COMMERCIAL TO HIGH DENSITY RESIDENTIAL

Existing Conditions

70% Impervious cover 0% of site drains to pervious area or BMP



Site redevelopment includes reconfiguring the Commercial site and adding BMPs to attain a site comparable to a High Density Residential site.

#### COMMERCIAL TO HIGH DENSITY RESIDENTIAL Low Impact Development Components of Site Redevelopment • Building reconfigured to reduce impervious area Proposed Changes

 Roof drains rerouted from pavement to biosetentian planters
 Referrition pands and bioretentian areas installed within existing pervious areas. Payement runoff recirected from street/drains to retention ponds and

Portion of parking lot converted to permeable paying.

55% Impervious cover 95% of site drains to pervious area or BMP





# ISWM REDEVELOPMENT GUIDANCE OFFICE SPACE TO MIXED USE

Existing Conditions

85% Impervious cover 0% of site drains to pervious area or BMP



OFFICE SPACE TO MIXED USE

Low Impact Development Components of Site Redevelopment 
• Bioretention areas placed within parking lot blands Proposed Changes Payement runoff redirected from street/drains to bioretention greas via 65% Impervious cover

80% of site drains to pervious area or BMP

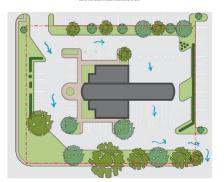
Site redevelopment includes reconfiguring the Office Space site to a Mixed Use tract with a smaller impermeable footorint by integrating BMPs.





### ISWM REDEVELOPMENT GUIDANCE SMALL COMMERCIAL TO SMALL COMMERCIAL

Existing Conditions
70% Impervious cover
0% of site drains to pervious area or BMP



SMALL COMMERCIAL TO SMALL COMMERCIAL

Low Impact Development Components of Site Redevelopment Proposed Changes

. Roof drains rerouted from payement to rain barrels Sioretention areas designed to either overflow to street or existing storm drain.

Povement runoff redirected from street/drains to bioretention areas via

55% Impervious cover 80% of site drains to pervious area or BMP Site redevelopment includes reconfiguring the Small Commercial site and addings BMPs in order to reduce its





Bioretention Cell



