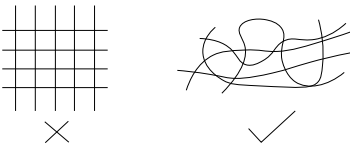


CITY PLANNING

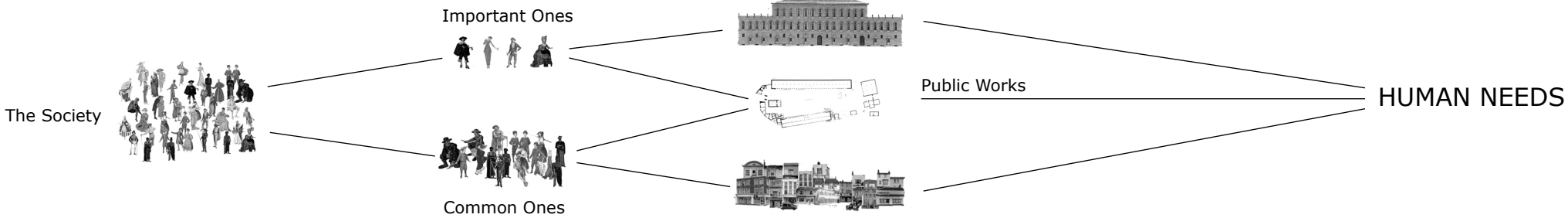
- **Outer City:** Planning of the city should prevent enemy to find sufficient space to launch a large scale attack.
- **Inner City:** A city should provide pleasant areas and open spaces as ornament and for recreation. These spaces should be separated from the civic business: race courses, gardens, ambulatories, etc. Streets inside city should be small and curved to confuse the enemy



- **City Size:** A city should not be too large or too small.

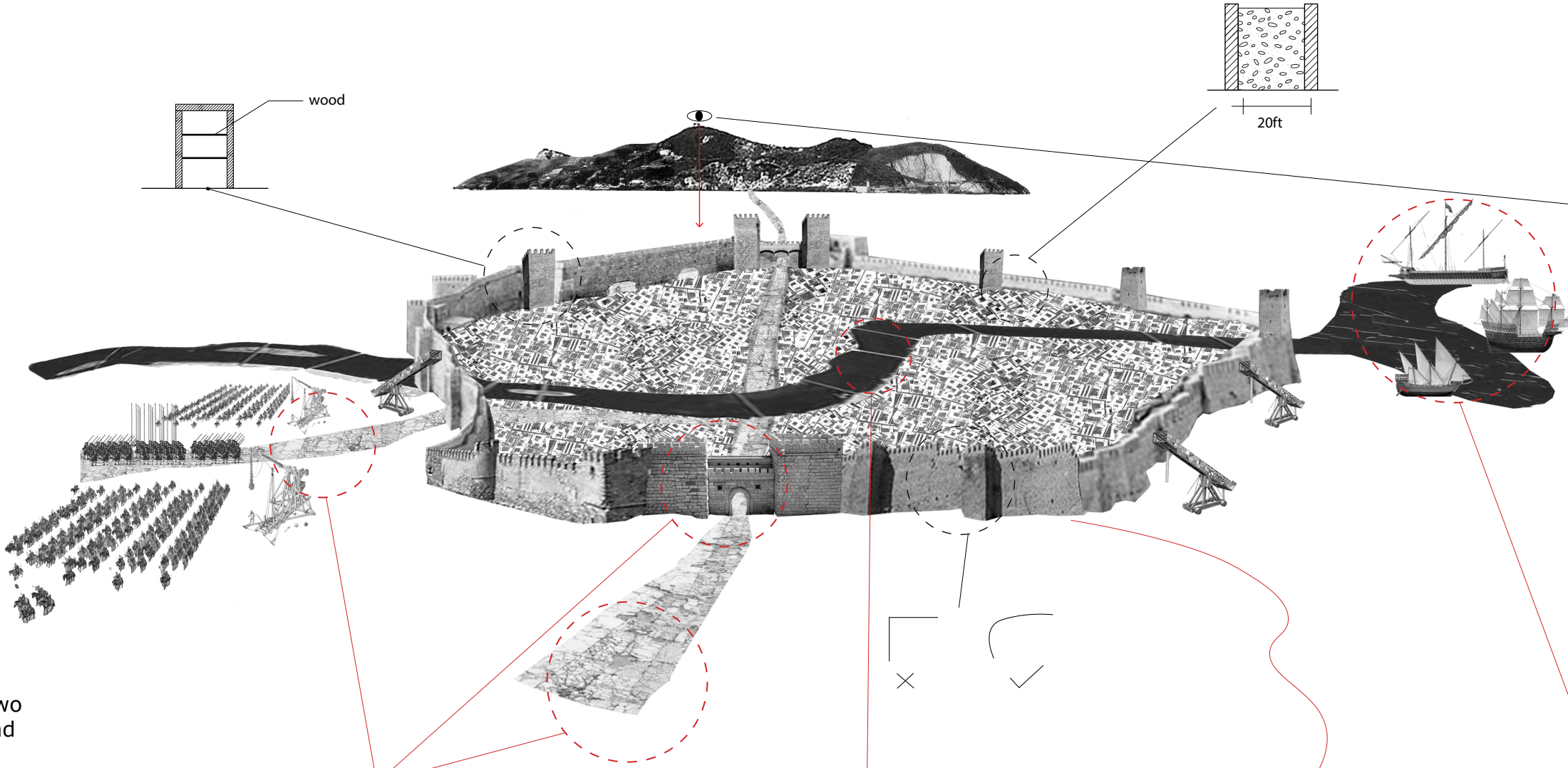
CITY WALLS

- **Wall Construction:** Build two wall, one within the other and 20ft apart. Fill in the center with earth excavated from the ditch. Walls should not have angle.
- **Tower:** Towers act as buttresses to protect the wall. Towers should also act as shelters and recesses to protect the guards from weather. The flooring within the towers should be of wooden boards to allow changes in different situations



CITY LOCATION

- **Access of Resource:** Nothing required for economy should be lacking; its territory should be healthy, extensive, and varied in its terrain; it should be agreeable, fertile, naturally fortified, well stocked and furnished with plentiful fruit and abundant springs. There should be rivers, lakes, and convenient access to the sea to allow the importation of goods in short supply and the exportation of any surplus.
- **Protection from Enemy:** City need to be located in the middle of its territory. For vision, protection and reaction to events. Make sure there is no neighboring mountain overlooking the town where enemy might occupy as a base. Make sure the surrounding regions does not have resources that might protect and serve the enemy.



GATES/ ROADS

- **Military Roads:** Wide enough walking in formation, site in all directions, direct and as short as possible
- **Exterior Roads:** Straight to demonstrate dignity and pride, while not leading directly to gate for protection
- **Interior Roads:** Winding roads to increase the feeling of size and make it more difficult for criminals or attackers to navigate

BRIDGES

- **Placement:** Central location to the city, where there are no whirlpools, banks aren't too high and it's not too deep
- **Materials:** Wood or masonry and provides construction process

DRAINS

- **Location:** Access to large sailing vessels
- **Requirements:** Bridge and quay for unloading purposes
- **Military:** Need of strong tall towers at the mouth & a military road from the city for emergencies

HARBOR

- **Where:** Underneath the road center
- **Purpose:** Maintaining sanitation, cleanliness, pure air
- **Discarding:**
 1. Diffuser - Run everything to nearby river
 2. Subsidence Pit - Run to a pit and is absorbed by earth