TOP IDEAS SUMMARY	DOT VOTE
Create a "20 minute city" that makes it possible to travel by foot or bike for daily needs within 20 minutes	10
Find natural commercial cores in the city and encourage them to develop in to denser, mixed use, attractive pedestrian-friendly hubs	10
Streetcar issues: Funding and density/land use along route	6
General Plan needs to redefine Mixed-use to include % for the Arts - *Art in Private Development*	6
Community design has to be of high quality - no more cheap building and bad designs	6
Trees, bike access, places to sit and destinations should be placed within hubs	6
Complete street concept should include pedestrian, bike, bus to provide other modes of transport besides vehicles	5
Each hub attractive but different, fitting the character of that part of the city	5
Gaps *in system* make it unusable; need bike use to be considered a comprehensive mode of transportation	4
Accommodate high density lifestyles that attract lawyers, entrepreneurs and musicians	4
Stimulate family investment in neighborhoods t*o overcome our* aging population and support schools	4
Develop a City with *urban* Centers: consider 7 to 8 centers across the city, density greater than 25 +du/acre ok in center	4
General Plan needs to redefine Mixed-use	4
General Plan needs to redefine Mixed-use: to be Mixed use in the beginning, *not mix added later*	4
Designated bike route systems, hubs similar to San Francisco (like cutting edge group cities)	3
Shaded, secured bike parking important for a complete street practice	3
South Tempe, *provide true* mixed use density-not just apartments	3

LAND USE: USE MAP, DENSITY MAP & GENERAL PLAN AMENDMENTS	DOT VOTE
Create a "20 minute city" *that makes it possible to travel by foot or bike for daily needs within 20 minutes*	**10**
General Plan needs to **redefine Mixed-use to include % for the Arts -** *Art in Private Development*	**6**
Accommodate high density lifestyles that attract lawyers, entrepreneurs and musicians	**4**
Stimulate family investment in neighborhoods t*o overcome our* **aging population and support schools**	**4**
Develop a City with *urban* **Centers: consider 7 to 8 centers across the city, density greater than 25 +du/acre ok in center**	**4**
General Plan needs to **redefine Mixed-use**	**4**
General Plan needs to **redefine Mixed-use: to be Mixed use in the beginning,** *not mix added later*	**4**
Tempe should *provide true* **mixed use density-not just apartments**	**3**
Preserve Cultural Resources Areas: Multiple tools & resources available, but underutilized	2
Rural and Baseline mixed use *as an attraction area* to connect north and south Tempe	2
Mixed use to connect south Tempe: High tech corridor to Intel	2
Lot ties are unlike subdivision, but needs public process	2
Need more categories for Projected Density	1
Create draw *to Tempe* besides downtown	1
Employment connectivity from home to employment	1
Land use to include a buffer between high and low density	1
Partner with SRP *at Papago Park Center* to better utilize *(redevelop)*the maintenance yard on Washington Street	1
Avoid build out of the city with apartments, student housing, Quik Trips and McDonald's	0
Use Land use/Density to attract young professionals	0
Singles come for High Density Lifestyles, then they move when starting a family	0
Maintain character of neighborhoods	0
Identify Character Areas, Tempe Marketplace should be the center of a northern character area	0
General Plan needs to redefine Mixed: *requirement to include* open space	0
Land use around Ikea: *create a* Scottsdale-type downtown density and uses	0
Light Rail *corridor* and ASU *are the* natural locations for high density	0
Expand definition of cultural resource areas *to include flood* irrigated areas	0
Expand definition of cultural resource areas - Can this go too far and limit change?	0
Use density to encourage *where* ASU students to live close to ASU	0
Converting commercial to mixed-use, *the* tax impact should be analyzed	0
Rural and Baseline mixed use expands resources available south.	0
Mixed use to connect East and west ends of Elliot Road	0
Partner with ASU to develop ASU research park add residential Density	0

Note: Bold indicates the "top ideas" identified by the CWG.

