organic

What Matters: Organic windows should breathe most freely. They are composed of a screened opening with a bounded weather cover. Organic windows do not include glass.

What Doesn't: Hinging of the bounded cover may be either from the top or side(s). Cover may be omitted either where the interior is impervious to damage from rain or where the opening is small enough to only allow small amounts of rain.

Median

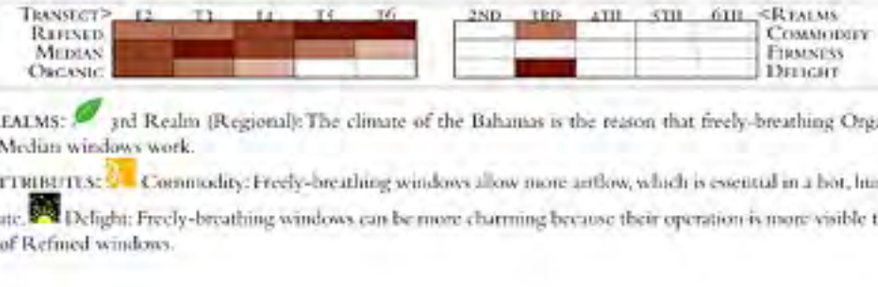
What Matters: Median windows have a single hinged sash that either pivots out from top hinges in awning fashion or horizontally from side hinges as a casement. Median windows work best when they are small because the single sash gets very heavy when it is large.

What Doesn't: Because of the size restriction due to sash weight, many Median windows tend to be close to square, but other proportions work, so long as the pane proportions are kept either square or vertical.

Refined

What Matters: Refined windows have at least two moveable sashes that either slide up and down past each other (double hung) or that pivot out from side hinges as casement windows.

What Doesn't: Opening width. Refined windows are easily stacked side by side as illustrated in the bottom two Variations images on the next page.



Realms: 3rd Realm (Regional): The climate of the Bahamas is the reason that freely-breathing Organic and Median windows work.

Attributes: Commodity: Freely-breathing windows allow more airflow, which is essential in a hot, humid climate. Delight: Freely-breathing windows can be more charming because their operation is more visible than that of Refined windows.

Variations

Organic

Median

Refined

Refined windows are the most common of all the window styles. Organic and Median windows are well-suited for some conditions, but are not often used exclusively on a building except on the most organic buildings.

GARAGE DOORS

Construct garage doors to resemble carriage house doors on more organic buildings; build actual carriage house doors on the most refined buildings.

WE DO THIS BECAUSE: *Unadorned sectional doors have been associated so much with ordinary suburban construction in recent years that they tend to devalue an otherwise highly-desired home.*

Organic

What Matters: Clad square-top or possibly arch-top sectional doors in a simple fashion to resemble carriage house doors. Include simple cross-bracing on most doors.

What Doesn't: Specific frame design or panel design, so long as it is a realistic representation of a simple carriage house door.

Median

What Matters: Clad arch-top or possibly square-top sectional doors to resemble carriage house doors. Include cross-bracing.

What Doesn't: Specific frame design or panel design, so long as it is a realistic representation of a carriage house door.

Refined

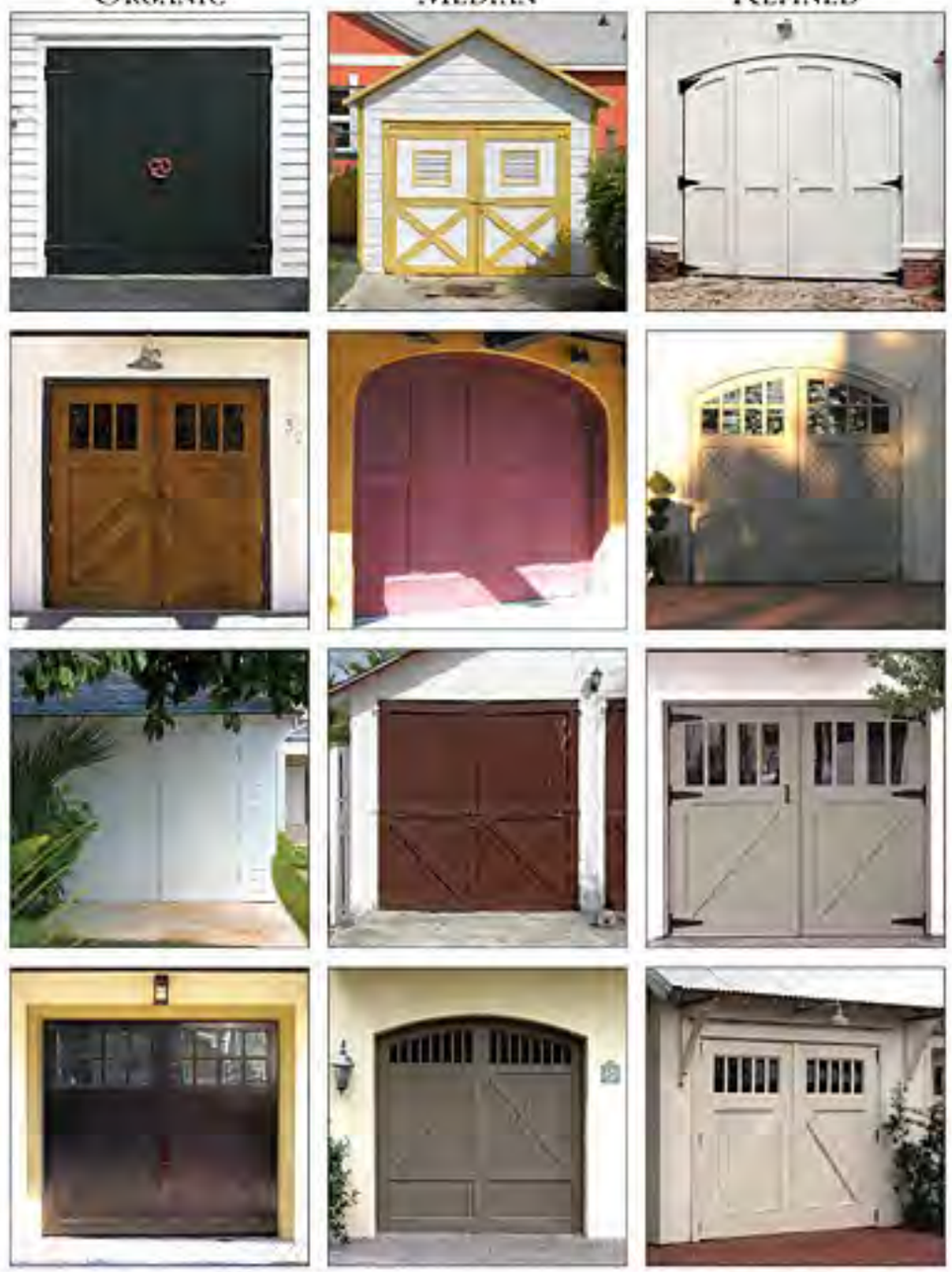
What Matters: Build authentic side-hinged carriage house doors. Panels may be either board or raised.

What Doesn't: Specific frame design or panel design, so long as it performs as a structural carriage house door.

Realms: 4th Realm (National): Well-designed carriage house doors are appreciated throughout the Bahamas and beyond.

Attributes: Firmness: Properly-designed carriage house doors are about strength and solidity before everything else because doors of this size must be visibly strong enough to endure years of use. Delight: The beauty of these doors comes from their rugged strength.

Variations



FRONT DOOR SURROUNDS

Surround the front door of each building with trimwork which sets it apart as a special door. The Front Door Surround should be one of the most classical elements on the building.

WE DO THIS BECAUSE: *Front door surrounds immediately tell a visitor where to enter the building without the need for a sign. They should be more classical than most other exterior elements because the front door is the first close-up experience a person has with a building and the building should be more refined at that point.*

Organic

What Matters: Build Organic Front Door Surrounds as a simple post-and-beam (illustrated above) or arched (illustrated in Variations) structure. Beam may be capped with a crown, but should not include a full cornice.

What Doesn't: Post-and-beam may be notably thinner than classical proportions. Posts need not have bases.

Median

What Matters: Build Median Front Door Surrounds either as a post-and-beam capped by a cornice, as a very simple classical entablature supported by simple pilasters, or as an arched surround.

What Doesn't: Post-and-beam may be somewhat thinner than classical proportions. Posts may have bases.

Refined

What Matters: Build Refined Front Door Surrounds with a full classical order and to full classical proportions.

What Doesn't: Classical order (Doric, Ionic, etc.) and the level of elaboration of the ornament, so long as classical design principles are followed.

Realms: 2nd Realm (Local): Nassau has excellent Refined Front Door Surrounds, while good Organic door surrounds are found on Harbour Island, Eleuthera, and Abaco. 5th Realm (Continental): Front Door Surrounds should be based on classical design principals. 6th Realm (Universal): Front Door Surrounds celebrate the act of resisting the law of gravity at the entry of the building.

Attributes: Commodity: Front Door Surrounds exist to direct visitors to the front door. Firmness: They celebrate the act of holding up the wall over the door. They do so by using architectural elements that are usually heavier than the structural members necessary to carry the load. Delight: This structural celebration should usually be the most refined and beautiful element on the exterior of the building because it is the part of the building wall with which visitors have the closest experience.

Variations

– Front Door Surrounds –

Ever walk around a glass-skinned building wondering how to get in? Once, people could simply read the buildings rather than reading the signs. One of the things that a traditional building tells you is where to enter the building. It does so by surrounding the front door with architectural elements that draw your eye.

FRAME OPENING HEADS

Span frame openings with wood head casing similar in depth to the structural lintel behind it except for the most Organic opening heads, which may get so thin that they only include the drip cap.

WE DO THIS BECAUSE: *Such a thin cap would be objectionable almost everywhere else. But in the Bahamas, shutters are often opened only when a room is occupied. As a result, the unusually thin casings, especially at the heads, are part of an overall composition that includes the closed shutters. In effect, the drip cap is a crown for the closed shutter. This prevents the head casing from appearing too flimsy. Casings are also made to appear more substantial when their width drops below 4" nominal for jamb casings and 6" nominal for head casings by increasing their thickness to 2" nominal.*

Organic

WHAT MATTERS: Cap Organic Opening Heads with only a heavy wood drip. Cap the drip in flashing that runs up under the siding.

WHAT DOESN'T: Specific cap height and projection, so long as it is at least 2" tall.

Median

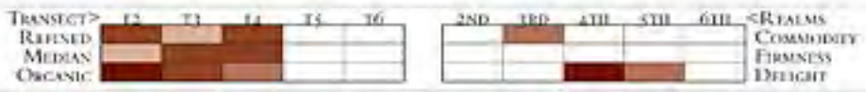
WHAT MATTERS: Case Median Opening Heads with flat casing at least 2" wide and projecting 2" or if thinner, at least 4" wide. Cap casing with drip cap as described under the Organic Opening Head.

WHAT DOESN'T: Specific cap height and projection, so long as it is at least 2" tall.

Refined

WHAT MATTERS: Case Refined Opening Heads either with flat casing as described under Median setting, or with back-banded casing mitered at corners. A frieze and/or cornice (both pictured above) may be added if appropriate to the character of the building.

WHAT DOESN'T: Back band profile or specific cornice profile, so long as it generally follows classical design principles.



REALMS: 3rd Realm (Regional): Frame Opening Heads should be properly flashed to get rainwater away from door or window openings. 4th Realm (National): Most of the Frame Opening Heads shown here are highly specific to the Bahamas. 5th Realm (Continental): The most Refined Frame Opening Heads should follow classical design principles.

ATTRIBUTES: Commodity: Builders in recent years do not flash openings as well as they should, because the woods that are available for construction now are not nearly so durable as those that were once used. The longevity of the building depends on proper flashing, and the drip cap provides a perfect location for flashing. Delight: Openings into a building should be more beautiful than a plain expanse of wall.

Variations

Organic	Median	Refined
		
		
		
		

–

Frame Opening Heads

–

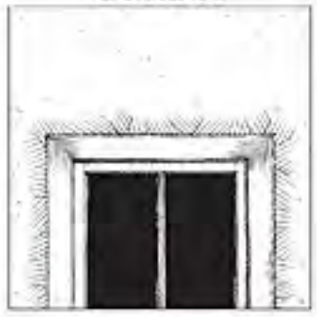
Frame Opening Heads are not included in 15 or 16 because buildings there should generally be built of masonry when they are attached for fire safety reasons. If there are exceptions, they should be of the more Refined varieties.

MASONRY OPENING HEADS

Span masonry openings with visible structural lintels or with trimwork that follows the proportion of the structural lintel behind. Comply with TCP~24, 30, 39, 41 & 43.

WE DO THIS BECAUSE: *Masonry openings supported by hidden steel angles leave the viewer with two perceptions: either the opening looks structurally unstable and may fall on their head, or the masonry isn't masonry at all, but rather "brick wallpaper." Obviously, neither is acceptable. So when you design visible masonry opening heads, design them in a way that celebrates the spanning of the opening.*

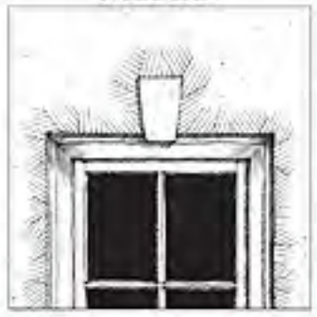
Organic



**What Matters: Organic Masonry Opening Heads do not require a visible lintel since one is assumed to be behind the stucco finish. If raw stone is used instead, lintel should be visible.

What Doesn't: Specific depth of stone lintel, as long as its height is at least 1/5 of the total opening width.

Median



**What Matters: Build Median openings with a visible keystone. The full lintel does not need to be visible because it is assumed to be behind the stucco finish.

What Doesn't: Specific width of the keystone, so long as lines drawn down its two vertical sides converge at a point 24" to 40" down the window. In other words, a proper keystone should have much steeper sides than those commonly used in recent years.

Refined

**What Matters: Refined Masonry Opening Heads should include a stone jack arch and keystone. Lines drawn down the two sides of the jack arch should converge at exactly the same point as two lined drawn down the two sides of the keystone.

What Doesn't: Specific depth of the jack arch so long as its height is at least 1/5 of the total opening width.

Realms: 5th Realm (Continental): Refined opening heads incorporate varying degrees of classical keystoned jack arches.

Attributes: Firmness: More Refined openings expose the entire structural lintel. Delight: Beyond Firmness, masonry opening heads celebrate the crowning of an opening to varying degrees that are primarily determined by the building's location on the Classical/Vernacular Spectrum. Because masonry wall materials are heavier than frame, Refined masonry heads tend to be heavier.

Variations

ARCH OPENING HEADS

Span larger openings in masonry walls with arches. Important openings in a building may also be spanned with arches, even if the opening is not larger than a door.

WE DO THIS BECAUSE: *Flat masonry lintels are very inefficient at spanning long distances, quickly growing enormous as the span gets longer. Most longer spans in masonry buildings are therefore spanned with arches. Arches are also used at more important openings because they have greater visual impact than an equally ornamental flat lintel.*

Organic

***What Matters: Build arch simply: brick arches should be built of rowlocks; stucco hides top edge of arch. Install steel bars over glazing because circle head windows cannot usually be properly shuttered so that hurricane impact windows are not required.

What Doesn't: Arch may be either round or elliptical.

Median

**What Matters: Express top of stucco arch with slight offset and/or build simple impost. Include outset rowlock at top of brick arch. Steel bars may be used in lieu of impact windows.

What Doesn't: Arch may be round, elliptical, or bowspring. Vary impost details in adjacent buildings.

Refined

**What Matters: Build Refined, full-featured arch that is usually round, but may be elliptical. Steel bars should only be used in rusticated walls. Use impact windows elsewhere.

What Doesn't: There are several appropriate ways of building full-featured classical arches.

Realms: 4th Realm (National): More Organic arches are based primarily on arch construction techniques used throughout most of the Bahamas, and tend to be somewhat simpler than their European counterparts. 5th Realm (Continental): More Refined arches are based primarily on larger classical traditions common throughout Europe and the Americas.

Attributes: Firmness: The arch that is carrying the load is visible in all but the most Organic examples built of stucco, where the arch is flush with the rest of the wall surface and is finished with the same stucco as the wall. Delight: Beyond Firmness, arch opening heads celebrate the crowning of an opening to varying degrees that are primarily determined by the building's location on the Classical/Vernacular Spectrum. Because arches lend themselves well to celebratory details, they can be quite ornamental in more classical examples.

Variations

Organic

Median

Refined

OPENING SILLS

Construct sub-sills that are simple blocks of wood or masonry except in the most Refined buildings, where they may include simple elaboration. Comply with TCP~44.

WE DO THIS BECAUSE: *Sills should act as a visual base to the window (see TCP~6.) They must also accommodate window sill flashing, which needs to run at least from the outside edge of one jamb casing to the other. The flashing actually works better if it runs slightly beyond the casing. Because this is a somewhat more complicated detail, it appears more often on more Refined windows.*

Organic

***What Matters: Install a wood subsill at least 1-3/4" tall under window sill. Subsill should either have a sloped bottom or routed drip. Sill flashing runs under subsill. Subsill may project up to 1/4" beyond the outside face of jamb casing.

What Doesn't: Subsill height, as long as it does not exceed 3". Flat aprons may occasionally be used under subsills at the Town Architect's sole discretion.

Median

**What Matters: Install wood subsill exactly like Organic subsill except that it should have a small quirk and bead incised into the front face. Median subsill may also be plain stone on masonry buildings.

What Doesn't: Subsill height, as long as it does not exceed 5" for stone sills or 3" for wood sills.

Refined

**What Matters: Subsills on Refined buildings may be either plain stone or shaped stone. If shaped, the top shape should be a bullnose, with either a cove or a cyma reversa below. Sill flashing runs under subsill. Shaped subsill may project either side of jamb casing a dimension equal to its projection from wall.

What Doesn't: Precise dimensions of individual parts, as long as they conform to classical design principles.

Realms: 4th Realm (National): Organic & Median sills illustrated are common across the Bahamas. 5th Realm (Continental): Refined sills illustrated are simple versions of the sills of the larger classical tradition.

Attributes: Commodity: Sill flashing is an integral part of getting water out of the wall, preventing damage and deterioration. Firmness: The subsill forms the visual base for the window.

Variations

Organic

Median

Refined

The quirk in the Median subsill is a very subtle signature detail in the Bahamas, and is not found in typical subsills in the US.

BAYS

Build bays simply, with windows filling the walls of the bays except for single casing boards around the openings. Extend to the ground or provide visible support. Comply with TCP~25 & TCP~34.

WE DO THIS BECAUSE: *Bays exist to get more light into a room, so it makes no sense not to use as much of the wall as possible. This is limited by the need to provide enough trim that the bay does not appear flimsy, of course. Anything (like a bay) projecting from the face of a building must be visually supported.*

Organic

What Matters: Build Organic Bays with the simplest trim. Organic Bays may have the steepest roofs, so long as they do not exceed the slope of the main building roof if it is pitched.

What Doesn't: Specific trim sizes, so long as they are consistent with the trim on the rest of the building.

Median

What Matters: Median Bays may include a cornice with a cove or crown at the top, and with a bed mold or quarter round underneath. Simple trim may be added at the window sill.

What Doesn't: Specific trim sizes, so long as they are consistent with the trim on the rest of the building.

Refined

What Matters: Refined Bays should be capped with trim that includes most or all of the parts of a classical entablature as illustrated above. Window sill trim may be more elaborate.

What Doesn't: Specific trim sizes, so long as they are consistent with the trim on the rest of the building. Also, elements such as modillions and dentils may be added to the cornice if desired.

Realms: 4th Realm (National): This relatively narrow range of Bay expression is found in most of the Bahamas. It also resembles a similar range of expression in the Carolinas. 6th Realm (Universal): The act of providing visible Bay support or running the bay to the ground recognizes the law of gravity, whereas the extra light that the Bay delivers into the room meets the basic human need for more light.

Attributes: Firmness: It isn't good enough to just be structurally sound: the bay must also *look like* it is structurally sound, too. This is why it must either have visible brackets for support, or must run down to the ground.

Delight: We realize now, perhaps more than any of our ancestors ever did, just how delightful it can be to bring more light into a room. Bays were designed for just this function.

Variations

Organic	Median	Refined
		
		
		
		

SHUTTERS

Shutter every single rectangular opening with shutters built to withstand hurricane winds. Only sheltered Refined shutters may be louvered; all others shall be solid.

WE DO THIS BECAUSE: *It makes no sense to board buildings up for hurricanes. Tremendous quantities of time and plywood are wasted every time a hurricane threatens, and people put themselves at great risk of personal injury or occasionally even death by climbing ladders to board up high windows. If they hire someone else to do it, they become potentially liable for that person's injury or death. Shutters designed for hurricanes solve all of this.*

DOORS & WINDOWS

LEED

CREDIT

ID1.1

POINTS

1

%

storm-resistant construction fulfills intent of MR3.1 & MR3.2 by preventing storm damage that requires new material use

ORGANIC

***WHAT MATTERS: Build Organic shutters of vertical boards with horizontal board rails to meet building codes for hurricane impact. Comply with *TCP*-35.

WHAT DOESN'T: Board width or rail width.

MEDIAN

**WHAT MATTERS: Build Median shutters with frames and boards. Boards may be vertical (preferred) or diagonal (illustrated above) within the frame. Boards may be flush with frame, rabbeting into frame, or may be outset. Comply with *TCP*-35.

WHAT DOESN'T: Board width or rail width.

REFINED

**WHAT MATTERS: Build Refined shutters of stile-and-rail construction with flat or preferably raised panels. Only those shutters in heavily shielded locations may be louvered. Comply with *TCP*-35.

WHAT DOESN'T: Stile width, rail width, and number of panels.

REALMS: 3rd Realm (Regional): Hurricane shutters prevent both the waste of enormous quantities of plywood and also the destruction of the property they protect. Their only downside is the fact that the openings they protect need to be relatively narrow. Hinged or extra-wide shutters can protect double windows, but the only option for protecting wide expanses of glass is to use extremely expensive hurricane impact windows. Buildings should therefore be designed to provide as much of their glass as possible in single or at most double windows.

ATTRIBUTES: Commodity: Hurricane shutters represent the easiest, fastest and cheapest way to prepare for a hurricane. They cost nothing once installed, and take far less time to close than any system requiring tools, including metal shutters. Firmness: Hurricane shutters look stout because they are stout.

VARIATIONS

ORGANIC | MEDIAN | REFINED

DOORS & WINDOWS

–

Shutters

–

Read this pattern carefully. It could save you (or someone you hire) a broken leg... or worse... someday.

SHUTTER BARS

Provide shutter bars on all windows where the wind is likely to catch the shutter. Detail the end of the bar according to the level of refinement of the building.

WE DO THIS BECAUSE: *Shutter bars provide more strength to resist gusts of wind than most shutter dogs. This is especially true on dormers. Shutter dogs are strongest when installed at the outer ends of the shutters, but open shutters are far wider than their dormers, so the only place to attach the dogs is into the jamb of the dormer, where they are weak. Because the Shutter Bar has a specific job to do, the only places for a stylistic expression are on the ends of the bars. The end of bar design is therefore the only real difference between one Shutter Bar and the next.*

Organic

What Matters: Use square-end shutter bars on Organic shutters.

What Doesn't: Specific Shutter Bar height, so long as it is not more than 4".

Median

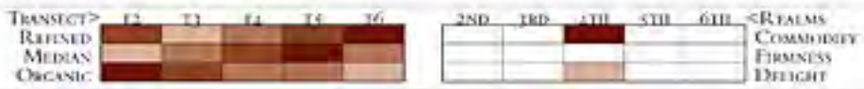
What Matters: Use square-end shutter bars, except notch the depth of the bar down at the ends.

What Doesn't: See Organic.

Refined

What Matters: Scroll the ends of Refined Shutter Bars in a decorative fashion consistent with the rest of the building.

What Doesn't: See Organic.



Realms: 4th Realm (National): This is currently a Bahamian pattern, but it is such a good idea that it should be exported to other parts of the world where dormers are used and winds are high.

Attributes: Commodity: Shutter Bars exist to keep shutters (especially dormer shutters) from being damaged. Delight: While this is mainly a utilitarian pattern, the most Refined Shutter Bars may be shaped for beauty.

Variations

Organic	Median	Refined
		
		
		
		

General Material Notes

* All exterior materials used below the second floor height shall pass the test of the Arm's Length Rule as described in detail in *Traditional Construction Patterns* (see *TCP*~75).
* All exterior materials used above the second floor height shall pass the test of the Eyes Only Rule as described in *Traditional Construction Patterns* (see *TCP*~75).
* Materials are specified here, but variations in finishes are not. Generally, material finishes should be more refined toward the urban end of the Transect, and should be more relaxed toward the rural end. Variations in finishes should also be informed by those of neighboring buildings so that there are no shocking variations in finishes within a streetscape. See *TCP*~14 for color notes; see Town Founders for current approved color palette.

Porches & Balconies

Materials

Floors:	Shall be wood when porches are raised, or concrete with optional masonry pavers when the porch is at grade. T&G 1x4 flooring is encouraged on raised floors. The new synthetic T&G flooring materials that pass the test of the Arm's Length Rule are also acceptable, as are 5/4x6 treated wood floorboards on the lowest habitable level only.
Columns:	Shall be wood (square posts, with or without chamfered corners, turned posts, or classical columns,) concrete, or stone. Wood posts shall be 4x4 minimum and shall be #1 Common grade pressure-treated pine or better. Classical columns may be redwood or Perma-Cast. See *TCP*~45.
Beams:	Shall be lowland cypress, redwood or cedar, or shall be stone or reinforced concrete if supporting masonry. See *TCP*~46.
Porch Ceiling:	Ceilings, if used, shall be T&G boards or flat sheets with 1x4 minimum batten strips spaced no greater than 32" OC in either direction. See *TCP*~47. Porch ceilings may be omitted on all except the most Refined buildings, exposing porch rafters and underside of porch roof or floor deck above. Roofing nails shall not be visible.
Balconies:	See *TCP*~48.
Railings:	Shall be lowland cypress, redwood, cedar, synthetic, or metal. Synthetic railings must pass the test of the Arm's Length Rule. See *TCP*~49.
Screen Doors:	Shall be wood with black or silver screen. Construct screen doors of minimum 2x stock, with stiles 2x4 minimum and rails 2x6 minimum. Use galvanized rod cross-bracing with turnbuckles to allow for adjustment.

PORCH, BALCONY & GALLERY PRINCIPLES

Build porches according to these principles and techniques so that people will feel comfortable using them.

Porches & Balconies

LEED

CREDIT

EA1

POINTS

1–10

5%

contributes indirectly to EA1 by assisting environmental acclimation (see Wellness)

WE DO THIS BECAUSE: *People sit on porches only if they feel comfortable. People walking by on the sidewalk will stop and talk to them only if the people on the porches seem accessible enough. The Techniques, especially the bottom three charts, indicate the ranges of space within which these seeming conflicts can be resolved. Only by getting this right can a T4 or T3 zone be a neighborhood rather than a warehouse for unacquainted residents.*

Organic

***What Matters: Set a steeply pitched roof over the core of the house. Set a lower-pitched shed over the porch and outer rooms all around.

What Doesn't: Pitch of the shed roof, which can vary according to the widths of the porch or outer rooms.

Median

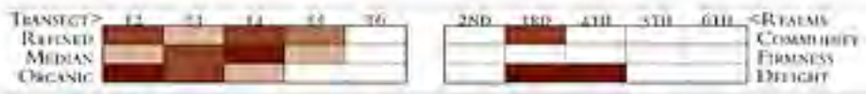
**What Matters: Set a steeply pitched roof over the core of the house. Set a somewhat lower-pitched shed roof over the porch and outer rooms. All lower-pitched sheds on the building should be the same pitch.

What Doesn't: Precise roof pitches, so long as they are within the ranges specified in Roof Slopes.

Refined

***What Matters: Design the entire roof so that the roof pitches out evenly to the porch eave, with no break in the roof.

What Doesn't: Precise roof pitch, so long as it is within the range specified in Roof Slopes for primary roofs.



Realms: 4th Realm (National): Porch Principles are a major environmental pattern, but are of national instead of regional scope. Getting these things right, especially the Techniques, are the most effective things you can do to get people out of buildings and get them acclimated to local climatic conditions, reducing the need for interior conditioning.

Attributes: Delight: There are many delights of a porch done well, from simply catching a late afternoon breeze to these. Wellness: These Techniques are huge contributors to both the walkability of a place and the creation of human relationships. Walking, of course, is of great physical benefit, while setting the stage for human relationships to develop results in stronger communities, with all of the attendant psychological benefits.

