

The following information represent the comments collected from participants at the second Place Team Workshop held on June 4th 2024.

Neighborhoods

- Encourage character preservation in all neighborhoods
 - Not just historically designated
- Incentivize mixed use developments that fit into the context of established residential edges/corridors
- Support infill development of vacant properties
- Emphasize redevelopment of deteriorated commercial and preserve existing housing stock
- Network connectivity on dead ends/cul-de-sacs
- *Increase sidewalks in connection with neighborhood parks/amenities*
- Identify needs of corridors prior to investment/development
- Prioritize construction of sidewalks in areas where the conditions suit the need (narrow streets)
- Prevent dead end sidewalk segments
- Resolve overhead utility/landscaping conflicts to discourage the head-island effect + encourage walkability
- Thoughtfully study and encourage burying overhead utilities
- Allow for housing alternatives that are more manageable
 - ADUS, cottage courts, small lots
- Neighborhood assessment of housing types that is context-based
- Match scale and character for neighborhood when designing
- Encourage interaction with public realm for higher density housing
- Incentivize owner occupancy through ideas such as condos
- Better regulations on STRs
- Encourage contextualized parking space design/alts
- Incentivize redevelopment of vacant props
- Encourage ped connections in neighborhood with yield streets
- Support alternatives to on-street parking in neighborhood
- Consider reclassifying street classifications
- Examine parking standards based on use, but adjust
- Reduce speeds for the sake of ped safety and walkability
- Plant more trees everywhere (on streetscapes)
 - Promote neighborhoods
- Incorporate universal/digital aids as a part of wayfinding and placemaking
- Ensure plantings occur where safe and maintainable
- Support neighborhood identification signage
 - Like monument signs/landscaping
- Encourage walkability through

- Sidewalks, street design, and shade trees
- Front porches, character, hidden parking, amenities
- Deter design that discourages interaction with street/character
 - Reconsider the design requirements (3 material types) rather than encourage greater transparency
- Amenities that don't mean vacant storefronts
 - Walkable parks and farmers markets

Corridors

Encroachment – soften edges

- Step down
- Green space
 - Maintain & enforcement
 - Accountability of developers
- Incent
- Balance
 - Landscape of lots to tenants

Parking Design

- Help with water flow
 - Storm water – PEQ & measures

Landscape

- Should be functional
 - Require Native with a positive impact
- Redevelopment
- Incentives / capital
- More pervious pavement
- Green street design
- Maintain existing mature landscape
- Enforcement – staffing
- Record of neighborhood notice – document
- Par stop condition & appear
- Pos (higher dem) & mix in corridors
 - Step down to neighborhood

- Push out to streets
- Storm water manage
- Encourage walking need tree protection policy
- Protect adjacent living space
- Incent Redevelopment
 - Use tax abatement
 - Needs to be strategic
 - Incent existing development
- Parking – Require, need to be better
- Lighting standards – “trespass”
 - Night sky
 - Lack of enforcement
- Internal circulation
 - “ADAish” is a problem
- Lack of sidewalk on corridors
 - Affects parking
 - Parking blocks

Destinations

- Is there enough parking
- Self-valet parking for destination areas
- Considering big city parking vs our free parking (perception issue)
- Neighborhood parks as destinations (nodes)
 - Programming & neighborhood involvement
- Signage & city help to educate where parking is & how much there is
- Enhanced streetscape & facilities
- Development needs to be to the scale of the neighborhood
- No parking requirement in Center City. No flexibility outside of Center City
 - Parts of town generate \$ where lots of parking is required
- Connectivity of nodes
 - Encourages tourism & attraction
- Public investment in the connectivity of the nodes
 - Public & private investment = marketability
- Improving parking signage
- Shuttles for parking, have parking far away from destination
- One-way streets downtown to C-street
- Pedestrian connectivity & accessibility & aesthetics
- Lots of parking available on Boonville outside of 9-5, Monday-Friday
- Integrating trees & desirable landscaping in development

- Parking & destination need to be accessible
- Connectivity needs to improve
- Major roads feel dangerous for pedestrians, lots of speeding
- Lack of crosswalks
- Springfield hasn't always been pedestrian friendly. Starting to improve. Needs to become a priority
- Privacy, trust, NIMBY is an issue
- Need affordable housing & more housing for there has been a loss of single-family homes. Housing stock is in poor shape. Needs to be a balance of low density & high density in visible areas
- Improving housing stock + a variety of housing
 - Safe and affordable workforce housing
- Encourage complete neighborhoods
- Increase housing types to encourage diversity of housing and people
- Lack of desirable missing middle housing
- Start by thinking of experience in destinations, then design around them
- Rethinking how we design & regulate parking
 - Parking not the first priority
- Public parking lots need to & feel safer
- Code & culture allowing for good missing middle development
- People, citizens in Springfield need to take pride & ownership of public places and spaces
- Downtown & Uptown (C-street)
- Sad Main Street
- Street names change
 - Kimbraugh -> Benton
 - Lots of good opportunities

Districts

Increase design standards

- Higher level of design
- Entryways
- More greenspace
- Better parking to greenspace ratio
- Reduce parking
- Landscape based on land used

- Water control/quality

Development vs Redevelopment

- Locate areas for redevelopment
- Incentives
- 15 min neighborhood
- Rezoning
- Administrative rezoning
- Alternative to rezoning
- Truck routes
- Unpredictable zoning outcomes
- Process
- User manual
- Liaison
- Predevelopment is a positive
- Mandated buffer yard
- Better enforcement
- Sealed down development
- Buffer yard with gradual intensity
- Sidewalk + utility puts Springfield at a disadvantage
- Development expensive
- Infrastructure
- Preserving land for greenspace
- Greenspace our parking
- Permeable paving
- More investment from CU
- Different requirement from CU
- Prettier water quality
- Balance of green in development
- Feasible for developers
- Collaboration for developers
- More leeway in procedure
- Simplifying (balance) for/to promote development
- Problem solving over regulation
- How is the current stock of employment in SGF?
- Where is our density?
- Where do we invest?
- How are we more flexible in zoning outdated zoning areas?

- old grain elevator?
- Harry Cooper
- Conco

Additions of new conference center

- Parks/aquatics
- Workforce housing
- Outdoor amphitheater
- NEW subdivisions
 - Very little
- Right place for multifamily
- Converting rental homes to home ownership
- R-SF
 - Right price point
 - Affordable housing
- Zoning not supportive of missing middle housing
- I-smaller or more variety in lot sizes
- Step down development
- Are buffer yards necessary in all contexts?
- Focus more on street vs. buffer yard
- Planting of different types of trees