

City of Minot Comprehensive Plan



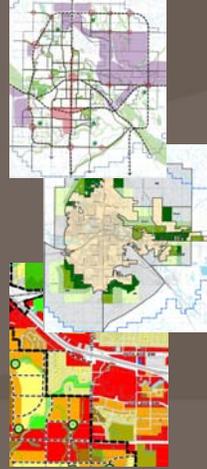
Community Forum

December 13, 2011



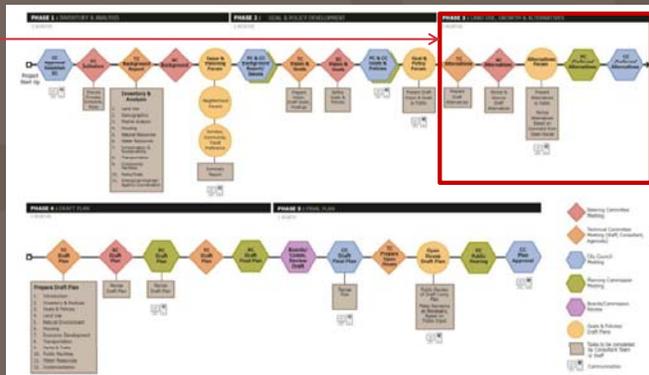
Welcome – Guide to this Community Forum

- The boards in this Community Forum illustrate the information and features of the Minot Comprehensive Plan so far
- City staff and consultants from Bonestroo/ Stantec are here to answer questions and address comments
- We welcome your input - please use yellow post-it notes on any of the boards to record your ideas and suggestions



Planning Process

- We are in the Alternatives phase, Phase 3 of 5 phases
- Each phase includes opportunities for review by the community, Steering Committee, Planning Commission, and City Council
- The Plan will be completed by the middle of 2012



Do You Believe in Magic? Minot in 2030 - Vision Statement

A Vision Statement was compiled from comments from the community and Steering Committee, expressing how Minot would be in the future:

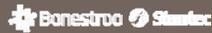
- Minot is beautiful and prosperous
- Growth is well planned
- Community welcomes new ideas, new people
- Improved transportation
- Downtown Minot is thriving
- Schools are excellent
- Network of parks and open space
- City is clean and green
- Housing for all – affordable and high end



City of Minot Comprehensive Plan



Key Elements



Why do we plan?

“The purpose of planning is to protect public and private investment over time.”

- Howard Dahlgren,
Minnesota Planner Emeritus



Public-Private Partnership is Key



Five Key Elements Minot Master Plan

- 1) Revitalized Downtown
- 2) Greenway Connections
- 3) Compact Development
- 4) Housing Opportunities
- 5) Transportation

Five Key Elements 1) Revitalized Downtown

- Keep the “heart” of Minot strong
- Connect downtown to the River and to the Park/Trail system
- Focused redevelopment, especially housing, based on market demand
- Address parking – ramp, surface, street
- Streetscape enhancements

Five Key Elements 2) Greenway Connections

- Protect and enhance drainage corridors
- Provide amenity
- Connect major destinations with biking/walking routes
- Provide active living choices
- Connect wildlife habitat
- Enhance existing streets

Five Key Elements 3) Compact Development

- Continue efficient, economical development pattern
- Provide services near all neighborhoods
- Encourage walking, biking, active living
- Reduce car trips
- Extend infrastructure in a cost-effective, staged plan

Five Key Elements 4) Housing Opportunities

- Ensure “life cycle” housing opportunities for all
- Encourage compact development to keep housing costs lower
- Look for redevelopment sites
- Provide opportunities for new housing in or near downtown

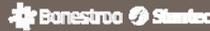
Five Key Elements 5) Transportation

- Develop and maintain a safe efficient roadway system
- Create a network of connections vs. closed, dead-end streets/plats
- Improve north-south connections
- Integrate pedestrian/bicycle trails
- Provide improved rail crossings or overpasses

