

TRILO-G

VOLUME III - ACTION: Citizen Tools to Achieve a Sustainable Trajectory

PART THIRTEEN - GLOSSARY: Deconstructing Human Settlement Pattern Babble

Chapter 45 - *TRILO-G* Vocabulary

OVERVIEW

Listed below, in alphabetical order, are the definitions of key words and phrases. Definitions are often followed by a discussion of key words used throughout *TRILO-G*. GLOSSARY includes words to avoid when discussing **human settlement patterns**. There is also a summary listing of the **CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERNS** at the end of this PART.

Many words and phrases can be confusing. Having a clear understanding of the meaning of words is critical in ANY discussion of human settlement patterns.

This is especially true in the **Three Step Process** laid out in PART TWELVE - HANDBOOK. During the Step One - goal setting process in every application of the **Three-Step Process**, it will be desirable to set down key definitions and emphasize words and phrases that should be avoided in the context of that process. If these words and phrases are not avoided, they must be defined and, if applicable, quantified so that there is no question as to their meaning.

Additional words may be added to those listed in GLOSSARY during any **Three-Step Process**. The overarching goal is that the definitions of all key words and phrases be broadly agreed-to and consistent. During any **Three-Step Process** if a question is raised about the meaning of any word or phrase it needs to be defined.

Often, rather than arguing over the use of specific words and phrases, it is better to agree on a new word or phrase that describes exactly what everyone can agree on. The process of agreeing on alternative words and phrases itself will often expose the complexity of a proposed goal, objective or concept that is obscured by overused or misused words or phrases.

‘A’

Access

Access is used in its emerging meaning of obtaining **Access** to goods, **Services**, information, data, entertainment, etc. It is critically important to distinguish this from **Mobility**. The ramifications of this difference is a primary subject of Chapter 13 of *The Shape of the Future*. The **Access** to money, information and entertainment via electronic communications and the inability to **Access** food, water, shelter and close personal relationships over a wire is a main topic of Chapter 14 of *The Shape of the Future*.

Affordable and Accessible Housing

Every **Community** scale **Urban Agglomeration** must have a “relative” **Balance** of **Jobs/Housing/Service/Recreation/Amenity**. We use the term “relative” to indicate that it is not necessary to have a complete **Balance** however, each **Community** must contribute to a **Regional Balance** of **Jobs, Housing, Services, Recreation** and **Amenity** which is the definition of **New Urban Region**. A **Balance** of **Jobs** and **Housing** means there should be a range of **Housing** opportunities available and that these **Units** are suitable for those who work and seek **Services** in the **Community**.

“**Affordable and Accessible Housing**” does not mean everyone who works or seeks **Services** in a **Community** must live there but that there is a reasonable opportunity to do so if they choose. **Housing** resources should be available so **citizens** have a choice. To meet this criteria, **Housing** must be both **Affordable** and **Accessible**.

The term “**affordable housing**” is commonly used in discussions of **human settlement patterns**. This term avoids the issue of the **dysfunctional location** of **Housing**. The right house in the wrong location may be “**affordable**” from the perspective of initial **Housing** costs but not when the total costs associated with living in a location that is remote from **Jobs** and **Services** are added. A house that is not readily **Accessible** is also not “**Affordable**” from a quality-of-life perspective.

One must be careful not to confuse “**Affordable and Accessible Housing**” with “cheap **Housing**.” For an in-depth description of this issue, see *TRILO-G*, Chapter 22 - Without Shelter: The Affordable and Accessible Housing Crisis.

Agency

Agency is one of three forms of **Organization** beyond the scale of the **Household**. The other two are **Enterprise** and **Institution**. **Enterprise** is an **Organization** created to generate profit, a monetary return on investment of time, effort and resources. **Institution** is an **Organization** created to achieve some purpose other than profit. An **Agency** is an

Organization created to carry out a **governance** function. The use of the phrase ‘**Enterprise, Institution and Agency**’ is intended to encompass all human **Organizations** beyond the scale of the **Household**.

See **Enterprise, Institution, Organization and Household**.

Agency Capacity

Agency capacity is the ability of an **Agency** to carry out its intended function. Many **Agencies** enjoy geographical monopolies. Failure to recognize the existence of and role of **organic** components of **human settlement pattern** deprives **Agencies** of effective tests of **Agency capacity** due to the lack of quantifiable measures of **Agency** performance. Fundamental Transformation of **governance** structure will provide a basis for establishing and testing **Agency capacity**.

Agrarian to Urban Transformation

The transformation of agrarian settlement patterns that reigned supreme before the Industrial Revolution with the **Urban** settlement patterns that predominated by 2000 has been described as the most rapid and dramatic change to occur during the evolution of humans over the past million years. Over the 200 year period from 1800 to 2000, the **Agrarian to Urban Transformation** changed the US of A and other First World societies from 95 % agrarian/5 % Urban to 95 % Urban/5 % agrarian. The **Agrarian to Urban Transformation** is explored in Chapter 1, Box 2 of *The Shape of the Future* as well as in Chapter 5 - The Estates Matrix: Ten Columns and Six Rows of Insight and in Chapter 13 - Land Use and Management: The Context in *TRILO-G*.

Alpha

The adjective “**Alpha**” is placed before a noun when used to describe an **organic** component of **human settlement**. **Alpha** indicates that the component has a **density, pattern**, location and mix of uses which allows this geographic entity to meet its full potential as an **organic** component of **human settlement patterns**.

See **Alpha** under **Community, Village, Neighborhood, Cluster, Dooryard** and **Beta**.

Amenity

The attribute of **Balance** that makes a place attractive and enjoyable.

Autonobile

The term **autonobile** is used to counter the subliminal message that “private cars” are

a way to create **mobility** automatically.

See “The Private Vehicle Mobility Myth” in HANDBOOK.

‘B’

Balance

Balance is the appropriate mix of **Jobs/Housing/Service/Recreation/Amenity** for the scale and function of a component of **human settlement patterns**.

Balanced But Disaggregated Community

Balanced But Disaggregated Community is an **Alpha Community** that exists outside the **Clear Edge** around the **Core** of a **New Urban Region** where the components (**Villages, Neighborhoods** and **Clusters**) are separated by **Countryside**.

Balanced But Disaggregated Communities can also be found in **Urban Support Regions** outside the **Clear Edges** of the **Community** or Multi-Community scale **Urban Enclaves** in the **Urban Support Region**.

Beta

The adjective “**Beta**” is placed before a noun when describing an **organic** component of **human settlement**. **Beta** indicates that the component has not yet achieved the **density, pattern** or mix of uses which will allow this geographic entity to meet its full potential as an **organic** component of **human settlement pattern**. The term **Beta** is used to clarify and amplify descriptions of places that are not yet **Alpha** components but which, due to size and location, have the potential to achieve **Alpha** status. **Beta** components may evolve to reach **Alpha** status.

See **Beta** under **Community, Village, Neighborhood, Cluster** and **Dooryard**. Also see **Alpha**.

Border

“**Border**” refers to the line that separates adjacent municipal jurisdictions and the demarcation between adjacent states.

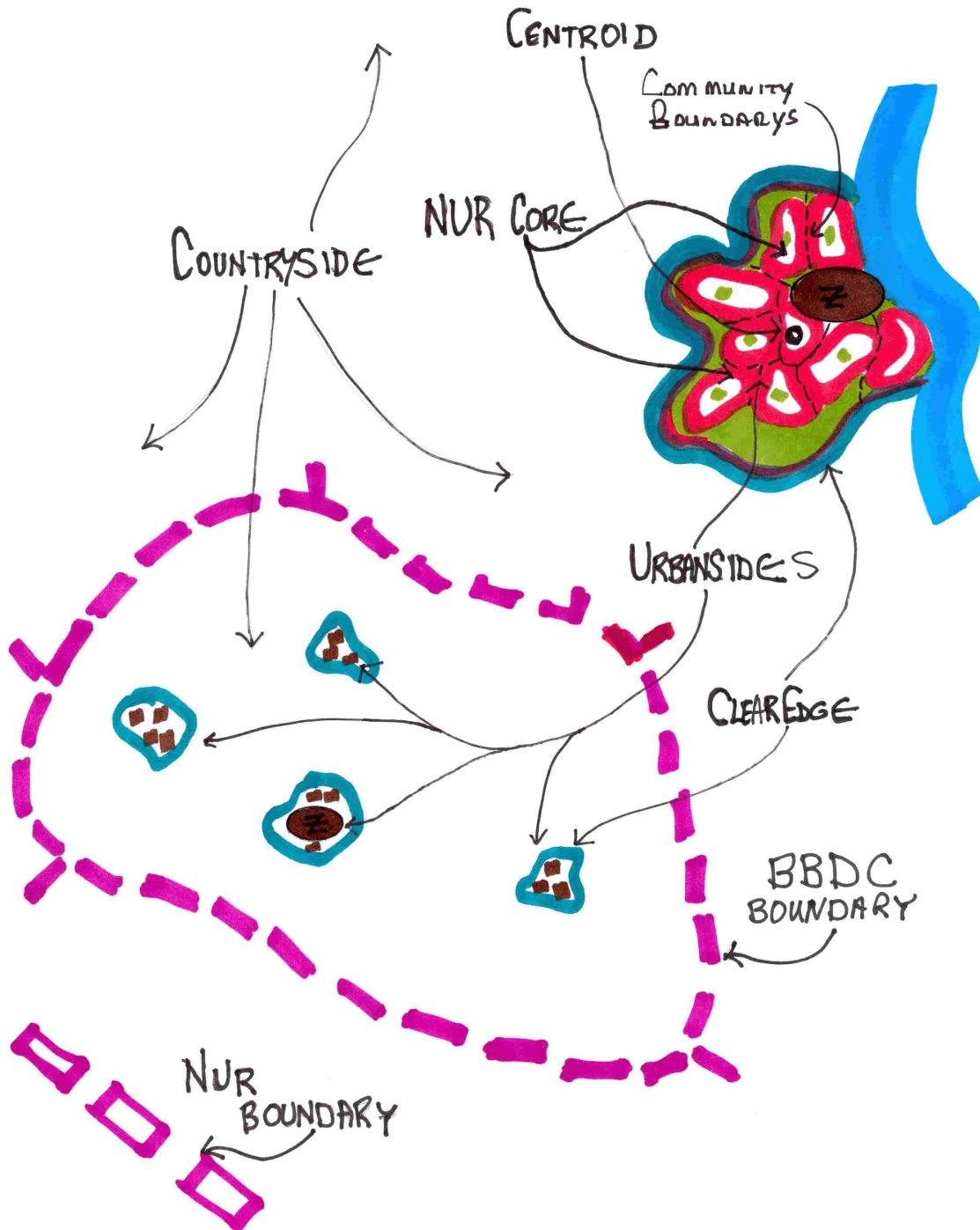
Also see **Boundary**.

Boundary

“Boundary” refers to the demarcation between organic components of human

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Graphic 42-1B

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Cambium Layer

The **Cambium Layer** of **human settlement** is that area where the change from extensive, **NonUrban** land uses - forestry, agriculture, etc.- to intensive, **Urban** land uses takes place. One of the primary causes of **dysfunctional human settlement patterns** is that over the past 100 years, the **Cambium Layer** has expanded to occupy vast spaces. In a large **New Urban Region** this area may characterize areas scattered across a radius band 30 to 50 miles wide.

