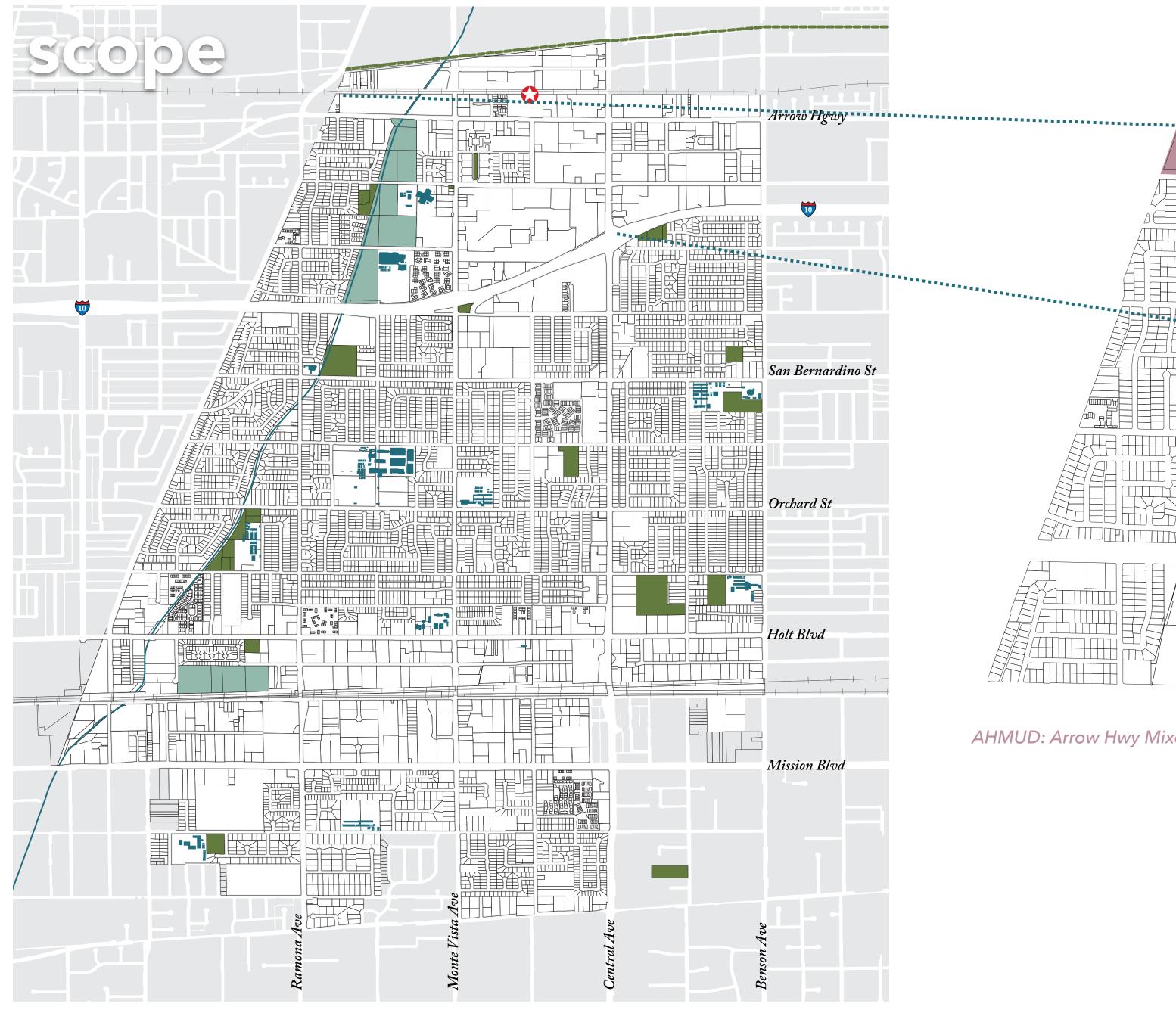
Montclair



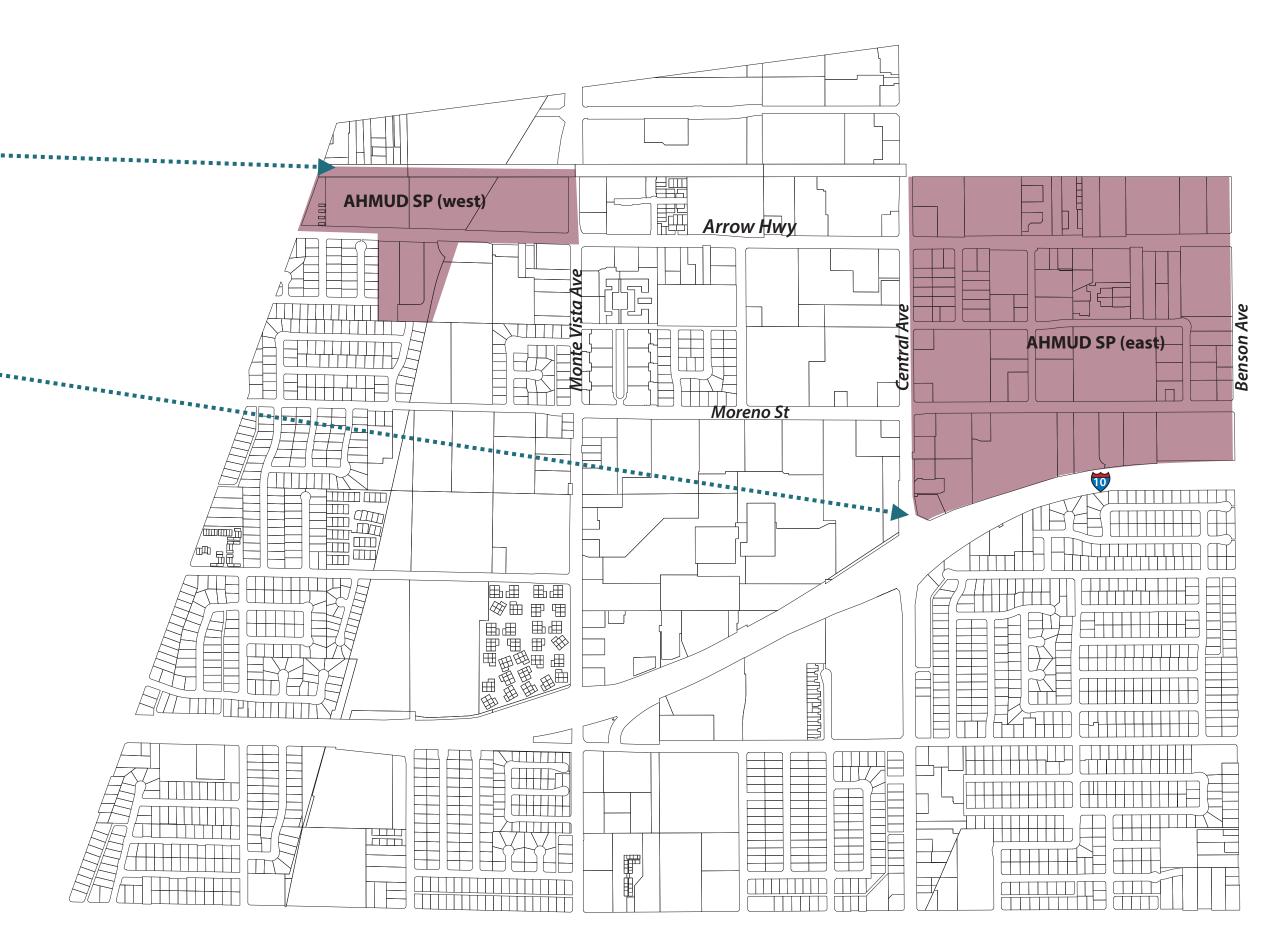
Our Active & Creative Community



Arrow Hwy Mixed-Use
Specific Plan



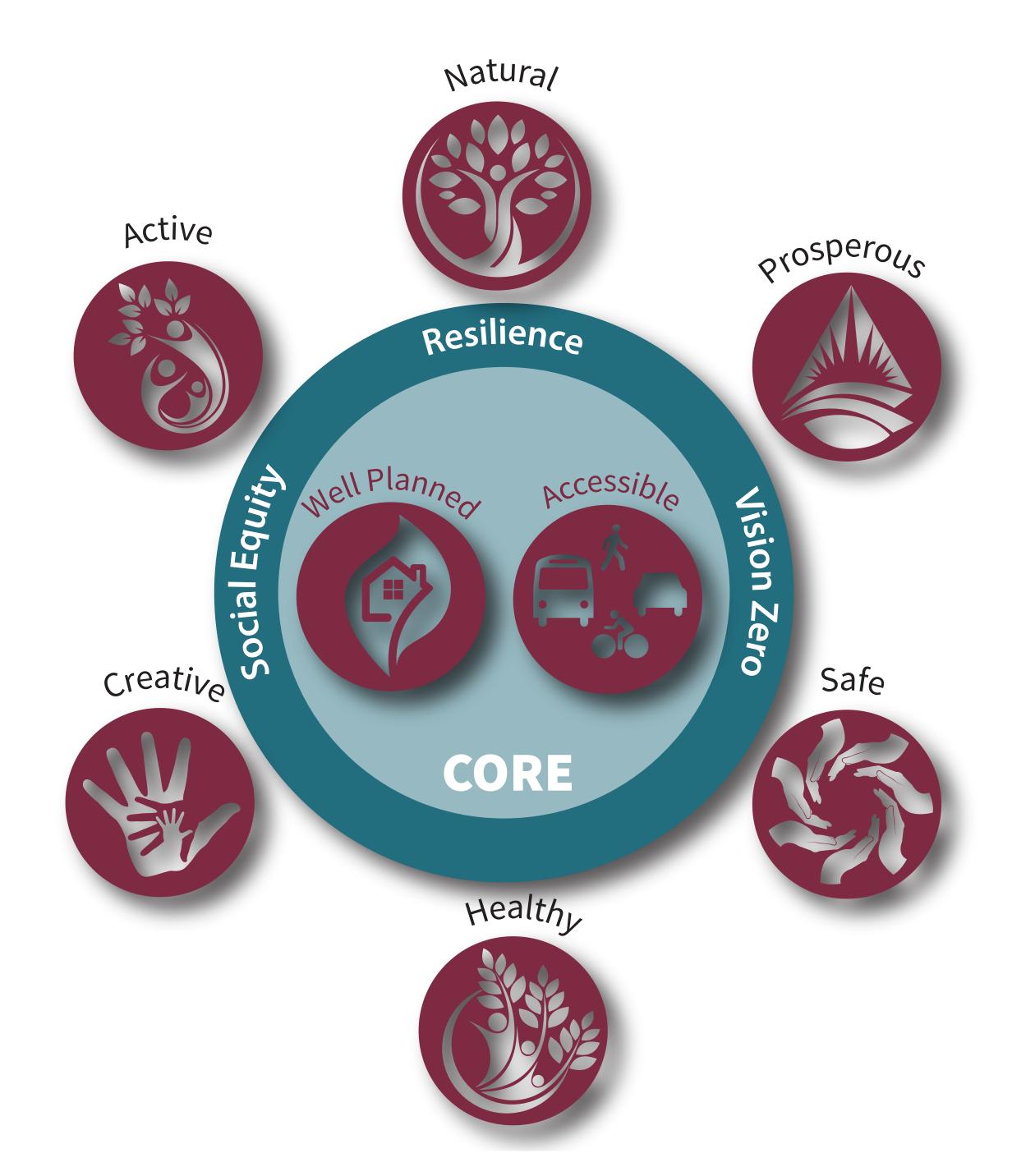
General Plan

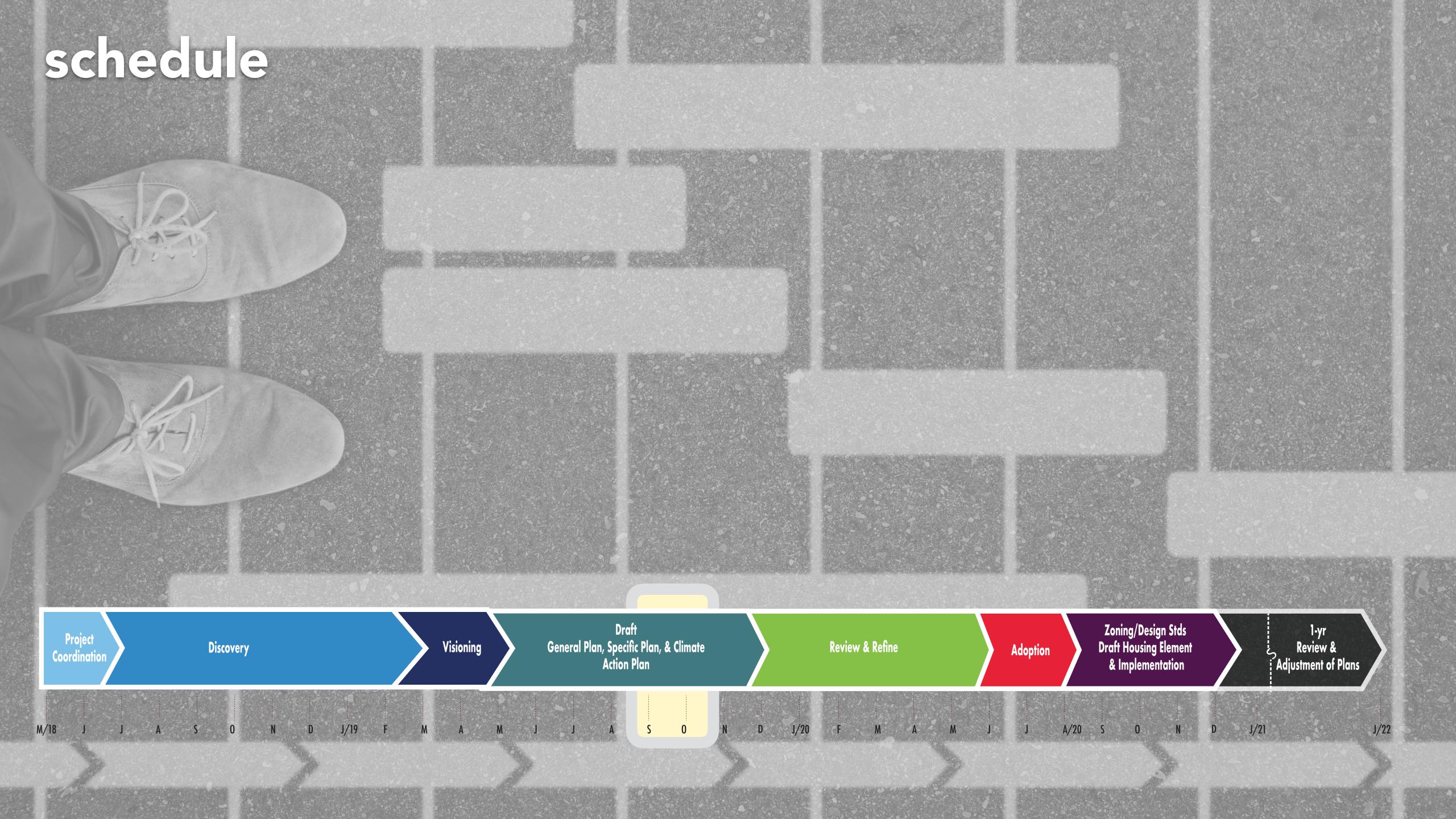


AHMUD: Arrow Hwy Mixed-Use District

Specific Plan

approach





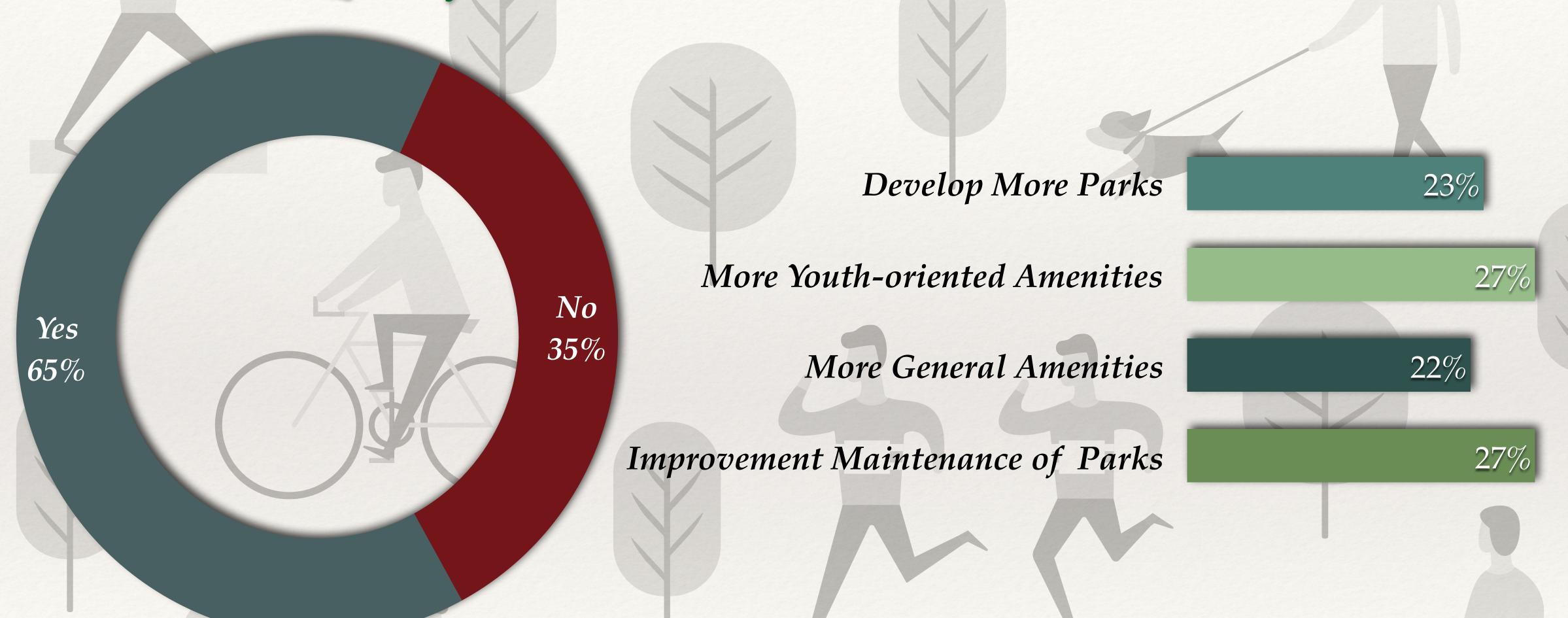




Community Survey

Satisfied with Quality of Parks











2-7-19 **FG Mtg**