City of Minot Comprehensive Plan

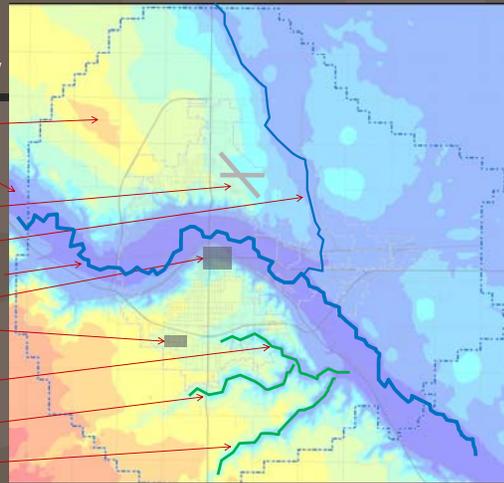


Planning Basics



Minot's Topography

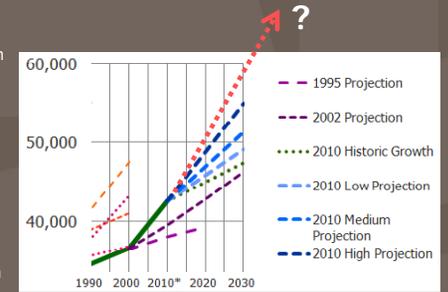
- High
- Low
- Airport
- Livingston Creek
- Souris River
- Downtown
- Dakota Square Mall
- Puppy Dog Coulee
- 1st Larson Coulee
- 2nd Larson Coulee



Minot Population Projections

Plan assumes 14,000 population increase in 20 years, based on historical patterns

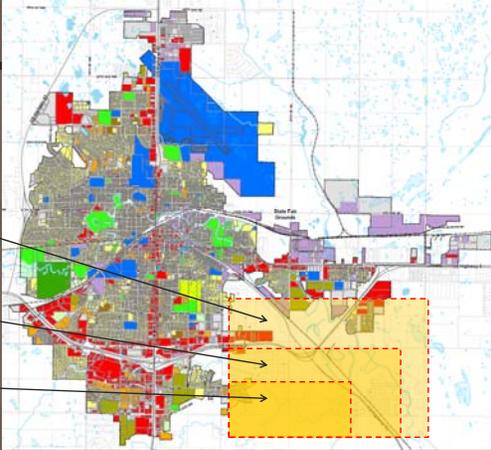
There will likely be more growth, more quickly as a result of oil-related development, flood recovery, and Air Force base expansion



Planning for Compact Development

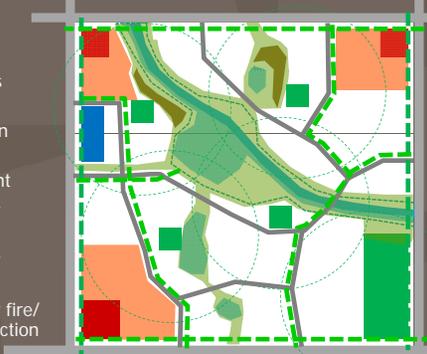
Assume: 14,000 added population
Compact development saves land, costs

- Very low density: 3,750 acres of land
- Low density: 2,500 acres of land
- Modest density: 1,250 acres of land



Why Are Land Use Plans Essential?

- Traffic generation
- Sewer flows
- Water consumption
- Stormwater management
- Demand for schools
- Demand for parks
- Demand for fire/police protection



