

A STRATEGIC REPORT FOR OLD TOWN WINCHESTER, VIRGINIA SPRING 2025



**Produced For:** 

FRIENDS

or old town

**Produced By:** 

DESTINATION

BY DESIGN

# **ACKNOWLEDGEMENTS**

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# BACKGROUND & PURPOSE

Chapter 01 summarizes the intent of the Old Town 2045 Report and provides insight into project purpose and goals.

## **REPORT PURPOSE & GOALS**

The goal of Old Town 2045 was to cast a **community-led vision** to further enhance Old Town Winchester.

This project, led by **Friends of Old Town**, prioritized infrastructure improvement opportunities to develop **compelling public spaces** for entertainment, community engagement, public art, health and wellness, and history in the **Primary and Secondary Districts** of Old Town. By focusing on unique assets, this plan will set the vision for realizing Old Town's **highest potential** and **continued vibrancy.** 







# DISCOVERY & ANALYSIS

Chapter 02 reviews the study area, its regional context, demographics, and previous planning efforts.

# **STUDY AREA**





















## **REGIONAL CONTEXT**

The City of Winchester is an **independent city** and sits as the **county seat** of Frederick County, VA. Located at the northern entrance of the **Shenandoah Valley**, the city encompasses 9.3 square miles and is the medical, industrial, commercial, and agricultural **center** for the surrounding areas. In recent years, the Winchester metropolitan area has seen **significant growth** in population, age groups, and ethnic diversity. Old Town Winchester includes the city's **Primary Taxation District** (Walking Mall) and the **Secondary Taxation District**.





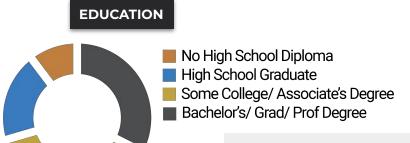


## **DEMOGRAPHICS**



Figure in Winchester City: 36.6

Figure in Virginia: 38.7



727
TOTAL POPULATION

\$29,674

PER CAPITA INCOME

Figure in

Winchester City: \$36,012

Figure in Virgnia: \$47,210

\$42,555

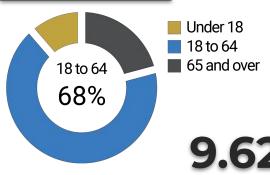
MEDIAN HOUSEHOLD INCOME

Figure in

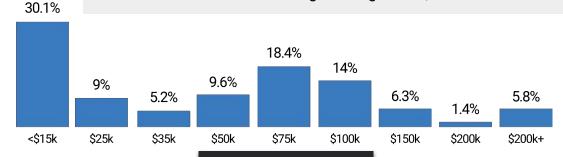
Winchester City: \$62,495

Figure in Virginia: \$87,249

## POPULATION BY AGE



9.62%
POPULATION GROWTH



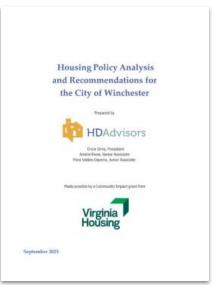
HOUSEHOLD INCOME

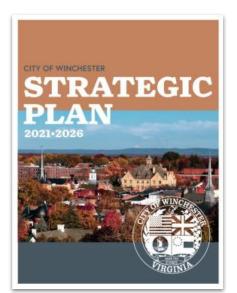
ACS 2018-2022

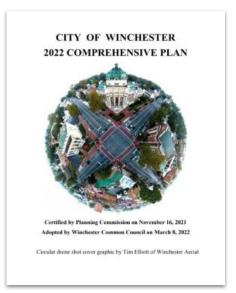
### PREVIOUS PLANNING EFFORTS

Related recent and relevant plans discuss developing new sustainable Old Town events, development of bike share program, investing in historic structures, increasing pedestrian points (sidewalks, walking paths, and parking), connection to Green Circle Trail, attraction of a speciality or high-end grocery store, roundabout for entering Old Town, code enforcement for properties not contributing to the vibrancy, incorporation of green spaces near Pedestrian Mall, more mixed-use development, and other redevelopment concepts.









