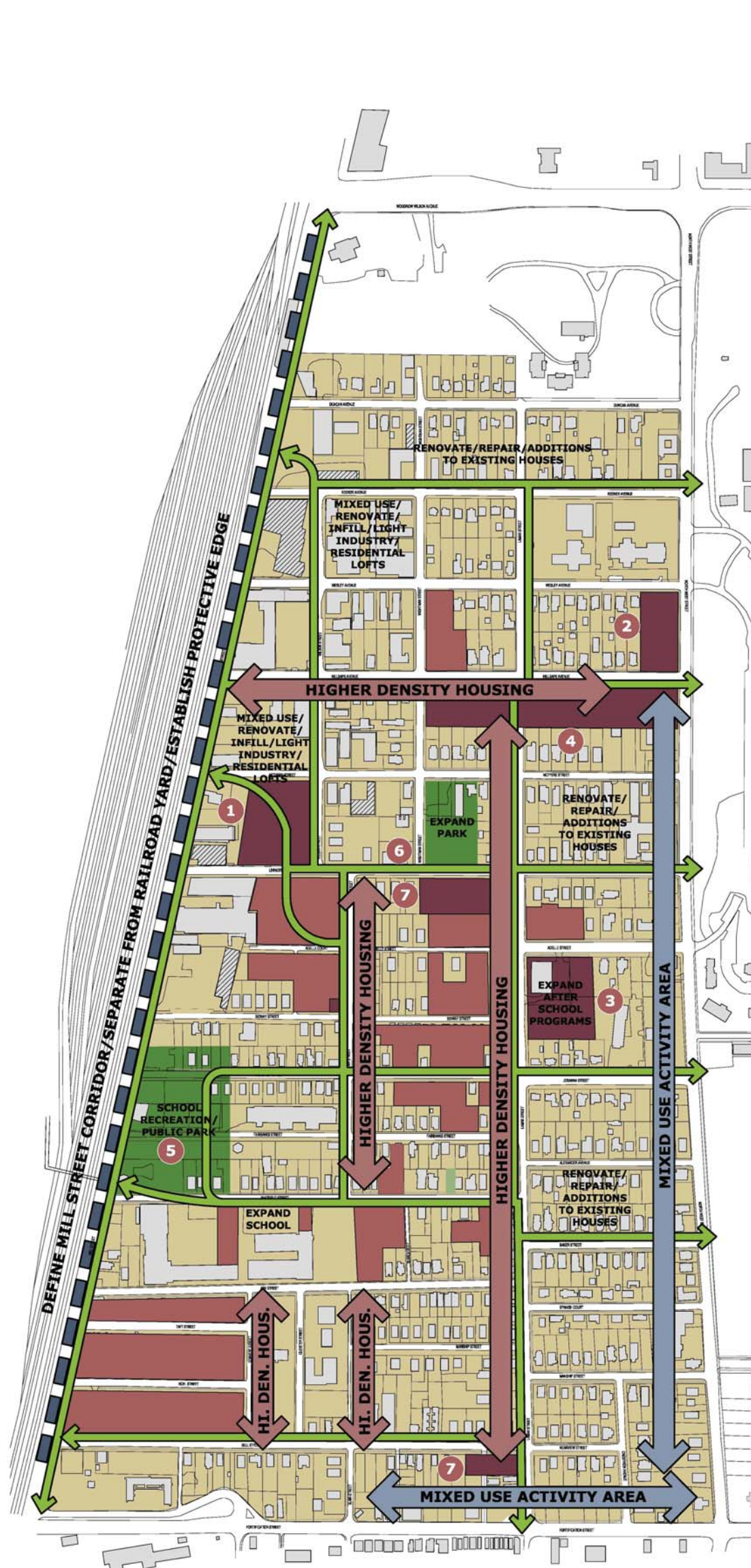


Midtown Master Plan



LEGEND	
	EXISTING BUILDING
	PHASE I DEVELOPMENTS
	HOUSING INFILL PROJECTS
	REPAIR/RENOVATE/ADDITIONS
	RECREATION / PARKS
	HEALTH CIRCUIT
	PHASE I INTERVENTIONS

STRATEGIC INITIATIVES

- HOUSING OPPORTUNITIES**
 - REPAIR, RENOVATE AND ADD ON TO EXISTING SINGLE FAMILY HOMES
 - REMOVE AND REPLACE SUBSTANDARD HOUSING
 - DEVELOP NEW HOUSING, INCREASE DENSITY AND HOUSING OPTIONS
- HEALTH: SERVICES/EDUCATION/RECREATION**
 - EXPAND PLAYGROUND, PARKS AND SCHOOL RECREATIONAL SPACE
 - CREATE PUBLIC HEALTH CIRCUIT
 - PROVIDE NEW STRUCTURES FOR DAYCARE AND AFTER SCHOOL PROGRAMS
 - EXPAND NEIGHBORHOOD RESIDENT ASSOCIATION ACTIVITIES
 - EXPAND CAPACITY BUILDING, HEALTH AND LEGAL SERVICES
 - DEVELOP COMMUNITY GARDENS AND FACILITATE ACCESS TO HEALTHY FOODS
 - PROVIDE EXPANSION SPACE FOR SCHOOLS
- MIXED-USE NEIGHBORHOOD**
 - PROVIDE OPPORTUNITIES FOR RETAIL, OFFICE AND FOOD SERVICES ALONG NORTH WEST STREET AND FORTIFICATION STREET
 - INCLUDE HOUSING IN EVERY PROJECT
 - RECRUIT SMALL BUSINESSES TO FILL IN EMPTY WAREHOUSE SHELL BUILDINGS
 - SUPPORT CHURCHES' EFFORTS TO BE INVOLVED IN THE NEIGHBORHOOD
 - CHANGE ZONING TO SUPPORT MIXED-USE
- SAFETY/SECURITY**
 - SHORT TERM: INCREASE POLICE EFFORTS TO SECURE NEIGHBORHOOD
 - LONG TERM: MAKE ALL DEVELOPMENTS SUPPORT "EYES ON THE STREET" PLAN FOR SECURITY
 - BUILD A DENSER NEIGHBORHOOD
 - REDUCE THROUGH STREETS: CLOSE STREETS
 - REMOVE SUBSTANDARD AND VACANT BUILDINGS
 - SAFE STREETS WITH ADA ACCESS AND LIGHTING
 - PROVIDE SAFE PLAYGROUNDS
 - ESTABLISH A BARRIER AT MILL STREET AND RAILROAD TRACKS
- ECOLOGICAL PLANNING AND ZONING**
 - CREATE A DENSER, VIBRANT AND HEALTHY INNER CITY NEIGHBORHOOD
 - CREATE A NEIGHBORHOOD MIXED-USE DISTRICT: PROVIDE FOR NEIGHBORHOOD GOVERNANCE THROUGH THE MASTERPLAN
 - ALL NEW STRUCTURES TO MEET THE HIGHEST STANDARDS FOR ENERGY EFFICIENCY AND SUSTAINABLE CONSTRUCTION
 - COLLECT AND USE STORM WATER FOR IRRIGATION
 - PLANT THE HEALTH CIRCUIT AND NEW RECREATIONAL SPACES: MAKE A GREEN NEIGHBORHOOD
 - INCREASE ACCESS FOR MASS TRANSIT