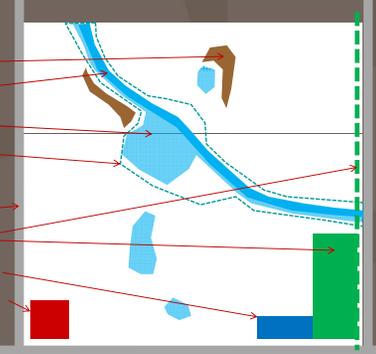
How We Plan

Natural Features

- Steep Slopes
- Water
- Wetlands
- Floodplain

Manmade Features

- Roadways
- Parks/Trails
- Institutional Uses
- Commercial Areas



Putting it All Together

Neighborhood Land Use Elements

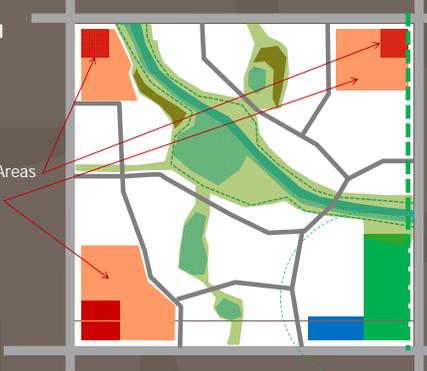
- Greenway Corridors
- Roadways



Putting it All Together

Neighborhood Land Use Elements

- Greenway Corridors
- Roadways
- Commercial Areas
- Multi-Family



Putting it All Together

Neighborhood Land Use Elements

- Greenway Corridors
- Roadways
- Commercial Areas
- Multi-Family
- Parks/Trails
- ¼ mile walk to parks
- Rest of the neighborhood is mostly single family



City of Minot Comprehensive Plan



Future Land Use Maps



Compact walkable neighborhoods matter

- **Environment:** Cars are a leading cause of air pollution. Feet are zero-pollution transportation machines.
- **Health:** The average resident of a walkable neighborhood weighs 6-10 pounds less than someone who lives in a sprawling neighborhood.
- **Finances:** One point of Walk Score is worth up to \$3,000 of value for your property.
- **Community:** Studies show that for every 10 minutes a person spends in a daily car commute, time spent in community activities falls by 10%.
- **Economics:** Compact neighborhoods cost less per acre for infrastructure: roads, sewer, water, parks, etc.

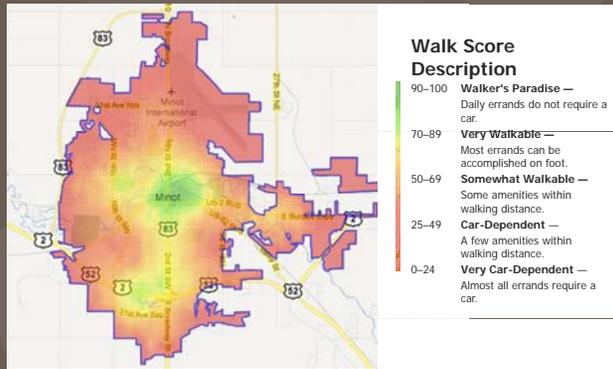


What makes a neighborhood walkable?

- **A center:** Walkable neighborhoods have a center – a main street or a public space.
- **People:** Enough people for businesses to flourish and for public transit to run frequently.
- **Mixed income, mixed use:** Affordable housing located near businesses.
- **Parks and public space:** Plenty of public places to gather and play.
- **Pedestrian design:** Buildings are close to the street, parking lots to the side or rear.
- **Schools and workplaces:** Close enough that most residents can walk from their homes.
- **Complete streets:** Streets designed for bicyclists, pedestrians, and transit.

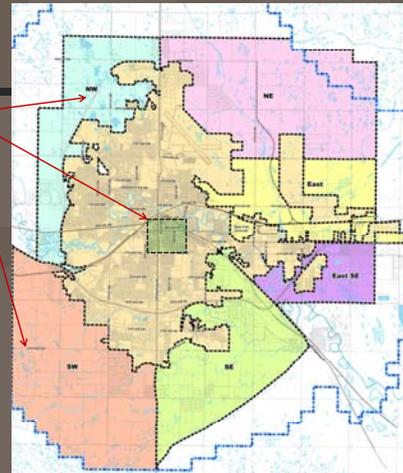


Minot Walk Score



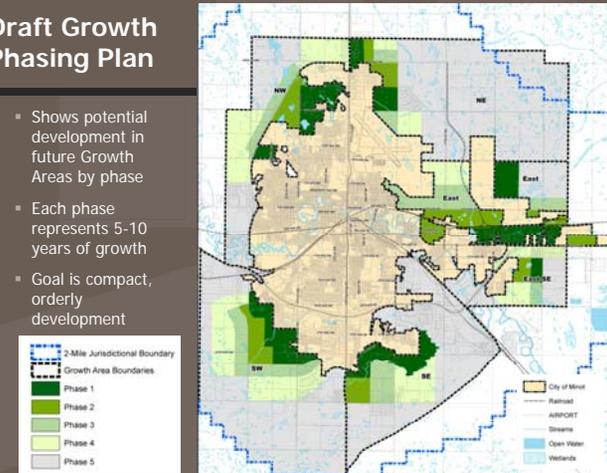
Growth Areas

- 7 Growth Areas:
 - Southwest
 - Northwest
 - Northeast
 - East
 - East SE
 - Southeast
 - Downtown



