

Focus Group Comment Summary - Not Working

The Exercise:

Participants were asked to write down comments on sticky notes which were gathered the general headings of what is working with the D1/D2 zoning, what is not working, and "not sure where this comment goes"

The comments were then grouped into general topics/sentiments by the facilitator.

Participants then were given 6 "dots" to vote on which issues were the most important to them.

Key:

Headings that were summarized at the meeting

Comments made under the more general headings

Comments	Category	Votes	Focus Group
Redefine character areas and give more teeth	Character Areas	3	General Public July 29
Character uses much be more clearly defined in the zoning of overlays.	Character Areas	1	General Public July 29
<i>Design guidelines have no teeth and thus are ignored.</i>	Character Areas		General Public July 29
<i>Put teeth in design guidelines - intent w/o enforcement is meaningless</i>	Character Areas		General Public July 29
Distribute costs fairly	Cost distribution		General Public July 29
Density works in theory v. not in practice	Density	2	General Public July 30
<i>The city can have great density with 5 & 6 story buildings - we don't need 15-18 story buildings to have downtown density</i>	Density		General Public July 30
<i>The theory of the A2/D2 ordinance is flawed, which is why we are having the problems now. 1) Density downtown will not prevent urban sprawl. 2) Density is a disputable asset in a town the size of AA.</i>	Density		General Public July 30
<i>Changing density of downtown is not well managed</i>	Density		General Public July 30
<i>One of the goals was to bring more people downtown. Having monolithic buildings are sterile and not conducive to desirable living.</i>			
<i>The one place I could imagine living in - Sloan Plaza - has been ruined by 413 Huron.</i>	Density		General Public July 30
Design guidelines should have more "teeth" (mandatory)	Design Guidelines	19	General Public July 30
Make design guidelines mandatory	Design Guidelines	7	General Public July 29
Better design (buildings are ugly)	Design Guidelines	5	General Public July 30

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<i>The Downtown Design Guidelines need to be strengthened and the Design Guidelines Review Boards need to be strengthened, perhaps made mandatory. Give them teeth!</i>	Design Guidelines	3	General Public July 30
<i>The varsity is a blight on the A2 landscape!!</i>	Design Guidelines	3	General Public July 30
<i>Sloan Plaza was considered a gateway into A2. Don't obliterate its architectural beauty from both sides!!</i>	Design Guidelines	3	General Public July 30
<i>Design Guidelines and character districts are not adequately written into zoning</i>	Design Guidelines	2	General Public July 30
<i>Design Review Guidelines should have enforcement</i>	Design Guidelines		General Public July 30
<i>413 Huron showed that NOTHING matters but the zoning - not the downtown plan, not design guidelines, not the Health & Safety exceptions. Give teeth to these documents.</i>	Design Guidelines		General Public July 30
<i>Make the design guidelines more than guidelines</i>	Design Guidelines		General Public July 30
<i>Codify design guidelines - intent is useless unless a builder/developer wants to be agreeable</i>	Design Guidelines		General Public July 30
<i>Design review needs teeth - it needs mandatory decisions.</i>	Design Guidelines		General Public July 30
<i>Design guidelines should have teeth and developers should not be able to ignore them (413 Huron)</i>	Design Guidelines		General Public July 30
<i>Need ordinance (not guidelines) to protect character of in town residential neighborhoods</i>	Design Guidelines		General Public July 29
<i>Design guidelines should be made requirements</i>	Design Guidelines		General Public July 29
<i>New buildings should be in scale with surroundings</i>	Design Guidelines		General Public July 29
<i>624 Church is ridiculous.</i>	Design Guidelines		General Public July 29
<i>Out of town developers use current zoning to build monstrous structures. They then depart with their money and leave us with us with ugly, permanent scars on our city.</i>	Design Guidelines		General Public July 30
<i>Huron St - Ugly tall building between 2 historic houses - UGLY</i>	Design Guidelines		General Public July 30
<i>The designs of the new buildings are mediocre. We need stronger design standards that are mandatory.</i>	Design Guidelines		General Public July 30
<i>Parking entrances dominate the face of the building at street level - UGLY</i>	Design Guidelines		General Public July 30
<i>Any tall buildings in the downtown should be iconic in nature with focus on public use.</i>	Design Guidelines		General Public July 30
The character areas defined in the Design Guidelines and underlying areas of zoning need to be more specifically identified and specific context protected.	Design Guidelines		DDA/Marketing July 31
Need more D2 areas	Districts	6	General Public July 30
Look at location of D1 & D2 zoning (look at build out)	Districts	4	General Public July 29

