



**Town of Hilton Head Island  
Planning Commission  
Special Meeting  
Wednesday, April 23, 2014  
4:00 p.m. Benjamin M. Racusin Council Chambers  
AGENDA**

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As a Courtesy to Others Please Turn Off All Cell Phones and Pagers during the Meeting.

**1. Call to Order**

**2. Freedom of Information Act Compliance**

Public notification of this meeting has been published, posted, and mailed in compliance with the Freedom of Information Act and the Town of Hilton Head Island requirements.

**3. Unfinished Business**

**Coligny Project Area Input Results & Planning Commission Recommendations**

Report of public input provided at the April 2, 2014 Coligny Workshop and recommendation of elements and improvements for inclusion in the Concept Plan for Coligny Project Area.

**4. Adjournment**

*Please note that a quorum of Town Council may result if four or more of their members attend this meeting.*

# TOWN OF HILTON HEAD ISLAND PLANNING COMMISSION

Gail Quick  
Chairman

David Bennett  
Vice Chairman

## Commission Members

Tom Lennox  
Barry Taylor  
Terry Ennis  
Alex Brown  
Bryan Hughes  
Brian Witmer  
Judd Carstens

## MEMORANDUM

**RE:** Special Planning Commission Meeting - Coligny Area Improvements  
Community Workshop Follow-up

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On April 2, 2014 the Town's Planning Commission held a public workshop to solicit public input to be presented to Town-engaged consultants in designing a revised concept plan for the Coligny Area. The concept plan will be based on the following elements approved by Town Council:

- Destination park and playground,
- Surface parking,
- Children's museum,
- Streetscape improvements,
- Roadway and intersection improvements and
- Pedestrian improvements.

At the workshop, participants were invited to three interactive focus groups based on these elements, through which individual comments were solicited and recorded. The three focus groups were:

- **A: DESTINATION PARK & PLAYGROUND and CHILDREN'S MUSEUM.**
- **B: STREETSCAPE ELEMENTS & PEDESTRIAN IMPROVEMENTS INCLUDING ROADWAY AND INTERSECTION IMPROVEMENTS.**
- **C: SURFACE & OTHER PARKING and PEDESTRIAN/BICYCLE IMPROVEMENTS.**

Following the workshop, public comments were reviewed and used to identify common themes and preliminary recommendations for area improvements. These along with the detailed list of comments from each group are included with this memo. At the meeting on April 23<sup>rd</sup>, the Planning Commission will review these themes, which will then be forwarded to the consultants as recommendations, along with any additional public input received at the meeting.

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On April 2, 2014 the Planning Commission held a public workshop to solicit input from residents to be presented to Town-engaged consultants in designing a revised concept plan for the Coligny area. The concept plan will be based on the following elements approved by Town Council: destination park and playground, surface parking, children's museum, streetscape improvements, roadway and intersection improvements, and pedestrian improvements. Following the workshop, public comments were reviewed and used to identify common themes. These are the summary recommendations of what was heard:

## SURFACE & OTHER PARKING and PEDESTRIAN/BICYCLE IMPROVEMENTS

- Maximize, improve and increase parking capacity.
- Consider surface/satellite/structured parking (and transport options) in a way that maximizes the use of available land (e.g. structured parking leaves more ground to devote to other uses).
- Encourage walking and biking.
- Use pedestrian and bicycle friendly design techniques.
- Consider seasonal fluctuation.
- Consider parking in relationship to connectivity and circulation of larger Coligny area.

## STREETScape ELEMENTS & PEDESTRIAN IMPROVEMENTS, INCLUDING ROADWAY AND INTERSECTION IMPROVEMENTS

- Create a beach village character with a Lowcountry look and feel (maintaining lower structure heights and maintaining a similar amount of development i.e. not dramatically increasing the amount of retail/hotel/resort uses).
- Plan for a larger Coligny area, not just Town properties, considering pedestrian, bicycle and vehicular circulation and connectivity throughout the Coligny district.