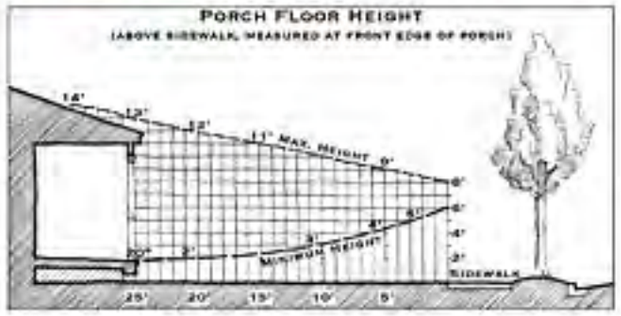
Techniques

***Porch & Balcony Depth

Porches & galleries should be at least 8' deep unless limited by sidewalk width. Balconies should be no more than 4' deep maximum, 5' deep preferred. There are no intermediate acceptable settings between a porch width and a balcony width.

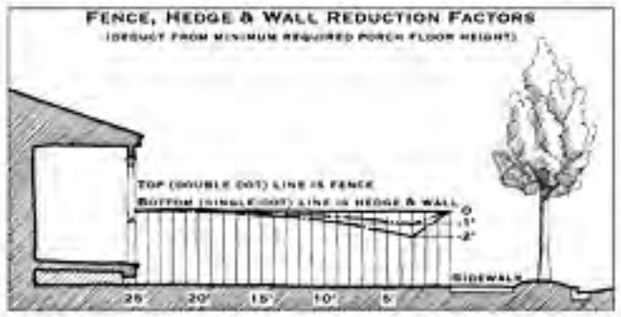
***Porch Floor Height

This diagram illustrates the height that porch floors must be above the sidewalk at various distances to the sidewalk in order to provide proper psychological protection so people will choose to sit on the porch. But the porch can be too high, too. This chart shows the proper range & is based on no Frontage Fence between the porch and the sidewalk.



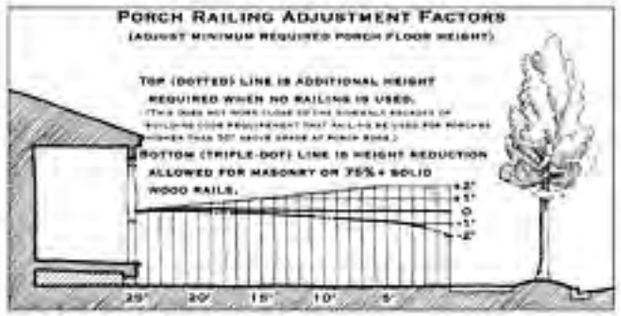
***Fence/Hedge/Wall

Adding a Frontage Fence, Frontage Hedge or Frontage Wall allows the minimum porch floor height to be reduced according to this diagram because each of the three provides varying levels of psychological protection to people sitting on the porch. The maximum height remains unchanged.



***Railing

The porch railing also provides psychological protection to people sitting on the porch. Removing the railing requires the porch to be higher, but it cannot be raised higher than 30" with no railing because of building codes. Using heavier wood railings or masonry railings provides more protection and reduces the minimum height.



Porches & Balconies

–

Porch Principles

–

This, with Light Wings and Shelter From The Parking, is one of the most important patterns in this entire book. Get these Techniques right, and you'll still create a great place even if every architectural detail isn't perfect. Screw these up, and the place won't be walkable no matter how good the architecture is.

PIERS

Support main level wood columns with heavy masonry piers or columns.

LEED

CREDIT

ID1.1

POINTS

1

½

storm-resistant construction fulfills intent of MR3.1 & MR3.2 by preventing storm damage that requires new material use

WE DO THIS BECAUSE: *Heavy masonry piers or columns resist damage by debris in floods or storm surges better than weaker supports.*

ORGANIC

***WHAT MATTERS: Build Organic piers of brick, fill with concrete, and finish in stucco. Organic piers may also be stuccoed concrete or plain concrete. Organic piers should be no less than 16" square.

WHAT DOESN'T: Pier thickness, as long as it exceeds the minimum.

MEDIAN

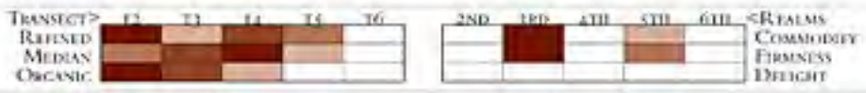
**WHAT MATTERS: Median piers should be 16" square minimum stuccoed masonry. They should have some sort of simple articulation such as the slightly wider masonry base illustrated above or other articulation such as the Variations illustrated on the next page.

WHAT DOESN'T: Specific articulation, as long as it is very simple, and pier thickness, as long as it exceeds the minimum.

REFINED

**WHAT MATTERS: Build Refined piers as simple columns which may be constructed either of stone or concrete. For the most Refined Piers, use one of the simplest orders such as Tuscan or Greek Doric.

WHAT DOESN'T: Elements of the columns may be exaggerated for massive effect, such as dramatically increasing the size of the plinth. They may also be articulated as chamfered posts.



REALMS: 3rd Realm (Regional): The coastal areas which constitute most of the land mass of the Bahamas occasionally experiences flooding due to hurricanes. By building heavy masonry piers that resist damage from flood-borne debris better, it is possible to prevent other parts of the building from being damaged and having to be replaced. 5th Realm (Continental): Refined piers get their genetic material from the larger classical tradition.

ATTRIBUTES: Commodity: Preventing flood damage has obvious utilitarian benefits. Firmness: Piers are primarily an expression of the firm foundation on which the building is sitting.

VARIATIONS

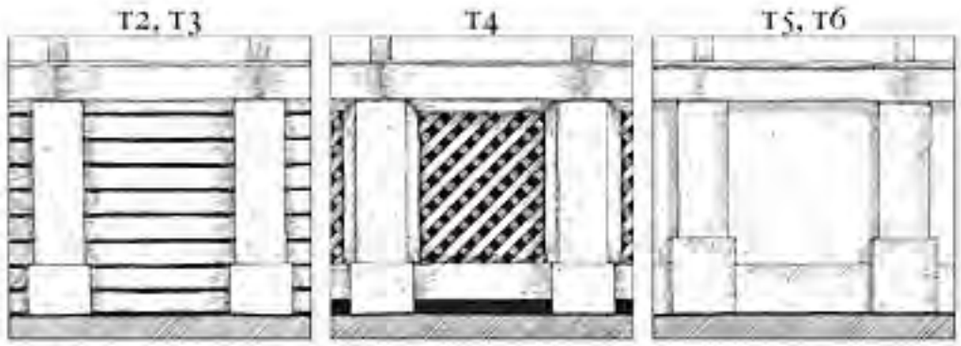
ORGANIC	MEDIAN	REFINED
		
		
		
		

PIER INFILL

Infill spaces between piers with a lighter material if they are filled at all. They may be left open if desired.

PORCHES & BALCONIES

WE DO THIS BECAUSE: *The under-story of a building is a useful place to store things or place piping and stuff that may look messy and should therefore be hid from public view.*



**WHAT MATTERS: Infill piers in t2 and t3 with simple incised boards no smaller than 1x4s.

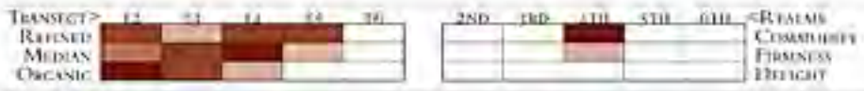
WHAT DOESN'T: Direction (vertical or horizontal) and size of boards, so long as they exceed the minimum. Boards may also be angled, creating louvers.

**WHAT MATTERS: Infill piers in t4 with cased lattice. Lattice boards may not be less than 1/2" thick or 1-1/2" wide. Casing boards shall not be less than 1x4s. Boards like those used in t2 an t3 may also be used, but only if cased.

WHAT DOESN'T: Specific lattice or casing size, as long as they exceed the minimums. Also, lattice may be diagonal as shown, or may be plumb.

*WHAT MATTERS: Infill t5 and t6 piers with solid stuccoed masonry walls. Vent holes may be left in the walls if desired.

WHAT DOESN'T: Specific vent hole pattern, so long as it follows traditional brickwork hole patterns.



REALMS: 4th Realm (National): These pier infill patterns are found across the Bahamas.

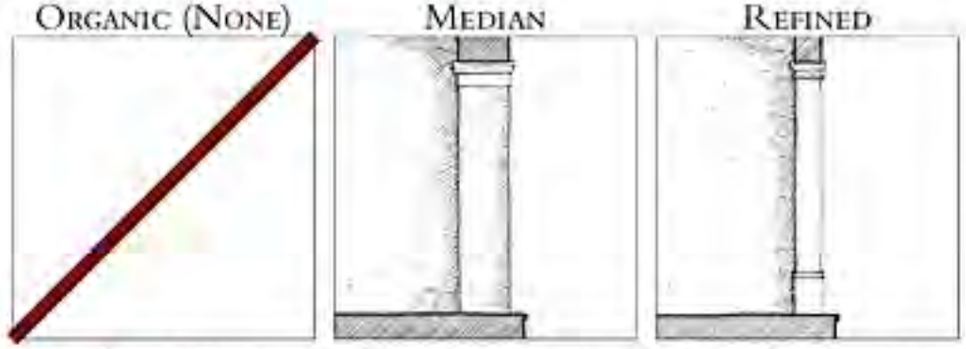
ATTRIBUTES: Commodity: The primary attribute of Pier Infill is commodity, since its purpose is to hide unsightly items and keep unwanted animals out of the understory. Firmness: But Pier Infill also contributes to Firmness by accentuating the solidity of the piers.

PILASTERS

Provide simple square pilasters supporting the ends of porch beams where they intersect Median and Refined buildings.

WE DO THIS BECAUSE: *It is more satisfying to see a pilaster under a beam than to simply see it sitting on a wall, especially where the load is great or the strength of the wall (brick or stone) is hidden by stucco.*

PORCHES & BALCONIES



WHAT DOESN'T MATTER: Do not use pilasters on Organic buildings.

*WHAT MATTERS: Build Median pilasters very simply and large, matching the width of the tops of the shafts of adjacent columns. Pilasters may be finished in the primary building wall material except at the capital, which should be finished in a more refined material such as stone which allows proper cornering of the capital. Median pilasters are not required to have a base.

WHAT DOESN'T: Width, and capital detail if properly classical.

**WHAT MATTERS: Build Refined pilasters to proportions appropriate to the order of the adjacent columns. The entire pilaster should be built of the same material as the adjacent columns. Bases are required, but may be very simple. The plinth may be enlarged as shown.

WHAT DOESN'T: Abstraction of the base, as long as it follows classical design principles.

REALMS: 3rd Realm (Regional): Elimination of the pilaster on Organic buildings is a reflection of the relaxed character of the region. 5th Realm (Commercial): Pilasters, whether relaxed or rigorous, take their generic material from the larger classical tradition.

ATTRIBUTES: Firmness: The primary function of a pilaster is to express the strength with which the building supports the porch beam. Delight: As pilasters become more Refined, they become more concerned with proper proportions and configurations that are known to produce beauty.

WOOD COLUMNS

Use thin wood posts or columns that match the Classical/Vernacular setting of the building.

PORCHES & BALCONIES

LEED

CREDIT

MR5.1
MR6
MR7

POINTS

1, 1, 1

%

contributes to MR5.1 by using regional craft traditions; contributes to MR6 by being regionally harvested; may contribute to MR7 (see LEED)

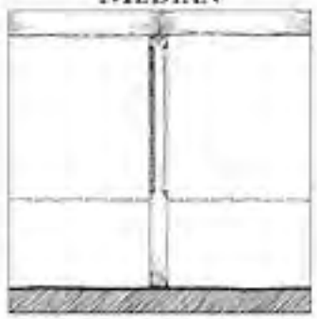
WE DO THIS BECAUSE: *Wood is a readily available material in moderate sizes in the Bahamas, and a long-standing fabrication tradition in the Bahamas means that wood columns may not have to be shipped great distances. See note on page 4, Fifth Realm, last paragraph: High Classical columns are not shown here, but are welcome to be used by architects that are properly trained to do fully classical architecture.*

ORGANIC

***WHAT MATTERS: Build Organic posts of 4" square to 8" square solid wood posts, with a preference for thicker posts. Chamfer posts so that flat face of chamfer is no less than 1/4 of post thickness, not more than 3/8 of the post thickness.

WHAT DOESN'T: Specific column size, so long as it is within the acceptable range.

MEDIAN



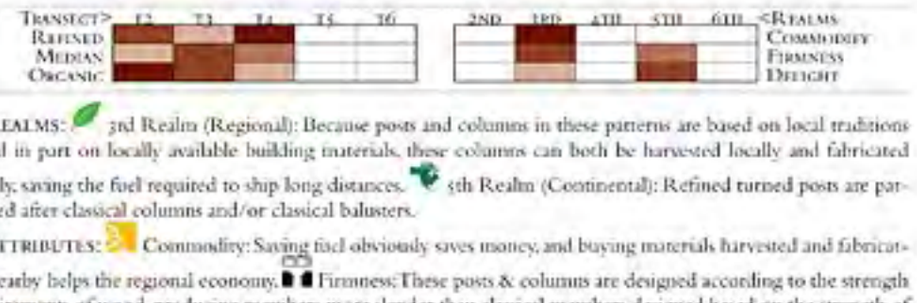
**WHAT MATTERS: Build Median posts of 4" square to 8" square solid wood posts, with a preference for 6" posts. Chamfer posts so that flat face of chamfer is no less than 3/10 of post thickness, not more than 4/10 of the post thickness. Posts may occasionally be elaborated with decorative brackets.

WHAT DOESN'T: Specific column size, so long as it is within the acceptable range.

REFINED

***WHAT MATTERS: Build Refined posts of 4" square to 8" square solid wood posts, with a preference for more slender posts. Chamfer posts so that flat face of chamfer is no less than 3/10 of post thickness, not more than 1/2 of the post thickness. The top of the post may be elaborated with decorative brackets, and the post may be turned if appropriate to the architecture of the building.

WHAT DOESN'T: Specific column size, so long as it is within the acceptable range.



REALMS: 3rd Realm (Regional): Because posts and columns in these patterns are based on local traditions based in part on locally available building materials, these columns can both be harvested locally and fabricated locally, saving the fuel required to ship long distances. 5th Realm (Continental): Refined turned posts are patterned after classical columns and/or classical balusters.

ATTRIBUTES: Commodity: Saving fuel obviously saves money, and buying materials harvested and fabricated nearby helps the regional economy. Firmness: These posts & columns are designed according to the strength requirements of wood, producing members more slender than classical members designed based on the strength of stone. Delight: As columns become more Refined, they are designed with greater thought to pleasing the eye with their contours.

VARIATIONS

ORGANIC | MEDIAN | REFINED

WOOD COLUMN CAPITALS

Use very simple column capitals that match the Classical/Vernacular setting of the building and of the columns to which they are attached.

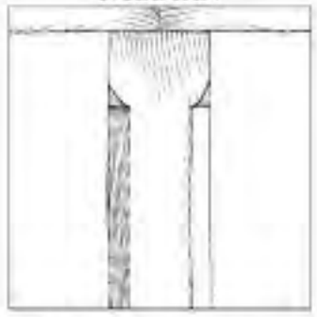
WE DO THIS BECAUSE: *Columns should have tops (see TCP~6.) Chamfers are the simplest ways of indicating a column capital, and protect the column corners from damage. The primary difference between the tops of wood columns or posts in the Bahamas is the elaborateness of the end of the chamfer. See note on page 4, Fifth Realm, last paragraph: High Classical columns are not shown here, but are welcome to be used by architects that are properly trained to do fully classical architecture.*

Organic

**What Matters: Chamfer Organic post corners ending 1/2 to 1~1/2 the post width below the beam. The chamfer end should be simple, with preference given to the simple scoop illustrated above.

What Doesn't: The precise shape and height of the chamfer end.

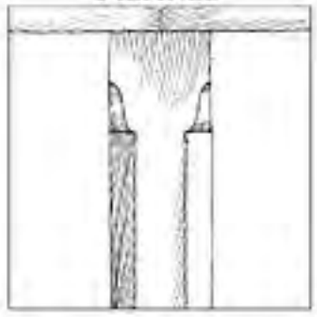
Median



**What Matters: Chamfer Median post corners ending 1/2 to 1~1/2 the post width below the beam. The chamfer end should be relatively simple, with no more than one break and no more than one curve as illustrated above.

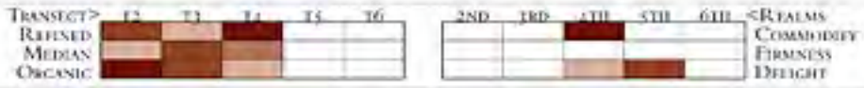
What Doesn't: The precise shape and height of the chamfer end.

Refined



***What Matters: Chamfer Refined post corners ending 1/2 to 1~1/2 the post width below the beam. The chamfer end may be elaborate, with one or more breaks and compound curves as illustrated above.

What Doesn't: The precise shape and height of the chamfer end.



Realms: 4th Realm (National): The pervasiveness of the chamfered post across the Classical/Vernacular Spectrum is particularly notable in the Bahamas. 5th Realm (Continental): Even the simplest Organic post follows at least the overall classical capital height proportion. As capitals become more Refined, they follow classical design principles more closely.

Attributes: Commodity: Chamfers help the post age more gracefully by creating post corners that do not break off as easily as square corners. Delight: Chamfer ends, especially the refined ones, are places where carpenters can show their skill.

Variations

Organic

Median

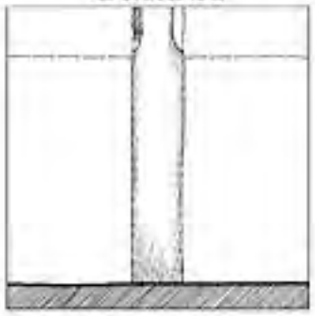
Refined

WOOD COLUMN BASES

Use column bases that match the Classical/Vernacular setting of the building and of the columns to which they are attached.

WE DO THIS BECAUSE: *Columns should have bases (see TCP~6.) Chamfers are the simplest ways of indicating a column base, and protect the column corners from damage. See note on page 4, Fifth Realm, last paragraph: High Classical columns are not shown here, but are welcome to be used by architects that are properly trained to do fully classical architecture.*

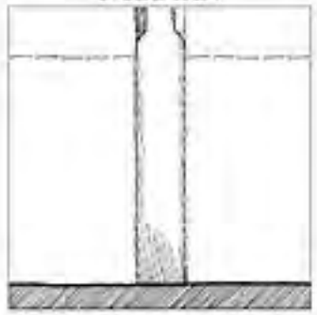
Organic



**What Matters: Chamfer all corners beginning 0"~2" above the handrail if a handrail is used or 1 to 2 post width above the floor. The chamfer end should be simple, with preference given to the simple scoop illustrated above.

What Doesn't: The precise shape and height of the chamfer end.

Median



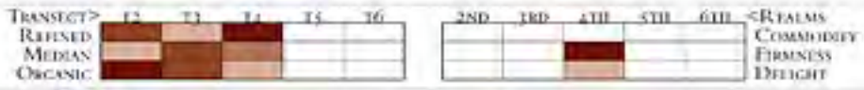
**What Matters: Chamfer all corners beginning 0"~2" above the handrail if a handrail is used or 1 to 2 post width above the floor. The chamfer end should be relatively simple, with no more than one break and no more than one curve as illustrated above.

What Doesn't: The precise shape and height of the chamfer end.

Refined

**What Matters: Chamfer all corners beginning 0"~2" above the handrail if a handrail is used or 1 to 2 post width above the floor. The chamfer end may be elaborate, with one or more breaks and compound curves as illustrated above.

What Doesn't: The precise shape and height of the chamfer end.



Realms: 4th Realm (National): Chamfered column bases of these sorts are found throughout the Bahamas.

Attributes: Firmness: The plainest and stockiest part of a wood column meets the ground, in part to transfer the load, and in part because the meatier portion of the column can take more physical abuse than more delicate portions. Delight: Refined column bases are concerned not only with expressing the transfer of load to the ground, but also in doing so using shapes and proportions known to produce beauty.

Variations

Organic

Median

Refined

STONE OR CONCRETE COLUMNS

Use thick stone or columns that match the Classical/Vernacular setting of the building.

PORCHES & BALCONIES

LEED

CREDIT

MR5.1
MR5.2

POINTS

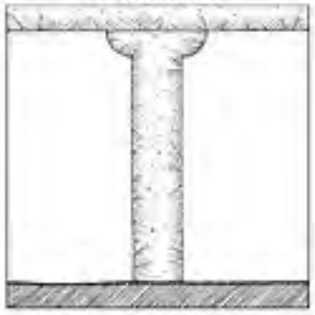
1, 1

½

contributes to mr5.1 by being manufactured regionally; contributes to mr5.2 by being extracted regionally

WE DO THIS BECAUSE: *Concrete is a readily available building material, and there is a local craft tradition of forming concrete columns that allows at least the Organic and Median ones to be built relatively economically. See note on page 4, Fifth Realm, last paragraph: High Classical columns are not shown here, but are welcome to be used by architects that are properly trained to do fully classical architecture.*

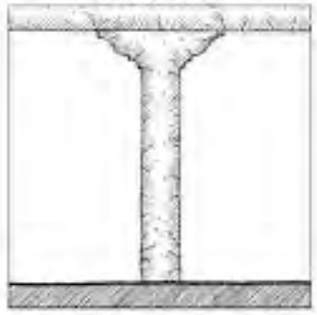
ORGANIC



***WHAT MATTERS: Build Organic Stone or Concrete Columns thickest of all, with a minimum face dimension of 18". Column depth should ideally be no less than 12", but in no case less than 8".

WHAT DOESN'T: Specific face widths should vary from building to building.

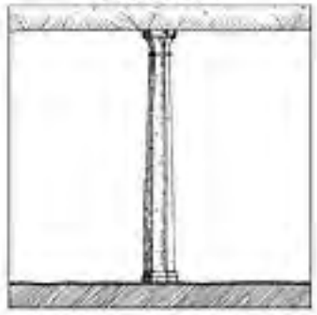
MEDIAN



**WHAT MATTERS: Build Median Stone or Concrete Columns with a minimum face dimension of 14". Column depth should ideally be no less than 12", but in no case less than 8".

WHAT DOESN'T: Specific face widths should vary from building to building.

REFINED



***WHAT MATTERS: Build Refined Stone or Concrete Columns as simplifications of fully classical columns. Simplification may include squaring or building the column as an octagon instead of round, and it almost always includes simplification of the capital and/or base. Refined columns should be no thicker than the classical order from which they were simplified.

WHAT DOESN'T: Amount of simplification of the details, so long as they are consistent with the classical tradition.

REALMS: 3rd Realm (Regional): Because columns in these patterns are based in part on local traditions and in part on locally available concrete, materials for these columns can both be mined regionally and fabricated locally (onsite for concrete,) saving the fuel required to ship longer distances. Building more hurricane-resistant buildings saves resources. 5th Realm (Continental): Refined columns may be abstracted from any of the classical orders.

ATTRIBUTES: Commodity: Saving fuel obviously saves money, and buying materials mined and fabricated regionally helps the regional economy. Building of concrete or stone also increases the storm-worthiness of the building, possibly saving on hurricane repair costs. Firmness: These columns especially the more Organic ones, may be exceptionally stout. Delight: Refined column contours bring intentional visual pleasure.

VARIATIONS

ORGANIC

MEDIAN

REFINED

PORCHES & BALCONIES

–

Stone or Concrete Columns

STONE OR CONCRETE COLUMN CAPITALS

Use stone or concrete column capitals that match the Classical/Vernacular setting of the building and of the columns to which they are attached.

WE DO THIS BECAUSE: *Concrete is a readily available building material, and there is a local craft tradition of forming concrete columns capitals that allows at least the Organic and Median ones to be built relatively economically. See note on page 4, Fifth Realm, last paragraph: High Classical columns are not shown here, but are welcome to be used by architects that are properly trained to do fully classical architecture.*

PORCHES & BALCONIES

LEED

CREDIT

MR5.1
MR5.2

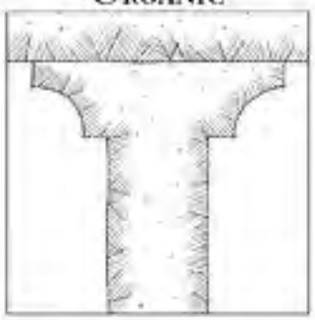
POINTS

1, 1

¼

contributes to MR5.1 by being manufactured regionally; contributes to MR5.2 by being extracted regionally

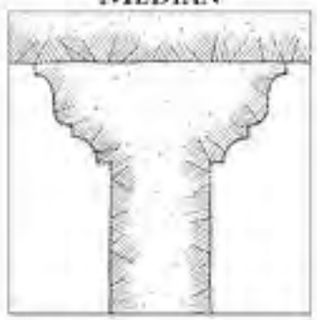
ORGANIC



***WHAT MATTERS: Form Stone or Concrete Column Capitals with a single curve (concave or convex) and an offset or two. Repeat this shape on both sides of the column.

WHAT DOESN'T: Specific dimensions of curves and offsets, which should vary from building to building.

MEDIAN



**WHAT MATTERS: Form Stone or Concrete Column Capitals either with compound curves (illustrated above) or with a single curve (concave or convex) and three or more offsets (top illustration in Median Variations on next page.) Repeat this shape on both sides of the column.

WHAT DOESN'T: Specific dimensions of curves and offsets, which should vary from building to building.

REFINED

***WHAT MATTERS: Fabricate Refined Stone or Concrete Column Capitals as abstractions of classical column capitals. Abstraction may be slight, or it may be notable.

WHAT DOESN'T: Amount of abstraction may vary according to the character of the building.

REALMS: 2nd Realm (Local): Nassau still has a good stock of both stone and concrete column capitals. 3rd Realm (Regional): Because capitals in these patterns are based in part on local traditions and in part on regionally available concrete, materials for these capitals can both be mined locally and fabricated locally or onsite, saving the fuel required to ship longer distances. 5th Realm (Continental): Refined column capitals may be abstracted from any of the classical orders.

ATTRIBUTES: Commodity: Saving fuel obviously saves money, and buying materials mined and fabricated regionally helps the regional economy. Firmness: As columns become thinner, the capital becomes more important for visual load transfer. Delight: Refined capital contours bring intentional visual pleasure.

VARIATIONS

ORGANIC

MEDIAN

REFINED

PORCHES & BALCONIES

–

Stone or Concrete Column Capitals

–

Realistically, most of these columns will be concrete, but this pattern is named the way it is as a reminder that these same shapes can be executed in cut stone where budget allows.

BALCONY & AWNING SUPPORT

Support balconies with visible support brackets shaped from wood timbers. All but the most Organic should incorporate one or more curved shapes somewhere on the bracket.

PORCHES & BALCONIES

LEED

CREDIT

MR5.1
MR5.2

POINTS

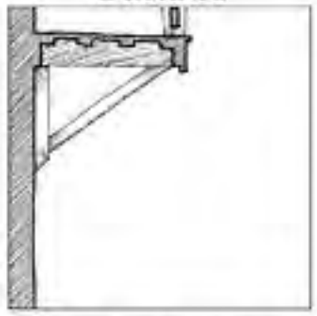
1.1

⅓

contributes to MR5.1 by being manufactured regionally; contributes to MR5.2 by being extracted regionally

WE DO THIS BECAUSE: *Visible supports like these can more easily make a balcony strong than hidden cantilevers. Also, they can be designed more easily to tear off in a major storm, reducing the likelihood of collapse of the main building. As with other wood components, they also are made of materials that are available in the region, and for which there is a strong base of fabricators and installers. And wood is more resistant to deterioration in salt spray than metal. This is important because few parts of the Bahamas are out of the reach of the salty air.*

ORGANIC



***WHAT MATTERS: Build Organic Balcony Supports as angle brackets composed of straight lumber members. See *TCP*>55.

WHAT DOESN'T: Specific shape. Even Organic Balcony Supports can vary substantially from one building to the next.

MEDIAN

**WHAT MATTERS: Build Median supports as visible cantilevered beams with at least one curved shape scrolled into the beam. See *TCP*>55.

WHAT DOESN'T: Specific shape. Median Balcony Supports can begin to be quite inventive.

REFINED

**WHAT MATTERS: Build Refined supports as angle brackets like Organic supports, except that at least one bracket member should have a minimum of one curved shape. Minimum thickness in any dimension of all members is 3-1/2". See *TCP*>55.

WHAT DOESN'T: Specific shapes. Refined Balcony Supports may be highly inventive, so long as they are beautiful.

REALMS: 1st Realm (Personal): Because Balcony Supports are often custom fabricated of easily-shaped timbers, they are fertile ground for personal inventiveness. 3rd Realm (Regional): Because supports are based in part on local traditions and in part on regionally available materials, fuel for shipping is conserved. 5th Realm (Continental): The classical tradition has an enormous centuries-old stock of decorative shapes based on nature that would work here.

ATTRIBUTES: Commodity: See 3rd Realm above, which is responsible for saving money on shipping. Firmness: The first function of a Balcony Support is to carry the load imposed by the balcony, of course... Delight: But once that requirement is met, it is then all about visual delight.