Facilities & Operations

- Regional trail
- New Community Center(s)
- ✓ Partner with school district/churches
- ✓ In North Montclair/Montclair Place
- √ In South Montclair
- √ With gymnasium
- New Parks and Updated Parks
- √ In South Montclair
- ✓ With park amenities (restrooms [with staff to oversee them], playgrounds, pool, lights, soccer fields)
- Reeder Ranch (Community Center and Park)
- Senior housing (affordable, with transportation and translators)
- Staff to run programs (30-40 new staff members)
- More meeting rooms/classrooms
- City facilities open additional hours/times (i.e. Saturdays) with class and programs for different ages at same day/time

Events

- More festivals (art walk, music, cultural car show, bands)
- Community parade(s)
- Walk/Run event(s)
- Farmers' market

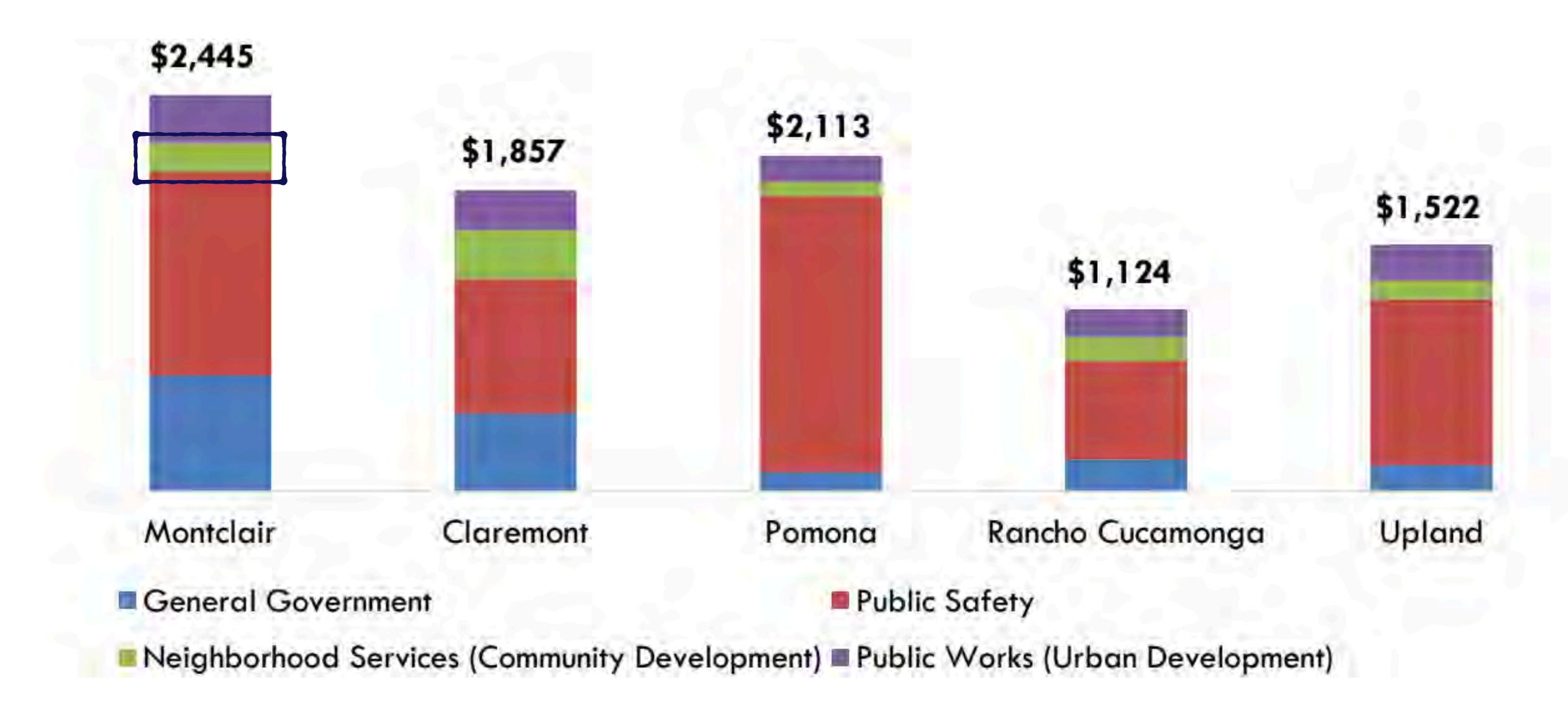
Place-making

- Public art
- Outdoor season décor
- Upgraded streets & parking
- Local attractions