- Provide alternate routes to Coligny Circle or more ways to ingress and egress the area.
- Create a sense of arrival to the Coligny district. Create a “gateway” effect with increased plantings.
- Open and preserve views to the beach.
- Focus on pedestrian safety (i.e. traffic calming/better way-finding signage/more defined crosswalks/better defined connections between parking, retail and beach).
- Consider potential for elevated pedestrian crossings. (This may conflict with opening views.)
- Evaluate the benefit of reconfiguring Coligny Circle into a square in conjunction with a larger gridded street network.
- Address problems at intersections and crossovers along Pope Avenue.

#### DESTINATION PARK & PLAYGROUND and CHILDREN'S MUSEUM

- Highlight coastal island, Low Country character.
- Create a natural feel featuring native plants (with descriptors for education), designed with visibility/safety in mind.
- Complement the existing beach access and mirror the design of Coligny Beach Park.
- Provide opportunities for multiple age groups (children through seniors) with handicap accessibility.
- Include parking.
- Destination Park should include the following park elements:
  - Special event space (family and/or events like Shelter Cove/band shell/Farmer's Market)
  - Large areas of open space/grass and shade
  - Handling for maintenance/trash/dumpsters
  - Furnishing and features: pathways, seating (swings/benches), water feature (interactive), restrooms, shelter, sculpture, exercise stations, emergency phone

- Provide 3,500 square feet inside space/1,500 square feet of outdoor space for the children's museum adjacent to open space and playground.
- Consider a Lowcountry look with porches and swings/rocking chairs for the children's museum.
- Create a unique playground design (not cookie-cutter). For example, Harbour Town playground, tree house, platforms, ropes, swings, see-saw, etc. that can accommodate multiple age groups safely.
- Playground design to include:
  - Drinking water fountains
  - Seating for parents
  - Adequate shade
  - Fence for safety
  - A coastal/island/beach theme

## ATTACHMENT 1

### Detailed comments from each focus group – April 2, 2014 Special Planning Commission Coligny Redevelopment Workshop

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#### **Focus Group A – DESTINATION PARK & PLAYGROUND and CHILDREN’S MUSEUM**

##### **Group A- DESTINATION PARK & PLAYGROUND**

- Increase parking
- Seating for seniors with walking paths
- Band shell & amphitheater
- Green grass
- A massive tree house
- Swings & see-saws
- Picnic area(s)
- Passive boundaries
- Provide band shell gazebo for “entertainment”, weddings, farmer’s market, other
- Educational components as well
- Amphitheater
- Natural or Low Country or beach theme
- Spongy turf under climbing apparatus in case kids fall
- Parent swings (parent can swing while holding infant)
- Why does it have to be a destination? We have access 200 yards away to arguably one of the best destination parks and playgrounds on the East Coast = the Beach
- Picnic tables, shelter
- Space for events
- Plenty of open space
- Restrooms
- Open shower element to rinse off
- Emergency phone (similar to campus 911 phone)
- Duplicate the Sea Pines playground
- Guiding Principle: Sustain HHI, protect open space and valuable wetlands, enhance overall environmental quality for residents & tourists
- Capacity for outdoor concerts, festivals
- Friendly walking destination for families & children to enjoy

- Not a cookie-cutter type playground; a world class playground for all ages (young children to senior citizens), imaginative, challenging
- Invite Peter Heuken, German playground engineer, to the Island; known as “engineer of playground (design) pizazz”, built playgrounds around the world including Governor’s Island, NY, Diana Princess of Wales, Germany, and Spain
- Playground appropriate for 5-12 years; accessible for handicapped; fenced in with water fountain; designed for sun/hot weather protection including cool deck & covers from sun; swings, slide, monkey bars, climbing wall, pole or corkscrew to climb & slide down, balance beams; safety padding; benches for adults; play structure for youngest children to enjoy; coastal or island theme; do not need lagoons
- Should accommodate little & big kids; smaller toddler-type station and larger station for bigger kids (age 6-13)
- Should elements be near beach; conflict with family going to beach or playground
- We need a fully equipped playground; maybe one for young children (10 & younger) and one for older children with equipment made mostly from ropes and wood huts in the trees; hard to describe. Playground with any play equipment would be good.
- Park needs open space for casual sports activities, shaded areas for relaxing; a low country theme
- Focus on age group 3-12
- High activity focus, i.e. ropes, tree houses, slides
- Event space for community events; low country (ocean, marshes) design; all ages represented; natural focus
- Park should have shelter; wide green space with children’s playground equipment and stage for live music
- Beyond the basics of swings/shoes; creative play areas, perhaps climbing, tunnels, learning by doing areas
- Plan for shade and cover
- Look needs to compliment beach access park
- Can children use it while parents/supervisors are at beach?
- Pavilion in the park big enough to handle a medium sized band/orchestra; lagoon in park with fountain
- A low country play-space; outstanding & exceptional; Capt. William Hilton pirate ship with water structure, interactive tree house, shrimp boat playground, fenced in completely, water-interactive features; make it a regional draw; make it as desirable as Harbour Town’s new playground; make it a fun place to ride bikes to, for kids to have different experiences; swings; super low country

