

# 2011 Joint Work Session #3

Recap Session 1 and 2 Agreements

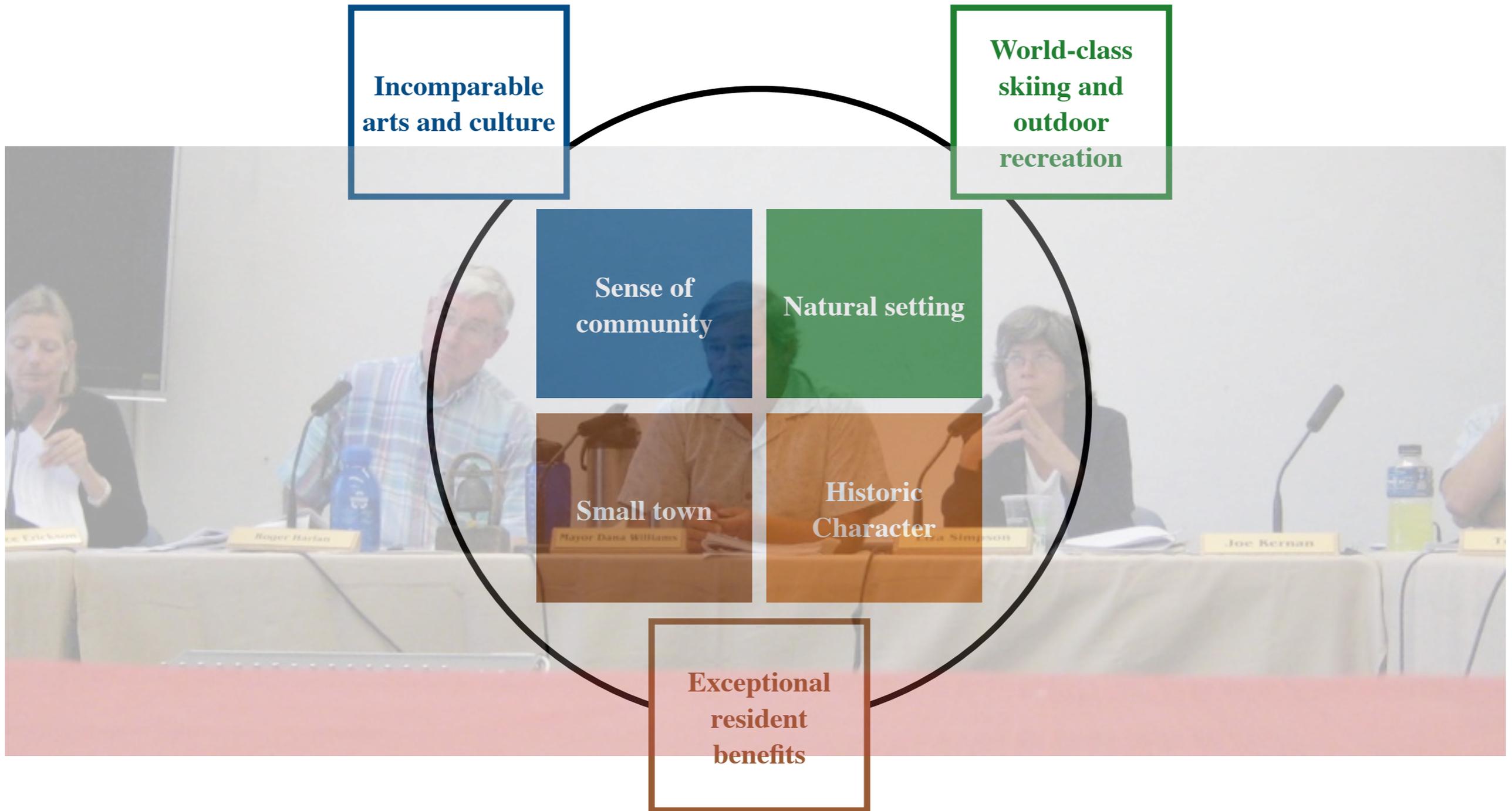
- Keep Park City Park City
- **Redevelopment**
  - Is Necessary
  - Must be Prioritized Annually
  - Needs to be Different in Each Neighborhood
  - Redevelopment Should Have a Portfolio Context
  - Be Balanced Overall
  - Based on the Community's Core Values
- **Tradeoffs** are Necessary
- **Survey** Results Discussion
  - Where there's agreement
  - Where greater clarity is needed (what do we mean?)
- **Applying Survey Results**
  - District Clarity/Direction
  - Give/Get Implications
  - Supplemental Plans
  - Redevelopment Strategic Plan Priorities
- **Outcomes Tonight**
  - Framework for Redevelopment Strategy Plan Priorities
  - Drill Down on one Park City neighborhood





