

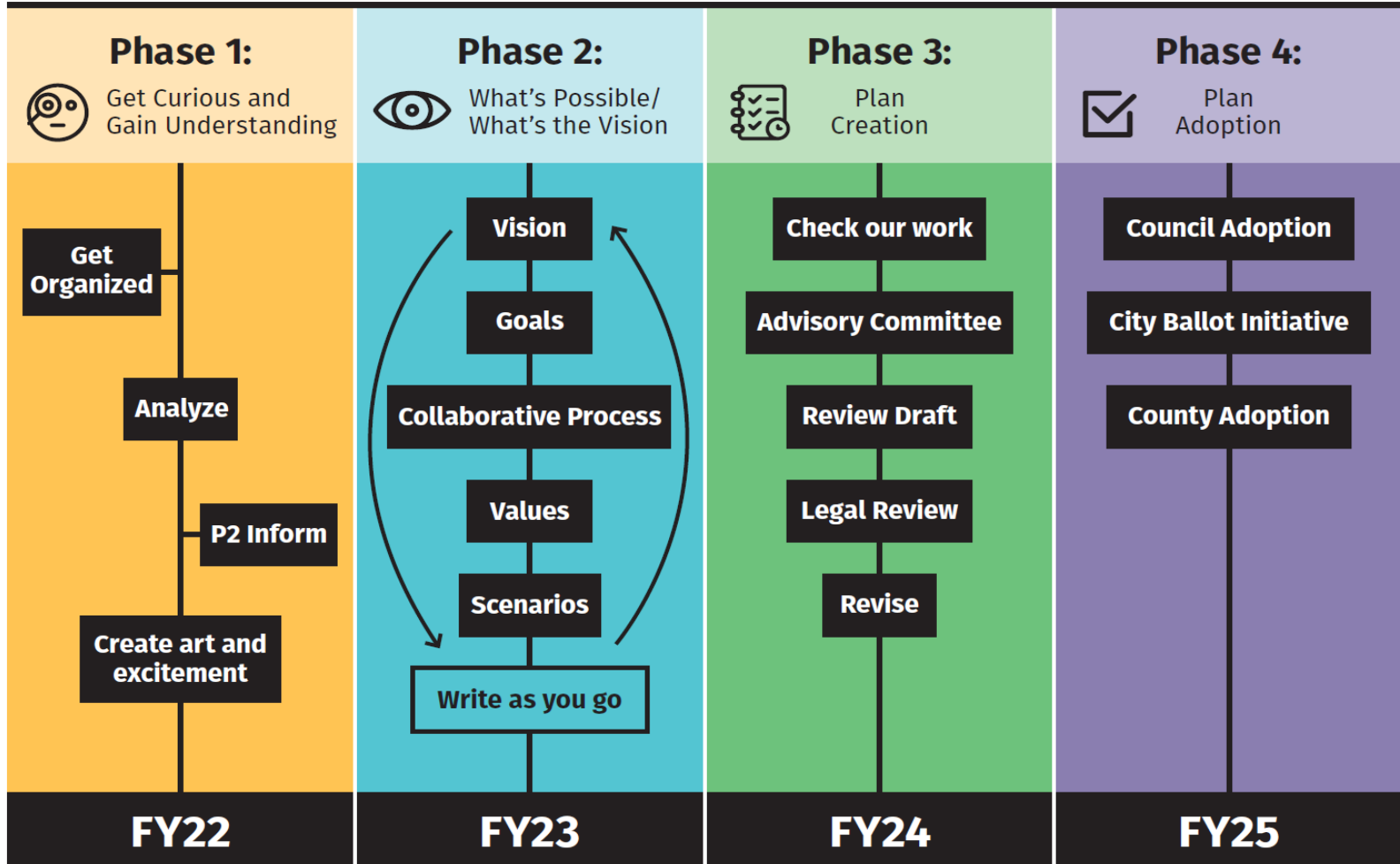


Flagstaff Regional Plan 2045 Update Boards and Commissions Summer Update

Summer 2023



Regional Plan 2045 Update Process



Phase 2: Visioning Workshops – Fall 2023

Visioning

Focal Question: Think about where and how you live, work, and play in the Flagstaff Region...How can we build a community together that allows all community members of the region to thrive through 2045 and beyond?

