

WAREHOUSE CHARACTER AREA

Public Meeting

Phoenix City Hall

Monday, September 15, 2008

Dean Brennan updated stakeholders on the progress of the Form-Based Code and introduced the new street typology and the new streetscape template.

STAKEHOLDER COMMENTS

Streetscapes

- Consider narrowing the streets to create a more pedestrian-oriented district
- Block consistency in sidewalk materials is needed – no mixed materials, either brick or concrete sidewalks.
- Consistency in sidewalk design is important to reinforce the warehouse look. Standardize materials– either bricks or concrete, but not a mixture over a single block length.
- Concerns over 1 entrance per curb cut p/500ft as shown on template (blocks are smaller than that)
- Street closures or one-way streets to allow game-goers to exit the games only helps keep people out of the Warehouse area, not in.

Development Standards

- How will a proposed Design Review Committee work?
- Committee needs more representation than only one property owner
- Help save the older 'cool' buildings, because even if you recreate old warehouses, it is never the same.

Other Comments

- Concerns over the Warehouse boundary, as it may encroach into residential areas to its south.

Dean Brennan introduced a change to the Warehouse District boundary to include a block that contains a historic warehouse. Stakeholders agreed to include the block, north of Jackson, between 4th and 5th Avenues.