

Community Character and Vitality Public Outreach and Input

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 & Describe their Characteristics

Major Themes of Public Input

- Intensity & type of new development
 - Range of interest & concerns
 - Support intensity in particular locations by some
 - Range of interest/concerns about residential
- Economic & Social Vitality
 - Support small & independent businesses
 - Provide places for positive social activity
- Properties remaining after R.O.W. acquisitions
 - Wide range of potential uses depending on location

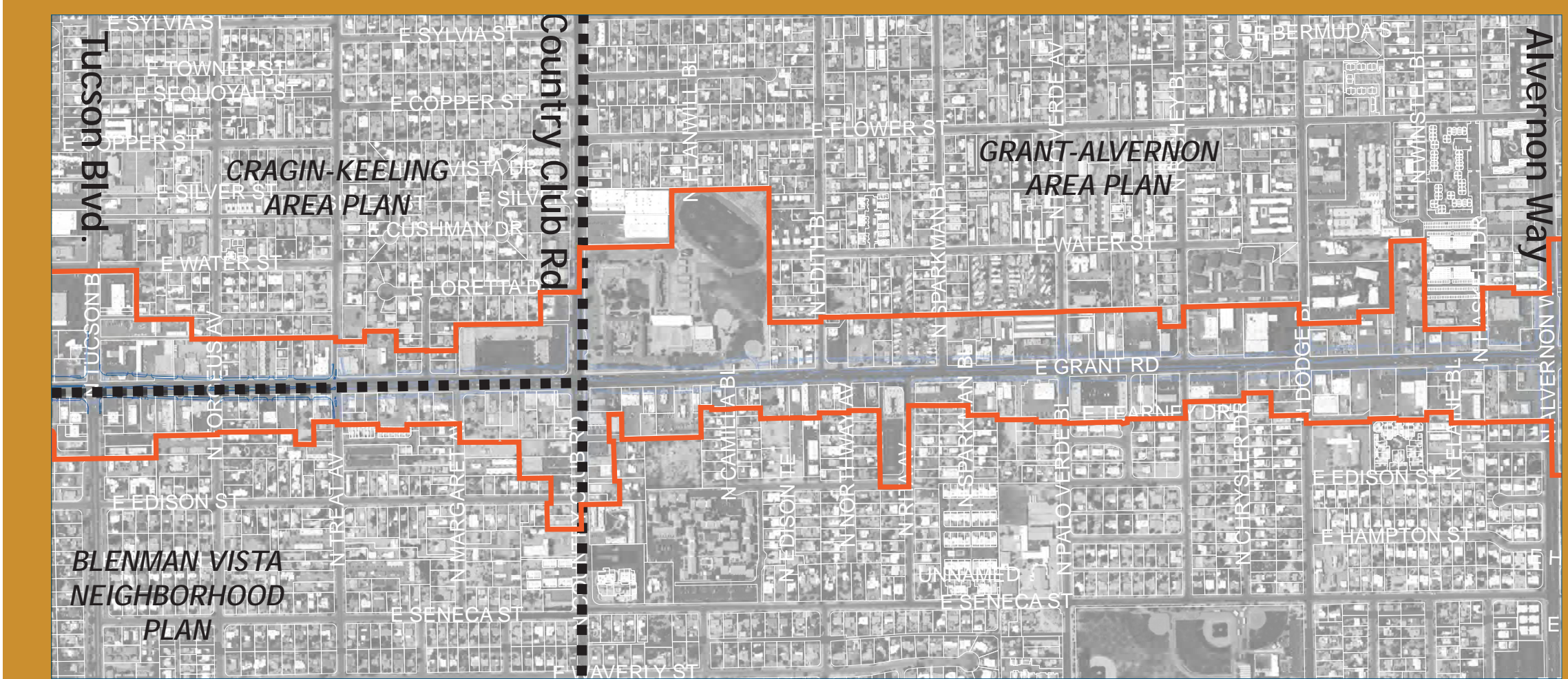


Neighborhood Association and Ward Meetings (Fall 2011)

Over 160 comments at 10 neighborhood association meetings and 60 comments at 2 ward meetings

