Three Mile Lane Design Charrette

Urban Planning and Design Prioritization

Evergreen Space Museum, McMinnville, July 29, 2017

Land Use Flexibility and Diversity

●●●●●●●●●●●●●●●●●●●●● (20) Develop new commercial spaces along Three Mile Lane (i.e. gas station, grocery / retail)

●●●●●●●●●●●●●●●●●● (17) Provide services / amenities on east side of bridge. Create office space to bring in higher wage jobs. Create traded sector jobs. Focus future and initial development of Three Mile Lane around the Evergreen Aviation and Space Museum complex, the airport and the hospital

●●●●●●●●●● (10) Allow industrial / commercial flex space (i.e. wine, small manufacturing, avionics, corporate headquarters)

●●●●●●●●● (9) Provide a mix of best fit shopping and access to amenities on Three Mile Lane

●●●●●● (6) Plan for land use that offers many uses [mixed use development]

●●●●● (5) Construct new McMinnville Airport terminal building

●●●●● (5) Amplify the McMinnville Airport as an asset for tourism and commerce

●●●● (4) Expand wine industry near McMinnville Airport. Play up all local economics—not just wine! Blueberries, hazelnuts…

●●● (3) Address the unmet needs for more retail and restaurant services

●● (2) Create urban renewal / enterprise zone

Mobility and Connectivity

●●●●●●●●●●●●● (13) Design bike and pedestrian trail into downtown

●●●●●●●●●●● (11) Provide access to Joe Dancer Park

●●●●●●●●●●● (11) Improve accessibility and increase emphasis to natural areas

●●●●●●●●●● (10) Construct new three Mile Lane multi-modal bridge to downtown

●●●●●●● (7) Add/expand sidewalks and setbacks. Finish Cumulus sidewalk.

●●●●●● (6) Build bike/ped bridge access from Joe Dancer Park and path under bridge to separate pedestrians to cars

●●●●●● (6) Plan long-range bike path network

●●●●● (5) Develop pedestrian / bike access to downtown

●●●● (4) Connect frontage road to more areas; currently dead end and needs easier access without circling back to Three Mile Lane. Complete access road.

●●●● (4) Develop bike path north of NE Norton Lane

●●●● (3) Construct second bridge to north – Norton Lane. Keep new bridge more rural. The existing bridge should remain the main entry point to town.

●●●● (4) Improve vehicular, bike and pedestrian connectivity. Create attractive, multi-modal arterial roadways. Add pedestrian overpasses/ways to connect the whole area (north/south). Develop eastbound access from Highway 18 to downtown. Install traffic light and turn lane at west end of Cumulus. Build bypass roads for trucks and locals to reduce traffic on 3rd Street through City Center.

●●● (2) Add more bike lanes that are easily accessible, safe routes – residential. Construct bike lanes on Cumulus

●● (2) Provide access to river

Sense of Place and Public Space

●●●●●●●●●●●●●● (14) Construct Joe Dancer Park amphitheater. Create amphitheater for 1000+ people

●●●●●●●●●●● (11) Improve signage/gateway to McMinnville. Create gateways to McMinnville.

●●●●●●●●● (9) Protect historic buildings to preserve history and culture of McMinnville. Keep the rural qualities of McMinnville. Design new commercial development to feel intimate. Develop denser commercial land. Construct noise barrier to prevent noise pollution

●●●● (4) Create bike, walking, greenway that connects Three Mile Lane to downtown

●●● (3) Create green space parallel to main road

●●● (3) Update streetscapes (trees, lights, theme signs) with safety in mind

●●● (2) Enhance natural amenities. Maintain and update Airport Park that provides family friendly use. Update Airport Park

●● (2) Move and create better fairgrounds with multi-use amphitheater

●● (2) Build more affordable housing. Readdress parking/safety plans for Habitat for Humanity site

●● (2) Create setbacks between road and new commercial / industrial development

●● (2) Maintain architectural themes in new development

●● (2) Add park at west end of study area

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https://blogs.uoregon.edu/threemilelane/design-charrette/