- Large open space to allow functions of all types & free play and use by small groups of folks and families; interactive water feature; interactive education of environmental factors
- KISS; visually safe, not like Compass Rose which is dangerous; provide for shade & rain; no requirement of staff
- Need features shown on “Concept A” by Thomas & Hutton, etc. including large lake with fountain/aerator, bridge across it, picnic shelter with pier, children’s museum, pavilion, small band shell, open lawn for strolling, informal games, restrooms, distinctive local vegetation with signs identifying them, signature park entrances, tree house/elevated platforms
- Open when parking lot is open; few rules
- Picnic tables; covered pavilion(s) with shade and fans; outlets accessible; benches; water fountains
- Keep existing miniature golf place – integrate it visually and physically with entrance ways to park; make playground as exciting as possible considering maintenance and legal liability
- A really nice playground – shade, occasional scheduled events (maybe once a month like at the Sandbox), maybe drinks for sale; fenced in
- Should be a natural setting with grasses and plants and trees; a water feature should be included such as a stream and running water. Should include swings as in Coligny Beach Park which are very popular.
- Green open space – good for picnics & kids playing; play equipment with something interesting, i.e. shrimp boat (but already one in Bluffton so do something along those lines but not identical); swings; exercise oriented stations for adults
- Benches need to be available for parents
- Coligny Beach Park is a good look; I agree.
- Exercise stations would be good for all ages
- Amphitheater and lawn for concerts; free form playground, natural/nautical, low country; connectivity to beach & parking

### **Group A - CHILDREN’S MUSEUM**

- Great idea; perfect fit for park. Ask kids what they want (parents & teachers too).
- Emphasize local ecosystem. Interactive/toddler friendly. Provide chance for visitors to leave mark; see comment wall, awning, others
- Safe drop-off zone for local school field trips (so as to be a local community resource for field trips)
- Wrong location – it should be at Honey Horn
- Design should preserve open space, protect wildlife habitat, reduce storm water runoff, and improve water quality.

- Museum should look like National Park Museums – fit into landscape.
- Young children (2-5), older children (6-12). Hands-on activities. Ed-venture model in Columbia. Other Children’s Museum – Myrtle Beach, Huntsville AL.
- Museum located adjacent to park and playground. Water Feature. Museum needs a “theme”, i.e. boats, wildlife/aquarium.
- Benches. Shaded area for those waiting.
- At least 3,500 square feet interior and 1,500 square feet exterior space designated for Children’s Museum. Access to parking and handicap accessible. Near playground. Easy access to bike path/pedestrian path and bike stands.
- Visitors to HHI are looking for family activities and children’s museums are important destination. An expanded children’s museum would broaden the age group served to encompass the 8-11 old group. Building should be a low country style with large porches. Adjacent to playground as part of a park is ideal. Museum should have an indoor space of 4-5,000 square feet plus an open covered space for outdoor exhibits.
- Building should have a low country look and feel. 3,500 square feet inside and 1,500 square feet outside. With a close proximity to the playground and park equipment.
- Low country look and feel. At least 3,500 square feet inside; at least 1,500 square feet outside designated space. Close to open space. Close to playground.
- Caution with respect to children’s museum – cost to build and operate a designation is very pricey for seasonal visitors.
- Near event space. Enough parking. Porches. Lighting-natural. Easy access via walking and bike paths.
- Child scale. “Playful architecture”. Adjacent to open space playground. Large covered area to allow for summer time expansion of programs.
- At least 3,500 square feet inside and with 1,500 square feet outside space. Adjacent to playground with open space. Age group 3-12 years. Parking specifically for museum.
- Younger age group. Maybe walking distance to shops to allow mom & dad to spend some money. Super fun, whimsical architecture.
- In a perfect world the playground perimeters would be seamless. Museum size approximately 5,000 square feet with 20% or so of that space to be allocated to outdoors. Parking for the museum should be close to facility – young moms are often juggling small children and equipment.
- Museum and/or playground – can it be located in center of circle? Maybe an overhead walkway from parking lot to this area. Or maybe an open air stage for entertainment (a la Gregg Russell) inside the circle. Playground for 2-10 year olds. Museum should be interactive. Style? Capt. Hilton’s Shop “adventure”.