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<i>The Historic District commission should have greater impact on the review of D1 zoning and design guideline review</i>	Districts	3	General Public July 29
<i>D1/D2 designations in some areas; Ther are specific locations in the A2D2 area that need to have their zoning residential - not D1. Parking lot next to City Hall on Ann Street, Ahmos site, Campus Inn lot to the east of Sloan Plaza (yes)</i>	Districts	1	DDA/Marketing July 31
<i>Could we please create a D3 zone</i>	Districts	1	DDA/Marketing July 31
<i>D1 should have been limited to tighter area, specifically not crossing north of Huron</i>	Districts		General Public July 29
<i>Define and limit areas within which higher density is permitted</i>	Districts		General Public July 29
<i>D1 and D2 zonings are not located properly</i>	Districts		General Public July 29
<i>Code is not the same in D1 and D2. example - lot lines are interpreted as "on the surface" only in D1 & D2</i>	Districts		General Public July 29
<i>Must revise D1 zoning to limit negative impact of mass and scale</i>	Districts		General Public July 29
<i>D1 vs. D2 still being challenged by D2 area wanting to go higher - D2 interface zone should be enforced and should surround all D1 areas to protect residential areas.</i>	Districts		General Public July 29
<i>D1 should NOT interfere with non-downtown areas. Huron Street should be D2 at LEAST on the entire north side.</i>	Districts		General Public July 30
<i>D1 should NOT interface with areas outside of the downtown. D2 is under used as a true interface.</i>	Districts		General Public July 30
<i>Originally, I think the South University area was going to have more D2 than it has now. Also I think the D1 buildings in the South University area are TOO TALL.</i>	Districts		General Public July 30
<i>D2 zoning is not extensive enough - there needs to be more D2 (e.g. adjacent to 413 Huron) There's no interface between D1 and residential in too many places.</i>	Districts		General Public July 30
<i>D1 zoning should not abut residential homes - e.g. old 4th ward. These areas surrounding residences should be D2 always.</i>	Districts		General Public July 30
<i>Created via poor process: 1. that delegitimizes the ordinance; 2. lack of resident/neighborhood; 3. too much D1 zoning - the edges should ALL be D2</i>	Districts		General Public July 30
<i>There MUST be transitional areas (D2) between core areas and residential areas. For example: North border of Huron between Fifth and Thayer should be D2</i>	Districts		General Public July 30
<i>Transition with D1 and D2 is NOT working, especially regarding historic districts and neighborhoods. Some D1 should be D2.</i>	Districts		General Public July 30
<i>The D2 buffer needs to be much wider</i>	Districts		General Public July 30