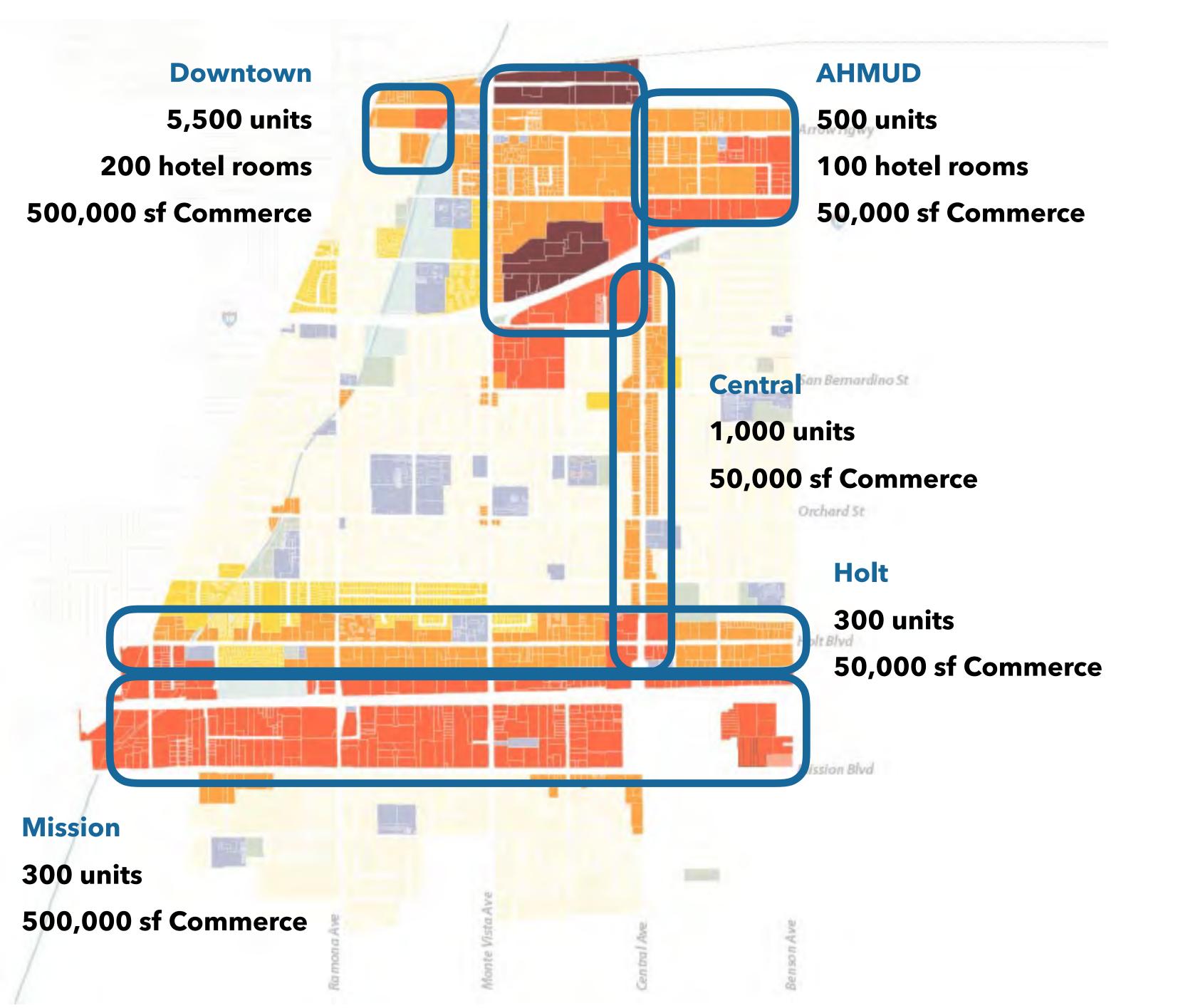
Other

- Multi-cultural classes, programs, events center
- Trash cans (with service to dispose of trash)
- Community pride program (with education, program for youth and program for area residents)
- Special needs programming
- Youth transportation

General Fund Expenditures per EDU







Residential

Existing	11,200 units			
Projected Demand	5,325 to 7580 units			

Hotel

Existing	103 rooms		
Projected Demand	up to 300 rooms		

Office

Existing	350,000 s.f.			
Projected Demand	360,000 s.f. to 600,000 s.f.			

Industrial/Flex

Existing	4,3000,000 s.f.				
Projected Demand	750,000 s.f. to 1,9000,000 s.f.				