- **11** Workshops at 11 different locations throughout the community.
- **150+** Workshop Participants
- **126** Visioning Survey Responses



What We Heard:

Natural Environment, Open Space, Sustainability

A future where our natural environment and precious open spaces are intact and healthy. A future where Flagstaff uses its resources wisely and is resilient to the impacts of climate change.

Multi-Modal Transportation

A future where biking, walking, and transit are viable and competitive options to get around town.

Housing Options

A future where residents have a range of housing options that are affordable and meet their needs.

Diversity, Equity and Inclusion

A future where all residents have their broad range of needs met and where underrepresented populations are genuinely engaged and included in government decision making.

Character and Heritage Preservation

A future where Flagstaff retains its unique feel, character, and preserves important historic resources.

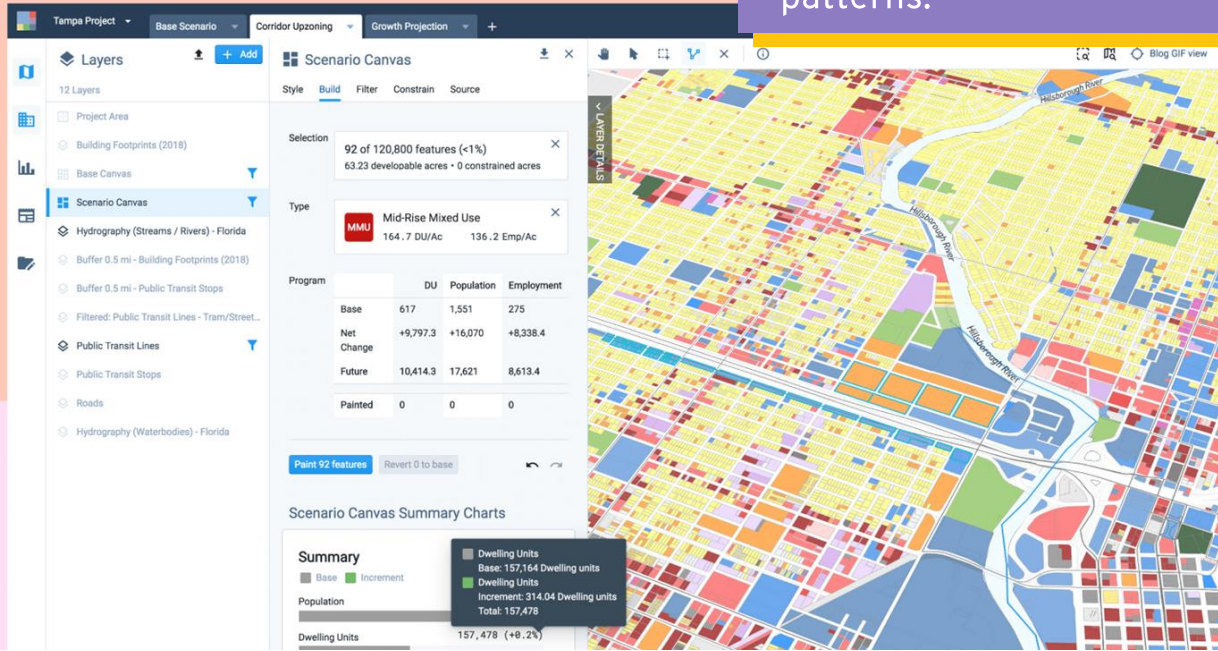
Local Government Accountability

A future where the Flagstaff and Coconino County are responsive to the needs of the community.

