

General plan update working group meeting # 6, 5:30 PM, Monday, 11-15-2010, Grand Center
Conference Room

We'll bring food!

AGENDA

- Recreation & access to public lands
- Wildlife habitat
- Agriculture/local food
- Open space ranking
- Sub areas

DRAFT PLAN LANGUAGE

Following are some draft goals and strategies based on discussion at the 10-18-2010 working group meeting:

DEVELOPMENT PATTERNS

Goal DP 2- Focus future development in centers where existing and planned infrastructure can accommodate it and so that people can live close to where they work and get goods and services.

Strategy DP2.1- Encourage mixed residential and business development and re-development projects in the commercial zone districts in the US 191 South corridor.

Strategy DP2.2- Require that applicants seeking development permits clean up visible junk on the property proposed for development.

Strategy DP2.3- Provide incentives to reclaim disturbed or polluted lands in the Spanish Valley bottom with affordable housing developments and economic development projects.

Strategy DP2.4- Designate rural centers that can be served efficiently by existing and planned infrastructure where future non-residential and residential development will be encouraged.

Goal DP 3- Gain the maximum public benefit from open space dedication.

Strategy DP3.1- Create a fee in lieu option for open space dedications and use the funds to purchase land and easements for planned trails and other public open space.



Strategy DP3.1- Open space incentives should prioritize the preservation of the following types of land:

To be determined by the public.....

TRANSPORTATION

Goal T1-Support more dense development near Moab with county transportation infrastructure improvements.

Strategy T1.1- Improve existing East-West running roads and intersections that connect Spanish Valley neighborhoods to US 191 to meet future traffic needs (Spanish Trail Road, Mill Creek Drive, San Jose Rd., Sage Ave, Resource Road).

Strategy T1.2 Once the East-West roads and intersections have been upgraded to accommodate future traffic, then improve the North-South collector roads and intersections: Spanish Valley Drive, Mill Creek Drive, and Murphy Lane.

Strategy T1.3 Include bike lanes and/or parallel bike/pedestrian trails along the North-South Collector roads with adequate right of way width (Spanish Valley Drive, Mill Creek Drive).

Strategy T1.4 Once existing infrastructure is improved to meet construction standards and accommodate future traffic, plan for and facilitate the development of additional East-West road connections across Pack Creek to connect Murphy Lane, Spanish Trail Road, and US 191 between San Jose Road and City of Moab boundary.

Strategy T1.5- Prioritize improvements near the City of Moab and work South up the valley in future phases of planning and development.

Goal T2-Continue to work in partnership with Utah Department of Transportation and the City of Moab to improve US 191 and its intersections in the Spanish Valley South of Moab to function as the arterial road for the Spanish Valley transportation system.

Strategy T2.1- Work in partnership with Utah Department of Transportation and the City of Moab to develop a US 191 South of Moab corridor plan.

Strategy T2.2- Work in partnership with Utah Department of Transportation and the City of Moab to develop bike and pedestrian trails parallel to US 191 and other bicycle and pedestrian facilities.

Strategy T2.3- US 191 frontage roads that are developed in the future will be combined with supporting improvements that will allow traffic to move efficiently such as stoplights at access points with the main highway.

Strategy T2.4- US 191 improvements will balance the need for safe local access with the need to accommodate through traffic taking into consideration the efficiency and convenience of traffic circulation and speeds on the highway.

Strategy T2.5- Preserve the internal circulation of existing subdivisions as US 191 and its accesses are improved.

TOPIC MATERIALS- RECREATION AND ACCESS TO PUBLIC LANDS

Current land use code contents on recreation:

- Open space standards call for open space to be available for “planned trail connections and future linear parks”
- Land Use Code has a standard on uses referring to N. Corridor Plan requiring dedication of planned trails.
- 25 % of open space is required to be accessible with trails or for passive recreation.
- Trails count as secondary open space.
- Trail design standards.

Using RPI's Small Communities Parks Planning System we estimated the acreage needed for 900 additional residents in unincorporated county projected between 2011-2030:

