

Blueprint Task Force Meeting #8

3.23.17

MEETING SUMMARY

On March 23, 2017, the eighth meeting of the Blueprint Denver Task Force was convened in the CAVEA space at the Metropolitan State University Student Success Building. The purpose of the eighth Task Force meeting was to engage Task Force members in a review of the preliminary growth scenarios developed using Calthorpe's RapidFire model and solicit feedback on them. Additionally, the project team conducted a small group exercise, the Blueprint Growth Strategy game, that helped Task Force members understand the implications of different amounts and patterns of growth.

To begin the meeting, Brad Buchanan addressed the Task Force to speak about the importance of the growth discussion for Denver and the implications different growth projections have on our city's future policy and development initiatives. Jay Renkens then presented a meeting overview and process update. He then introduced Kim Gallman and Amelia Myers, co-chairs of the Denverright Community Think Tank, to provide an update on the objectives of the Think Tank and the results of their last meeting on Neighborhood Contexts. After the update, Jay presented on different strategies cities have used to guide growth and change. This overview served as an introduction to Calthorpe's RapidFire scenarios evaluation led by Joe Distefano from Calthorpe Analytics. Following Joe's presentation on the five growth scenarios, Task Force members broke out into small groups to play the Blueprint Growth Strategy game.

The full agenda for the meeting is included on page 10 of this summary and the meeting presentation is posted online at:

https://www.denvergov.org/content/dam/denvergov/Portals/Denverright/documents/Blueprint/Meeting%20Archive/BP_TF_Meeting%208_32317_FINAL.pdf



Joe Distefano presents the RapidFire Scenario evaluations.

Guiding Growth and Change

Jay Renkens provided the Task Force with a brief overview of the projected growth for Denver through 2040 and echoed Brad Buchanan’s sentiments on the importance of having this discussion and the policy implications involved in different growth forecasts. He then introduced five city case studies that demonstrated different growth strategies that align with each of the five growth scenarios. The five case studies and the growth strategies discussed were:

- A. *Boulder, CO*: Limit Development Throughout the City
- B. *Vancouver, BC*: Expand and Intensify the City Center
- C. *Los Angeles, CA*: Focus Density and Investment in Multiple Urban Centers
- D. *Portland, OR*: Enhance Corridors and Grow Neighborhood Centers
- E. *Chicago, IL*: Embrace Multi-Pronged Growth

RapidFire Scenarios Evaluation

Following Jay’s introduction to different growth management strategies, Joe Distefano from Calthorpe presented an evaluation of the five RapidFire growth scenarios. The purpose of the presentation was to provide the Task Force with greater knowledge on the factors and tradeoffs that are associated with different growth projections and strategies.

The metrics covered include:

- **Land Use Mix** – This included an overview of the City’s existing land use mix for Standard Suburban, Compact Walkable and Urban uses across all scenarios compared to existing trends and 2040 baseline.
- **Housing Type Mix** – This included an overview of the City’s new housing mix (multifamily, townhome, single family smaller lot <5,000 sf, and single family larger lot >5,000 sf) and resultant housing mix across all scenarios compared to existing trends and 2040 baseline.
- **Transportation** - Evaluation included ‘Vehicle Miles Traveled’ and ‘Mode Share’.
- **Environmental** – Evaluation included ‘Energy Use’, ‘Water Use’, and ‘Greenhouse Gas Emissions from Transportation’.

Following the presentation Task Force Members had a chance to ask questions about the different growth strategies and metrics used to evaluate them. Many members commented that the results should be presented consistently either using per capita or annual numbers.