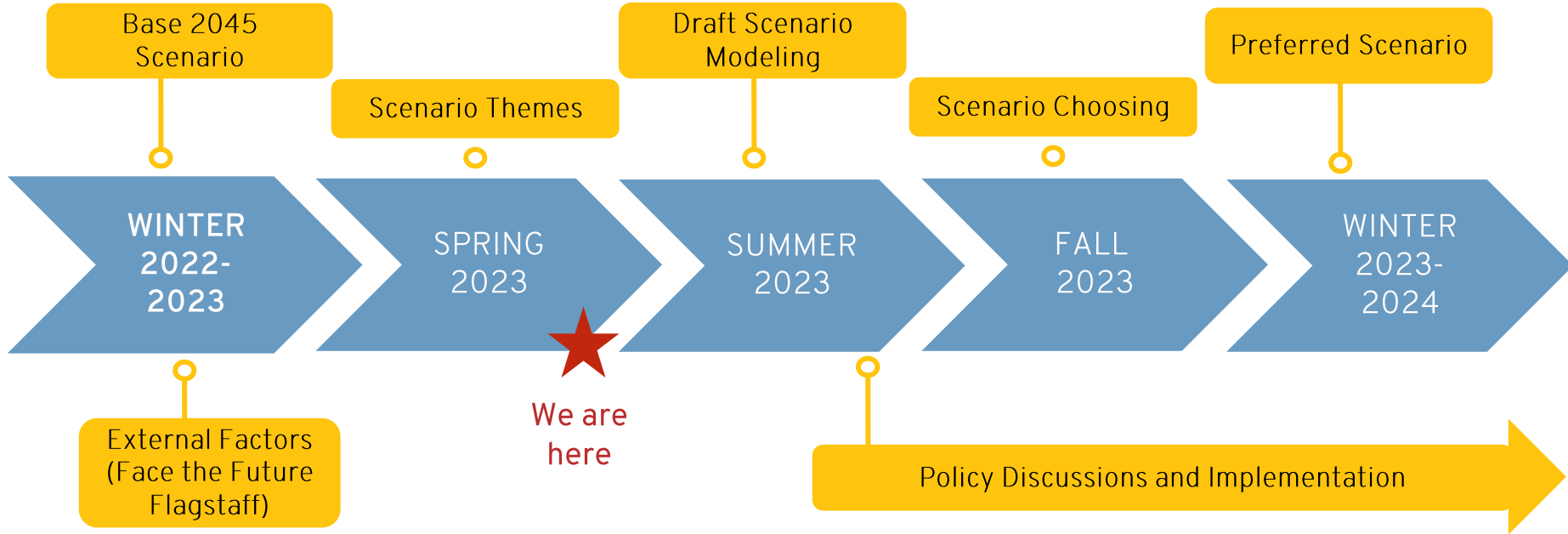
Phase 2: Scenario Planning

Scenario Modeling Work

Cascadia Partners is developing a set of growth scenarios for the 2045 Flagstaff Regional Plan using UrbanFootprint (UF), a scenario planning software that allows us to model different growth patterns.



Project Updates: Scenario Planning Project Timeline



Technical Advisory Group Purpose and Approach

The Technical Advisory Group's purpose is to advise City and County staff and the consulting team on the assumptions, data, and methods appropriate to engaging the community through scenario planning to ensure for a resilient and equitable future in the Flagstaff Region.

The public can watch and comment on meetings **asynchronously**. After the introductions, the meeting recording will start and it will be posted to the City website by the end of the week, usually with a feedback form.

TAG Members

Dorothy Denetsofie Gishie
Michele James
Devonna McLaughlin
Mikhael Star
Steven Gehrke
Tyler Denham
David Hayward
Stephanie Bauer
Paul Moore
Kim Robinson
David Carpenter
Chris Barrett
Pat McGervey
Julie Leid
Ben Ruddell
Tim Doodt
Roxana Cardiel de Niz
Terry Medeska

Who did we talk to?:

March 28 - April 13 (~3wks)

