

Ordinance No. 5066

G 1-19: Great Neighborhood Principles Comprehensive Plan Text Amendments



CITY COUNCIL 04.09.19



PROCEDURES & CRITERIA

Procedure and Action:

- Comprehensive Plan Text Amendment
- Legislative Hearing: Procedures in MMC 17.72.120-160
- Planning Commission Recommendation to City Council
- City Council Decision

Criteria:

- Consistency with Purpose Statement in Zoning Ordinance (17.03.020)
- Consistency with Comprehensive Plan and applicable Goals and Policies

CITY COUNCIL 04.09.19



INTENT OF GNP

- ❑ What makes a great neighborhood in McMinnville?
- ❑ What elements should be included in any neighborhood - either existing or new - to make it great?

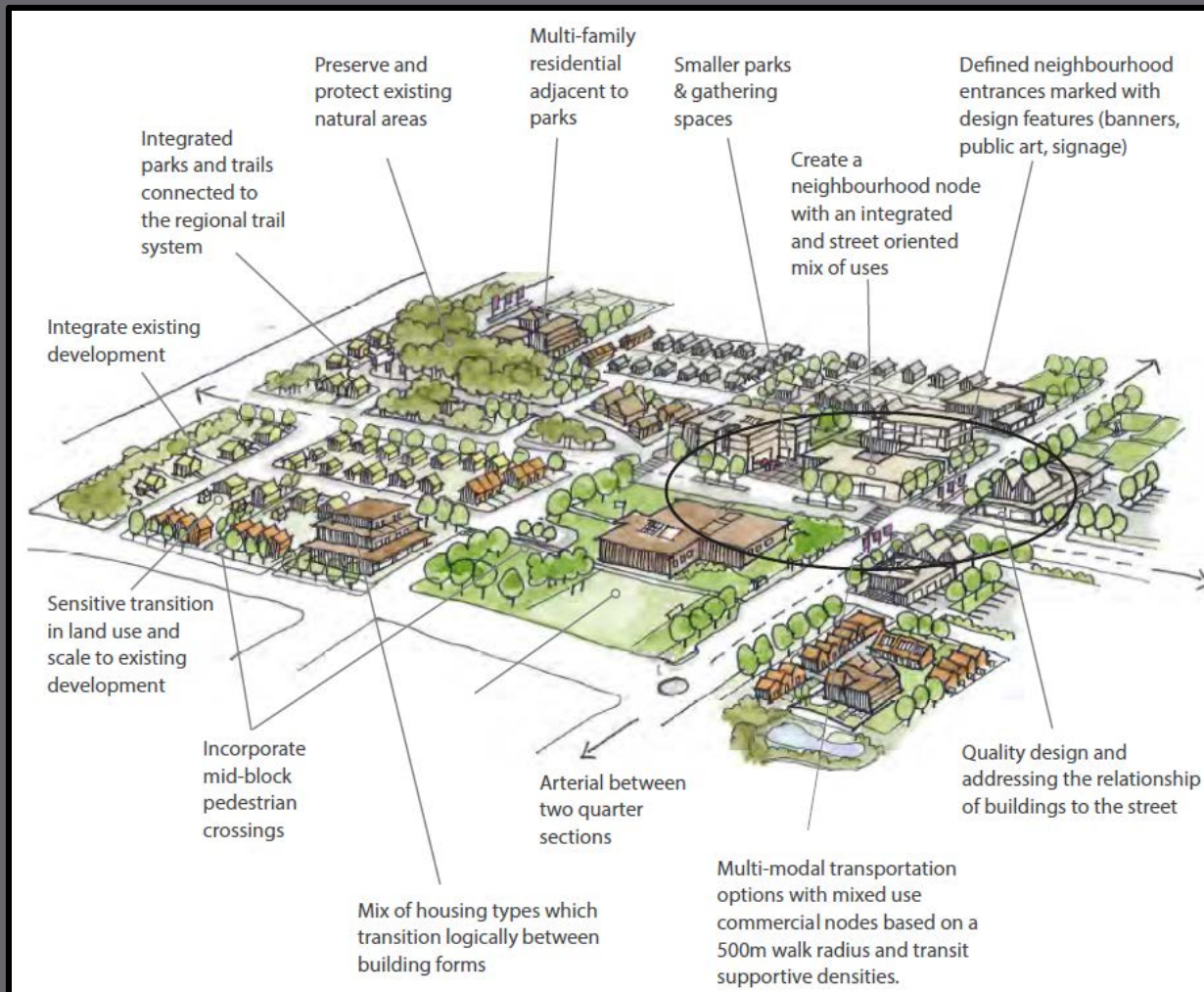


CITY COUNCIL 04.09.19

City of
McMinnville



GREAT NEIGHBORHOOD PRINCIPLES



CITY COUNCIL 04.09.19








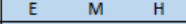







GNP PROJECT PURPOSE




- ❑ **Develop Great Neighborhood Principles (GNPs) that identify specific elements to be included in any neighborhood in McMinnville**
 - ❑ GNP's will be adopted into Comprehensive Plan
 - ❑ GNP's will be used to draft code amendments that would apply to future development proposals
- ❑ **GNPs will guide future development to ensure that all places and neighborhoods are livable, healthy, social, safe, and vibrant for all residents of McMinnville**

CITY COUNCIL 04.09.19



GNP PROJECT TIMELINE

	September	October	November	December	January
GOAL 1: Identify Project Scope					
Project Kick Off & Project Overview					
Weekly Social Media Posts					
GOAL 2: Solicit Public Input					
Review/Approve Public Engagement Materials					
Conduct Online Survey					
Public Open House					
School Visits					
Service Club Presentations (Kiwanis, Rotary, City Club, etc.)					
Weekly Social Media Posts					
GOAL 3: Select Principles					
Select Great Neighborhood Principles					
Share Principles at Planning Commission Meeting					
Weekly Social Media Posts					
GOAL 4: Finalize & Define Principles					
Develop Graphics & Description of Each Principle					
Finalize Descriptions of Each Principle					






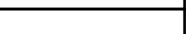

-  Project Advisory Committee
-  Online Survey
-  Public Open House (Project Advisory Committee Encouraged to Attend)

- Monthly Project Advisory Committee (PAC) Meetings
- Public Open House
- School Outreach & Service Club Presentations
- Online Survey & Weekly Social Media Posts

CITY COUNCIL 04.09.19



PUBLIC OUTREACH PLAN

	October	November
GOAL 2: Solicit Public Input		
Review/Approve Public Engagement Materials		
