

Great Neighborhood Principles

Project Advisory Committee (PAC)

Meeting #4 – January 15th, 2019



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AGENDA

1. Introductions

2. Staff Presentation of Draft Great Neighborhood Principles

3. Large Group Discussion

- Questions or comments on draft language
- Decide on and finalize recommended language

4. Next Steps

- Additional PAC meeting?
- Planning Commission & City Council process

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GNP PROJECT WILL ANSWER:

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

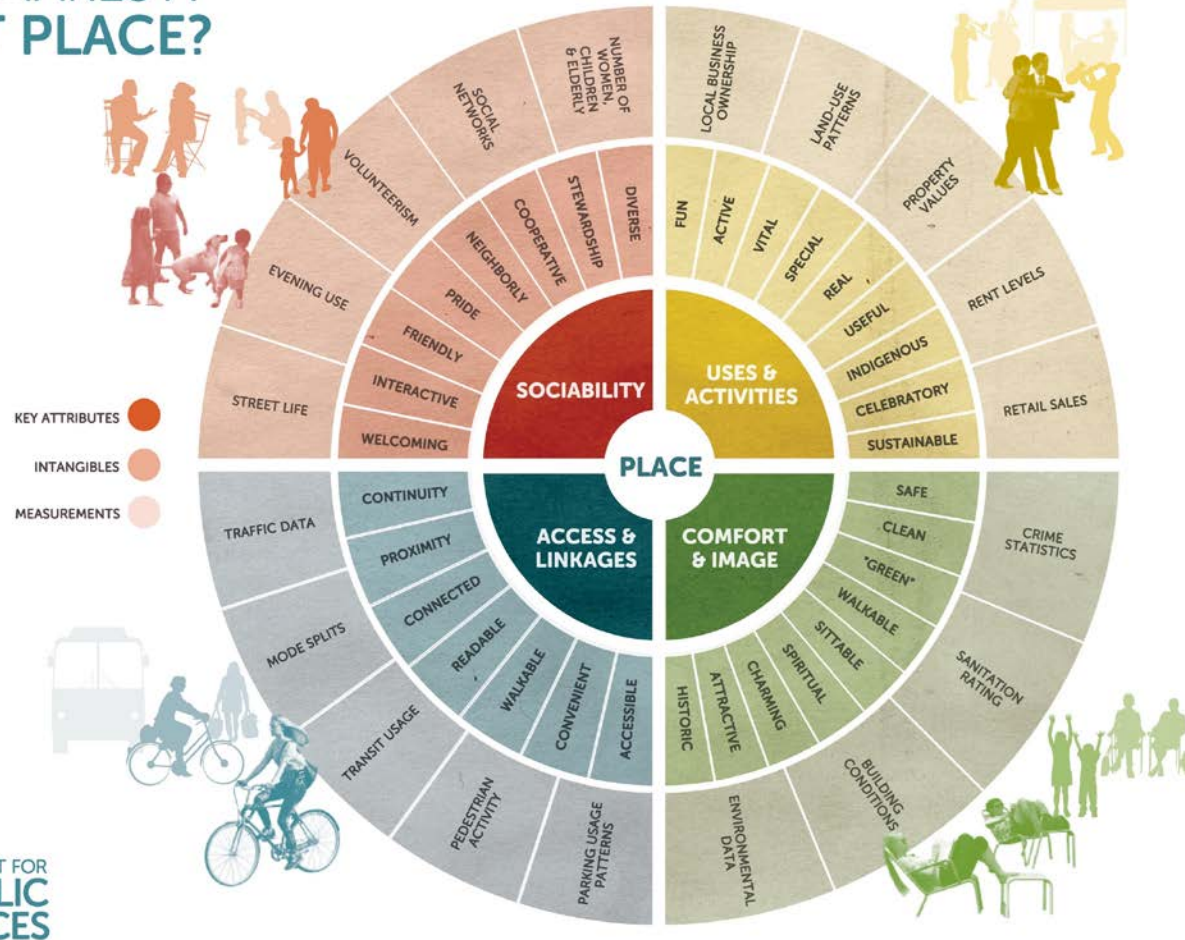


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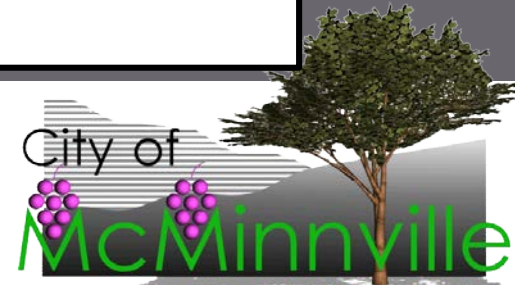
City of
McMinnville