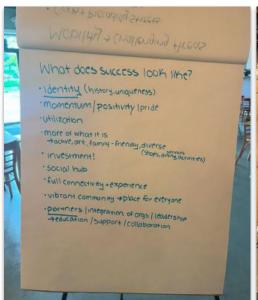
# PUBLIC ENGAGEMENT & GUIDING PRINCIPLES

Chapter 03 explores tools used for public engagement, highlights stakeholders and organizations involved in the report process, and presents key findings from community input.

# **FOCUS GROUPS**

Five focus group sessions were held between October 1st and 2nd to discuss the strengths, weaknesses, opportunities, and threats of Old Town Winchester. Participants were members of the following groups: Agritourism, Entertainment, Merchant, Public Art, and Restaurant. The Project Oversight Committee also took part in a visioning exercise during the Direction Setting Meeting.









# What We Heard: What Makes Old Town Unique?

Thriving Artist Community

Walkability

The Pedestrian Mall Sense of Community & Place

Winchester Pride

It's Charm & Energy

Geographic Location

Locally Dominated Businesses Historic Figures & Buildings

A Social & Cultural Hub

### **Old Town Winchester**

## Strengths

- Regional Location
- Authenticity of Old Town
- Art & Culture
- Preservation of Historic Structures
- Diversity of Business
   Types
- Craft Beverage Scene
- Festivals & Events
- Museums: George
   Washington's Office,
   Shenandoah Valley
   Discovery Museum, Civil
   War Museum

## Weaknesses

- Lack of Green Spaces / Programming
- Old Town Brand
- Opportunities for Young People & Families
- Metered Parking w/ Time Limits
- Mural Application Process
- Lack of Public Facilities & Amenities

# **Opportunities**

- Wayfinding & Signage
- Alleyways
- Public Art & Murals
- Interactive Play / Signage
- Pocket Park
- Plaza / Gathering Space
- Cultural Art Center
- Vacant / Underutilized Buildings
- Pop-Up Events / Markets
- Shenandoah University
   Connection & Presence

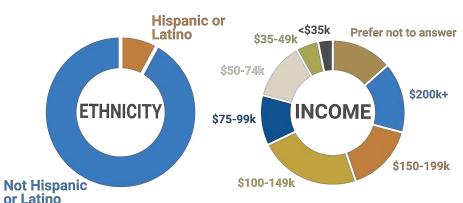
## Threats

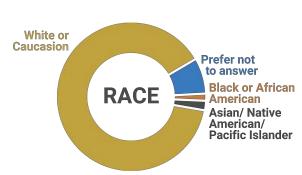
- Accessibility & Mobility (Pedestrian Crosswalks, Speed Bumps, etc.)
- Connectivity (Pedestrian / Bike, Neighborhood)
- Perception of South End & Safety