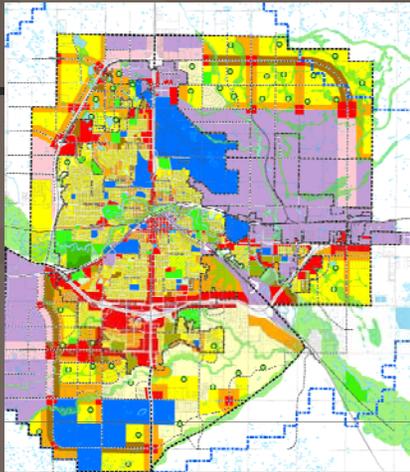
Draft Growth Phasing Plan

- Shows potential development in future Growth Areas by phase
- Each phase represents 5-10 years of growth
- Goal is compact, orderly development



Draft Future Land Use Plan

- Shows existing and future City development color code for various land uses
- Six Growth Areas (plus Downtown) shown as they are expected to develop
- Future roadway system, park system, greenway connections shown



Very Low Density Residential

Land Use Map Color

- **Building type:** Detached and attached single-family homes
- **Density (or net density):** 2-3 units per acre
- For areas challenged by slopes and terrain where efficient development and density is not feasible



Low Density Residential

Land Use Map Color

- **Building type:** Detached and attached single-family homes
- **Density (or net density):** 4-6 units per acre
- For most of Minot's new neighborhoods



Medium Density Residential

Land Use
Map Color

- **Building type:** Twin/Townhome, multiplex, rowhouse
- **Density (or net density):** 6- 12 units per acre
- Best land use for creating compact, walkable neighborhoods



High Density Residential

Land Use
Map Color

- **Building type:** Multiplex, Low- or High-rise Apartment Building, Condominium
- **Density (or net density):** 12-24 units per acre and greater



Manufactured Home Park

Land Use
Map Color

- **Building type:** Mobile homes, trailers, for existing parks only, no new parks shown
- **Density (or net density):** 4-8 units per acre



Commercial - regional, highway or neighborhood oriented

Land Use
Map Color

Regional and highway-oriented supports uses such as fast food restaurants, convenience stores, gas stations, big box retail, and other auto-oriented businesses, and have a regional draw.

Neighborhood commercial supports such uses as a small grocery or convenience store, coffee shop/deli, personal and health type services. The site and architecture design should be of small scale and compatible with the surrounding uses



Office Business Park

Land Use
Map Color

Supports uses such as office space, light industrial uses, warehousing, research and high-tech manufacturing. Less intense than industrial with no outdoor uses or storage.

Standards requiring high quality, attractive building materials, landscaping and site design standards are an important consideration.



Industrial

Land Use
Map Color

Supports uses such as manufacturing, warehousing, automotive, office and other related industrial uses. Could include outdoor storage.

Due to potential impacts such as traffic, noise, and dust; uses typically are not as compatible with residential uses or some commercial uses



Public/Semi Public

Land Use
Map Color

Areas used for the benefit of the public:

- Schools
- City and County Government buildings,
- Utility/infrastructure related uses such as sewage treatment plants, power plants, etc..