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<i>Historic neighborhoods are not protected due to lack of D2 interface between D1 and historic neighborhoods.</i>	Districts		General Public July 30
<i>D1/D2 mix does not meet objective (intent) of "support" of the downtown. The fix is to reduce the size of the D1 district and use more D2. (Note that I recommend reduced D1 and D2 heights).</i>	Districts		General Public July 30
Need a downtown park next to library - upkeep paid by underground parking fees.	Downtown Park		General Public July 29
Enforce ordinances already on the books	Enforcement	5	General Public July 29
<i>Overlays are treated like "intents" not enforceable</i>	Enforcement		General Public July 29
<i>lack of enforcement of existing code and guidelines (character overlap)</i>	Enforcement		General Public July 29
<i>Lack of enforcement of historic guidelines</i>	Enforcement		General Public July 29
Footing disconnect problem - need to fix infrastructure and sanitary system	Footing Disconnect	7	General Public July 29
<i>buildings can't go up without footing disconnect</i>	Footing Disconnect		General Public July 29
<i>water/sewer infrastructure doesn't work - nor disconnect solution</i>	Footing Disconnect		General Public July 29
<i>infrastructure should be fixed before more building is done so flooding problem in SW is put to an end</i>	Footing Disconnect		General Public July 29
<i>Footing drain disconnect - city needs to review this and other infrastructure needs development, given city budget, developers need to bear cost if they don't already - citizens (prop. Owners) shouldn't pay for new dev.</i>	Footing Disconnect		General Public July 29
<i>city must improve sanitary system to accommodate needs of residents; Need 4th ward representation on infrastructure usage before adding new usages - ward 4 should not be working on DBA (city) activities</i>	Footing Disconnect		General Public July 29
<i>Overflow of water to residents in the S/W section due to excessive building in the city w/o having sufficient infrastructure to handle the increase in the system. Please set proper priorities in sanitary system</i>	Footing Disconnect		General Public July 29
<i>As development has increased, it has brought flooding problems to Southwest;</i>	Footing Disconnect		General Public July 29
<i>Any proposed building needs to cover it's own storm water and sewage discharge on site! No FDDs in other areas</i>	Footing Disconnect		General Public July 29
<i>Flooding downtown with every big rain - manhole covers are often thrown off</i>	Footing Disconnect		General Public July 29

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<i>Flooding occurred after sump pump was installed in Dover-Parkside subdivision - City did not respond</i>	Footing Disconnect		General Public July 29
Lack of diversity in residential	Housing Diversity	6	General Public July 30
Regulate number of bedrooms - less student housing	Housing Diversity	5	General Public July 30
Affordable housing not being built	Housing diversity	4	Energy & Environment
Need more housing variety (occupants, type, apts, vs. condos, families vs. singles floor plans)	Housing Diversity	3	Energy & Environment
Type of housing has occurred is student-oriented; not a good mix	Housing Diversity	3	DDA/Marketing July 31
Too much student housing (other ways to address in zoning?)	Housing Diversity	1	General Public July 29
More diversity in housing & retail in new buildings; housing for residents looking to downsize	Housing Diversity	1	DDA/Marketing July 31
<i>Why are the buildings so student oriented if we want downtown density for permanent housing?</i>	Housing Diversity		General Public July 29
<i>Alternative "housekeeping units" improperly permitted as standard residential use (student suites that are individually leased within one unit)</i>	Housing Diversity		General Public July 29
Student housing in neighborhoods not turning back into single-family homes	Housing Diversity		DDA/Marketing July 31
<i>There must be no designated student housing areas (aka student ghetto) where regulations are more lenient - as was recently proposed to planning commission. This is destructive to those living in or near such a district</i>	Housing Diversity		General Public July 30
<i>Would be great to have more affordable and low income housing built</i>	Housing Diversity		General Public July 30
<i>Need more mixed housing - young, middle, older</i>	Housing Diversity		General Public July 30
<i>Current development prices people out of downtown</i>	Housing Diversity		General Public July 30
<i>The Planning Commission is considering making a "student housing area" where there would be fewer zoning protections. This is a very bad idea - that the R4C advisory committee did not want.</i>	Housing Diversity		General Public July 30
<i>We want young professional and permanent/semi-permanent residents in buildings with conveniences accordingly age specific</i>	Housing Diversity		General Public July 30
<i>Not enough "grown-up" housing in or within a short walk of downtown - extremely difficult to find place to live without being car-dependent.</i>	Housing Diversity		General Public July 30
<i>Current buildings are designed for the student demographic. We need incentives to provide residential space for other groups.</i>	Housing Diversity		General Public July 30