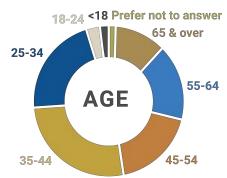
## **COMMUNITY SURVEY**

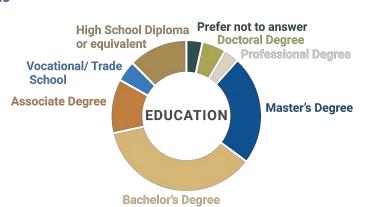




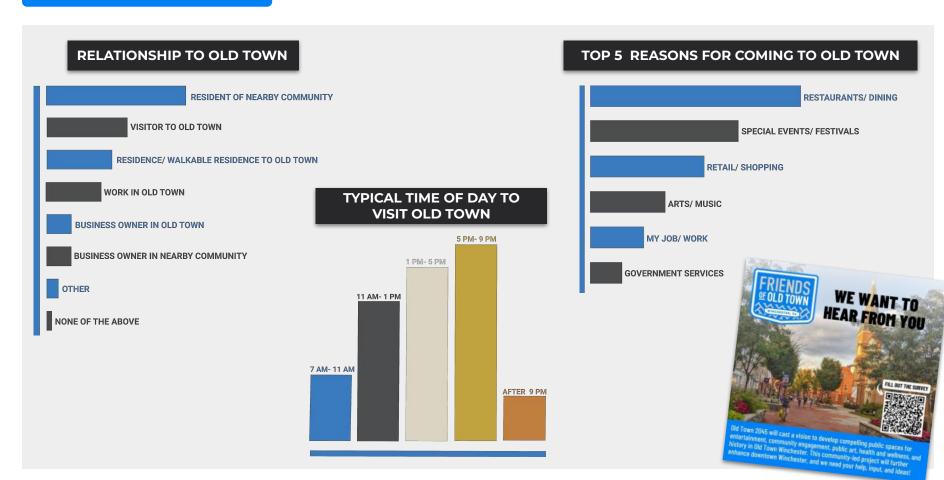








# **COMMUNITY SURVEY**



# **COMMUNITY SURVEY**

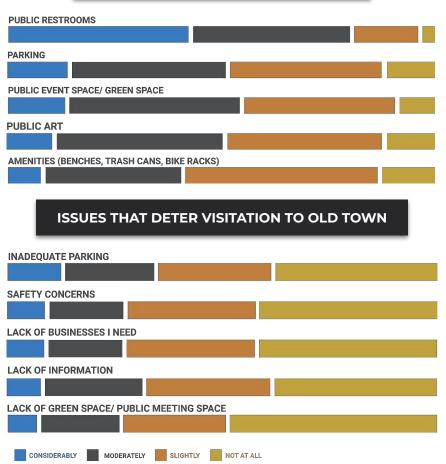




#### **IMPROVEMENT PRIORITIES FOR OLD TOWN**



#### **QUALITY OF ITEMS WITHIN OLD TOWN**



## **PUBLIC FORUM**

# February 12, 2025 Winchester Brew Works

To validate the final plan recommendations and ensure community consensus, a public **drop-in** work session was held.

A total of **45 participants** attended the event, where they reviewed **35 proposed plan** recommendations along with supporting exhibits and renderings. Attendees were then invited to vote for their top eight priority actions using provided voting dots. Additionally, comment cards were available for participants to share further insights and feedback.

A **comprehensive summary of the results** is included as an appendix to this report.











# REPORT RECOMMENDATIONS

Chapter 04 is organized according to six (6) primary focus areas as identified through the report process.

# **EMERGING THEMES**



Connectivity



**Public Art** 



Public Spaces /
Built Environment



Safety



**Programming** 



**Business Mix** 

## **OLD TOWN FOCUS AREAS**

## Focus Area 1: Pedestrian Mall - North End

1.1 Taylor's Pavilion & Alleyway

## Focus Area 2: Pedestrian Mall - South End

- 2.1 South End Mall Enhancements
- 2.2 Loudoun St Park

## Focus Area 3: Streetscapes & Alleyways

- 3.1 Discovery Museum Connector
- 3.2 Streetscape Improvements
- 3.3 Public Parking & Autopark Enhancements
- 3.4 Alleyway Enhancements
- 3.5 Multi-Use Path Connectivity

# Focus Area 4: Wayfinding & Signage

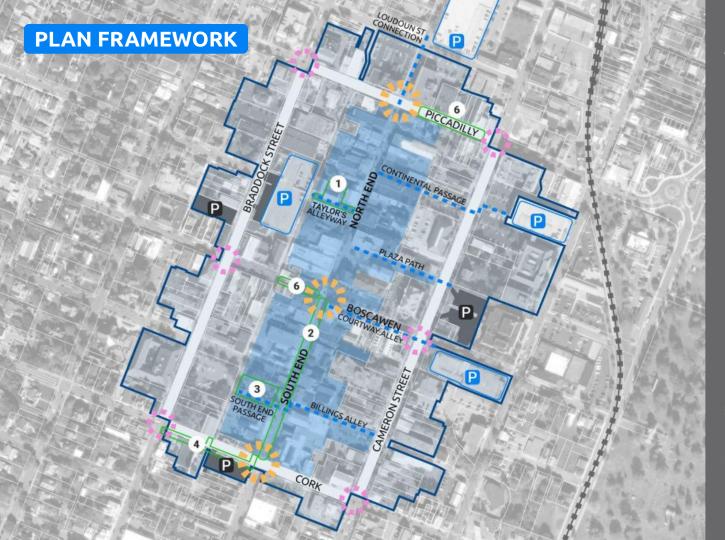
- 4.1 Vehicular Gateway Signage
- 4.2 Vehicular Wayfinding
- 4.3 Pedestrian Wayfinding
- 4.4 Parking Signage
- 4.5 Site Furnishings & Materials