Major Themes of Public Input

- Function of the Grant Road overlay zoning
- Extent of the Grant Road District overlay zoning
- Neighborhood Protection and Enhancement
- Open Space and Parks
- Business and Economic Development
- Public Input and Review



Community Character Workshops #2 (May 2008)

Over 230 attendees at 3 workshops

Activities

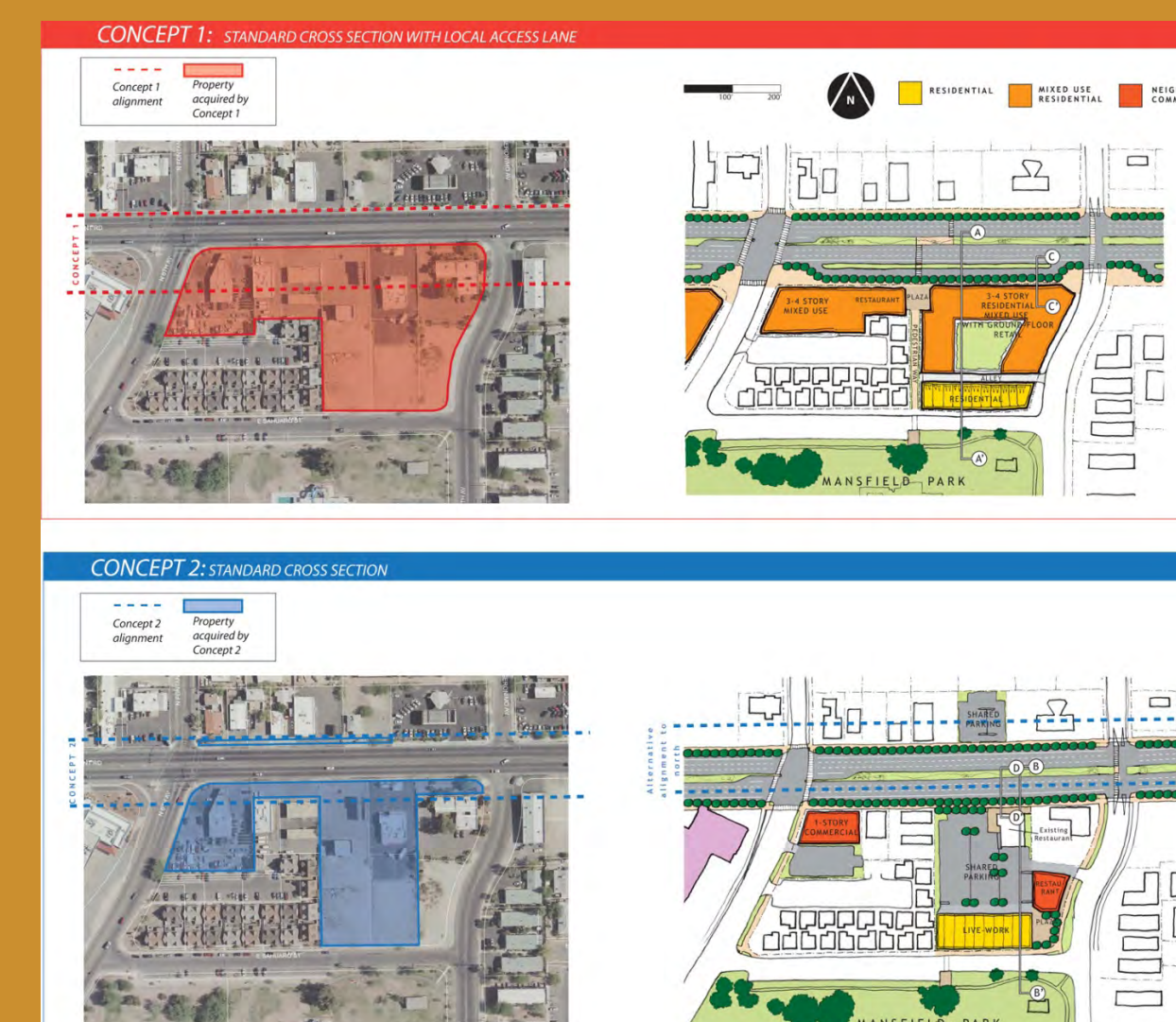
- Review Alternative Land Use, Urban Design, & Alignment Concepts for representative places along Grant Road