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<i>Current D1 zoning will drive other residential use out of downtown</i>	Housing Diversity		General Public July 30
<i>Too many student high rises</i>	Housing Diversity		General Public July 30
<i>Is the city interested in demographic diversity? (Race, Income, Education, Age, Job or Profession) - If this is found desirable, how can it be encouraged (example condo, rentals, wide variety of sizes of buildings and units, variety of services)</i>	Housing Diversity		General Public July 30
<i>Get banks to finance affordable housing.</i>	Housing Diversity		General Public July 30
<i>More affordable housing per Avalon.</i>	Housing Diversity		General Public July 30
<i>How many people can you put in a building like D1 student housing?</i>	Housing Diversity		General Public July 30
<i>Residential bonus should be only reserved for certain residential developments (non-student housing). Perhaps provide max bedroom counts per unit or max number of unrelated individuals in units.</i>	Housing Diversity		General Public July 30
<i>This building boom has resulted almost exclusively in student occupied dormitory style apartments. That's probably because of zoning that allows 6 bedrooms, miniscule living rooms and kitchens, and no dining room.</i>	Housing Diversity		General Public July 30
<i>Multi-bedroom apartments designed for large groups of students should be no longer built in or near the Main Street downtown</i>	Housing Diversity		General Public July 30
<i>All students - not enough diversity - no more 6 bedroom apartments</i>	Housing Diversity		General Public July 30
Buildings too tall	Mass/Bulk/Height	12	General Public July 30
Need cap on height	Mass/Bulk/Height	7	General Public July 29
Need height stepbacks rather than just the "box" of the building envelope	Mass/Bulk/Height	7	General Public July 30
Need height stepbacks rather than just the "box" of the building envelope	Mass/Bulk/Height	7	General Public July 30
Solar access	Mass/Bulk/Height	5	General Public July 30
Increase weight of LEED premiums	Mass/Bulk/Height	4	Energy & Environment
Bulky buildings (height w/o bulk restrictions)	Mass/Bulk/Height	3	Energy & Environment
<i>D1 contains certain problem areas: 1) where adjacent to historic districts; 2) where adjacent to landmark structure i.e. Burton Tower/Hill Auditorium</i>	Mass/Bulk/Height	2	General Public July 30
Redefine setbacks and buffers	Mass/Bulk/Height	2	General Public July 30

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<i>Yes; Yes; Specific locations in the downtown need to be rezoned to reduce the scale and mass of proposed buildings. Examples: the building lot on E. Ann next to City Hall, the building lot to the west of the Campus Inn</i>	Mass/Bulk/Height	2	General Public July 30
<i>Massing is maximized w/ bulk (no diagonals) up to height maximum</i>	Mass/Bulk/Height		Energy & Environment
<i>Listen to Calthorpe and Gibbs - advises 6 stories as best height for areas like S. University</i>	Mass/Bulk/Height		General Public July 29
<i>Higher density doesn't mean unlimited. After a certain height it's simply too much. 6 stories.</i>	Mass/Bulk/Height		General Public July 29
<i>Yes, definitely, D1 is way too tall.</i>	Mass/Bulk/Height		General Public July 30
<i>D1 allows too-tall buildings</i>	Mass/Bulk/Height		General Public July 30
<i>Downtown buildings are too tall: A2 should not try to look like Manhattan</i>	Mass/Bulk/Height		General Public July 30
<i>D1 is too tall, as evidenced by projects planned and built in South U area and E. Huron</i>	Mass/Bulk/Height		General Public July 30
<i>180 too tall - causes canyons, deadzones, just moving students from one place to another, units [...] too large, i.e. too many bedrooms per unit</i>	Mass/Bulk/Height		General Public July 30
<i>D1 zoning covers too wide an area and often allows buildings that are just too damn big</i>	Mass/Bulk/Height		General Public July 30
<i>Tall buildings create wind tunnels</i>	Mass/Bulk/Height		General Public July 30
<i>New buildings - too tall, too close - New buildings shade out older buildings, light.</i>	Mass/Bulk/Height		General Public July 30
<i>Downtown buildings are too tall.</i>	Mass/Bulk/Height		General Public July 30
<i>D1 permits buildings that are too tall. Cut max height in half. Cut D2 in half also.</i>	Mass/Bulk/Height		General Public July 30
<i>The building heights are too tall. Setbacks are inadequate.</i>	Mass/Bulk/Height		General Public July 30
<i>Too tall buildings</i>	Mass/Bulk/Height		General Public July 30
<i>Lack of transition area to neighborhoods</i>	Mass/Bulk/Height		General Public July 30
<i>Residential use, e.g. R4C zones, should have D2 buffer adjacency to protect lower scale buildings from high rises abutting them</i>	Mass/Bulk/Height		General Public July 30
<i>Put D1 and D2 in suitable locations - not crowding neighborhoods</i>	Mass/Bulk/Height		General Public July 30
<i>Consider transitional zoning adjacent to historic districts</i>	Mass/Bulk/Height		General Public July 30
<i>The D1 zoning on the edge of the Old Fourth Ward is inappropriate and unacceptable</i>	Mass/Bulk/Height		General Public July 30
<i>Consider transit corridors</i>	Mass/Bulk/Height		General Public July 30