## Focus Area 5: Public Art & Murals

5.1 Public Art & Murals

## Focus Area 6: Programming

6.1 Old Town Programming



#### **LEGEND**

#### Areas of Interest

- Taylor's Pavilion & Alleyway
- South End Mall Enhancements
- Loudoun St Park
- Discovery Museum Connector
- Alleyway Enhancements
  - Loudoun St Connection
  - Continental Passage
  - · Plaza Path
  - Courtway Alley
  - South End Passage
  - Billings Alley
  - Taylor's Alleyway
- Streetscape Enhancements
  - Boscawen Street
  - Piccadilly Street



Primary Intersections



Secondary Intersections

#### Existing

- **Primary District**
- Secondary District
- **Public Parking Lots**
- Autoparks

# 1 PEDESTRIAN MALL - NORTH END

# 1.1 TAYLOR'S PAVILION & ALLEYWAY: RECOMMENDATIONS

	TIMELINE	KEY PARTNERS
1.1.1 Improve Stage, Overhead Lighting, and Event Lawn	Near-Term	City of Winchester
1.1.2 Install Interactive Site Furniture and Play	Mid-Term	
1.1.3 Implement & Market Programming: Farmers Market, First Friday Art Crawls, Outdoor Music, etc.	Near-Term	City of Winchester Shenandoah Arts Council (ShenArts) Shenandoah University
1.1.4 Implement a Rotating Gallery Exhibition to Activate Taylor's Alleyway, Showcase the Local Artist Community, and Create an Inclusive Space for Everyone to Enjoy Art	Near-Term	Shenandoah Arts Council (ShenArts) Shenandoah University

















# 2 PEDESTRIAN MALL - SOUTH END

# 2.1 SOUTH END MALL ENHANCEMENTS: RECOMMENDATIONS

	TIMELINE	KEY PARTNERS
2.1.1 Activate the Public Space in South End: Planters, Seating, and Pocket Parks	Mid-Term	City of Winchester
2.1.2 Participate in Incentivized Facade Grant Programs to Enhance Pedestrian Activity in Old Town by Preserving the Historic Features of Buildings, Enhancing the Storefronts of Businesses, and Implementing Uniform Signage	Long-Term	Virginia Main Street Property Owners
2.1.3 Transform Vacant & Underutilized Buildings into Cooperative Makerspaces, Spaces for Pop-Up Art Exhibits, and Workspaces for Remote Workers	Near-Term	Shenandoah Arts Council (ShenArts) Shenandoah University Property Owners