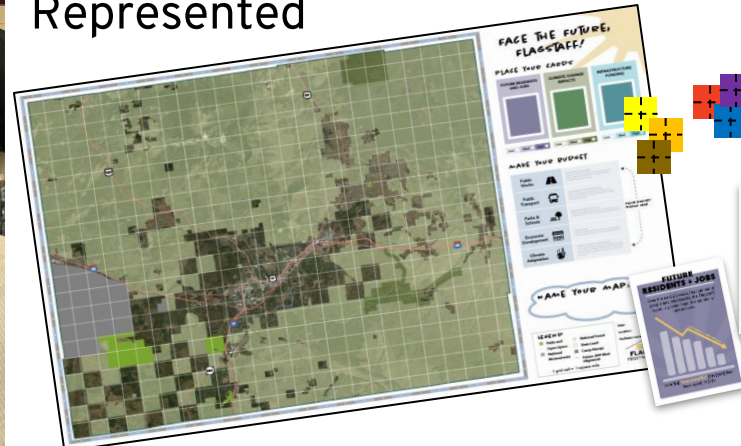
13 workshops

60 maps

285+ participants

10 Community Based Orgs
Represented

FACE THE FUTURE, FLAGSTAFF!



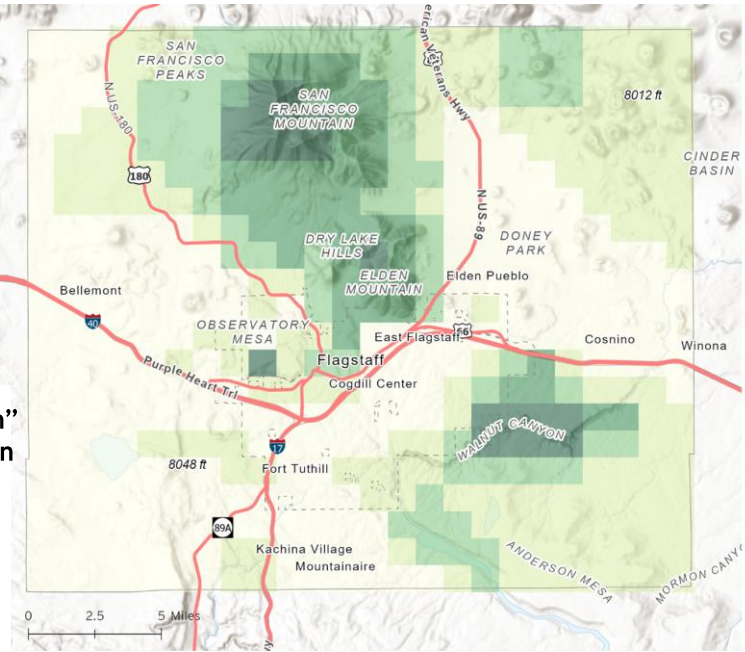
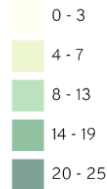
Types of Input Received