VARIATIONS

ORGANIC

MEDIAN

REFINED

PORCHES & BALCONIES

–

Balcony Support

–

Balcony supports are another type of ornamental woodwork that once were icons of the Bahamas. But balconies and hard awnings were traditionally built to rip off in a hurricane without causing the collapse of the entire building, so they are sometimes storm casualties. Unfortunately, as the living traditions died in the early part of the twentieth century, fewer and fewer balconies and their supports were repaired or replaced after major storms. As a result, several of the images on this page were collected in other countries. We hope that images of these expatriate Balcony & Awning Supports, which were likely inspired by the architecture of the Bahamas, can help re-start living traditions here.

PORCH BEAMS

Build porch beams in T2 & T3 of solid timbers that match column or post thickness. Build T4 beams of single boards, and T5 & T6 beams of concrete or stone. See TCP~53.

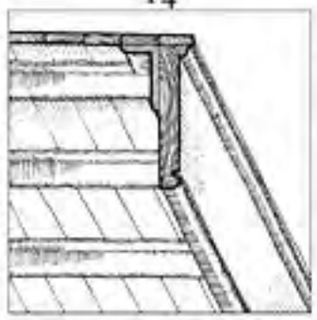
WE DO THIS BECAUSE: *Beams in rural (T2) and suburban (T3) areas are least refined and larger. The most urban areas require non-wood porch beams, which are heavier than wood and usually largest of all. In between, T4 beams are the thinnest because more urban architecture is generally more Refined than rural architecture, and as architecture moves from Organic to Refined in the Bahamas, it also generally gets thinner. It is the necessity to change to masonry in T5 that causes Porch Beams to get thicker again. See note on page 4, Fifth Realm, last paragraph: High Classical columns are not shown here, but are welcome to be used by architects that are properly trained to do fully classical architecture.*

T2, T3

**What Matters: Porch beams should be a single timber matching the width of the post or column (4" to 8") and 6" to 12" tall. Space columns closely enough that these sizes work structurally. If built-up beams are used, comply with TCP~60.

What Doesn't: More Refined porch beams may be built up to include both frieze and architrave.

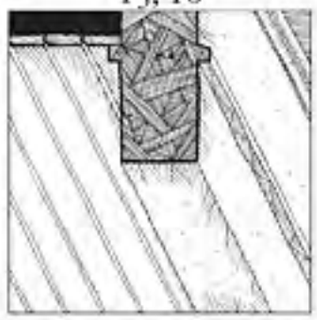
T4



***What Matters: Build porch beam of a single solid piece of finish lumber backed up by support structure where there is a gallery floor above. Solid timber beams as described for T2 and T3 may also be used on the most Organic buildings in T4.

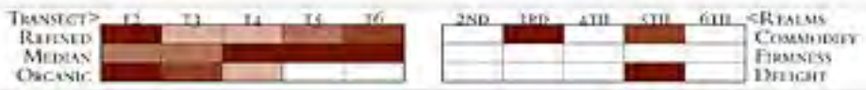
What Doesn't: Specific size of bead & quirk at the bottom of the beam.

T5, T6



***What Matters: Pour concrete Porch Beams in the most urban areas where buildings are required to be built of masonry, especially when there is a masonry wall above. Where there is only a porch roof and building codes allow, wood detailing may be used.

What Doesn't: Specific beam sizes, which shall be determined by structural engineer based on imposed loads. Stone beams bearing on stone columns may also be used.



Realms: 3rd Realm (Regional): Similar T4 porch beams may be found in other coastal cities of the Caribbean rim. 5th Realm (Continental): The most Refined Porch Beams in T2 and T3 form the lower two parts (frieze & architrave) of classical entablatures, which have been refined over the centuries not only to support the building, but to do so using profiles known to produce beauty. Because they can be formed to any shape, concrete Porch Beams can also be shaped into a classical entablature relatively easily.

Attributes: Firmness: Porch beams are simple structural elements primarily intended to support loads from above. Delight: See 5th Realm above.

Variations

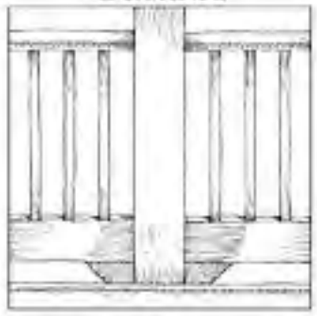
T2, T3 | T4 | T5, T6

WOOD RAILINGS

Use wood railings where wood columns are used. Build wood railings very simply, with thin square balusters in all but the most Refined railings. See TCP~54.

WE DO THIS BECAUSE: *Thinly-detailed railings are consistent with other thin architectural details. Bottom rails should be turned vertical for strength and double-chamfered at the top to drain water. Balusters therefore have to have a forked double cut on their bottoms to fit the double-chamfered bottom rail. This is more expensive than the common practice of attaching them with two small toenails, but it is much stronger and more durable.*

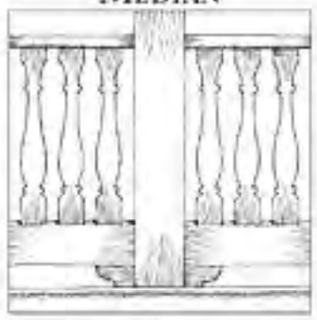
Organic



***What Matters: Top rail should be rectangular, contoured slightly to fit the hand. Balusters should be no larger than 1-1/2" square, although 1-1/4" balusters are strongly preferred. Bottom rail should be 2x6 or 2x8, chamfered at top to drain water and hold fork-bottom balusters firmly in place. Support bottom rail at each end with blocks as shown.

What Doesn't: Precise handrail contour and bottom rail support block shape.

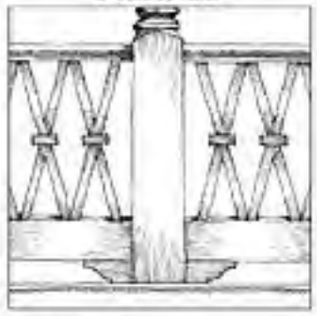
Median



***What Matters: Top rail may match Organic rail type or may be flat with cased edges. Balusters should be cut from flat boards in a pattern consistent with the architecture of the building. Bottom rail should match Organic bottom rail type.

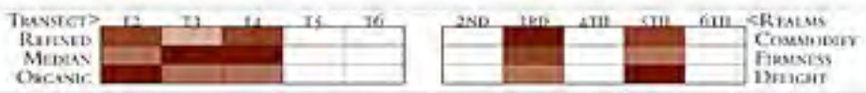
What Doesn't: Baluster design, precise handrail size & contour, and the bottom rail support block shape. Also, lattice built of 1x2s or heavier spaced no more than 3" on center may be substituted for balusters.

Refined



**What Matters: Build Refined railings similar to Median railings except balusters may either be turned or may be arranged in a classical grille pattern.

What Doesn't: There is no single Refined baluster type, as illustrated and shown in photos. Just make sure that they are relatively simple and not too heavy.



Realms: 1st Realm (Personal): Median balusters represent a great opportunity for personal creative expression and experimentation, so long as the shapes you make do not offend the neighbors! 3rd Realm (Regional): Fancifully-detailed Wood Railings are common throughout the Bahamas. 5th Realm (Continental): Refined Wood Railings are based on either classical decorative patterns executable with thin square balusters, or classical turned baluster design principles.

Attributes: Commodity: Railings exist for a single very useful reason: to keep people from falling from high places... Firmness: Because of this single function, they must have enough strength to do so... Delight: But local cultural traditions of thin detailing prevent them from being overly heavy.

Variations

Organic

Median

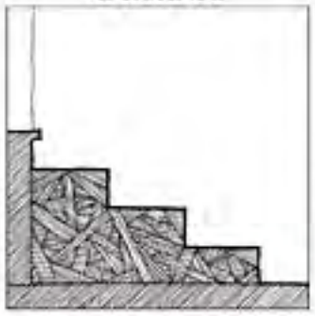
Refined

FOUNDATION STEPS

Foundation Steps are those that occur at the level of the foundation, leading from the ground to the first floor of a building. Build Foundation Steps of masonry.

WE DO THIS BECAUSE: *Masonry steps last much longer than wood steps if the steps are sitting directly on the ground in a humid or rainy climate because steps sitting directly on the ground are in direct contact with moisture most of the time.*

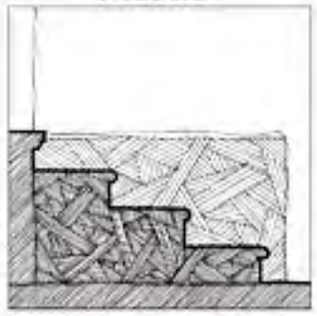
Organic



What Matters: Build the simplest Organic steps of concrete. Square edges are acceptable. Reduce risers to less than what would be used indoors for safety, since Foundation Steps are often wet.

What Doesn't: Specific dimensions, so long as they fall within code-mandated ranges.

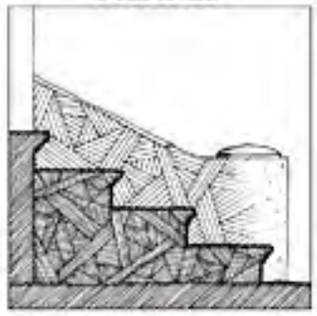
Median



What Matters: Build Median steps like Organic steps, except add a check wall on either side of the flight of stairs, and/or add nosing to stair treads.

What Doesn't: Specific size and shape of nosing, or configuration of check walls.

Refined



What Matters: Build Refined steps like Median steps except that the check wall may be splayed at the bottom, and may be terminated with special shapes. Stair nosing may also be made more refined.

What Doesn't: Specific ornamental details, so long as they are consistent with the architectural character of the house.

Realms: 4th Realm (National): Masonry Foundation Steps make sense throughout the Bahamas because of the climate.

Attributes: Commodity: Masonry Foundation Steps may last for centuries, while wood would last for decades at best. Firmness: Foundation steps should appear solid and substantial.

Variations

Organic

Median

Refined

UPPER STAIRS

Build exterior stairs above the first level primarily of wood, with simple wood handrails. Use exterior stairs where feasible instead of interior stairs.

WE DO THIS BECAUSE: *The climate of the Bahamas is so good that spending money for interior conditioned space that houses a stairwell sometimes is not necessary, especially in the most Organic buildings where budget is a bigger concern.*

Organic

WHAT MATTERS: Build Organic stairs in the simplest possible fashion, with the simplest handrail and pyramid-cut-top newels.

WHAT DOESN'T: Specific shape of top rail and size of bottom rail, so long as the bottom rail is at least 3" tall and the top rail can easily be grasped by the hand.

Median

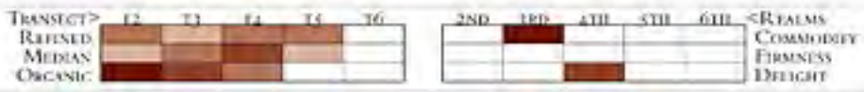
WHAT MATTERS: Build Median stairs like Organic stairs except that bottom rail should be at least 5" tall and the handrail may be contoured somewhat more elaborately than the Organic handrail.

WHAT DOESN'T: Specific handrail shape, so long as it may be easily grasped by the hand.

Refined

WHAT MATTERS: Build Refined stairs like Median stairs except that balusters should either be more closely spaced as shown above, or flat baluster boards cut to special shapes as shown on the next page may be used. Built-up newel post caps may be used.

WHAT DOESN'T: Specific railing shape, newel cap shape, and baluster board cutout shapes.



REALMS: 3rd Realm (Regional): Reducing the conditioned footprint of a building saves energy throughout the life of a building. Placing stairs outside can help make this happen. 4th Realm (National): Because of the Bahamas' favorable climate, exterior stairs are a realistic choice.

ATTRIBUTES: Commodity: Exterior stairs save money during construction and save money on utilities thereafter. Delight: The act of moving from one level to another can be celebrated with color, scrolled baluster boards, vining or climbing plant material, or a simple, elegant handrail design.

Variations

Organic

Median

Refined

– Upper Stairs –

Few items have a better opportunity to save money and create delight than exterior Upper Stairs. This is not possible in most parts of the world, but is feasible in the Bahamas if the stair space is properly protected from the elements. Images on this page depict open stairs, because these were available to be photographed. But Upper Stairs in the Bahamas are often installed in louvered enclosures (see Louvers & Vents) for greater protection.

RECLAIMED PORCH

Reclaim unconditioned porch areas as living space wherever it makes sense in a plan.

PORCHES & BALCONIES

LEED

CREDIT

EA1

POINTS

1–10

5%

contributes indirectly to EA1 by assisting environmental acclimation (see 3rd Realm)

WE DO THIS BECAUSE: *The Bahamian climate allows porches to be inhabited most of the year. Porches are usually less expensive to build than heated living space, so this becomes the least costly living space in the house. Reclaimed porches are especially good for sleeping porches so long as they contain screens as part of the enclosure.*

SCREENED

WHAT MATTERS: Attach porch screening to a wooden frame that fits inside columns and beams. Consider using galvanized steel mesh in place of balusters below handrail height, since this disappears in the screening.

WHAT DOESN'T: Specific panel sizes, so long as they are vertically proportioned.

LOUVERED

WHAT MATTERS: Build louvers in a wooden frame that fits inside columns and beams. Because they fit inside the frame, louver panels may either be fixed or top-hinged.

WHAT DOESN'T: Specific panel sizes, so long as they are vertically proportioned.

WINDOW & WALL

WHAT MATTERS: Window & Wall Reclaimed Porches may either be built within the column & beam frame as illustrated above, or the skin of the wall (siding, usually) may wrap across the face of the columns so that the columns disappear, as in the bottom Window & Wall Variations image on the next page. This is the only option that does not ventilate freely, and may require conditioning.

WHAT DOESN'T: Specific panel sizes, so long as they are vertically proportioned.

REALMS: 3rd Realm (Regional): Sleeping porches exist all around the Caribbean rim and up into the US Carolina Low Country and beyond. They are a significant green pattern because sleeping in a screened outdoor room helps acclimate the sleeper to the local climate so that they require less full-body refrigeration when they go indoors. Sleeping porches require a screened enclosure, which can only be accomplished in a Reclaimed Porch.

ATTRIBUTES: Commodity: Porches that serve as living space instead of just decoration can save thousands in the Bahamian climate where they may be comfortably occupied most of the time. There are also significant utility bill savings to be had when people don't require as much full-body refrigeration. Delight: Reclaimed porches occur so often in the Bahamas that their quantity alone should indicate that they are delightful... just ask any neighbor who has one, because there is not enough room here to describe it all. Wellness: Acclimation to local climate can reduce the chance of getting sick by going back and forth between chilly interiors and the hot outdoors.

VARIATIONS

SCREENED

LOUVERED

WINDOW & WALL

PORCHES & BALCONIES – Reclaimed Porch

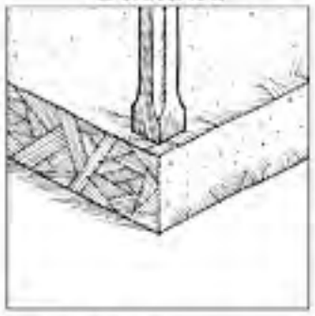
The following Variations radiate the porch with fabric. These fabric panels may either be rolled or pulled to the side to open the porch, making this the easiest enclosure to change. Because they are not hard construction, curtains may be stored before a storm.

PORCH FLOORS

Build Organic Porch Floors as a simple concrete slab elevated above grade, Median Porch Floors as wood frame on piers, and Refined Porch Floors as tile or pavers on a stuccoed or tile-faced concrete base.

WE DO THIS BECAUSE: *Organic Porch Floors are the simplest possible floor, and they weather well in a wet, humid climate. They work best in the most rural conditions, where the porch is furthest from the sidewalk and must be raised less. Median Porch Floors are easier to raise above grade, so they work better where the porch is closer to the sidewalk. Refined Porch Floors work across the Transect, but because of their expense, are less numerous.*

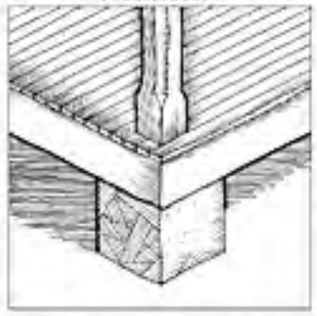
Organic



What Matters: Build Organic Porch Floors as concrete slabs elevated above grade as required by Porch, Balcony, & Gallery Principles.

What Doesn't: The edge of the slab may be either be plumb or sloped, and may be stucco-faced if desired.

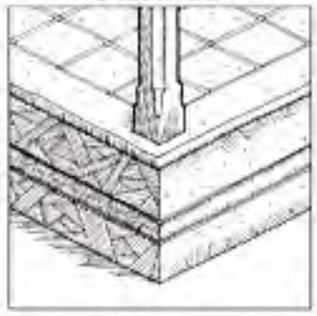
Median



What Matters: Build Median porch floors as a wood frame on piers. Floor material is wood boards.

What Doesn't: Floor boards may be either square-edged or tongue-and-groove.

Refined



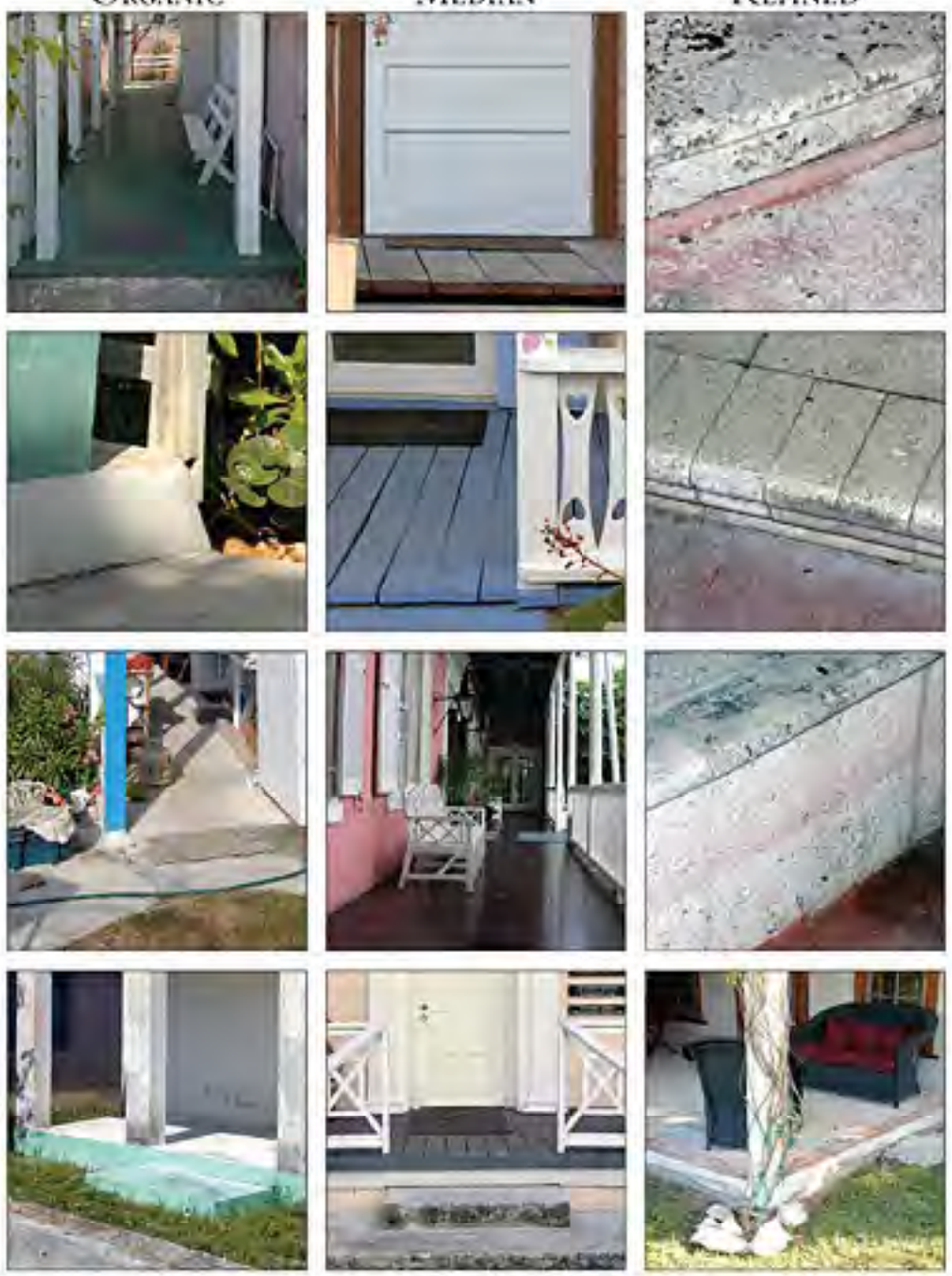
What Matters: Build Refined Porch Floors of concrete, then face with a more refined finish material. Floor material may be stone, brick pavers, or tile. The edge of the floor material should usually project beyond the vertical face as a bullnose. Vertical face material may be stucco or stone. Vertical face may contain elaborations such as setbacks or profiles.

What Doesn't: Specific paver design or vertical face design, which may vary.

Realms: 4th Realm (National): This particular combination of Porch Floors is strongly identified with Bahamian architecture because of weather conditions and the broad spectrum of Bahamian culture.

Attributes: Commodity: The first obligation of Porch Floors is to be serviceable in the conditions in which they are used. Firmness: Because first-level Porch Floors form the base of the porch, they should appear heavier than the structure above. Delight: Median Porch Floors create a pleasant sound underfoot when walking on them. Refined Porch Floors may be quite beautiful.

Variations



– Porch Floors –

While it is possible to build a Porch Floor out of concrete in the most urban conditions where property values are often highest and the construction most durable, second level Porch Floors are usually wood because of cost savings.

PORCH CEILINGS

Build the most Organic Porch Ceilings with all framing exposed, and the most Refined Porch Ceilings with all framing concealed. Expose but minimize the framing at the Median setting.

WE DO THIS BECAUSE: *Organic Porch Ceilings require the least labor and materials, while Refined Porch Ceilings require the most of both.*

Organic

WHAT MATTERS: Build Organic Porch Ceilings with rafters or floor joists running the short dimension of the porch and floor or roof decking above running the long dimension. Paint underside of the entire assembly the same color.

WHAT DOESN'T: Rafter size, which should be determined by structural design, or decking width or detail, which may be flat, beaded, or V-grooved.

Median

WHAT MATTERS: Run periodic timber girders the short dimension of the porch, usually at each column. Run purlins between them at the maximum possible spacing that the strength of the decking above will allow. Often, this results in a single purlin running down the center of the porch. Paint the entire assembly the same color.

WHAT DOESN'T: Girder or purlin sizes, which should be determined by structural design, or decking width or detail, which may be flat, beaded, or V-grooved.

Refined

WHAT MATTERS: Attach ceiling boards to ceiling joists and trim the edges where ceiling boards meet the porch beam. Trim may be a bed mold or simpler shape.

WHAT DOESN'T: Ceiling boards may be flat, beaded, or V-grooved. Ceiling board width should vary from building to building.

REALMS: 3rd Realm (Regional): This is a fairly common combination of Porch Ceilings around the Caribbean rim, although the Median setting, especially with the single center purlin, is more unique to the Bahamas.

ATTRIBUTES: Commodity: This pattern is primarily about commodity, building the simplest ceilings at the most Organic setting and the more expensive ones at the Refined end of the spectrum. Delight: Refined Porch Ceilings reflect the casual ease of the Bahamas' seaside setting so well that they have in more recent times been used on the interior of homes. This interior ceiling design resonates so strongly that it is now used throughout the southeastern US and beyond by those who have been guests in the Bahamas, or who wish that they could be.

Variations

Organic

Median

Refined

PORCH BENCHES

Build benches rather than porch rails if the homeowners occasionally entertain large numbers of people.

PORCHES & BALCONIES

LEED CREDIT EA1 POINTS 1–10 5% contributes indirectly to EA1 by assisting environmental acclimation (see 3rd Realm)

WE DO THIS BECAUSE: *Porch Benches make living on the porch easier, especially with groups of friends, because they allow the outer row of seating to occur in a location that would normally be occupied just by the rail. This allows porches as narrow as 8' to easily be occupied and furnished as an outdoor room. Without Porch Benches, a 10' or wider porch would be required.*

ORGANIC

WHAT MATTERS: Build Organic Porch Benches as a wide plank at seat height supported as required by vertical wood legs.

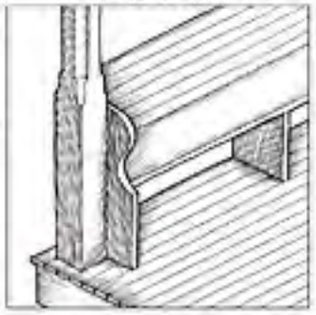
WHAT DOESN'T: Plank width, so long as it is wide enough to sit on, and leg design, which can be very simple as illustrated on the next page of Variations, or may be scrolled shapes as illustrated above.

MEDIAN

WHAT MATTERS: Build Median Porch Benches in similar fashion as the Organic setting, except add a board-framed back.

WHAT DOESN'T: Specific back design, so long as it is comfortable.

REFINED



WHAT MATTERS: Build Refined Porch Benches similar to Median ones except add end boards to finish off the ends of back framing and seat planks.

WHAT DOESN'T: Specific end design. Also, back may either be open boards as illustrated in the top right image on the next page, or may be boards spaced tight together as illustrated above.

REALMS: 1st Realm (Personal): Refined Porch Benches can be quite inventive, and also can be a showcase for a carpenter's skills. 2nd Realm (Local): Some of the best Porch Benches are in Dunmore Town on Harbour Island. 3rd Realm (Regional): Because Porch Benches encourage outdoor living, they reduce the need for conditioning interior space. 4th Realm (National): Porch Benches are an iconic Bahamian pattern that exudes the casual ease of outdoor living here.

ATTRIBUTES: Commodity: Reducing interior space conditioning saves on the utility bill. Reducing the width of a porch that may be furnished as a functional outdoor room reduces construction cost. Delight: Does the delight of sitting on the front porch need a description? We didn't think so. Wellness: The acclimation to the local climate that comes with outdoor living is healthier than full-body refrigeration.

VARIATIONS

ORGANIC

MEDIAN

REFINED

PORCHES & BALCONIES

~

Porch Benches

~

The Organic Porch Bench works best in places where there is a great view across the street, such as along the waterfront. Seat backs would impede the view of people sitting on the back of the porch and looking out.

~

The Median Porch Bench works well along side porches, and is required on porches high enough to require a rail, where the Organic Porch Bench would not be allowed.

~

The Refined Porch Bench is a rare condition. So rare, in fact, that we had to take three of the four Refined images on this page from the same house.

General Material Notes

* All exterior materials used below the second floor height shall pass the test of the Arm's Length Rule as described in detail in *Traditional Construction Patterns* (see *TCP*~75).
* All exterior materials used above the second floor height shall pass the test of the Eyes Only Rule as described in *Traditional Construction Patterns* (see *TCP*~75).
* Materials are specified here, but variations in finishes are not. Generally, material finishes should be more refined toward the urban end of the Transect, and should be more relaxed toward the rural end. Variations in finishes should also be informed by those of neighboring buildings so that there are no shocking variations in finishes within a streetscape. See *TCP*~14 for color notes; see Town Founders for current approved color palette.

Eaves & Roofs

Materials

Eave Return Cap: Continuous low-slope flashing without transverse seams. See *TCP*~61.

Gutters & Downspouts: Galvanized or copper half-round gutter supported on roof-mounted brackets, or copper-lined wood gutter supported on wood brackets. See *TCP*~63

Eaves: Eave trim shapes and boards shall be lowland cypress, redwood, cedar, cementitious, or PVC. See *TCP*~62 & *TCP*~64.

Rafter Tails: #1 Common pressure-treated pine tails scabbed onto primary trusses or rafters. Lowland cypress, redwood, or cedar may be used if the budget allows.

Metal Roofing: 5v Crimp metal roofing shall be the standard metal roofing material. Flat-panel standing seam roofing is an upgrade. Other upgraded roofing materials permitted are slate or synthetic slate, wood shingles and wood shakes. See *TCP*~73. Natural-finish metal roofing probably earns LEED ss7.2; see LEED.

Shingle Roofing: Wood shingles or shakes are the standard shingle roofing material. Natural slate is an upgrade. Synthetic slate is permitted if it passes the test of the Arm's Length Rule. This book typically specifies what to use and does not list all of the remaining things that are not permitted, but this item is an exception. Asphalt shingles are *not* permitted for far too many reasons to list here. See *TCP*~74.

Tile Roofing: Concrete Bermuda roofing is encouraged, not only for its storm resistance, but because when painted white, it reflects a large amount of the sun's heat. Overlapping two-piece clay pan tiles are permitted (but not required) on civic buildings only. See *TCP*~75.

Ridge Caps: See *TCP*~76 for metal ridge caps. Ridge caps for other roofing material shall be composed of the primary roofing material configured as per industry standards. In other words, a cedar shake roof shall be capped with cedar shakes, for example, with hidden cap flashing recommended by industry standards.

ROOF SHAPES

Build roofs of simple shapes. Most roofs should be hipped; gables should be used only under circumstances detailed below.