That is why a **Clear Edge** must be established around all **Urban Agglomerations**. Because much of the area inside the logical location of any **Clear Edge** would not yet have a functional distribution of land uses, the **Cambium Layer** should be for the foreseeable future inside the initial location of the **Clear Edge**.

Also see **Clear Edge**.

Centroid

The **Centroid** is the economic, social and physical center of gravity of the area within the **Clear Edge** around the **Core** of a **New Urban Region**. The **Centroid** is inside the **Clear Edge** and frequently in or near the **Zentrum**.

When the **New Urban Region** is large, the **Zentrum** may be complex. For example, parts of the Federal District of Columbia, of Arlington County and of the **City** of Alexandria all contribute to the center of gravity of the National Capital **Subregion**. For this reason the **Centroid** falls at the Virginia end of the Memorial Bridge when the entire area within the **Clear Edge** is considered.

Editor’s Note: To help understand terms used in **New Urban Region Conceptual Framework** and in **Regional Metrics** such as **Centroid**, **Clear Edge**, **Core**, **Zentrum** as well as **Dooryard**, **Cluster**, **Neighborhood**, **Village**, **Community**, **SubRegion** and others see PART EIGHT - Chapter 27 - Building Blocks and the Power Point **New Urban Region Conceptual Framework** in PART FOURTEEN - Chapter 49. See the Graphic 42-1B under **Boundary**.

Charrette

A **charrette** is an intensive, participatory exercise that frequently focuses on the planning and design of a single facility, a specific site or seeks to provide the solution to a specific problem. HANDBOOK addresses the use of **charrettes** in creating Step Two - Creating Balanced Community Sketch Plans outlined in Chapter 42 and in Step Three - Balanced

Communities Within Sustainable Regions described in Chapter 43.

Citizen

A **citizen** is an individual who has the right and responsibility to participate in the **governance** process of the jurisdictions in which he/she lives. A fundamental **goal** of democracy is that all humans become **citizens**.

The term **citizen** originally was limited to those with residency in a **city**. Citizenship is currently assumed to be a birthright for those who are born in a **nation-state**. In the future, society may establish obligations and responsibilities for continuing citizenship. There may also evolve a basic right of citizenship at the level of the **New Urban Region**, rather than at the **nation-state**.

City

Because this word is loaded with obsolete and emotionally charged interpretations, it is best to avoid the use of this word whenever possible except as part of the name of a specific municipal entity such as the **City** of Denver.

See further discussion in **APPENDIX TWO - CORE CONFUSING WORDS** in *The Shape of the Future* and **LIST OF CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERNS** at the end of this GLOSSARY.

Clear Edge

The **Clear Edge** is the demarcation between the **Urbanside** and the **Countryside** within **New Urban Regions** and in **Urban Support Regions**.

See **Cambium Layer, Countryside, New Urban Region, Urbanside, Urban Support Region** and the Graphic 42-1B under **Boundary**.

Cluster

An **organic** component of **human settlement pattern**. It is the largest **organic** component of the **New Urban Region** where direct, participatory democracy is a practical way to resolve issues of **governance**. An **Alpha Cluster** is composed of **Alpha Dooryards**. **Alpha Neighborhoods** are composed of **Alpha Clusters**. A **Beta Cluster** may evolve into an **Alpha Cluster**.

See **Alpha, Beta, Dooryard, Neighborhood** and **Components of Human Settlement - The Geographic Descriptors**.

A Home Owner's Association (HOA) is sometimes created by the builder - rarely by residents - at the **Cluster**-scale. A **Cluster**-scale **governance** entity is formalized as part of an umbrella association in some Planned Unit Developments and **Planned New Communities**. A **Cluster**-scale component is almost never included as an element of municipal **governance** structure.

Clustermate

Clustermates are persons who live in the same **Cluster**.

community (small "c")

In common usage, "**community**," with a small "c" refers to any agglomeration of plants or animals that have at least one identifiable characteristic in common. This common characteristic may or may not have anything to do with location.

Community (Capital "C")

"**Community**" is an **organic** component of **human settlement pattern**. To insure clarity, it is frequently used with the prefix **Alpha** or **Beta**. **Alpha Community** and **Beta Community** are defined below.

The use and definition of **Community** represents a difficult choice. On one hand, "**community**" is grossly overused as suggested by the definition above. At the same time, "**community**" elicits strong positive feelings among **citizens** - thus the gross overuse. Attempts by settlement **pattern** scholars to substitute the Latin (*communitas*), French (*commune*) or the creation of a Greek term (*anthropopolis*) have not been widely accepted. In the future, it may be desirable for **citizens** to reach consensus on a new word or phrase to replace **Community**.

Community is capitalized to indicate an **Urban Agglomeration** that meets the **Alpha Community** definition. Use of the word "**community**", with a small "c", is sometimes necessary but always with quotation marks or modifiers.

One simple way to envision a **Community** is a place that is large enough to support a **Community** hospital, a **Community** college, a **Community** library, **Community** Theater and **Community** focused media. The only sure way to determine if it is a **Community** is if it has a relative **Balance** of **Jobs/Housing/Services/Recreation/Amenity**.

Alpha Community or (**Community**) is an important **organic** component of the **human settlement pattern**. An **Alpha Community** contains a range of economic, social and physical attributes necessary to support a relative **Balance** of **Jobs/Housing/Services/Recreation/Amenity**. Functional **New Urban Regions** are composed of **Alpha**

Communities. They include **Balanced But Disaggregated Communities** where components are dispersed in the **Countryside**.

Alpha Communities are composed of **Alpha Villages**.

The scale of an **Alpha Community** varies with the scale of the **Core** and the distance from the **Centroid** of the **Region**. An **Alpha Community** can be inside the **Clear Edge** around the **Core** or outside the **Clear Edge** around the **Core**. In the later case it is a **Balanced But Disaggregated (Alpha) Community**.

Beta Community is the phrase used to identify places that have the geographical area and locational attributes that will allow them to become **Alpha Communities**.

Although “**Community**,” **Neighborhood**,” “**Organic**” and “**Urban**” are discussed in **APPENDIX TWO - CORE CONFUSING WORDS** they are used in *TRILO-G* - usually capitalized - because no better substitute has been found. In the case of “**family**,” the word “**Household**” is used as a replacement in the discussion of **human settlement patterns**.

See **Components of Human Settlement - The Geographic Descriptors** and the Graphic 42-1B under **Boundary**.

Community Zentrum

Every **Alpha Community** has a **Zentrum** (center or centre) just as every cell has a nucleus and every solar system has at least one sun. Every **Alpha organic** component of **human settlement** above the **Dooryard**-scale should have a **Zentrum** or in some cases **Zentra**. A **Community Zentrum** is critically important because the **Community** is the smallest component of **human settlement** with a relative **Balance of Jobs/Housing/ Services/Recreation/Amenity**.

Unless the **boundaries** of a **Community** are articulated, finding a **Zentrum** is difficult. The converse is also true. **Community Boundaries** and **Zentra** are issues addressed in HANDBOOK Chapter 42 - Step Two - Creating Balanced Community Sketch Plans. Because of the ways that **settlement patterns** have evolved, some **Beta Communities** may have more than one **Zentrum**. This condition, if identified, may be accommodated in **Alpha Communities**. See note on the identification of **Communities** in HANDBOOK Chapter 41 - Step One - How to Establish Balanced Community Goals and HANDBOOK Chapter 42 - Step Two - Creating Balanced Community Sketch Plans under **Community**.

See **Boundary, Zentrum** and **Town Center**.

Component Zentrum

See **Zentrum, Centroid and Settlement Pattern Component Graphic**.

Components of Human Settlement – The Geographic Descriptors

Nothing is more critical to developing an understanding of **human settlement patterns** than clear, precise and comprehensive descriptors of the geographic components. *The Shape of the Future*, especially **APPENDIX TWO - CORE CONFUSING WORDS**, explores this issue in the discussion of “**Community**,” “**local**” and “**Neighborhood**.”

As a result of work through the year 2000 and the publishing of *The Shape of the Future*, several guidelines were established:

Use of the term “**local**” is to be avoided. That remains good practice.

The words **Community** and **Neighborhood** are capitalized and each has a specific place and role in the **organic** structure of **human settlements** that make up **New Urban Regions, Urban Support Regions** and the **New Urban Region Conceptual Framework**.

The word “**community**” with a small “c” is used only when the context makes it clear that the use is not a reference to **Community, Alpha Community, Beta Community** or **Balanced Community**. Examples of such use would be: “the **community** of **nation-states**” or “the **community** of one-eyed snake handlers.” The word “**neighborhood**” with a small “n” is avoided even in such obvious references as “within the Sun’s **neighborhood** of the Milky Way Galaxy.”

Since 2000, it has become clear that “**village**” is over used in the same confusing ways as “**community**” and “**neighborhood**.” **Village** has been defined in GLOSSARY and is used in the *BRIDGES* and *ACTION* Volumes of *TRILO-G* in the same manner as **Community** and **Neighborhood**. **Village** refers to a specific scale of **human settlement** component and the use of “**village**” is avoided. See **Village**.

There is less confusion generated by **Unit, Dooryard** and **Cluster**. The word “**cluster**” (small “c”) is avoided, especially to indicate a grouping of items. That left two other common geographic descriptors that needed to be more articulately defined: “**region**” and “**subregion**.”

The definitions of **New Urban Region** and **Urban Support Region** are clear and have survived careful scrutiny over more than a decade but what about “**Region**,” “**region**,” “**Subregion**,” and “**subregion**?” There is no possibility of avoiding all use of these four terms in discussing **human settlement patterns**. At the same time there is no end of the

confusion that murky understandings of the words can cause.

In the *BRIDGES* and *ACTION* Volumes of *TRILO-G*, the use of “**region**” and “**subregion**” are avoided when ever possible. When any of the four terms are used, they are used in a way that makes it clear exactly which “**Region**,” “**region**,” “**Subregion**,” or “**subregion**” is being identified. In GLOSSARY, all four words are defined with the uncapitalized version defined first.

Changes in settlement patterns over time may require redesignation of **Components of Human Settlement - the Geographic Descriptors**.

See **Components of Human Settlement-The Geographic Descriptors**.

Consolidated Metropolitan Statistical Area (CMSA)

Any one of about 20 large **Urban Agglomerations** defined by the Federal Office of Management and Budget. **CMSAs** are composed of 2 or more **Metropolitan Statistical Areas (MSAs)**. **CMSAs** are home to over 100-million **citizens**. The identification of **CMSAs** is subject to definitions created and amended over the past 50 years. The **boundaries** can change after each Census due in part to the final designations subjected to a **political** process. The areas designated often lag from 10 to 30 years behind economic and social reality which is reflected in **New Urban Regions**. See *The American Almanac 1994-1995: Statistical Abstract of the United States* for definitions, qualifications and limitations of use of data related to **CMSAs**.