Conduct Online Survey		
Public Open House		
School Visits		E M H
Service Club Presentations (Kiwanis, Rotary, City Club, etc.)		
Weekly Social Media Posts		



Project Advisory Committee



Online Survey



Public Open House (Project Advisory Committee Encouraged to Attend)

- Survey – Online & Hard Copies
- Public Open House – Wednesday, November 7th
- Service Club Presentations
- Newspaper and School Flyer Announcements
- Weekly Blog Posts & Social Media Posts

CITY COUNCIL 04.09.19



PAC/PC RECOMMENDATIONS

Project Advisory Committee (PAC)

- January 15, 2019: Reviewed and recommended Comprehensive Plan Text Amendments to incorporate the GNPs into the City's Comprehensive Plan

Planning Commission

- February 21, 2019: Reviewed PAC recommendation, supported concept and advised staff to schedule for public hearing
- March 21, 2019: Proposed Comp Plan Text Amendments reviewed during public hearing and recommended to City Council for approval

CITY COUNCIL 04.09.19



COMPREHENSIVE PLAN AMENDMENTS

- ❑ **Proposed Text Amendments recommended to be added to Urbanization Chapter (Chapter IX)**
- ❑ **Proposed new section for “Great Neighborhood Principles”**
- ❑ **Great Neighborhood Principles to be included as “Policies”**
- ❑ **Some “Proposals” also proposed to support and assist in the implementation of the Great Neighborhood Principles**

CITY COUNCIL 04.09.19



GNP POLICIES

Policy 187.10:

The City of McMinnville shall establish Great Neighborhood Principles to guide the land use patterns, design, and development of the places that McMinnville citizens live, work, and play. The Great Neighborhood Principles will ensure that all developed places include characteristics and elements that create a livable, egalitarian, healthy, social, inclusive, safe, and vibrant neighborhood with enduring value, whether that place is a completely new development or a redevelopment or infill project within an existing built area.

CITY COUNCIL 04.09.19



GNP POLICIES

Policy 187.20:

The Great Neighborhood Principles shall encompass a wide range of characteristics and elements, but those characteristics and elements will not function independently. The Great Neighborhood Principles shall be applied together as an integrated and assembled approach to neighborhood design and development to create a livable, egalitarian, healthy, social, inclusive, safe, and vibrant neighborhood, and to create a neighborhood that supports today's technology and infrastructure, and can accommodate future technology and infrastructure.