WE DO THIS BECAUSE: *Survival of a building in a hurricane depends strongly on survival of the roof, because if the roof fails, there is nothing to support the tops of the walls and the entire building often collapses. Hipped roofs have survived better than gabled roofs for centuries, and have become an iconic part of the architecture of the Caribbean rim as a result.*

EAVES & ROOFS

LEED

CREDIT

ID1.1

POINTS

1

1%

storm-resistant construction fulfills intent of MR3.1 & MR3.2 by preventing storm damage that requires new material use

SMALL & ORGANIC

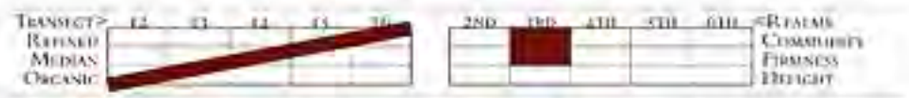
WHAT MATTERS: Gables may be used for the smallest roof shapes because the gable area is small enough that the wind forces are not large. Gables work best on the most Organic buildings because they are easier to build and therefore save money.

MEDIAN

WHAT MATTERS: Hips should be used for the majority of buildings.

HEAVY

WHAT MATTERS: Gables may also be used on the heaviest masonry buildings because the sheer weight of the walls resist wind forces.



REALMS: 2nd Realm (Regional) Building in a manner where the building might last for centuries is the foundation of sustainability.

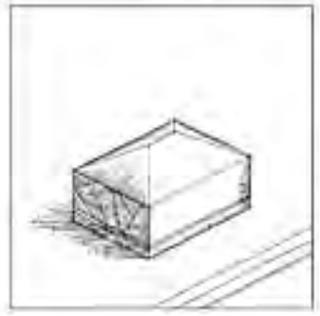
ATTRIBUTES: Commodity: Building in a more survivable manner clearly saves money. Also, making a roof strong by virtue of its shape means that not as much material needs to be used to achieve the same wind resistance.

Firmness: Hip roofs are self-bracing. They also deflect wind upward from all directions.

BASIC SHAPES

1. LEFT: The Thin Hip building is longer front to back than side to side.

5. RIGHT: Add onto hipped buildings by adding another hipped pavilion, not by making a larger roof. Keeping the roof sizes smaller makes them stronger. Valley gutter between the roof shapes should be well-flashed for torrential rains.



2. LEFT: The Long Hip building is longer side to side than front to back.

6. RIGHT: Add onto gabled buildings by adding another gabled pavilion, not by making a larger roof. Keeping the roof sizes smaller makes them stronger. Valley gutter between the roof shapes should be well-flashed for torrential rains.

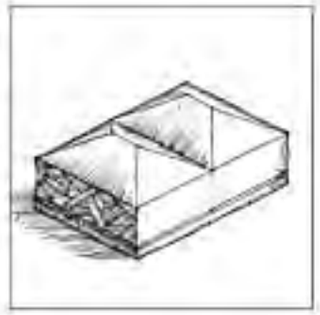
3. LEFT: The Gable Front building is self-explanatory, turning its gable to the street.

7. RIGHT: Sheds may be used to make smaller additions to a larger original building.

4. LEFT: The Eave Front building is almost as self-explanatory: it has a gabled roof turned to the sides so that the eave faces the street.

8. RIGHT: Wings may also be used to add space. Wings have the additional benefit of being able to be used to enclose outdoor courtyards and gardens.

ADDING ON



EAVES & ROOFS

Roof Shapes

The shapes of roofs around the entire Caribbean rim result from centuries of observing the buildings that survive the hurricanes.

9. Left: The Thin Hip Inboard Porch carves a porch into the front of a Thin Hip building.

13. Right: The Thin Hip Outboard Porch adds a shed roofed porch to the front of a Thin Hip building.

10. Left: The Long Hip Inboard Porch carves a porch into the front of a Long Hip building.

14. Right: The Long Hip Outboard Porch adds a shed roofed porch to the front of a Long Hip building.

11. Left: The Gable Front Inboard Porch carves a porch into the front of a Gable Front building.

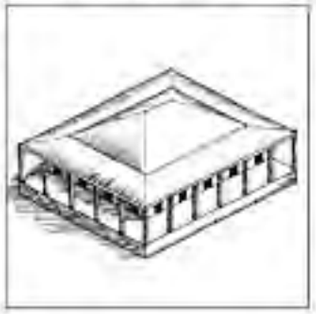
15. Right: The Gable Front Outboard Porch adds a shed roofed porch to the front of a Gable Front building. Care needs to be taken to ensure that the highest point of the porch roof lies at or below the eave line of the main roof.

12. Left: The Eave Front Inboard Porch carves a porch into the front of a Eave Front building.

16. Right: The Eave Front Outboard Porch adds a shed roofed porch to the front of a Eave Front building. The shed roof may either run up on the main roof, it may break at the eave of the main roof, or it may end under the cornice. See 24 Sacrificial Eave.

17. Left: The Corner Porch carves a porch into one corner of a hipped or gabled (illustrated) building.

21. Right: The Hipped Outbound Wraparound wraps a hipped shed porch all around a central hipped building.



18. Left: The Gabled Porch carves a porch into one side of a hipped (illustrated) or gabled building. Enclosed space to either side of the porch may be either conditioned space or Recessed Porch.

22. Right: The Gabled Outbound Wraparound wraps a hipped shed porch all around a central gabled building.

19. Left: The L Porch wraps a porch around or carves a porch into parts of two sides of a building to form an L-shaped porch.

23. Right: Balconies may be added to upper levels of buildings so that they project over the sidewalk below.

20. Left: The Inboard Wraparound Porch carves a porch around an entire building.

24. Right: The Sacrificial Eave is installed below the main roof so that the roof surfaces are not continuous. It is designed to fail in very high winds instead of causing failure of the main structure by high imposed loads. It may be used for porches or sunshades.

OVERHANG DIMENSION

Allow the most Organic eaves to overhang furthest. Refined eaves should overhang no more than the cornice height. Comply with TCP~66.

WE DO THIS BECAUSE: *Organic details are generally more relaxed and less precise. But all eaves should be shallower than further inland due to high wind stresses.*

EAVES & ROOFS

LEED

CREDIT

ID1.1

POINTS

1

storm-resistant construction fulfills intent of MR3.1 & MR3.2 by preventing storm damage that requires new material use

ORGANIC

***WHAT MATTERS: Allow Organic eaves with square-cut rafter tails to overhang 6" to 12".

WHAT DOESN'T: Overhang may vary as desired within this range.

MEDIAN

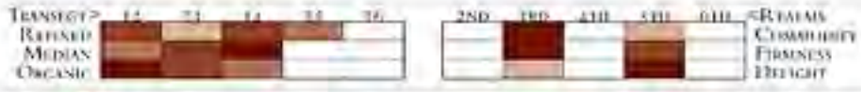
***WHAT MATTERS: Median eave overhang should be minimal. Normally, it is determined by the sizes of the trim shapes used, without any additional overhanging soffit.

WHAT DOESN'T: Trim shapes used may vary, from the eave shown all the way down to a flat frieze board with almost no overhang.

REFINED

***WHAT MATTERS: Refined eaves should overhang a distance equal to or less than the cornice height as measured from the roof to the bottom of the bed moldings. For eaves on one-story walls, this will usually be between 6" and 12". Taller walls may produce cornices up to 24" tall.

WHAT DOESN'T: Refined eave details vary significantly and should be worked out on a job-by-job basis.



REALMS: 3rd Realm (Regional): Overhang dimensions are strongly limited by the risk of hurricane-force winds. Eaves that protect the integrity of the roof structure obviously save potentially large use of resources and energy in reconstructing after wind damage. 5th Realm (Communal): Refined eaves naturally work well in high-wind zones since the overhang is no greater than the cornice height. This proportion has produced beautiful cornices for many centuries.

ATTRIBUTES: Commodity: As usual, saving resources and energy (see 3rd Realm) saves money. Firmness: Shallower overhangs not only are stronger, but they look shorter, too. Delight: See 5th Realm above.

ROOF SLOPES

Make Refined roofs shallowest and Organic roofs steepest. Secondary roofs shall be 1/3 to 1/2 the pitch of primary roofs, but no less than 3/12. Comply with TCP~77.

WE DO THIS BECAUSE: *Roofs in coastal areas are steeper than roofs further inland because steeper roofs resist hurricane winds better. Organic roofs are steeper than Refined roofs because Organic buildings often put finished space within the roof rather than building a full additional story in order to save money.*

EAVES & ROOFS

LEED

CREDIT

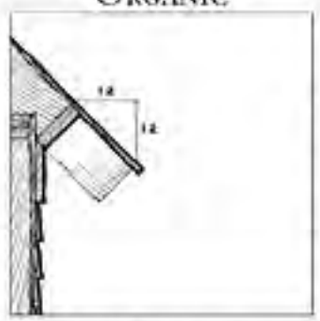
ID1.1

POINTS

1

storm-resistant construction fulfills intent of MR3.1 & MR3.2 by preventing storm damage that requires new material use

ORGANIC



***WHAT MATTERS: The slope of primary Organic roofs should be approximately 12:12.

WHAT DOESN'T: Organic roof pitch may be reduced to as little as 9:12 if desired, although 12:12 is a very easy roof to frame because the rise is equal to the run. These roof slopes only apply in 12-14 and in some areas of 15. Some 15 and most 16 roofs have no visible pitch from the street.

MEDIAN

***WHAT MATTERS: The slope of primary Median roofs should be approximately 9:12.

WHAT DOESN'T: Median roof pitch may be reduced to as little as 8:12 or increased to as much as 10:12 if desired. These roof slopes only apply in 12-14 and in some areas of 15. Some 15 and most 16 roofs have no visible pitch from the street.

REFINED

***WHAT MATTERS: The slope of primary Refined roofs should be approximately 8:12.

WHAT DOESN'T: Refined roof pitch may be reduced to as little as 7.5:12 or increased to as much as 9:12 if desired. These roof slopes only apply in 12-14 and in some areas of 15. Some 15 and most 16 roofs have no visible pitch from the street.

REALMS: 3rd Realm (Regional): Roof Slopes are greatly affected by high regional winds. Steeper roofs are significantly more resistant to uplift forces that accompany high winds than shallow roofs. When a roof is stripped off a building in a hurricane, it often leads to the collapse of the entire house because the tops of the walls depend on the roof for lateral strength. This obviously is a huge waste of construction materials. 5th Realm (Communal): Refined roof slopes are usually much shallower where there is less wind to contend with. Even here, the Refined roof pitches are the shallowest of all.

ATTRIBUTES: Commodity: Roof slopes are all about commodity because anything that might prevent a roof being ripped off in a storm represents huge potential reconstruction cost savings.

EAVE ENCLOSURE

Organic eaves should have open rafter tails, while Median and Refined eaves should be enclosed. Comply with TCP~66.

WE DO THIS BECAUSE: *Open eaves are easier to construct because there are fewer parts to purchase and assemble. Because a major focus of Organic architecture is cost control, open eaves are an ideal Organic detail. These details only apply in T2-T4 and in some areas of T5. Some T5 and most T6 roofs have no visible pitch from the street, so they do not have eaves per se, but rather a parapet.*

ORGANIC

***WHAT MATTERS: Construct the most Organic eaves with open rafter tails. This makes for a very fast detail to build.

WHAT DOESN'T: Blocking detail. There are several ways to block between rafters, one of which is shown here. Also, rafter tails may either be shaped as shown in two of the Variations on the next page, or they may be square-cut as illustrated above, or they may be plumb-cut.

MEDIAN

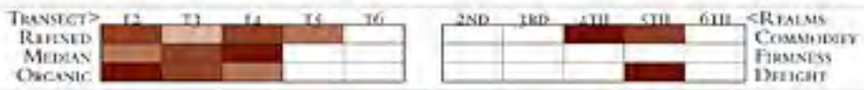
***WHAT MATTERS: Construct Median eaves with a minimal overhang.

WHAT DOESN'T: Specific eave detail, which may include as many trim pieces as show above, or may be as simple as a single frieze board with minimal roofing overhang.

REFINED

***WHAT MATTERS: Fully enclose Refined eaves.

WHAT DOESN'T: Specific eave detail. There are many proper ways of detailing a Refined eave; select one that is consistent with the detailing of the rest of the building.



REALMS: 4th Realm (National): While short eaves in general are found all around the Caribbean rim, Median short eave details that developed here over the centuries identify the architecture as Bahamian. 5th Realm (Continental): The Eave Enclosure is the skin of the Refined cornice which has been refined over the centuries not only to get water off the building, but to do so using profiles known to produce beauty.

ATTRIBUTES: Commodity: Open eave materials cost less, and there should be less labor cost because there are fewer parts to put up. Delight: See 5th Realm above.

VARIATIONS

ORGANIC

MEDIAN

REFINED

RAINWATER COLLECTION, STORAGE, & USE

Collect rainwater for use in irrigation, water features & possibly interior greywater use. Store rainwater in visible cisterns where possible.

WE DO THIS BECAUSE: *It makes little sense to use highly processed chlorinated fluoridated water to flush toilets and water the bougainvillea. Thousands of gallons of rainwater are dumped into storm sewers from every house every year. It makes much more sense to use the water onsite and save substantially on the water bill.*

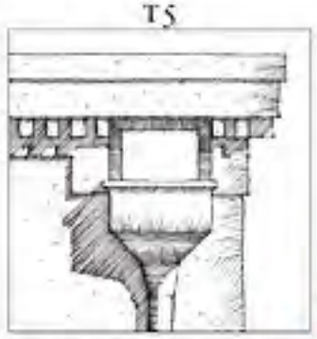
LEED

CREDIT
SS6.1
SS6.2
WE1.1
WE1.2
WE3.1
WE3.2
POINTS
ALL 1
%

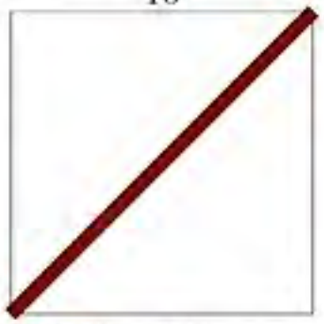
contributes to storm water management rate, quantity & treatment; see LEED for details; earns we1.1 if potable irrigation is reduced by 50%, we2.2 if potable irrigation is eliminated; contributes to we3.1 & we3.2 if rainwater is used for building (non-irrigation) uses

T2, T3, & T4

T5



T6



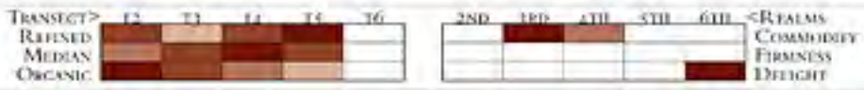
***WHAT MATTERS: Use 2-board V gutters or half-round metal gutters and round metal downspouts to collect rainwater from pitched roofs in T2, T3 & T4.

WHAT DOESN'T: Gutter & downspout sizes may vary according to rain load.

**WHAT MATTERS: Collect water from low-pitched roofs through scuppers with metal conductor heads which feed round metal downspouts.

WHAT DOESN'T: Precise conductor head design, which may be any number of funnel-like shapes so long as it carries the required amount of water.

WHAT DOESN'T MATTER: Water collection in T6 is almost always internal on a flat roof, with no visible expression on the outside of a building. Because the amount of water collected is very small relative to the building size, (and potential grey water usage,) and there is often no garden space (except on a green roof, where water falls naturally,) rainwater collection, storage and use often does relatively little good in T6.



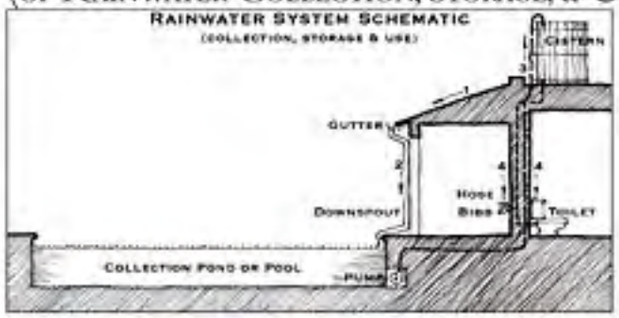
REALMS: 3rd Realm (Regional): It is important to re-use as much of the rain on-site as possible in places that experience heavy rainfall because this reduces stormwater runoff and the large number of associated environmental, logistical and financial problems. This is one of the more important environmental patterns in this book. 4th Realm (National): Gutter details shown here may be found across the Bahamas. 6th Realm (Universal): The desire to spend time near water is universal to all humans.

ATTRIBUTES: Commodity: There is not enough space here to list all of the utilitarian benefits of on-site water storage and use. Nearly all of them save someone money. Delight: Water collection devices such as pools and ponds can be quite delightful. Wellness: As a result, much has been written for centuries concerning the soothing and possibly healing influence of spending time near fountains, pools and ponds.

GUTTER & DOWNSPOUT VARIATIONS

T2, T3, & T4

T5



Rainwater System

1: Rain is routed to gutters.

2: Water is routed from gutters through downspouts to pond, pool, or other collection device.

3: Water is pumped by low-volume pump from collection device to cistern.

4: Water flows by gravity to grey water outlets (toilets, hose bibbs, soaker hoses, etc.)

Cisterns

Cisterns may be installed in attics or other hidden locations, but they also can be treated as an architectural feature, which is the preferred method.

Ponds

Rainwater may be channeled to ponds in #2 and #3. Ponds should be lined to avoid stored water seeping into the ground.

Pools

Man-made reflecting pools are better collection devices in #4, #5 and #6 because they can be made to fit more easily into tight quarters. As with ponds, they should be lined to prevent seepage.

Cisterns	Ponds	Pools
		
		
		
		

LAUNDRY EAVE

Build an extra-deep eave on a private side of a house and tuck a pulley-supported clothesline high up under it to encourage air-drying of clothes.

EAVES & ROOFS

LEED

CREDIT

ID1.2

POINTS

1

½

This is an innovation that both conserves energy and makes clothes last longer

WE DO THIS BECAUSE: *Natural clothes-drying has not been solved in the Americas in the modern era. The old American system of the clothesline in the back yard takes up too much space and is dangerous (hence the term "he got clotheslined" in American football,) and the European system of hanging wet laundry over the street is unsightly. This new pattern is an improvement on both existing systems.*

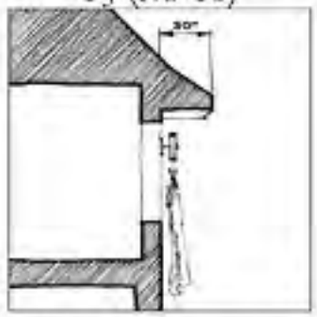
T2, T3

**WHAT MATTERS: Build the Laundry Eave on the back side of the house, away from view. The Laundry Eave may be 4' deep or greater. A porch is not a substitute for a Laundry Eave in any Transect zone because wet laundry is considered unsightly in places where people sit. Visually support the eave with structural brackets that do not impede the movement of laundry attached to the pulley-supported clothesline below.

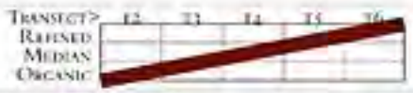
T4

**WHAT MATTERS: Laundry Eave may be reduced to 42" deep if it encroaches on courtyard space in T4 lots.

T5 (NO T6)



*WHAT MATTERS: Reduce Laundry Eave depth to 30" to preserve light entering narrow T5 courtyards, and tuck clothesline up higher into the eave.



REALMS: 1st Realm (Personal): Because the Laundry Eave is a newly-invented pattern that is being proposed for the first time in this book, it is ripe for inventiveness and augmentation. 3rd Realm (Regional): The purpose of the Laundry Eave is two-fold: provide a sensible, safe and non-offensive way to achieve the freshness of air-dried clothes, and save lots of energy (and money) while doing so.

ATTRIBUTES: Commodity: See above: it's all about three things: saving the money that goes with saving energy, getting fresher air-dried clothes, and having your clothes last longer.

EUROPEAN METHOD

Europeans regularly hang clothes out to dry over the street. That's OK, as long as it's alright for the neighbors to know if it's boxers or briefs... etc. But Americans typically don't tolerate this degree of neighborliness. But this method does have its advantages, including the fact that you don't have to go outside to hang the laundry.

AMERICAN METHOD

This was the original American clothes-drying method: the clothesline in the middle of the back yard. But in addition to being a hazard to the necks of anyone running through the back yard, it simply takes up too much space in most of today's more efficient lots.

STEALTH CLOTHESLINES

Many Homeowner Associations have taken to banning clotheslines in recent years. People who love air-dried clothes have recently taken to sneaking them back in, like this specimen between the house and guest cottage.

THE TRADE-OFF

OK, so nothing is quite as convenient as throwing the clothes in the dryer. The energy use is an expense we can tolerate... for now. But if you've ever wanted fresh breeze-dried clothes rather than mechanically tumbled clothes, here's your chance. Because the Laundry Eave lets you choose which way to do it today.

EAVE ENRICHMENTS

Enrich eaves with ornament based on the building's location on the Classical/Vernacular Spectrum, from Organic masonry or wood eaves to classical entablatures.

WE DO THIS BECAUSE: *The eave is the continuous line where the building meets the sky, and should be celebrated. Also, the cornice should be projected past the face of the wall in a manner that allows water to drip free rather than running all the way down the wall in a still rain.*

Organic

**What Matters: 12, 13 and 14 wood Organic eaves may be enriched with simple scrolled or notched fascia or frieze boards. Build Organic masonry Eave Enrichments entirely of brick or of stucco built to the size of brick in configurations that approximate the classical entablature. See how close the rough brick eave illustrated matches the more Refined eaves?

What Doesn't: A dozen or so basic brick corbel details make countless eave conditions.

Median

**What Matters: Build stucco or wood eaves, except they may be simplified and snubbed off, not projecting out as far as the cornice is tall.

What Doesn't: Some components of the classical entablature may be omitted.

Refined

***What Matters: Build full-featured classical entablature to proper classical proportions.

What Doesn't: The order of the entablature may vary according to the needs of the building.

Realms: 4th Realm (National): These Organic eave enrichments are found in cottages across the Bahamas.

5th Realm (Commental): These Refined Eave Enrichments are right out of the annals of the classical tradition. As with all parts of the tradition, these details have produced beautiful results for centuries.

Attributes: Firmness: While eave enrichments may be simply applied to the structure, they nonetheless are based on structural principles. Triglyphs, for example, were originally based on the ends of ancient beams. The fact that they have been idealized for millennia into an architectural device does not detract from their beauty or their solidity. Delight: Obviously, one of the purposes of building beautiful things is to create delight.

Variations

Organic

Median

Refined

DORMERS

Build vertically-proportioned, simple dormers in a relatively narrow range of expression on the Classical/Vernacular Spectrum according to TCI~81 thru TCI~86.

LEED

CREDIT

EA1

EQ7.1

POINTS

1–10,1

%

contributes to EA1 & EQ7.1 by admitting most heat in winter and least in summer

THE PATTERNS LISTED ABOVE, *found in Traditional Construction Patterns, fully code the basic rules of dormers. This pattern codes only dormer styles as they vary across the Classical/Vernacular Spectrum. In other words, follow the rules in Traditional Construction Patterns and follow the styles shown here. Dormers occur more rarely in T5 and not at all in T6 because of the occurrence of flat roofs in those zones.*

ORGANIC

**WHAT MATTERS: Build Organic dormers with the simplest eave detailing. Drip cap should sit directly over window opening like on Organic Frame Opening Heads. The gable boards (raking cornice) should have square ends and sit directly on the dormer gable siding.

WHAT DOESN'T: Specific sizes of trim boards, so long as they are kept narrow.

MEDIAN

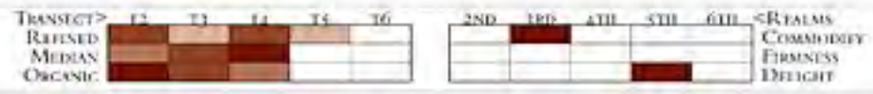
**WHAT MATTERS: Build Median dormers with a head casing between the top of the window and the drip cap, like on Median Frame Opening Heads. The ends of the gable boards may have a curved profile as illustrated above.

WHAT DOESN'T: Specific sizes of trim boards, so long as they are kept narrow.

REFINED

**WHAT MATTERS: Build Refined dormer similar to Median dormers, except that simple trim pieces (nothing more elaborate than the bed mold illustrated above) may be added below the gable board. Gable boards may also be scrolled on more romantic buildings. Also, the shutters may be upgraded to fully paneled shutters as illustrated.

WHAT DOESN'T: Specific sizes of trim boards, so long as they are kept narrow.



REALMS: 3rd Realm (Regional): Dormers let in the most heat in winter when the sun is low in the sky and the least in summer. Skylights, on the other hand, let in the most heat in summer and the least in winter because their glazing is more horizontal. Dormers therefore save substantial amounts of energy over skylights. 5th Realm (Continental): The most Refined dormers borrow liberally from the design principles of the classical aedicule.

ATTRIBUTES: Commodity: Not only do dormers save money while they save energy, but they also are much less likely to leak than skylights. And a properly built dormer can often be constructed for less money than a high-quality skylight. Delight: Dormers are usually the elements that crown a building as it meets the sky. The aedicule is one of the highest-developed classical elements, so dormers based on the principles of the aedicule are built on a strong foundation of beauty.

VARIATIONS

ORGANIC

MEDIAN

REFINED

CUPOLAS, LANTERNS, & BELVEDERES

Provide cupolas for ventilation, lanterns for light, and belvederes for beautiful views to the town or the ocean. Vented cupolas should be the most numerous.

EAVES & ROOFS

LEED

CREDIT

EA1

POINTS

1–10

5%

ventilating the highest point of a hipped roof helps induce natural ventilation (the "thermal chimney") of lower levels of the building, especially when windows below are opened in the cool of the day after a long, hot afternoon

WE DO THIS BECAUSE: *Vented cupolas assist in the natural ventilation of buildings, helping them to be comfortable without conditioning for most of the Bahamian year. Lanterns light the spaces below them. In some cases, they are glazed to keep the rain out. When installed over a garden pavilion, glazing is unnecessary because the rain will blow in below. Belvederes are the largest of the rooftop structures, because they must accommodate not only the stair, but also the people once they have climbed the stair. Vented cupolas are most numerous because of the great need for natural ventilation in a hot, humid climate.*

ORGANIC

WHAT MATTERS: Build Organic Cupolas, Lanterns, & Belvederes with the simplest eave detailing, which may include open rafter tails. The opening in the narrowest side should ideally be square or vertical. Set the structure on a square plinth composed of a simple cap and apron.

WHAT DOESN'T: Specific sizes of trim boards, so long as they are kept narrow.

MEDIAN

WHAT MATTERS: Build Median Cupolas, Lanterns, & Belvederes with closed eave detailing that is tight to the walls, often using only a single trip piece such as the cove illustrated above. The plan should be square or octagonal. The proportion of openings in each side should ideally be vertical. Set the structure on a simple plinth similar to the Organic setting, except the apron may be taller.

WHAT DOESN'T: Specific sizes of trim boards, so long as they are kept narrow.

REFINED

WHAT MATTERS: Build Refined Cupolas, Lanterns, & Belvederes with closed eaves patterned after classical precedent. Corner trim may have simple pilaster cap details. The plan should be octagonal or square. The proportion of openings in each side should be vertical. Set structure on a plinth that may include a profiled cap over a wider apron.

WHAT DOESN'T: Specific sizes of trim boards, so long as they are kept narrow.

REALMS: 1st Realm (Personal): Because Cupolas, Lanterns, & Belvederes are the celebration of the meeting of building and sky, they can be palettes for personal architectural expression. 3rd Realm (Regional): Cooling a building naturally rather than by mechanical means obviously saves resources. 5th Realm (Communal): These structures are based on the principles of the classical aedicule.

ATTRIBUTES: Commodity: Naturally conditioning interior spaces saves money. Acclimating people to the local environment does the same. Firmness: These structures are patterned after larger post-and-beam structures. Delight: See 1st Realm: For the same reasons, these structures should be visually delightful whether or not they are inventive. Wellness: Natural conditioning allows people to acclimate better to the local environment, reducing the likelihood of illnesses that may occur with dramatic changes between interior and exterior temperatures.

VARIATIONS

ORGANIC	MEDIAN	REFINED
		
		
		
		

General Material Notes

* All exterior materials used below the second floor height shall pass the test of the Arm's Length Rule as described in detail in *Traditional Construction Patterns* (see *TCP*~75).
* All exterior materials used above the second floor height shall pass the test of the Eyes Only Rule as described in *Traditional Construction Patterns* (see *TCP*~75).
* Materials are specified here, but variations in finishes are not. Generally, material finishes should be more refined toward the urban end of the Transect, and should be more relaxed toward the rural end. Variations in finishes should also be informed by those of neighboring buildings so that there are no shocking variations in finishes within a streetscape. See *TCP*~14 for color notes; see Town Founders for current approved color palette.