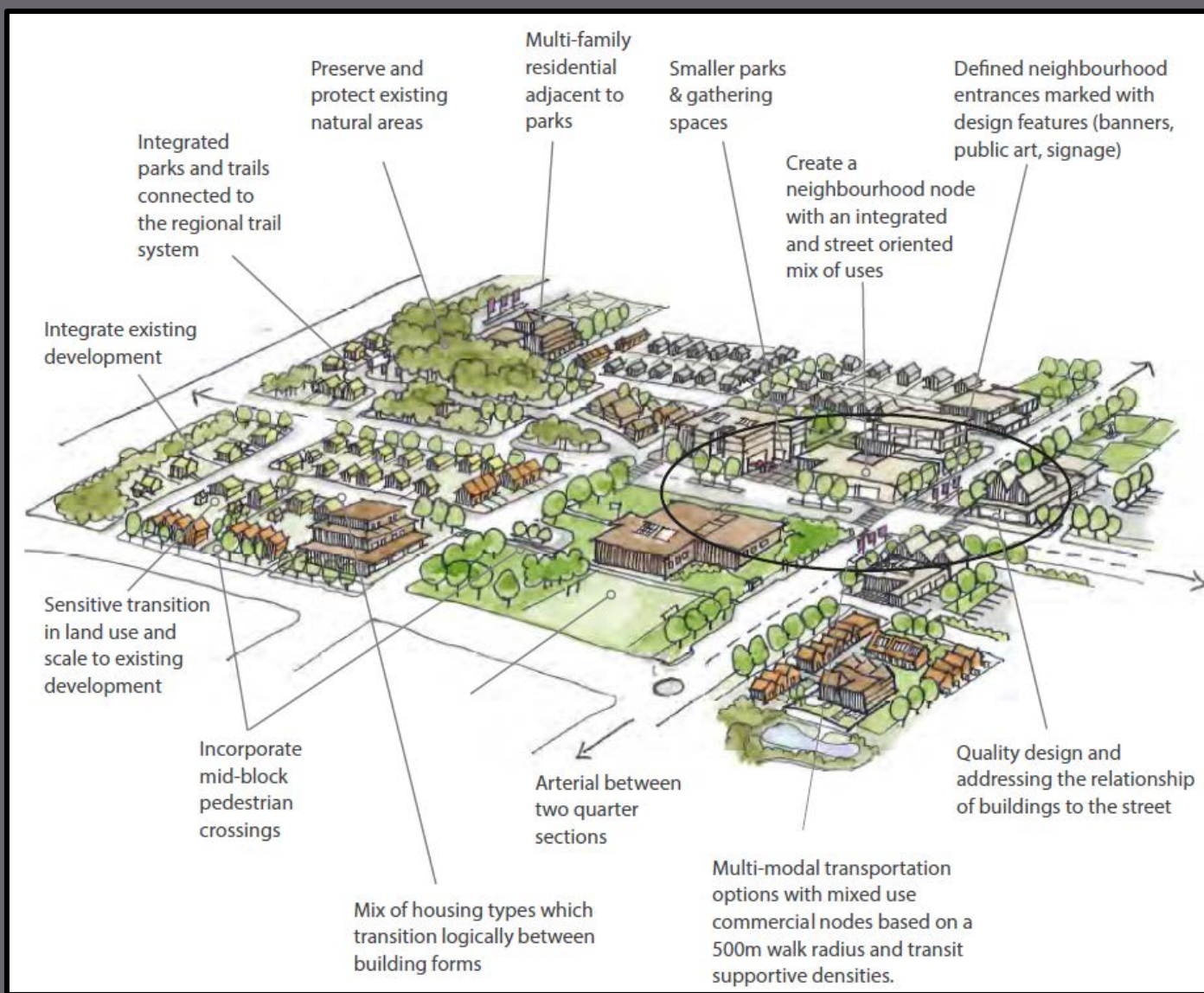


WHAT MAKES A GREAT PLACE?



