Normal Neighborhood Plan

Project Guiding Principles and Objective

Throughout the process of developing the Normal Neighborhood Plan the Planning Commission, design team, resident participants engaged in the process, and staff have referenced the following goals and objectives to help guide discussions about various plan elements:

- Increase efficiency in the use of land through concentration of housing in a centrally located area within the City UGB planned for future urban development;
- Achieve a development pattern that results in a balanced, multi-modal transportation system and that enhances opportunities for walking, bicycling or using transit in areas planned for transit service;
- Delineate housing, neighborhood serving commercial, open space, public space, and green infrastructure improvements, in a manner that provides for preservation and enhancement of creeks and wetlands;
- Develop new illustrative conceptual architectural and site plans for the project area consistent with Transportation and Growth Management objectives. Concepts will meet the City's and the property owners' development goals and standards.
- Design a local street grid for the project area including connections to existing and planned street, pedestrian, and bicycle facilities outside the project area to more fully integrate the project area into the City transportation system;
- Provide for pedestrian and bicycle routes and facility improvements within the project area that will provide safe access to local schools;
- Provide alternatives to, or delay the need for, expansion of the City UGB;
- Reduce emissions that contribute to climate change through changes to transportation or land use plans that reduce expected automobile vehicle miles traveled;
- Provide an implementation strategy that includes supporting Comprehensive Plan and updated TSP amendments, form based codes, and design standards; and
- Present the Plan and documentation necessary to support adoption to City's Planning Commission (PC) and City Council (Council).