*Note – Inclusion of “infrastructure” in Policy 187.20 is new language suggested by the Planning Commission in response to comments received from MW&L

CITY COUNCIL 04.09.19



GNP POLICIES

Policy 187.30:

The Great Neighborhood Principles shall be applied in all areas of the city to ensure equitable access to a livable, egalitarian, healthy, social, inclusive, safe, and vibrant neighborhood for all McMinnville citizens.

CITY COUNCIL 04.09.19



GNP POLICIES

Policy 187.40:

The Great Neighborhood Principles shall guide long range planning efforts including, but not limited to, master plans, small area plans, and annexation requests. The Great Neighborhood Principles shall also guide applicable current land use and development applications.

CITY COUNCIL 04.09.19



GNP POLICIES

Policy 187.50:

The McMinnville Great Neighborhood Principles are provided below. Each Great Neighborhood Principle is identified by number below (numbers 1 – 13), and is followed by more specific direction on how to achieve each individual principle.

CITY COUNCIL 04.09.19



GREAT NEIGHBORHOOD PRINCIPLES

1. **Natural Feature Preservation.** Great Neighborhoods are sensitive to the natural conditions and features of the land.
 - a. Neighborhoods shall be designed to preserve significant natural features including, but not limited to, watercourses, sensitive lands, steep slopes, wetlands, wooded areas, and landmark trees.



CITY COUNCIL 04.09.19



GREAT NEIGHBORHOOD PRINCIPLES

2. **Scenic Views.** Great Neighborhoods preserve scenic views in areas that everyone can access.
- a. Public and private open spaces and streets shall be located and oriented to capture and preserve scenic views, including, but not limited to, views of significant natural features, landscapes, vistas, skylines, and other important features.

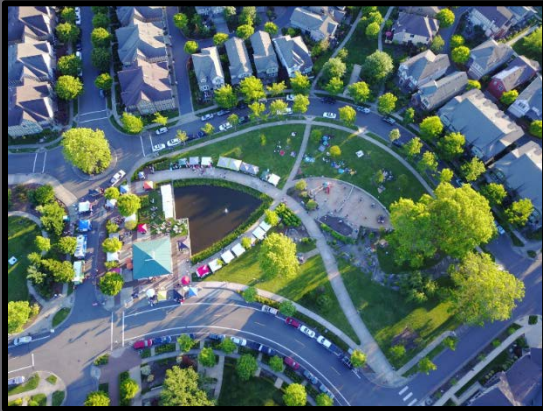


CITY COUNCIL 04.09.19



GREAT NEIGHBORHOOD PRINCIPLES

3. **Parks and Open Spaces.** Great Neighborhoods have open and recreational spaces to walk, play, gather, and commune as a neighborhood.
 - a. Parks, trails, and open spaces shall be provided at a size and scale that is variable based on the size of the proposed development and the number of dwelling units.
 - b. Central parks and plazas shall be used to create public gathering spaces where appropriate.
 - c. Neighborhood and community parks shall be developed in appropriate locations consistent with the policies in the Parks Master Plan.



CITY COUNCIL 04.09.19

GREAT NEIGHBORHOOD PRINCIPLES

4. Pedestrian Friendly. Great Neighborhoods are pedestrian friendly for people of all ages and abilities.

- a. Neighborhoods shall include a pedestrian network that provides for a safe and enjoyable pedestrian experience, and that encourages walking for a variety of reasons including, but not limited to, health, transportation, recreation, and social interaction.
- b. Pedestrian connections shall be provided to commercial areas, schools, community facilities, parks, trails, and open spaces, and shall also be provided between streets that are disconnected (such as cul-de-sacs or blocks with lengths greater than 400 feet).



CITY COUNCIL 04.09.19



GREAT NEIGHBORHOOD PRINCIPLES

5. Bike Friendly. Great Neighborhoods are bike friendly for people of all ages and abilities.

- a. Neighborhoods shall include a bike network that provides for a safe and enjoyable biking experience, and that encourages an increased use of bikes by people of all abilities for a variety of reasons, including, but not limited to, health, transportation, and recreation.
- b. Bike connections shall be provided to commercial areas, schools, community facilities, parks, trails, and open spaces.



