DICKINSON TOWN SQUARE

The construction of a public town square, with year round activities is the centerpiece of the downtown revitalization strategy. Once this “living room of the city” is constructed, and an organization is in place to schedule and manage weekly events, throughout the year, this essential piece of the strategy will singularly start the revitalization of downtown. One of the best examples in the U.S. of this approach is a 3 hour drive from Dickinson to Rapid City, S.D. The team from Rapid City, responsible for their downtown vision, and construction and management of their public square, have been close advisors to us for our work in Dickinson, (see www.mainstreetrc.com). It is important for the square to be centrally located and at the crossroads of historically important streets. Of the possible sites, the corner of Villard and Sims is by far the best. Our concept design for the square is illustrated here with a list of features. And several other features are worth noting. 1) The paving for the square is extended to include Sims St. and the sidewalk along the western edge. On occasions, gates will drop from corner light towers to block Sims St. traffic, expanding the size of the square. 2) Paving is extended along important pedestrian axis, in all 4 directions from the square. The one leading west, at mid-block, will connect to a new “art alley”, which will encourage pedestrian movement to art and performance venues. The paving extending south from Sims to the former train station, will help toward the future renovation and public uses encouraged there.

Legend
1. SUNken PLAZA / ICE RINK
2. RETAIL WITH ROOF TERRACE
3. MOVEABLE STAGE CANOPY
4. ALTERNATE STAGE LOCATIONS
5. INTERACTIVE WATER FOUNTAIN
6. RETAIL PAVILION
7. RETAIL
8. PUBLIC RESTROOMS
9. ART AVE