- I envision a very synergistic “feel” between the destination park and children’s museum. As such both should lend themselves to an “open invitation” to children to explore and play and learn. Definitely low country and nature based. I think both playground and museum should serve children up to 12 years of age.
- Would like to see education about the beach in the park or museum (loggerhead sea turtles, sand dollars, shells, tides, etc.)
- Wrap around porch is a must!
- Dedicated parking for children’s museum since mothers with a number of small children need to get them “safely” to the museum. Park and playground coordination with children’s museum. Museum age focus infant to 13 but should also be attractive to grandparents.

### **Group A - ROADWAY & INTERSECTION IMPROVEMENTS**

- Streetscape. Create something for an overpass to move people, bikes, and strollers from retail to parking to beach.
- Remove medians. Reduce road width to emphasize slow speed and destination. Encourage activity by pedestrians/bikes in a safe manner. “Complete Streets”
- Extend Avocet Street all the way to New Orleans Road through Waterside (timeshare), Shipyard entry/Bank, Executive Park Road, behind Compass Road, connect to New Orleans.

### **Group A - SURFACE PARKING**

- Save the surface for something more valuable and usable than cars. Build a multi-purpose parking deck.
- Museum will need 25-30 parking places, mostly used on rainy days.
- Reserve land for the future. Don’t rush to utilize all now.
- Parking Structure – more room for other amenities, more support for other amenities, smaller heat island footprint, and maximum density with proximity.
- Parking expansion (elevated) not surface.
- Creative screening and façade treatment reflecting Hilton Head Island textures and greenness.
- Is there a real need for new parking? Some say the parking lot is always full. I have lived in Forest Beach since the lot was built. I don’t remember it ever being full except the fourth of July.
- Maximize number of spaces without destroying too many trees. Mark entrances & exits clearly. No parking garage (ugly); can always do one later if needed.
- We need a parking garage to support a 4-Star hotel on this site.

- A great designed parking deck
- Locals only spots!
- 3-story parking garage with “info center”

## **Group A - PEDESTRIAN IMPROVEMENTS**

- Walkways with shade. Separate cars & people.
- A streetscape that enables easier movement from a park area to shops is important.
- Raised and textured road crossings. Directional signage. Well lit at night. Separate pedestrian paths from bike paths.
- Access between both sides. Shorten distance to cross Pope Avenue. Make “District” feel as a whole.
- Sidewalks down Lagoon Road which is already owned by the Town with some sort of low lighting. Take out the access to Lagoon off of Pope – Crazy there. Enter beach parking through golf course or at least move the sign so folks don’t miss it and go around the circle and bog down the intersection trying to get back across the street.
- Create slow cars (low speed limit) and a loop road of higher speed to encourage cars to go around. Create “big” high character pedestrian crosswalks from parking to shops.
- Increase bike access to beach at Coligny. “Bike only route” to beach at main area separate from pedestrian walk.
- Bike and/or pedestrian path wide enough to accommodate bikes, & pedestrians, and double strollers
- Would an elevated walkway from parking lot over Pope to Coligny shops and/or over South Forest Beach to Beach be wise to reduce traffic congestion?
- An elevated crosswalk from parking lot to Coligny Beach Park by beach.