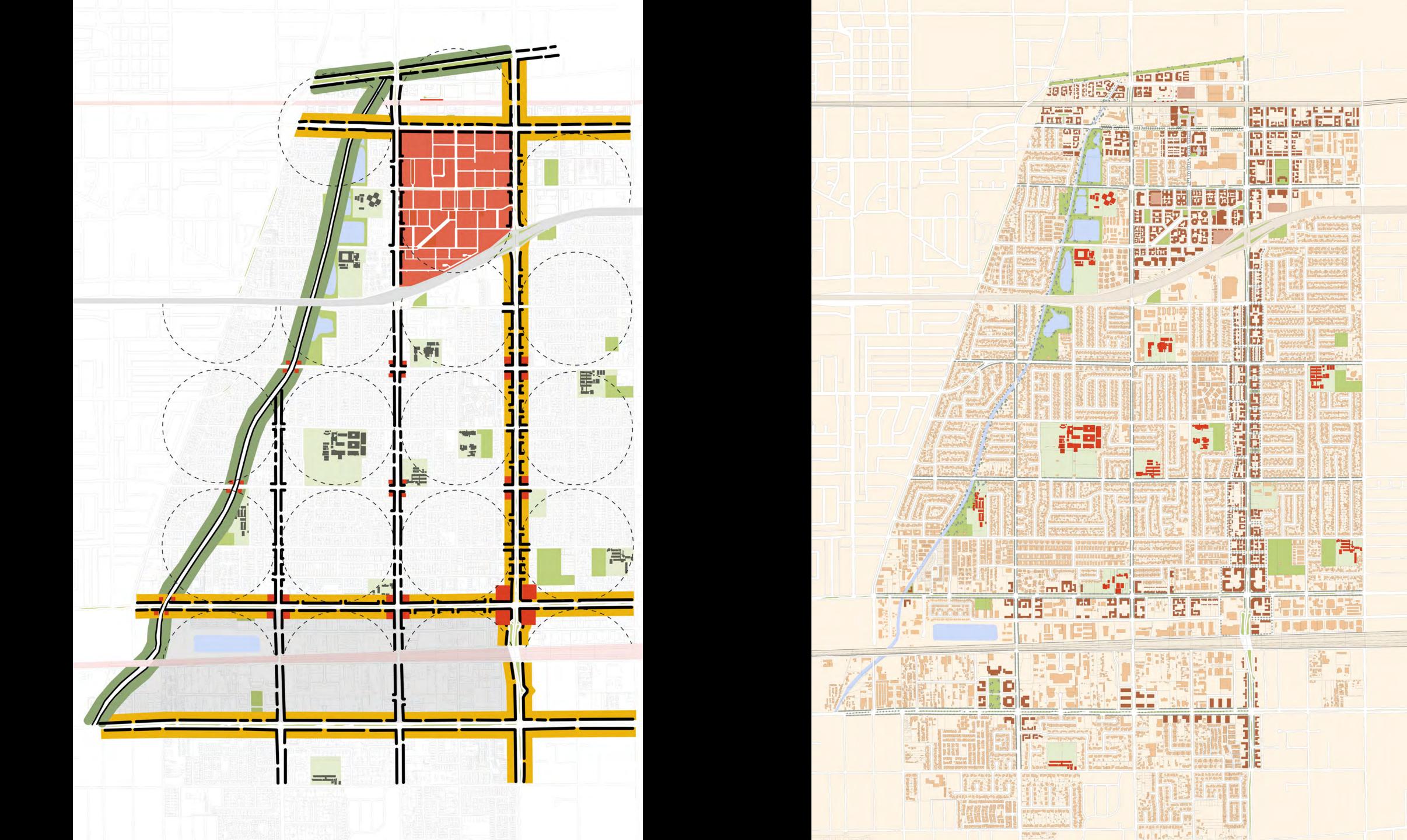
Retail

Existing	4,600,000 s.f.			
Projected Demand	Modest demand for new space			



Vision

- Green network
- Streets reimagined
- Great neighborhoods
- TOD Downtown
- Transform mall to town center
- Revive manufacturing



Active Living







Active Transportation





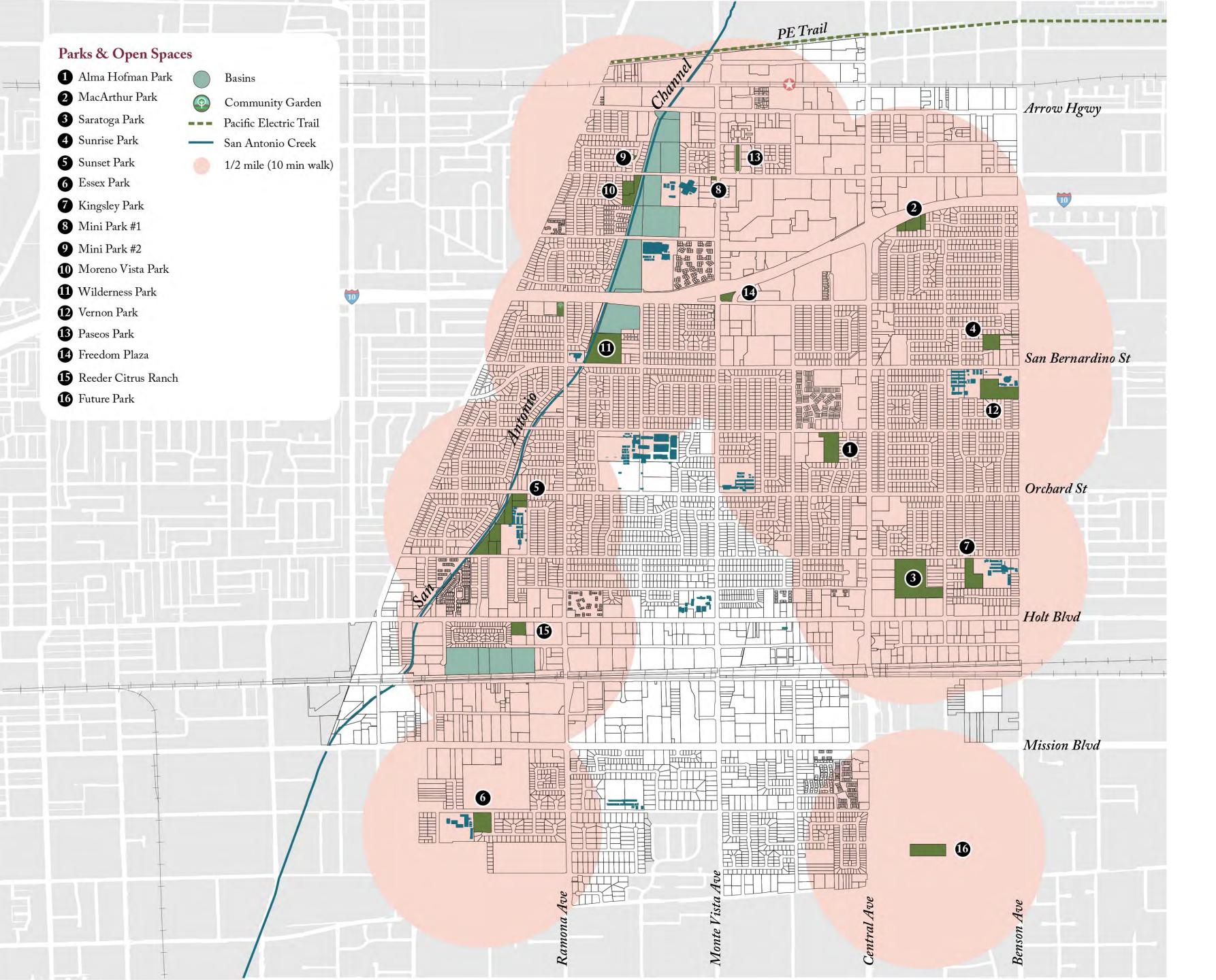


Active Recreation









- Gaps in Coverage
- Connections & Visibility (safety)
- Shrinking Resources

typology of open spaces

Public

Regional	Wilderness Greenway			
City	Community Park			
Neighborhood	Neighborhood Park Square Plaza Community Garden			
On the Block	Quadrangle Pocket Park			

