

**WAREHOUSE CHARACTER AREA**  
**Public Meeting**  
**Phoenix City Hall**  
July 08, 2008

**STAKEHOLDER COMMENTS**

**Physical elements stakeholders like**

- Buildings form a wall, shape the public realm
- Existing buildings, materials and textures
- Trees that exist in the area, green
- 50-100 foot narrow buildings, block structure
- Narrow streets

**What exists that is not wanted in the Warehouse Area**

1. Job Corps is a big problem in the area (overall consensus by all stakeholders).  
There is a lack of control over youths on campus, they don't stay on the campus, but congregate around it and on adjacent streets.
  - There is an intimidation factor for visitors, residents and workers, because of J.Corps students and J.Corps residents/transients "hanging" around.  
Stakeholders mentioned there is a lack of safety around 3<sup>rd</sup> Street.
  - Drugs dealing/buying occurs around the J.Corps – some go to the Central Park Neighborhood to buy drugs
  - Graffiti generated by the J.Corps population
  - Trash is generated by the J.Corps population. Stakeholders pointed out that they generate the trash, not game goers.
  - Stakeholders have call the campus and the police on various occasions, but say that nothing has been done
  - Vacant parcels that belong to the Federal Government for future expansion of services.
2. Parking meters. There was an overall consensus by stakeholders that there is no real need for parking meters, and that it may undermine development in the area. Stakeholders concerned over plans to add parking meters on 1<sup>st</sup> Street.

3. Buildings that do not face the street, blocked out windows/doors – these buildings don't provide “eyes on the street (ie, Lincoln Street).
4. Streets that are blocked off and don't provide connectivity throughout the Warehouse area.
5. Surface Parking
8. Newspaper racks – many fall over, magazines/paper litters the area and it gives the street and area a “trashy” appearance
9. Lack of connectivity. Eg.: School bus parking lot – it blocks 2<sup>nd</sup> street providing no connectivity for the area
10. Vacant land and underutilized buildings

### **What does the Warehouse area lack**

1. Sense of Identity
2. Incentives for development, especially in adaptive reuse
3. Residents, tenants
4. Lack of police patrol on an ongoing basis
5. Uniform streetscape, including unique lighting fixtures, that sets the area apart
6. Bicycle lanes
7. Uniform signage at points of entry into the Warehouse area
8. Pedestrian “friendly” streets
  - o Lack of trees
  - o Lack of shade
  - o Lack of improvements (eg.: 1<sup>st</sup> Street missing sidewalks)
  - o Lack of street lighting
  - o Lack of safety
  - o Lack of authenticity, no theme, nothing that defines the streetscape as “Warehouse”
9. Lighting on alleyways
10. Sidewalk maintenance in general – no improvement or maintenance of vacant parcels/buildings makes the area shabby.
11. Building inspectors that understand old/historic structures

12. Review team that can understand old/historic structures and how to assist in adaptive reuse in a reasonable way to meet standards (eg.: the Bentley being asked to have 60 bathrooms)
13. Pedestrian friendly environment, no trees or shade

### **What is needed to make the Warehouse Area a success**

1. THE THREE "Rs"
  - Residents
  - Restaurants
  - Retail
2. Entertainment district
  - Night Life
  - Dance clubs
3. Improvements to the Rail Road right-of-way. Make it into an asset; warehouses face the right-of way.
4. Enhanced pedestrian connectivity between Downtown, stadium and Warehouse, especially once the Light Rail is in operation. 3<sup>rd</sup> Street as a potential venue, but needs improvements to be pedestrian friendly and safety (Job Corps)
5. Bicycle lanes
6. Create an identity between creative uses and the Warehouse area. Visual arts, architects, graphic designers, and public relations firms are attracted to older and historic structures.
7. Investment by the City in streetscape improvements
8. The Warehouse needs a theme to impart [visual] authenticity and promote development: streetscape, lighting, building architectural elements.
9. Unique signage. Allow banners promoting events by right instead of having to apply for use permits.
10. Keep the look of narrow buildings
11. Consider a Municipal Enhancement District for the Warehouse Area
12. Parking: resident parking shared with businesses. Facilitate parking for existing warehouse buildings (not enough parking once uses change)
13. Organization to promote the Warehouse District (such as San Diego's CCDC)
14. Review/revise "revocable permits" to facilitate redevelopment