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<i>There's no interface between D1 and small residential buildings in many places (e.g. Huron and historic districts to the north)</i>	Mass/Bulk/Height		General Public July 30
<i>Protect D1 neighborhoods - large buffer and do not permit large - low long buildings by aggregation of lots</i>	Mass/Bulk/Height		General Public July 30
<i>D1 zoning ordinance does not adequately reflect context, especially the juxtaposition of high density next to low density.</i>	Mass/Bulk/Height		General Public July 30
<i>Area around buildings insufficient - needs to buffer and be green and obviously pervious - responsibility of developer not city/DDA to pay for</i>	Mass/Bulk/Height		General Public July 30
<i>Mass of buildings is too large</i>	Mass/Bulk/Height		General Public July 30
<i>Ann Arbor is giving developers carte blanche to do whatever they want - the general result is too big, too massive, no concern about the environment, just build, get money out and go</i>	Mass/Bulk/Height		General Public July 30
<i>The ordinance needs to be ammended so that once a maximum size "box" is decided, it does not give a developer "by right" latitude to fill the box to the maximum - and then ask for "premiums" to go beyond it.</i>	Mass/Bulk/Height		General Public July 30
<i>FAR is unnecessary - persons only care about height (building envelope) - solutions can be: transitional height planes, height setbacks (in distance) or percentage of ground floor</i>	Mass/Bulk/Height		General Public July 30
<i>Yes; pedestrian safety along busy streets should require wider sidewalks and/or buffers against traffic.</i>	Mass/Bulk/Height		General Public July 30
<i>Redefine "setbacks" & "buildings" (literally) to require buffer dimension to apply to structures as in parking, below grade, not allowing construction below grade in the required buffer.</i>	Mass/Bulk/Height		General Public July 30
<i>No setbacks from sidewalks required on new buildings</i>	Mass/Bulk/Height		General Public July 30
<i>Zoning setbacks should apply all the way down - so you can't build into non D1 below ground.</i>	Mass/Bulk/Height		General Public July 30
<i>Reduce the scale</i>	Mass/Bulk/Height		General Public July 30
<i>Ordinace limit to 3 stories - higher only by request for variance</i>	Mass/Bulk/Height		General Public July 30
<i>Cap building height for D1 & D2 regardless of premiums</i>	Mass/Bulk/Height		General Public July 30
<i>The maximum height of a building within a certain zoning should be restricted to a percentage of the building footprint</i>	Mass/Bulk/Height		General Public July 30
<i>Size limits (D1, D2, etc) should all be scaled down in a last ditch effort to preserve some of the character of the city.</i>	Mass/Bulk/Height		General Public July 30
<i>1. A height restriction of no more than 6 to 8 stories like Paris, France. 2. Between the D1 and D2 zoning districts and residential zoning there should be a green zone of trees, bushes, and some open space.</i>	Mass/Bulk/Height		General Public July 30