Group Discussion Notes

#	Date	Time	Map Name	Presenter	Notes	Comment Category	Deck Code
1	28-Mar	8:00 AM	High Growth No Money	Sullivan Moore	"Are we willing to remove our protected open space?" Lowell Observatory	game play	existing protected zones
2	04-Apr	10:00 AM	Lightning Drizzle	Sully	"Chicken & Egg argument for climate impact" - in reference to climate or transit budget	game play	climate funding
3	14-Apr	1:00 PM	Thousand Feet	Jordan Hallinger	"Doing this was more difficult than mapping change on maps"	design	affordability
4	28-Mar	8:00 AM	High Growth No Money	Sullivan Moore	"High density" is compact and urban residential	game play	higher density housing
5	28-Mar	8:00 AM	High Growth No Money	Sullivan Moore	"Like a lot of things, someone had these wants and needs."	thematic	health
6	10-Apr	10:30 AM	Flagstaff East to West	unknown	"I want to pay attention to my grandchild"	thematic	future planning
7	02-Apr	10:30 AM	Flagstaff East to West	unknown	"I'm worried about my water bill"	thematic	water price
8	19-Apr	6:00 PM	Woolly Thinking	Sully	"Nature needs to stay out there" - referencing billings	thematic	selling necessary
9	13-Apr	3:00 PM	Keepin' it Real	Sully	"Nothing else matters if the town's on fire"	thematic	climate change concerns
10	19-Apr	3:00 PM	Survival Weekly	Jordan Hallinger	"Panic in the small job"	thematic	peer small job jobs
11	08-Apr	5:00 PM	Together We Can Do It 2015	Wolana Reyes	"Security big concern in our schools"	thematic	school safety
12	18-Apr	3:00 PM	Keepin' it Real	Sully	"There's a lot of areas within city limits that we can't afford that"	thematic	affordability / density need
13	18-Apr	3:00 PM	Keepin' it Real	Sully	"We already have enough of these kind of residents"	thematic	density need
14	17-Mar	8:00 AM	High Growth No Money	Sullivan Moore	"We can't downsize an area and call it growth"	thematic	existing area
15	10-Apr	5:00 PM	Together We Can Do It 2015	Wolana Reyes	"We need more middle and high schools"	thematic	lack of education availability
16	10-Apr	NA	Awwsome Sauce	Phoebe Curran	"What areas should we not expand into?" - Buffalo Park/Millman Mesa, Paradise Fields	thematic	no growth considerations
17	13-Apr	11:00 AM	Route 66 Corridor	Ernest Lohman	0 climate adaptation	game play	budget allocation
18	17-Mar	11:00 AM	Balance & Sparrows	Ayano	1 small town not planned	game play	retail development
19	26-Mar	6:00 PM	A Firm Future in a 15 Minute City	Sully / Sonica	15 minute neighborhoods should be the goal	thematic	density considerations
20	14-Apr	11:00 AM	Route 66 Corridor	Ernest Lohman	2 in public works	game play	budget allocation
21	14-Apr	11:00 AM	Route 66 Corridor	Ernest Lohman	2 parks/schools	game play	budget allocation
22	14-Apr	11:00 AM	Route 66 Corridor	Ernest Lohman	3 economic dev.	game play	budget allocation
23	14-Apr	11:00 AM	Route 66 Corridor	Ernest Lohman	3 in public transport	game play	budget allocation
24	13-Apr	11:00 AM	High Growth Flagstaff	Matthew Galton	3-4 story structures can be built without raising the view	thematic	density clarifications
25	13-Apr	11:00 AM	High Growth Flagstaff	Matthew Galton	4-6 story towers planned but didn't exchange for more jobs because felt like there were already enough when towers were cut up	game play	economic development
26	28-Mar	10:30 AM	Unstable Community + Equitable Access	Ayano	40,000 growth since 1990 was growth	thematic	historic growth
27	11-Mar	10:30 AM	Stanish	Mark Beach	60% street needs a vibrant center + bus access to vines	thematic	60% street / protect vineyards
28	22-Mar	8:00 PM	A Firm Future in a 15 Minute City	Sully / Sonica	A lot of parks are medical centers	game play	healthcare expansion
29	16-Apr	10:00 AM	Lightning Drizzle	Sully	Access to facilities near place of residence	game play	access to facilities
30	18-Apr	10:00 AM	Lightning Drizzle	Joseph O'Connell	access to neighborhood businesses such as small scale grocery, coffee shops, restaurants so we can make the whole community viable / vibrant	thematic	vibrability / thick & thin
31	07-Mar	11:00 AM	Kitari	Jordan Hallinger, Sara Decker	Accessibility: by light through the game	thematic	Accessibility
32	20-Mar	10:30 AM	Low Densification	Tyler Denham	Add busline to support new hospital, extend route & increase frequency	game play	new hospital site / expand public transit
33	04-Apr	10:30 AM	Low Densification	Tyler Denham	Add ramp for new Flag	game play	Transit development
34	09-Apr	NA	Flagless	Jordan Hallinger	Add some stuff along 66	game play	66 development
35	11-Mar	10:30 AM	Lightning Drizzle	Jordan Hallinger, Sara Decker	Added new building 100' - 150' - 200' - 250' - 300' - 350' - 400' - 450' - 500' - 550' - 600' - 650' - 700' - 750' - 800' - 850' - 900' - 950' - 1000'	game play	66 development
36	17-Mar	11:00 AM	Arctic Phosphorus Plan	unknown	added busline and retail in chase area for job/housing	game play	Cheshire development
37	11-Apr	NA	Arctic Phosphorus Plan	unknown	added industries, schools, houses, stores near airport and new hospital	game play	airport development / new hospital site
38	13-Apr	11:00 AM	Flagless	Tyler Denham	adding each concept	game play	light bulb
39	13-Apr	11:00 AM	Flagless	unknown	adding more retail to west Flagstaff	game play	west Flag retail
40	13-Apr	11:00 AM	Flagless	Jordan Hallinger	adding more development along 66 heading through Doney and Timberline	game play	66 development
41	17-Mar	6:00 PM	Free Unlimited Growth	Jordan Hallinger	Added 200' - 250' - 300' - 350' - 400' - 450' - 500' - 550' - 600' - 650' - 700' - 750' - 800' - 850' - 900' - 950' - 1000'	game play	66 development