# KEEP PARK CITY PARK CITY

Community Vision Refresher and Context - 2009



# KEEP PARK CITY PARK CITY

The setting must be protected

Environment

Incomparable  
arts and culture

World-class  
skiing and  
outdoor  
recreation

Sense of  
community  
  
Small town

Natural setting  
  
Historic  
Character

Quality of Life  
We are here  
for a reason

**Choices and Tradeoffs**

Equity  
We don't want to  
become Aspen

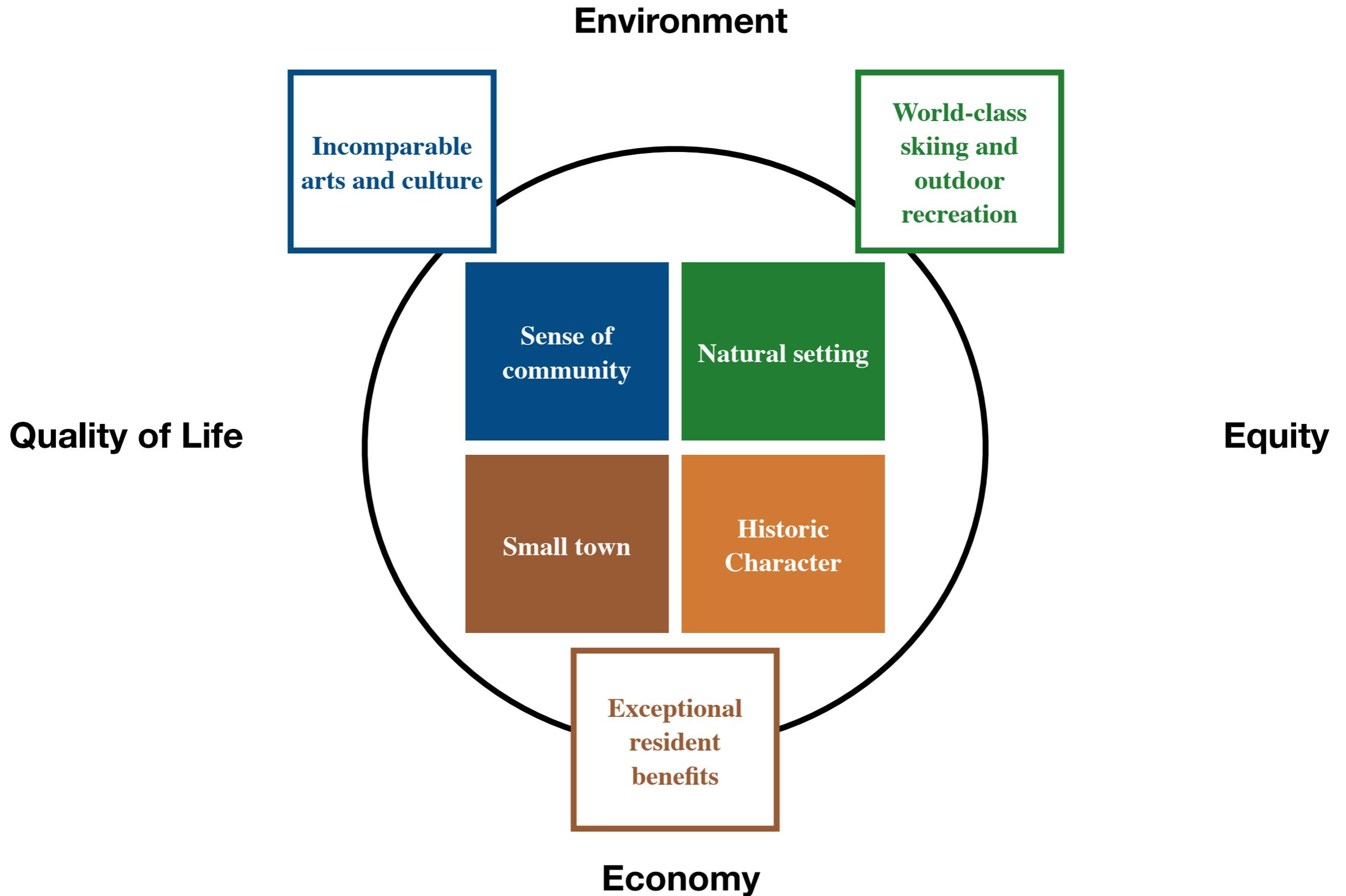
Exceptional  
community  
and  
amenities