Small Groups Breakout: The Blueprint Growth Strategy Game

Following the presentation, the Task Force was divided into four groups to play and evaluate a growth strategy game that will be utilized during the next Community Workshop meeting held on April 25th. Each group was assigned a growth scenario (low growth – 70,000 HU; medium growth – 95,000 HU; or high growth – 128,000 HU) and given the task of identifying and utilizing growth strategies, such as intensification of Downtown and existing Urban Centers, creation of new Urban Centers, and identification of priority transit corridors to meet the growth scenario’s projected future housing units. By playing the game, members had an opportunity to discuss and learn about different trade-offs associated with different growth strategies. The different ‘Tasks’ in the game include:

1. Task A: Identify Priority Transit Corridors
2. Task B: Apply Mixed-Use High Stickers to Downtown
3. Task C: Apply Mixed-Use Stickers to Existing Urban Centers
4. Task D: Apply Mixed-Use Stickers Citywide
5. Task E: Identify Future Parks and Places

High-level game summary results include:

- o Every group intensified Downtown, but only one group, the high growth group, maxed it out;
- o The Sheridan Ave. corridor, University Blvd. corridor, and Hampden Ave. corridor were the least utilized priority transit corridors (only one group applied segments from these corridors);
- o Cherry Creek, an existing Urban Center, was only intensified in the high growth scenario; and
- o Placing mixed-use stickers adjacent to LRT stations and along priority corridors was a common strategy for allocating the required housing units.

Detailed comments from each table are following:

Low Growth Group

- What is the role of the orange tape? Please expand and clarify. What are the implications of the priority corridors? 12 units/acre to support priority transit corridor.
- Priority Transit Corridor
 - Consider where existing deficiencies are
 - Broadway from Tech Center to Alameda. Extend growth to enhance connectivity
 - Colorado Blvd. from Colorado Station to 40th
 - As long as there is stops may not need to be zoned*
 - Federal Blvd. to Evans to Colfax
 - Alameda from Sheridan to Broadway, then Colorado to Quebec
 - Speer to Cherry Creek to Downtown
 - MLK as a priority transit corridor
 - Evans from Colorado Broadway because it has existing density to support
- Task B
 - Where can MU-M go? Concentrate 5 MU-M in downtown, 2 in RiNo next to transit stations.
 - MU-H by level
 - Different tabs make it confusing to enter
 - Group wanted to see running tab after each move



*Low Growth Scenario
Gameboard Results*

Medium Growth Group A

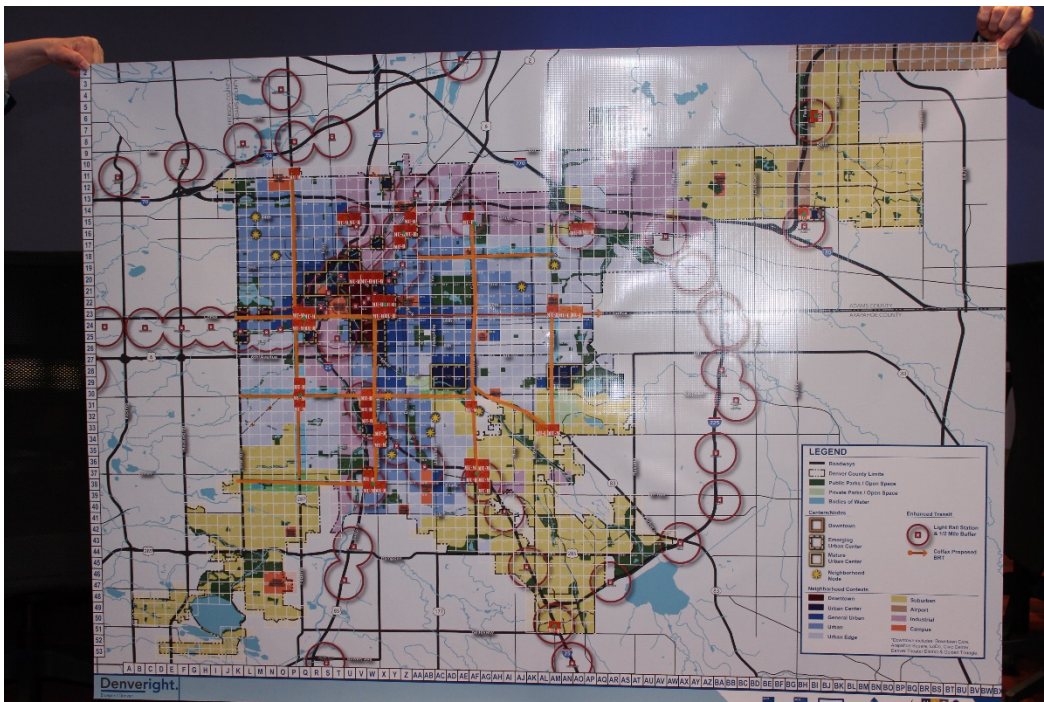
- 95K housing units to absorb
- Goals: Preserve industrial land
- Low approximately 3 stories
Medium approximately 3-5 stories
High 5 plus
- 9th and Colorado is a node that is not shown
- Check “where can MU developments go” cards – downtown has no “yes”
- Explain game at “higher level” – confusing intimidating to start game
- Spreadsheet should be on transit corridor list – it’s already under consideration
- Montbello + Green Valley corridors should also be on corridor list Peoria to F-Line, etc.
- 38th/Blake to 38th/Downing should be on corridor list
- Intensity in core, but need is peripheral areas – how to get them to RTD Stations, etc. – Address areas further out e.g. Florida -Sheridan to Broadway
- Balance above point with making sure the D comes with the T
- Tech center should be considered another intense mixed-use center
- Account for planned units at Colorado and Colfax?
- Allow for MX0H at Tech Center
- Allow higher density at 61st/Pena
- Identify parks, etc. outside of city limits