Attachments & Sitework

Materials

Flues:	Clay tile.
Chimneys:	Stucco. See *TCP*~88 & *TCP*~92.
Signs:	Wood sign boards are preferred, but metal signs may be accepted by the Town Architect based on merit at the Town Architect's sole discretion. See *TCP*~89.
Awnings:	Canvas awnings on a light metal frame. Traditional retractable awnings are strongly encouraged due to high winds. See *TCP*~90.
Roof Penetrations:	See *TCP*~98.
Fences:	Shall be wood (lowland cypress, redwood, cedar, or #1 Common grade pressure-treated pine.) See *TCP*~101. Masonry fence bases may be made of any materials permitted for walls (see below.)
Walls:	Stucco. See *TCP*~102.
Sidewalk Materials:	Paving materials used outside a frontage fence or wall on private property shall match public sidewalk material. Sidewalks inside frontage fence or wall may be any material permitted in Surfaces pattern if appropriate to the Transect zone. See *TCP*~103.

GIFT TO THE STREET

Give a gift to the street that either refreshes, shelters, delights, directs, entertains, informs, or reminds people, or gives them a place to rest.

WE DO THIS BECAUSE: *There are few acts so neighborly as freely giving a gift to anyone who happens by, whether they be friend or stranger.*

ATTACHMENTS & SITEWORK

LEED CREDIT EA1 POINTS 1–10 5% contributes indirectly to EA1 by assisting environmental acclimatization (see 3RD REALM)

T2, T3

*WHAT MATTERS: Gifts to the Street in T2 & T3 most often happen along the frontage fence or hedge. They are also the rarest here because passers-by to give the Gift to are less numerous here.

WHAT DOESN'T: The specific gift you give, so long as you give one.

T4

**WHAT MATTERS: Gifts to the Street in T4 may occur either at the street or closer to the building wall because the private frontage is narrower.

WHAT DOESN'T: The specific gift you give, so long as you give one.

T5, T6

**WHAT MATTERS: Because buildings in T5 & T6 are often built to the property line, gifts to the street here either occur on the wall of the building or in the adjacent sidewalk.

WHAT DOESN'T: The specific gift you give, so long as you give one.

REALMS: 1st Realm (Personal): Because Gifts to the Street are currently rare, there is great need for new techniques. 3rd Realm (Regional): Gifts to the Street entice people outdoors, requiring less interior conditioning because they acclimate to local weather conditions. 4th Realm (National): Gifts that inform or remind people usually depend on a common spoken language. 6th Realm (Universal): Other types of Gifts usually are common to all humans because they meet the most basic human habitational needs.

ATTRIBUTES: Delight: Gifts to the Street all serve to please your neighbors in some way. Wellness: A Gift to the Street will entice your neighbors to walk past your place more often on their way to wherever they're going, even if it's a bit out of the way. As noted with many other patterns, the physical benefits of walking are plentiful and well-documented. And the emotional benefit of any such gift is obvious, too.

TECHNIQUES

1. LEFT: A Gift to the Street can refresh people. The most vigorous such technique is a sidewalk cafe, but it can also be as simple as a street fountain (not illustrated.)

2. RIGHT: This shopfront gives several Gifts to the Street, including sheltering people who stand under the awning from sun and rain.

ATTACHMENTS & SITEWORK

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Gift to the Street

–

This pattern contains the most explicit expressions of neighborliness

3. LEFT: The front garden exists primarily as a gift to delight the passers-by.

4. RIGHT: The tower on the house at the end of this street serves as a terminated vista; these serve to direct people along a path by providing a goal at the end.

5. LEFT: An interesting shop window entertains pedestrians about as well as any technique available.

6. RIGHT: The sundial is an ancient method of informing people of the time. More recently, the wall-mounted clock does the same thing.

7. LEFT: Memorials remind future generations of the things that their forbearers found most important, such as this memorial to the citizens of this city who died in World War I.

8. RIGHT: The sidewalk bench is obviously a common example of a place to rest, but the place to sit doesn't have to be an obvious bench in order to be useful.

CHIMNEYS

Build chimneys strictly according to TCP~87, TCP~88 & TCP~91 thru TCP~93.

ATTACHMENTS & SITEWORK

THE PATTERNS LISTED ABOVE, *found in Traditional Construction Patterns, fully code the various types of chimneys to be used. This pattern codes only chimney styles as they vary across the Classical/Vernacular Spectrum. In other words, follow the rules in Traditional Construction Patterns and follow the styles shown here. Generally, most chimneys are capped with some sort of device: the arched or gabled masonry hoods are most popular.*

ORGANIC | MEDIAN | REFINED

SIGNS

Build signs strictly according to TCP~87, TCP~88 & TCP~91 thru TCP~93.

ATTACHMENTS & SITEWORK

THE PATTERNS LISTED ABOVE, *found in Traditional Construction Patterns, fully code the various types of signs to be used. This pattern codes only sign styles as they vary across the Classical/Vernacular Spectrum. In other words, follow the rules in Traditional Construction Patterns and follow the styles shown here. Generally, sign styles are heavily weighted to wood signs, including engraved wood signs.*

ORGANIC | MEDIAN | REFINED

AWNINGS

Install awnings according to TCP~90, TCP~97, & TCP~99. Solid awnings may also be used (see bottom row of photos.) Awnings should retract or roll for windstorms.

THE PATTERNS LISTED ABOVE, *found in Traditional Construction Patterns, fully code the various types of awnings to be used. This pattern codes only awning styles as they vary across the Classical/Vernacular Spectrum. In other words, follow the rules in Traditional Construction Patterns and follow the styles shown here.*

ATTACHMENTS & SITEWORK

LEED

CREDIT

EA1

POINTS

1~10

%

contributes indirectly to EA1 by assisting environmental acclimation (see 3rd Realm)

ORGANIC

**WHAT MATTERS: Loosely hang single-color canvas on the simplest possible support. Umbrellas are portable Organic awnings.

WHAT DOESN'T: Colors, as long as they are not garish.

MEDIAN

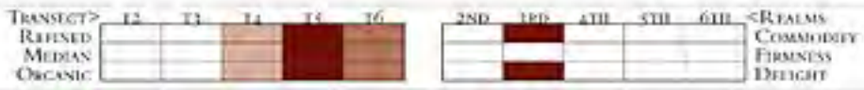
**WHAT MATTERS: Add fringes and/or stripes to a Organic awning to get a Median awning.

WHAT DOESN'T: Colors, again, as long as they're not garish. And fringe scallop pattern, so long as it is shallow enough to permit signage on the fringe if desired.

REFINED

**WHAT MATTERS: Frame a Median awning prominently on a classical architectural element to get a Organic awning.

WHAT DOESN'T: Same as for Median awnings, plus the design of the architectural elements by which the awning is framed, so long as they follow classical design principles.



REALMS: 3rd Realm (Regional): Awnings are an important environmental pattern because they entice people to sit outside at food service establishments rather than taking up more interior space and requiring more interior air conditioning and lighting. They also entice people to shop on outdoor streets rather than malls by making the experience more interesting.

ATTRIBUTES: Commodity: Most of the environmental benefits above either save money or make money for retailers. Awnings also protect people from the rain or the hot Southern sun. Delight: They make money by enlivening the streetscape with colorful fabric that moves in the breeze. Wellness: By making a more interesting streetscape, people are enticed to walk more with many resulting health benefits.

VARIATIONS

ORGANIC | MEDIAN | REFINED

ATTACHMENTS & SITEWORK

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Awnings

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Awnings may be soft or hard; an umbrella is a very simple, portable awning.

FOUNTAINS

Install fountains that are either freestanding as a focal point in an outdoor space or against the wall of an outdoor space.

WE DO THIS BECAUSE: *The sound of water is refreshing in hot climates. Additionally, water spraying up or dripping down cools the air around it, acting as an evaporative cooling device. Fountains can be used as part of a stormwater collection device (see Rainwater Collection, Storage & Use.)*

ATTACHMENTS & SITEWORK

LEED
CREDIT
EA1
POINTS
1-10
%
contributes indirectly to EA1 by assisting environmental acclimation & outdoor use

ORGANIC | MEDIAN | REFINED

LIGHTING

Install lighting according to TCP~100. LEED Credit SS8 shall be earned in T2 & T3, should be earned in T4 and probably will not be earned in T5 & T6.

THE PATTERN LISTED ABOVE, *found in Traditional Construction Patterns, fully codes the various types of lighting to be used. This pattern codes only lighting styles as they vary across the Classical/Vernacular Spectrum. In other words, follow the rules in Traditional Construction Patterns and follow the styles shown here. Because of regional preferences, gas lighting is strongly encouraged.*

ATTACHMENTS & SITEWORK

ORGANIC | MEDIAN | REFINED

COLORS

Color buildings according to their location on the Transect. Rural buildings may be most colorful in the widest range. Median buildings should be more muted in a wide range. Urban buildings should have the narrowest range of color.

WE DO THIS BECAUSE: *Rural buildings usually sit the furthest apart, so neighboring houses with very different color schemes might still be good neighbors, especially because of the lush Bahamian landscape. Buildings in more compact neighborhoods are more muted because the proximity of the buildings means that dramatically different color schemes may clash more easily. But the Bahamian color traditions are known worldwide, so buildings in more compact neighborhoods still should be colored in a wide range of colors. It is only in the most urban settings that the range should narrow: various shades of oxblood pink with white trim and green accents comprise the most common scheme.*

T2, T3

What Matters: The most common body colors should be weathered wood, white, yellow, and pink. Trim and accent colors may either be primary and secondary hues of pastels or more saturated versions of the same hues.

T4

What Matters: The most common body colors should be white, cream, blue, yellow, and oxblood pink. Trim and accent colors should be primary and secondary hues of pastels, with the exception of green, which may be fully saturated and dark.

T5, T6

What Matters: The most common body colors should be oxblood pink and stone. The most common trim color should be white, and the most common accent color should be deep green.

Realms: 4th Realm (National): Few things identify the architecture and culture of the Bahamas worldwide as strongly as color.

Attributes: Commodity: Color is useful in helping buildings act as good neighbors with each other. Delight: Building color is primarily about delight.

T2 & T3 Colors

Colors

Horizontal lines between rows of color swatches separate body colors, trim colors, and accent colors that may be interchanged within their categories. In other words, Body colors may be interchanged with each other, but Body colors may not be exchanged with Trim colors.

Empty chips in the Trim and Accent columns indicate one- or two-color schemes.

Color specifications are not given because great places exhibit a great variety of detail (and color) in a narrow range. So a thousand interpretations of a color chip from a thousand people is better than one precise color this author might provide to be painted over and over... so long as the range doesn't get too wide. So look closely before mixing the color you like best.

T4 Colors

Attachments & Sitework

–

Colors

–

Horizontal lines between rows of color swatches separate body colors, trim colors, and accent colors that may be interchanged within their categories. In other words, Body colors may be interchanged with each other, but Body colors may not be exchanged with Trim colors.

–

Empty chips in the Trim and Accent columns indicate one- or two-color schemes.

–

Color specifications are not given because great places exhibit a great variety of detail (and color) in a narrow range. So a thousand interpretations of a color chip from a thousand people is better than one precise color this author might provide to be painted over and over... so long as the range doesn't get too wide. So look closely before mixing the color you like best.

T5 & T6 Colors

Attachments & Sitework

–

Colors

–

Horizontal lines between rows of color swatches separate body colors, trim colors, and accent colors that may be interchanged within their categories. In other words, Body colors may be interchanged with each other, but Body colors may not be exchanged with Trim colors.

–

Empty chips in the Trim and Accent columns indicate one- or two-color schemes.

–

Color specifications are not given because great places exhibit a great variety of detail (and color) in a narrow range. So a thousand interpretations of a color chip from a thousand people is better than one precise color this author might provide to be painted over and over... so long as the range doesn't get too wide. So look closely before mixing the color you like best.

HEDGES

Plant hedges in T2, T3, and occasionally T4 where fences are required or desired as a replacement for fences. Allow hedges to grow taller than their counterpart fences are allowed in TCP~104 thru TCP~108.

WE DO THIS BECAUSE: *Hedges are allowed extra height because they are made of living, growing material which compensates the sidewalk for its additional height by being softer and more beautiful than fences or walls. Any hedge structure, such as posts or frames, however, must comply with the height limitations of the fence type that is being replaced by the hedge. Posts are allowed to exceed height limitations by 8". Only the living hedge material is allowed to exceed these heights. Hedges are most appropriate in the most rural zones of the Transect because they are more natural than fences or walls.*

ATTACHMENTS & SITEWORK

LEED

CREDIT

EA1

POINTS

1~10

%

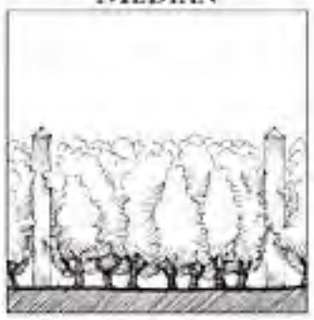
contributes indirectly to EA1 by assisting environmental acclimation (see 3rd Realm)

ORGANIC

WHAT MATTERS: Plant the most Organic hedges with no non-living structure at all; just the hedge plants and nothing more.

WHAT DOESN'T: Species of hedge plant, so long as it is one that is on the Plant List. Some species that grow well in the Bahamas are flowering, such as the Bougainvillea shown in the third Organic image on the next page.

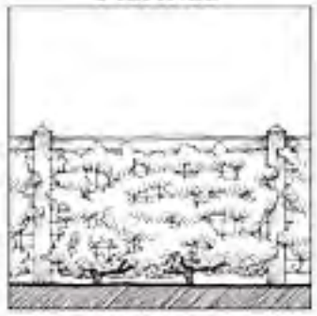
MEDIAN



WHAT MATTERS: Median hedges include timber posts periodically, but no closer than 8' on center. This type is therefore sometimes referred to as the Post & Hedge. Posts should generally be heavier and have a simpler cap detail than would be used on the corresponding fence type.

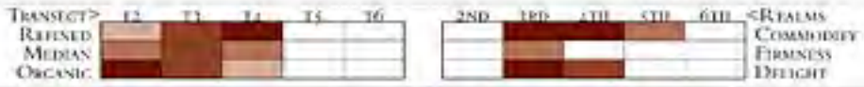
WHAT DOESN'T: Species of hedge plant, as noted for Organic hedges.

REFINED



WHAT MATTERS: Refined hedges include timber posts spaced periodically, but no greater than 8' on center. The posts are usually connected near the tops with a simple or compound wood top rail, and a wire mesh is installed on the resulting frame, upon which vines are trained, or against which hedge plants are grown. This type is therefore sometimes referred to as the Frame & Hedge or the Habersham Hedge.

WHAT DOESN'T: Specific hedge or vine plant, so long as it is one that is on the Plant List.



REALMS: 3rd Realm (Regional): See Fences. 4th Realm (National): Hedges are commonly used throughout the Bahamas to establish boundaries of the more rural Transect zones. 5th Realm (Continental): Hedges are one of the least refined patterns with such a broad expanse; as this Realm is populated most heavily by highly refined patterns such most of the patterns of Western classicism. But hedges have existed for many centuries throughout Europe, the Americas, and beyond, to the point that they must be considered a pattern of the 5th Realm.

ATTRIBUTES: Commodity: Hedges exist first of all to divide pieces of land, and also to provide privacy behind the hedge. By making people feel protected outdoors, hedges help create all the financial benefits associated with less-conditioned interior space. Firmness: Fences protect frontages. Delight: Hedges provide greater delight than fences and walls because of being created primarily or entirely of living materials. Wellness: The Wellness discussion in the Fences pattern (next pages) applies to Hedges as well.

VARIATIONS

ORGANIC

MEDIAN

REFINED

ATTACHMENTS & SITEWORK

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Hedges

–

The Refined Hedge (Frame & Hedge) is a new type of hedge that was re-invented from very old prototypes at Habersham in South Carolina, USA. As a result, the existing examples are too young to be fully grown. The Refined Hedge images shown here therefore look much barer than they will look in the near future.

FENCES

Build fences strictly according to TCP~101, TCP~102 & TCP~104 thru TCP~108.

Attachments & Sitework

LEED

CREDIT

EA1

POINTS

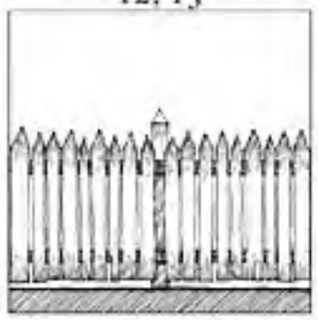
1~10

5%

contributes indirectly to EA1 by assisting environmental acclimation (see 3rd Realm)

THE PATTERNS LISTED ABOVE, *found in Traditional Construction Patterns, fully code the various types of fences with only the locality-based exceptions noted above. This pattern codes only fence styles as they vary across the Transect. In other words, follow the rules in Traditional Construction Patterns and follow the styles shown here. There are fewer fences in T2 and none in T5 or T6.*

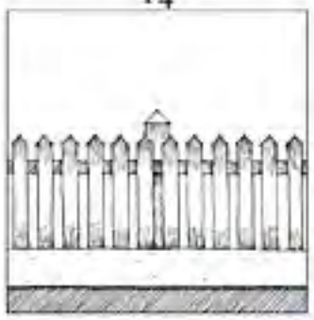
T2, T3



***What Matters: Build 12 and 13 fences of random-width pickets and/or leave fence unfinished. If finished, paint white.

What Doesn't: Sloped tops: single- or double-slope, angle can vary, and direction (if single-sloped) can vary.

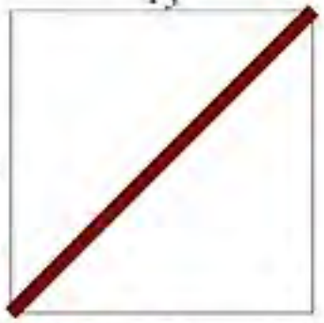
T4



***What Matters: Build T4 fences of regularly-spaced wood pickets. Paint fences white or match house trim color if it is a very light off-white.

What Doesn't: Picket top shape and angle, which should vary. Low stone or stucco wall at base of wall is optional.

T5



What Doesn't: Fences should not occur in T5; use walls there instead

Transect>	T2	T3	T4	T5	T6	2nd	3rd	4th	5th	6th	<Realms
Refined											Commodity
Median											Firmness
Organic											Delight

Realms: 3rd Realm (Regional): Fences are highly-evolved psychological protection devices that allow people to sit on their front porches because they feel protected there when people walk by on the sidewalk. This allows the house to be less conditioned at times. 4th Realm (National): These wood picket designs can be found throughout the Bahamas.

Attributes: Commodity: By making people feel protected outdoors, fences help create all the financial benefits associated with less-conditioned interior space. Firmness: Fences protect frontages. Delight: See Wellness: Wellness: Because fences make the streetscape much more interesting, people tend to walk more. They also meet more neighbors who are sitting on their porches, fostering a greater sense of community which in turn has several emotional benefits.

Variations

T2, T3 | T4 | T4

WALLS

Build stuccoed masonry walls in the landscape strictly according to TCP~101, TCP~102 & TCP~104 then TCP~108, except in T5 & T6 allow taller walls (to 10') & allow wall panels up to 5' tall, not 40".

THE PATTERNS LISTED ABOVE, *found in Traditional Construction Patterns, fully code the various types of walls with only the locality-based exceptions noted above. This pattern codes only wall styles as they vary across the Classical/Vernacular Spectrum. In other words, follow the rules in Traditional Construction Patterns and follow the styles shown here.*

ATTACHMENTS & SITEWORK

LEED CREDIT EA1 POINTS 1~10 %

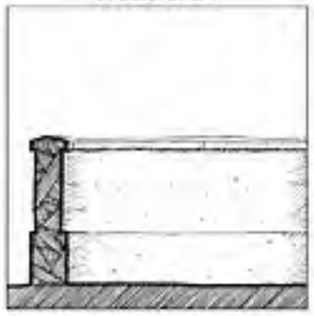
contributes indirectly to EA1 by assisting environmental acclimation (see 3rd Realm)

ORGANIC

WHAT MATTERS: Build Organic walls most simply, with a simple gable or arched top. Wall base is only required if wall height exceeds 40".

WHAT DOESN'T: Wall thickness so long as the wall is structurally sound or finish material, which may vary between a smooth troweled stucco finish and unfinished rough stone structural walls in the most rural areas of T4 Transect zones.

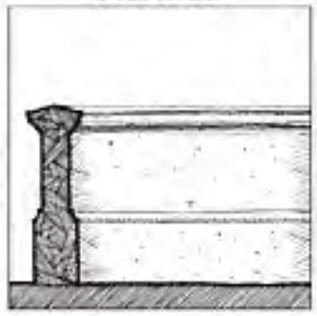
MEDIAN



WHAT MATTERS: Build Median walls with a visible cap that projects beyond the surface of the wall below. Cap detail should be simple. Wall base is encouraged, but is only required if wall height exceeds 40".

WHAT DOESN'T: Wall thickness so long as the wall is structurally sound or finish material, so long as the finish is stucco.

REFINED



WHAT MATTERS: Build Refined walls with a visible cap with a bed molding and possibly a shaped top. Wall base is required; a shaped base cap between the base and wall is encouraged.

WHAT DOESN'T: Specific shapes of cap, bed moldings, and base cap, so long as they adhere to the basic principles of classical molding shapes.

REALMS: 3rd Realm (Regional): Walls are highly-evolved psychological protection devices that allow people to sit on their front porches because they feel protected there when people walk by on the sidewalk. This allows the house to be less conditioned at times. Because they are solid, walls act more potently in this regard than fences, and similar to Hedges. 4th Realm (National): Walls in the landscape are pervasive throughout the Bahamas, and in fact create some of the most memorable street scenes here. 5th Realm (Continental): Like hedges, landscape walls have a broad European and American heritage beyond the boundaries of the Bahamas.

ATTRIBUTES: Commodity: Commodity: Walls exist first of all to divide pieces of land, and also to provide privacy behind the wall. By making people feel protected outdoors, walls help create all the financial benefits associated with less-conditioned interior space. Firmness, Delight, and Wellness: See Hedges, except that Walls are the firmest of all property boundaries, but at the expense to Delight of not being made of living materials.

VARIATIONS

ORGANIC

MEDIAN

REFINED

ATTACHMENTS & SITEWORK

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Walls

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Landscape walls in the Bahamas often pull directly up to the street, creating fascinatingly narrow thoroughfares unlike almost any in the USA, but similar to streets in the older quarters of European cities.

FRONTAGE GARDEN

Build Frontage Gardens that adorn the passage from the street to the building and that are appropriate to the Transect zone in which they are located. Frontage Gardens may act as a Café To The Street.

WE DO THIS BECAUSE: *While a Frontage Garden is not a place to sit because of its proximity to the street, it is nonetheless very important to the act of entering a building because it is the first part of a property that someone experiences.*

ATTACHMENTS & SITEWORK

LEED

CREDIT

EA1

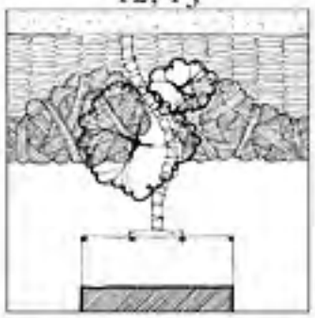
POINTS

1–10

%

contributes indirectly to EA1 by assisting environmental acclimation (see 3rd Realm)

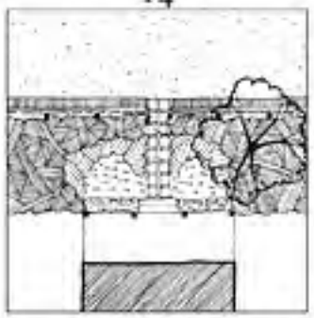
T2, T3



WHAT MATTERS: Plant a T2 or T3 Frontage Garden as the first vertical elements of the site. If the site is large enough, a Frontage Garden may shield private areas in front of the front porch. Trees and smaller plants should be irregularly placed. The sidewalk to the front door may be curvilinear.

WHAT DOESN'T: The space in front of the Frontage Garden may either be planted in turf or ground cover. Specific garden designs may vary widely according to the overall site design.

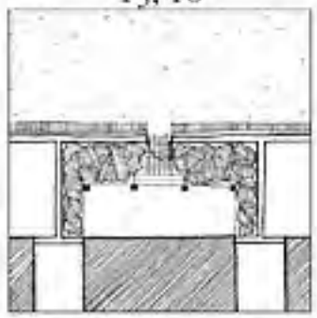
T4



WHAT MATTERS: Plant a T4 Frontage Garden behind the Frontage Fence. The T4 Frontage Garden should generally include little or no turf. The sidewalk to the front door should be straight in most cases, but can occasionally be curved if necessary.

WHAT DOESN'T: Frontage Hedge may be substituted for the Frontage Fence.

T5, T6



WHAT MATTERS: Plant a T5 or T6 Frontage Garden behind the Frontage Wall. In most cases, the lot will be small enough that the Frontage Garden will contain only large plantings, and will not be an inhabitable space.

WHAT DOESN'T: Frontage Hedge may be substituted for the Frontage Wall in less urban areas of T5.

REALMS: 3rd Realm (Regional): The Frontage Garden, if it also acts as a Gift To The Street, entices people outdoors, therefore helping acclimate them to the local environment (see Gift to the Street.) 4th Realm (National): Frontage Gardens, especially those of T4 and T5, contribute heavily to the popular images of Bahamian towns and villages that now exist around the world.

ATTRIBUTES: Delight: The Frontage Garden is almost entirely about delight... of those who pass through and those who pass by. Wellness: The healing effects of a garden, whether it is a garden to be sat within or passed beside, has been well-documented for centuries.

VARIATIONS

T2, T3

T4

T5, T6

ATTACHMENTS & SITEWORK – Frontage Garden

PRIVATE GARDENS

Create a series of Private Gardens on each site using the Elements shown here. Design Private Gardens to be appropriate to the Transect zones in which they are located.

WE DO THIS BECAUSE: *Private Gardens are the primary on-site enticement elements that tempt people to spend time outdoors, therefore acclimating them to the local environment. The design of Private Gardens is strongly influenced by the amount of space that exists to put them in, which is in turn influenced by the Transect zone in which the property is located.*

ATTACHMENTS & SITEWORK

LEED CREDIT: EA1 POINTS: 1–10 — 5% contributes indirectly to EA1 by assisting environmental acclimation (see 3rd Realm)

T2, T3

WHAT MATTERS: The most rural Private Gardens are defined primarily by their tree canopy and lower plant material at their edges. Buildings normally occupy only a small proportion of their perimeter. They may or may not contain large areas of turf (see Sustainable Strategies.)

T4

WHAT MATTERS: T4 Private Gardens are defined in part by their tree canopies and plant material edges, but because their sizes are usually smaller, they are more likely to have a larger proportion of their edges made up by buildings. Garden structures (see Garden Pavilions) may also help form their edges.

T5, T6

WHAT MATTERS: The most urban Private Gardens are usually located on the smallest sites. As a result, they are usually composed entirely of either paved areas for walking, seating, and planting beds with no turf whatsoever.

REALMS: 1st Realm (Personal): Entirely private areas of Private Gardens that cannot be seen from the street are fertile ground for highly inventive design. 3rd Realm (Regional): Enticing people outdoors with the delights of a Private Garden reduces the need for full-body refrigeration once they return indoors. It also can reduce the need for conditioned indoor space by turning the Private Garden into outdoor living space. 4th Realm (National): Bahamian gardens are some of the things that have historically driven tourism: who would not rather be sitting in a garden in February in the Bahamas rather than in Boise? 6th Realm (Universal): The appeal of the gardens is universal, and has existed in all parts of the world where plants will grow from the beginnings of civilization.

ATTRIBUTES: Commodity: Acclimating people to the local environment saves cooling costs. Delight and Wellness: Countless books have been written on the healing effects of gardens on the human body, mind, and possibly even spirit.

ELEMENTS

1. LEFT: The tree canopy should be composed primarily of native species, since they thrive with little maintenance.

2. RIGHT: Lower planting should be primarily composed of native species, and also of flowing species.

3. LEFT: Flowing plants may be trained across the wall of a building.

4. RIGHT: Building walls may also be covered with vining plants.

5. LEFT: Potted plants may be a major part of Private Garden designs.

6. RIGHT: Trellises mounted against building walls may be used for training flowering plants or fruit trees and shrubs.

7. LEFT: Private Gardens are designed as places to sit, so don't forget the seating.

8. RIGHT: Because Private Gardens are places to spend time, don't forget the water, either, which can either take the form of Fountains, or of several other water elements such as ponds and pools.

ATTACHMENTS & SITEWORK

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Private Gardens

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Private Gardens exist for the pleasure of the owners and their guests. Because they cannot be seen in their entirety from the street (otherwise they would not be private) their designs may be almost anything their owner desires, so long as that which can be seen from the street is "neighborly," in the opinion of the Town Architect. This pattern, as a result, does not strictly code them, other than a general characterization according to the Transect on the previous page, but rather illustrates a number of Elements that should or may be found in the Private Garden.