Also includes semi-public use/private institutional uses:

- College, religious institutions



Parks and Open Space

P

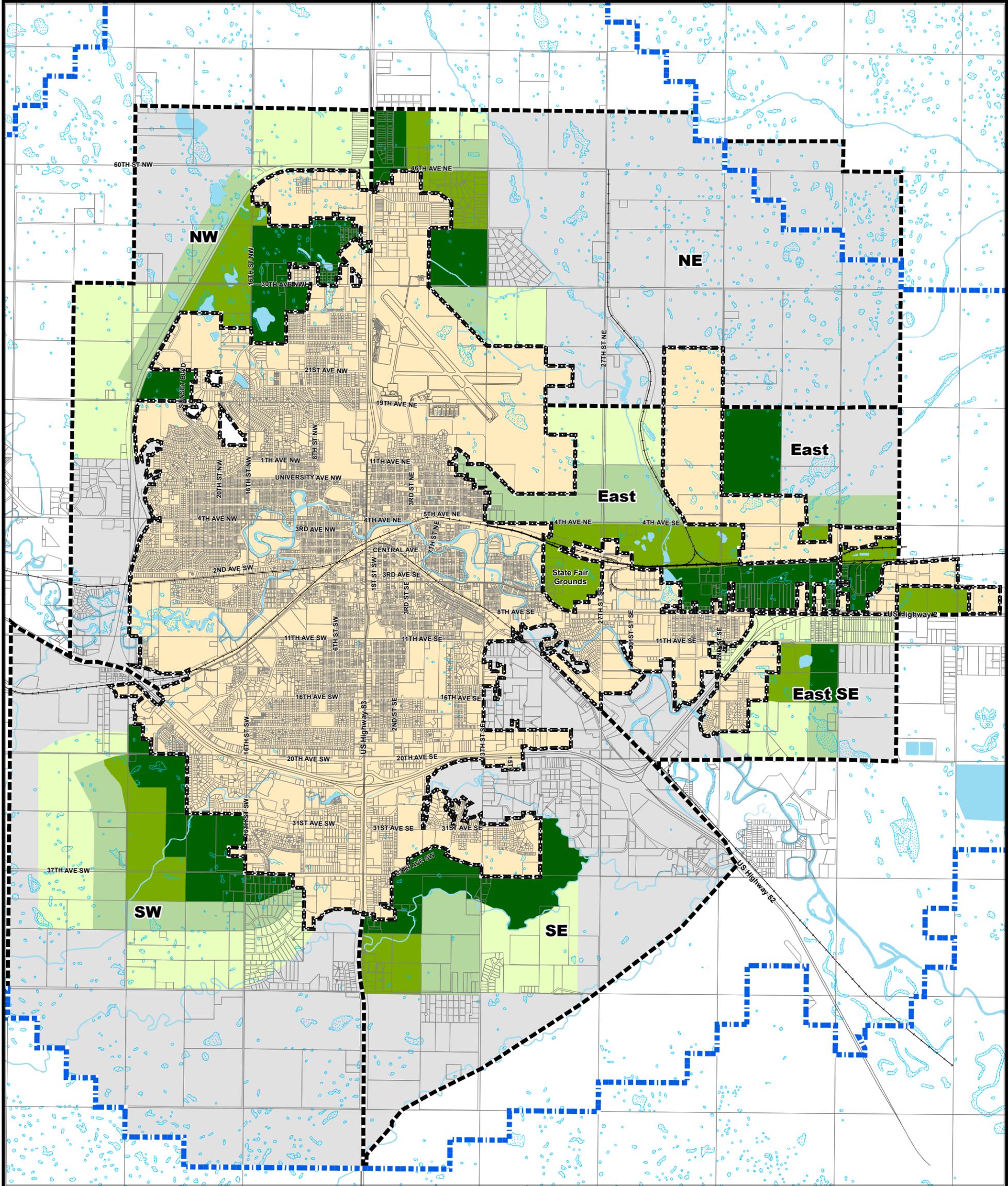
Designates existing parks and open space areas and general location for future community parks and playfields.



Conceptual Park and Greenway Connections

Natural and manmade areas that serve as connecting spaces for parks & trails, recreation, stormwater, wildlife, and general amenity. No significant buildings or development

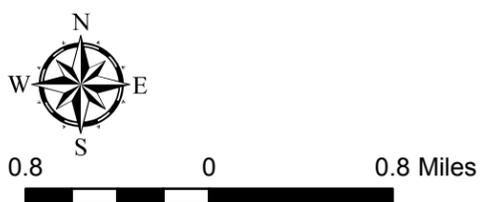




Development Phases in Growth Areas
City of Minot
 2011 Comprehensive Plan

Draft

-  2-Mile Jurisdictional Boundary
-  Growth Area Boundaries
-  Phase 1
-  Phase 2
-  Phase 3
-  Phase 4
-  Phase 5
-  City of Minot
-  Railroad
-  AIRPORT
-  Streams
-  Open Water
-  Wetlands