Medium Growth Scenario Gameboard Results

Medium Growth Group B

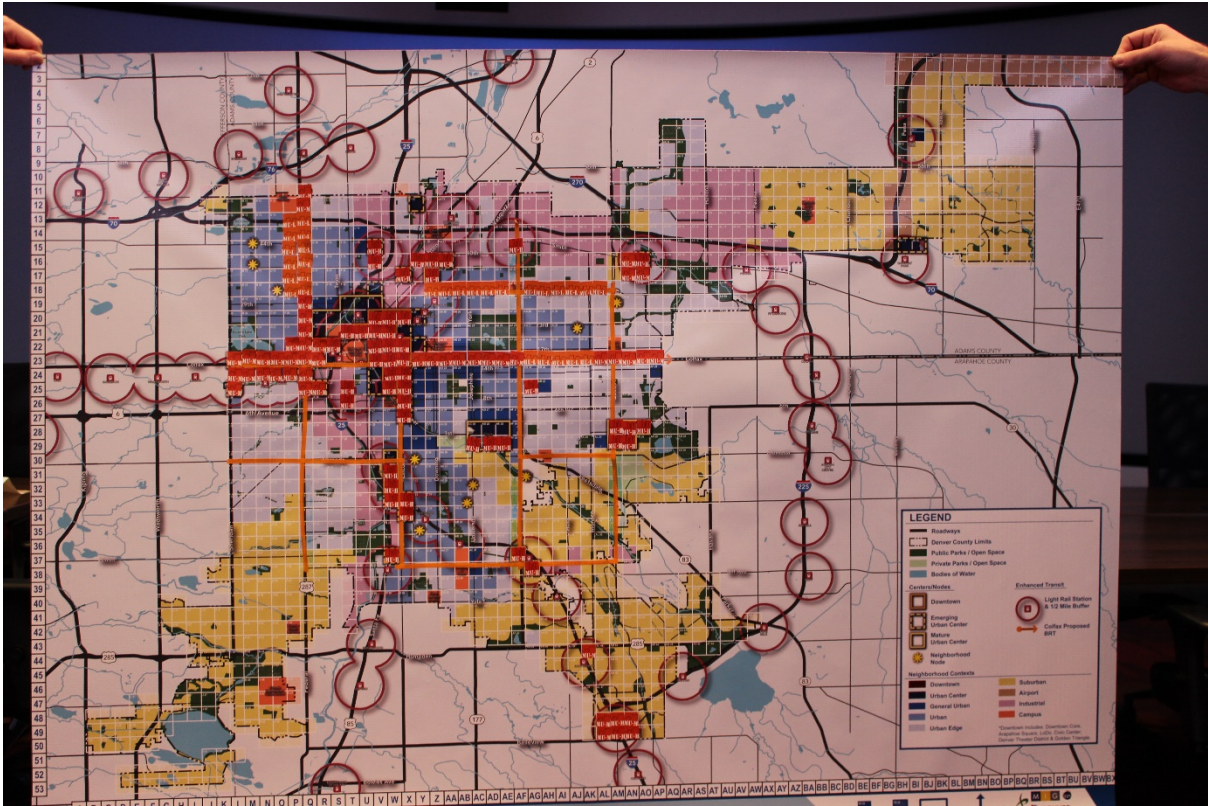
- Change the team “node” to “center”
- Consider having a printed legend for those at far end of table
- Consider tabbing important ref. cards in deck
- Leetsdale should be on the corridor list
- Alameda should have a segment to Federal, not just Sheridan
- Think about adding East-West connections in the NW corner of the city
- Address ADU’s from the start
- We won’t account for building height or view corridors in this game – will address later
- Having trouble with boundary lines. Example: Golden triangle is labeled “Downtown”
- Group likes starting with Downtown – wants to begin by maximizing downtown
- Y12 – why is this labeled an urban center?
- Health concerns along railroads?
- Include neighborhood names on map
- Confusing the grid with streets. Change color of street labels