~

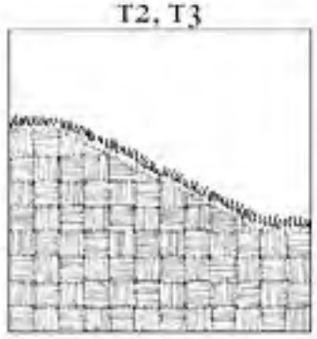
See Positive Outdoor Space for the enclosure of Private Gardens and Garden Rooms for their shaping and finishing.

TERRACES

Provide relatively flat floors for Garden Rooms in Private Gardens and possibly Frontage Gardens by terracing the land in a manner appropriate to the garden's location on the Transect.

WE DO THIS BECAUSE: *A garden room with a flat floor is simply more livable than steeply sloping ground. Drinks sit on a table without falling over, for example, and you don't feel as if you're about to fall out of your chair, as you would on sloping land. Terracing individual Garden Rooms into the existing grade allows the building and its gardens to sit much more lightly on the land than can be done with the current practice of mass-grading everything with heavy equipment.*

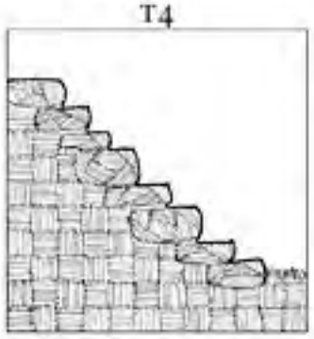
T2, T3



What Matters: Terrace Garden Rooms with the most rural character by a simple earth grade at the edges.

What Doesn't: Slope of the edge grade, so long as it can be maintained and is within the "natural angle of repose" of the material to be used. That's a technical term that essentially means "will the dirt stay there indefinitely once you walk away?"

T4



What Matters: Terrace T4 Garden Rooms with stone walls made up of uncut stones that may either be laid back as illustrated above, or may be laid vertically as shown in some of the Variations on the next page. Laid-back walls can be taller without using massive foundations.

What Doesn't: Height of the wall, which should be determined by design and safety concerns based on your specific Garden Room.

T5, T6

What Matters: Terrace the most urban Garden Rooms using walls of concrete or cut stone.

What Doesn't: Height of the wall, which should be determined by design and safety concerns based on your specific Garden Room.

Realms: 6th Realm (Universal): Terracing land to achieve more useful flat surfaces for Garden Rooms is a universal pattern found around the world in places where the land slopes.

Attributes: Commodity: The primary purpose of a terrace is to create a useful space outdoors where you can do things you could not do so easily on a slope. Firmness: The taller stone walls usually look strong because they must be strong in order to hold back the earth behind them.

Variations

T2, T3 | T4 | T5, T6

ARBORS

Build arbors of solid timber posts and beams and wood rafters and purlins. Arbor design should correspond to or be somewhat more Organic than the setting of the building it serves.

ATTACHMENTS & SITEWORK

LEED

CREDIT

EA1

POINTS

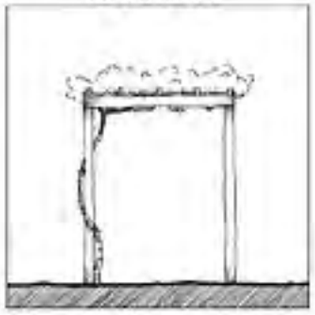
1–10

5%

contributes indirectly to EA1 by assisting environmental acclimation (see 3rd Realm)

WE DO THIS BECAUSE: *Arbors in the Bahamas endure extreme moisture, humidity, and often salty air. Solid timbers fare much better than columns and beams built up of smaller boards and nailed together. Simpler designs require fewer fasteners which are the first elements to deteriorate if a durable wood is selected. The arbor design may be more Organic than the building it serves because gardens in general are more Organic than buildings.*

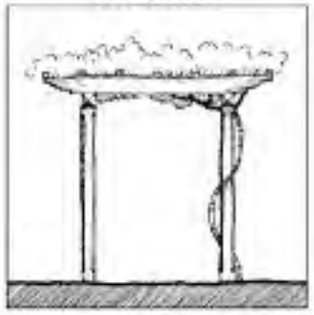
ORGANIC



WHAT MATTERS: Build Organic arbors of the simplest designs, usually including only thin posts, timber beams, and plain purlins.

WHAT DOESN'T: Specific shape of beam & purlin ends, which may be shaped in a decorative fashion so long as they do not become elaborate.

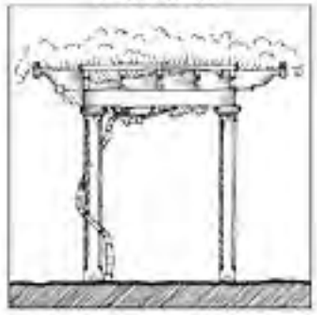
MEDIAN



WHAT MATTERS: Build Median arbors using posts of medium thickness, timber beams, rafters, and purlins. Posts should be chamfered to make corners wear better. Beams may connect only pairs of columns rather than running around entire arbor.

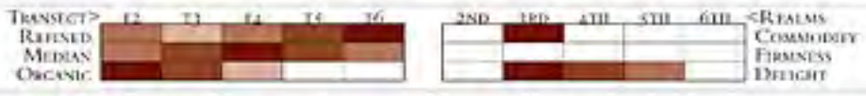
WHAT DOESN'T: Specific shape of beam, rafter, & purlin ends, which may be shaped in a decorative fashion.

REFINED



WHAT MATTERS: Build Refined arbors using thick posts, timber beams, rafters, and purlins. Posts should be chamfered to make corners wear better, and may have simple capital trim. Beams should run around entire arbor.

WHAT DOESN'T: Specific shape of beam, rafter, & purlin ends, which may be shaped in a decorative fashion.



REALMS: 3rd Realm (Regional): Arbors are a major contributor to the enticement of people to spend time outdoors. The more time they spend outdoors, the more acclimated they become to the local environment, requiring less conditioning when they do return indoors. 4th Realm (National): Arbors are elements frequently found in Bahamian gardens. 5th Realm (Continental): Arbors, while not necessarily highly classical, nonetheless are found throughout all of the temperate and warm parts of Europe and the Americas.

ATTRIBUTES: Commodity: Reducing interior conditioning (see 3rd Realm) saves money. Arbors also create shady places in the garden which may be inhabited on the many Bahamian days when sunny spots are too warm to be comfortable. Delight: The enticement of arbors to spending time outdoors is based almost entirely upon the delight of the arbor. Wellness: Finding a place to rest in a garden room contributes without question to wellness.

VARIATIONS

ORGANIC

MEDIAN

REFINED

ATTACHMENTS & SITEWORK

–

Arbors

–

The Bahamas are legendary for lush subtropical gardens. You will find arbors and garden pavilions in many of them, serving either as garden pavilions or the edges to courtyards and garden rooms.

PLAYING OUTDOORS

Provide as many opportunities as possible for both children and adults to play in close proximity to where they live.

WE DO THIS BECAUSE: *Having to drive somewhere in order to exercise doesn't make sense if you could walk out your back door instead. Because you don't have to drive to get to local play areas, both children and adults are much more likely to get physical exercise. Play opportunities are best placed near the rear alley or lane where they can be just a bit loud and messy without disturbing anyone.*

Minor Techniques

1. Play Structures

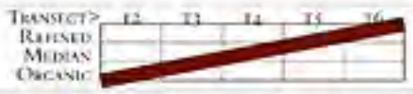
Play structures are the most common of the three minor techniques shown here. They are considered minor because they generally are more structured, generating less spontaneous play.

2. Structured Sports

There are a number of structured sports such as tetherball (shown here.) shuffleboard, etc. that will capture a kid's imagination for a little while, but not usually for hours on end.

3. Table Games

There is a long and honorable history of public board games played on a table. Checkers is the vernacular game of choice by the old men at the more rural reaches of the Transect. Chess is the more classical game preferred by many in more urban places. The primary reason Table Games are considered a minor technique is because there is no physical exertion nor benefit.



Realms: 2nd Realm (Local): Topography and the neighborhood land plan usually determine which play opportunities are available on each block. 3rd Realm (Regional): Nearby play opportunities not only save gas and vehicular pollution, but also entice people outdoors, acclimating them to the local climate and reducing interior space conditioning as a result. 4th Realm (National): Sports for which play space are needed generally vary from nation to nation. 6th Realm (Universal): The universal human need for physical exercise is so obvious that no further explanation is needed.

Attributes: Commodity: Saving gas saves money, but local play also saves time. And kids usually enjoy less structured local play far more than what is available at recreation centers costing millions. Wellness: Nobody who has read the news for the past 30 years needs this book to understand the many benefits of exercise.

4. Fantasy Play

Adults often forget that the most fun they had as a kid was often in a secret hideaway on some unkept corner of the neighborhood with an random pile of stuff with which they could make believe almost anything. This image isn't really of one of the hideaways, but rather of a tropical street cafe that caters to patrons that remember.

5. Open Sports

The biggest four sports in the Western Hemisphere (football, American football, baseball, & basketball) all can be played according to a dozen sets of rules. Wanna play HORSE? Make 'em, take 'em? If there's an open field nearby, the kids will take care of the rest, but by all means include a basketball goal somewhere on each alley.

6. Bike Racks

Bikes are a kid's only means of self-transportation, and they're gaining popularity with adults, too, especially in walkable neighborhoods when you're out of the habit of driving everywhere but need to get down to the corner store quickly. So by all means include a bike rack near the alley or lane for the bikers in your house.

7. Out In The Woods

Given the opportunity, kids love to go play in the woods. Most lots probably are not large enough to include woodlands, but if they do, or if you can make a path to the woods, the kids will thank you.

BATHING OUTDOORS

Consider providing opportunities to bathe outdoors, whether recreationally or simply to clean up.

ATTACHMENTS & SITEWORK

LEED

CREDIT

EA1

POINTS

1–10

5%

contributes indirectly to EA1 by assisting environmental acclimation (see 3rd Realm)

WE DO THIS BECAUSE: *People are naturally drawn to water. Bathing outdoors is by nature more invigorating than a similar experience indoors for at least three reasons: the temperature is less controlled outdoors, the light is either brighter by day or darker by night, and the sounds of the outdoors can be clearly heard, whereas they are muffled indoors at best.*

Shower Techniques

1. Open Shower

This shower type is suitable for only swimsuit-clad or other semi-clad showers. It is obviously the least expensive of all techniques for bathing outdoors.

2. Curtained Shower

This shower type technically would work for an unclad shower, but most people would feel comfortable doing so only if the shower were located in a secured and probably secluded part of their lot because anyone else could walk up and open the curtain.

3. Walled Shower

This shower type works well for an unclad shower because the door can be latched from the inside. Be certain you have calculated the view angles from your neighbors' second floor windows, however, before you get too comfortable. This photo shows a simple floor, but walled showers can also include a claw-foot tub, which both collects the water better and also allows for taking a bath instead of a shower that is open to the sky.

REALMS: 1st Realm (Personal): Because Bathing Outdoors is uncommon, there is a great need for designers' personal inventiveness. 3rd Realm (Regional): Opportunities for bathing outdoors entice people to spend time outside, acclimating them to the local climate and reducing interior space conditioning as a result. The feasibility of bathing outdoors should depend on the warmth of the local climate, but there are cold weather exceptions around the world that have increased in recent years with the advent of the hot tub. 6th Realm (Universal): Humans have always been drawn to water, possibly because our bodies are made mostly of water.

ATTRIBUTES: Delight: While there technically is some commodity involved, this pattern is really all about the sensual enjoyment of bathing outdoors. Wellness: Acclimating to the local environment may keep us from getting sick, while an invigorating experience like bathing outdoors raises our spirits.

ATTACHMENTS & SITEWORK

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Bathing Outdoors

4. Pond or Stream

The natural body of water is the most ancient bathing site. It is unsuitable for unclad bathing except in the most remote T2 sites (or after dark,) but is still commonly used for recreational swimming.

5. Public Pool

There is also a centuries-long history of public bathing in constructed pools, but that unclad practice has been replaced in recent times with swimsuit-clad recreational swimming in a public pool.

6. Private Pool

Private pools are popular throughout the Bahamas, especially near vacation destinations. Bathing dress is usually determined both by the house's combination of residents and the view angles from the neighbors' windows. Smaller lots with tall masonry garden walls create more privacy than is possible on larger lots.

7. Private Spa

Private spas are the smallest type of outdoor bath. The same rules of clad or unclad bathing apply as for private pools, but because private spas are smaller, they are easier to secure from neighbors' views and are therefore used unclad more often than private pools.

COOKING OUTDOORS

Set aside a place and equip it to prepare meals outdoors, no matter how simply.

ATTACHMENTS & SITEWORK

LEED CREDIT EA1 POINTS 1–10 %

contributes indirectly to EA1 by assisting environmental acclimation (see 3rd Realm)

WE DO THIS BECAUSE: *Just as people are drawn to water outdoors, they are also drawn to fire, too. The most constructive thing that can usually be done with an outdoor fire is to cook a meal.*

Components

Preparation Table

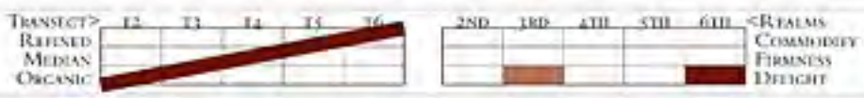
The prep table does not have to be permanent, but even if it is a simple folding table you take inside every time you finish eating outdoors, there still needs to be a place for it in your outdoor kitchen.

Water

It is obviously possible to grill steaks or hot dogs without running water, but having a sink clearly allows you to prepare a more complete meal and to clean up better afterwards. The sink may be inset into a permanent preparation table.

Fire

A heat source for cooking is the single most essential component of an outdoor kitchen. The simple drum cooker above uses charcoal. A simpler fire pit (see next page) uses wood, while the more elaborate cookers typically use gas.



Realms: 1st Realm (Personal): The outdoor kitchen is currently in an accelerated evolutionary cycle, and is ripe for individual innovation. 3rd Realm (Regional): An outdoor kitchen entices people to spend time outside, acclimating them to the local climate and reducing interior space conditioning as a result 6th Realm (Universal): Cooking outdoors has been a part of the human experience since the beginning of civilization.

Attributes: Delight: As with Bathing Outdoors, there is a small Commodity component, but it is outweighed by the inconvenience. So Cooking Outdoors is really all about the popping of the fire and the aromas of cooking food overland on the seasonal smells of the outdoor air. Wellness: Acclimating to the local environment may keep us from getting sick, but the main wellness benefit of cooking outdoors is the bracing experience of cooking and eating in so ancient a setting. Why else would we sit around the fire until the coals go to grey?

1. Fire Pit

The fire pit is the oldest cooking device, indoors or out. This one is rimmed with stone, but they can be as simple as a clean-swept depression in the earth or a Boy Scout campfire. The covered pit is a variation that involves burning a fire to hot coals, putting food on top, then covering the entire assembly until the food is cooked.

2. Masonry Grille

The masonry grill has a fairly long history, but not nearly so long as the fire pit. It has fallen somewhat out of favor in recent years because of the rise of the stainless steel cooker on the high end and the terra-cotta chiminea on the low end.

3. Stainless Steel Cooker

The original metal grilles were simple, three-legged affairs, but they have evolved recently into the free-standing stainless steel cooker, which is the highest-end outdoor cooking device of our time. The stainless steel will not rust and many of these units have been engineered to high cooking performance. Most are gas-fired.

4. Complete Kitchen

Stainless steel cookers are often combined with a sink, a refrigerator and other accessories like icemakers into a complete outdoor kitchen, all constructed of stainless steel and built for harsh climates such as salt spray. Capabilities of these kitchens can match indoor kitchens, and are limited only by the budget.

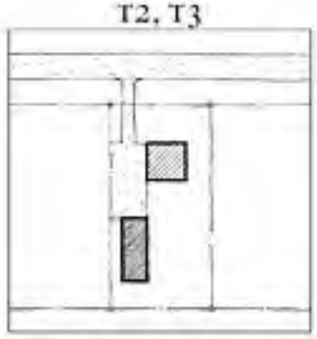
STREET WORKSHOP

Allow workshops that are visible from the street in all Transect zones so long as they do not create a hazard to the health, safety, and welfare of the neighbors.

ATTACHMENTS & SITEWORK

WE DO THIS BECAUSE: *Most of the industries of the Bahamas are small-scale, and may therefore be houses in small workshops that fit seamlessly into neighborhoods and town centers. Street workshops have many benefits, including allowing workers to walk to work rather than clogging the roadways, and also allowing children to watch (from a distance) the work that is the reason for a place, such as boat-building or fish-cleaning.*

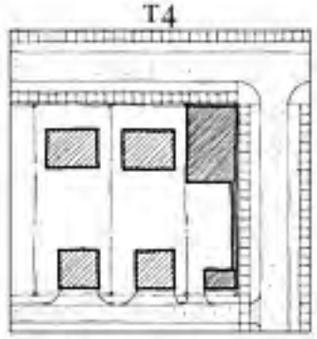
T2, T3



WHAT MATTERS: Place T2 & T3 Street Workshops at the back of the lot and bring a driveway from the street to service them since lots in these zones likely are not served by rear lanes.

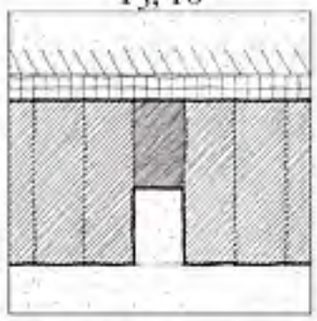
WHAT DOESN'T: Specific building configuration is least important in these zones because the buildings are less visible from the street here than elsewhere.

T4



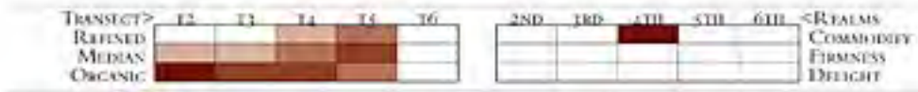
WHAT MATTERS: Place T4 Street Workshops at the frontage setbacks of corner lots to force exterior work yards to the rear and hold the corner. Place a shed or garage at the back corner of street and alley or rear lane. Connect workshop and shed with a frontage wall that hides the exterior work yard. Provide display windows along street frontages of workshop to display wares.

T5, T6



WHAT MATTERS: Place T5 & T6 Street Workshops at the frontage line, leaving the rear of the lot for the exterior work yard. Street Workshop frontage should match the general character of the frontages of the adjacent buildings.

WHAT DOESN'T: Rear of workshop may be of less expensive construction because it fronts the alley.



REALMS: 4th Realm (National): Street Workshops are an iconic pattern of the Bahamas, from the boat-building shops of Man-O-War to the fish-cleaning sheds along the shores of Eleuthera and elsewhere. They also occur in more urban areas, such as the cigar-making workshops and woodworking shops of Nassau.

ATTRIBUTES: Commodity: Street Workshops allow people to walk to work rather than having to drive. They also invite the tourists to buy the wares of the workshops by being located on the streets of the town where the tourists are, rather than being housed in an industrial zone where a tourist would never set foot.

VARIATIONS

T2, T3

T4

T5, T6

ATTACHMENTS & SITEWORK

–

Street Workshop

–

The reasons for a place are made apparent by its Street Workshops. This is an important factor in memorable places: when all the workshops are confined to an industrial zone, much of the character of a place is lost.

GREEN SHED

Create structures in the private part of a lot that combine the functions of potting sheds, tool sheds and recycling bins.

WE DO THIS BECAUSE: *People are much more likely to propagate and nourish plants, and to recycle materials, if given a proper setting in which to do so. This pattern does not currently exist, but it is high time that it should.*

ATTACHMENTS & SITEWORK

LEED CREDIT MR-P1 POINTS REQ'D. ✓

storage & collection of recyclables is a prerequisite to getting any LEED MR credits

TECHNIQUES

1. Bulk Storage

Provide some space for storing large, bulky items such as pots or fertilizer bags.

2. Hanging Storage

Open grids and pegboards are useful for hanging more things than what you can possibly think of at the moment. You can never have enough.

3. Water

If you find room for a utility sink, you'll be glad you did.

Realms: 1st Realm (Personal): Because the Green Shed is a newly-invented pattern that is being proposed for the first time in this book, it is ripe for inventiveness and augmentation. 3rd Realm (Regional): Many good things happen to our natural environment when humans nurture plants. Green Sheds set the stage for this to happen. 6th Realm (Universal): The human desire to nourish plants appears to be universal.

Attributes: Commodity: See 3rd Realm. Delight: See Wellness: Wellness: Hundreds, if not thousands, of books have been written on the therapeutic effects of gardening. Read a few of them, then try it.

4. Shed Size

A Green Shed does not have to be enormous. Depending on what all you want to do in one, they can require as little as 8' x 8' or even less.

ATTACHMENTS & SITEWORK

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Green Shed

5. Recycling Bins

Include recycling bins for each of the types of materials that can be locally recycled. The ideal spot for them is under the workbench.

6. Workbench

If you include nothing else, the workbench and the recycling bins are the two most essential parts of the Green Shed.

7. Greenhouse

If you have room for a small greenhouse, the gardener in your family will love you for it. A greenhouse doesn't have to be anywhere near as large as this one... even a small cold frame will help you start plants in early spring.

ANIMALS

Build places on your property that welcome animals, both domesticated and wild.

ATTACHMENTS & SITEWORK

LEED

CREDIT

SS5.1

POINTS

1

%

contributes to bio-diversity credit when animal habitat is restored

WE DO THIS BECAUSE: *The importance of animals to humans is far too great to catalog in one paragraph. Domesticated animals can be great friends, offering unconditional companionship. They can also be very useful for many tasks and are the source of many raw materials such as wool. Wild animals fill a legion of important roles, and may be attracted for their specialty, like building martin houses for their insect-eating prowess.*

T2, T3

***WHAT MATTERS: T2 is by definition rural, so all sizes of animals may be included there, even the very largest such as horses.

ILLUSTRATIONS FROM TOP : Barns house horses. Martin houses are designed to attract the Martin, long known for eating pesky insects. Some grazing animals require nothing but a fence around the pasture in which they make their home. A millpond at the edge of town attracts a flock of ducks.

T4

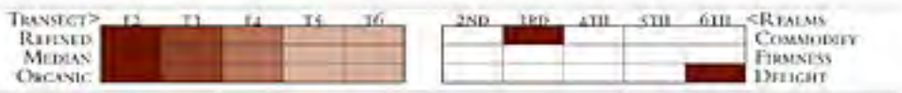
**WHAT MATTERS: Both medium-sized and small animals may make their homes in T3 & T4.

ILLUSTRATIONS FROM TOP : The dog and its doghouse. Birds may be attracted in a number of ways, including by birdbaths. Another means is the birdhouse, seen here mounted on a fence. Speaking of mounts, the hitching post is an artifact of a horse's journey into town, although they should be housed in T2.

T5, T6

*WHAT MATTERS: T5 & T6 are most suitable for small animals.

ILLUSTRATIONS FROM TOP : Birdhouses may be incorporated as an architectural element. Some creatures prefer the human habitat, such as this cat enjoying a high roof terrace. Feeders attract creatures such as birds across all zones of the Transect. Some creatures that are beneficial to humans are known to be attracted by certain plants.



REALMS: 3rd Realm (Regional): Populating a place with more than just humans (increasing bio-diversity) is important to us because we thrive best in places where we are not alone. 6th Realm (Universal): Animal companionship extends all the way back to the dawn of time in all cultures around the world.

ATTRIBUTES: Commodity: Humans have nurtured and tended to animals since the beginning of civilization for many purposes. It is only during the past century that we have forgotten how useful many of them may be. Delight: The fact that many people consider their pets to be a part of the family is ample testimony to the delight that comes from the unquestioned loyalty of an animal friend. Wellness: Animal companionship has a long-standing documented history of enhancing human mental health. And the presence of all creatures, whether tame or wild, makes an environment that is healthier for humans in ways we are only beginning to understand.

VARIATIONS

T2, T3

T4

T5, T6

ATTACHMENTS & SITEWORK

–

Animals

GARDEN PAVILION

Build Garden Pavilions within or at the edges of the Garden Rooms of Private Gardens so that gardens become living spaces that accommodate sitting, cooking, eating, and even sleeping.

WE DO THIS BECAUSE: *Gardens that are purely decorative are expensive to build and maintain. But Garden Rooms that can actually be lived in can be some of the least expensive living space, and also the most delightful. But actually living in a garden rather than just walking through it requires certain services that sometimes require a roof. Breakfast in the garden during a morning rain can be a delight, for example, while doing the same in the open would result in a soggy mess.*

ATTACHMENTS & SITEWORK

LEED

CREDIT

EA1

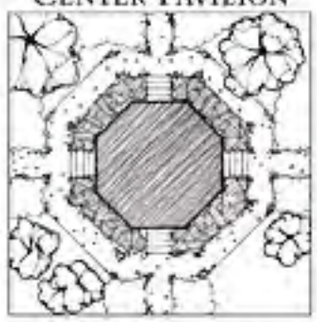
POINTS

1–10

%

contributes indirectly to EA1 by assisting environmental acclimation (see 3rd Realm)

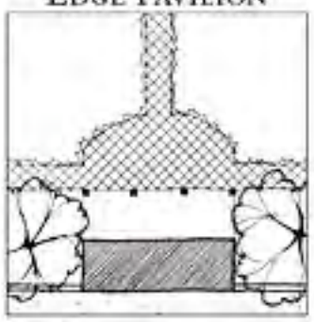
CENTER PAVILION



WHAT MATTERS: Build Center Pavilions in a location where there is garden all around. Center pavilions work best for important activities such as eating which easily become the focal point of time in the garden.

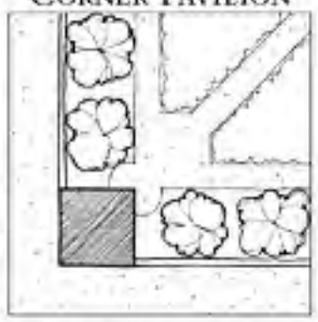
WHAT DOESN'T: Specific size of a Center Pavilion, which should be tailored to the needs it is intended to meet. Center Pavilions need not be a specific shape, either, although they do lend themselves well to octagons and circular structures.

EDGE PAVILION



WHAT MATTERS: Build Edge Pavilions on or near the garden wall. Edge Pavilions are normally wider than they are deep to help them enclose the Positive Outdoor Space of the Garden Room. Edge Pavilions, because they can be located anywhere along a garden wall, are often least iconic, and are therefore more suitable for service uses such as kitchens that need to spread in a linear fashion, although they also make good entry pavilions through a wall as illustrated in the bottom Variations image on the next page.

CORNER PAVILION



WHAT MATTERS: Build Corner Pavilions as corner posts for the garden wall, fence, or hedge. Corner Pavilions have only one corner that fully intersects the garden, so they are best used for functions such as storage where you need access, but don't need to spend a lot of time. They work best as a corner post if they are relatively square. The third Variations image on the next page breaks both these conventions by assuming an L-shape and serving as an outdoor kitchen.

REALMS: 1st Realm (Personal): Garden Pavilions not visible from the street are fertile ground for design experimentation and expression. 3rd Realm (Regional): The promise of enticing people outdoors to reduce interior conditioning needs can best be met when the outdoors can actually be inhabited. Garden Pavilions make this happen. 4th Realm (National): Bahamian Garden Pavilions are often the signature elements of the garden that are most memorable. 5th Realm (Continental): Because they are signature pieces, Garden Pavilions are often more refined, following the classical tradition. 6th Realm (Universal): Garden Pavilions allow for the universal human need to live in the garden. This need has existed since the Garden of Eden.

ATTRIBUTES: Commodity: Except for rare follies, Garden Pavilions all exist to facilitate inhabitation of the Garden Room as outdoor living space. Delight and Wellness: See other garden patterns for elaboration.

VARIATIONS

CENTER PAVILION

EDGE PAVILION

CORNER PAVILION

ATTACHMENTS & SITEWORK

–

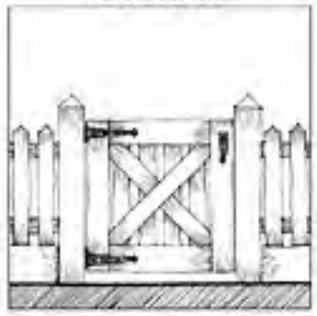
Garden Pavilion

FRONT GATE

Provide a wooden gate in the frontage hedge, fence, or wall that leads to the front door. The lowest point of the top of the gate should be no higher than the allowable height of the hedge, fence, or wall it is in.

WE DO THIS BECAUSE: *Gates not only keep out creatures such as neighborhood dogs, but they also present a clear boundary between the public realm of the street and the semi-private realm of the First Layer of a lot (see General Massing Rules.) But front gates can also serve as an invitation to guests and neighbors to join you on your porch.*

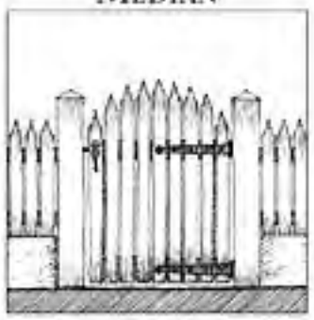
Organic



What Matters: Build Organic Front Gates most simply, with square tops and vertical boards that match the pickets of the fence to either side, if there is one. When an Organic Front Gate is in a hedge or wall instead, match the general character of the building behind it.

