



# GRANT ROAD Improvement Plan

Mobility Vitality Sustainability

## Community Character & Vitality –

## Public Workshops

### Community Character Workshops #1 (January 2008)

Over 200 attendees at 3 workshops

#### Activities

- Review of existing conditions
- Refinement of Guiding Principles
- Interactive mapping of segment priorities

#### Major Themes of Public Input

- Create "urban villages" that cluster businesses
- Bring buildings to the street with active storefronts
- Revitalize commercial areas
- Add public gathering spaces
- Respect existing 'Tucson' character



### Community Character Workshops #3 (June 2009)

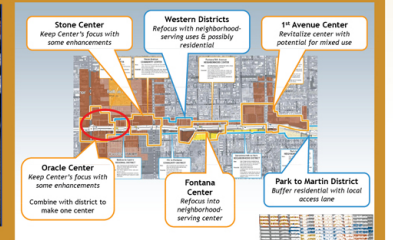
Over 20 small groups and 800 comments at 3 workshops

#### Activities

- Overview of work to date
- Mapping unique & important characteristics of each Grant Road segment
- Review mapping of centers and describe their characteristics

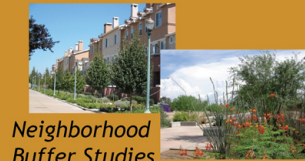
#### Major Themes of Public Input

- Intensity & type of new development
  - Range of interest & concerns
  - Support intensity in particular locations
  - Range of interest/concerns about residential
- Economic & social vitality
  - Support small & independent businesses
  - Provide places for positive social activity
- Properties remaining after right-of-way acquisitions
  - Wide range of potential uses depending on location



### Community Character Workshops #2 (May 2008)

Over 230 attendees at 3 workshops



Neighborhood Buffer Studies

#### Activities

- Review Alternative Land Use, Urban Design, & alignment concepts for representative places along Grant Road

#### Major Themes of Public Input

- Buffer neighborhoods with walls or development
- Support for shared parking lots to better use land
- Varied response regarding intensity of development
- Provide public gathering places



Site Concept Studies



Restaurant & Retail Frontage Studies



### Community Character Workshops #4 (2010)

Nearly 100 participants and over 550 comments at 5 focused workshops

#### Activities

- Review urban design concepts
- Explore land use & urban form concepts using "chip games"

#### Major Themes of Public Input

- Support of mixed use in most locations
- Concerns about height
  - Provide up to 4 story height in some locations, possibly taller than existing zoning
  - Only 1 or 2 story buildings, possibly lower than existing zoning
- Residential
  - Support in many cases
  - Student residences - some support and some concerns
- Protect neighborhoods by transitioning heights and uses
- Provide open spaces and gathering places
- Improve pedestrian access
- Provide shared parking in appropriate locations



Urban Design Studies

#### Oracle Center Chip Game



#### Townhomes



#### Example Land Use "Chips"