In addition to **CMSAs**, other authors have coined an ever growing range of terms for large **Urban Agglomerations** including Megalopolis (Gottmann), Mega Politician (Lang) and half a dozen terms coined by Doxiadis. These terms are avoided in *TRILO-G*.

See **New Urban Region** and **Metropolitan Statistical Area**.

Conceptual Framework (New Urban Region Conceptual Framework)

When the word “**conceptual**” is used in *TRILO-G* and in **The Three-Step Process**, it does not mean “theoretical” or “abstract.” “**Conceptual**” refers to a tool to assist in understanding reality. In this case, it establishes a framework for **citizens** to use in organizing and understanding the facts related to the **human settlement pattern**. The **New Urban Region** is the fundamental building block of the **Conceptual Framework** used in *TRILO-G* and in **The Three-Step Process**.

Core

The area within the **Clear Edge** around the **Centroid** of a **New Urban Region**. There

may be two or more **Cores** in a **New Urban Region** where there are more than one **Centroid**. For example, in the National Capital **Subregion** and the Baltimore **Subregion** in the Washington-Baltimore **New Urban Region**. In many cases a single continuous line defines the **Clear Edge** around the two **Cores** as in Minneapolis-St. Paul. If there is a significant distance between the two **Clear Edges** around two **Centroids** this suggests there may be two adjacent **New Urban Regions**.

See Graphic 42-1B under **Boundary**.

Core Confusing Words

Found in **APPENDIX TWO** of *The Shape of the Future* include: **City**, **Community**, **Exurban**, **Local**, **Neighborhood**, **Organic**, **Rural**, **Sprawl**, **Suburb/Suburban** and **Urban**. Additionally, the word **Family** has been added since *The Shape of the Future* was first published in 2000.

Why these words are confusing is spelled out in *The Shape of the Future* **APPENDIX TWO - CORE CONFUSING WORDS** and **LIST OF CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERNS** at the end of this GLOSSARY.

The words that are underlined (**Community**, **Neighborhood**, **Organic** and **Urban**) have no useful substitutes so are used in *TRILO-G* frequently with a modifier and as in the case of **Community** and **Neighborhood**, capitalization is very important.

The best way to avoid confusion is to not use the words **City**, **Exurban**, **Family**, **Local**, **Rural**, **Sprawl** and **Suburb/Suburban**.

Countryside

Land areas devoted to **nonUrban** land uses - agriculture, forestry or large natural areas.

Countryside outside the **Clear Edge** and **Openspace** inside the **Clear Edge** make up **Open Land**.

Within large areas of **Countryside** there are **Urban** enclaves that are components of the **Communities** that support the economic and social activities of the **Countryside**. There are also individual dwelling **Units** dispersed in the **Countryside**. Some of these **Units** are accessory uses that support agriculture, forestry and other extensive (**nonUrban**) land uses. Because of past development practice, many of the widely disbursed (aka, scattered) **Units** are **Urban** dwellings. As noted in **Stark Contrast** found in Chapter 49, "Focused Tactics to Support Immediate Action Inside and Outside the **Clear Edge**," any new **Urban** use should be within 1/4 mile of daily **Services** and **Jobs** meaning new **Urban**

Units will almost always fall within the **Clear Edge** around **Urban** enclaves of the **Dooryard-**, **Cluster-** and **Neighborhood-**scale.

See Graphic 42-1B under **Boundary**.

Critical Mass

To achieve **Alpha** status, any component of **human settlement patterns**, from the **Dooryard** to the **New Urban Region** scale, a **Critical Mass** of economic, social and physical activity must exist.

While achieving **Critical Mass** is a critical factor in reaching a **Balance** of **J/H/S/R/A**, there is no single measure of **Critical Mass**. The **Critical Mass** varies by the scale of the **organic** component and by the specific location and context of the component.

Generally, the necessity of a achieving “critical mass” (not capitalized) is required before an event, reaction or conversion can take place and is most often associated with nuclear reactions. However, there are countless applications of the concept of “critical mass” and **Critical Mass** in economic, social and physical spheres. For this reason it is clear why **Critical Mass** is a key concept in consideration of **human settlement patterns**.

There are 15 references to critical mass (not Capitalized) in *The Shape of the Future* that are consistent with the general definition. The phrase was not defined in **APPENDIX ONE - LEXICON**. **Critical Mass** and **critical mass** are used in *TRILO-G*.

‘D’

Density

Density is a measure of the intensity of human use and activity.

Domains of Human Experience

The lives and activities of **citizens**, **Households** and their **Enterprises**, **Institutions** and **Agencies**, is a rich mosaic of events, relationships and resources. Taken together, they are the “**human experience**.” How satisfying this experience is for **citizens** is summarized by reference to “quality of life.”

To help analyze the **human experience**, scholars recognize activities into categories. One useful set of categories is:

- Economic

- Social
- Physical

These three overlapping **domains of human experience** are reflected in, and have impact on, **human settlement patterns**. For further information on the “**domains of human experience**,” refer to Chapter 4 of *The Shape of the Future* and to Chapter 4, Box 2.

Dooryard

An **organic** component of **human settlement pattern**. An **Alpha Dooryard** is a functional grouping of **Units**. The **Dooryard** has historic roots as **Housing** for an extended **family** or an intentional grouping of **Households**. The **Dooryard** is the next larger scale of physical (spacial) orientation and proximity beyond the **Unit**.

In contemporary **settlement patterns** the **Dooryard**'s identity and functionality has atrophied while the need for social cohesiveness at this scale has grown. Much of what is attributed to “a great **neighborhood**” actually happens at the **Dooryard**-scale. One way to think of a **Dooryard** is to consider the front doors a person can see from his or her front steps. Another perspective is that a **Dooryard** is comprised of the **Units** one could easily get to in an emergency. Another image of the **Dooryard** is the group of **Units** that one would first consider going to “borrow a cup of sugar.”

Alpha Clusters are composed of **Alpha Dooryards**. **Beta Dooryards** may evolve into **Alpha Dooryards**.

Also see **Alpha** and **Beta** as well as **Unit** and **Cluster**.

Dysfunction and Dysfunctional

The terms are used extensively in *TRILO-G* and consistent with the dictionary definition: “Abnormal (disordered) or impaired functioning, especially of a bodily system or organ.”

These terms are used often because no other synonym conveys an appropriate meaning.

‘E’

Enterprise

Enterprise is one of three forms of **Organization** beyond the scale of the **Household**. **Enterprise** is an **Organization** created to generate profit, a monetary return on investment of time, effort and resources. The use of the phrase “**Enterprise, Institution**

and Agency” is intended to encompass all **Organizations** beyond the scale of the **Household**.

See **Agency, Institution and Household**.

Enterprise Capacity

The ability of an **Enterprise** to carry out its intended function and show a profit. **Enterprises** that lack **enterprise capacity** are subsidized or declare bankruptcy. See **Institutional Capacity** and **Agency Capacity**.

Expanding the Tax Base

See **Tax-Base Expansion**.

Exurban

This word is used in a broad range of confusing ways and is avoided in *TRILO-G* and **The Three-Step Process**. Use **Countryside** instead of **Exurban** in most applications.

See **APPENDIX TWO - CORE CONFUSING WORDS** and **LIST OF CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERN** at the end of this GLOSSARY.

‘F’

Family

Since publication of *The Shape of the Future*, the use of the word “**family**” has been recognized as a source of misconceptions concerning **human settlement patterns** therefore is a **Core Confusing Word**. In *TRILO-G* and in PART TWELVE - HANDBOOK the **Three-Step Process**, “**family**” has been replaced by “**Household**.” Avoiding use of the word **family**, unless it is further described or put in context, is suggested.

There have been a number of uses of the word “**family**.” The word **family** has been overused and caused confusion when discussing **human settlement patterns** but recent data indicates that it is time to recognize the problem in a formal way. The confusion caused by referring to the occupants of a single dwelling **Unit** as a **family** creates assumptions from **citizens** as to what they assume “**family**” to mean.

General assumptions are a **family** is a husband, a wife and their children unless the description includes a modifier such as “extended” as in “extended **family**.” A typical

Dooryard suggests that “**family**” is an inappropriate way to describe the occupants of the majority of the dwelling **Units**.

The sample **Dooryard** profiled below is made up of **Single Household Detached** dwellings with a 2006 assessed value ranging from \$525,000 to \$625,000. The demographic profile of the occupants is somewhat older but otherwise mirrors the **New Urban Region** profile. If the following data applies to what municipal comprehensive plans typically call “a stable single **family neighborhood**,” consider the occupant profile of **Units** in other contexts.

Here is the data for one 10-**Unit Dooryard** as of mid-2008. In this **Dooryard** there are **Units** with the following occupants:

1. A mother, a father and their young children
2. A mother and father with one minor child plus minor children of the mother from a previous marriage
3. A mother, father and a grandchild
4. A mother, father, an adult child and her daughter (a grandchild)
5. A mother and father and two adult children
6. A father with minor children and a new companion
7. A mother with adult children but none living in the **Unit**
8. A mother and father with adult children but none living in the **Unit**
9. Two empty nest couples where both husband and wife have children but no children in common and none living in the **Unit**

Out of the 10 **Units** how many are occupied by a “**family**”? One, two, three, seven? All the **Units** are occupied by **Households** thus use of the term in discussing **human settlement patterns**.

Beyond the complexity of relationships in the **Units** within a specific **Dooryard**, it is well documented that a mother, father and minor children - blended **families** or not - make up less than 25% of the **Households** in the US of A yet in spite of this, most houses are designed as if they are going to be occupied by a “traditional **family**.”

There is nothing “wrong” with any of these living arrangements, the majority are not what comes to mind when the word “**family**” is used and, as suggested below, skew the discussion of functional **human settlement patterns**.

More importantly, the categories into which the 10 **Units** in this **Dooryard** can be classified have changed significantly over a short period of time. Over the last 5 years, of the 10 **Households**, 4 have completely changed with a new set of occupants. One **Unit** has been home to 3 separate **Households** in 5 years. In 5 of the other **Units**, persons within the **Household** have changed, thus shifting the **Unit** from 1 of the 9 categories to another. The occupants of 1 **Unit** have changed categories 7 times in 9 years. Over a 5 year period, only 1 **Household** has stayed the same with the same individuals and same status. Ninety percent turn over in 5 years is a huge rate of change and is far more flux than is usually thought of as “turnover.” Most “turnover” calculations are based on “sale-of-**Unit**” data. That metric, and most other perceptions of the **family**, are archaic.

Yes, there are **Dooryards**, especially ones with **Units** that were built recently, where a majority of the **Units** are occupied by a mother, a father and their children. That will change in time. When the **Units** in the profiled **Dooryard** were sold about 10 years ago, 5 **Units** were occupied by a mother, a father and minor children and 1 **Unit** by a mother and minor children.

See **LIST OF CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERNS** at the end of this GLOSSARY.

Five Natural Laws, The

See **Natural Laws, The Five**.

Floor Area Ratio (FAR)

The ratio between the land area and the building area on a given site or in a given area - i.e., **Floor Area Ratio (FAR)** of 2.5 within a half mile of transit station platform. **FARs** are abstract numbers unless related to a specific geographical area or **organic** component. For instance the **Alpha Village** that forms the **Core** of a minimum **density Alpha Community** (10 persons per acre) will range from .25 to .50.