# 2.1 SOUTH END MALL ENHANCEMENTS: PRECEDENT IMAGES









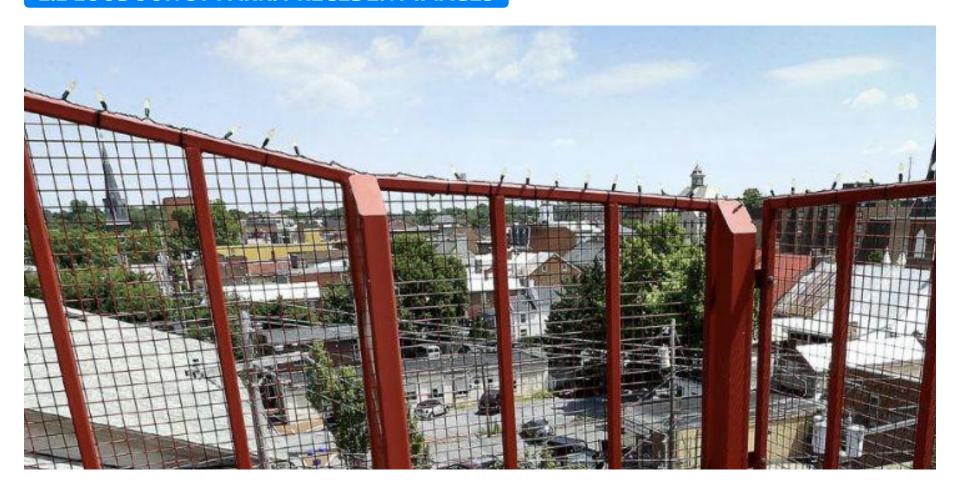


# 2.2 LOUDOUN ST PARK: RECOMMENDATIONS

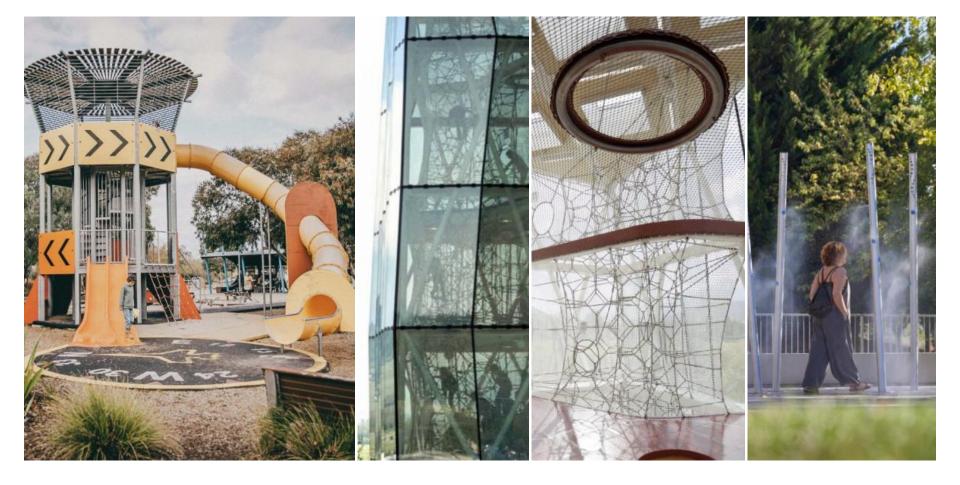
	TIMELINE	KEY PARTNERS
2.2.1 Develop Destination-Quality Playground with a Strong Pedestrian Connection from Indian Alley to the Walking Mall	Near-Term	City of Winchester



# 2.2 LOUDOUN ST PARK: PRECEDENT IMAGES



# 2.2 LOUDOUN ST PARK: PRECEDENT IMAGES



# 2.2 LOUDOUN ST PARK: PRECEDENT IMAGES





### 2.2 LOUDOUN ST PARK: RECOMMENDATIONS







## **3 STREETSCAPES & ALLEYWAYS**

#### 3.1 DISCOVERY MUSEUM CONNECTOR: RECOMMENDATIONS

3.1.1 Improve the Pedestrian Connection from the Shenandoah Valley
Discovery Museum to the South End of the Pedestrian Mall

Mid-Term

**TIMELINE** 

City of Winchester

**KEY PARTNERS** 

















#### 3.3 PUBLIC PARKING & AUTOPARK ENHANCEMENTS: RECOMMENDATIONS

	TIMELINE	KEY PARTNERS
3.3.1 Enhance the Aesthetic of Existing Public Parking Lots with Unique Naming, Landscaping, Public Art, Low Retaining Walls, or Screenings	Mid-Term	City of Winchester  Shenandoah Arts Council (ShenArts)  Shenandoah University
3.3.2 Enhance the Aesthetic of Existing Autoparks with Unique Naming, Landscaping, Public Art, Low Retaining Walls, or Screenings	Mid-Term	









