Great Neighborhood Principles

Project Advisory Committee (PAC) Meeting #3 – December 4th, 2018



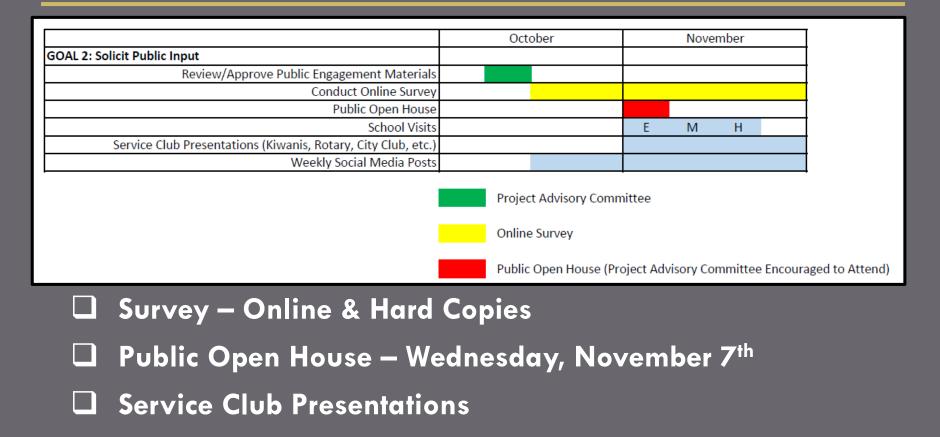


AGENDA

- 1. Introductions
- 2. Public Outreach Review & Update
- 3. Review of Survey Results
- 4. Small Group Discussion
 - Identify Key Takeaways from Survey Results
- 5. Small Group Discussion
 - Discuss Draft Great Neighborhood Principles
 - Identify Draft Descriptions of Each Principle
- 6. Review Project Timeline & Next Steps



PUBLIC OUTREACH PLAN

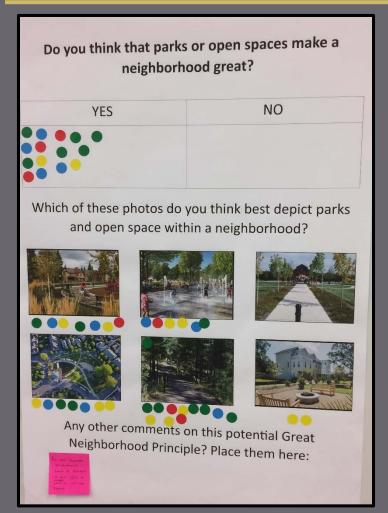


Newspaper and School Flyer Announcements

Weekly Blog Posts & Social Media Posts



□ Wednesday, November 7th - 6:00 PM Meeting Format: Open format – No formal presentation Interactive Activity: Stations with a poster for each potential Great Neighborhood Principle Poster will include description of each draft GNP and photos of draft GNPs Ask attendees to: Vote on each draft GNP Place stickers on photos they prefer Provide post-its for attendees to attach additional comments





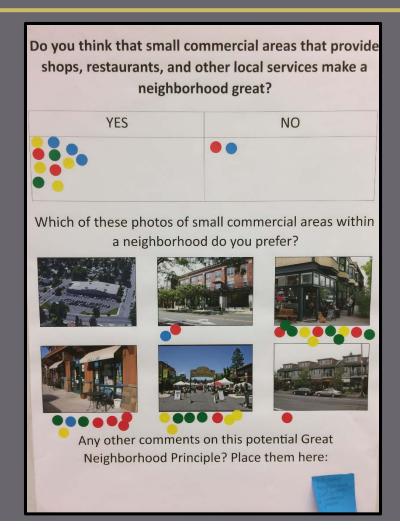
Do you think that buildings and places designed at a