‘G’

Goals - First Tier and Second Tier

First-Tier Goals are simple, general **goals** upon which almost everyone can agree. They are sometimes called “principles.”

Second-Tier Goals are equally important, but far more complex, and therefore need to be established by a consensus and within a framework of well-articulated **First-Tier Goals** and with an agreed to Vocabulary.

The description of these two sets of **goals** and the differentiation between them is a major subject of HANDBOOK Chapter 41 - Step One - How to Establish Balanced Community Goals.

Governance

The intentional process to organize and manage society. **Governance** is the responsibility of **Agencies**.

Governance Practitioners

Elected, appointed, employed or retained by **Agencies** responsible for **governance**.

Governments

Groups of **Agencies** created on behalf of **citizens** of **nation-states**, states and sub-state “**political** subdivisions” - counties, municipalities. **Governments** are intended to meet societies need for **governance**. In democratic societies, the creation, the grouping and relationships between **Agencies** is established by a constitution or similar popularly adopted and amendable agreement among **citizens**.

Growth

In the context of changes in **human settlement pattern**, **growth** is often equated with “**prosperity**.” In the long term, the opposite is the case. This topic is examined in **BRIDGES** Volume II of **TRILO-G**, Chapter 30 - Fundamental Transformation or Collapse: The Social Sphere - Fear, Trust, Population, Atomization and Dissagregation, and the resources cited therein.

A threshold knowledge of physics leads one to understand that in **organic** systems there is no **Sustainable** future prospect for annual percentage **growth** in the consumption of any tangible, material parameter. Food, shelter, water, air - every resource humans depend on for life other than safety and happiness - involves consumption or use of finite resources.

Perpetual **growth** is not possible in the long term. Here is a paraphrase of an exercise to illustrate the impact of **growth** distributed by Advocates for a **Sustainable** Albemarle Population (ASAP), a group that advocates a limit to population **growth** in Greater Charlottesville/Albemarle, Virginia.

‘Consider a resource that would last 100 years if **citizens** consumed it at a constant rate.

If the rate of consumption increased 5 percent each year, the resource would last only 36 years.

A resource supply that is adequate for 1,000 years at a constant rate would last 79 years at a 5-percent rate of **growth**.

A 10,000-year resource supply would last only 125 years at the same rate’.

This example illustrates the power of geometric or compound **growth** rates. Just as no trees grow to the sky, no **growth** rate is ultimately **Sustainable**.

Creating functional **human settlement patterns** at the **nation-state-, Regional-, Subregional-, Community-, Village-, Neighborhood-, Cluster-**scales (all of them, not just the levels with existing **governance** structures) is a first step towards a **Sustainable** future.

Ultimately however, **citizens** must find an alternative to **growth**. PART FIVE and the Introduction to PART ELEVEN - PROPERTY DYNAMICS documents the need for a "A New Metric for **Citizen** Well Being."

Smart **Growth** is better than dumb **growth** but compounding **growth**, as Edward Abby noted, is the mentality of a cancer cell. See Daniel M. Warner, "'Post-Growthism': From **Smart Growth** to **Sustainable** Development", *Environmental Practice* 8 (3) September 2006: 169-179. Warner states that in **human settlement patterns**, **growth** is a dead end.

As noted in *The Shape of the Future*, the top 1/10 of 1% of the economic food chain lived quite well in 1492. The evolution of an **Urban** society, the Industrial Revolution and technology gave humans the chance to loosen their belt and improve the quality of life for those farther down the economic food chain but there are limits.

Nation-state or **regional** population **growth** and per capita consumption **growth** cannot be sustained. Those in the top 80 % of the economic food chain are not near the limit (holding capacity) in most **New Urban Regions at this time** but to preserve democracy and market economies, **citizens** must start adjusting expectations and actions to reflect physical reality and not rely on continued **growth** to generate **prosperity**.

The supply of land is not the problem, misuse and misallocation of land resources is the problem. See PART FOUR - USE AND MANAGEMENT OF LAND.

Citizens of New Urban Regions will run out of other resources long before they run out of land even at minimum Sustainable densities. Water and energy for Mobility,

which the bottom half of the economic food chain can afford, are two good candidates for near term exhaustion. Social Capital is in even shorter supply. Stress and time to assemble a quality life are useful measures of resources in short supply.

The **Three-Step Process** is designed to help overcome Geographic Illiteracy and Spatial Ignorance and allow **citizens** to realize that **growth** is not a **viable** long-term strategy.

‘H’

Helter Skelter Crisis

One of three crises that causes - and is caused by - **dysfunctional human settlement patterns**. Abandonment to **Urban** places, **Scatteration** of **Urban** land uses in the **Countryside** and Myths that drive these forces impact **human settlement patterns** and set an unsustainable trajectory for civilization. The other two critical crises are The **Mobility** and **Access** Crisis and The **Affordable and Accessible Housing** Crisis. For an exploration of “Abandonment” and “**Scatteration**” see THE ROOTS OF THE HELTER SKELTER CRISIS.

Highway-Capacity Expansion

The carrying capacity of a specific segment of a highway (or roadway) may be expanded by design, construction and/or management. The expansion of a highway or increasing a transportation corridor capacity does not, however, insure that **Mobility** or **Access** is improved on a corridor, **Subregion** or **Regional** basis. For this reason, the phrase “**highway-capacity expansion**” or “highway improvement” is best avoided as a “**goal.**” The **goal** should be to bring the trip generation (travel demand) of the **settlement pattern** into **Balance** with the capacity of the **Mobility** and **Access** systems.

Also see **Mobility**.

Household

A **Household** is composed of the occupants of a single dwelling **Unit**.

Housing

Residences or dwelling places that covers, protects or supports the occupants.

Housing Development

A group of similarly designed **Housing Units**.

Housing Project

A publicly funded and administered **Housing** development, usually for low income **Households**.

Human Settlement Pattern

“**Human settlement pattern**” encompasses all of the tangible manifestations of human economic, social and physical activity on and immediately above and below the surface of the earth.

The **human settlement pattern** - the mix and distribution of human construction and destruction - has a controlling impact on the economic, social and physical well-being of **citizens, Enterprises, Institutions** and **Agencies**. **Human settlement pattern** is sometimes referred to as “the pattern and **density** of land use.”

‘I’

Industrial Agglomeration

An **Industrial Agglomeration** is the **human settlement pattern** that replaced the **city** as the dominant **Urban** form. The **Industrial Agglomeration** reflected the impact of the Industrial Revolution in the First World after 1850. See Chapter 1 of *The Shape of the Future* for discussion of the evolution of **Urban** forms. **Industrial Agglomeration** has been replaced by **New Urban Regions** in the past 50 years as the fundamental building block of **Urban** civilization.

Institution

An **Institution** is a cause or belief driven **Organization** that is not an **Enterprise** created to generate a profit or an **Agency** established by **citizens** of a jurisdiction to carry out a **governance** function for the benefit of all the **citizens**. **Institutions** support the members, founders or management of the **Organization**. **Institutions** include **Organizations** with religious, educational, cultural and political programs, goals and objectives. **Institutions** include, among others, foundations, labor unions and professional associations, universities, hospitals, museums, political parties, political action committees, conservation advocates, chambers of commerce and other consumption advocates, churches and think tanks.

Some of the vast **growth** in total wealth generated between 1302 and 2008 “raised all boats.” However, much of it has ended up in **Institutions**. Each **Institution** has its own agenda and its own resources to implement that agenda to benefit the **Institution**. That

agenda may support or undermine the **goals** of **Agencies, Enterprises, other Institutions** or the health, safety and welfare of **citizens** (individuals and **Households**).

See **Agency, Enterprise, Organization and Household**.

Institutional Capacity

Institutional capacity is the ability of an **Institution** to carry out its intended function. **Institutions** that lack **institutional capacity** lose membership and support.

See **Agency Capacity** and **Organizational Capacity**.

‘J’

Jobs/Housing/Services/Recreation/Amenity (J/H/S/R/A)

An **Alpha Community**, or **Balanced Community**, will have a relative **Balance** of the critical elements that **citizens** require to meet their everyday needs. A proper **Balance** will greatly reduce the need for **citizens** to drive their cars long distances to meet these needs, thus reduce the strain on the transportation system. **New Urban Regions** are defined as having a **Balance** of **J/H/S/R/A**.

See **Jobs, Housing, Services, Recreation and Amenities**.

Job

Job is defined as a regular activity performed in exchange for payment i.e. occupation, profession or a trade.

Job Development

The idea of adding new **jobs** to improve **tax base** and achieve **J/H/S/R/A Balance** is easy to grasp, but the cumulative impact of this tactic is not easy to understand. Creating new **jobs** in a **Community** is not a panacea to achieve **prosperity, Balance** or stability. The creation of the wrong **jobs** in any location or the creation of the right **jobs** in the wrong location has a detrimental impact on any attempt to create an **Alpha Community** and on all the **citizens** in that component.

Also see **Tax-Base Expansion**.

‘L’

Local

The word “**local**” is used to refer to many different spacial relationships depending on the perspective of the user. They range from **local** electrons in an atom to **local** galaxies near the Milky Way. **Local** is sometimes amplified as “**local, local**” or “hyper **local**”. The further obscures recognition of the **organic** components of **human settlement**.

The word “**local**” is best avoided in the discussion of **human settlement pattern**, and instead, a specific geographical reference should be used to make clear the territory and/or scale of concern.

See *The Shape of the Future* APPENDIX TWO - CORE CONFUSING WORDS. Also see LIST OF CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERNS at the end of this GLOSSARY.

‘M’

MegaRegion

A **MegaRegion** consists of 2 or more coterminous **New Urban Regions**. See PART FOUR - Chapter 13 - Land Use and Management: The Context.

Other words used to describe **Urban Agglomerations** larger than **New Urban Regions** include Mega Region, Megalopolis (Gottman and Doxiadis), Mega Metropolis (Lang) and Eperopolis (Doxiadis).

Metropolitan Statistical Area

Metropolitan Statistical Area (MSA) is any one of 250 geographical areas defined by the Federal Office of Management and Budget. These areas are home to over 210-million **citizens**, over 80 % of the population of the US of A. The identification of the areas is subject to definitions created and amended over the past 50 years. The **boundaries** frequently change after each Census. This is due in large part to the fact that the final **boundary** designations are subject to a **political** process. The areas designated often lag from 10 to 30 years behind the economic and social reality which is reflected in the **New Urban Region**. See *The American Almanac 1994-1995; Statistical Abstract of the United States* for definitions, qualifications and limitations of use of data related to **MSAs**.

Also see **New Urban Region** and **Consolidated Metropolitan Statistical Area**.

MSAs are frequently confused with **Region** and with “metropolitan area,” “metro area” and other informal designations which have **boundaries** and characteristics that vary depending on the focus of the user.

Mixed-Use Development

Development and redevelopment of components of **human settlement** should have a synergistic mix and **Balance** of land uses. This mixture and **Balance** of land uses is essential to establish functional and **Sustainable human settlement patterns**. What is a desirable mix of uses in a specific case depends upon the scale of the component, the component's context and its location. Building a project that has several different land uses is not a useful activity if it does not contribute to **Balance**.