Private

On the Lot
Terrace
Yard

Within the Builidng
Roof garden

Public

Regional/Wilderness







Public

Community/Neighborhood









Block/Lot/Building







The Village





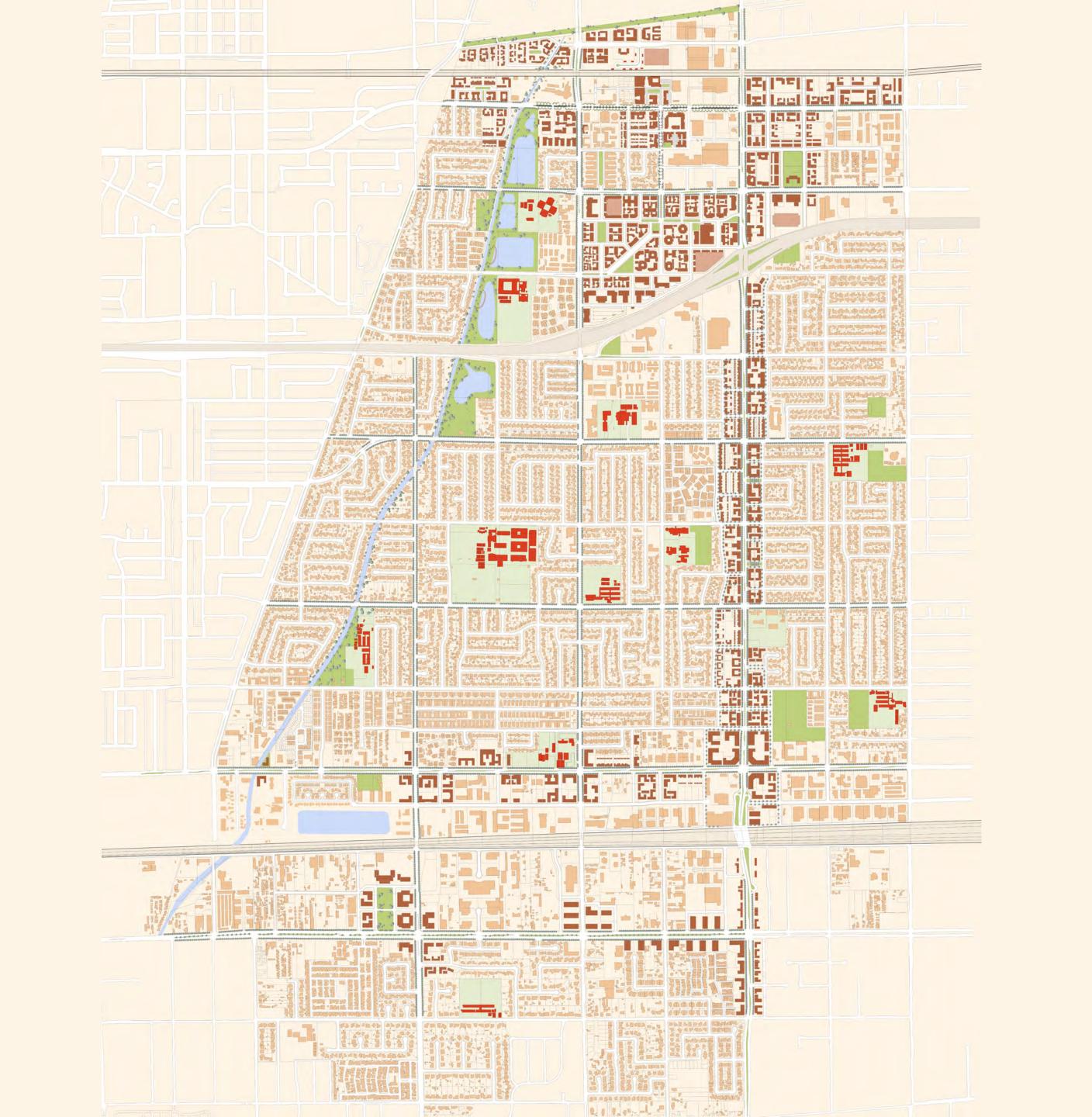
Image Source: Torti Gallas + Partners

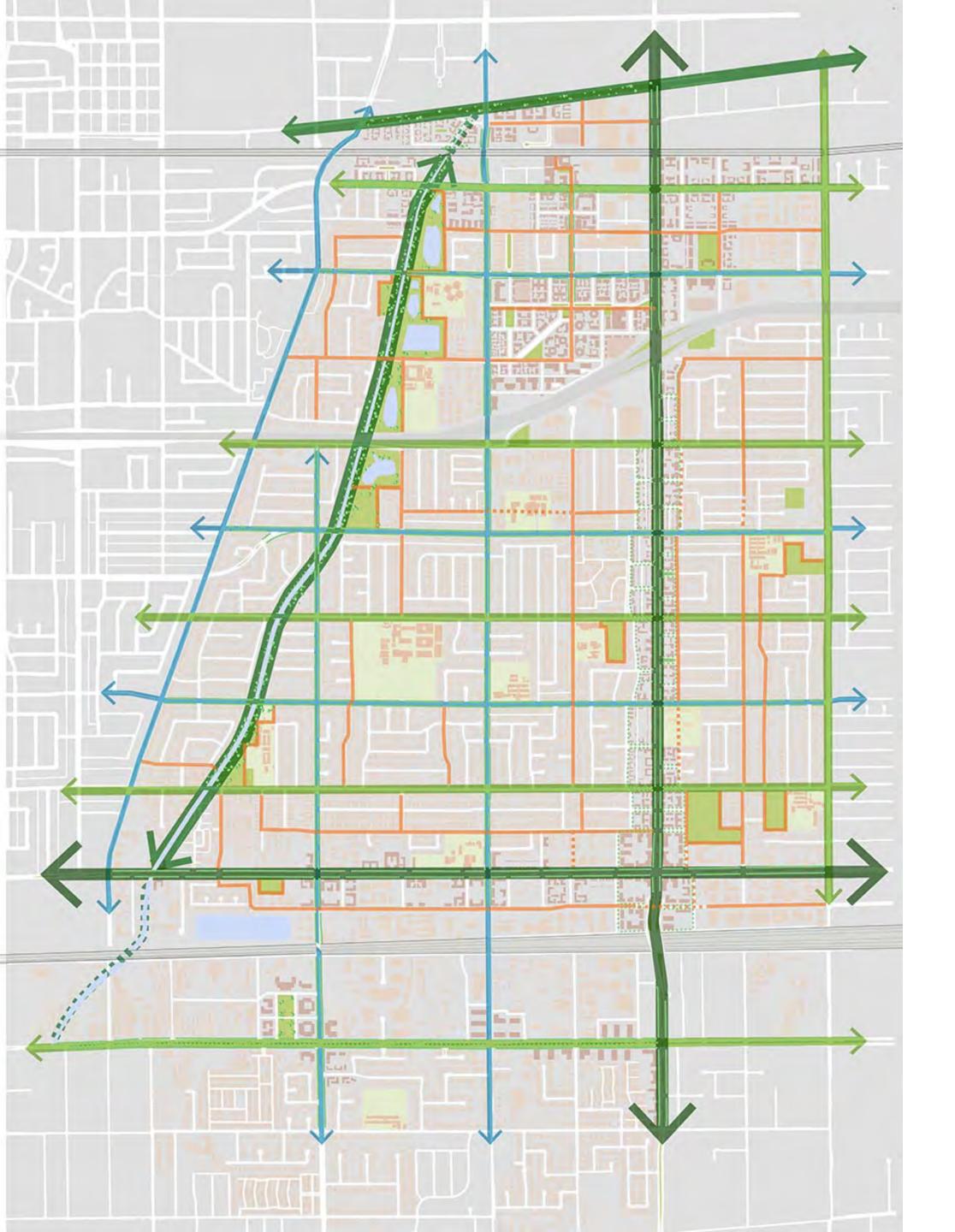
The Bravo





Image Source: Corbell Architects





Green Infrastructure

GREENWAYS

Reinforces Trail Network

GATEWAY GREEN CORRIDORS

Maximize green opportunities along commercial corridors

NEIGHBORHOOD CONNECTORS

Focus on planting strategies that maximize shade for pedestrians and encourage traffic calming for vehicles

