Band Use and Urban Design

Land Use and Urban Design Issues

General

- The property was originally zoned M-1 and RA, but altered/downgraded by the Route 66 plan dated January, 1988 to the present zoning of SU-2 PDA. The entire tract between 98th, 102nd, Central, and Sunset Gardens, about 20+ acres (of which my group owns the center 8.8 acre parcel), is, in my opinion, best suited for neighborhood commercial usage, for example, a center similar to Unser Crossing at Unser/Central, but, of course, on a smaller scale.
- Future development for commercial needs
- Fill new shopping centers before building more, empty buildings encourage more crime. Encourage activities for younger children that does not include skate parks, amusement park or anything that infringes on the peace, safety and well-being of the residents.
- • Beautifying the facades of businesses
- • Businesses need secure fencing
- • More uniform use with a master plan for development
- Central Ave. is a very busy street-would not favor a business that would add many more cars
- • Mixed use development doesn't add to the overall success of the area
- Vacant buildings that are boarded up and not being maintained. Ex: 47th & Central
- • a Welcome Center at the top of the Hill in the west portion of the Plan Area Maintain views with wide setbacks
- • Area around the river could be more walkable development, but from 98th St. west it is more auto-oriented

Improve Connectivity

- Improve connections to golf course
- Improve pedestrian River crossing

Public Safety

- Better lighting
- Poor ADA access

Need more diverse uses

- Encourage retail centers like Lowe's, Target, Sears, other restaurants, etc.
- A balance of businesses-like doctors, dentists, lawyers and professional offices-especially doctors that take private insurancenot just UNM.
- Encourage more middle class independent commerce i.e. target real boutiques, restaurants, grocery stores, coffee shops etc.
- A small grocery store
- There is a beautiful start at Unser Crossing. We need shopping opportunities on the west side

Need to limit some uses

- Less auto parts, second class tire places, used cars
- No tattoo shops
- Restrict adult stores
- Limit dollar stores
- Limit self-storage units
- Limit trailer courts
- Limit bars that encourage drugs or gangs
- Fewer drive-throughs
- No "big" retail outlets

Residential Uses

- Don't want any more affordable housing
- need for diversity of housing, townhouses, condos etc. something other than single-family
- need for senior housing

Signage

- Prohibit animated and LED panel signage (2 respondents), Neon is OK and continues the character of old 66
- Cannot put up signage banners, balloons and kind of advertising on our property.
- Signs need some type of size conformity
- All signs need to be in English and the ethnicity the business is promoting
- Don't like mobile signage
- Issues with signage-some businesses are spray painting their advertising
- too many signs on Central for businesses that have either been torn down or are vacant
- Signage is horrible-too much beer advertising

Noise

- Hours of operation restrictions and/or noise abatement for 24 hour places
- Business noise is no problem but power washing at 1 am and non-stop radio is

General

- Bring tourists from Old Town across River
- Like Sawmill as an example
- Development should serve residents
- Fit development into the context of the neighborhood
- Promote land consolidation and master development
- Make zoning work for Route 66 theme
- Design standards for new construction only
- Respect open mesa, desert feel of west part of Plan area
- Diversity of businesses
- Diversity of housing types (townhouse and senior housing)

Development Type

- Well planned big box development
- Make commercial uses on Central relate better to surrounding neighborhoods
- Desire for shopping centers, desire for commercial strip centers
- Desire for small local retail
- Desire for large employment centers
- Desire for more employment opportunities, Desire for more office
- Desire for higher density housing on Central, especially at nodes
- Desire for well planned mixed use
- Drive through banks and pharmacies are appropriate on Central
- Desire to retain and permit motel/hotel development
- Motels for overnight guests not as apartment rentals
- Desire for movie theaters and entertainment uses
- Desire for neighborhood bars that you can walk to
- Nice affordable family restaurants, not just fast-food or restaurants that serve Spanish food (although I love Spanish food)
- Allow well placed mobile carts-outdoor food court Desire for nice, sit-down restaurants
- Permit convenience stores
- Desire to group civic uses together and make them accessible to neighborhoods
- Trucking uses in western portion of plan area
- No commercial in residential areas
- Affordable housing, senior housing and assisted living
- Visitor Center with a restaurant and gift shop and low rider museum
- Desire for more professional services
- Ensure consistency
- Fully occupied by businesses

- Exclude M-1 uses but allow IP

Development Character

- Stepped back multiple stories, visual variation in streetscape
- Promote neon
- Signage to tourist attractions
- Screen parking
- Put parking between building and street
- Promote interesting building facades
- Orient entrances toward the street
- Create shade
- Promote gateway elements
- Preserve historic architecture Encourage local architectural elements
- Promote public art including murals
- Pedestrian oriented nodes

Bring the feeling of the Bio Park across the River with parks, trails, restaurants, health food stores, al fresco dining, walk and talk, enjoy the lovely night sky, somehow a pedestrian area, not so many cars

Parks and Open Space

- Plan for parks and open space
- Plazas are more appropriate than parks
- Protect the Ceja
- Encourage a dog park

Land Use and Urban Design Goals and Objectives

There are already too many people (regarding high density housing) Ensure commercial opportunities are not completely replaced by residential zoning

Do not want buildings at street-set back with landscaping strip