Also see **Smart Growth** and **Smarter Growth**.

Mixed-use is touted by developers when trying to gain approval for their projects. If the site is near the **Clear Edge**, common practice after approval is obtained for the project, the developer files a later application to replace the commercial uses by building additional residential **Units**. This happens because there is not (and in most cases never was) a market for commercial development in the location of the project.

If the retail portion of the mix is ever built, the appropriately scaled retail which was approved for the project is often replaced with Big-Boxes serving a larger area than originally proposed. The end result is the mix and **Balance** of uses disappears.

If the project is in the **Zentrum**, the opposite can occur. Commercial development is substituted for residential land uses. The result is again a monoculture. The objective of all new development should be to evolve **viable Balanced** components of **Urban-fabric**. In this context, a mix of land uses is often a key ingredient.

Mobility

A measure of the ease of **Access**.

Citizens frequently state they want a **Community** where everyone can to live wherever they want, work wherever they want and seek **Services** and **Recreation** where they want at whatever time they want to go. They, of course, add that they want to arrive in a timely manner. This is a laudable theoretical **goal** for **Mobility**, but not achievable in reality. See PART ONE - Chapter 3 - Myths that Drive Abandonment and Scatteration.

It is clear that a random distribution of land uses is not feasible when one adds a second, even more absurd assumption. This is the Myth that "**government**' *can (or should) build*

*a transport system that will get **citizens** wherever they want to go whenever they want to get there."* This is a physical impossibility in any contemporary **New Urban Regions**.

See **Region and Regional Metrics**.

Transportation and land use need to be planned together. Transport (including highways) must be planned to serve desired land-use patterns and **densities**. This axiom is, unfortunately, honored in the breach. Within a corridor, the phenomenon of “build a **road** and they will fill it” is well documented. The technical term is “induced traffic.” At the **Regional**-scale, extending and expanding highways lead to added congestion.

See **Highway Capacity Expansion**.

As documented in Chapter 13 of *The Shape of the Future*, there are almost no solutions to transport **dysfunction** that involve only building new transport facilities. Changes in land use (the origins and destinations of travel demand) are the most effective strategies to deal with congestion in **New Urban Regions**.

Very often “**highway-capacity expansion**,” “congestion reduction” and “transportation improvement” are code words for building **roads** to **Access** remote land that furthers the speculative interests of landowners, not to improve **Access** or **Mobility**.

Next to “**Affordable and Accessible Housing**,” improvement of **Mobility** and **Access** is the most complex issue facing most **Communities**.

See Chapters 13 and 26 of *The Shape of the Future*.

Mobility and **Access** are important **goals** for a **Community**. They are best achieved by the process outlined in Chapter 42 - Creating Balanced Community Sketch Plans and Chapter 43 - Step Three - Balanced Communities Within Sustainable Regions of HANDBOOK, not by just building **roads** or other transport facilities.

Multi-Household

Multi-Household is otherwise known as an apartment.

See **Single Household Attached, Single Household Detached, Unit and Components of Human Settlement - The Geographic Descriptors**.

Municipalism

Acts by municipal **Agencies** or practitioners that reflect and serve short term interests of municipal **Agencies** or practitioners but do not serve the interest of the **citizens** of one or

more **organic** components of **human settlement patterns** and which actions would not be carried out if functional **governance** structures existed.

‘N’

Nation-State

Nation-state is used for “nation” in *TRILO-G* and follows the primary dictionary definition of “nation.”

“A relatively large group of people organized under a single, usually independent **government**; a country.”

Nation-state is used to remind the reader of the relatively recent origin of present **nation-states** and of the rapid change in function and number of these entities. Examples of these changes are the agglomeration of the European Union, the dissolution of the Soviet Union and the conflicts in Africa, the Middle East and the Balkans. See PART TWO - THE ESTATES MATRIX.

Natural Laws of Human Settlement Pattern

Human settlement is a complex **organic** system. As with any **organic** system, **human settlement** and those within it are subject to “**natural laws**” ranging from gravity to thermodynamics. To help understand **human settlement patterns**, *The Shape of the Future* identifies five **Natural Laws** (from among the many that have been identified and even more that need to be identified) to assist **citizens** in understanding **human settlement patterns**.

The **Natural Laws of Human Settlement** include:

- One simple geometric formula ($A=\pi r^2$)
- One Cost/**Service** Relationship Curve (The Cost of **Service** Curve)
- The two “scaling laws” (The 10X Rule and The 10 Person Rule)
- One proof (87 1/2% rule)

The definition of these relationships or **Natural Laws** can be found in *The Shape of the Future*. Chapter 4 Box 5 summarizes these laws and provides references to complete discussions of these laws.

Each of the laws is derived from an analysis of **human settlement patterns** created over the past 60 years.

neighborhood

The word **neighborhood** (with a small “n”) is avoided for the reason noted in the definition of **Neighborhood**.

Neighborhood

A **Neighborhood** is an **organic** component of **human settlement pattern**. The **Alpha Neighborhood** is the smallest component of **human settlement pattern** which requires representative democracy - as opposed to participatory democracy which is possible at the **Cluster-scale**.

An **Alpha Neighborhood** is composed of **Alpha Clusters**. An **Alpha Village** is composed of **Alpha Neighborhoods**. A **Beta Neighborhood** has the potential to evolve into an **Alpha Neighborhood**.

Like “**Community**”, the word “**Neighborhood**” is overused and misused in advertising and literature. The word “**neighborhood**” is frequently used to connote a friendly place. It is frequently (and correctly) referred to as a smaller place than a “**Community**”. However, media's overuse and abuse of the term has included references to an entire continent as a **Neighborhood**. For this reason “**neighborhood**” is avoided however, the word **Neighborhood** is useful to indicate a specific component of **human settlement pattern**.

Of all the **organic** components of **human settlement pattern**, **Neighborhood** has had the most consistent supportive use by planning and design professionals as in “**Neighborhood school**.”

Although “**Community**,” **Neighborhood**,” “**Organic**” and “**Urban**” are discussed in **APPENDIX TWO - CORE CONFUSING WORDS** they are used in *TRILO-G* - usually capitalized- because no better substitute has been found. In the case of “**family**,” the word “**Household**” is used as a replacement in the discussion of **human settlement pattern**.

Also see **Alpha** and **Beta** as well as **Cluster**, **Village**, **Components of Human Settlement - The Geographic Descriptors** and *The Shape of the Future* **APPENDIX TWO - CORE CONFUSING WORDS** as well as **LIST OF CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERNS** at the end of this GLOSSARY.

New Urban Region (NUR)

The smallest **organic** component of **human settlement** with an agglomeration of social, economic and physical activity which is **Sustainable** defined by an area with a **Balance** of **J/H/S/R/A**.

The **NUR** replaced the **Industrial Agglomeration** as the primary social, economic and physical component of contemporary First World civilization as articulated in Chapters 1 and 3 of *The Shape of the Future*. The anatomy of **NURs** is examined in Chapter 15 of *The Shape of the Future*.

Also see **Boundary, Community, Urban Support Region and Components of Human Settlement - The Geographic Descriptors**.

An **Alpha NUR** would be composed of **Alpha Communities**. The **NUR** is the fundamental building block of contemporary First World society. Drawing the **boundaries** within **NURs** is outlined in Chapter 42.

New Urban Conceptual Framework

See **Conceptual Framework**.

NonUrban

Areas where the predominant economic and social activity is related to the extensive uses of land, for instance, forestry and agriculture. **NonUrban** areas can be identified by the market value attributed to the land. Where the land value is directly related to the income from surface products of the land, the land is **nonUrban**. Sub-surface or extractive use - mining, quarrying and petroleum production applications - are **Urban** uses of land.

Recreation is sometimes provided at extremely low **density**. Even some low-**density recreation** areas, including wilderness areas, do not meet the criteria for being **nonUrban** because the primary economic activity is **recreation** for **Urban citizens**. All **nonUrban** areas in **NURs** are in the **Countryside** that makes up the areas outside the **Clear Edges**. There are larger areas of **nonUrban** land uses in **Urban Support Regions** in the US of A also called **Countryside**.

NonUrban is used in place of “**rural**” because of confusion caused by the use of **rural**. The word **rural** is found in *TRILO-G* primarily when it appears in quoted material. When the use of **rural** cannot be avoided, **rural** is followed by the modifiers sylvan, bucolic, pastoral or rustic.

See **Rural**, and discussions of **Rural** in **Core Confusing Words** and **LIST OF CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERNS** at the end of this GLOSSARY.

‘O’

OpenLand

Land in the **Countryside** devoted to extensive, **NonUrban** economic uses such as agriculture, forestry as well as non-intensive natural areas managed for watershed protection, air shed recharge, wildlife habitat, hunting and gathering, extensive **recreation** and other extensive land uses. **OpenLand** does NOT include **Openspace** within the **Clear Edges** around **Urban** enclaves.

Openspace

Openspace is green and blue, land and water inside **Clear Edges** that is not devoted to **Urban** land uses. **Openspace** includes parks, stream valleys, natural areas and other public, common or private land that is devoted to for **recreation** both passive and active.

Organic

The concept of **human settlement patterns** being **organic** is central to understanding the NURs and the **NUR Conceptual Framework**.

Although “**Community**,” **Neighborhood**,” “**Organic**” and “**Urban**” are discussed in **APPENDIX TWO - CORE CONFUSING WORDS** they are used in **TRILO-G** - usually capitalized- because no better substitute has been found. In the case of “**family**,” “**Household**” is used as a replacement in the discussion of **human settlement pattern**.

See Chapter 15 as well as Chapters 10, 11 and 16 in *The Shape of the Future*. Also see **organic** in *The Shape of the Future* **APPENDIX TWO - CORE CONFUSING WORDS** and **LIST OF CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERNS** at the end of this GLOSSARY.

Organization

Organization is a term that includes **Enterprise**, **Institution** and **Agency** and is integrated to encompass all intentional groups beyond the scale of a **Household**.

Organizational Capacity

The ability of an **Organization** to carry out its intended function.

See **Agency Capacity**, **Institutional Capacity** and **Enterprise Capacity**.

‘P’

Pattern

Pattern is the distribution, arrangement or “mix” of human activities.

Pattern and Density of Land Use

See **Human Settlement Pattern**.

Politics/Political Activity

Politics or **political activity** is the action of **Institutions** established to secure the privileges of power and control over the **governance** structure (**Agencies**) for members of the **Institution**.

Percentage Guidelines/Percentage Rules of Thumb

Frequently, in *TRILO-G* and throughout **The Three-Step Process**, **Percentage Guidelines** are employed. These guidelines are not **Natural Laws**.

Natural Laws have been derived from **settlement patterns** that have evolved over the past 60 years. **Percentage Guidelines** are broad generalities to help **citizens** grasp “order of magnitude” relationships. The exact numerical value of **Percentage Guidelines** will vary from **Region** to **Region** and from condition to condition. To make the issue even more complex there are several of the **Percentage Guidelines** that have the same numerical values but are completely different in subject.