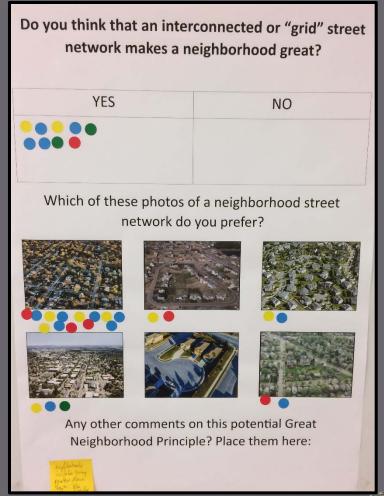










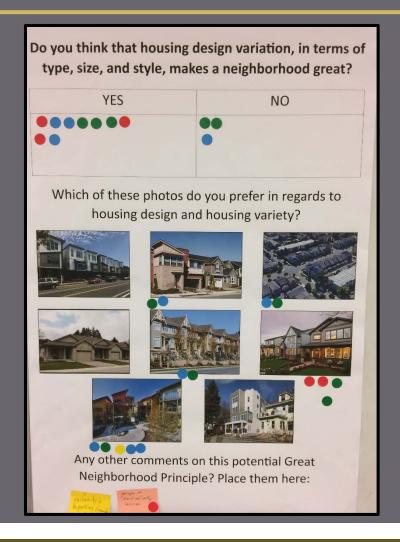


























SERVICE CLUB PRESENTATIONS

- Presentations completed:
 - Soroptimist International: November 6th
 - ☐ McMinnville Garden Club: November 19th
 - Noon Rotary: Wednesday, November 28th
 - ☐ Kiwanis: Thursday, November 29th
 - ☐ Sunrise Rotary: Wednesday, December 12th
- ☐ Feedback gathered



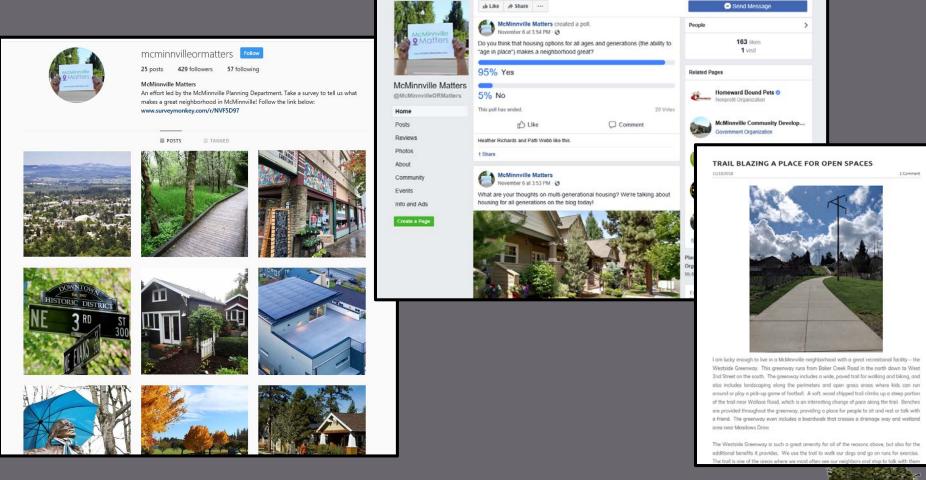
MCMINNVILLE MATTERS

- ☐ Social media posts for each draft GNP
 - Blog post on <u>McMinnville Matters</u> and mini-poll on Facebook
 - Link to blogs and mini-polls from <u>Instagram</u> & <u>Twitter</u>
- ☐ Increase our followers!
 - ☐ Facebook: 181 (136)
 - ☐ Instagram: 429 (348)
 - ☐ Twitter: 52 (42)





MCMINNVILLE MATTERS





- Available for about one month (mid-October through late-November)
- Survey format:
 - More targeted questions on potential Great
 Neighborhood Principles: Walkability, Bikeability,
 Housing, Mix of Activities, Parks & Open Space, etc.
 - Ranking importance of variety of neighborhood planning issues: transportation, housing, activities, design, amenities
 - Open-ended questions on current neighborhood and preferences in ideal neighborhood

☐ Findings:

	Yes	No	N/A
Do you think walkability makes a	005		
neighborhood great?	325	8	
	97.3%	2.4%	0.3%
Do you think easy bike access around and between places makes a neighborhood			
great?	294	39	1
	88.0%	11.7%	0.3%



☐ Findings:

	Yes	No	N/A
Do you think that an interconnected or "grid"			
street network makes a neighborhood			
great?	216	113	5
	64.7%	33.8%	1.5%
Do you think that ADA (Americans with			
Disabilities Act) accessibility for people of			
all ages and abilities makes a neighborhood			
great?	302	30	2
	90.4%	9.0%	0.6%



☐ Findings:

	Yes	No	N/A
Do you think that housing options for			
people with a wide range of incomes			
makes a neighborhood great?	247	84	3
	74.0%	25.1%	0.9%
Do you think that housing options for all			
ages and generations (the ability to "age			
in place") makes a neighborhood great?	305	27	2
	91.3%	8.1%	0.6%
Do you think that housing design variation,			
in terms of type, size, and style, makes a			
neighborhood great?	254	78	2
	76.0%	23.4%	0.6%

☐ Findings:

	Yes	No	N/A
Do you think that small commercial areas			
that provide shops, restaurants, and other			
local services make a neighborhood great?	276	55	3
	82.6%	16.5%	0.9%
Do you think that parks or open spaces			
make a neighborhood great?	328	5	1
	98.2%	1.5%	0.3%



☐ Findings:

	Yes	No	N/A
Do you think that opportunities for public art			
make a neighborhood great?	251	82	1
	75.1%	24.6%	0.3%
Do you think that the preservation of			
significant natural features (waterways,			
wetlands, trees, views, etc.) makes a			
neighborhood great?	322	11	1
	96.4%	3.3%	0.3%
Do you think that preserving scenic views in			
areas that everyone can access makes a			
neighborhood great?	313	19	2
	93.7%	5.7%	0.6%



☐ Findings:

	Yes	No	N/A
Do you think that environmental or "green"			
design and construction techniques make a			
neighborhood great?	256	77	1
	76.6%	23.1%	0.3%
Do you think that providing a buffer between			
urban uses (such as housing and commercial			
areas) and surrounding rural uses (such as			
farming and agriculture) makes a			
neighborhood great?	215	111	8
	64.4%	33.2%	2.4%



☐ Findings:

	Yes	No	N/A
Do you think that specialized design elements make a neighborhood great?	151	1 <i>7</i> 2	11
	45.2%	51.5%	3.3%
Do you think that buildings and places designed at a "human scale" (a design approach that prioritizes the pedestrian and human interaction with the built environment) make a neighborhood great?	259	72	3
	77.5%	21.6%	0.9%



	Walkability									
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp or Very Imp			
Sidewalks Along Every Street	4	17	126	185	3					
	1.2%	5.1%	37.7%	55.4%	0.9%		93.1%			
Multi-use Paths (for walking and biking)	7	42	182	102	2					
	2.1%	12.6%	54.5%	30.5%	0.6%		85.0%			
Safe Street Crossings	2	6	105	217	3					
	0.6%	1.8%	31.4%	65.0%	0.9%		96.4%			
Safe Routes to Schools	1	10	93	223	6					
	0.3%	3.0%	27.8%	66.8%	1.8%		94.6%			
Safe, Well-Marked Pedestrian Crossings	1	10	129	187	7					
	0.3%	3.0%	38.6%	56.0%	2.1%		94.6%			
Soft-Surfaced (crushed gravel, wood chips, etc.) Walking and Biking Trails	15	107	157	47	8					
	4.5%	32.0%	47.0%	14.1%	2.4%		61.1%			



	Bikeability								
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp or Very Imp		
Multi-use Paths (for walking and biking)	7	42	182	102	2				
	2.1%	12.6%	54.5%	30.5%	0.6%		85.0%		
Bike Connections to Downtown	15	82	162	69	6				
	4.5%	24.6%	48.5%	20.7%	1.8%		69.2%		
Safe Routes to Schools	1	10	93	223	6				
	0.3%	3.0%	27.8%	66.8%	1.8%		94.6%		
Soft-Surfaced (crushed gravel, wood chips, etc.) Walking and Biking Trails	15	107	157	47	8				
	4.5%	32.0%	47.0%	14.1%	2.4%		61.1%		
Bike Lanes on Streets	8	67	178	85	6				
	2.4%	20.1%	53.3%	25.4%	1.8%		78.7%		
Off-Street Bike Paths	13	108	143	62	8				
	3.9%	32.3%	42.8%	18.6%	2.4%		61.4%		