What Doesn't: Specific frame design. Also, Organic Front Gates may be single or double.

Median



What Matters: Build Median Front Gates with other than a square top. If Median Front Gates are located in fences rather than hedges or walls, pickets may or may not match the pickets of the adjacent fence.

What Doesn't: Gate top shape may be any geometric shape. Common shapes include round top, inverted round top, gable top, slope top, and double round top.

Refined

What Matters: Build Refined Front Gates of unique, expressive frames that contain at least one curved frame member. Pickets should not match any adjacent fence pickets.

What Doesn't: Specific gate design, so long as it is unique within view of the frontage hedge, fence, or wall within which it is installed.

Realms: 1st Realm (Personal): Refined Front Gates should be expressive and unique, and are therefore fertile ground for creative invention. 3rd Realm (Regional): The islands of the Bahamas have subtle differences between Front Gate designs. Because Front Gates can be so interesting (see Delight) they can actually serve as a Gift to the Street, and entice people to walk, with the ecological and Wellness benefits discussed in many other patterns. 4th Realm (National): Very few nations have preserved their tradition of Front Gates so well as the Bahamas. 5th Realm (Continental): Once, the tradition of the Front Gate extended to all of Europe and the Americas.

Attributes: Commodity: Front Gates are useful for keeping creatures either outside or inside the front yard. Delight: Front Gates are the first beautiful thing in a building that you can touch. Their beauty invites and welcomes the guest. Wellness: A community of beautiful Front Gates is an invitation to walk... and to health.

Variations

Organic

Median

Refined

Front Gate

The Bahamian tradition of beautifully intricate Refined gates is a result of many of them originally being built by boat-builders, whose craft required the making of curved frames. They naturally translated that craft into the gates they built.

Median & Refined Front Gates may also include an arbor over the gate similar to those found on Garden Gates either if the street is very busy or if it is very small. The lower right image on this page illustrates this configuration.

GARDEN GATE

Provide a wooden gate in the hedge, fence, or wall that leads to a private garden. The lowest point of the top of the gate should be no higher than the allowable height of the hedge, fence, or wall it is in.

WE DO THIS BECAUSE: *Gates not only keep out creatures such as neighboring dogs, but they also present a clear boundary between the public realm of the side street and the private garden, or between the private gardens of two neighbors. Because they protect the privacy of private gardens, Garden Gates should be taller than Front Gates.*

Organic

What Matters: Build Organic Garden Gates simply. These gates are similar to Organic and Median Front Gates, only taller. The gate posts should end at or just above the top of the gate.

What Doesn't: Specific frame and gate design may vary. Organic and Refined Garden Gates may be single or double.

Median

What Matters: Median Garden Gates have gates that may be similar in character to those of Organic Garden Gates. The primary difference is that Median Garden Gates include an arbor or other portal structure that extends overhead across the gate. This structure should be flat-topped, and may or may not support vines or other plants.

What Doesn't: Specific frame and gate designs may vary.

Refined

What Matters: Refined Garden Gates are similar to Median Garden Gates, except that either the gate must be refined to the level worthy of the Bahamian boat-and-gate-builders, or the overhead structure must be some shape other than flat, or both.

What Doesn't: Gate and arbor designs should not closely resemble any other designs within view of the garden hedge, fence, or wall within which they are installed.

Realms: 1st Realm (Personal): Refined Front Gates should be expressive and unique, and are therefore fertile ground for creative invention. 2nd Realm (Local): The Garden Gates of Dunmore Town are excellent. See them if you have not already. 3rd Realm (Regional): Like Front Gates, Garden Gates have subtle regional differences throughout the Bahamas. 4th Realm (National): Also like Front Gates, Bahamian Garden Gates are some of the best in the world. 5th Realm (Continental): The Garden Gate has long had a place in the cultural heritage of European and American gardens.

Attributes: Commodity: Garden Gates are useful for keeping creatures either outside or inside the garden. Delight and Wellness: The entry to a quiet and peaceful place like a private garden needs and deserves to be beautiful itself. The benefits of such a place to body, mind, and spirit have been well-known almost since the dawn of time.

Variations

Organic

Median

Refined

– Garden Gate –

Just like the Front Gate, the most Refined Garden Gates are part of the Bahamian gate-making tradition of intricate gates made by the boat-builders. Some even suggest that gate components sometimes were cast-off boat parts that didn't fit quite well enough for a sea-worthy craft, but that were just fine for incorporation into a Garden Gate.

PAVING

Pave the floors of Garden Rooms with paving materials appropriate to the location of the Garden Room on the Transect.

WE DO THIS BECAUSE: *More rural gardens typically cover more ground because lots are larger. Covering more ground can best be done when either spacing the paving materials out or using a very Organic material such as pea gravel or natural stone. More urban gardens typically are built on smaller plots, so more Refined materials may be used because you don't need as much of them.*

ATTACHMENTS & SITEWORK

LEED

CREDIT

MR5.1 & MR5.2

POINTS

1 & 1

%

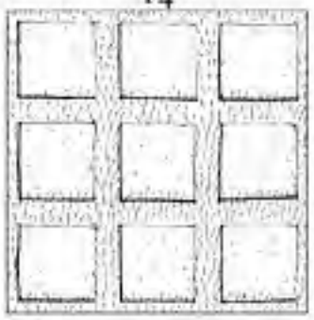
Paving contributes to receiving these points if it is extracted and fabricated regionally.

T2, T3

WHAT MATTERS: Pave the floors of the most rural Garden Rooms with stones set widely in a bed of grass or gravel, or use pea gravel as the floor material.

WHAT DOESN'T: Pavers may be either natural stone or concrete, so long as the concrete is not laid in identical tiles, which would appear too urban.

T4



WHAT MATTERS: Pave the floors of T4 Garden Rooms with either pavers or natural stones. Pavers should be set in a bed of gravel or grass, while natural stones may be mortared in place if desired.

WHAT DOESN'T: Specific size of pavers or stones.

T5, T6

WHAT MATTERS: Pave the floors of the most urban Garden Rooms with the most refined materials, which may include stone, brick pavers, concrete cobblestones, or some combination of the above.

WHAT DOESN'T: Concrete may also be used, so long as it is limited to border strips and the like.

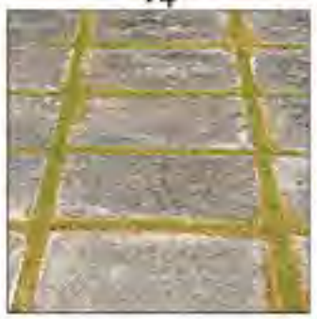
REALMS: 3rd Realm (Regional) and 4th Realm (National): Because Paving is a heavy material, it should all be obtained from the Bahamas; ideally, from your own island (see Sustainable Strategies.)

ATTRIBUTES: Commodity: Paving exists to provide a hard wearing floor surface for a Garden Room when softer materials like grass would wear too quickly. Firmness: Because its reason for being is to be a hard wearing surface, most paving materials look firm and substantial by nature. Care should be taken to avoid some of the new paving materials that look clean at the beginning but wear poorly.

VARIATIONS

T2, T3

T4



T5, T6

ATTACHMENTS & SITEWORK

–

Paving

LEED

CREDIT

MR5.1 & MR5.2

POINTS

1 & 1

½

Walks contribute to receiving these points if they are extracted and fabricated regionally.

WALKS

Pave Walks across or between Garden Rooms with paving materials appropriate to the location of the Garden Room on the Transect.

WE DO THIS BECAUSE: *The most rural Walks, because they often go the greatest distances and usually need to navigate terrain, trees, and other objects in the landscape, need to be able to bend freely and move easily up and down. And because of their greater length, they need to be built of less expensive materials in most cases. The more urban Walks, on the other hand, generally travel shorter distances over terrain that is more controlled, so they may be built of more regular paving materials that may also be more expensive because there isn't as much of it.*

T2, T3

What Matters: Build the most rural Walks of natural stepping stones, gravel, or sand. When the distances are short and the terrain is even, the stones may occasionally be mortared together.

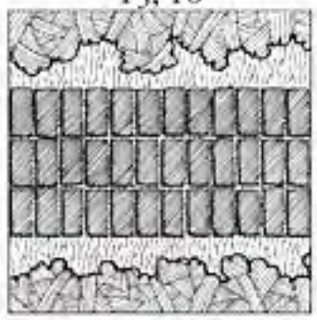
What Doesn't: Precise width of the walk, which should be allowed to vary due to the nature of the materials it is made of. Also, the precise shape of the walk should be contoured to the land it crosses. This is will rarely be a straight line in the most rural places.

T4

What Matters: Build T4 Walks either of irregular stones which may be mortared together or set in gravel, or of square pavers, which should be set in gravel.

What Doesn't: Alternate paving materials, such as the curious rope walk in the second Variations image on the next page, may be used on private property if they wear well enough for their intended traffic, and if they do not present more of a tripping hazard than more conventional paving materials.

T5, T6



What Matters: Build the most urban Walks of brick pavers, paving stones, or concrete pavers. Plain concrete may also be used as a paving material for walks that do not require a more Refined material.

Realms: 3rd Realm (Regional) and 4th Realm (National): Walks are paved with heavy materials, which should all be obtained from the Bahamas; ideally, from your own island (see Sustainable Strategies.)

Attributes: Commodity: Walks exist to provide a wearing surface for pathways. Traffic generally gets heavier in more urban locations, requiring harder wearing surfaces. Sand walks work fine between a beach-front cottage and the beach, for example, but would be utterly unserviceable as a sidewalk in a town center. Firmness: Because its reason for being is to be a hard wearing surface, most of the more urban paving materials look firm and substantial by nature. Care should be taken to avoid some of the new paving materials that look clean at the beginning but wear poorly.

Variations

T2, T3

T4

T5, T6

DRIVEWAYS

Pave Driveways between thoroughfares and parking spaces with paving materials appropriate to the location of the lot on the Transect.

WE DO THIS BECAUSE: *Like Walks, the most rural Driveways, because they often go the greatest distances and usually need to navigate terrain, trees, and other objects in the landscape, need to be able to bend freely and move easily up and down. And because of their greater length, they need to be built of less expensive materials in most cases. The more urban Driveways, on the other hand, generally travel shorter distances over terrain that is more controlled, so they may be built of more regular paving materials that may also be more expensive because there isn't as much of it.*

ATTACHMENTS & SITEWORK

LEED

CREDIT

MR5.1 & MR5.2

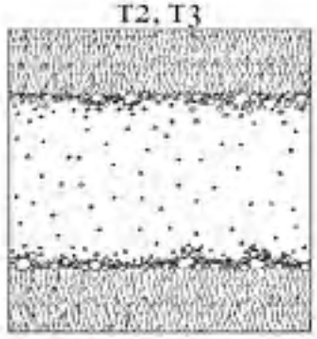
POINTS

1 & 1

½

Driveways contribute to receiving these points if they are extracted and fabricated regionally.

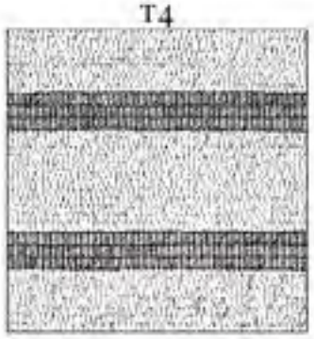
T2, T3



WHAT MATTERS: Build Driveways in the most rural settings of pea gravel. Asphalt paving may also be used when high traffic (rare on rural driveways) is anticipated. Limit driveway width to less than 10'.

WHAT DOESN'T: Exact contour of edge of Driveway, which naturally meanders when built of pea gravel.

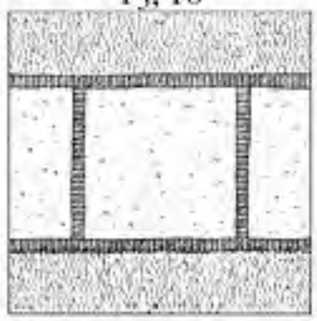
T4



WHAT MATTERS: Build most T4 driveways of individual wheel wells rather than a fully-paved drive.

WHAT DOESN'T: Paving material may be any material durable enough for the traffic it carries. This normally includes brick pavers, stone cobbles, concrete, and asphalt.

T5, T6



WHAT MATTERS: Build the most urban Driveways either of brick pavers, stone cobbles, or some combination of brick, stone, and concrete. Concrete may be used either as infill panels between paver strips as illustrated above, or as border strips around paver materials, but should not be used alone except on Driveways that do not require a Refined paving material.

REALMS: 3rd Realm (Regional) and 4th Realm (National): Walks are paved with heavy materials, which should all be obtained from the Bahamas; ideally, from your own island (see Sustainable Strategies.)

ATTRIBUTES: Commodity: Walks exist to provide a wearing surface for pathways. Traffic generally gets heavier in more urban locations, requiring harder wearing surfaces. Sand walks work fine between a beach-front cottage and the beach, for example, but would be utterly unserviceable as a sidewalk in a town center. Firmness: Because its reason for being is to be a hard wearing surface, most of the more urban paving materials look firm and substantial by nature. Care should be taken to avoid some of the new paving materials that look clean at the beginning but wear poorly.

VARIATIONS

T2, T3

T4

T5, T6

ATTACHMENTS & SITEWORK

–

Driveways

EDIBLE ANNUALS

Landscape your property at least partly with annuals that produce edible fruit such as vegetables.

ATTACHMENTS & SITEWORK

LEED CREDIT WE1.1 POINTS 1 ½ contributes to credit if annuals are native

WE DO THIS BECAUSE: *There is no meal so fresh as one that comes straight out of your garden. You get more intense flavor (and more nutrition) than is possible when food is trucked 1,400 miles (the average distance traveled for an American meal) and then stored three weeks before it gets to your table. Plus, you know exactly which chemicals you did or did not put in your food; something you can't know for sure if you didn't raise it yourself.*

T2, T3

**WHAT MATTERS: Compose rural farm landscapes beautifully. The principles are the same as ornamental gardening; the only change is the palette of materials. Include both Edible Perennials and Edible Trees in the composition where appropriate. T2 & T3 landscapes are well-suited to a Organic or even a rustic character, but may also be fully classical.

WHAT DOESN'T: Specific annuals, so long as you like the fruit that they bear.

T4

*WHAT MATTERS: Compose T4 edible landscapes beautifully., often in beds at the perimeter of a yard, or possibly as an entire enclosed garden. The principles are the same as ornamental gardening; the only change is the palette of materials. Include both Edible Perennials and probably Edible Trees in the composition where appropriate and where space allows.

WHAT DOESN'T: Specific annuals, so long as you like the fruit that they bear.

T5, T6

*WHAT MATTERS: Compose T5 & T6 edible landscapes beautifully in the smallest of spaces. The principles are the same as ornamental gardening; the only change is the palette of materials. Include Edible Perennials in the composition where space allows. While Organic gardens seem more appropriate here, any desired character may be used.

WHAT DOESN'T: Specific annuals, so long as you like the fruit that they bear.

REALMS: 3rd Realm (Regional): Less fuel consumed transporting food. Less agri-chemical use required. Any questions? 6th Realm (Universal): Contrary to popular belief, gardening is likely the oldest profession.

ATTRIBUTES: Commodity: The 3rd Realm benefits translate directly into cost savings. And the Wellness benefits are likely to do the same. Delight: There once was a perception that a landscape could be either productive farmland or ornamental landscaping, but not both. But the Tuscan landscape proved for the entire world that farmland can be profoundly and stunningly beautiful. Wellness: Working in the garden has physical & emotional benefits that have been lauded for centuries. Try it if you even have the slightest inclination. And the health benefits of eating your own freshly-grown produce are obvious.

TECHNIQUES

1. LEFT: Fruit trees, grape vines (Edible Perennials) and vegetables (Edible Annuals) all in a single rustic garden.

2. RIGHT: Raised beds are much more space-efficient (and labor-efficient) than row gardens. They are also more adaptable to ornamental use, especially in smaller spaces where they may be located as desired around a yard.

3. LEFT: Wire cages are very useful in training up plants before they become heavy with fruit.

4. RIGHT: Drip irrigation is great because it puts all the water on the roots of the plant so that almost none is lost to evaporation, it doesn't require much water pressure, so it works great with a gravity-fed greywater system, and it recycles used automobile tires.

5. LEFT: Branches and vines pruned from the garden are useful in constructing charming framework such as this upon which to train vining plants.

6. RIGHT: Be sure to allow some space for the temporary storage of bulk items such as straw bales for mulch.

7. LEFT: Traditional compost bins occupy a fair amount of space, but can handle large quantities of compost.

8. RIGHT: Hand-cranked, frame-mounted compost drums are a relatively new development. They are more efficient and take up less space, but cannot handle quite the volume of the traditional bins.

ATTACHMENTS & SITEWORK

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Edible Annuals

–

This pattern and the two that follow represent an entire re-thinking of landscaping that has been quietly growing in recent years. The basic question is this: "Why can't gardens be beautiful and fruitful?"

EDIBLE PERENNIALS

Landscape your property at least partly with perennial vines and bushes that produce edible fruit.

ATTACHMENTS & SITEWORK

LEED

CREDIT

WEL 1

POINTS

1

½

contributes to credit if perennials are native

WE DO THIS BECAUSE: *There is no fruit so fresh and juicy as that which you pick off the vine or bush. You get more intense flavor (and more nutrition) than is possible when fruit is picked green and ripens in the back of a truck while traveling 1,400 miles to your table. Plus, you know exactly which chemicals you did or did not spray on your fruit; something you can't know for sure if you didn't raise it yourself.*

T2, T3

**WHAT MATTERS: Compose vines & bushes in rural landscapes beautifully. The principles are the same as ornamental gardening; the only change is the palette of materials. Include both Edible Annuals and Edible Trees in the composition where appropriate. T2 & T3 vines & bushes often stand free in the landscape, away from buildings due to available space.

WHAT DOESN'T: Specific vines or bushes, so long as you like the fruit that they bear.

T4

*WHAT MATTERS: Compose vines & bushes in T4 landscapes beautifully. The principles are the same as ornamental gardening; the only change is the palette of materials. Include both Edible Annuals & Trees in the composition where appropriate. T4 vines & bushes are usually closely associated with buildings, with vines often trained up arbors attached to them.

WHAT DOESN'T: Specific vines or bushes, so long as you like the fruit that they bear.

T5, T6

*WHAT MATTERS: Compose T5 & T6 vines & bushes beautifully in the smallest of spaces. The principles are the same as ornamental gardening; the only change is the palette of materials. Include Edible Annual in the composition where appropriate. T5 & T6 vines & bushes hug the buildings tightly due to space constraints, with vines often trained on building walls.

WHAT DOESN'T: Specific vines or bushes, so long as you like the fruit that they bear.

REALMS: 3rd Realm (Regional): Less fuel consumed transporting fruit. Less agri-chemical use required. Any questions? 6th Realm (Universal): Contrary to popular belief, gardening is likely the oldest profession.

ATTRIBUTES: Commodity: The 3rd Realm benefits translate directly into cost savings. And the Wellness benefits are likely to do the same. Delight: There once was a perception that a landscape could be either productive farmland or ornamental landscaping, but not both. But the Tuscan landscape proved for the entire world that farmland can be profoundly and stunningly beautiful. Wellness: Working in the garden has physical & emotional benefits that have been lauded for centuries. Try it if you even have the slightest inclination. And the health benefits of eating your own freshly-grown produce are obvious.

TECHNIQUES

1. LEFT: The classic vine arbor can be configured to enclose outdoor spaces such as courtyards (see Positive Outdoor Space.)

2. RIGHT: There is no reason that this garden could not have been created with blueberry bushes, which are about the same size and density as these plants. The blueberries not only provide seasonal color, but also a tasty treat.

3. LEFT: Vines can also be planted in pots such as these.

4. RIGHT: Small bushes may also be potted. In both the case of vines and of bushes, this allows their use in high places such as this roof terrace where there is no soil.

5. LEFT: If an arbor is not available on which to train the vines, a simple trellis against a wall will do.

6. RIGHT: Perhaps one of the most beautiful places to train a vine is around a door. Double the delight by planting a fruit vine.

7. LEFT: Grapes are among the most beautiful of vines, and filter a dancing, lacy light through the window below.

8. RIGHT: Arbors can be designed to create both the ceiling and walls of an entire outdoor room, filtering through a soft, green light.

ATTACHMENTS & SITEWORK

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Edible Perennials

–

Grape vines are actually one of the best-behaved vines. Compare them to ivy; which is so invasive that its tendrils can break up the mortar in a brick wall. And there's nothing delicious about ivy.

EDIBLE TREES

Landscape your property at least partly with trees that produce edible fruit.

ATTACHMENTS & SITEWORK

LEED

CREDIT

WEL 1

POINTS

1

½

contributes to credit if trees are native

WE DO THIS BECAUSE: *There is no fruit so fresh and juicy as that which you pick off your own tree. You get more intense flavor (and more nutrition) than is possible when fruit is picked green and ripens in the back of a truck while traveling 1,400 miles to your table. Plus, you know exactly which chemicals you did or did not spray on your fruit; something you can't know for sure if you didn't raise it yourself.*

T2, T3

**WHAT MATTERS: Compose fruit trees beautifully in rural landscapes. The principles are the same as for ornamental trees; the only change is the palette of materials. Include both Edible Annuals and Edible Perennials in the composition where appropriate. T2 & T3 trees often stand free in the landscape, away from buildings due to available space.

WHAT DOESN'T: Specific fruit trees, so long as you like the fruit that they bear.

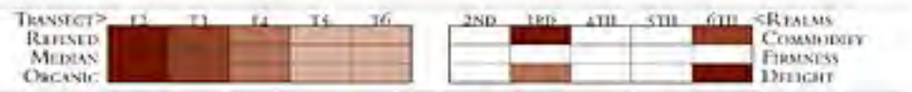
T4

*WHAT MATTERS: Compose fruit trees beautifully in T4 landscapes. The principles are the same as for ornamental trees; the only change is the palette of materials. Include Edible Annuals & Perennials in the composition where appropriate. T4 fruit trees should usually be miniature varieties because of the necessity for fitting into smaller spaces.

WHAT DOESN'T: Specific fruit trees, so long as you like the fruit that they bear.

T5, T6

WHAT DOESN'T MATTER: Fruit trees are unlikely to be used in T5 and are almost never used in T6 due to space constraints. If used, follow T4 guidelines.



REALMS: 3rd Realm (Regional): Less fuel consumed transporting fruit. Less agri-chemical use required. Any questions? 6th Realm (Universal): Contrary to popular belief, gardening is likely the oldest profession.

ATTRIBUTES: Commodity: The 3rd Realm benefits translate directly into cost savings. And the Wellness benefits are likely to do the same. Delight: There once was a perception that a landscape could be either productive farmland or ornamental landscaping, but not both. But the Tuscan landscape proved for the entire world that farmland can be profoundly and stunningly beautiful. Wellness: Working in the garden has physical & emotional benefits that have been lauded for centuries. Try it if you even have the slightest inclination. And the health benefits of eating your own freshly-grown produce are obvious.

TECHNIQUES

1. LEFT: OK, so no fruit tree you've ever seen is this big, but the technique of the rural tree place (bench sitting nearby looking past tree) still works. The rest of the techniques shown here work for fruit trees in part because they are smaller than most shade trees.

2. RIGHT: These lemon trees grow in a wide stretch of street and shade this urban tree place.

3. LEFT: Most of the images on this page including this one are not of fruit trees, but show ornamental tree techniques for which most fruit trees could be used. A fruit tree running over a fence like this would present a delicious Golf to the Street.

4. RIGHT: Miniature fruit trees would work well in a formal garden such as this.

5. LEFT: Fruit trees may be used to frame an entry to a house.

6. RIGHT: They also may be used to frame a gateway to the landscape beyond.

7. LEFT: The allée is a long double row of trees flanking a path. There is no reason that intimate-scale allées such as this could not be composed of fruit trees.

8. RIGHT: The espalier is a technique that consists of training fruit trees against a wall in a geometric pattern as if they were vines. This technique works great in the tightest of spaces.

ATTACHMENTS & SITEWORK

–

Edible Trees

–

OK, so the trees themselves usually aren't edible, but their fruit is. If you're going to landscape your yard, why not use trees that give you a Golden Delicious (or any of a thousand other varieties or fruits) instead of crab-apples? Fruit-bearing trees flower too, you know.

PLANT MATERIALS

Use plants that are primarily native to the Bahamas, but also use other plants that are well-conditioned to the Bahamas and are not invasive.

WE DO THIS BECAUSE: *Native plants survive without extensive maintenance, as they have done for millennia before human civilization in the Bahamas. But other plants may be imported here, if they are good neighbors. "Good neighbor" plants are not invasive if released into the wild, but rather contribute a unique beauty to the landscape. Bougainvillea, for example, is native to Brazil, but is a welcome addition to the Bahamian landscape due to its color and also because it thrives in the Bahamian climate.*

Low Plants

WHAT MATTERS: Plant dune grasses, field grasses, vines, ferns, wildflowers, and low shrubs that are native to the Bahamas. Imported plants may also be used if they thrive here without maintenance, if they do not threaten native plants or ecosystems, and if there is a cultural history of them being used and loved here.

Median Plants

WHAT MATTERS: Plant tall shrubs and low trees that are native to the Bahamas. Imported plants may also be used if they thrive here without maintenance, if they do not threaten native plants or ecosystems, and if there is a cultural history of them being used and loved here.

Trees

WHAT MATTERS: Plant tall trees that are native to the Bahamas. Imported plants may also be used if they thrive here without maintenance, if they do not threaten native plants or ecosystems, and if there is a cultural history of them being used and loved here.

Plant List

Dune Grasses

Coastal Sand-Bur	Cenchrus Spinifex
Sea Oats	Uniola Paniculata

Vines

Beach Bean	Canavalia Maritima
Beach Morning Glory	Ipomoea Stolonifera
Beach Peanut	Okenia Hypogaea
Cockspur	Pisonia Aculeata
Firewheel	Gaillardia Pulchella
Railroad Vine	Ipomoea Pes-Caprae

Plant List

Sea Purslane	
Yellow-Tops	Flaveria Linearis

Ferns

Fishtail Fern	Nephrolepsis Biserrata 'Furcans'
Golden Polypod	Polypodium Aureum
Leather Fern	Acrostichum Danaeifolium

Wildflowers

Butterfly Orchid	Encycha Tampensis
Pluchea	Pluchea Rosea
Sea Daisy	Borrichia Frutescens
Sea Ox-Eye Daisy	Borrichia Arborescens
Sea Purslane	Sesuvium Portulacastrum
Sea Rocket	Cakile Lanceolata
Seaside Gentian	Eustoma Exaltatum
Silver-Leaf Aster	Pityopsis Graminifolia
Spider Lily	Hymenocallis Latifolia
Wild Allamanda	Urechites Lutea
Yellowtop	Flaveria Linearis

Low Shrubs

Bahama Cassia	Cassia Chapmanii
Bahama Coffee	Psychotria Bahamensis
Bahama Nightshade	Solanum Bahamense
Bahama Wild Coffee	Psychotria Ligustrifolia
Bay Lavender	Mallotonia Gnaphalodes
Blodgett's Wild-Mercury	Argythamnia Blodgettii
Blue Porterweed	Stachytarpheta Jamaicensis
Butterfly Sage	Condia Globosa
Caesalpinia	Caesalpinia Pauciflora
Christmas Berry	Lycium Carolinianum
Dune Lily-Thorn	Catesbaea Parviflora
Firebush	Hamelia Patens
French Mulberry	Callicarpa Americana
Golden Creeper	Ernodea Littoralis
Granny-Bush	Croton Linearis
Gray Nicker-Bean	Caesalpinia Bonduc
Ground-Holly	Crossopetalum Ilicifolium
Indian Mallow	Abutilon Permolle
Inkberry	Scaevola Plumieri
Latherleaf	Colubrina Asiatica
Marsh Elder	Iva Frutescens
Necklace Pod	Sophora Tomentosa
Poisio Tree	Solanum Dominatum
Prickly Pear	Opuntia Stricta
Privet Cassia	Cassia Ligustrina
Rhacoma	Crossopetalum Rhacoma
Saltbush	Baccharis Angustifolia
Saltmarsh Mallow	Kosteletzkya Virginica
Sea Lavender	Tournefortia Gnaphalodes
Snowberry	Chiococca Alba
Strumpfia	Strumpfia Maritima
Wild Bamboo	Lasiacis Divaricata
Wild Coffee	Psychotria Nervosa
Wild Sage	Lantana Involucrata
Yellow Nicker-Bean	Caesalpinia Major
Yellow-Sage	Lantana Camara

Tall Shrubs

Bahama Cat's Claw	Pithecellobium Bahamense
Bahama Hardback	Mimosa Bahamensis
Bahama Madeirabush	Savia Bahamensis
Bahama Stopper	Psidium Longipes
Bahama Swamp Bush	Pavonia Bahamensis
Bahamas Pigeon Plum	Coccoloba Tenuifolia
Bay Berry	Myrica Cerifera
Bay Cedar	Suriana Maritima
Bitterbush	Picramnia Pentandra
Black Torch	Erithalis Fruticosa
Boar Gum Elemi	Bursera Inaguensis
Bougainvillea	Bougainvillea Spectabilis
Box Wood	Schaefferia Frutescens
Brier Tree	Bucida Spinosa
Buffalo Top Palm	Thrinax Morrisii
Candlewood	Gochnatia Ilicifolia
Cat's Claw	Pithecellobium Unguis-cati
Cestrum	Cestrum Bahamense
Cocoplum	Chrysobalanus Icaco

Attachments & Sitework

–

Plant Materials

–

This Plant List is not meant to be exhaustive, but rather represents the species and variations that are known to either be native to the Bahamas or to be Good Neighbor plants.