The Percentage Guidelines are presented as a way to illustrate overarching ideas and to stimulate discussion, not as hard and fast mathematical certainties.

20%/60%/20% Guideline. With fascinating frequency and across a wide range of economic social and physical issues, it has been observed that if one asks a broad cross section of the population if they agree, disagree or have no opinion with a specific idea or proposal about which they have essentially no prior knowledge or experience, 20% will be favorably inclined, 60% will have no opinion and 20% will be negatively inclined.

Note: Any one individual does not always fall in the “pro,” “no-opinion” or “con” camp on every issue.

Note: For this guideline to apply, the question must be stated in a neutral way. Pollsters are paid to spin the answers to favor the view of those paying for the poll (e.g. “Do you favor building the X Bypass to relieve congestion and improve air quality?”).

In a democracy with a market economy, both **political** actions and market success depend on securing the strong support of the pro 20%, gaining passive support or acquiescence of the undecided 60% and not riling up the negative 20%.

An important corollary of the guideline is that after extended debate and discussion there are few issues about which there is 100% support. However the 20% “con,” see they are outnumbered and may not be visible in what appears to be a unanimous decision. One way to demonstrate this reality is that about 20% of the population believes the world is flat and that the Apollo Astronaut’s Moon landing was staged in Hollywood.

The **20%/60%/20% Guideline** is more than a curious fact about human interaction and group dynamics. The **20%/60%/20% Guideline** means that in a democracy to secure consensus on decisions impacting **human settlement patterns** and the evolution of **Balanced Communities** in **Sustainable NURs**, it is imperative to frame the issue intelligently and allow for well informed dialogue to proceed to the point of diminishing negative feedback.

The three **95%-5% Guidelines** have to do with **human settlement pattern** relationships that exhibit 95%-5% ratios. They are not interdependent and are not derived from the same basis. Taken together, these three Guidelines provide a fundamentally different view of **human settlement patterns** than conventional wisdom.

95%-5% Guideline One is the guideline for considering the distribution of **nonUrban** and **Urban** land uses. This guideline is derived from the application of the **Natural Laws of Human Settlement Pattern** and establishes the approximate ratio of **nonUrban** land area to **Urban** land area necessary to accommodate the current and immediate future projected population of the US of A. See the discussion of this guideline in **Stark Contrast** of RESOURCES, and also in the second topic summary "Understanding **95%-5% Guideline One** Relating to the Distribution of **Urban** and **NonUrban** Uses".

95%-5% Guideline Two is the guideline for low-intensity and high-intensity **Urban** land uses within the **Clear Edge** around the **Core** of a **NUR**. This guideline reflects land distribution in **Balanced (Alpha) Communities** within the **Clear Edge** that is served by a **Region-wide shared-vehicle (transit) system**. The ratio of the low-intensity land uses (“green leafy” 10 persons per acre) to the high-intensity (transit-served station areas) land uses is typically **95%-5%-95%** low intensity, 5% high intensity. Also see **Clear Edge**.

95%-5% Guideline Three is the guideline related to **nonUrban** land price escalation in the **Countryside**. This guideline is based on the work of author William H. Whyte. Whyte observed that if just 5% of the land in an identifiable territory in the **Countryside** (e.g. a stream valley with widely agreed-to **boundaries**) is converted to **Urban** land uses (e.g. scattered **Urban Units**), then the **Countryside** in that territory is converted from **Open Land** to land speculatively held for **Urban** land uses. This leads to the land becoming dominated by **dysfunctionally** low-density **Urban** activities unless an **Urban** enclave with its own **Clear Edge** evolves.

90%-10% Guideline is a rough approximation of the ratio of land outside the **Clear Edge (Countryside)** to the land inside the **Clear Edge (Urbanside** including **Openspace**) on the NUR sScale. This is comparable to the **95%-5% Guideline One** for the Lower 48. The difference is that outside the **NURs** in the US of A, the remainder of the area is in **Urban Support Regions** with less land within **Clear Edges**.

20%/10%/70% Guideline demonstrates how well a **NUR** (target **90%-10%**) or a large **subregion** of a **NUR** in the US of A (**95%-5%** target) is doing in establishing a functional ratio. For instance the Commonwealth of Virginia embraces all or part of three **NURs** but is a large state compared to its population and thus as a “**95%-5% Guideline One**” (actually about **96%-4%**.) How is Virginia doing to achieve the **96%-4% Guideline**? It turns out that only about 20% +/- of the land area (instead of 96%) is “protected” from scattered **Urban** land uses and 10% +/- (instead of 4%) is held for **Urban** land uses leaving 70% +/- open to scattered **Urban** land uses.

These **Percentage Guidelines**, although they are “rough,” can provide useful insights into **settlement pattern dysfunction**.

Planned New Community (PNC)

A development intended to achieve the status of an **Alpha (Balanced) Community** in a location that would not achieve settlement pattern without implementation of a “plan” - the intentional investment of resources to achieve a specific result.

As documented in *The Shape of the Future*, Chapter 18, there are few settlement pattern stratagems with as long a tradition as **PNC**. **PNCs** were the strategy for colonization of the classical world and settlement of the Roman Empire. **PNCs** were the way Western Europe was redeveloped after the 8th Century and after the Black Death. **PNCs** were the strategy of choice to settle in North America, South America and Africa. Every major **Urban Agglomeration** on the Atlantic Coast; except Boston, started as a **PNC**.

The **PNCs** in Europe, Japan and now China built since World War II and these in the US of A between 1962 and 2007 offer the most constructive source ideas on evolving functional **human settlement patterns**.

See Chapter 18 of *The Shape of the Future*.

Property Rights

The wish for ubiquitous **Mobility** often comes up in the context of statements that “**citizens** should have the right to do whatever they want to with their land.” This is, of course, an important objective in a democracy so long as:

- The action does not impinge upon neighbors rights (Common-Law nuisance), and
- Those who benefit from the land use pay the equitable costs of the external consequences of their actions - including the full cost of location-variable goods and **Services**.

The cumulative impact of the actions of individual **citizens** with respect to land must be evaluated. What is acceptable for one owner to do may not be accommodated when a large number of owners take the same actions. The cumulative impact of many actions (e.g., relying on septic tanks for sewage disposal over a large area with impervious soils) should result in a limitation on individual actions.

Prosperity

Prosperity and “economic well-being” are used interchangeably in *TRILO-G*. It is common to confuse “progress,” “**growth**” and “development” with **prosperity**. Like “**City**,” “**Urban**,” “**rural**” and “progress,” “**growth**” and “development” are defined in terms of one another. Many **citizens** believe that progress, **growth** and development is equal to **prosperity**.

In *TRILO-G*, “economic expansion” is used instead of “**growth**,” “progress” and/or “development.” “Economic expansion” is seen by some as the engine of **prosperity**, by some as requiring a **Balance** between **growth** and conservation and by others as an erosion of what **citizens** once enjoyed.

The question is not whether economic expansion is desirable or undesirable, but the optimum location and pace of economic expansion.

‘R’

Recreation

An enjoyable leisure activity that provides refreshment of one’s mind or body as well as activities that amuse or stimulate.

region (small “r”)

Generally the word “**region**” (with a small “r”) is used to identify any “large” area with at least one distinguishing characteristic. The word **region** requires a modifier/descriptor to be meaningful.

Places called **regions** can be significant or insignificant depending on the importance of the identifying characteristic. In *TRILO-G*, places with significant identifying characteristics are generally termed **Regions**. In all cases other words that make up the title identifies the identifying characteristic.

Also see **New Urban Region, Region, Urban Support Region, subregion, Subregion and Components of Human Settlement - The Geographic Descriptors.**

Region (Capital “R”)

Region (with a capital “R”) is always used in a context that clearly identifies the referenced area. For example the Washington-Baltimore **NUR**, the Denver **NUR**, the DelMarVa **Urban Support Region** or the Northern Rocky Mountain **Urban Support Region**.

In *TRILO-G*, use of the term **Region**, except when identifying either a **NUR** or an **Urban Support Region**, is generally avoided. Indiscriminate use of **Region** (or **region**) as an alternative for **Metropolitan Statistical Area (MSA)** or **Consolidated Metropolitan Statistical Area (CMSA)** is inappropriate and confusing.

Also see **New Urban Region, region, Urban Support Region , subregion, Subregion and Components of Human Settlement - The Geographic Descriptors.**

Regional Metrics

Regional Metrics is a set of analytical tools used to explore the nature of **human settlement pattern**. The **Five Natural Laws of Human Settlement Pattern**: the $A=\pi r^2$ Rule, the Cost of **Services** Curve, the 10X Rule, the 10-Person Rule, and 87 1/2 Percent Rule provide the tools to understand **human settlement pattern**. Also see **(Five) Natural Laws of Human Pattern**. Taken together, these laws and the guidelines that are derived from them are termed “**Regional Metrics**.”

By applying the five **Natural Laws of Human Settlement Pattern**, **Regional Metrics** assists **citizens** and **governance** practitioners in understanding the critical importance of **pattern** and **density** of land uses and in taking well-founded actions to shape **human settlement pattern**.

Also see **Natural Laws of Human Settlement Pattern**. Chapter 4 of *The Shape of the Future* which defines the **Five Natural Laws of Human Settlement Pattern** (Chapter 4 Box 5) and **Regional Metrics**.

RHTC or RHATC

See **Running Hard As They Can**

Roads (and Roadways)

Roads are facilities that serve **Automobiles**, trucks and other self propelled, rubber tired vehicles. **Roads** include expressways and limited access highways. **Roads** get vehicles and passengers from where they were to where they want or need to be. **Roads** may include separate pathways for different vehicle type or purposes (e.g. High Occupancy Vehicles) and for pedestrians (e.g. sidewalks).

Also see **Streets** and discussion of **Streets** and **Roads** in *The Shape of the Future*, Chapter 13 “Streets and Roads”.

Running Hard As They Can

The term **Running Hard As They Can** refers to the 45% of the economic **Ziggurat** between the top 5% (Happy as Clams) and the bottom 50% (Losing Ground).

This cohort is described in PART ELEVEN - PROPERTY DYNAMICS.

Running Hard As They Can's (RHTC's) are also called **RHATC's** (pronounced ‘rat-zees’) to signify citizens caught in the rat race to keep from slipping into the losing ground class. The acronym **RHATC's** was suggested by Fahmah. See PART TEN - Chapter 34.

Rural

Like “city,” the word “**rural**” is burdened with many emotional and outmoded interpretations. This baggage makes it best to avoid use of the word. When carefully defined in economic, social and physical terms, it turns out that **rural** is a past condition that has not actually existed since the impact of the Industrial Revolution became ubiquitous in First World nation-states.

See **nonUrban**. Also see **APPENDIX TWO - CORE CONFUSING WORDS** in *The Shape of the Future* and **LIST OF CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERNS** at the end of this GLOSSARY for a detailed explanation of the term “**rural**.”