CITY COUNCIL 04.09.19



GREAT NEIGHBORHOOD PRINCIPLES

6. **Connected Streets.** Great Neighborhoods have interconnected streets that provide safe travel route options, increased connectivity between places and destinations, and easy pedestrian and bike use.

- a. Streets shall be designed to function and connect with the surrounding built environment and the existing and future street network, and shall incorporate human scale elements including, but not limited to, Complete Streets features, grid street networks, neighborhood traffic management techniques, traffic calming, and safety enhancements.



CITY COUNCIL 04.09.19



GREAT NEIGHBORHOOD PRINCIPLES

6. **Connected Streets.** Great Neighborhoods have interconnected streets that provide safe travel route options, increased connectivity between places and destinations, and easy pedestrian and bike use.

b. Streets shall be designed to encourage more bicycle, pedestrian and transit mobility with a goal of less reliance on vehicular mobility.



CITY COUNCIL 04.09.19



GREAT NEIGHBORHOOD PRINCIPLES

7. **Accessibility.** Great Neighborhoods are designed to be accessible and allow for ease of use for people of all ages and abilities.
 - a. To the best extent possible all features within a neighborhood shall be designed to be accessible and feature elements and principles of Universal Design.
 - b. Design practices should strive for best practices and not minimum practices.



CITY COUNCIL 04.09.19



GREAT NEIGHBORHOOD PRINCIPLES

8. **Human Scale Design.** Great Neighborhoods have buildings and spaces that are designed to be comfortable at a human scale and that foster human interaction within the built environment.
- a. The size, form, and proportionality of development is designed to function and be balanced with the existing built environment.
 - b. Buildings include design elements that promote inclusion and interaction with the right-of-way and public spaces, including, but not limited to, building orientation towards the street or a public space and placement of vehicle-oriented uses in less prominent locations.
 - c. Public spaces include design elements that promote comfortability and ease of use at a human scale, including, but not limited to, street trees, landscaping, lighted public areas, and principles of Crime Prevention through Environmental Design (CPTED).

CITY COUNCIL 04.09.19



HUMAN SCALE DESIGN



CITY COUNCIL 04.09.19



GREAT NEIGHBORHOOD PRINCIPLES

9. **Mix of Activities.** Great Neighborhoods provide easy and convenient access to many of the destinations, activities, and local services that residents use on a daily basis.

- a. Neighborhood destinations including, but not limited to, neighborhood-serving commercial uses, schools, parks, and other community services, shall be provided in locations that are easily accessible to surrounding residential uses.
- b. Neighborhood-serving commercial uses are integrated into the built environment at a scale that is appropriate with the surrounding area.



CITY COUNCIL 04.09.19

GREAT NEIGHBORHOOD PRINCIPLES

9. **Mix of Activities.** Great Neighborhoods provide easy and convenient access to many of the destinations, activities, and local services that residents use on a daily basis.

c. Neighborhoods are designed such that owning a vehicle can be optional.

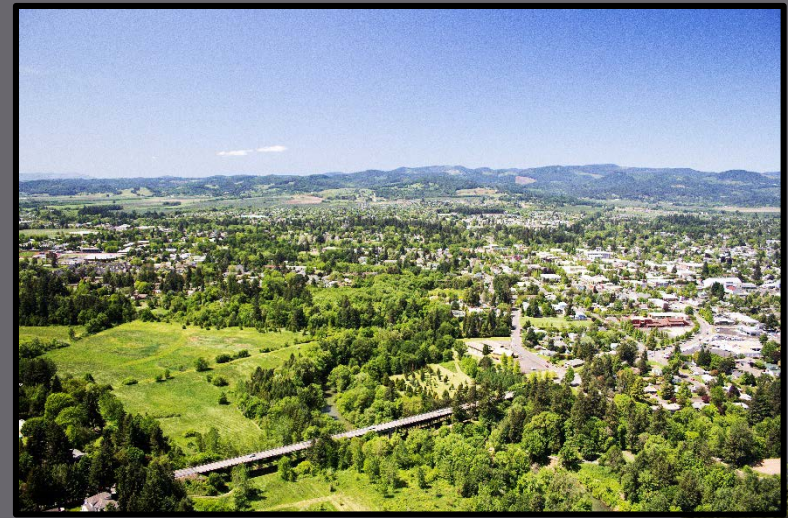


CITY COUNCIL 04.09.19

GREAT NEIGHBORHOOD PRINCIPLES

10. Urban-Rural Interface. Great Neighborhoods complement adjacent rural areas and transition between urban and rural uses.