Major Themes of Public Input

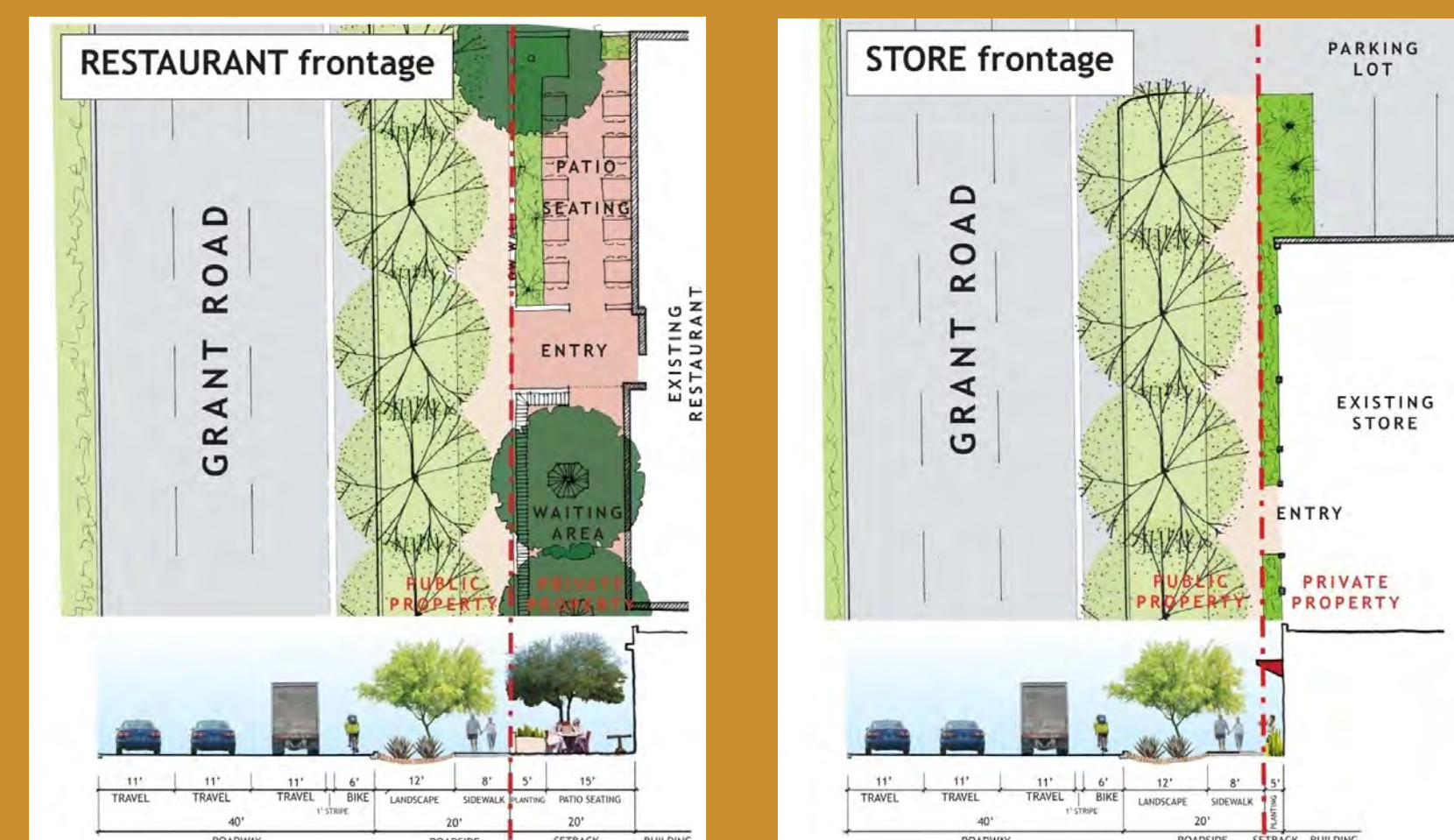
- Buffer neighborhoods with walls or development
- Support for shared parking lots to better use land
- Varied response regarding intensity of development
- Provide public gathering places