Ruralaphilia

Ruralaphilia is the fascination for idyllic agrarian environments that, as seen in the “dreams of the beholders,” in most cases never existed. **Ruralaphilia** is an attachment to what is believed to have once existed. It is frequently related to places that are now devoted to low- or very **low-density Urban** uses. **Ruralaphilia** is based on Myths of a “small place in more simple times.” These are parameters of places that the majority of the former occupants intentionally left seeking an **Urban** alternative. The former occupants were forced or elected to relocate to places where there was a greater potential for economic **prosperity** for themselves and their **families**.

Ruralaphilia is primarily used as an excuse to avoid (or to assume a stance of denial with respect to) issues related to 20th and 21st century **Urban** existence.

Those concerned with economic revitalization of small **Urban** places in **low-density** agricultural **Subregions** document that the majority of economic activity in these places, as early as 1900, was **Urban** (manufacturing, fabricating and **Services**), not agricultural activity. These areas are frequently referred to as **rural** (sylvan, bucolic, pastoral or rustic) but have not been for up to 150 years.

‘S’

Service

“**Service**” includes both **PUBLIC** (shared-vehicle systems, public rights of way facilities and maintenance, water, sewer, storm water, flood control, fire, safety, rescue, health, education, archives/library, courts, etc.) and **PRIVATE** (retail, wholesale, storage and warehousing, medical and dental, agents and brokers, insurance, repair, distribution, transportation, etc.) “**services.**” **Service** is one of the five elements required for **Balance** in components of **human settlement patterns**.

Scatteration

Scatteration is the distribution of **Urban** land uses across the **Countryside** making it the primary cause of the erosion of **Countryside** resources and jeopardizes a sustainable future in the **Countryside** and **Urbanside**. For an exploration of “Abandonment” and “**Scatteration**” see THE ROOTS OF THE HELTER SKELTER CRISIS.

Single Household Attached (SHA)

An attached dwelling intended for occupancy for one **Household**.

Single Household Detached (SHD)

A detached dwelling intended for occupancy for one **Household**.

Smart Growth, Smarter Growth

Everyone is for **smarter growth** but: What is “**smarter growth?**” **Smarter growth** is “intelligent change that meets the **goals** of the **Community**.” **Smart/smarter growth** is one result of the process outlined in HANDBOOK. **Smarter Growth** is a necessary but insufficient condition for creating **Balanced Communities** in **Sustainable NURs**.

Also see **Growth**.

Spheres of Human Experience

Economic, social and physical for a full explanation, See Chapter 4 Box 2 of *The Shape of the Future* and an Overview in Chapter 30 in PART NINE of *TRILO-G*.

Sprawl

Sprawl is a commonly used term for **dysfunctional pattern** and **density of land use**. However, many spacial relationships that are called “**sprawl**” are not **dysfunctional** and many **dysfunctional** land uses are not called “**sprawl**.” An examination of the literature yields hundreds of surveys, studies and many detailed taxonomies of “**sprawl**.” Taken together they result in confusion.

Because many users of the word do not understand the functions of **human settlement pattern**, they apply **sprawl** to a broad range of conditions. Too often, **sprawl** is the term used to describe “what someone else is doing that the observer does not like.” Some applications of **sprawl** are appropriate; some are not. Because of its many interpretations, the word “**sprawl**” is best avoided in **goal** setting and in discussing **human settlement patterns** Avoiding use of the word forces **citizens** to fully describe the causes and effects of settlement pattern **dysfunction**.

See **APPENDIX TWO - CORE CONFUSING WORDS** in *The Shape of the Future* and **LIST OF CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERNS** at the end of this GLOSSARY for an extended discussion of **sprawl**.

Street

Streets are part of the **Urban** fabric within **Clear Edges**. **Streets** provide access to land uses and other **Urban** activities including **Openspace** and **Recreation**. **Streets** serve

people who are where they want or need to be. **Streets** provide for movement of pedestrians and vehicles of all appropriate types.

Also see **Roads** and discussion of **Streets** and **Roads** in *The Shape of the Future*, Chapter 13, “Streets and Roads”.

subregion

The word **subregion** (with a small “s”) indicates a geographic territory where the components have at least one locational characteristic in common. Places called **subregions** are partitions of larger places that also have similar identifying characteristics that are called **regions**. Places called **subregions** can be significant or insignificant depending on the importance of the identifying characteristic.

In *TRILO-G*, places that have significant identifying characteristics are generally termed **SubRegions**. In this case, the other words that make up the title of the **SubRegion** identifies the territory.

There is no requirement that **subregions** be coterminous. As many **subregions** can be identified as there are conceivable criteria. Obviously, some **subregional** descriptions would have little or no meaning or purpose.

The use of the word **subregion** can be very confusing: A single site may fall in many different **subregions**. Since **NURs** and **Communities** may not follow **subregional boundaries**, parts of **NURs**, **Communities** (and all other **components of human settlement**) may fall in many **subregions**. For this reason, **subregion** is not an **organic** component of **human settlement patterns** in **NURs** or **Urban Support Regions** although the **subregion** may be an **organic** component of the natural environment e.g., a watershed.

In *TRILO-G*, the use of **subregion** is generally avoided in favor of a specific description of the geography of concern.

Also see **SubRegion, Alpha, Beta, Boundary, Border, Community, New Urban Region, region, Region, Subregion, Urban Support Regions** and **Components of Human Settlement - The Geographic Descriptors**.

SubRegion or Subregion

The word **Subregion** (Capital “S” and Capital “R”) indicates a geographic territory where the components have at least one significant and important characteristic in common. **SubRegions** are portions of larger places that also have important identifying trait that may or may not be a **NUR** or an **Urban Support Region**. In *TRILO-G*, **SubRegion** often

refers to a specific collection of **Alpha** and/or **Beta** components of **human settlement patterns**.

Examples of significant **Subregions** include:

- Part of a **NUR** with two or more **Cores** (including **Centroids** and **Zentra**) having a significant physical separation such as the Washington-Baltimore **NUR**. Each **SubRegion** has a specific name e.g., the National Capital **SubRegion** and the Baltimore **SubRegion**.
- The area of a **NUR** that falls in a specific state “X” and would be called the “X **Subregion** of the “Y” **NUR**.

SubRegions are often confused with **NURs**, **Urban Support Regions**, and large **Alpha Communities**.

See **Alpha, Beta, Boundary, Border, Community, New Urban Region, region, Region, subregion, Urban Support Regions and Components of Human Settlement - The Geographic Descriptors**.

Editor’s Note: Use of **SubRegion** to signify an important component of **human settlement** was initiated after some PARTs and Chapters were last comprehensively edited. Thus the words are interchangeable in the Beta Draft of *TRILO-G*.

Suburb/Suburban

“**Suburban**” has been used in the English language from the 15th century. It means “less than **Urban**.” When “**suburb**” and “**suburban**” are used, it is appropriate to substitute with “suburbanside” and “subcountryside”. This puts the application of “**suburban**” in proper perspective. The word “**suburban**” has morphed to refer to a number of **settlement patterns**, activities and even attitudes. Because it is confusing, the term is best avoided.

For an in-depth discussion of “**suburb**,” “**suburban**,” “suburbanization,” see *The Shape of the Future*, **APPENDIX TWO - CORE CONFUSING WORDS** and **LIST OF CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERNS** at the end of this GLOSSARY.

Sustainable/Sustainability

Sustainable and **Sustainability** are used as defined by the World Commission on the Environment and Development. **Sustainable** development "meets the needs of the present generation without compromising the ability of future generations to meet their own needs."

Sustainable Development

Sustainable development is the **goal** of intelligent change. It is ill defined and should be included in any **goal** setting processes with great care. Sometimes a “**Sustainability process**” is part of HANDBOOK, Chapter 42 or 43. See Chapter 23 of *The Shape of the Future* for a discussion of the topic.

‘T’

Tax-Base Expansion

Frequently in the process of **goal**-setting, **citizens** say they want to have the municipality take action to expand the (commercial) “**tax base**” so that there is a way to pay for the **Services** they believe are needed or are missing - schools, sidewalks, parks, fire and rescue **Services**, etc.

The response needs to be clear and unequivocal: It is impossible to simply bring in new **jobs** (employment facilities) assuming this will expand the **tax base** or that an expanded **tax base** will automatically result in a municipality being able to support more **Services**.

Fact: Adding employment opportunities in a **Community**, **Subregion** or **Region** with little or no unemployment will result in the attraction of new workers who, in turn, create additional and/or totally new demands. These additional and/or new demands will consume the expanded budget for **Services** or, more likely will result in an increase not a deficit. Generally speaking, retail and other **Service** employment has a detrimental impact on the **Community tax base** because of lower wages paid to employees.

In addition, large retail facilities (i.e. Wal*Mart and other “Big Box” retail centers) moving into new locations where the same or similar products are already sold do little or nothing to add new tax revenue. It only replaces the tax revenue that was already being generated by the existing retail entities. It also results in existing stores being put out of business creating further detrimental impact. “Big Box” retailers operate from inexpensive facilities who draw customers from long distances. Collectively these forces can result in a negative impact on the municipality's **tax base**. The only valid criteria for **tax base expansion** is to create **Balanced Alpha Communities**. Shifting from relying on property tax revenue to **Service** fees is an important strategy. A “buy within the **Community**” program is a beneficial tactic.

It cannot be over emphasized that bringing new **Jobs** into a **Subregion** with essentially no unemployment does not expand the **tax base**. It prompts immigration or mega commutes. If new workers move to the **Community**, the cost may outweigh the benefits. This was demonstrated in the analysis of WorldCom's impact on Loudoun County. From

this analysis came a guideline: even with highly-paid, high-tech employment, if over 40% of the workers move to the jurisdiction (i.e., become new residents), then the addition of new residents, even those with high-end **Jobs**, creates a negative economic impact from **Job** creation.

Telework

Moving work to people by telecommunications instead of moving people to work (a.k.a., commuting).

Telecommuting

Replacing the trip from home to a traditional workplace with telecommunications some or all of the time.

Tenementitis

The irrational fear of **Housing** for lower income **citizens** and guests - especially fear of **Urban** areas being overwhelmed with high-rise tenements.

See Chapter 2 of *The Shape of the Future*.

Third Way, The

Stark Contrast articulates the conflict between “Business-As-Usual” and “Fundamental Transformation” also the strategic stalemate that has occurred between these two forces. See PART FOURTEEN - Chapter 49. **The Third Way** is an overarching strategy using informed **citizens** to create a consensus on achieving **Sustainable human settlement patterns** by building **Balanced Communities**. See PART TWELVE - HANDBOOK.

Three Step Process, The

Creating functional, **Balanced Communities** spelled out in Chapters 41, 42 and 43 of PART TWELVE - HANDBOOK. **The Three-Step Process** is the way **The Third Way** is implemented.

Town Center

“**Town Center**” is used to help sell development projects that include retail, **Service** and commercial development. Consumers are said to yearn for a **mixed-use town center** which very often comes after purchasing houses in a **dysfunctional** location and finding they do not have **Access** to the **Services** that make contemporary life enjoyable.

Always ask the question; “of what **Neighborhood, Village** or **Community** is the project designed to become the “center?”

A new **mixed-use** “center” can contribute to the creation of an **Alpha Community** or **Alpha Village**, but it must become a **Zentrum** of an **organic** component of **human settlement**. There must be planning strategies to evolve **Balance**, not projects, no matter what the project is called by the developer.