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COMPREHENSIVE PLAN

□ **Comp Plan is formatted by Goals, Policies, and Proposals:**

- **GOALS:** are the broadly-based statements intended to set forth the general principles on which all future land use decisions will be made. Goals carry the full force of the authority of the City of McMinnville and are therefore mandated.
- **POLICIES:** are the more precise and limited statements intended to further define the goals. These statements also carry the full force of the authority of the City of McMinnville and are therefore mandated.
- **PROPOSALS:** are the possible courses of action available to the City to implement the goals and policies. These proposals are not mandated; however, examination of the proposals shall be undertaken in relation to all applicable land use requests.

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DRAFT PRINCIPLES

- ❑ **Proposed to be added to Comprehensive Plan**
 - ❑ Urbanization Chapter (Chapter IX)
 - ❑ Existing Urbanization Chapter Goals:
 - ❑ GOAL IX 1: TO PROVIDE ADEQUATE LANDS TO SERVICE THE NEEDS OF THE PROJECTED POPULATION TO THE YEAR 2023, AND TO ENSURE THE CONVERSION OF THESE LANDS IN AN ORDERLY, TIMELY MANNER TO URBAN USES.
 - ❑ GOAL IX 2: TO ESTABLISH A LAND USE PLANNING FRAMEWORK FOR APPLICATION OF THE GOALS, POLICIES, AND PROPOSALS OF THE McMinnville Comprehensive Plan
 - ❑ Existing sections and policies on “General Development Pattern” and “Land Use Development Tools”

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DRAFT PRINCIPLES

❑ How will the Great Neighborhood Principles be applied from the Comp Plan?

❑ The Comp Plan states:

“The implementation of these goal, policy, and proposal statements shall occur in one of two ways. *First, the specific goal, policy, or proposal shall be applied to a land use decision as a criterion for approval, denial, or modification of the proposed request.* In this case the goal, the policy, or the proposal is directly applied. The second method for implementing these statements is through *the application of provisions and regulations in ordinances and measures created to carry out the goals and policies.*”

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DRAFT PRINCIPLES

- ❑ 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

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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, healthy, social, safe, and vibrant neighborhood with enduring value, whether that place is a completely new development of a vacant area in the Urban Growth Boundary or a redevelopment or infill project within an existing built area in the Urban Growth Boundary.

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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, healthy, social, safe, and vibrant neighborhood.

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GNP POLICIES

Policy 187.30:

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.

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GNP POLICIES

Policy 187.40:

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.

Staff Recommendation:

- Include principles that scored 80% or higher in survey
- Exceptions for some that represent good planning practices:
 - Connected Streets
 - Housing for Diverse Incomes
 - Housing Variety
 - Human Scale Design
 - Urban-Rural Interface
- Others that scored lower than 80% include as “encouraged” principles

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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.

	Yes	No	N/A
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%

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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.

	Yes	No	N/A
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%

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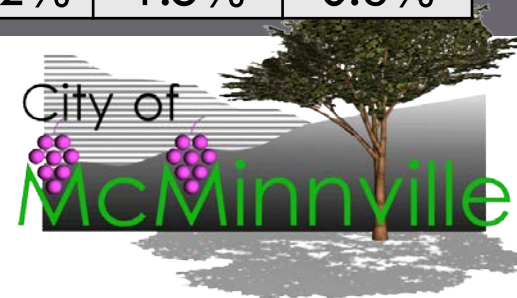


GREAT NEIGHBORHOOD PRINCIPLES

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.

	Yes	No	N/A
Do you think that parks or open spaces make a neighborhood great?	328	5	1
	98.2%	1.5%	0.3%

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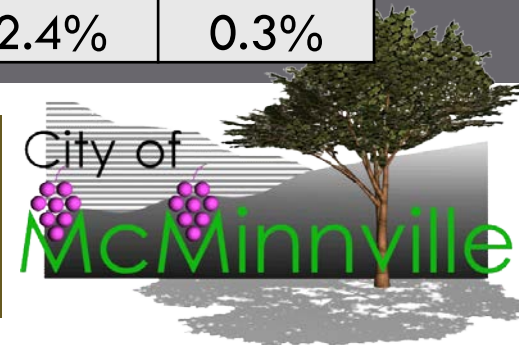
GREAT NEIGHBORHOOD PRINCIPLES

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.