Comments	Category	Votes	Focus Group
<i>Yes; Yes; Specific locations in the downtown need to be rezoned to reduce the scale and mass of proposed buildings. Examples: the building lot on E. Ann next to City Hall, the building lot to the west of the Campus Inn</i>	Mass/Bulk/Height		General Public July 30
Solar access to adjacent properties in residential zones must be protected in the ordinance.	Mass/Bulk/Height		General Public July 30
D1 zoning does not protect existing structures from loss of sun/air/vistas which results in a loss of value to the existing structure	Mass/Bulk/Height		General Public July 30
Tall buildings on E. William Street have taken away all the sunshine. Don't let that happen again.	Mass/Bulk/Height		General Public July 30
Setbacks too small - regulations confusing	Mass/Bulk/Height		General Public July 30
<i>E. Huron St. new construction needs more setbacks - should not be encroaching on pedestrian sidewalks</i>	Mass/Bulk/Height		General Public July 30
<i>doesn't work to develop a property that infringes on the neighborhood around it</i>	Mass/Bulk/Height		General Public July 30
<i>Minimum/non-existent setbacks create building masses with no green/breathing/ open space</i>	Mass/Bulk/Height		General Public July 30
<i>failure to have transition zoning adjacent to all residential neighborhoods</i>	Mass/Bulk/Height		General Public July 30
Reduce the scale	Mass/Bulk/Height		General Public July 30
<i>Ordinance limit to 3 stories - higher only by request for variance</i>	Mass/Bulk/Height		General Public July 30
<i>Cap building height for D1 & D2 regardless of premiums</i>	Mass/Bulk/Height		General Public July 30
<i>The maximum height of a building within a certain zoning should be restricted to a percentage of the building footprint</i>	Mass/Bulk/Height		General Public July 30
<i>Size limits (D1, D2, etc) should all be scaled down in a last ditch effort to preserve some of the character of the city.</i>	Mass/Bulk/Height		General Public July 30
<i>1. A height restriction of no more than 6 to 8 stories like Paris, France. 2. Between the D1 and D2 zoning districts and residential zoning there should be a green zone of trees, bushes, and some open space.</i>	Mass/Bulk/Height		General Public July 30
Moratorium on new development	Moratorium	2	General Public July 29
<i>In 413 E. Huron site plan approval process, the city attorney introduced threat of lawsuit by developer without adequately informing city council about city's liability insurance coverage</i>	Moratorium		General Public July 29
<i>Moratorium wasn't passed because of fear of lawsuit from 413 Huron - need moratorium now!</i>	Moratorium		General Public July 29
<i>sewer system doesn't handle capacity now - should be moratorium on</i>	Moratorium		General Public July 29

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Require 1 parking place per unit	Parking/Transit	5	General Public July 30
	Parking/Transit	1	General Public July 30
<i>Provide sunset provision to eliminate surface downtown parking over given time (i.e. 2-5 years)</i>	Parking/Transit		General Public July 30
<i>Large surface parking lots along Huron have not been developed - City properties also remained surface parking lots like William and Fifth.</i>	Parking/Transit		General Public July 30
<i>How will city address parking for developments? Not for a redevelopment there is a certain mass etc that is needed and parking is an important component</i>	Parking/Transit		General Public July 30
<i>How will city address parking if they look at lower building height?</i>	Parking/Transit		General Public July 30
<i>I think all high rises should include 1 parking space per apartment. Why is this NOT the case at present?</i>	Parking/Transit		General Public July 30
<i>Parking maximums should be provided for many or all uses (i.e. banks, storage)</i>	Parking/Transit		General Public July 30
	Premiums		
No more premiums	Premiums	15	General Public July 30
Don't grant so many premiums/get rid of premiums	Premiums	13	General Public July 30
Design premiums for what we really want	Premiums	4	General Public July 30
Include other green infrastructure premiums (solid waste, energy consumption)	Premiums	3	Energy & Environment
Require more points for LEED minimum (to be eligible for premiums)	Premiums	1	Energy & Environment
<i>Prohibit premiums that allow increased height</i>	Premiums	1	General Public July 30
<i>Energy efficiency is not a premium. It should be a requirement</i>	Premiums		General Public July 30

