

Urban Villages

The urban villages are based on the Phoenix General Plan which was adopted to guide the urban form of the city while meeting the community's desires for a well-planned city with a sense of place. Three key principles of the General Plan are:

- ✓ balance housing and employment
- ✓ concentrate intensity in village cores
- ✓ promote the unique character of each village

Each village has a core which serves as the focal point of the village by combining the most intense land uses with a great variety of uses. By providing a mix of employment, housing and retail opportunities, this village "downtown" creates a physical identity for the residents. It should also serve as a gathering place with pedestrian activity and a focus for the local transportation system. The core should reflect the character and land use intensity of the village it supports.

Village Planning Committees

Each village has its own village planning committee which represents the interests of local residents. The village planning committees helped develop the General Plan for Phoenix. They review and comment on General Plan amendments, zoning ordinance text amendments, and rezoning requests and sometimes assist the City of Phoenix Planning Department in developing plans for areas within the village. The committees are a vital link between the community and city decision makers.

Village planning committees are volunteers appointed by City Council and their recommendations are advisory in nature. The Council strives to create well-balanced committees which represent the people who live and work in all segments and geographic areas of the village. The 15-21 members of each village committee typically meet once a month in the evening. Some also have active subcommittees.

How to Participate

All village committee meetings are open to the public. Their agendas can be found on the Internet at: www.ci.phoenix.az.us (Public Meeting Notices and Agendas). Each committee is staffed by a planner who can provide additional information about attending meetings or becoming a member. For more information call the Phoenix Planning Department at: **(602) 262-6882**.

Jan. 1998

DESERT VIEW VILLAGE

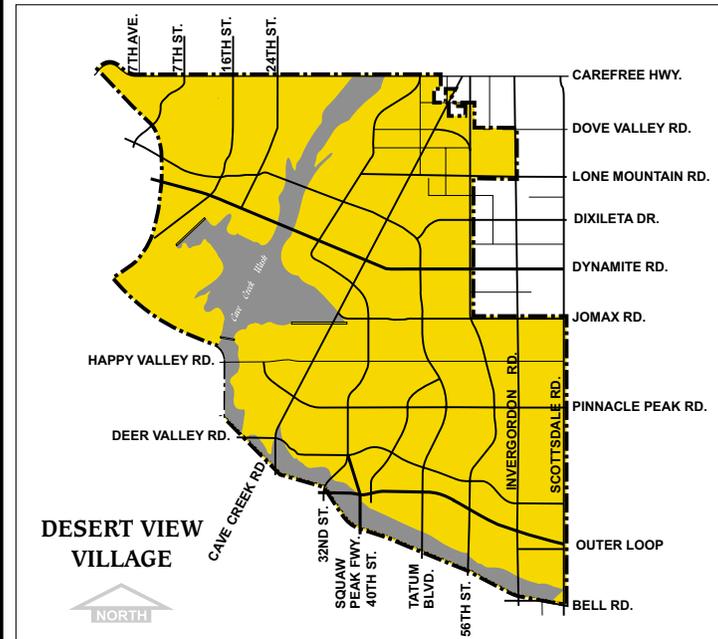
VILLAGE SIZE: 68 sq. miles

VILLAGE CORE: Tatum Blvd & Outer Loop

PRESENT & PROJECTED* SOCIO-ECONOMIC PROFILE

| Population | | Households | | Employment | |
|------------|---------|------------|--------|------------|--------|
| 1995 | 2020 | 1995 | 2020 | 1995 | 2020 |
| 7,400 | 123,164 | 2,900 | 48,800 | 800 | 21,800 |

*Source: Village Size - Village GIS Coverage, Phoenix Planning Department, October 1997
Projections - Whole Traffic Analysis Zones, Maricopa Association of Governments, July 1997



Upon request, this publication will be made available within a reasonable length of time through appropriate auxiliary aids or services to accommodate an individual with a disability. This publication may be made available through the following auxiliary aids or services: large print, Braille, audiotape or computer diskette. Contact Theresa Damiani, 262-6368/v or 534-5500 TDD.