## **Group A - STREETSCAPE IMPROVEMENTS**

- Bike paths on South Forest Beach (both sides are needed)
- On-street parking is needed on Pope Avenue.
- It should have a “Low Country” look & feel.
- Bike path on Lagoon
- Can we get the college back? A park is not going to bring in enough money to make anyone want to improve the streetscape.
- No on-street parking on South Forest Beach Drive. Add sidewalk/bikeway on ocean side of South Forest Beach Drive. Give Coligny Circle traffic right-of-way over pedestrians to enhance safety and reduce driver confusion.

- All of LeMoyne Avenue needs to be re-paved; not just a little patch. Looks terrible and is dangerous!
- Provide “unique” bike parking racks; add advertising space.
- Full scale rework from Cordillo Parkway south. Remove median on Pope – emphasize slowing traffic & bring pedestrian friendly environment.
- Remove traffic circle and replace with light. The circle is not safe for pedestrian crossing.

### **Group A - OTHER**

- Don’t just do something to do something.
- Structured parking with commercial façade opportunities on Pope Avenue
- Off-season use of less active space, i.e. displays, festivals
- This project must move forward. Keep & stick to the 6 elements. Please don’t let it get derailed again by USCB or any other entity! People are tired of getting asked for their opinion and then nothing happens! This space is ugly & underutilized.
- Use rewrite of LMO to benefit. Emphasize connectivity to adjacent property and across Pope, South Forest Beach. Engage Pope Ave, not a thoroughfare. See Folly Beach blocks. Make a “whole” of area destination not just site.
- We call ourselves a world class destination & have a land of pavement & trash across from the beautiful beach park!

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### **Focus Group B – STREETSCAPE ELEMENTS & PEDESTRIAN IMPROVEMENTS INCLUDING ROADWAY AND INTERSECTION IMPROVEMENTS**

#### **Group B- STREETSCAPE & PEDESTRIAN IMPROVEMENTS**

- Reduce speeds on Pope Avenue at Lagoon Road.
- Redesign the area to have a main street character.
- Consider designs that allow the closing of a portion of a road for a festive farmer’s market, where pedestrians don’t have to interact with vehicles, and vendors can easily locate along the road.
- Open up views to the ocean.
- Complete Streets
- Create a beach village character.

- Include improvements that will create more of a gateway to the district and create a sense of arrival, for example lining Pope with native palms and increasing indigenous plantings.
- Signage, like “pedestrian crossing ahead.”
- Elevate boardwalk connections for pedestrian between retail, commercial and parking areas.
- Keep ocean views unobstructed.
- Create a beach village that becomes the “heart” of Hilton Head.
- Create a “Town Center” feeling. A place that when you arrive, you know you are there.
- Remove trees from circle to open up the view of the beach.
- Create an “entry streetscape” that is like the “front door” to the beach.
- Remove underbrush from circle.

### **Group B- ROADWAY AND INTERSECTION IMPROVEMENTS**

- Reconfigure South Forest Beach Road to include a continuous middle turn lane with bike lanes on the outside of the roadway 4 foot wide
- Master Plan of entire district w/gridded road-walk-bike system
- Alternate route to North Forest Beach Area
- Develop a Master Plan that addresses the Coligny District, not just the Town’s properties, does not regard ownership and property lines and can be implemented incrementally and include potential land swaps.
- Convert Coligny Circle into a public square
- Should be pedestrian friendly plan
- Separate east and west bound traffic lanes to create a public square
- Redesign streets into a gridded system to improve traffic
- Make Pope Avenue like a Main Street
- Extend Avocet to Waterside
- Gridded and walkable streets
- Use Avocet as an alternate connector or exit from North Forest Beach
- Complete Streets
- No circle at Lagoon
- Realign Pope Avenue to be a divided highway with a rectangular square

## **Group B- DESTINATION PARK & PLAYGROUND**

- Venue for weddings and special events
- Create sculpture that attracts people from everywhere to photograph it

## **Group B- SURFACE PARKING**

- Partner with a developer to put a hotel in with structured parking
- Structured parking