Coppice Jacwood
Cow Bush
Cuban Snake Bark
Cuban Yellow Wood
Dahoon
Damanta
Elderberry
False Holly
Featherbed
Florida Privet
Frangipanni
Hairy Wild Coffee
Ironwood
Jamaican Caper
Joewood
Locustberry
Low Spathelia
Marlberry
Milk Tree
Mosquito Bush
Neobracea
Papaya
Paper Flower Bougainvillea
Parrot Wood
Pisonia
Plume Poppy
Polygala
Pork And Doughboy
Rhacoma
Salve Bush
Seersucker
Seven Year Apple
Silver Top Palm
Smooth Strongbark
Soldier Berry
Sophora
Spiny Milk Berry
Steelwood
Swamp Bush
Tear Cane
Touch-Me-Not
Trema
Two Leaf
Varnishleaf
Velvet Bush
West Indies Lilac
Wild Cherry
Wild Guava
Wild Hibiscus
Wild Oak
Wild Sabre
Yellow Elder

Jacquinia Berteri
Helicteres Jamaicensis
Colubrina Cubensis
Zanthoxylum Cubense
Ilex Cassine
Duranta Repens
Sambucus Simpsonii
Drypetes Mucronata
Diospyros Crassinervis
Forestiera Segregata
Plumeria Obtusa
Psychotria Pubescens
Eugenia Rhombea
Capparis Cynophallophora
Jacquinia Keyensis
Bursera Lucida
Spathelia Vernicosa
Ardisia Escallonioides
Euphorbia Gymnanota
Cassa Biflora
Neobracea Bahamensis
Carica Papaya
Bougainvillea Glabra
Buxus Bahamensis
Pisonia Rotundata
Bocconia Frutescens
Polygala Penaea
Acadia Acuifera
Cressopetalum Rhacoma
Solanum Erianthum
Pseudocarpidium Wrightii
Cassia Climifolia
Coccothrinax Argentata
Bourreria Cassinifolia
Malvaviscus Arboreus
Sophora Tomentosa
Bumelia Celastrina
Randia Aculeata
Pavonia Spicata
Securinega Acidoton
Malpighia Polytricha
Trema Lamarckiana
Zanthoxylum Bifoliolatum
Dichonea Viscosa
Melochia Tomentosa
Tetrazygia Bicolor
Crossopetalum Rhacoma
Cordia Bahamensis
Lexicarpon Bahamensis
Helicteres Semitriloba
Tecoma Stans

Low Trees
(up to 30 feet)

Acacia — Acacia Macracantha
Anacua — Cordia Sebestena
Bitter Wood — Pterocladon Baccatum
Black Calabash — Amphitecna Latifolia
Black Ironwood — Krugiodendron Ferreum
Black Mangrove — Avicennia Germinans
Blue Seed — Pithecellobium Glaucum
Bear Pigeon Plum — Coccoloba Krugii
Bear Mastic — Lonchocarpus Bahamensis
Bontia — Bontia Daphnoides
Brasiletto — Caesalpinia Bahamensis
Cahuney — Cascaria Guildonia
Caper — Capparis Flexuosa
Casimir — Calliandra Haematomma
Castor Bean — Ricinus Communis
Cinnamon Bark — Canella Winterana
Common Snake Bark — Colubrina Arborescens
Cork Tree — Thespesia Populnea
Crab Wood — Ateramnus Lucidus
Cuban Holly — Ilex Repanda
Darling Plum — Reynosa Septentrionalis
Everglades Palm — Acoelorrhaphe Wrightii
False Boxwood — Gyminda Latifolia
False Rosin Leaf — Phyllanthus Myrtilloides
Fiddlewood — Citharexylum Fruticosum
Florida Trema — Trema Micranthum
Fowl Berry — Petitia Domingensis
Guana Berry — Byrsonima Lucida
Guana Plum — Drypetes Lateriflora
Golf Graytwig — Schoepfia Chrysophylloides
Hercules Club — Zanthoxylum Coriaceum
Hog Cabbage Palm — Pseudophoenix Sargentii
Inagua Oak — Bucida Buceras
Jacaranda — Jacaranda Coerulea
Jumby — Leucaena Leucocephala
Lancewood — Nectandra Coriacea
Laurel Cherry — Prunus Myrtifolia
Lignum Vitae — Guaiacum Sanctum
Logwood — Haematoxylum Campechianum
Long Leaf Blolly — Guapira Discolor
Milkoe — Hibiscus Tiliaceus
Marigold — Catalpa Punctata
Milk Berry — Bumelia Americana
Myrsine — Myrsine Floridana
Myrtle of the River — Calyptranthes Zuzygium

Naked Wood — Myrcianthes Fragrans
Old Man — Guettarda Krugii
Olive Wood — Cassine Xylocarpa
Oysterwood — Gymnanthes Lucida
Pain-In-Back — Bunchosia Glandulosa
Pigeon Berry — Erythroxylum Confusum
Pond Apple — Annona Glabra
Pond Top Palm — Sabal Palmetto
Quina — Antirhea Lucida
Pine Acacia — Acacia Pinetorum
Ram's Horn — Pithecellobium Guadelupense
Rauwolfia — Rauwolfia Nitida
Red Cedar — Juniperus Bermudiana
Resin Leaf — Terebraria Resinosa
Rough-Leaf Velvet Seed — Guettarda Scabra
Roughbark Pigeon Plum — Coccoloba Northropiae
Saffron — Chrysophyllum Oliviformis
Sarah's Tree — Peltophorum Adenium
Satin Wood — Zanthoxylum Flavum
Satinleaf — Chrysophyllum Oliviforme
Sea Grape — Coccoloba Uvifera
Silver Palm — Coccothrinax Argentata
Smooth Cascara — Cascaria Nitida
Smooth-Leaf Velvet Seed — Guettarda Elliptica
Snake Root — Picramnia Pentandra
Soldier Wood — Colubrina Elliptica
Spanish Cedar — Cedrela Odorata
Spanish Top Palm — Acoelorrhaphe Wrightii
Spicewood — Calyptranthes Pallens
Steelwood — Randia Aculeata
Stinking Tea Root — Ateleia Gummifera
Strong Back — Bourreria Ovata
Swamp Bay — Persea Palustris
Sweet Acacia — Acacia Farnesiana
Sweet Wood Bark — Croton Eluteria
Tallowwood — Ximenia Americana
Three Leaf — Allophylus Cobbe
White Beefwood — Schoepfia Obovata
White Mangrove — Laguncularia Racemosa
White Stopper — Eugenia Axillaris
White Torch — Amyris Elemifera
White Wood — Drypetes Diversifolia
Wild Dilly — Manilkara Bahamensis
Wild Holly — Xylosma Buxifolium
Wild Lime — Zanthoxylum Fagara
Wild Okra — Hibiscus Brittonianus
Wild Orange — Capparis Cynophallophora
Willow Bustic — Dipholis Salicifolia
Wingleaf Soapberry — Sapindus Saponaria
Ziziphus — Ziziphus Taylorii

Tall Trees
(above 30 feet)

Alvaradea — Alvaradea Amorphoides
Bastard Pigeon Plum — Coccoloba Swartzii
Beefwood — Casuara Obesa
Bull Wood — Pera Bumeliifolia
Buttonwood — Conocarpus Erectus
Cassada Wood — Bumelia Salicifolia
Chicken Tac — Tabebuia Bahamensis
Cinnecord — Acacia Choriophylla
Cocoanut Palm — Cocos Nucifera
Dogwood — Piscidia Piscipula
Golden Wild Fig — Ficus Aurea
Gum Elemi — Bursera Simaruba
Horseflesh — Lysiloma Sabicu
Inkwood — Exothea Paniculata
Jamaica Thatch Palm — Thrinax Radiata
King's Holly — Ilex Krugiana
Mahogany — Swietenia Mahagoni
Mastic — Mastichodendron Foetidissimum
Paradise Tree — Simarouba Glauca
Pigeon Plum — Coccoloba Diversifolia
Princewood — Exostema Caribaeum
Quicksilver — Thouinia Discolor
Rat Wood — Erythroxylum Rotundifolium
Red Mangrove — Rhizophora Mangle
Red Stopper — Eugenia Confusum
Royal Palm — Roystonia Regia
Sabal Palm — Sabal Palmetto
Sapodilla — Manilkara Zapota
Short Leaf Fig — Ficus Citrifolia
Slash Pine — Pinus Elliotti
Small Leaf Fig — Ficus Perforata
Spanish Stopper — Eugenia Foetida
Swamp Bay — Persea Borbonea
White Ironwood — Hypelate Trifoliata
Wild Mamey — Clusia Rosea
Wild Tamarind — Lysiloma Latisiliquum
Yellow Pine — Pinus Caribea

Invasive or Noxious Species
(do not plant)

Casuarina — Casuarina Litorea
Chinese Tallowtree — Sapium Sebiferum
Cypresswine — Ipomoea Quamoclit
Water-Hyacinth — Eichhornia Crassipes

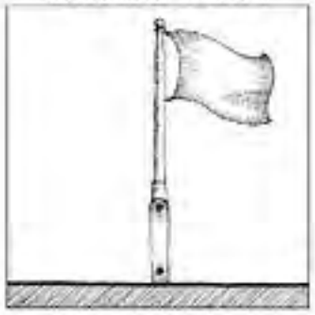
FLAGS

Mount flagpoles on the ground, on porch posts, and on towers.

ATTACHMENTS & SITEWORK

WE DO THIS BECAUSE: *Signaling with flags to crafts at sea and friends ashore has a tradition that is centuries long. Is this really necessary in the age of cell phones? Maybe not… so long as the power is on, and someone rings your number. But the idea of signaling something for all to see, whether it's your normal national, seasonal, or sports flag, or whether it's a hurricane warning, is an inherently neighborly act.*

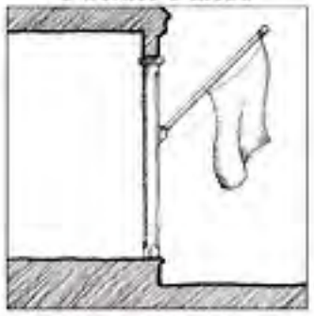
GROUND FLAGS



WHAT MATTERS: Mount Ground Flags on wooden flagpoles set in the ground. Ground Flags may either have a cable to run the flag up the pole, or may pivot to attach the flag.

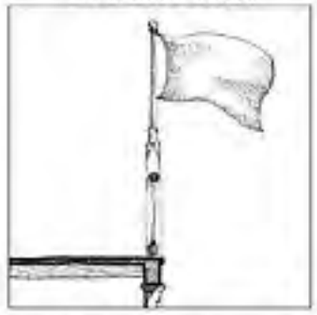
WHAT DOESN'T: Flag pole height may vary according to the distance from which the flags should be read.

PORCH FLAGS



WHAT MATTERS: Mount Porch Flag poles to porch posts. Porch Flag poles should not be more than 2/3 the height of the porch post.

TOWER FLAGS



WHAT MATTERS: Mount Tower Flags to the highest point of a building.

WHAT DOESN'T: Flag pole height may vary according to the distance from which the flags should be read, except that the flagpole should not be taller than the tower.

REALMS: 4th Realm (National): Signaling with flags to crafts at sea has been a long-running tradition of nations built on the seashore.

ATTRIBUTES: Commodity: Originally, flags were all about transmitting information to ocean-going crafts without them having to tie up in port. Delight: Now, of course, flags are more often used to exhibit a loyalty, whether to a nation, a sports team, or a season of the year.

VARIATIONS

GROUND FLAGS

PORCH FLAGS

TOWER FLAGS

ATTACHMENTS & SITEWORK

–

Flags

–

Signaling to ships at sea with flags is part of the heritage of a Nautical Nation.

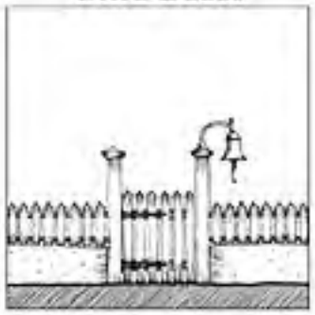
BELLS

Install bells on or around gates, porch posts, and doors to allow guests to signal their presence to the residents.

ATTACHMENTS & SITEWORK

WE DO THIS BECAUSE: *Bells are signaling devices that never break down, never need electricity, and do not need instruction manuals.*

GATE BELLS



WHAT MATTERS: Install Gate Bells on gate posts or the gates themselves.

PORCH BELLS

WHAT MATTERS: Install Porch Bells on porch posts.

DOOR BELLS

WHAT MATTERS: Install Door Bells in the vicinity of a front door so that they are obvious to guests.

REALMS: 4th Realm (National): Bells as signaling devices are part of the heritage of the Bahamas as a nation built on the seashore.

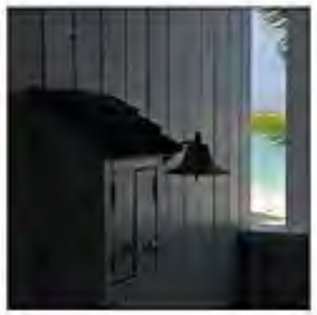
ATTRIBUTES: Commodity: Landlocked bells exist to provide a simple service: announce the presence of a guest to the homeowner. Delight: It can be argued, however, that answering a real bell is more pleasant than answering an electrical buzzer.

VARIATIONS

GATE BELLS

PORCH BELLS

DOOR BELLS



ATTACHMENTS & SITEWORK

–

Bells

–

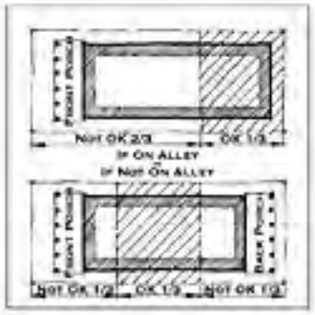
Bells are another part of the heritage of a Nautical Nation, originating as ships' bells, and moving ashore as signaling devices for guests.

UTILITY ATTACHMENTS

Attach utility items to buildings according to the following techniques.

WE DO THIS BECAUSE: *Utilities perform best if they are neither seen nor heard except for informational utilities such as unit numbers, which are meant to be seen.*

Techniques



Satellite Dishes

Locate satellite dishes on the back 1/3 of the lot if the lot is served by an alley or rear lane, or on the middle 1/3 of the lot if the lot backs up to anything other than an alley or rear lane (beach, park, green, etc.)

Garden Hose Storage

Store garden hoses either indoors, in utility boxes recessed into the ground, or in earthenware urns.

Trash Can Enclosures

Trash cans shall be stored in the back 1/3 of the lot if the lot is served by an alley or rear lane, or on the middle 1/3 of the lot if the lot backs up to anything other than an alley or rear lane (beach, park, green, etc.) Cans shall be enclosed by a minimum 48" tall gated fence meeting the requirements of the Private Yard Fence in *Traditional Construction Patterns* if they are located outdoors. They also may be stored indoors if desired.

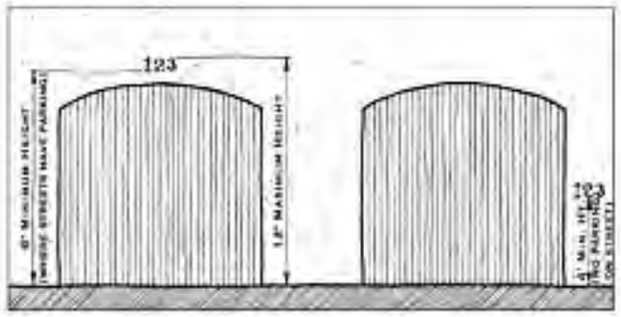
REALMS: 4th Realm (National): Most of these utilities are common throughout the United States.

ATTRIBUTES: Commodity: Utility is one of the definitions of commodity.

More Techniques

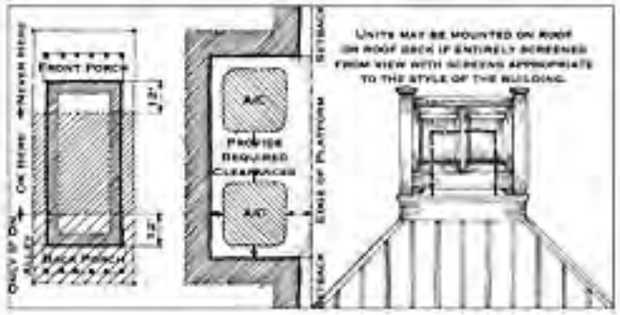
Unit Numbers

Place unit numbers no more than 12' above the ground adjacent to the primary entry of the building. Unit numbers on streets where parking is allowed shall be located no less than 8' above the ground. Where no parking is allowed, they may be no lower than 4' above the ground.



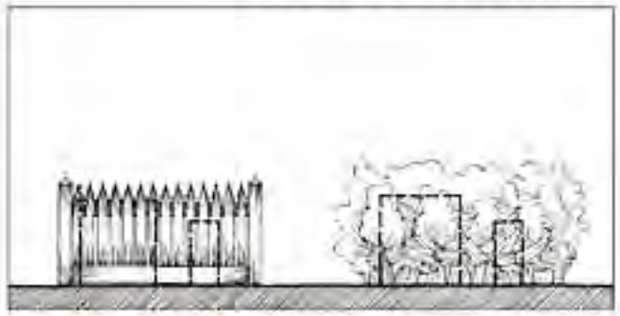
A/C Condensing Units

Condensing units shall be located no closer than 12' from the front wall of the building. They also may be located no closer than 12' from the rear of the building unless the building is served by an alley, in which case they may be located on the back porch. Current FEMA regulations require that they be installed above the BFE.



Utility Boxes

Enclose utility boxes such as transformers, telephone service entries, and cable television service entries either with a Frontage Fence or a hedge as defined in *Traditional Construction Patterns*.



Private Message Boxes

Locate private message boxes either on top of the Frontage Fence if horizontal or on the surface of the Frontage Fence if vertical. See *Traditional Construction Patterns* for Frontage Fence definition.

EXTERIOR CABINETS

Allow cabinets to be built on the outside of buildings.

ATTACHMENTS & SITEWORK

LEED

CREDIT

EA1

POINTS

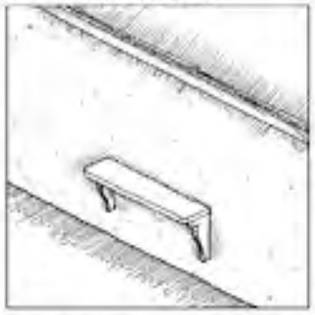
1–10

5%

contributes indirectly to EA1 by assisting environmental acclimation (see 3RD Realm)

WE DO THIS BECAUSE: *Exterior Cabinets assist in the inhabiting of the landscape as exterior living space. This can only happen in nations like the Bahamas where the climate allows it.*

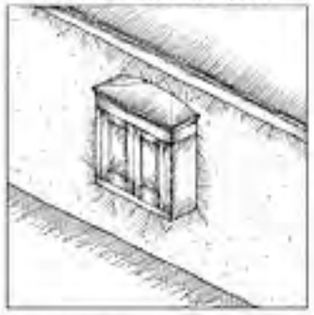
SHELVES



WHAT MATTERS: Build either wall shelves or wall boards which provide work space, exhibit space for artifacts, or posting space for messages.

WHAT DOESN'T: Specific size of shelves & boards, which should be tailored to the needs they serve.

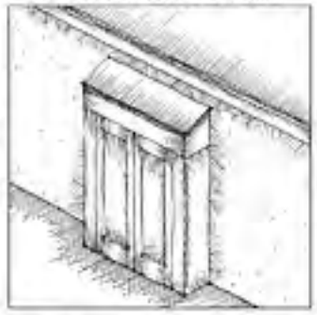
WALL CABINETS



WHAT MATTERS: Build wall cabinets to conceal equipment such as utility meters, or create enclosable shelves to protect their contents from the weather.

WHAT DOESN'T: Specific size of wall cabinets, which should be tailored to the needs they serve.

FLOOR CABINETS



WHAT MATTERS: Build floor cabinets that extend to the porch, sidewalk, or ground to store the largest items.

WHAT DOESN'T: Specific size of floor cabinets, which should be tailored to the needs they serve.

REALMS: 3rd Realm (Regional): Exterior Cabinets, like Garden Pavilions, assist in the inhabitation of the Garden Room, which decreases the need for interior conditioning and interior space. 4th Realm (National): Interior Cabinets are one of the signature elements of Bahamian architecture.

ATTRIBUTES: Commodity: Exterior Cabinets were invented for usefulness.

VARIATIONS

SHELVES

WALL CABINETS

FLOOR CABINETS

ATTACHMENTS & SITEWORK

–

Street Cabinets

LEED

CREDIT

EA2.1
EA2.2
EA2.3
EA6

POINTS

1, 1, 1, 1

%

earn EA2.1, EA2.2 & EA2.3 credits by using increasing percentages of renewable energy sources onsite; earn EA6 by on-site production of non-polluting energy (see LEED)

SITE-BASED POWER SOURCES

Use Site-Based Power Sources whenever possible to reduce dependence on power from the grid, or possibly even sell power back to the grid at peak generation times.

WE DO THIS BECAUSE: *Site-Based Power Sources are potentially the most efficient because electricity does not have to be transmitted long distances. And with future energy prices uncertain, site-based renewable energy sources are likely to become more financially attractive over time. They also have the potential to be charming, which is something a five-megawatt coal-fired power plant has no hope of achieving. Because much of the Bahamas is situated near deep ocean water, Ocean Thermal Energy Conversion (OTEC) is a promising new technology that may power entire neighborhoods and should be investigated wherever conditions allow.*

T2, T3

*What Matters: T2 allows the greatest opportunities for site-based power sources because the lot sizes are much larger. You're far more likely to have a stream on your property usable for a hydroelectric generator, for example, and a wind generator looks perfectly natural in the country. And combustion-based wood-fed heat sources make the most sense here because if your property is large enough, you probably can harvest wood onsite. But remember that old fireplaces exhaust more heat than what they produce by pulling heated air up the chimney and cold air in the cracks. They worked only because people sat or slept near them to get radiant heat, letting the rest of the house be cold. Use efficient methods like the Russian Stove, which produce much more than they exhaust.

What Doesn't: Specific system. Generate what you can.

T4

*What Matters: Water-based power is increasingly unlikely in T3 & T4, but wind-based power still may make sense, depending on local wind patterns. And modern wind generators are actually quite beautiful and run almost silently, so they should not be objectionable to nearby neighbors. Fire-based heat sources need to be clean-burning as the neighbors get closer. The full range of solar power options are still available here because buildings are usually detached, which means that every building has a South face. And if you follow the highly-important South-Facing Outdoors pattern, the South face is likely to be one of the longer faces of the building. Because of greater densities, buildings in T4 are likely to generate more total power on-site than any other Transect zone.

What Doesn't: Specific system. Generate what you can.

T5, T6

*What Matters: While wind-based power is possible in T5 & T6, most site-based power in these zones occurs in some form of combustion. Here, it is especially important to use highly-efficient, clean-burning systems because of the close proximity to neighbors. If everyone on Main Street burned sooty fireplaces, the town would soon look and smell like the cities of the early Industrial Age.

What Doesn't: Specific system. There are a number of stoves and fireplaces available today that are far more efficient and substantially cleaner than fireplaces of the mid-20th century.

Realms: 1st Realm (Personal): Site-based power (burning wood, coal, etc.) was the only power available throughout almost all of human history, but the old technologies are usually too dirty for compact settlements today. This pattern therefore needs substantial inventiveness to develop new, cleaner technologies. 2nd Realm (Local): The feasibility of water- and wind-based power is entirely based on local conditions. 3rd Realm (Regional): This is a major green pattern, especially if power sources are non-polluting.

Attributes: Commodity: The Commodity icon is a water wheel. Enough said. Delight: The artifacts of any power system must be either beautiful or invisible (think beautiful chimneys, not 1980s solar water panels,) or the technology will not be used in large quantities.

Water

Water power obviously is the rarest of the ancient site-based power sources because it requires you to have a stream running through your site. But if you have it, use it. OTEC is promising water-based power at the scale of a neighborhood.

Wind

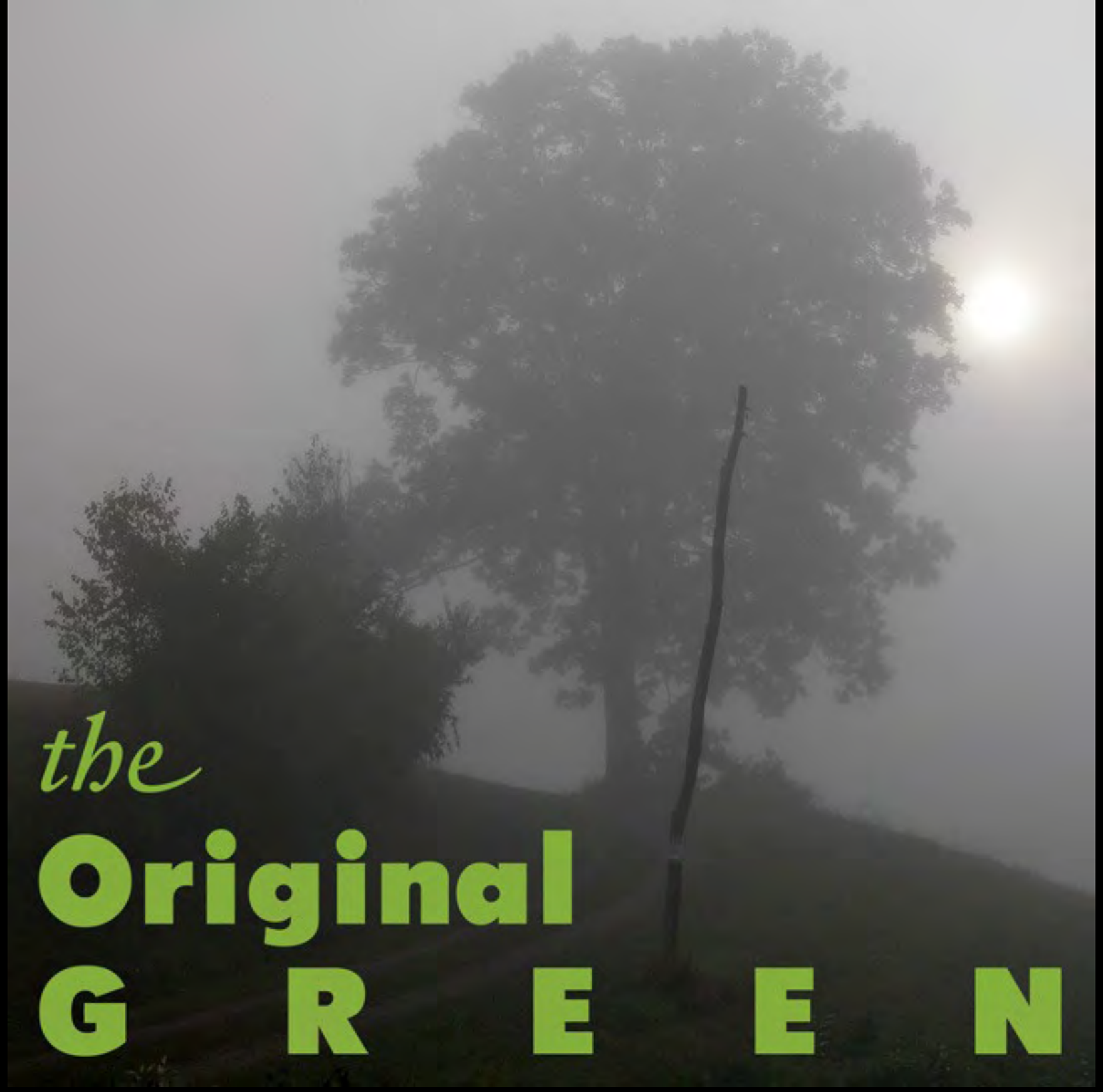
Wind power is more widely available, but not universal. Coastal areas or mountaintops often have more reliable winds than inland valleys. Wind power was once widely used to pump water for livestock, like the windmill pictured here. But today, most wind power is harnessed by wind generators that produce electricity.

Fire

Fire includes not only the heat of on-site combustion (burning wood or other fuel) but also the heat of the sun. For on-site combustion, use efficient methods like the Russian Stove, which produce much more usable heat than they exhaust up the chimney.

New Technologies

Development of new sustainable site-based power sources is very important. While this is beyond the scope of most people's expertise, we thought we'd ask anyway, just in case...



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