Medium Growth Scenario
Gameboard Results

High Growth Group

- DTC is considered urban (not suburban)
- More jobs in Downtown than houses
 - Handout needed for implications on Low vs. High growth
- Priority corridor (transportation)
 - (Brighton Blvd.?)
 - Speer?/Leetsdale
 - Context of neighborhood communities/use as corridor?
 - Separate corridors NS/EW
 - MLK – very little commercial/high density
 - Keep corridors on high density areas?
 - Do we want the transit or the attributes (high density commercial) on our corridors?
- Intensifying downtown
 - Infill surface lots
 - Go high density around transit centers (first?) load every emerging district with high density (?)
 - Look at AG-25 not a campus
 - R-22 mislabeled (Sun Valley?)
 - Med/High looks too similar in color
- 1 sticker saying “ADU allowed” = 20K units



High Growth Scenario Gameboard Results

PROCESS UPDATE AND NEXT STEPS

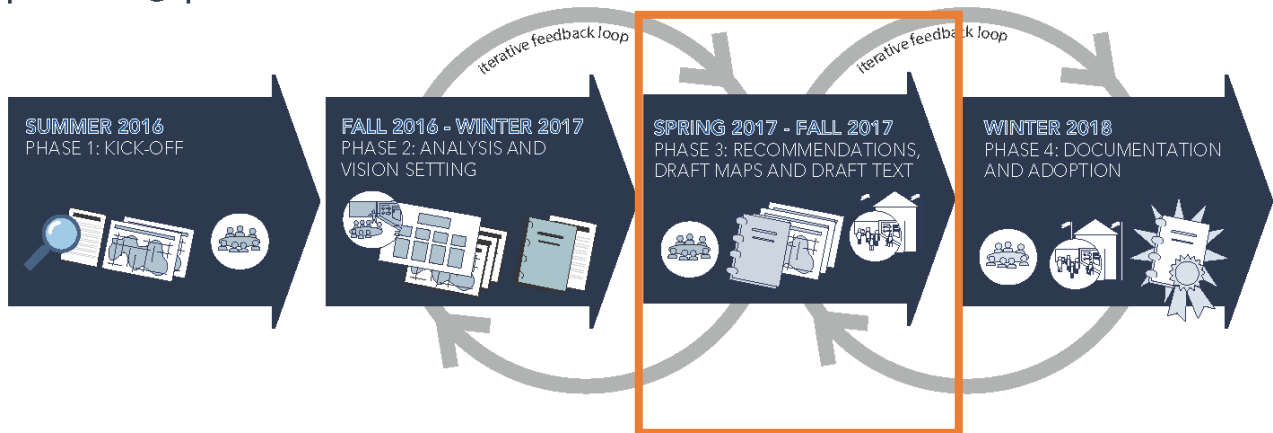
The MIG Team is working with staff to finalize an industrial lands assessment (what exists today and what is needed for industrial employment land in the future); identify places in Denver and develop place and neighborhood types; and continue development and evaluation of the alternative growth scenarios.