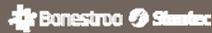
December 9, 2011



City of Minot Comprehensive Plan

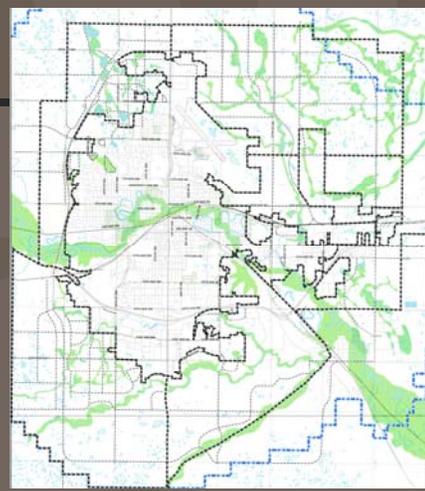


Concept Plan for Minot



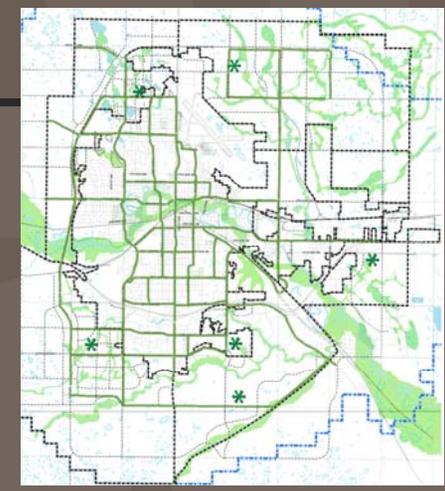
Minot Concept Plan

- Start with the existing wetlands, river valley, and coulees
- Add the Greenway proposed for the Souris River valley
- Together these form the backbone of a "green" connection system for the City



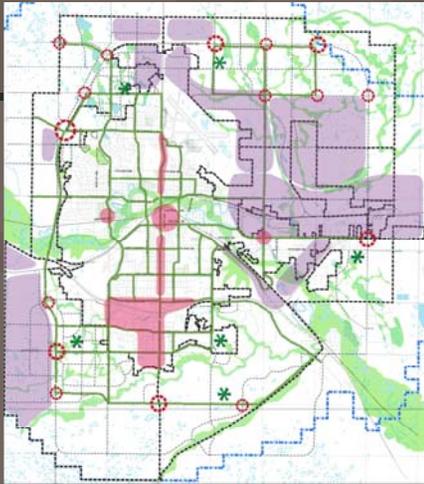
Minot Concept Plan

- Add the existing park and trail system
- Add new parks and trails in growth areas at the edges of the City and in redeveloping areas inside the existing City



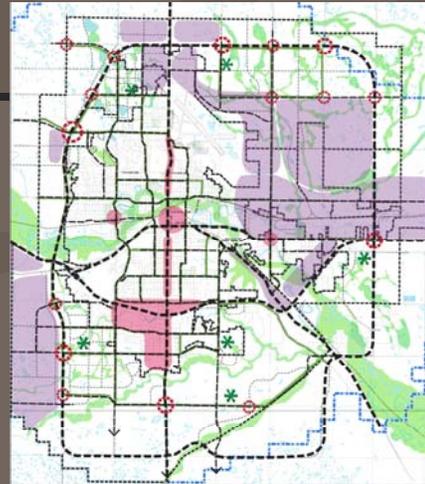
Minot Concept Plan

- Add the existing and future major Commercial and Industrial areas



Minot Concept Plan

- Add the existing and future major roadways to complete the Concept Plan for the future of Minot
- Includes potential new Ring Route around SW and SE Minot, similar to West Bypass and NE Bypass



Minot Ring Route Expansion



66th Ave E of 83 looking east toward 2nd Larson Coulee – crossing challenging but possible



US 52

42nd St SE looking N to US 52 – part of possible Ring Route connection from 66th Ave SE across 52 and Souris River