- a. Buffers or transitions in the scale of uses, buildings, or lots shall be provided on urban lands adjacent to rural lands to ensure compatibility.



CITY COUNCIL 04.09.19



GREAT NEIGHBORHOOD PRINCIPLES

11. Housing for Diverse Incomes and Generations. Great Neighborhoods provide housing opportunities for people and families with a wide range of incomes, and for people and families in all stages of life.

a. A range of housing forms and types shall be provided and integrated into neighborhoods to provide for housing choice at different income levels and for different generations.



CITY COUNCIL 04.09.19



GREAT NEIGHBORHOOD PRINCIPLES

12. Housing Variety. Great Neighborhoods have a variety of building forms and architectural variety to avoid monoculture design.

- a. Neighborhoods shall have several different housing types.
- b. Similar housing types, when immediately adjacent to one another, shall provide variety in building form and design.



CITY COUNCIL 04.09.19



GREAT NEIGHBORHOOD PRINCIPLES

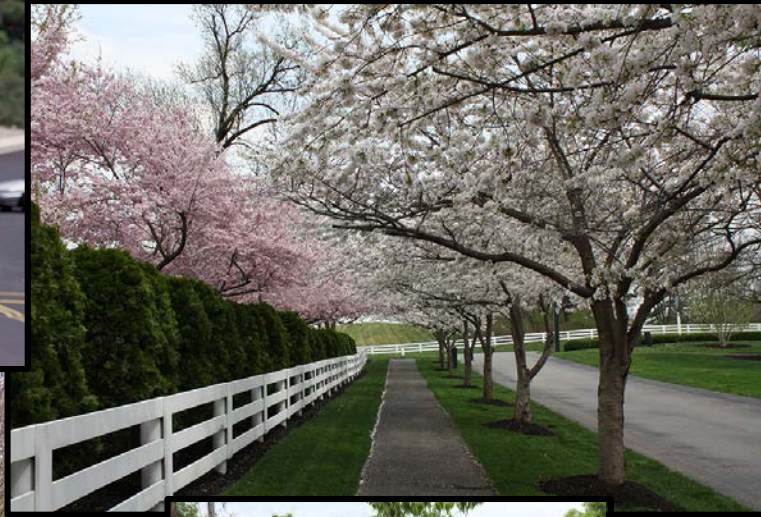
13. Unique and Integrated Design Elements. Great Neighborhoods have unique features, designs, and focal points to create neighborhood character and identity. Neighborhoods shall be encouraged to have:

- a. Environmentally friendly construction techniques, green infrastructure systems, and energy efficiency incorporated into the built environment.
- b. Opportunities for public art provided in private and public spaces.
- c. Neighborhood elements and features including, but not limited to, signs, benches, park shelters, street lights, bike racks, banners, landscaping, paved surfaces, and fences, with a consistent and integrated design that are unique to and define the neighborhood.