#### 3.4 ALLEYWAY ENHANCEMENTS: RECOMMENDATIONS

	TIMELINE	KEY PARTNERS
3.4.1 Loudoun St Connection: Activate Pedestrian-Only Alleyway through Lighting, Ground Plane Materials, and Interactive Public Art. Guide Old Town Visitors to and from Loudoun Autopark.	Near-Term	City of Winchester  Shenandoah Arts Council (ShenArts)  Shenandoah University
3.4.2 Continental Passage: Activate Pedestrian-Only Alleyway through Lighting, Ground Plane Materials, and Interactive Public Art. Guide Old Town Visitors to and from George Washington Autopark.	Near-Term	
3.4.3 Plaza Path: Activate Pedestrian-Only Alleyway through Lighting, Ground Plane Materials, and Interactive Public Art. Guide Old Town Visitors to and from Plaza Parking Lot.	Mid-Term	
3.4.4 Courtway Alley: Activate Pedestrian-Only Alleyway through Lighting, Ground Plane Materials, and Interactive Public Art. Guide Old Town Visitors to and from Court Square Autopark.	Near-Term	
3.4.5 South End Passage: Activate Pedestrian-Only Alleyway through Lighting, Ground Plane Materials, and Interactive Public Art. Guide Old Town Visitors to and from South End Park and Hable Parking Lot.	Near-Term	
3.4.6 Billings Alley: Activate Pedestrian-Only Alleyway through Lighting, Ground Plane Materials, and Interactive Public Art.	Mid-Term	
3.4.7 Taylor's Alleyway: Activate Pedestrian-Only Alleyway through Lighting, Ground Plane Materials, and Interactive Public Art. Guide Old Town Visitors to and from Braddock Autopark.	Near-Term	

#### 3.4 ALLEYWAY ENHANCEMENTS: PRECEDENT IMAGES











#### 3.5 MULTI-USE PATH CONNECTIVITY

	TIMELINE	KEY PARTNERS
3.5.1 Engage in Planning Efforts to Provide Multi-Use Path Connections with the Green Circle Trail and Neighborhood Design Districts	Long-Term	City of Winchester



### 3.2 STREETSCAPE IMPROVEMENTS: RECOMMENDATIONS

	TIMELINE	KEY PARTNERS
3.2.1 Improve Old Town Intersections with ADA Compliance (Curb Extension Bump-Outs, Curb Ramps, Raised Crossings)	Mid-Term	
3.2.2 Beautification of Secondary Districts by Adding Seasonal Decor, Movable Planters, Site furnishings & Branded Elements	Mid-Term	City of Winchester
3.2.3 Implement Traffic Calming Measures, such as Speed Bumps, Rumble Strips, and Raised Crossings	Near-Term	







## 4 WAYFINDING & SIGNAGE

#### 4.1 VEHICULAR GATEWAY SIGNAGE: RECOMMENDATIONS

4.1.1 Improve Old Town Gateway and Entrance Signage Near-Term City of Winchester







#### **4.1 VEHICULAR GATEWAY SIGNAGE: PRECEDENT IMAGES**









#### **4.2 VEHICULAR WAYFINDING: RECOMMENDATIONS**

	TIMELINE	KEY PARTNERS
4.2.1 Improve Old Town-Wide Vehicular Directional Signage to Key Destinations and Public Parking	Near-Term	City of Winchester
4.2.2 Design, Construct, and Install Uniform Gateway Signs into Old Town at Secondary District Boundaries	Near-Term	





#### **4.2 VEHICULAR WAYFINDING: PRECEDENT IMAGES**







#### 4.3 PEDESTRIAN WAYFINDING: RECOMMENDATIONS

	TIMELINE	KEY PARTNERS
4.3.1 Improve Old Town-Wide Pedestrian Directional Signage to Walkable Destinations, Shops, and Dining	Near-Term	- City of Winchester
4.3.2 Develop Updated Old Town Business Directory Kiosks	Near-Term	