	Yes	No	N/A
Do you think walkability makes a neighborhood great?	325	8	1
	97.3%	2.4%	0.3%

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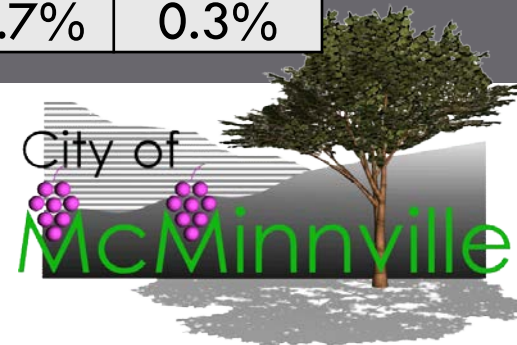
GREAT NEIGHBORHOOD PRINCIPLES

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.

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

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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 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.

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GREAT NEIGHBORHOOD PRINCIPLES

	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%

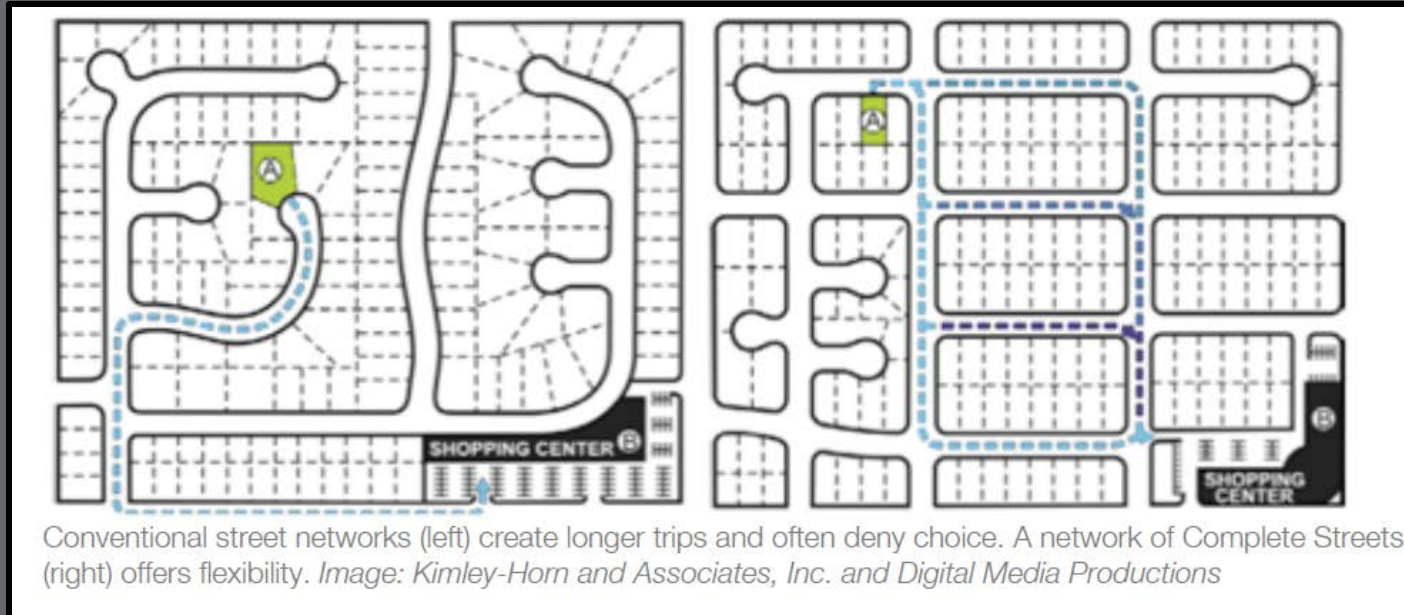
	Completely Unimportant	Unimportant	Important	Very Important	No Answer		% That Answered Imp. or Very Imp.
Options for Alternative Travel Routes	6	74	183	62	8		
	1.8%	22.2%	54.8%	18.6%	2.4%		73.4%
Interconnected Streets (Grid Street Network)	14	105	157	46	12		
	4.2%	31.4%	47.0%	13.8%	3.6%		60.8%
Slower 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%

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CONNECTED STREETS

- ❑ Connected or grid street networks address other principles and issues identified throughout survey and PAC processes:
 - ❑ Increased safety and accessibility for vehicles, peds, and bicyclists
 - ❑ Less congestion on streets as route options increase



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CONNECTED STREETS

Existing Comp Plan policies support connected streets:

- 118.00 The City of McMinnville shall encourage development of roads that include the following design factors:
 - 5. Connectivity of local residential streets shall be encouraged. Residential cul-de-sac streets shall be discouraged where opportunities for through streets exist.
- 132.26.00 The vehicle, pedestrian, transit, and bicycle circulation systems shall be designed to connect major activity centers in the McMinnville planning area, increase the overall accessibility of downtown and other centers, as well as provide access to neighborhood residential, shopping, and industrial areas, and McMinnville's parks and schools.
- 132.26.05 New street connections, complete with appropriately planned pedestrian and bicycle features, shall be incorporated in all new developments consistent with the Local Street Connectivity map.
- 132.41.05 Cul-de-sac streets in new development should only be allowed when connecting neighborhood streets are not feasible due to existing land uses, topography, or other natural and physical constraints.
- 132.41.30 Promote Street Connectivity – The City shall require street systems in subdivisions and development that promote street connectivity between neighborhoods.

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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.

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%

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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 new 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 and placement of auto-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).

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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.

	Yes	No	N/A
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%

- Staff recommending this principle be included:**
 - Scale of new development will be critical to integration with existing areas
 - Many human scale design elements were identified as important or very important – landscaping, tree lined streets, neighborhood character, lighting in public spaces, safe pedestrian environment

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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.

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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.

	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%

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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.

	Yes	No	N/A
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%

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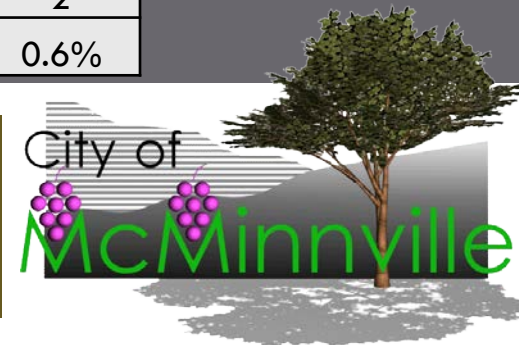
GREAT NEIGHBORHOOD PRINCIPLES

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.

	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%

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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.

	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%

Draft Housing Needs Analysis findings:

- Housing Cost Burden – number of households that spend more than 30% of their income on housing
- Lack of availability of housing options at lower rent and ownership levels

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HOUSING FOR DIVERSE INCOMES



Source: **DRAFT** Housing Needs Analysis Report – November 2018

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HOUSING FOR DIVERSE INCOMES



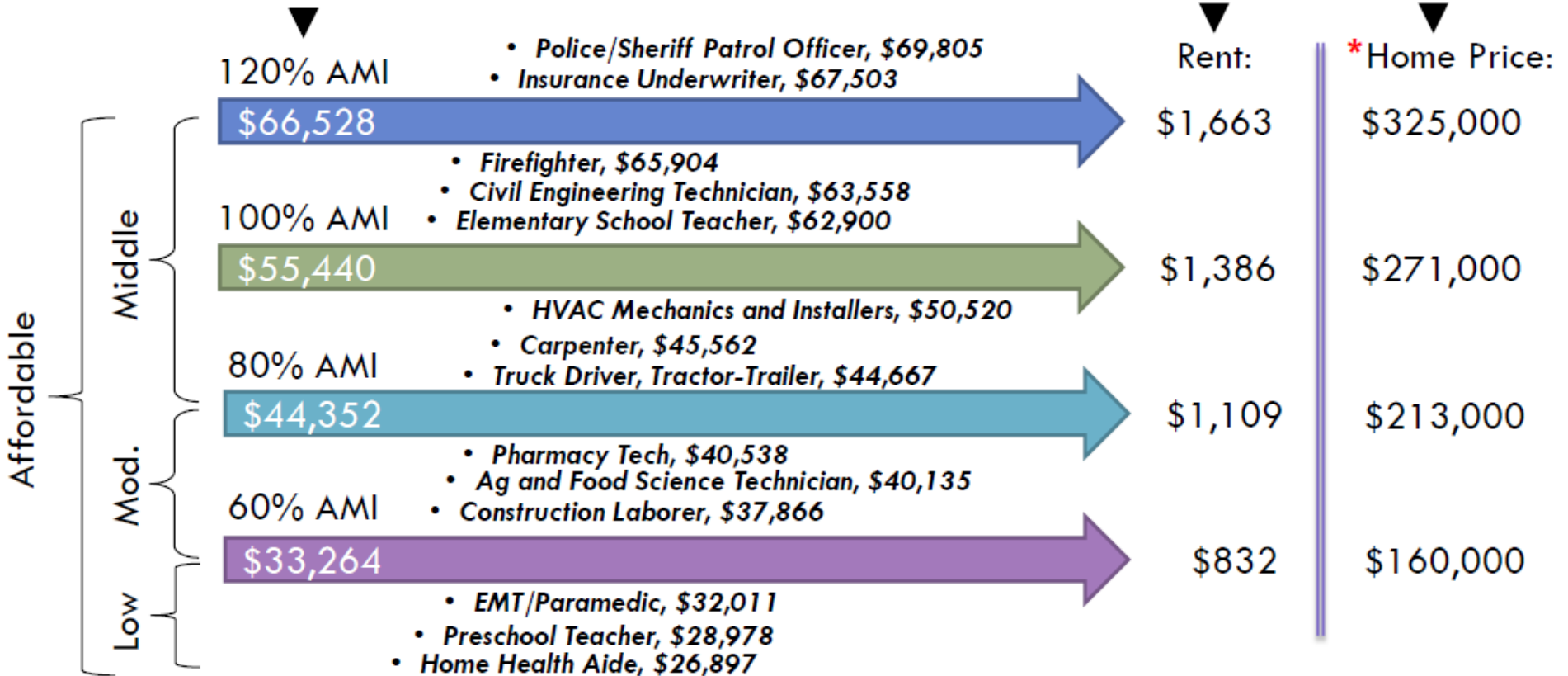
Source: **DRAFT** Housing Needs Analysis Report – November 2018

