



HOUSING REQUIREMENTS UPDATE

Policy Questions

- What segments of the workforce should required housing be for?
- What (if any) housing demand from new jobs will be provided for by tools other than housing requirements?
- When should the requirement to house the construction workforce be collected?
- When should the requirement to house the operations and maintenance workforce be collected?
- When should the requirement to house the public sector workforce be collected?
- What type of housing should be provided through housing requirements?
- What methods for providing housing will be allowed and preferred?
- What types of development should be exempt and why?
- What type of relief from the housing requirements should be allowed?
- How should the updated requirements be applied to existing development and approvals?



HOUSING DEPARTMENT

RULES AND REGULATIONS UPDATE

Policy Questions

- What should the employment criteria be to rent or purchase a restricted home?
- What kind of assets should be allowed and/or counted, and how much is the limit?
- How many months out of a calendar year should a household be required to occupy a restricted unit?
- What livability standards, if any, should apply to restricted units?
- What percentage of a household's income should be spent on housing?
- When should a household have to qualify for a rental or ownership home?
- How should sale/rent price be set?
- How should restricted ownership homes be valued at resale?
- How should rental be handled for ownership units?
- How should the buy/sell process work?
- What types of relief should be allowed from the Rules and Regulations?
- How should new Rules and Regulations be applied to existing units?



NATURAL RESOURCE PROTECTIONS UPDATE

Policy Questions

- What is the purpose and need of an Environmental Analysis (EA)?
- What is the County/Town and other Agency role in EA review?
- How should the next generation Natural Resources protection vary by tier?
- What is the purpose of wildlife habitat and movement corridors protection regulations?
- How will mitigation standards offset development impacts?
- How will the update achieve the Comprehensive Plan water quality goals?
- To what extent should we protect wetlands and waterbodies?
- To what extent should we regulate Wildlife Friendly Fencing?
- What sorts of development should be exempt from regulations and/or EA?
- How should the natural resources LDRs apply to redevelopment?
- What incentives should be provided for natural resource protection?



TOWN PARKING STUDY

OUTSIDE DOWNTOWN

Policy Questions

- What level of vehicle parking demand are we planning for?
- What level of bicycle parking demand are we planning for?
- What is an acceptable distance from a parking space to a destination?
- Should parking policy vary by season?
- Who is on-street parking for?
- What is the public role in providing off-street parking (e.g. parking garages, on street)?
- How should Park n' Ride facilities be used?
- What level of safety are we trying to achieve through parking policies?
- How should on-street and off-street public parking be funded?
- How should parking be managed?



TOWN ZONING UPDATE

CHARACTER DISTRICTS 3-6

“NEIGHBORHOODS AND CORRIDORS”

Policy Questions

- Should the Town strive to add approximately 1,800 additional dwelling units transferred from the Rural areas of the County into Town? [These units would be in addition to what is allowed by current zoning.]
- How should residential buildup potential be limited?
- What type of residential density is preferred?
- How much of the additional density should be tied to incentives for workforce and/or deed-restricted housing?
- Should the amount of commercial development potential in Town be reduced? If so, how?
- What types of development should be subject to architectural design standards?
- What type of pedestrian improvements, if any, should be required?
- Should the Town strive to increase connectivity for all modes of travel by trying to encourage or require that all blocks be more similar in size to those downtown?