Neighborhood Buffer Studies



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”

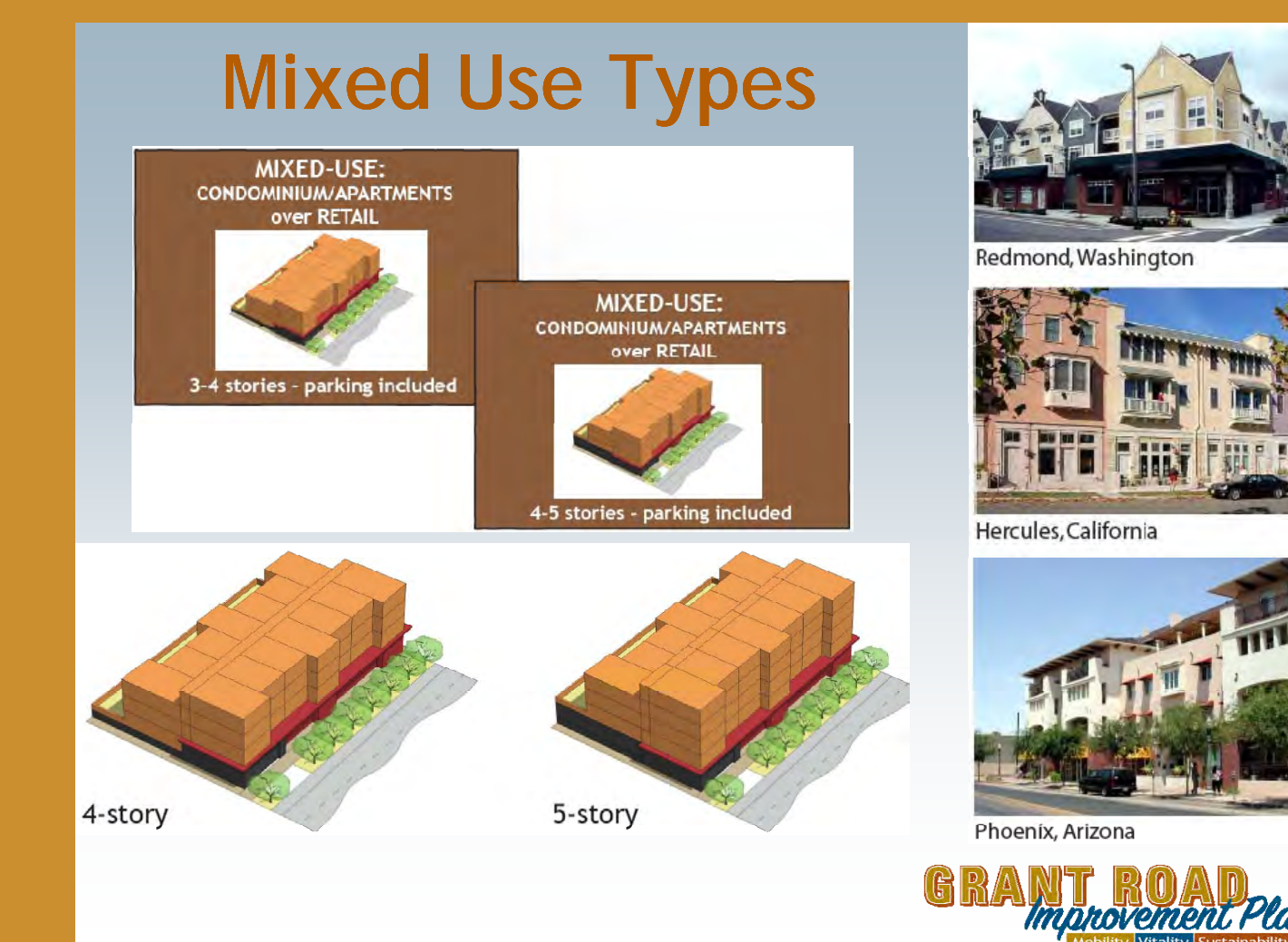
Major Themes of Public Input

- 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 & some concerns
- Protect neighborhoods by transitioning heights & uses
- Provide open spaces and gathering places
- Improve pedestrian access
- Provide shared parking in appropriate locations