DESERT VIEW VILLAGE



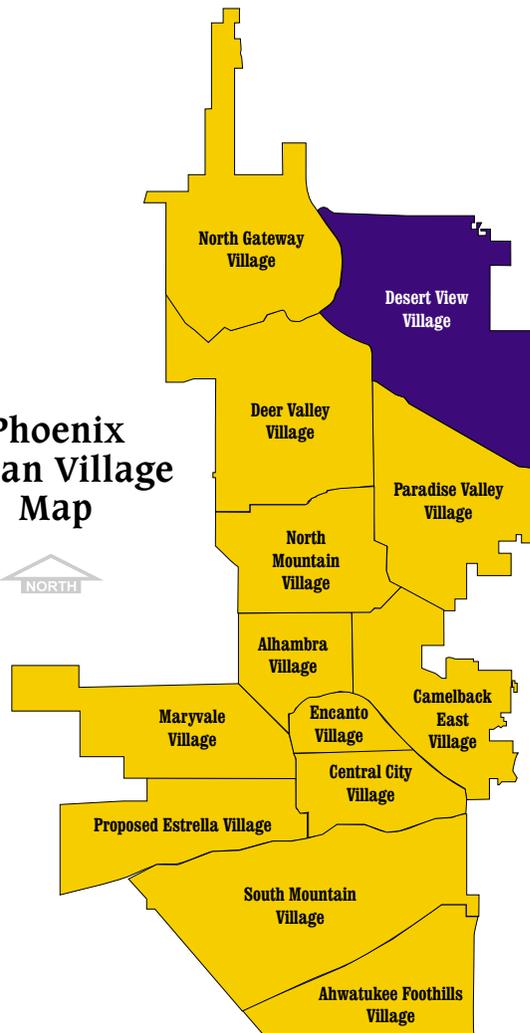
City of Phoenix

Prepared by
City of Phoenix Planning Department

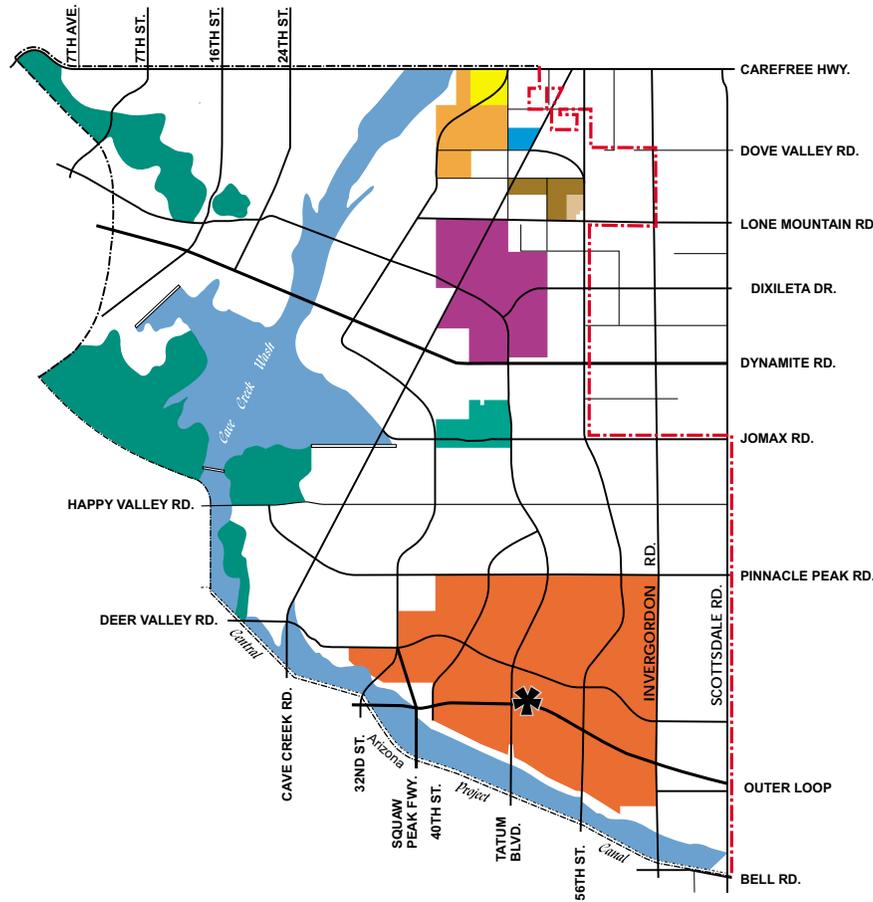


Phoenix is a growing city with a population of over one million people and a planning area of over 600 square miles. Meeting the demands of a diverse and increasing population takes thoughtful planning and active citizen participation. The Phoenix City Council and Planning Commission have divided the city into twelve planning areas called urban villages in order to work better with the community on planning and development issues. The goal for each village is to offer a variety of housing, job opportunities, education, recreation, and shopping facilities.

Phoenix Urban Village Map



DESERT VIEW



- * Core
- Desert Ridge
- Farmer Property
- Tatum Ranch
- Tatum Highlands
- Dove Valley Ranch
- Dove Valley Estates
- Colina del Norte
- AM Ranch
- - - Corporate Boundary

DESERT VIEW VILLAGE

The Desert View Village is bounded by the Central Arizona Project canal on the south, Scottsdale Road on the east, Carefree Highway on the north, and the Union Hills on the west. The village is distinguished by its lush Sonoran desert, including the major features of Cave Creek Wash, Union Hills, and the unnamed mountain range. Cave Buttes Recreational Area and Reach 11 are other areas of permanent open space that are man-made.

Desert View Village will be developed as four character areas:

- ✓ Desert Preserve Character area reflects an environment buffer roughly one mile on either side of Cave Creek Wash.
- ✓ Rural Desert Character area reflects a rural lifestyle, including horse properties, developed at densities which can preserve the natural wash system in the northeastern corner of the village.
- ✓ Suburban Desert Character area reflects the Sonoran desert within site design while allowing densities compatible with the channelized drainage required to develop the alluvial fan in this middle section of the village.
- ✓ Growth Corridor/Core Character area reflects the Desert Ridge master planned community in the south section of the village. Desert Ridge fits the urban village model concept of providing a mixture of employment, retail, residential, and recreational uses. The Desert Ridge Core is served by both the Outer Loop and Squaw Peak Freeways.

Desert View Village spans the range of urban to rural land uses. Located in the vicinity of Tatum Boulevard and the Outer Loop Freeway, the core is home to major employers, such as the Mayo Clinic hospital.

The Sonoran desert will be a unifying element to these varied landscapes. Unity will come from two scenic corridors Cave Creek Road, running roughly north-south, and Carefree Highway, running east-west, which both require sizable landscape buffers of natural desert. The North Sonoran Preserve being created in this village will unify the area by leaving large acreage as undeveloped desert. Finally, an extensive system of trails, both in washes and along roadways, provide a village-wide recreational circulation system.