	Intercor	nnected or "g	rid" street n	etwork		
	Completely Unimportant	Unimportant	Important	Very Important	No Answer	% That Answered Imp. or Very Imp.
Options for Alternative Travel Routes	6	74	183	62	8	
	1.8%	22.2%	54.8%	18.6%	2.4%	73.4%
Access to Public Transit	21	98	154	55	6	
	6.3%	29.3%	46.1%	16.5%	1.8%	62.6%
Interconnected Streets (Grid Street Network)	14	105	157	46	12	
	4.2%	31.4%	47.0%	13.8%	3.6%	60.8%
Slower Speeds on Certain Streets	3	33	166	126	6	
	0.9%	9.9%	49.7%	37.7%	1.8%	87.4%
Easy Access to Major Roads	8	63	190	67	6	
	2.4%	18.9%	56.9%	20.1%	1.8%	76.9%
Short Blocks and Street Lengths	34	190	80	17	13	
	10.2%	56.9%	24.0%	5.1%	3.9%	29.0%
More Intersections to Slow Auto Traffic	33	139	119	34	9	
	9.9%	41.6%	35.6%	10.2%	2.7%	45.8%



ADA (Americans with Disabilities Act) accessibility									
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.		
ADA (Americans with Disabilities Act) Improvements	5	32	155	137	5				
	1.5%	9.6%	46.4%	41.0%	1.5%		87.4%		



Housing options for range of incomes								
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.	
Housing Affordability	5	24	124	172	9			
	1.5%	7.2%	37.1%	51.5%	2.7%		88.6%	
Housing for All Income Levels	13	66	128	120	7			
	3.9%	19.8%	38.3%	35.9%	2.1%		74.3%	
	Housing o	ptions for all	ages and ge	nerations			•	
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.	
Housing for Multi-Generational Families	9	70	185	63	8			
	2.7%	21.0%	55.4%	18.9%	2.4%		74.3%	
Housing for All Age Ranges	10	34	157	121	12			
	3.0%	10.2%	47.0%	36.2%	3.6%		83.2%	



Housing design variation, in terms of type, size, and style							
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.
Variety of Housing Options	13	54	160	94	14		
	3.9%	16.2%	47.9%	28.1%	4.2%		76.0%
Architectural Form	23	114	147	39	11		
	6.9%	34.1%	44.0%	11.7%	3.3%		55.7%



Small commercial areas / Mix of activities								
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.	
Corner Stores	20	133	143	28	10			
	6.0%	39.8%	42.8%	8.4%	3.0%		51.2%	
Integration of Other Uses (Shops, Offices, Schools, Entertainment, etc.) in Existing Neighborhoods	20	87	164	54	10			
	6.0%	26.0%	49.1%	16.2%	3.0%		65.3%	
Access to a Mix of Activities	5	56	202	61	10			
	1.5%	16.8%	60.5%	18.3%	3.0%		78.7%	
Neighborhood Shops	15	101	150	61	12			
	4.5%	30.2%	44.9%	18.3%	3.6%		63.2%	
Commercial Uses Near Residential Areas	37	151	109	26	11			
	11.1%	45.2%	32.6%	7.8%	3.3%		40.4%	



Parks and Open Spaces								
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.	
Parks	2	10	156	146	20			
	0.6%	3.0%	46.7%	43.7%	6.0%		90.4%	
Open Areas for Recreation	2	33	173	119	7			
	0.6%	9.9%	51.8%	35.6%	2.1%		87.4%	
Community Gardens	19	96	154	58	8			
	5.7%	28.7%	46.1%	17.4%	2.4%		63.5%	
		Public	Art					
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.	
Public Art	28	116	127	26	37			
	8.4%	34.7%	38.0%	7.8%	11.1%		45.8%	