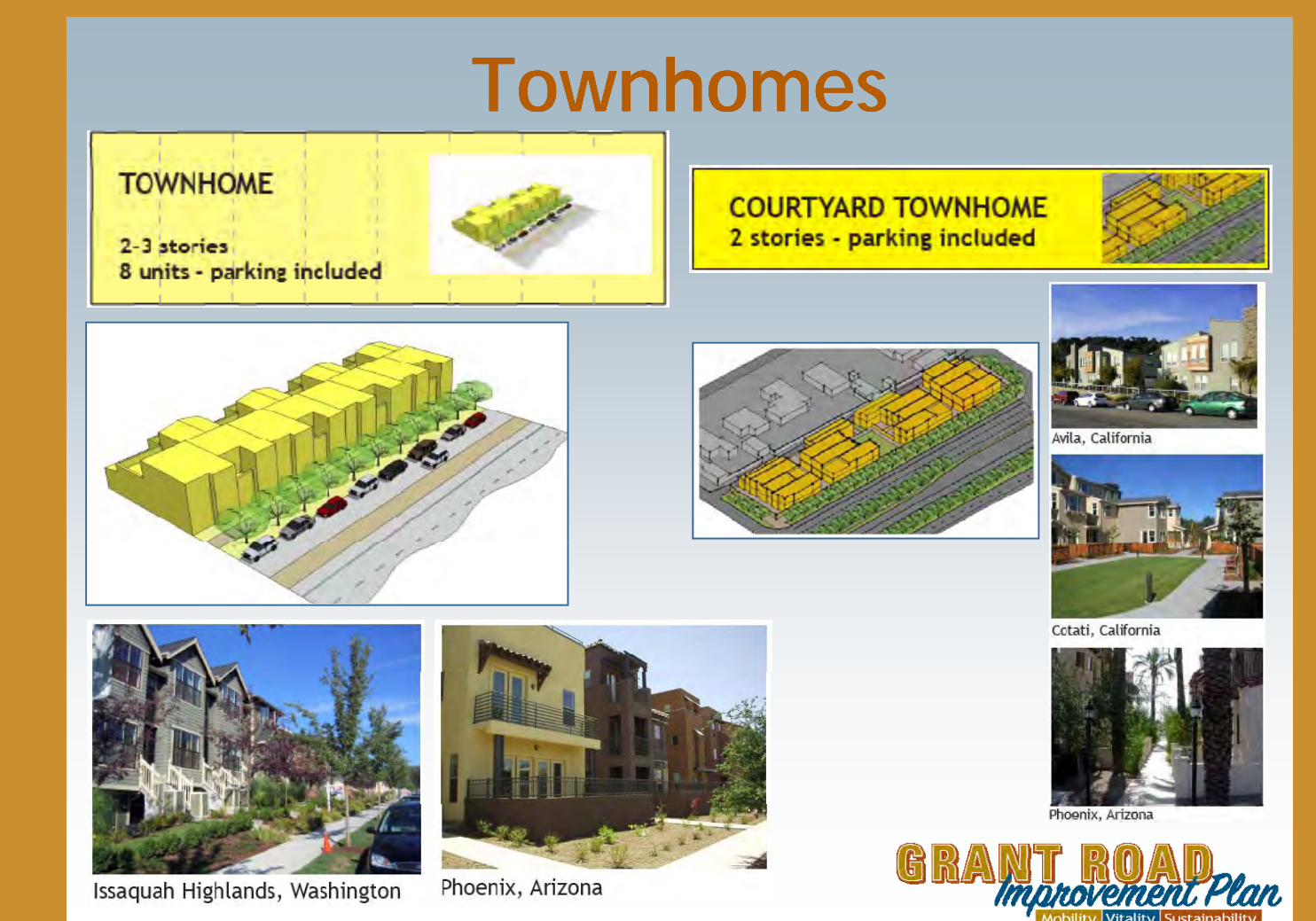
Oracle Center Chip Game



Urban Design Studies



Mixed Use Types



Townhomes

Example Land Use “Chips”