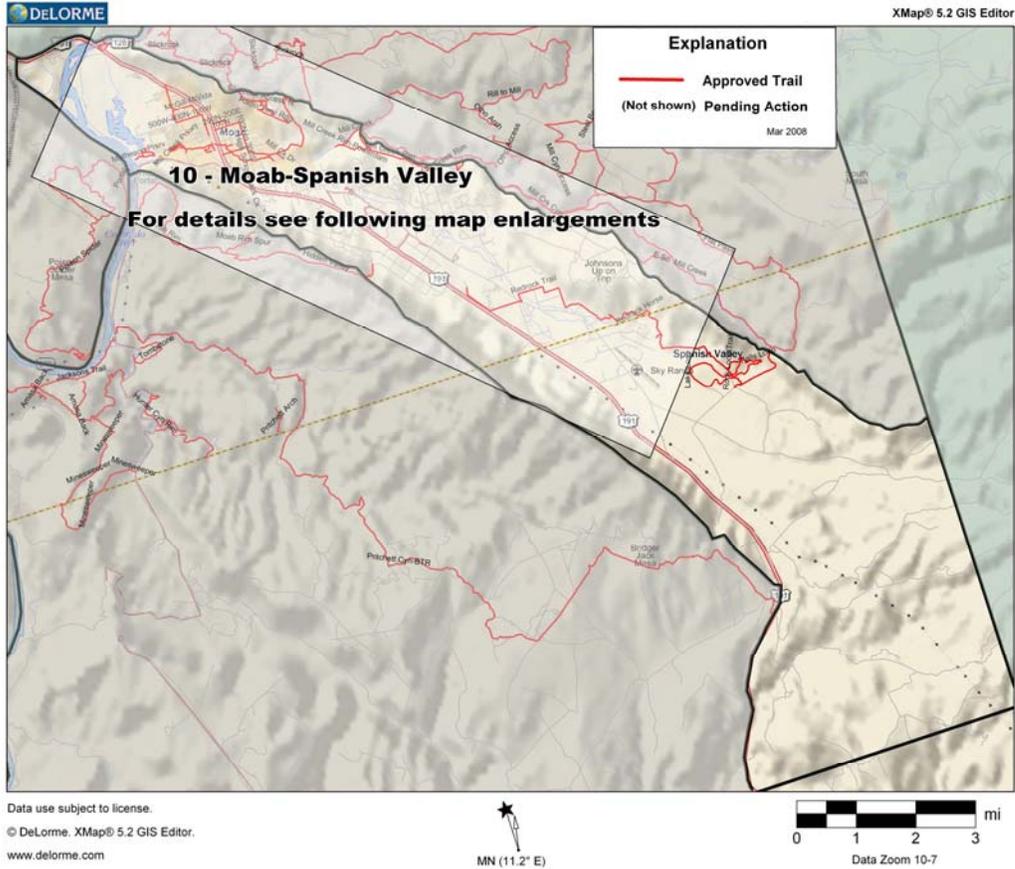
Facility Category	Acreage Required
Trails (Soft and Hard Surface)	6.11
Leisure (Picnic Areas, Playgrounds, general parkland)	0.76
Total Acreage Needed	6.9
Acres Per 1,000 Residents	7.6

Current land use code content on access to public lands:

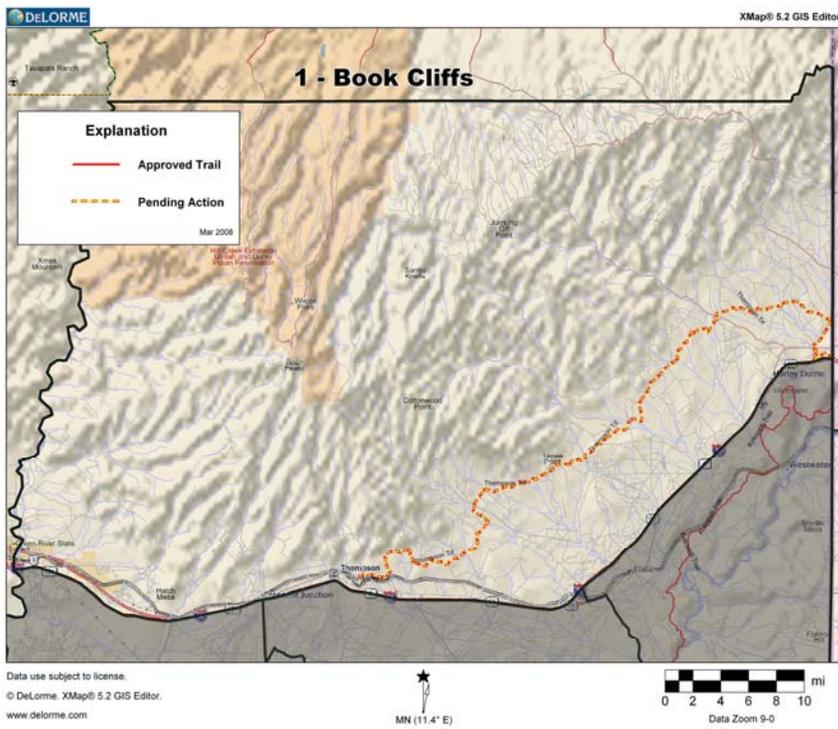
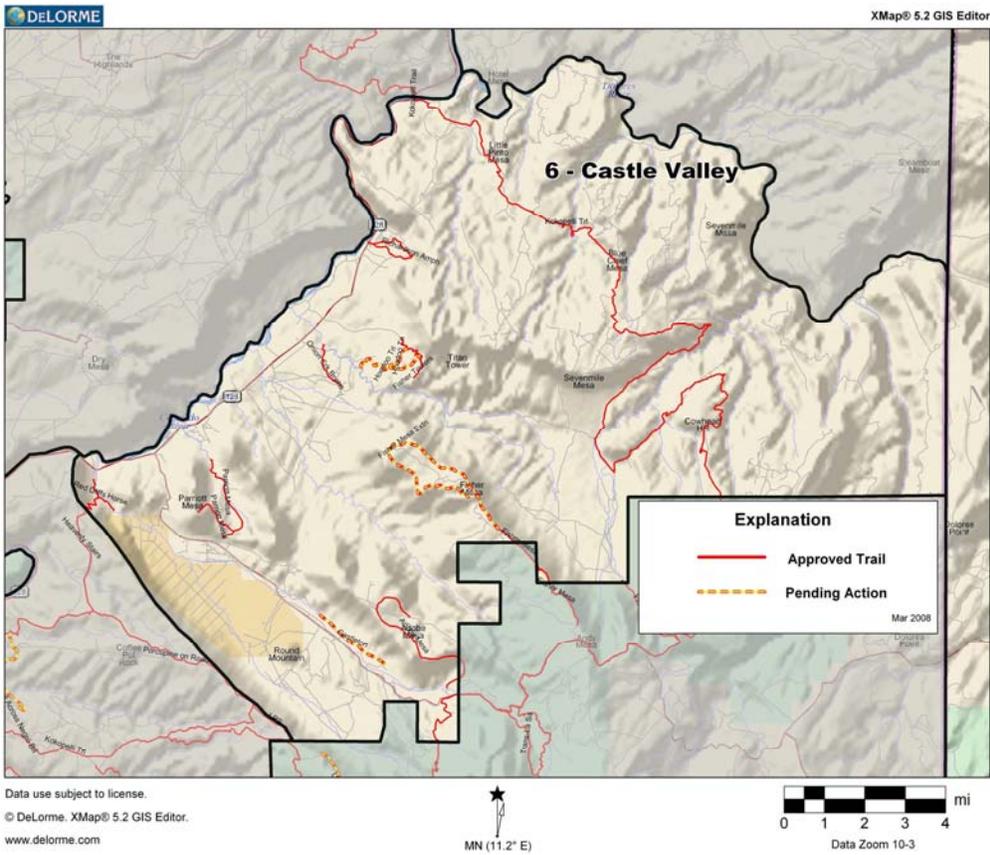
- Resort and dude ranches are required to dedicate trails providing historic access to public lands.

- PUDs required to dedicate trails providing historic access to public lands per Trail Mix.
- Open space standards call for “the continuation of historic public access”.

Trails Plan for Spanish Valley



Trails Plans for Castle Valley and Thompson



Questions for discussion- Recreation and Access to Public Lands

- Does the land use code emphasize trails/linear parks enough?
- Is a reference to the Trail Mix plan adequate for the general plan?
- Should we map “priority bike/pedestrian trails” in the general plan during future land use mapping?

TOPIC MATERIALS - WILDLIFE HABITAT

Map findings: (We will bring maps to the meeting)