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If your household earns this (family household income):

You can afford this:



Median income based on 2012-2016 5-Year ACS Data for McMinnville. Home price based on Zillow Mortgage Calculator, 10% Down
Wage data from qualityinfo.org 2018 Annual Mean by Occupation

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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.

	Yes	No	N/A
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%

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GREAT NEIGHBORHOOD PRINCIPLES

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

	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%
Neighborhood Character	5	54	181	86	8		
	1.5%	16.2%	54.2%	25.7%	2.4%		79.9%

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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.

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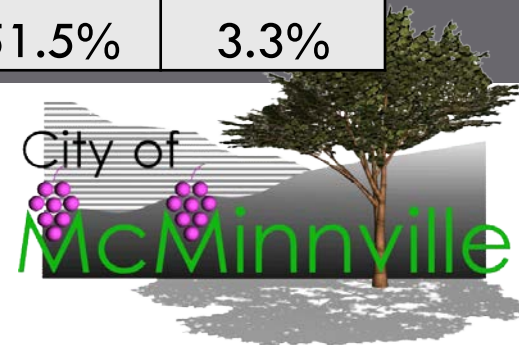


GREAT NEIGHBORHOOD PRINCIPLES

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:

	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 environmental or “green” design and construction techniques make a neighborhood great?	256	77	1
	76.6%	23.1%	0.3%
Do you think that specialized design elements make a neighborhood great?	151	172	11
	45.2%	51.5%	3.3%

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PROPOSALS

- ❑ **To support implementation of Natural Feature Preservation and Scenic Views:**
 - ❑ 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.

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PROPOSALS

- ❑ **To support implementation of Parks and Open Space:**
 - ❑ 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.

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PROPOSALS

- ❑ **To support implementation of Pedestrian and Bike Friendly:**
 - ❑ 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.

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PROPOSALS

- ❑ **To support implementation of Mix of Activities and Human Scale Design:**
 - ❑ 45.00 The City shall develop site and design requirements for commercial and industrial uses.

- ❑ **To support implementation of Housing for Diverse Incomes and Generations, Housing Variety, and Human Scale Design:**
 - ❑ 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.

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NEXT STEPS

- Consensus on draft Great Neighborhood Principle language?**
 - Future PAC Meeting to finalize language OR
 - PAC recommendation on language to forward to Planning Commission
- PAC recommendation will be to Planning Commission for Comprehensive Plan Text Amendments**
- Formal Review Process:**
 - Planning Commission Work Session
 - Planning Commission Public Hearing
 - PC makes recommendation to City Council
 - City Council considers and takes final action during regular business meeting

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QUESTIONS?



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