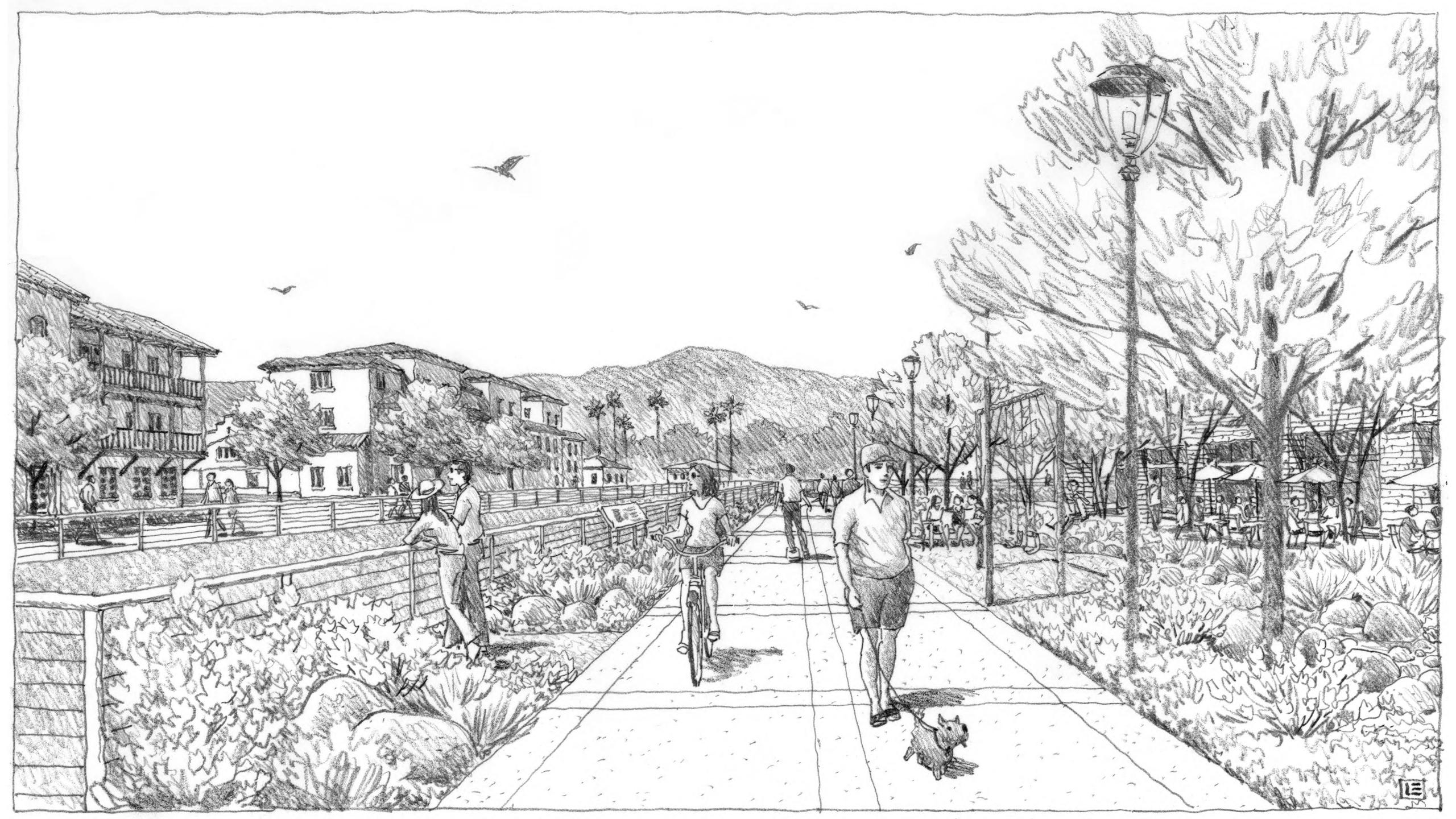
ACTIVE + COOL CORRIDORS

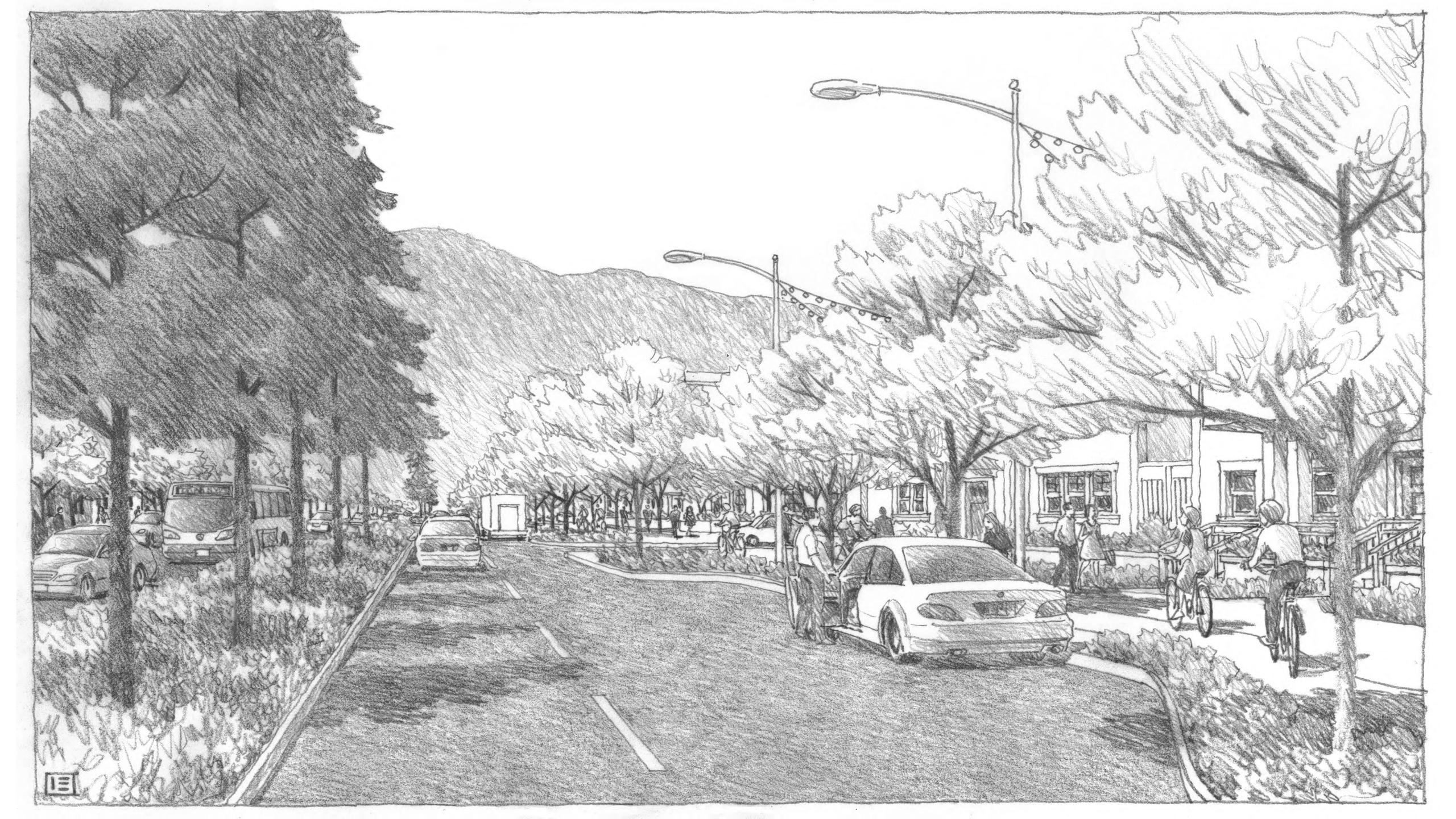
Use similar strategies to Neighborhood Connector Streets, with the addition of planted buffers to separate cyclists from vehicles on these bike-friendly streets