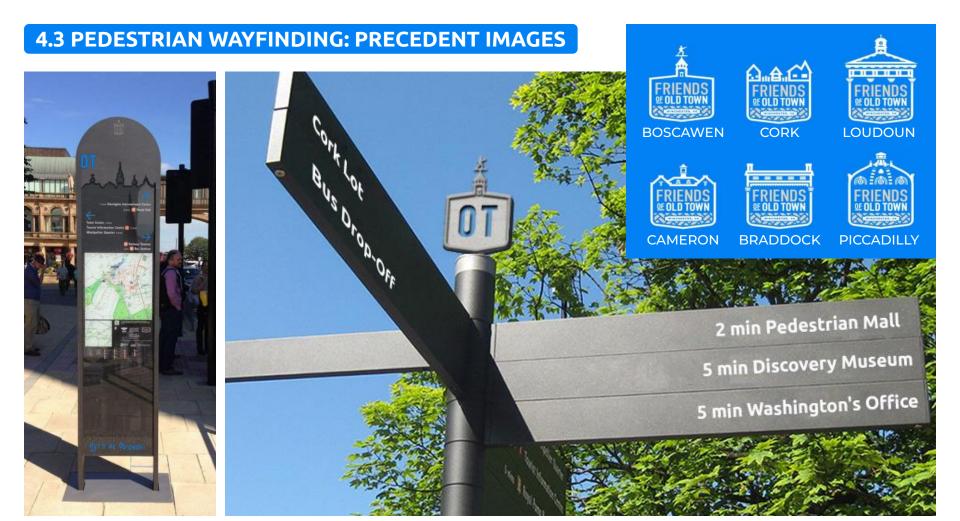




#### **4.3 PEDESTRIAN WAYFINDING: PRECEDENT IMAGES**







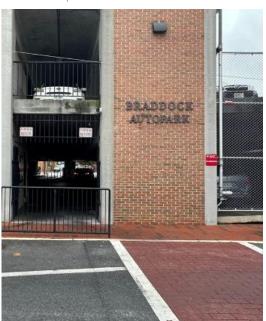
#### **4.4 PARKING SIGNAGE: RECOMMENDATIONS**

	TIMELINE	KEY PARTNERS
4.4.1 Implement Uniform Entrance Signage	Near-Term	
4.4.2 Improve Directional Signage to Public Parking Lots and Autoparks	Near-Term	City of Winchester









#### **4.4 PARKING SIGNAGE: PRECEDENT IMAGES**

Monday -Friday 8A.M.-5P.M.









#### 4.5 SITE FURNISHINGS & MATERIALS: RECOMMENDATIONS

4.4.1 Strengthen Old Town Brand with Custom Site Furnishings
(Benches, Trash Receptacles, Banners, etc.)

KEY PARTNERS

Mid-Term

City of Winchester









## **5 PUBLIC ART & MURALS**

#### **5.1 PUBLIC ART & MURALS: RECOMMENDATIONS**

	TIMELINE	KEY PARTNERS
5.1.1 Develop a Guided Sculpture Walk to Strengthen the Presence of Public Art in Old Town	Mid-Term	Shenandoah Arts Council (ShenArts) Shenandoah University
5.1.2 Encourage Local Artists to Participate in the Mural Program	Near-Term	











# **6 PROGRAMMING**

## 6.1 OLD TOWN PROGRAMMING: RECOMMENDATIONS

	TIMELINE	KEY PARTNERS
6.1.1 Implement Programming to Drive Traffic Year-Round	Near-Term	
6.1.2 Establish New and Unique Events to Increase Community Engagement and Tourism in Old Town	Near-Term	City of Winchester
6.1.3 Prepare for Future Infrastructure and Capacity Implications from Scheduled Civic Events such as Festivals, Exhibitions, and Outdoor Concerts	Long-Term	









# APPENDIX

- A.1 Community Survey Results
- A.2 Public Forum Boards
- A.3 Public Forum Sign-In Sheet
- A.4 Public Forum Comments & Priority Voting Exercise Results
- A.5 Final Design Deliverables