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<i>Premiums are a way that enables developers to make [...] concessions that enable them to go beyond height and floor areas that are already too generous</i>	Premiums		General Public July 30
<i>Stop credit for LEED, low income housing, etc.</i>	Premiums		General Public July 30
<i>D2 needs lower stories, no more premiums. FAR not working, get something else.</i>	Premiums		General Public July 30
<i>Revise premiums - more for residential - some for environmental - premiums for fitting context</i>	Premiums		General Public July 30
<i>The premiums for housing are not needed when the building is ONLY housing. No more premiums for single use buildings.</i>	Premiums		General Public July 30
<i>Premiums should not be given to projects that do not fulfill community desires or have negative impact upon their neighbors.</i>	Premiums		General Public July 30
<i>Housing premium needs revision as it correctly rewards projects designed as student dorms/warehouses.</i>	Premiums		General Public July 30
Premiums out of date	Premiums		General Public July 29
<i>Premiums do not consider impacts on surrounding neighborhoods</i>	Premiums		General Public July 29
<i>Premiums being given for all types of housing should be narrowed</i>	Premiums		General Public July 29
<i>Premiums don't consider needs of the city/neighborhood but just support developers.</i>	Premiums		General Public July 29
No premium should be granted to high-rise downtown developments unless they meet City needs - no premiums for student housing, only for more diverse units	Premiums		DDA/Marketing July 31
Political process is getting dangerously close to breakdown	Process	3	DDA/Marketing July 31
<i>Angst of 413 Huron (yes, yes); contentious issues still significant - need to look at issues from 413 Huron; 413 Huron all the things people feared come true, 6-5 council vote with no City Council member liking the design</i>	Process	2	DDA/Marketing July 31
Need to improve the approval process (sequence of approvals)	Process	1	General Public July 29
<i>Meetings with neighbors should truly record all questions/input - 624 Church developers hardly took comments into consideration</i>	Process		General Public July 29
<i>City council does not follow city code during site plan approval process (413 E. Huron)</i>	Process		General Public July 29
<i>bureaucracy is a disincentive</i>	Process		Energy & Environment
413 Huron Process	Process		DDA/Marketing July 31
Communication of process, intent and outcome	Process		DDA/Marketing July 31

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<i>Overall for the downtown, not communciated how many meetings/debates, etc. has happened</i>	Process		DDA/Marketing July 31
Make input from neighborhood groups work	Process		DDA/Marketing July 31
Vocal minority	Process		DDA/Marketing July 31
<i>Disregarding Calthorpe study in favor of the vocal minority, Listen to the vocal minority to the peril of previous work</i>	Process		DDA/Marketing July 31
ORC meeting need to be better announced and public input allowed	Process		DDA/Marketing July 31
	Process		DDA/Marketing July 31
Redefine setbacks and buffers	Setbacks/buffers	1	General Public July 30
<i>Yes; pedestrian safety along busy streets should require wider sidewalks and/or buffers against traffic.</i>	Setbacks/buffers	1	General Public July 30
<i>Redefine "setbacks" & "buildings" (literally) to require buffer dimension to apply to structures as in parking, below grade, not allowing construction below grade in the required buffer.</i>	Setbacks/buffers		General Public July 30
<i>No setbacks from sidewalks required on new buildings</i>	Setbacks/buffers		General Public July 30
<i>Zoning setbacks should apply all the way down - so you can't build into non D1 below ground.</i>	Setbacks/buffers		General Public July 30
<i>Enforce code such as setbacks to D1 & D2 areas</i>	Setbacks/buffers		General Public July 30
Solar access	Solar Access	5	General Public July 30
<i>Solar access to adjacent properties in residential zones must be protected in the ordinance.</i>	Solar Access		General Public July 30
<i>D1 zoning does not protect existing structures from loss of sun/air/vistas which results in a loss of value to the existing structure</i>	Solar Access		General Public July 30
<i>Tall buildings on E. William Street have taken away all the sunshine. Don't let that happen again.</i>	Solar Access		General Public July 30
More protection for historic neighborhoods	Transition to historic neighborhoods	13	General Public July 30
<i>The Historic District Commission should have a major role in approving or denying permits that have a negative impact upon historic buildings both - the Downtown and in new downtown neighborhoods</i>	Transition to historic neighborhoods	2	General Public July 30
The HDC should have a larger role in the approval process of new developments that adjoin historic and residential neighborhoods	Transition to historic neighborhoods	1	DDA/Marketing July 31

