Co-OP Village
PHYSICAL LAYOUT

Below is one view of the village, assuming full occupancy and three years after startup. Note that the first few years will be labor intensive due to construction. Thereafter, attention would move from construction to food raising. This should leave a lot of idle time. During this phase "prettys" could be added, such as the large whiskey plant, 36 hole golf course, ski lodge, lounge where the Chip-N-Dales would dance, No Tell Motel, etc. But for now these are the basics.

A. Residential Buildings

1. Location / Footprint

Approximately fifteen Clusters of 15 families each would exist. Each cluster would be tightly packed for the smallest footprint. Each cluster would have its own playground, gazebo, workshop/garage, laundry facility, freezers, home office and meeting & recreation room. One cluster might be near the fields / livestock for that farm feel; one might be way out for the hermits. One cluster might be childless.

2. Single Units

Small footprint, single bath, energy efficient lighting, facing the proper direction for energy efficiency, solar panels, hot water timers, sky lights, surrounded by edible vegetation nourished by drip irrigation. Will have ability to shut off all air conditioning except the bedrooms at night. Kitchens would have fire sprinkler systems. Anyone desiring exceptions would have to pay a premium for it.

3. Apartments

Apartments could be used for elderly needing light assisted living and for non-growing families. These homes would have additional built-ins geared for the elderly.

4. Guest Facilities

Small cottages or apartments without major cooking facilities.

5. RV Park, Campsite

One cluster can be a campsite / RV park.

B. Multi-Use Buildings :

1. Dining Hall

Approximately four dining halls feeding 90 persons each would be required. They would provide daily four different menus that would be published to offer variety. Before and after meals the buildings could be used as meeting areas, lounges, coffee shops, etc. A pizza parlor or café could be added later.

2. Lounges
Lounges would be provided for different age groups.

3. Offices & Meeting Facilities

4. Warehouses
One warehouse would act as general store. One warehouse would service restaurants. One warehouse would service trades.

5. Workshops
Carpenters, plumbers, communications, welders, health services (nurses, gym, massage, barber), etc.

6. Learning Centers
Classrooms, libraries.

7. Hobby Shops

8. Barns
To house backhoe, tractors, farm equipment.

9. Retreat
A retreat lodge with accompanying guest houses would be available for seminars, a small get together, or a romantic vacation from the kids.

10. Chapel (all faiths)

C. Infrastructure

1. Parking
Central parking lots could service several housing clusters (4) but walking would be required to them. There would be a paved turn lane into village, then immediately a large central hard surface parking lot. Some dispersed parking for elderly and handicapped. Car sharing would cut down on parking spaces and some vehicle/ boat shelters could be provided.

2. Roadways / Pathways
Hard surface roads to warehouse districts, restaurants, elderly residential cluster. Thereafter non-paved roads for emergency vehicle access to regions. Walking paths connecting all regions with low-voltage lighting. Elderly and assisted living buildings would be near restaurants and have connecting sidewalks. Plentiful golf carts, wheelbarrows, carts and covered vehicles would be dispersed.

3. Fencing
Fencing could be placed around some homes to keep in kids and pets. Cats would be restricted from the outside. All play grounds, pools and ponds should be fenced, as well as dangerous areas to children.

4. Power

Public Power could be used for commercial buildings that have a high energy demand. Alternate power sources could be used for some residences.

5. Drinking Water

Municipal water, if available, could be used for fire hydrants and some commercial buildings with high water demands. Wells and cisterns could be used for each residential cluster. Small water towers at each cluster might be needed to create the required water pressure and reserve. An integrated system (toggle on/off) could be used in event of one well failure or fire. Municipal water could tie into it in the event of low water reservoir.

6. Sewage

Two sewage systems could be used for each cluster: one for grey water and one for black water. Grey water could go into a filter system and then into a holding pond to be used for drip irrigation, toilets and perhaps showers. Black water could go into a shared septic tank or perhaps composting toilets could be used.

7. Garbage

A garbage center could recycle and compost, then transport the unusable refuse elsewhere. Unused refuse would be kept to a minimum.

8. Communications

All buildings could be linked for television, phone and, computer systems. A television / cable service could be provided by the village.

9. Food Raising

D. Outdoor Facilities

1. Recreation Fields

2. Playgrounds

3. Picnic Gazebos

4. Hiking Trails.