See **Component Zentrum**.

Transit-Oriented Development

Some suggest the answer to traffic congestion, “**sprawl**,” and lack of the opportunity to create a quality life is “a light rail line and **Transit-Oriented Development (TOD)**.” Like “more **roads**,” a light rail line and **TODs** are not panaceas.

Few locations are suited for the addition of a prototypical light rail line or a light rail system without Fundamental Change in the settlement pattern. First one needs an **Urban** area large enough to support a shared-vehicle transport system (a.k.a., transit). Next there needs to be the **density** of activity (origins and destinations of trips) system in the station areas necessary to support the system or a commitment to create those needs.

Transport systems need to be planned to support desirable **patterns and densities of land use** - not just to build a new facility.

See Chapter 25 of *The Shape of the Future*. Also see **Highway-Capacity Expansion**.

Transportation Capacity Expansion, Transportation Capacity Improvement

See **Highway-Capacity Expansion**.

Twelve and a Halfers (12.5ers)

The 87 ½ Percent Rule is one of the **Five Natural Laws** of **human settlement patterns**. The 87 ½ percent constant represents the percentage of dwellings actually built in the test **NUR** from 1980 to 2000 that could be accommodated within functional settlement patterns. Functional settlement patterns are those that meet the 10 Person Rule - 10 persons per acre at the **Alpha Community** scale. The remaining 12.5 percent of the dwellings had characteristics - primarily large lot sizes - that could not be accommodated if the **Dooryards** were reconfigured to sustainable **patterns and densities**. The term “**12.5ers**” is used to identify advocates of scattered **Urban** dwellings and who occupy dwellings that could not be accommodated in the normal course within a **Balanced, Alpha Community**.

‘U’

Unit

A dwelling occupied by a **Household**. **Units** provide shelter for cooking, eating, sleeping, hygiene and **recreation** of **Household** members. **Units** may be located in buildings that are **SHD**, **SHA** (duplex, town house, quadraplex) or **Multi-Household**.

See **Single Household Attached, Single Household Detached, Multi-Household and Components of Human Settlement - The Geographic Descriptors**.

Urban

Urban is used in reference to areas with **patterns and densities of land use** that are served, or need to be served, by **Urban Services**. Those **Services** - water, sewer and other utilities, as well as transportation, retail and repair and other public and private **Services**, are required to support **Alpha Clusters, Alpha Neighborhoods, Alpha Villages** and **Alpha Communities**.

Even though “**Urban**” is a **Core Confusing Word** and has become a “code” for specific social and cultural groups and for a type of radio programming, it is extensively used in **TRILO-G** because there is not good alternative.

Although “**Community,**” **Neighborhood,**” “**Organic**” and “**Urban**” are discussed in **APPENDIX TWO - CORE CONFUSING WORDS** they are used in **TRILO-G** - usually capitalized - no better substitute has been found. In the case of “**family,**” the word “**Household**” is used as a replacement in the discussion of **human settlement pattern**.

Also see **Core Confusing Words**.

Urban Agglomeration

Embraces any component of **human settlement pattern** above the **Household** (from the **Dooryard** up) where the primary economic and social orientation of the **Household** is **Urban**. About 94 % of the **Households** in the US of A are **Urban** in orientation.

Urbanized Areas

According to the Bureau of the Census and the Office of Management and Budget:

“**Urbanized Areas** comprise one or more places and the adjacent, densely settled surrounding territory that together have a minimum population of 50,000 persons.”

The basis of “densely settled” is not consistent, but the minimum **density** is in the range of 10 persons per acre. The mapping of **urbanized areas** by the U.S. Geological Survey and the U.S. Department of Transportation confirms that only a small fraction of the land in **NURs** meets the criteria for **urbanized areas**.

Urbaphobia

The fear of things **Urban**, is based on a misconception of what **Urban** means. Understanding the deep cultural phobia concerning **Urban** is fundamental to understanding **citizen** vies of **human settlement pattern** alternatives.

Most of the resources that document that **citizens** of the US of A hate, fear and do not want to be associated with **Urban** do not address the fundamental reality - human civilization is **Urban**. The market demonstrates higher intensity **Urban** places have far higher value per unit of activity than lower intensity places. **Citizens** may call what is **Urban** by some other term, but contemporary human civilization is **Urban**.

Urban Form

The phrase **Urban form** is used as an alternative to the **human settlement pattern**. **Human settlement patterns** also include land devoted to **nonUrban** uses.

Urbanside

Consists of the **Regional Core**, adjacent contiguous **communities** and the **Urban**-area-serving **Openspace** that is within the **Clear Edge**. The **Clear Edge** identifies the **Boundary** between the **Urbanside** and the **Countryside**.

Also see **Boundary**, **Clear Edge**, **Countryside**, **Zentrum** and the Graphic 42-1B under **Boundary**.

Urban Support Region (USR)

Those areas, not within a **NUR**, that provide substantial economic, social and resource support to two or more **NURs**.

See **New Urban Region** and **Components of Human Settlement - The Geographic Descriptors**.

‘V’

Viable/Viability

Human settlement pattern is an **organic** entity. The terms “**viable**” and “**viability**” are used to describe healthy and functional components of **human settlement**. The primary indicator of a **viable** component of **human settlement** is “**citizens** in that component (and in the larger components of which it is a part) are happy, safe and prosperous.”

Village

An **organic** component of **human settlement pattern**. The **Alpha Village** is the smallest-scale **organic** component with a significant mix (**J/H/S/R/A**) of land uses. The **Village** with a **Village Center (Zentrum)** is the scale of many “large” **Planned Unit Developments** - population 10,000 to 30,000 - and the primary subcomponent of many **PNC’s** that are of **Community** scale (50,000 to 300,000 population).

Like “**Neighborhood**” and “**Community**,” **Village** is broadly used as a marketing ploy to illicit the image of a small, quaint, friendly, development project. For that reason the term **village** (small “v”) is avoided in **TRILO-G**.

An **Alpha Village** is composed of **Alpha Neighborhoods**. **Alpha Communities** are composed of **Alpha Villages**.

Also see **Community, Neighborhood, Alpha, Beta and Components of Human Settlement - The Geographic Descriptors**.

Villager(s)

Villagers are persons who live in the same **village**.

Visioning

A first step of **goal-setting** and planning. Current practice is often a simple participatory exercise involving **citizens** to express their collective view of the future. If properly employed, it can supply an initial set of **First-Tier and Second-Tier Goals**. If not, it can result in a meaningless wish-list later generating confusion, conflict and disaggregation.

Visual Preference

Surveys of participants' reactions to a sequence of pictures to determine attractive physical attributes to those in attendance. See **HANDBOOK - Chapter 44**.

Visualization

Visualization exercises are attempts to help **citizens** understand the nature of existing **human settlement patterns** and the impact of new or fundamentally different

configurations of land use. These exercises may be used to illustrate the impact of a new shared-vehicle (a.k.a., transit) station and supporting land uses in the station area. These exercises are explored in HANDBOOK - Chapter 45.

‘Z’

Zentra

The plural of Zentrum.

Zentrum

“**Zentrum**” or “**Component Zentrum**” is used in the HANDBOOK to identify the focus or nucleus of an **organic** component of **human settlement**. “Downtown” was used to designate this area in the US of A during 19th and early 20th Century “**City**.” As “**City**” morphed to Industrial Agglomeration (Industrial Center), “Uptowns,” Edge **Cities**” and other concentrations of more intensive **Urban** uses evolved. To make clear that the area within the area within the **Clear Edge** has a focus, we use the German term so any user of the term knows it has a special meaning.

In Western Europe, the nucleus of an **Urban Agglomeration** is commonly termed the **Zentrum** (center, centre, centrum, etc.). In many cases, this place was the nucleus of the historic “**city**” around which the **NUR** agglomerated. Because of the “multi-nuclear” and “polycentric” nature of **NURs** in the US of A, a specific term is appropriate. Chapter 42 - Step Two - Creating **Balanced Community** Sketch Plans of HANDBOOK which explores the issue of **Zentra** and its importance in planning **Balanced Communities**.

See **Centroid and Community Zentrum**.

Ziggurat

The **Ziggurat** is an ancient building form sometimes called ‘a stepped pyramid.’ Buildings in this form were common in early Urban settlements in the Eastern Mediterranean as well as in Meso America (Mayan and Aztec) and in early agricultural settlements in what is now South Eastern US of A. The building form has gained new appreciation via the eco-city movement.

The term is used in **TRILO-G** to indicate the structure of contemporary society. A small clan at the top (Happy as Clams) a large clan at the base (Losing Ground) and **RHATCs** in the middle.

For a full discussion see PART ELEVEN - PROPERTY DYNAMICS.

LIST OF CORE CONFUSING WORDS BEST AVOIDED IN DISCUSSIONS OF HUMAN SETTLEMENT PATTERN.

For further discussion of these words and phrases see *The Shape of the Future* APPENDIX TWO - CORE CONFUSING WORDS.

City

City was once the focus of economic activity but has evolved into a word with many meanings. This word is loaded with obsolete and emotionally charged interpretations. The word is still used in the official name of some forms of municipal **governance** but does not represent an **organic** component of **human settlement pattern**. For this reason it is best to avoid its use whenever possible except as part of the name of a specific municipal entity (such as the **City** of Alexandria). See **City**.

Exurban

Exurban is used to refer to an area of very low **density Urban** land uses. This is a misleading way to describe a previously **nonUrban** area that has become **Urban** through **scatterization** of **Urban** land uses. See **Exurban**.

Family

Family has evolved to become a confusing way to describe the occupants of a dwelling **Unit**. In *TRILO-G* the word **Household** is used rather than **family**. See **Family**.

Local

Use of the word **local** has been extended far beyond a limited district: “the **local** office”, “the **local government**”, considering a **local government** can include from 150 to five million **citizens**. Depending on the context, **local** is used to indicate a proximity or **service** radius from **Dooryard** to continent. See **Local**.

Rural

Rural is used as a catchall substitute for sylvan, bucolic, rustic and pastoral, a reference to a past existence that was close to nature and primitive. These descriptors are often used facetiously. **Rural** once applied to sparsely settled agricultural areas as distinguished from settled, **Urban** areas. See **Rural**.

Sprawl

Sprawl or sprawling is overused and misused in describing **dysfunctional human settlement patterns**. See **Sprawl**.

Suburb/Suburban

Suburb/Suburban have morphed from adjectives to nouns and verbs and have acquired varied confusing meaning and interpretations. “**Suburban**” has been in use in the English Language since the 15th Century. It means “less than **Urban**” and was used to describe

undesirable persons (pimps, prostitutes, petty thieves, and potential traitors) who could not be trusted to be inside the walls of the “**city**” at night or during times of danger. The common usage has expanded and is now meaningless. See **Suburb/Suburban**.

Although “**Community**”, “**Neighborhood**”, “**Organic**” and “**Urban**” are discussed in **APPENDIX TWO-CORE CONFUSING WORDS** they are used in *TRILO-G* - usually capitalized - because no better substitute has been found. In the case of “**family**”, the word “**Household**” is used as a replacement in the discussion of **human settlement pattern**.

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