**KEEP PARK CITY PARK CITY**

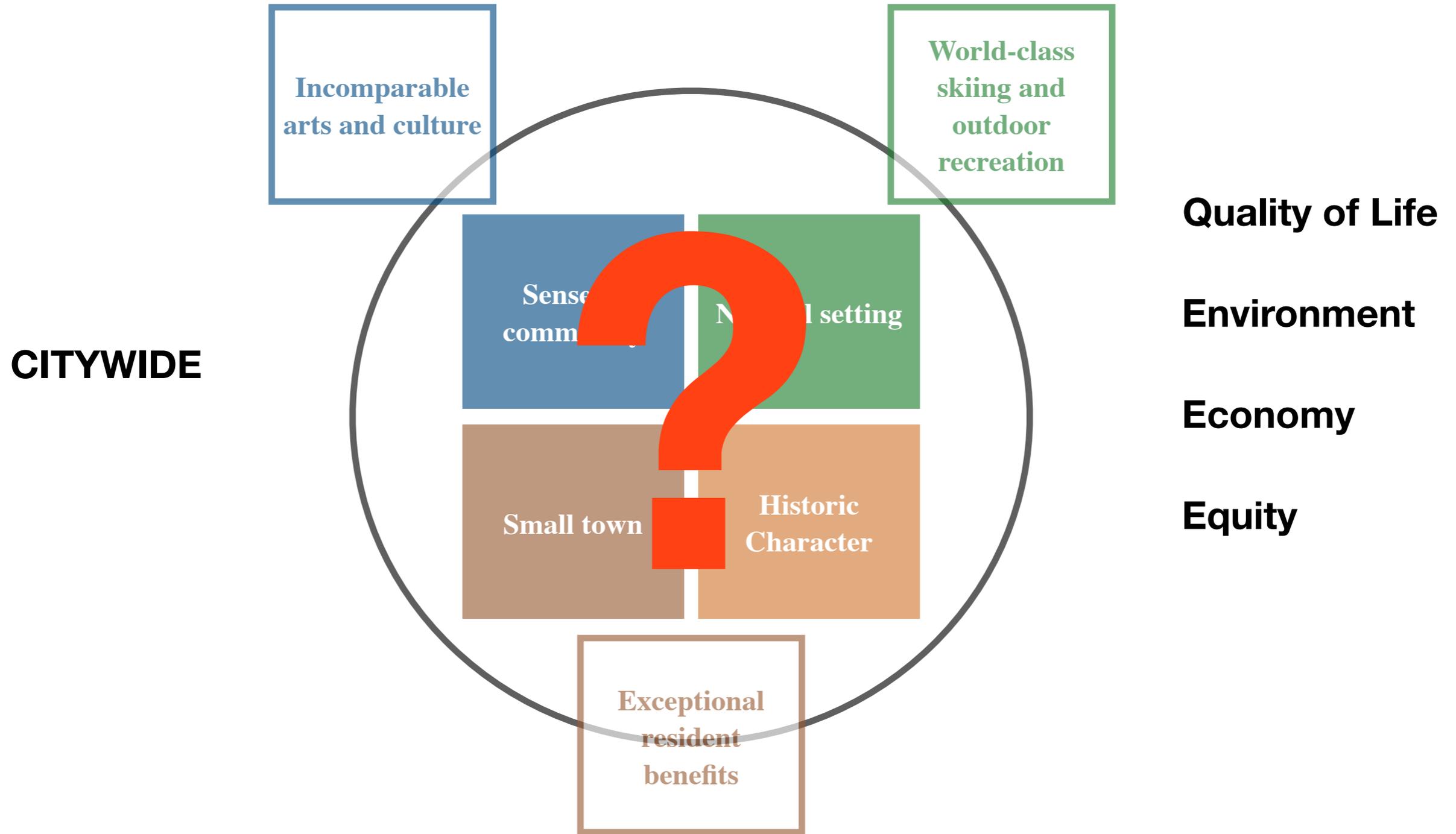
Economy

Revenue is needed

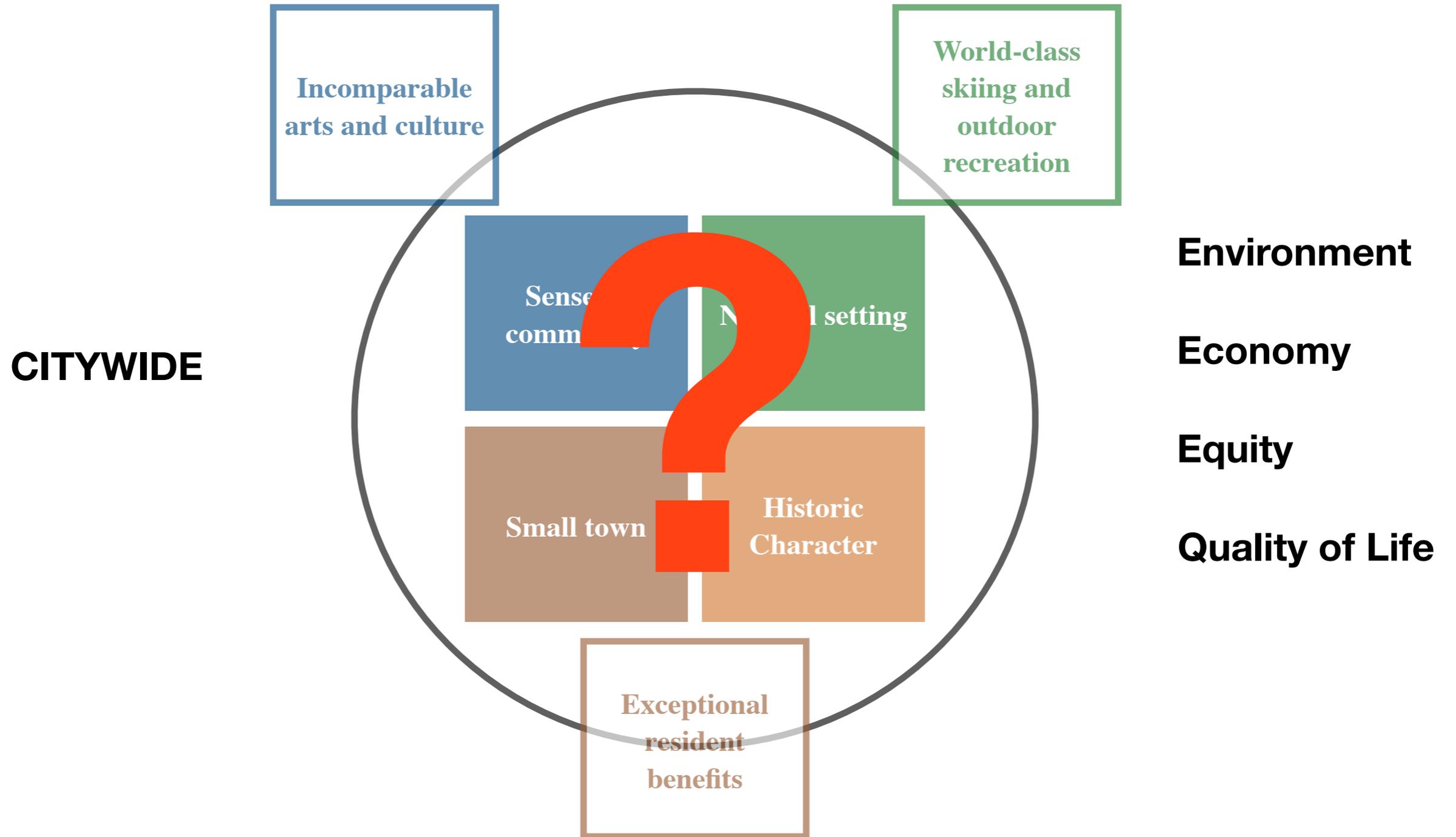
# Choice and Tradeoffs



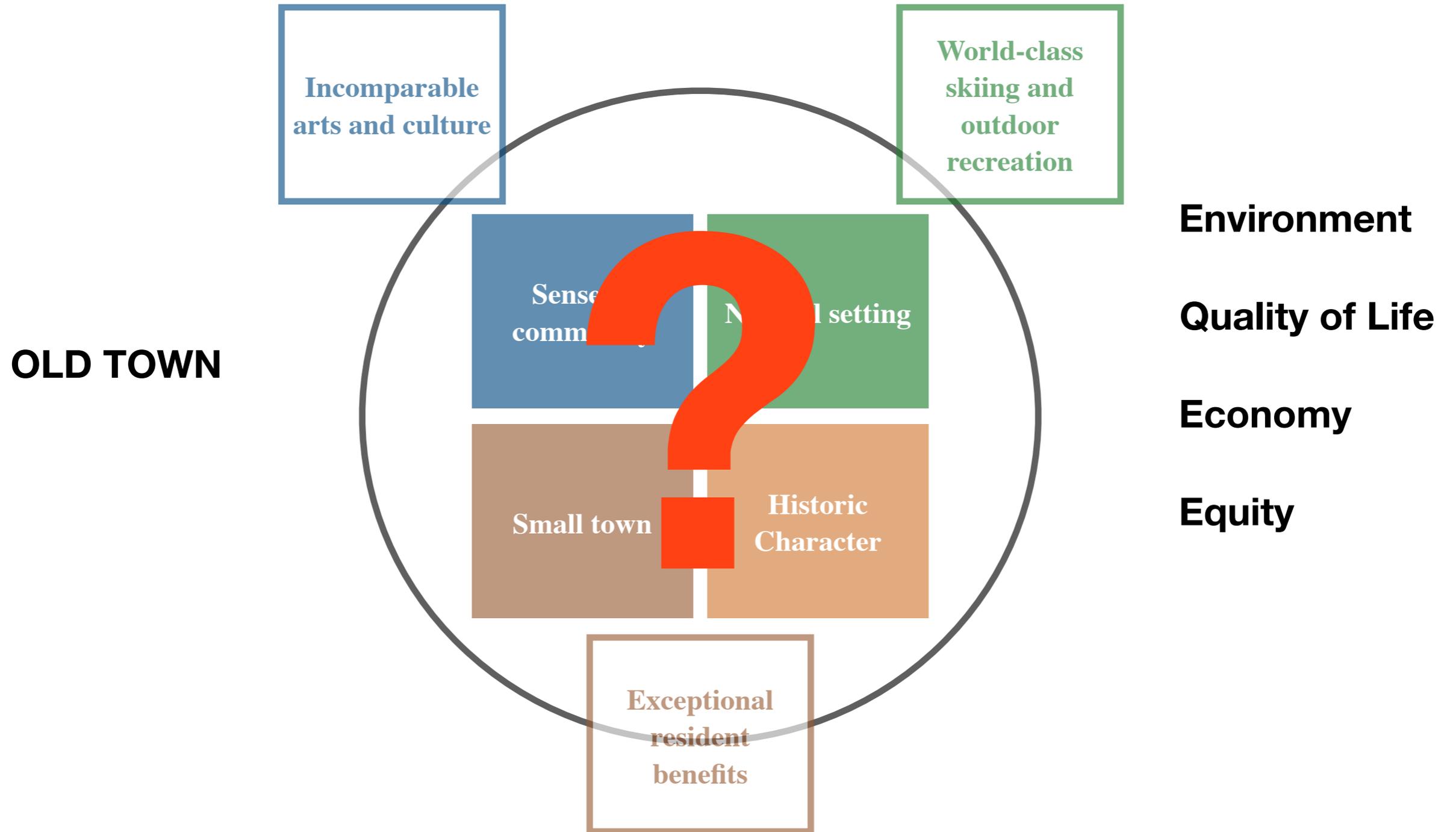
# Choice and Tradeoffs



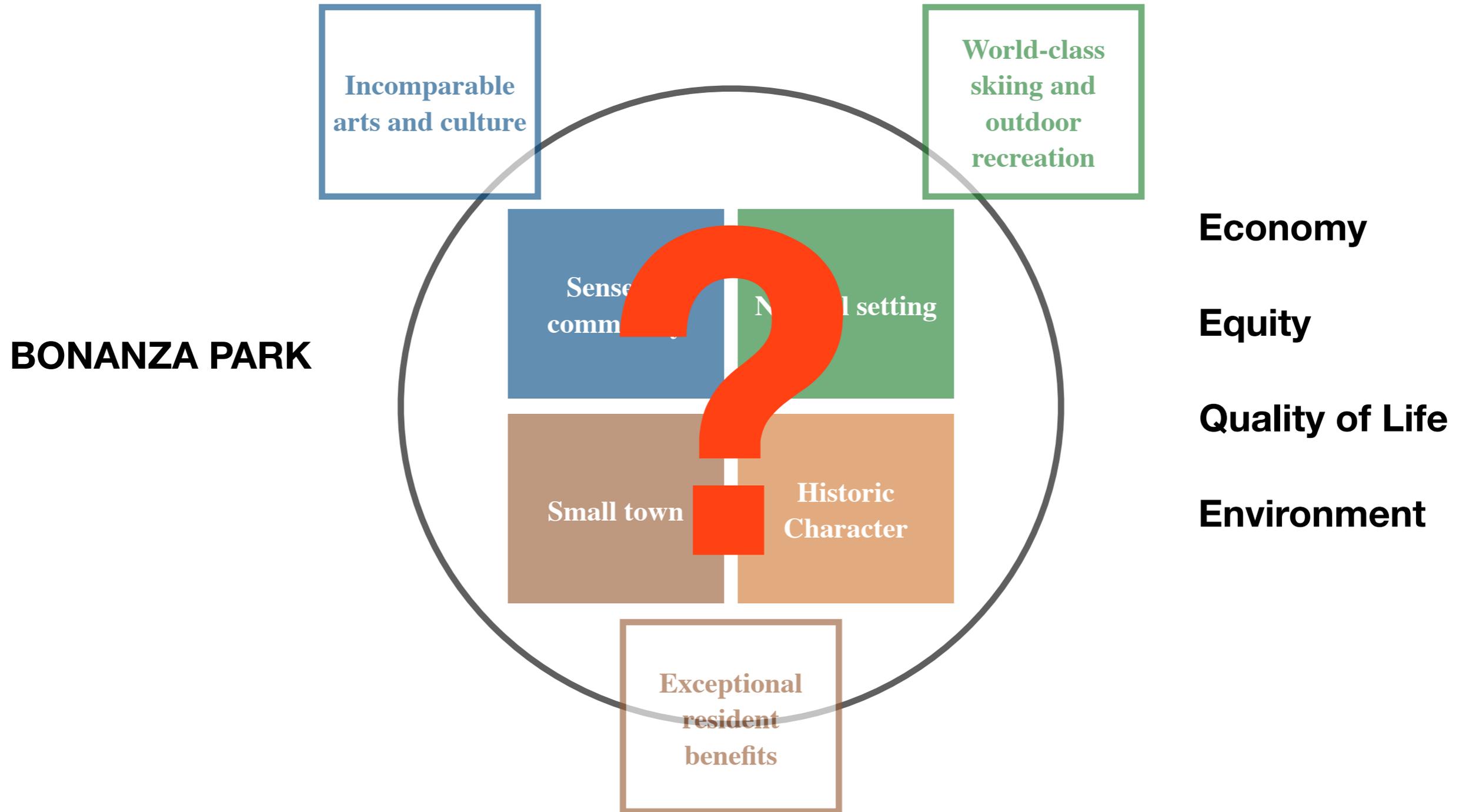
# Choice and Tradeoffs



# Choice and Tradeoffs



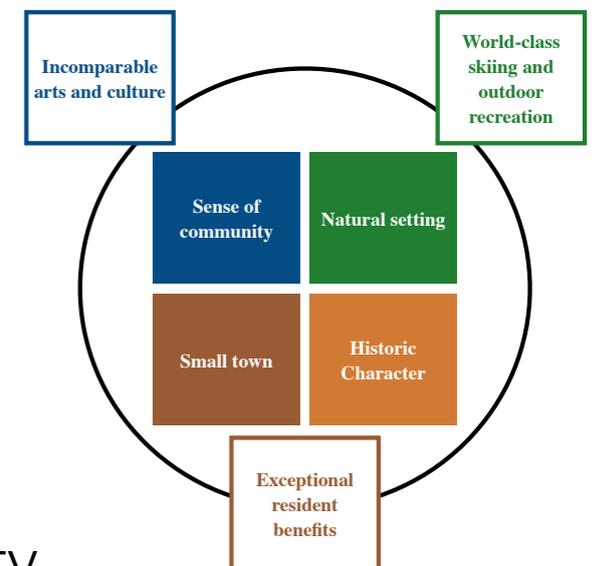
# Choice and Tradeoffs



# JOINT PLANNING COMMISSION/CITY COUNCIL SURVEY ON PRIORITIES AND TRADEOFFS

- Series of questions
  - Prioritize the **CORE** values of Old Town, BoPa, & LoPa
  - Prioritize the MEASURES, or **LEVERS** for Old Town, BoPa, & LoPa
- Describe the CURRENT AND FUTURE **CHARACTER** of each
- Describe the CURRENT AND FUTURE **FUNCTION** of each  

(in both cases as Councilors + Commissioners see it now, and interpret it to be their duty to bring about)
- List the USES THAT SHOULD BE **ENCOURAGED** in each
- List the USES THAT SHOULD BE **DISCOURAGED** in each + City