## **Group B- OTHER ELEMENTS**

- Encourage Redevelopment vision looking at cross use and planning of public and private properties
  - We need a “fire in the belly” to get this going
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## **Focus Group C – SURFACE & OTHER PARKING and PEDESTRIAN/BICYCLE IMPROVEMENTS**

### **Group C - SURFACE & OTHER PARKING**

- Build parking structure for business & beach.
- Determine parking spaces number. New 10 year period (beach #, business #, surface, structure, park (destination))
- Provide “beach drop-off zone” or trolley system
- Remote parking? Trolley system
- Parking structure – multi-level; big elevators; views; 1,000+ spaces; vertical. Surface parking insufficient – eats up green space; looks bad
- Need structured parking. All surface parking is urban sprawl.
- Present need in area is another 750-1000 spaces
- Parking garage collects cars in a smaller space and saves more green space that way. 1000+ spaces. Parking structure is a must have.
- Present parking area needs temporary improvements even before we do any new plans. Need to consider a lot improvement now!
- Town interns need to be in parking area to answer questions and welcome guests during seasons. Use college students with USCB.

- Surface lot takes too much space. Build a high quality parking structure. Consider public/private venture.
- Surface parking is a very inefficient use of land for parking.
- Parking structure spaces could count for beach renourishment dollars.
- Provide trolley drop-off areas. Need trolley service. Remote parking – USCB weekends? Drop-off at beach, Coligny Plaza. Begin to gain experience with trolley service island-wide.
- Beach parking = the issue deals with the number of spaces needed for beach all other things. Needs for next 20 years. Coligny Plaza has parking problem that is compounded by the Town not providing parking for beach.
- Considering the LMO Rewrite Committee’s vision for what the Coligny area should look like, a structured parking facility seems to be a necessity.
- A structured parking facility can be paid for by way of a municipal improvement district.

### **Group C - DESTINATION PARK & PLAYGROUND**

- Configure open space to accommodate green market - Sunday 8-1pm, tents; will need electricity, money service for vendors; use Palm Beach Gardens approach.
- Festival size band shell/amphitheater; Shelter Cove events can happen by the beach. Keep the trees.
- Playground must be as good as parks in Orlando not just better than Bluffton; large capacity, 2 acres in size, multi age, fenced

### **Group C - ROADWAY & INTERSECTION IMPROVEMENTS**

- Traffic alignments – better existing roads; new connectivity, i.e. Lagoon Road extension
- South Forest Beach should be Road Diet with new pathway on beach side connecting Coligny Park and crosswalks
- Need improved crossings at Coligny Circle. Use signs on warnings. More definitive crosswalk!
- Traffic signal at Lagoon & Pope Avenue.
- Complete the road grid.

## **Group C - STREETScape IMPROVEMENTS**

- Need to look at low level lighting for night use.

## **Group C - PEDESTRIAN IMPROVEMENTS**

- Evolve shopping areas to pedestrian only areas with parking on perimeters. Develop pedestrian shopping concept for Coligny.
- Streetscape; crosswalks; wider pedestrian and bike paths; lighting
- Since I am not a traffic expert, there is a real need to figure out a way to move people on bikes through the area. Must have some study to address the needs.
- Pope Avenue – calm traffic. Same composition - slow traffic to facilitate pedestrians/bikes crossing to/from park. Possible breezeway in median on Pope for pedestrians.
- Assume responsibility for Pope, Forest Beach from SCDOT.
- Bike parking innovative design with advertising space.
- Need increased for bike parking as biking will increase dramatically in future.
- Lots of bike parking. Need to change LMO to allow bike parking in parking lots (not allowed now).

## **Group C - OTHER**

- Provide ocean views through Coligny Circle. Put in gazebo, maybe some tables for chess players.
- Provisions for electric vehicle charging stations.
- Need to figure out who or what is/are the target market; old retirees, Sun City visitors, 20-40 year olds.
- No additional retail! Mitigate lagoons. Children don't play in lagoons – they drown.
- Wayfaring QR codes; dive directions, signage to help.
- Need some more retail.