US 52

37th Ave SE either side of Souris River looking SW – connecting 55th St SE (extension of NE Bypass) across Hwy 52 to extension of 66th Ave SE



City of Minot Comprehensive Plan

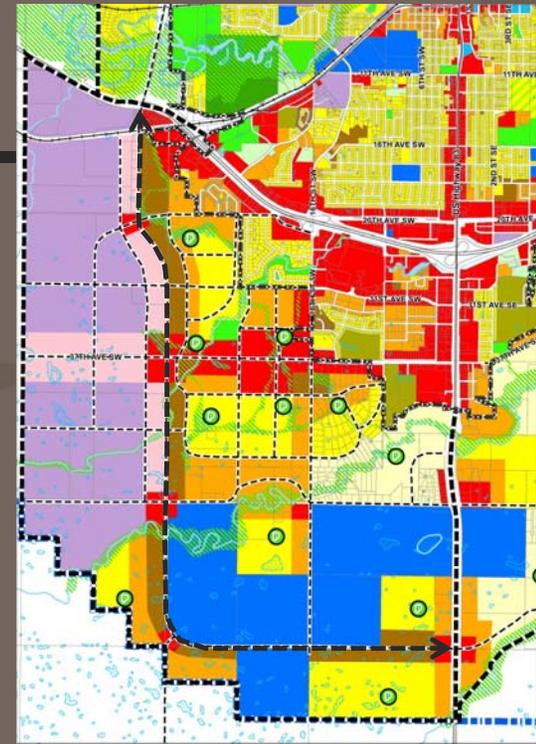


Growth Area Plans



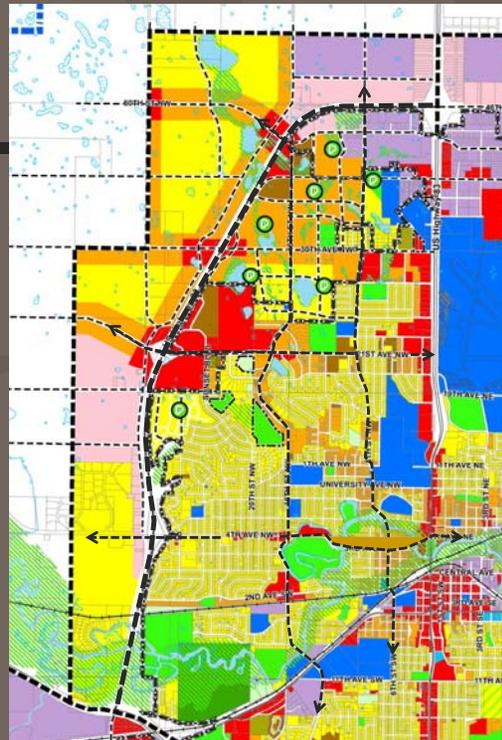
SW Growth Area

- Preserve ROW for future Ring Route – 30th Street to 66th Ave
- Business Park vs. Industrial on Ring Route
- Need large Community park and neighborhood parks
- Major commercial node at 37th Ave SW and 30th Street
- Create compact, walkable neighborhoods
- Control land use outside of Ring Route



NW Growth Area

- 16th Street & 8th Street as connecting arterials
- Connect frontage roads either side of West Bypass
- Major commercial node at 21st Ave NW and Bypass
- Need large Community park and neighborhood parks
- Control land use outside of Bypass
- Create compact, walkable neighborhoods



NE Growth Area

- Provide arterial access to Industrial on NE side of airport
- Potential conflict – Residential vs. Industrial unless carefully planned
- Business Park along 46th Avenue Bypass
- Need Community park & neighborhood parks
- Livingston Creek greenway
- Compact, walkable neighborhoods



East Growth Area



- Significant Industrial opportunity on RR hub
- Provide access to airport and Minot AFB via new 55th Street/ NE Bypass