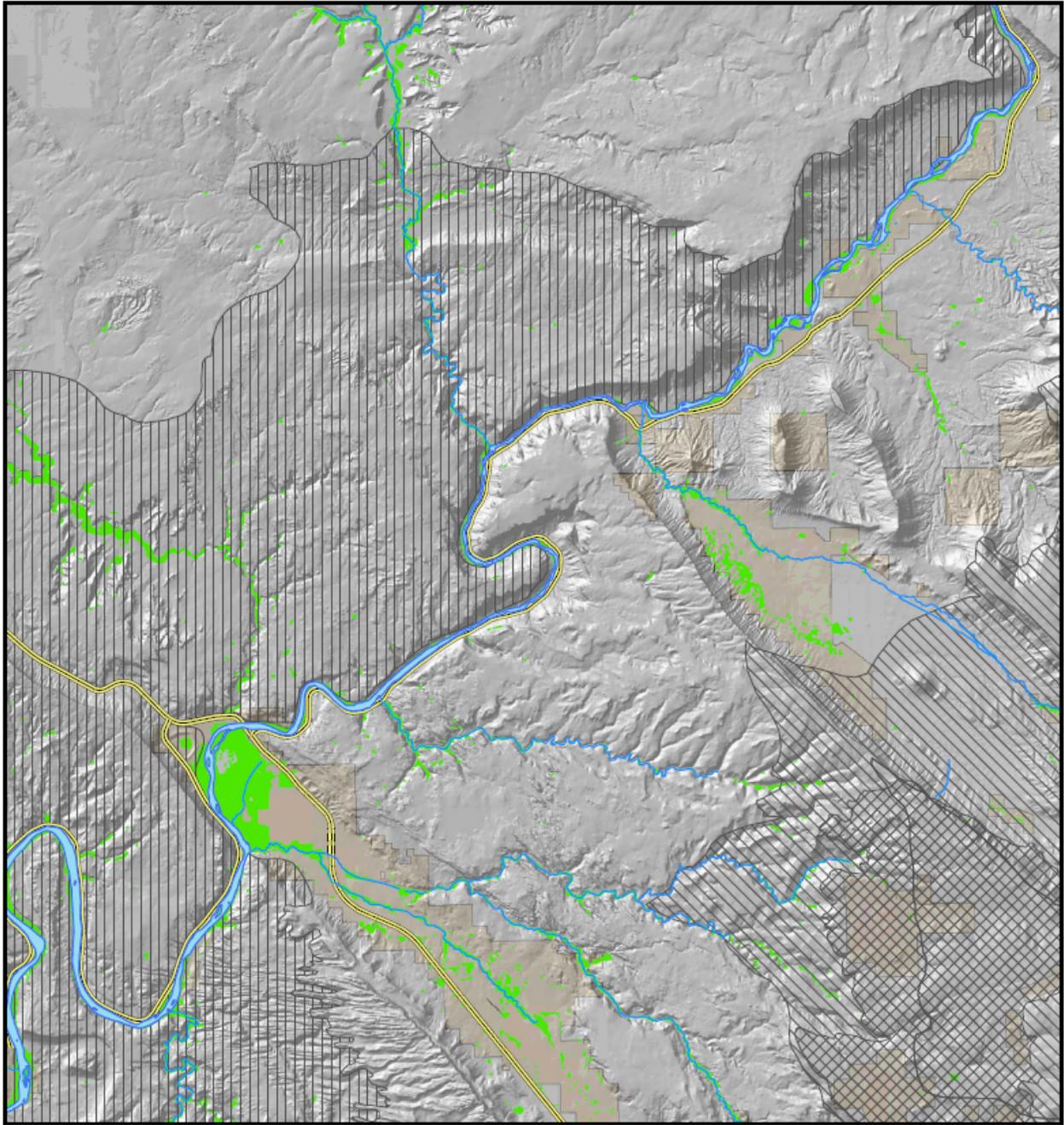
- On most private land, riparian is the important habitat type.
- La Sals, Book Cliffs, Colorado River corridor are important big game range.

Current land use code content on wildlife habitat:

- Constrained lands, which are required open space in residential subdivisions, includes riparian habitat.
- Riparian habitat areas are defined as primary open space.
- No new buildings or additions are allowed in floodplain/historic drainageways unless no other options exist.

Questions for discussion- Wildlife Habitat

- Is the focus on riparian habitat the direction we want to keep going?
- Is the code definition functional?
- Should we coordinate trail corridors and riparian preservation?



Wildlife Habitat

	Streams_and_Rivers
	Highways
	SGIDS3_BIOSCIENCE_Habitat_DesertBighornSheep
	Critical Elk Habitat
	Critical Mule Deer Habitat
	Riparian Habitat
	Private Lands



TOPIC MATERIALS - AGRICULTURE/LOCAL FOOD

Current land use code regulations on agriculture:

- 4 Animal Units per acre allowed as accessory use with a ½ acre minimum.
- Retail is allowed for agricultural operations to sell goods produced on-site.
- Food stands are prohibited or require a planning approval.
- 100 ft. setback from houses for barns, stable, coops, animal sheds or similar structures.
- 20 ft. setback for barn, corral, pen, coop or machinery shed from any open waterway.
- “Barn, corral, pen, coop or machinery shed” require planning approval in Lg. Lot Residential zone (1/2 ac lots).

Current land use code incentives on agriculture:

- Agricultural land defined as secondary open space.
- LUC-“Subdivision does not include a bona fide division or partition of agricultural land for agricultural purposes.”
- Ag fencing is exempt from ridgeline regulations.

Questions for discussion- Agriculture/Local Food

- Are there barriers for local food production in the regulations?
- Are there incentives that the county can provide to keep people in agriculture and/or get people back into it?
- Should we map agricultural/irrigated lands in the general plan?

TOPIC MATERIALS - OPEN SPACE RANKING

Be ready to rank these using key pad polling:

Top 3 types of open space

- 0% 1. Geologic hazards
- 0% 2. Steep slopes
- 0% 3. Floodplain
- 0% 4. Riparian habitat
- 0% 5. Ridgelines
- 0% 6. Drinking water aquifers
- 0% 7. Agricultural lands
- 0% 8. Historic/prehistoric sites

Top 2 uses of open space

- 0% 1. Trails/linear parks
- 0% 2. Passive recreation
- 0% 3. View/landscape
- 0% 4. Wildlife habitat
- 0% 5. Agriculture