Preservation of significant natural features								
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.	
Maintaining Natural Features	2	15	192	115	10			
	0.6%	4.5%	57.5%	34.4%	3.0%		91.9%	
Preservation of Trees	6	16	133	173	6			
	1.8%	4.8%	39.8%	51.8%	1.8%		91.6%	
Designing Buildings Around Nature	9	68	171	78	8			
	2.7%	20.4%	51.2%	23.4%	2.4%		74.6%	
		Preserving so	enic views					
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.	
Maintaining Scenic Views for All	4	50	185	86	9			
	1.2%	15.0%	55.4%	25.7%	2.7%		81.1%	



Environmental or "green" design and construction techniques							
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.
Environmental/"Green" Construction	12	75	158	82	7		
	3.6%	22.5%	47.3%	24.6%	2.1%		71.9%
	Buffer	between urb	an and rura	luses			
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.
Buffers Between Farming and City Uses	16	109	141	57	11		
	4.8%	32.6%	42.2%	17.1%	3.3%	_	59.3%



	Specialized design elements						
	Completely			Very			% That Answered
	Unimportant	Unimportant	Important	Important	No Answer		Imp. or Very Imp.
Consistent Features in							
Neighborhoods (Fencing, Lighting,	23	113	138	54	6		
etc.)							
	6.9%	33.8%	41.3%	16.2%	1.8%		57.5%
Landscaping	2	54	201	70	7		
	0.6%	16.2%	60.2%	21.0%	2.1%		81.1%
Tree Lined Streets	6	43	178	100	7		
	1.8%	12.9%	53.3%	29.9%	2.1%		83.2%
Themed Street Names	138	152	33	3	7		
	41.3%	45.5%	9.9%	0.9%	2.1%		10.8%
Decorative Features	46	170	96	10	12		
	13.8%	50.9%	28.7%	3.0%	3.6%		31.7%
Neighborhood Character	5	54	181	86	8		
	1.5%	16.2%	54.2%	25.7%	2.4%		79.9%
Neighborhood Names	101	162	50	13	9		
	30.2%	48.5%	15.0%	3.9%	2.7%		18.9%
Defined Neighborhood Gateways	62	163	78	21	10		
	18.6%	48.8%	23.4%	6.3%	3.0%		29.6%



Human Scale Design							
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.
Traffic Calming/Slowing Features (roundabouts, landscaping, etc.)	11	60	186	72	5		
	3.3%	18.0%	55.7%	21.6%	1.5%		77.2%
Safe, Well-Marked Pedestrian Crossings	1	10	129	187	7		
	0.3%	3.0%	38.6%	56.0%	2.1%		94.6%
Landscaping	2	54	201	70	7		
	0.6%	16.2%	60.2%	21.0%	2.1%		81.1%
Lighting in Public Spaces	1	4	135	187	7		
	0.3%	1.2%	40.4%	56.0%	2.1%		96.4%



COMMENTS PROVIDED

☐ Traffic and Streets "reroute traffic so at least the downtown area can be less noisy and more walkable" "streets should be wide enough to accommodate two lanes of traffic" "streets should be designed for humans to move through not for cars to drive" "traffic control on busy streets" "speed bumps around schools" & "speed control" "better traffic planning near schools"

COMMENTS PROVIDED

Но	using:
	"Housing for a wide range of incomes is important"
	"Allowing tiny homes, secondary homes"
	"housing should be designed for people and families to live in throughout lives and generations"
	"more diverse housing options integrated into the neighborhoods, e.g. duplex on corners so that the income distribution was more spread out"
	"developers should be required to build a given percentage of affordable housing integrated into each development"
	"housing options for younger residents we go from run down apartments straight to very expensive, beautiful homes with seemingly nothing in between"