- In terms of GIVES + GETS, how much would you GIVE IN TERMS OF **DENSITY** OR **HEIGHT** TO GET such as protected views (quality of life), low CO2, et c?



	Old Town	BoPa	LoPa
CORE VALUES			
MEASURES/ LEVERS			
CHARACTER -FUNCTION <b>NOW</b>			
CHARACTER -FUNCTION <b>FUTURE</b>			

	Old Town	BoPa	LoPa
CORE VALUES			
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CHARACTER -FUNCTION <b>NOW</b>			

tools --- tools

KEEP PARK CITY PARK CITY



CHARACTER -FUNCTION <b>FUTURE</b>			
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tools --- tools

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<b>QUESTIONS?</b>	<p>what do you give up (pay for) to get <u>quality of life</u> and <u>revenue</u> in Old Town where the result is a maintained historic fabric, and vibrant destination w restaurants and cultural arts?</p>	<p>what do you give up (pay for) to get <u>revenue</u> and <u>AH</u> in BoPa where the result is a vibrant contemporary district focusing on small, local businesses and yr round residents' everyday needs?</p>	<p>what do you give up (pay for) to get <u>affordability</u> and <u>identity</u> where the result is an inviting, resort and recreation area with open space?</p>			
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CORE VALUES	<ul style="list-style-type: none"> <li>- <b>Historic Character</b></li> <li>- <b>Sense of Community</b></li> <li>- Small Town (feel)</li> <li>- Natural Setting</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Sense of Community</b></li> <li>- <b>Small Town (feel)</b></li> <li>- Natural Setting</li> <li>- Historic Character</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Sense of Community</b></li> <li>- <b>Historic Character</b></li> <li>- Small Town (feel)</li> <li>- Natural Setting</li> </ul>	
MEASURES/ LEVERS	<ul style="list-style-type: none"> <li>- <b>Quality of Life</b></li> <li>- <b>Economy</b></li> <li>- Equity</li> <li>- Environment</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Economy</b></li> <li>- <b>Equity</b></li> <li>- Quality of Life</li> <li>- Environment</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Equity</b></li> <li>- <b>Quality of Life</b></li> <li>- Economy</li> <li>- Environment</li> </ul>	
CHARACTER -FUNCTION <b>NOW</b>	<ul style="list-style-type: none"> <li>- <b>Historic</b></li> <li>- <b>Funky</b></li> <li>- Threatened</li> <li>- Cultural/Arts</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Restaurant</b></li> <li>- <b>Tourist</b></li> <li>- Shopping</li> <li>- Visitor</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Underutilized</b></li> <li>- <b>Rundown</b></li> <li>- Uniform</li> <li>- Uninviting</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Mxd U</b></li> <li>- <b>Sm Bz</b></li> <li>- Evryday</li> <li>- Cmmcil</li> </ul>