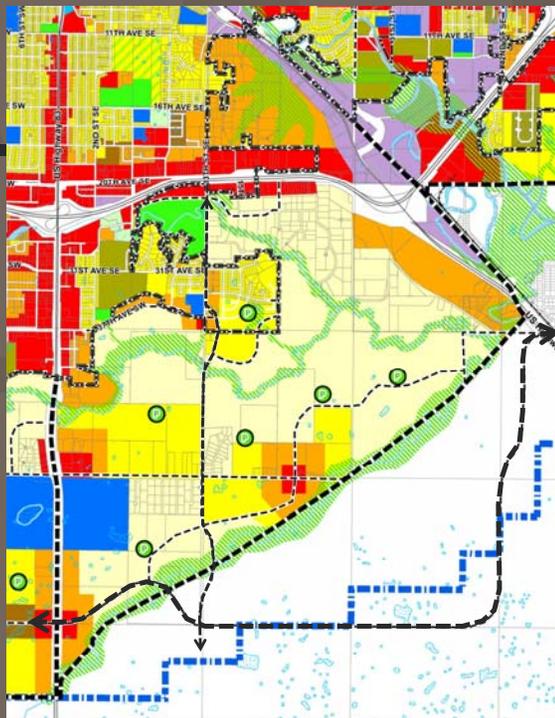
East SE Growth Area



- Current FEMA site
- Future residential growth
- Future extension of 55th Street Bypass
- Some areas impacted by flood project

SE Growth Area

- Mostly Residential growth – limited by topography of the coulees
- Recreational opportunities with hills, coulees
- Need large community park and neighborhood parks
- Create compact, walkable neighborhoods
- Potential future Ring Route along 66th Ave SE to 42nd Street SE
- 13th Street as arterial connecting street



Downtown

- Heart of the community
- New park and open space on River Greenway connects Downtown to Oak Park, Roosevelt Park
- Encourage new Residential development
- Greenway connections
- Downtown parks/squares
- Needs additional Downtown studies of parking, land use/ business mix, streetscape, infrastructure



City of Minot Comprehensive Plan

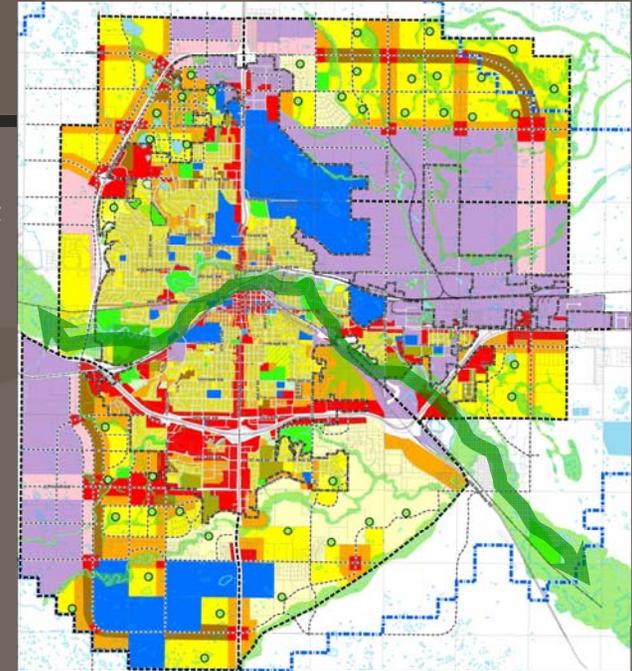


Souris River Greenway Opportunity



Greenway Connections

- While the floods have been personally devastating to many Minot residents and businesses, the Souris Valley Project provides an opportunity to create a lasting benefit to the community – and not just for flood protection
- The Comprehensive Plan will incorporate the Souris Valley Project into the overall Plan generally and more specifically with neighborhood plans to be developed later



Preliminary Souris River Project

Preliminary plans suggest a new wide Greenway along the river bounded by a wall or dike to contain flood waters

This Greenway creates an opportunity for park and trail connections to and from Downtown to Oak Park and Roosevelt Park and points beyond



Overall City Concept Plan

- The Souris River Greenway provides the main link for park and trail connections throughout the City to existing neighborhoods, parks, and future Growth Areas
- Parks, trails, sidewalks and natural features would be integrated into the system
- Benefits: stormwater management, active living, wildlife habitat, and amenity