Comments	Category	Votes	Focus Group
Buildings too tall; Lack of transition area to neighborhoods	Transition to historic neighborhoods		General Public July 30
<i>There is too much D1 zoning - we don't need all the tall buildings on the perimeter of the downtown - 413 Huron should be in a buffer zone.</i>	Transition to historic neighborhoods		General Public July 30
<i>Buildings are often TOO HIGH especially the Varsity which juts out between historic houses.</i>	Transition to historic neighborhoods		General Public July 30
<i>The downtown zones, which allow tall buildings, must touch other zones somewhere. To prevent tall buildings from shading properties in other zones, there should be a variable height limit. The downtown zones limit should be 35 feet or 1/2 the distance to the nearest property with different zoning. An hour before sunset no building will shade a building outside the downtown.</i>	Transition to historic neighborhoods		General Public July 30
<i>Historic district guidelines aren't given required weight in city council decisions</i>	Transition to historic neighborhoods		General Public July 29
<i>Council does not respect historic neighborhoods. It has denied historic status to Germantown, and apparently slated it for destruction.</i>	Transition to historic neighborhoods		General Public July 30
<i>Historic neighborhoods are not respected - some historic neighborhoods are not afforded historic district protection and seem to be slated for destruction.</i>	Transition to historic neighborhoods		General Public July 30
<i>Downtown core should be surrounded by lower scale transition zones, especially to residential areas and historic districts.</i>	Transition to historic neighborhoods		General Public July 30
<i>Current zoning injures adjacent historic districts and buildings</i>	Transition to historic neighborhoods		General Public July 30
<i>Historic districts and character overlay areas should take priority over permitted building heights.</i>	Transition to historic neighborhoods		General Public July 30
<i>The ordinance must not conflict with historic district or (lacking historic districts in some areas that are nonetheless "historic") a sense of history</i>	Transition to historic neighborhoods		General Public July 30
<i>There was no concern for historic district preservation in the D1/D2 designation</i>	Transition to historic neighborhoods		General Public July 30
<i>Yes; Historic districts in all zones should require stepped back massing on lots abutting them to protect lower scale buildings from being overpowered & over-shadowed</i>	Transition to historic neighborhoods		General Public July 30
Protect urban forest	Urban Forest	7	General Public July 30
<i>No central park</i>	Urban Forest	1	General Public July 30
<i>Lack of green space parks in D1 and somewhat in D2</i>	Urban Forest		General Public July 30

Focus Group Comment Summary - Not Working

Comments	Category	Votes	Focus Group
<i>Require public green space amount to be determined - somehow DDA should profit from green space</i>	Urban Forest		General Public July 30
<i>No historic trees should be endangered because of D1 or D2 buildings. Urban forest not protected</i>	Urban Forest		General Public July 30
<i>Need trees, plants, parks donated by developers, not just cash.</i>	Urban Forest		General Public July 30
<i>Landmark tree protection should be included in all zones</i>	Urban Forest		General Public July 30
<i>Require retail on all of ground floor</i>	Use	10	General Public July 30
<i>Not enough retail (make 1st floor mandatory retail)</i>	Use		General Public July 30
<i>The incentives for street level retail are inadequate</i>	Use		General Public July 30
<i>Revisit the vision and make zoning reflect it</i>	Vision	3	General Public July 30
<i>Review/Reconsider where D1 & D2 are located. In some cases, these are inappropriate, especially adjacent to existing town neighborhoods</i>	Vision	2	General Public July 30
<i>Achieve density with lower high rise buildings codified in revised zoning with lower height limits</i>	Vision		General Public July 30
<i>Current zoning does not encourage building that promotes an accessible street scape</i>	Vision		General Public July 30
<i>D1 zoning is in the wrong places. It is defined as "core" yet it is on the edge of the N, E, most of S sides of the DDA area</i>	Vision		General Public July 30
<i>Recent developments are out of scale and damage the "character" of our town - which is not just a sentimental notion - it is what attracts residents, visitors, enterprises.</i>	Vision		General Public July 30
<i>The city needs a stronger physical plan that indicates what should go where - based on a build-out analysis</i>	Vision		General Public July 30
<i>Why only a D1 and D2? For more gradual changes, how about a D3 as well. [picture included on comment]</i>	Vision		General Public July 30
<i>Plenty of commitment, passion, experience. Missing cohesion and overall goal to improve the entire city, not just pockets</i>	Vision		DDA/Marketing July 31