CITY COUNCIL 04.09.19



INTEGRATED DESIGN ELEMENTS



CITY COUNCIL 04.09.19



ENVIRONMENTAL/GREEN DESIGN

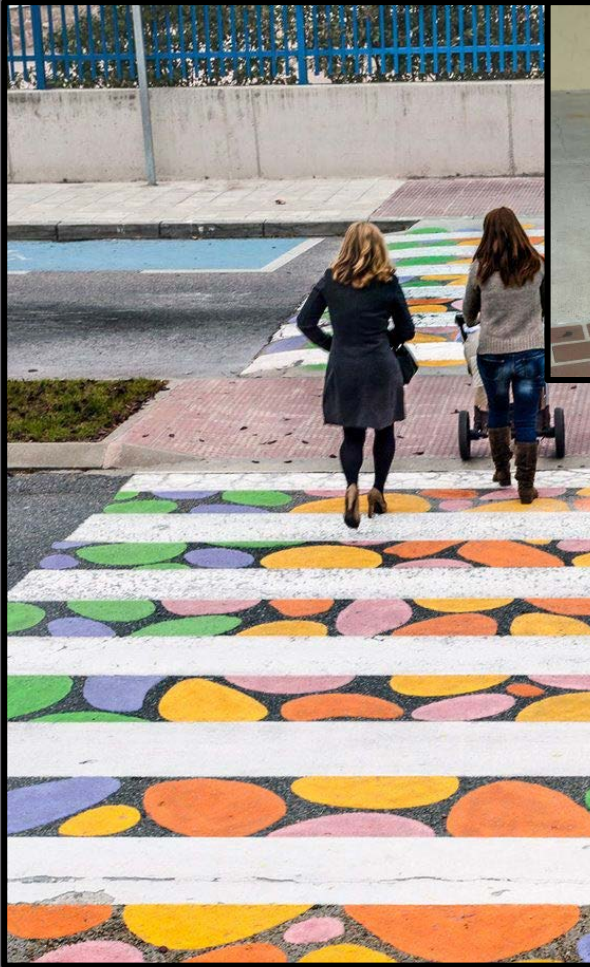


High Point, SEATTLE, WA
Credit: Seattle Parks & Recreation

CITY COUNCIL 04.09.19



PUBLIC ART



CITY COUNCIL 04.09.19

GNP PROPOSALS

40.00 The City shall complete an inventory of the applicable natural resources listed in Goal 5 of the Oregon Statewide Planning Goals and Guidelines. The resources to be included in the inventory include, but are not limited to, riparian corridors, wetlands, wildlife habitat, open space, and scenic views. The City shall coordinate with the Department of Land Conservation and Development to determine which Goal 5 resources to include in the inventory.

41.00 The City shall complete an inventory of landmark trees that are of significance or value to the City's environment or history.

CITY COUNCIL 04.09.19



GNP PROPOSALS

42.00 The City shall develop specific park and open space requirements for different types of neighborhoods and developments, such as multiple family residential uses or single family residential subdivisions. The park and open space requirements for individual developments shall be based on the size or scale of the proposed development and on the number of dwelling units within the proposed development and shall incorporate both active and passive parks, open spaces, and opportunities to connect with nature.

CITY COUNCIL 04.09.19



GNP PROPOSALS

43.00 The City shall complete a Bicycle Plan to guide the planning, implementation, and growth of a city-wide bicycle network throughout McMinnville. The Bicycle Plan may be adopted as an appendix to the Transportation System Plan and may identify projects that can be implemented or planned to create a city-wide bicycle network.

44.00 The City shall complete a Pedestrian Plan to guide the planning, implementation, and growth of a city-wide pedestrian network throughout McMinnville. The Pedestrian Plan may be adopted as an appendix to the Transportation System Plan and may identify projects that can be implemented or planned to create a city-wide pedestrian network.

CITY COUNCIL 04.09.19



GNP PROPOSALS

45.00 The City shall develop site and design requirements for commercial and industrial uses.

46.00 The City shall develop development codes that allow for a variety of housing types and forms, and shall develop site and design requirements for those housing types and forms.

CITY COUNCIL 04.09.19



GNP PROPOSALS

47.00 The City shall evaluate the impact of future technology on neighborhood design and develop development codes that support today's technology and infrastructure but can accommodate future technology and infrastructure as well, including but not limited to data infrastructure, artificial intelligence, ride-share, and autonomous vehicles.

48.00 The City shall develop design and development standards and processes that allow for the discreet and coordinated incorporation of existing and future infrastructure into neighborhoods.

*Note – Inclusion of “infrastructure” in Proposal 47.00, and Proposal 48.00, are new language suggested by the Planning Commission in response to comments received from MW&L

CITY COUNCIL 04.09.19



TESTIMONY RECEIVED

Public Testimony Received: None

- Public hearing notice published in News Register on 3-12-19, and DLCN Notice provided 2-6-19

Department/Agency Testimony Received:

- Engineering Department responded with “No comments”
- McMinnville Water and Light provided suggested amendments to GNP language:
 - Scale and scope of proposed amendments from MW&L were found to be more detailed than other policy-level GNPs
 - Proposed amendments were not vetted by PAC during public process
 - Planning Commission recommending some potential additions to Policies and new Proposal in response to MW&L comments

CITY COUNCIL 04.09.19



STAFF RECOMMENDATION

- ❑ **Recommend approval of the Comprehensive Plan Text Amendments as presented in Ordinance No. 5066**
- ❑ Proposed Comprehensive Plan Text Amendments are consistent with those recommended by the Project Advisory Committee (PAC), with some minor amendments recommended by the Planning Commission

CITY COUNCIL 04.09.19



QUESTIONS?



CITY COUNCIL 04.09.19