Digitized Map Data

"No-Growth" Lines Drawn



What We Heard:

Growth

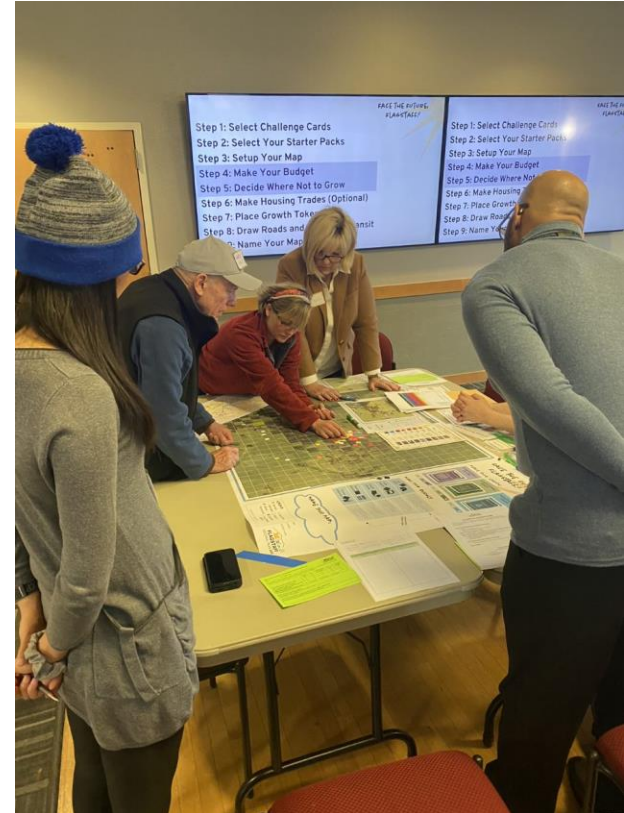
General support for mixed use development. Develop more amenities + services across neighborhoods and activity centers. Manage density.

Transportation

General support/desire for more transit connections and roads across Flagstaff.

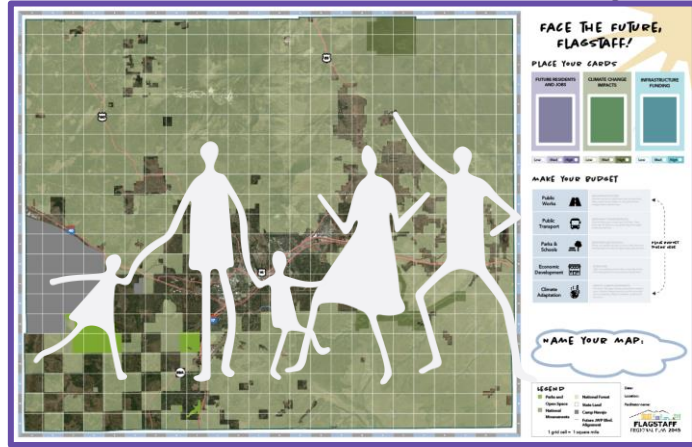
Land Protection

State/federal forest area and open space is a coveted resource and what makes Flagstaff attractive