City of Winnyille

COMMENTS PROVIDED

De	sign:
	"historic buildings in non-historic districts, preservation of
	historic buildings"
	"quality public artwork is a critical factor in building
	every city neighborhood's unique identity and character"
	"buffers between agriculture/neighborhoods and
	Commercial/neighborhoods with architectural design
	softening the transition"
	"agrages access through allows and front wards are the

- "garages access through alleys and front yards are the social spaces"
- "eliminate cookie cutter housing"



COMMENTS PROVIDED

- ☐ Pedestrian/Bike:
 - "Special safety considerations for foot/bike traffic for food deserts"
 - "housing should be designed for people and families to live in throughout lives and generations"
 - lacktriang "safe walking/biking trails to elementary schools"
 - "more off-road running trails... to be able to run away from the traffic"
 - "more pathways for bike traffic"



COMMENTS PROVIDED

- □ Open Space:
 - "Neighborhood dog parks or off-leash areas"
 - "Keeping trees, wetlands, etc... but they are only worth keeping if they are cared for"
 - "important for residents to feel closer to nature"
 - "visual and audio buffers with landscaping"

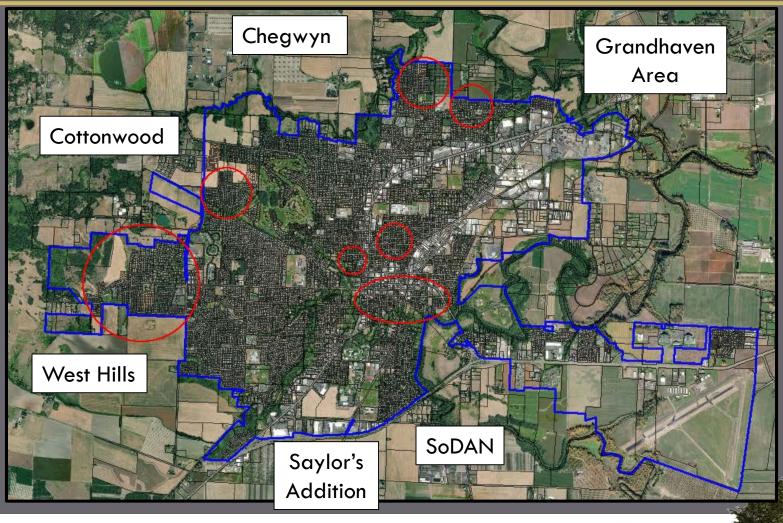


COMMENTS PROVIDED

- Other Uses/Amenities:
 - "west end of town has no shopping or gas available"
 - "neighborhoods with activities and interaction"
 - lacktriangle "more shopping and restaurant options"
 - "open up business on the west side of town"
 - "As housing increases, services need to increase (restaurants, shopping, medical...)"
 - "allow Big Box stores but keep them located on the perimeter of the city"



- ☐ Neighborhoods mentioned as being great:
 - ☐ Saylor's Addition (8)
 - ☐ West Hills (11)
 - \Box Grandhaven area (5)
 - \square Chegwyn (3)
 - Cottonwood (3)
 - Inner Northeast (3)
 - □ South of Downtown SoDAN (6)
 - Redwood Commons, Gibbs Circle (2), Tall Oaks, NW area around Memorial





West Hills



Chegwyn And Grandhaven Area



Saylor's Addition



Cottonwood



SMALL GROUP DISCUSSION

☐ Discuss the public outreach & survey results

- Questions to answer with small group:
 - What do you see as the key takeaways from the survey results?
 - \square Did any of the results surprise you?
 - Are there any additional items that should be considered from the comments received?

Report back to large group



SMALL GROUP DISCUSSION

☐ Which of the principles/elements should move forward as Great Neighborhood Principles?

- ☐ Do you have any preliminary thoughts on descriptions/definitions of any principle?
- ☐ Report back to large group



NEXT STEPS

☐ Staff will draft Great Neighborhood Principles based on guidance provided by PAC tonight

- ☐ Future PAC Meeting:
 - \Box Tuesday, January $15^{th} 6:00 \text{ PM}$
 - PAC review draft Great Neighborhood Principles
 - ☐ PAC finalize Great Neighborhood Principle language



QUESTIONS?