COMMUNITY DESIGN	DOT VOTE
Find natural cores in the city and encourage them to develop in to denser, mixed use, attractive pedestrian-friendly hubs	**10**
Community design has to be of high quality - no more cheap building and bad designs	**6**
Trees, bike access, places to sit and destinations should be placed within hubs	**6**
Each hub attractive but different, fitting the character of that part of the city	**5**
Create linkages between hubs (public transportation, bikes)	2
Identify Tempe landmarks as well as areas where landmarks might be lacking / Enhance and understand our landmarks, and create them where they may be lacking (such as South Tempe)	2
Identify areas that will make sense to add additional density and activity in the future	2
Continue to make an attractive built environment - distinctive elements, public art, trees	2
Create more dog parks as places to bring people together	2
Create hubs in different sections of the City, like Guadalupe and McClintock	0
Establish a hub at Tempe Marketplace	0
Create a gateway into the City at the pit at warner and the I10	0
Identification is an important component of a development's definition	0
Hubs need to be integrated and developed in consultation with people who live in those areas	0
Identify nodes, edges, and barriers in Tempe	0
Triangulation and power of 10 concepts should be used from the Urban Open Space Study	0
There can be recreation hubs, historic hubs (different kinds of hubs etc.)	0
Recreate the downtown area for south Tempe with density and mix use and transpiration links	0
Encourage healthy neighborhoods, that encourage walking, that are safe, that have recreation opportunities, that are safe from traffic	0
Neighbors must always have input on what is proposed and the look of what is built in their areas	0
Recognize hubs that have activities or existing elements that complement one another	0
Encourage parks to create an environment where they are used more heavily and neighbors identify with them	0
Different types of parks for different neighborhoods, for example a horse park for south Tempe	0
Energizing parks; provide more uses within to draw more users	0
Create a Design Review Commission for each hub or have criteria (guidelines) specific to each hub	0

Note: Bold indicates the "top ideas" identified by the CWG.

CIRCULATION: TRANSPORTATION	DOT VOTE
Streetcar issues: Funding and density/land use along route	**6**
Complete street concept should include pedestrian, bike, bus to provide other modes of transport besides vehicles	**5**
Gaps *in system* make it unusable; need bike use to be considered a comprehensive mode of transportation	**4**
Designated bike route systems, hubs similar to San Francisco (like cutting edge group cities)	**3**
Shaded, secured bike parking important for a complete street practice	**3**
Explore local Orbit similar mode throughout all Tempe	2
Gaps in city…funding is an issue	1
Look at options to reduce sidewalks to provide bike paths	1
A north-south corridor for streetcar similar to east-west light rail desirable	1
Need based on operational ability (i.e. Orbit is prevented from entering neighborhoods with gated communities)	1
Work with entities such as ASU to address needs (school/students)	1
Change mindset in *bikeway* design from leisure to commuter use	1
Scottsdale/Rural Road identified as best option for North-South High Capacity Transit corridor	1
Priority…need to connect south Tempe to Transp. Center	0
Does Density justify local system? In South Tempe *transit is needed but* a different model may be required	0
Multi -modal streets are good… yet rules of road needs to be obeyed by all *(be considerate of all users)*	0
Plan for major corridors to have bike paths	0
Multi use paths in other areas Bike paths w/or w/o sidewalks	0
No complete street policy at this time, yet it is practiced	0
Consider implementing policy for ways to include private development assistance	0
Comprehensive system needed	0
Designated system mapped out where gaps could be identified overlaid on other plans	0
Currently bike riders go out of their way to access a safe route	0
Elimination of lanes to accommodate bike paths controversial i.e. Baseline Rd	0
Concern with bikes and vehicles traveling in traffic together - how to improve safety	0
Consider widening sidewalks for multi-use path and include bikes	0
Rethink bike lanes and bike accommodations built. Elevate the concept.	0
South Tempe regional bus available	0
Free bus passes for Tempe residents? Long term student benefits	0
County-wide free student passes	0
Deviated route service similar to dial a ride…as needed	0
Streetcar has conflict between bikes, wheelchairs etc. with current layout	0
Should not have bikes on sidewalk	0
Emphasize totality of all elements (modes): pedestrian, bikes, wheelchairs, vehicles, rail, buses…	0

Note: Bold indicates the "top ideas" identified by the CWG.

Coordinate transportation and community development … review plans for impact on circulation/ transportation	0
Better coordinate how we address high density needs; process to maximize use / routes not otherwise being served	0
Major routes need bike ways address gaps	0
Consider bike transportation as a business use	0
Consider Rural Rd-High Capacity Transit(HCT) option	0
Consider Baseline Rd-HCT option	0
Consider McClintock Rd-HCT option	0
Light rail and Railroad conflicts on Rural Road	0
South Tempe connection to central area of Tempe; other transportation opportunities i.e. Streetcars, Orbit	0
As employment increases, need options to transport employees	0
Circulation systems need improved frequency	0