CHARACTER -FUNCTION <b>FUTURE</b>	<ul style="list-style-type: none"> <li>- <b>Historic</b></li> <li>- <b>Vibrant</b></li> <li>- Funky</li> <li>- Cultural/Arts</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Restaurant</b></li> <li>- <b>Tourist</b></li> <li>- Shopping</li> <li>- Visitor</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Vibrant</b></li> <li>- <b>Affordable</b></li> <li>- MultiGen</li> <li>- Contemporar</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Mxd U</b></li> <li>- <b>Local</b></li> <li>- Sm Bz</li> <li>- Evryday</li> </ul>
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CHARACTER -FUNCTION <b>FUTURE</b>	<ul style="list-style-type: none"> <li>- <b>Historic</b></li> <li>- <b>Vibrant</b></li> <li>- Funky</li> <li>- Cultural/Arts-Visitor</li> <li>- <b>Restaurant</b></li> <li>- <b>Tourist</b></li> <li>- Shopping</li> <li>- Visitor</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Vibrant</b></li> <li>- <b>Affordable</b></li> <li>- MultiGen</li> <li>- Contemporar</li> <li>- <b>Mxd U</b></li> <li>- <b>Local</b></li> <li>- Sm Bz</li> <li>- Evryday</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Affordable</b></li> <li>- <b>Diverse</b></li> <li>- Inviting</li> <li>- Strong Identity</li> <li>- <b>Rsrt</b></li> <li>- <b>Open</b></li> <li>- Rec</li> <li>- Visitor</li> </ul>
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	Old Town	<b>BoPa</b>	LoPa
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# BONANZA PARK

CORE VALUES

- **Sense of Community**
- **Small Town (feel)**
- Natural Setting
- Historic Character

MEASURES/  
LEVERS

- **Economy**
- **Equity**
- Quality of Life
- Environment

CHARACTER -FUNCTION  
**NOW**

- **Underutilized**
- **Rundown**
- Uniform
- Uninviting
- **Mixed Use**
- **Small Business**
- Everyday
- Commercial

## THREE QUESTIONS

CHARACTER -FUNCTION  
**FUTURE**

- **Vibrant**
- **Affordable**
- MultiGen
- Contemporary
- **Mixed Use**
- **Local Emphasis**
- Small Business
- Everyday

# BONANZA PARK

CORE VALUES

- **Sense of Community**
- **Small Town (feel)**
- Natural Setting
- Historic Character

MEASURES/  
LEVERS

- **Economy**
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CHARACTER -FUNCTION  
**NOW**

- **Underutilized**
- **Rundown**
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- **Mixed Use**
- **Small Business**
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- Commercial

What are we willing to “**GIVE**” in order to “**GET**”?

CHARACTER -FUNCTION  
**FUTURE**

- **Vibrant**
- **Affordable**
- MultiGen
- Contemporary
- **Mixed Use**
- **Local Emphasis**
- Small Business
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# BONANZA PARK

CORE VALUES

- **Sense of Community**
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MEASURES/  
LEVERS

- **Economy**
- **Equity**
- Quality of Life
- Environment

CHARACTER -FUNCTION  
**NOW**

- **Underutilized**
- **Rundown**
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- Commercial

What do we **ENCOURAGE** and **DISCOURAGE**?

CHARACTER -FUNCTION  
**FUTURE**

- **Vibrant**
- **Affordable**
- MultiGen
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- **Mixed Use**
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# BONANZA PARK

CORE VALUES

- **Sense of Community**
- **Small Town (feel)**
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MEASURES/  
LEVERS

- **Economy**
- **Equity**
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- Environment

CHARACTER -FUNCTION  
**NOW**

- **Underutilized**
- **Rundown**
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- **Mixed Use**
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- Everyday
- Commercial

What **TOOLS** do we use to get there?

CHARACTER -FUNCTION  
**FUTURE**

- **Vibrant**
- **Affordable**
- MultiGen
- Contemporary
- **Mixed Use**
- **Local Emphasis**
- Small Business
- Everyday

<b>Encourage</b>	<ol style="list-style-type: none"> <li>1. Locally-owned commercial</li> <li>2. Affordable Housing</li> <li>3. Small Biz Incubator</li> <li>4. Apartments</li> <li>5. Medium Sized Commercial</li> <li>6. Multi Use Facility / Expo +++</li> <li>7. Parks</li> <li>8. Campus</li> </ol>
<b>Discourage</b>	<ol style="list-style-type: none"> <li>1. Museum</li> <li>2. Single-family Homes</li> <li>3. Big Box</li> <li>4. Nightly Rental</li> </ol>
<b>NOWHERE</b>	<ol style="list-style-type: none"> <li>1. Big Box</li> <li>2. National franchise</li> <li>3. Multi-Use Facility / Expo ***</li> </ol>

# BONANZA PARK

- **Sense of Community**
- **Small Town (feel)**
- Natural Setting
- Historic Character
- **Economy**
- **Equity**
- Quality of Life
- Environment

- **Underutilized**
- **Rundown**
- Uniform
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- **Mixed Use**
- **Small Business**
- Everyday
- Commercial

## GETTING THERE

- **Vibrant**
- **Affordable**
- MultiGen
- Contemporary
- **Mixed Use**
- **Local Emphasis**
- Small Business
- Everyday

# BONANZA PARK

**Question 1:** which of these “wants” (gets) (what we want to encourage or prevent) requires what form of payment (give)?

