

# City of Redwood City Community Benefits Program: Refining Priorities

Community Workshop #2  
January 14, 2015



**DYETT & BHATIA**  
Urban and Regional Planners

# Workshop Agenda and Objectives

## *Agenda*

- Opening remarks
- Review identified priorities and current requirements
- Discuss and rank priorities
- Next steps

## *Objectives*

- **Review identified priorities** for community benefits
- **Discuss current requirements** related to the identified priorities
- Based on further understanding of existing requirements, **refine identified priorities** for inclusion in a community benefits program



# Community Benefits Overview

- Part of City efforts to leverage public resources invested in community assets
- Obtain amenities exceeding current requirements
- New requirements applicable to new development to improve quality of life, commensurate with increased property value
- Alternative to State-authorized redevelopment programs that provided vital funding for affordable housing and other improvements



# Identified Priorities

- Housing
- Schools and Children
- Jobs
- Parks and Recreation
- Mobility
- Community Identity



# Housing

- Affordable housing
- Family friendly design



# Housing

Type of Benefit	Current Requirement	Program Ideas
<b>Additional affordable housing</b>	Density bonus available under State law; nexus study underway as basis for new fee applicable to residential and non-residential development	Affordable housing beyond density bonus program requirement or proposed mandatory inclusionary program
<b>Family-friendly design</b>	None	Bonus awarded for providing 3- or 4-bedroom units



# Schools and Children

- Schools
- After-school programs
- Child care



# Schools and Children

Type of Benefit	Current Requirement	Program Ideas
<b>Support for schools</b>	School impact fee under State law	Funding for education foundations, scholarship programs, etc.
<b>Child care</b>	Density bonus available under State law; FAR exemption in Commercial Park District	Bonus for exceeding child care requirements under existing law; extending FAR exemption to other districts; new impact fee



# Jobs

- Prevailing wage
- Local hire programs

WORKFORCE  
DEVELOPMENT



SAN MATEO COUNTY



DYETT & BHATIA  
Urban and Regional Planners

# Jobs

Type of Benefit	Current Requirement	Program Ideas
<b>Prevailing wage</b>	Applicable to some Federally and State funded projects	Provisions for prevailing wage
<b>Local hire and training programs</b>	None	Provisions for local hires; apprentice and job-training programs



# Parks and Recreation



- Parks and open space
- Access to SF Bay



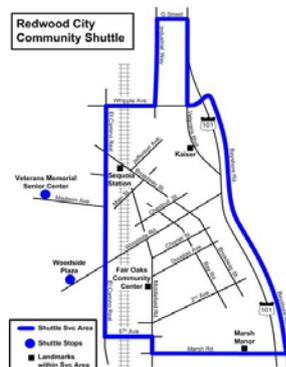
# Parks and Recreation

Type of Benefit	Current Requirement	Program Ideas
<b>Parks / open space</b>	Park impact fee and park dedication requirements allowed by State law	Extend requirements to non-residential development; include specific elements as part of Inner Harbor Specific Plan, Downtown Precise Plan, and other new plans
<b>SF Bay access</b>	FAR exemption for public access to Bay in Commercial Park District	Extend FAR exemption to other districts; include specific elements as part of specific plans



# Mobility

- Traffic demand management (TDM) and trip reduction
- Shuttles and transit
- Bike and pedestrian improvements
- Streetscape improvements



# Mobility

Type of Benefit	Current Requirement	Program Ideas
<b>Traffic demand management</b>	Imposed on case-by-case basis to mitigate impacts	Adopt TDM ordinance; offer incentives for items that not part of ordinance (e.g. seed money for Transportation Management Agency)
<b>Shuttles and transit</b>	Imposed on case-by-case basis to mitigate impacts	Funding for new or additional services
<b>Bike and pedestrian improvements</b>	Funding from existing transportation impact fee	Improvements beyond those covered by impact fees
<b>Streetscape improvements</b>	Imposed on case-by-case as condition of project approval or in areas with assessment districts	Landscaping, street trees and other improvements to public right-of-way

# Community Identity



- Public art
- Community project fund
- Façade improvement program
- Community facilities



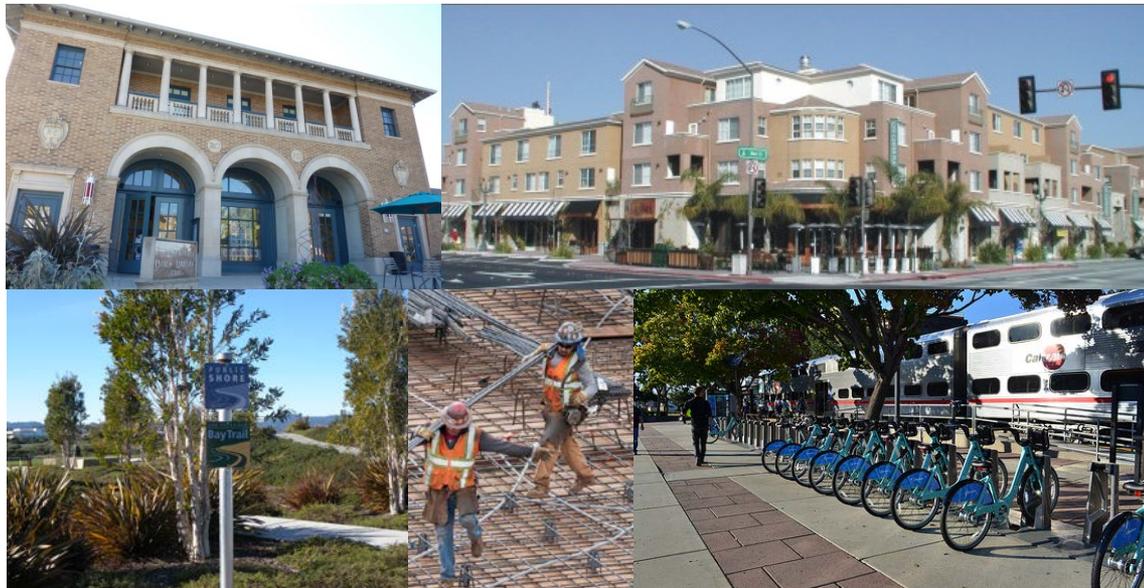
# Community Identity

Type of Benefit	Current Requirement	Program Ideas
<b>Public art</b>	None	Percent for arts program
<b>“Community project” fund</b>	None	Financial support for community projects to augment Community Improvement Grant Fund
<b>Façade improvement program</b>	None	Financial support for program
<b>Community facilities (e.g., library, community center)</b>	Capital Project Fund	Provision of community facilities or funds beyond what is otherwise required



# Workshop Activity

Each participant is given '\$10' to 'spend' on community benefits. The amount of money spent on each benefit should reflect how important it is for that specific benefit to be part of a community benefits program.



# Next Steps

- At 10 minutes to 8:00 we'll break to summarize what we've heard so far
- Create a short report summarizing what we've heard at tonight's meeting and make the report publicly available
- Schedule public hearings with Planning Commission and Council to update them on what we've heard so far
- After that hearing, the project schedule will be updated based on PC and CC input.