Getting to Scenario Themes

Visioning and Face-the-Future Workshops



Growth Idea

Growth Idea

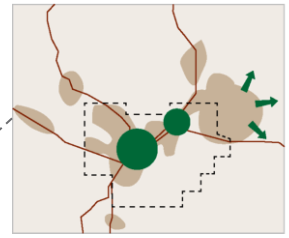
Growth Idea

Growth Idea

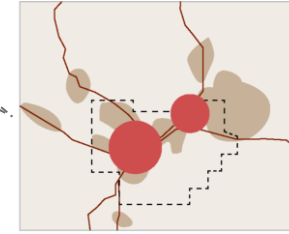
ONLINE SURVEY

Growth Idea

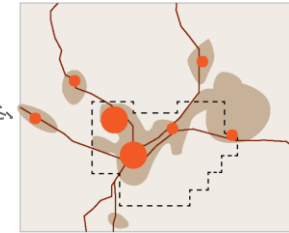
Scenario Theme A



Scenario Theme B



Scenario Theme C



Business As Usual (BAU)

What happens if past trends continue and our policies do not change?

- Location of growth follows recent trends
- Region grows a “medium” amount - between the highest and lowest growth estimates projected by the State of Arizona.

The scenarios will be used for the regional plan to test various approaches to managing the region’s growth. The Business As Usual (BAU) scenario is the first scenario that is developed, and it is considered the baseline scenario. It explores how the region might look in 2045 if all of our policies, priorities, and levels of investment look similar to the way they are today.

Alternative Scenario A

What happens when we do things differently?

Alternative Scenario B

What happens when we do things differently?

Alternative Scenario C

What happens if we do things differently?

Project Updates: Upcoming Events

- **MAY 12th - JUNE 2nd** - Public survey
- **JUNE 12th** – TAG Meeting 4
- **JUNE 15th at 1pm**- Webinar
- **June 26th at 6pm**– Open House, Flagstaff City Hall
- **JULY/AUG 2023** – TAG Meeting 5
- **SEPT/OCT 2023** – Scenario Choosing

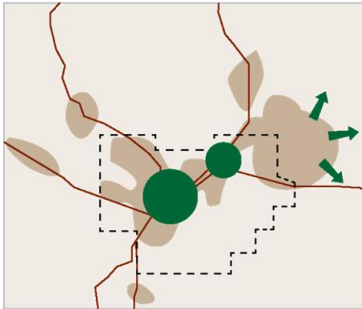
Moving into Phase III

The Regional Plan Committee
and Plan Creation

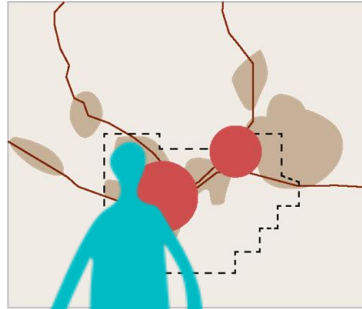
Scenario Choosing

In the fall, after the alternative scenarios have been developed, the public will get to evaluate and compare the scenarios and ultimately chose which scenario is the best fit with the goals and priorities of the region.

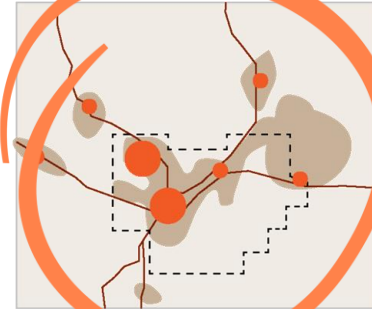
SCENARIO 1



SCENARIO 2



SCENARIO 3



Regional Plan Committee

Manager-appointed Committee

- Each Council and Board member provide nominations to the Clerk
- Staff is creating a report on the nominations for the City and County Manager
- City and County Manager review and invite approximately 20 members to the Committee.



Regional Plan Committee

Committee Process

- First meeting in August/September 2023
- Will meet 1-2 times per month
- Not a formal Committee but will set up rules and procedures to ensure meetings are advertised, posted and available to the public.
- There will be opportunities for public comment at meetings.



How will we create a Plan?

- Determine the rules and procedures for meetings
- Set schedule
- Go over scenario planning framework
- Set writing objectives

Set the Stage

Develop Framework

- Provide land use chapter and framework for area types for review
- Review Future Growth Illustration and Plan Amendment categories
- Create other goals and policies to support growth illustration

- Staff will prepare chapters of the Plan and submit for review
- Committee will endorse the draft plan, request a final legal review and required public review

Review Chapters