QUIET STREETS / PASEOS

Shade strategies focus on increasing the appeal of pedestrian circulation

	LANDSCAPE + MATERIAL TREATMENTS			PROGRAM					
	COOLING	STORMWATER CAPTURE PLANTINGS	BOLD ACCENTS	ACTIVE PROGRAM	PASSIVE PROGRAM	PART-TIME PROGRAM	PUBLIC ART	TRAFFIC CALMING	
GREENWAYS + PARKS								0	
GATEWAY GREEN CORRIDORS					0				
NEIGHBORHOOD CONNECTORS									
ACTIVE + COOL CORRIDORS				0					
QUIET STREETS/ PASEOS			0	0	0		0		
EXAMPLES	SHADE TREES COOL PAVING SHADE STRUCTURES	PLANTED BULB-OUTS RAIN GARDENS BIOFILTRATION STRIPS	FLOWERING TREES + SHRUBS SPECIAL PAVING TREATMENTS DECORATIVE CROSSWALKS PLAZAS	PLAYGROUNDS OUTDOOR FITNESS EQUIPMENT PARKLETS COMMUNITY GARDEN BIKE FIX-IT STATION DOG PARK	SPORTS FIELD GREAT LAWN	FARMER'S MARKET PLAY STREET OPEN STREET EVENT OUTDOOR MOVIE	MURALS SCULPTURES GATEWAY SIGNAGE	MID-BLOCK CROSSINGS REMOVABLE PLANTERS RAISED CROSSINGS BULB OUTS	







Policy Framework

Gaps in Coverage

- 1. Expand park inventory strive for 5 acres/1000 residents.
- 2. Ensure the maximum distance between residents' homes & the nearest public park or preserve is 1/2 mile (1/4 mile preferred).

Access & Visibility

- 1. Promote, expand, & protect a green infrastructure that links the natural habitat.
- Identify & remove barriers to
 access parks. Encourage walking
 & biking as preferred way to get
 to & from parks.

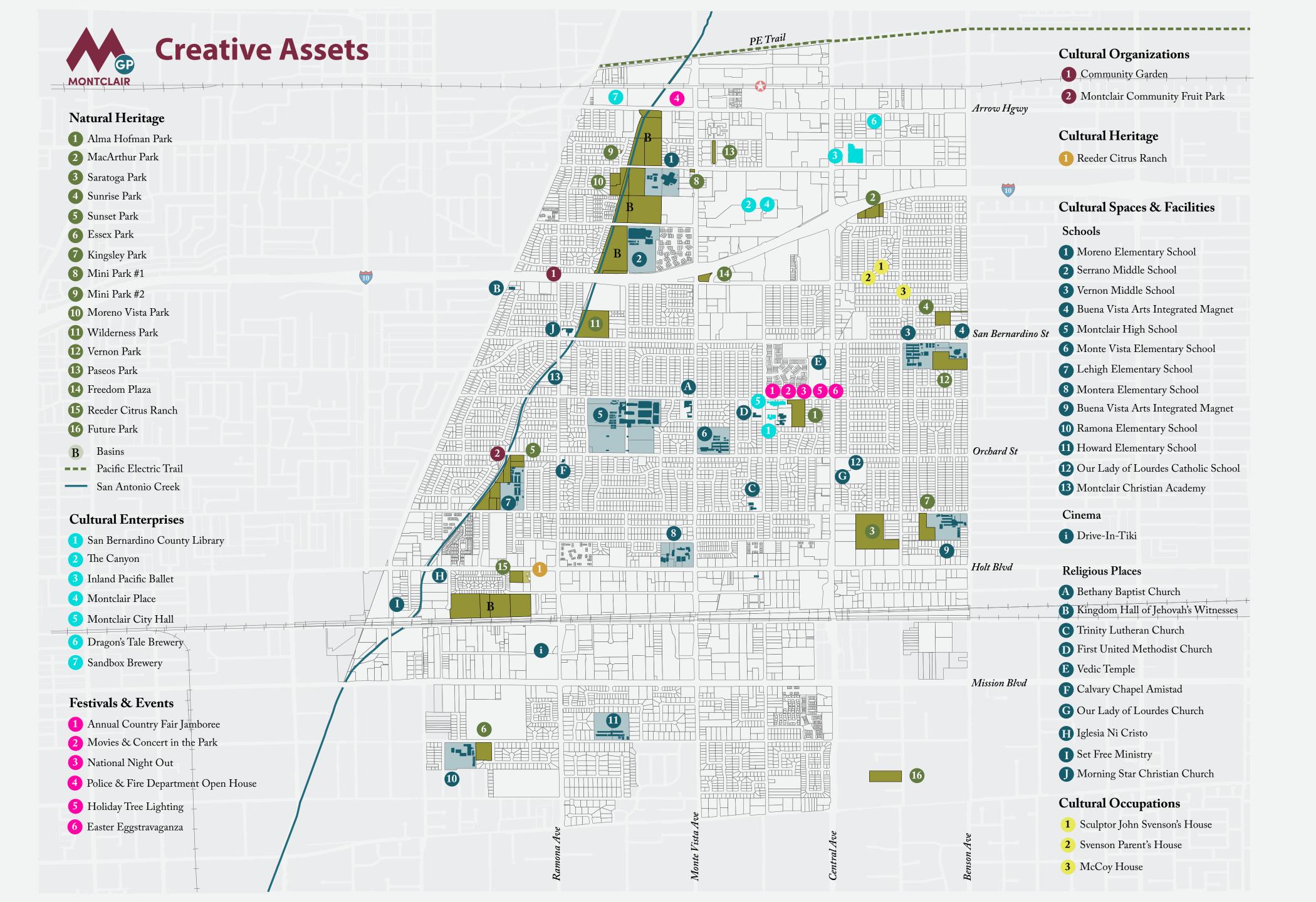
Financial Resiliency

- Strive for financial resiliency to
 provide, maintain, & operate parks
 & recreational programs into an
 uncertain future.
- 2. Create & promote opportunities to participate/ volunteer in the expansion/maintenance/operations of parks, recreation, events, projects & programs.
- 3. Explore creative or alternativefunding opportunities for programs& capital projects.





Historic plaques & monuments





- 1. Creative Prosperity
- 2. Cultural Tourism
- 3. Education for Creativity
- 4. Cultural Equity
- 5. Public Art
- 6. Capacity/Leadership



- Increase awareness of the importance of the creative community.
- 2. Facilitate access to reasonably priced work-live space.
- 3. Facilitate the temporary & opportunistic use of vacant or underutilized spaces & venues for creative purposes.

2. Cultural Tourism





- 1. Make Montclair's arts, cultural, & heritage attractions visible & accessible to tourists & local audiences.
- 2. Develop a cultural resource map& directory.
- 3. Leverage the transit station to promote attractions/events.

3. Education for Creativity



Partners: Schools

City of Montclair

Library

Private providers

Engage students & youth in the creative community beyond the classroom.

4. Cultural Equity



Enhance public understanding, appreciation, & respect for all cultures, achieving diversity, equity, & inclusion.

5. Public Art







- 1. Develop a Public Arts

 Program (2% of private development construction costs, & capital project costs)
- 2. Integrate public art into the development review & capital improvement program.
- 3. Promote education & interactive components to increase understanding of public art & their contribution to Montclair

6. Capacity/Leadership



- 1. Ensure that Montclair's cultural organizations have the necessary resources to succeed.
- 2. Encourage & facilitate placement of artists on City Advisory Boards,Commissions & other leadership bodies.

What's next?

Draft Chapter of Our Active & Creative Community for:

- General Plan &
- AHMUD Specific Plan

Focus Group Mtg:

• October 10: CORE (Well Planned & Accessible Community)

Joint Mtg w/City Council & Planning Commission (tentative January- February 2020)