Task Force Meeting #9 is scheduled for April 20th and will be the second in the series of Task Force discussions. The topic in April is peak auto ownership.

At the tenth Blueprint Denver Task Force Meeting on May 22nd, the MIG Team will present place types and neighborhood types and Task Force members will hear the third in a series of Task Force discussions on Urban Design. Outreach activities in the Spring and early Summer will include a Community Workshop on April 25th, Go To Them community engagement with BP take home board games, and an online version of the BP Board Game.

CITY AND COUNTY OF DENVER

Blueprint Denver Update planning process



TASK FORCE MEETING #8 ATTENDEES:

Task Force: Joel Noble, Co-Chair, Kimball Crangle, Co-Chair, Andrew Abrams, Annie Levinsky, Brianna Borin, Caitlin Quander, Chris Hinds, Councilman Christopher Herndon, Councilwoman Mary Beth Susman, Geneva Hooten, Heather Noyes, Jerry Tinianow, Jeff Walker, Jesse Adkins, John Desmond, Leo Carosella, Margie Valdez, Mizraim Cordero, Stewart Tucker Lundy, Paul Aldretti, Tim Baldwin, Trini Rodriguez

Other: Jill Locantore, Adriana Lara, Valerie Kerns

Staff/Consultants: David Gaspers, Sarah Showalter, Brandon Shaver, Sara White, Mallory Bettag, Steven Chester, Courtney Levingston, Andrew Knudsten, Jay Renkens, Chris Beynon, Nicole Hofert, Joe DiStefano, Erika Lew, Caryn Champine, Brad Buchanan, Evelyn Baker, Gretchen Armijo, Afor Chavez,



Date: 3/23/17	Time: 1:00 – 3:30 pm	Location: CAVEA at Metropolitan State University 890 Auraria Parkway, Student Success Building Room 420 - CAVEA
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Item	Topic	Time
1.	Welcome, Meeting Overview and Process Update <ul style="list-style-type: none"> • Address from Brad Buchanan • Task Force #7 Update • Think Tank Update 	1:00 – 1:10 pm
2.	Guiding Growth and Change <ul style="list-style-type: none"> • Growth Projections • Case Studies 	1:10 – 1:25 pm
3.	Scenario Evaluation <ul style="list-style-type: none"> • Preliminary Scenarios • Trade-Offs and Co-Benefits 	1:25 – 1:55 pm
4.	Small Group Break-Outs: <ul style="list-style-type: none"> • Exercise Overview • Test and Play Growth Strategy Exercise • Report Out and Large Group Discussion 	1:55 – 3:10 pm
5.	Questions and Comments	3:10 – 3:20 pm
6.	Next Steps <ul style="list-style-type: none"> • Community Workshop on April 25th and Go To Them Meetings • Task Force Meeting #9 on April 27th • Modal Prioritization and Street Typologies • Revised Scenario/s and Place Types 	3:20– 3:30 pm
7.	Meeting Close	3:30 pm