## Encourage

1. Locally-owned commercial
2. Affordable Housing
3. Small Biz Incubator
4. Apartments
5. Medium Sized Commercial
6. Multi Use Facility / Expo +++
7. Parks
8. Campus

## Discourage

1. Museum
2. Single-family Homes
3. Big Box
4. Nightly Rental

## NOWHERE

1. Big Box
2. National franchise
3. Multi-Use Facility / Expo \*\*\*

- **Sense of Community**
- **Small Town (feel)**
- Natural Setting
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- Environment

- **Underutilized**
- **Rundown**
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- Everyday
- Commercial

**Question 2:** is City Council and Planning Commission alike fully aware that the “choice set” is rarely *what’s proposed v what you want*” and more typically *“what’s proposed v what’s allowed”* and consequently your intervention point is, by definition, one of encouragement?

- **Vibrant**
- **Affordable**
- MultiGen
- Contemporary
- **Mixed Use**
- **Local Emphasis**
- Small Business
- Everyday

# Handrails for Redevelopment Provided by Your Surveys

<b>Encourage</b>	<ol style="list-style-type: none"> <li>1. Locally-owned commercial</li> <li>2. Affordable Housing</li> <li>3. Small Biz Incubator</li> <li>4. Apartments</li> <li>5. Medium Sized Commercial</li> <li>6. Multi Use Facility / Expo +++</li> <li>7. Parks</li> <li>8. Campus</li> </ol>
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<b>NOWHERE</b>	<ol style="list-style-type: none"> <li>1. Big Box</li> <li>2. National franchise</li> <li>3. Multi-Use Facility / Expo ***</li> </ol>

<b>Tools (citywide)</b>	
We are willing to GIVE*	If we can be assured of GETTING
Height	<ol style="list-style-type: none"> <li>1. If there are adopted Neighborhood Design Guidelines</li> <li>2. More open space (Q/L + environment)</li> <li>3. Smaller building footprint (economy + environment)</li> <li>4. Reduced CO2 (environment)</li> <li>5. Benefits local business (economy)</li> <li>6. View corridor protection (Q/L + economy)</li> <li>7. Affordable housing (equity)</li> </ol>
Density	<ol style="list-style-type: none"> <li>1. Protects historic structures (Q/L + economy)</li> <li>2. ROW dedications for connectivity (Q/L + economy)</li> <li>3. Affordable housing (equity)</li> <li>4. Reduced CO2 (environment)</li> <li>5. If there are adopted Neighborhood Design Guidelines</li> </ol>
Financing	DID NOT POLL

\*- three were unwilling to give any height for anything  
 - four were unwilling to give density for anything

NOW LET'S PUT THIS ALL TO A "TEST"

Bonanza Park

NOW LET'S PUT THIS ALL TO A "TEST"

Bonanza Park

Large Area of Land Described by YOU as

Underutilized

Rundown

Uninviting

NOW LET'S PUT THIS ALL TO A "TEST"

## Bonanza Park

Large Area of Land YOU SAID you would prefer be

~~Underutilized~~  
~~Rundown~~  
~~Uninviting~~

Vibrant  
Affordable  
Multigenerational  
Contemporary

# WHILE THIS IS WHAT YOU WANT

It turns out that at least 3 related issues are kinda in the way

1. Rocky Mountain Power is obligated to upgrade service, and their preference is at existing sites; and one of the six to be upgraded is in the middle of Bonanza Park, and it's location is problematic from a development perspective - moving it has a cost (give)
2. RMP's upgrade will result in a larger building with far taller poles (perhaps 90-100' compared to 65' today) - burying those poles and reducing view corridor obstructive has a cost
3. Not doing anything (accepting a larger station in the current location and accepting taller poles) has a cost.

Underutilized  
Rundown  
Uninviting

Vibrant  
Affordable  
Multigenerational  
Contemporary

Mixed Use  
Local Emphasis  
Everyday Needs  
Small Biz

# WHILE THIS IS WHAT YOU WANT

It turns out that at least 3 related issues are kinda in the way

## **FORK IN THE ROAD WITH DENSITY, HEIGHT, CASH AS YOUR TOOLS**

1. Rocky Mountain Power is obligated to upgrade service, and their preference is at existing sites; and one of the six to be upgraded is in the middle of Bonanza Park, and it's location is problematic from a development perspective - moving it has a cost (give)

### **TWO TICKING CLOCKS (Owner prerogatives and RMP mandate)**

2. RMP's upgrade will result in a larger building with far taller poles (perhaps 90-100' compared to 65' today) - burying those poles and reducing view corridor obstructive has a cost

### **A Vision 2009 Statement About Keeping Park City Park City to Guide You**

3. Not doing anything (accepting a larger station in the current location and accepting taller poles) has a cost.

### **Your CONSENSUS that Redevelopment is Necessary**

Underutilized

Rundown

Uninviting

Vibrant

Affordable

Multigenerational

Contemporary

Mixed Use

Local Emphasis

Everyday Needs

Small Biz

# 2011 Joint Work Session #3

## - **Outcomes Tonight**

- Framework for Redevelopment Strategy Plan Priorities
- Drill Down on one Park City neighborhood
  
- OK Staff to Work on Redevelopment Strategic Plans

