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Prepared by HKGi, project consultants
COMMUNITY INPUT PROCESS

NEIGHBORHOOD PLANNING AREAS AND NEIGHBORHOODS

A Comprehensive plan is an official document that guides the future of the city. The City of St. Louis Park has begun the process of creating a 2040 Plan, an update to its 2030 Comprehensive Plan. The 2040 Plan will build on the Vision 3.0 foundation, completed in 2017, and integrate it into the plan elements of land use and development planning, housing goals and strategies, transportation and mobility planning, parks and trail planning, public facilities, equity, economic development, and environmental sustainability.

The City of St. Louis Park has defined 35 neighborhoods that encompass the entire land area of the City. In 2009, residents of these neighborhoods provided important feedback and comments for the Plan by Neighborhood chapter of the 2030 Comprehensive Plan. Because it is important to address future development and planning at a neighborhood scale, the 2040 Plan project team has engaged the neighborhoods for the initial phase of community engagement for this project.

The 35 neighborhoods have been grouped geographically into 7 Neighborhood Planning Areas (NPAs), as shown in Figure 1.
NEIGHBORHOOD PLANNING WORKSHOPS

The initial phase of community engagement for the 2040 plan included four Neighborhood Planning Workshops, aimed at covering the seven Neighborhood Planning Areas and all 35 neighborhoods.

Turnout for the Neighborhood Workshops was high; over 130 residents participated, with 50 residents attending the meeting on November 28th for the Central and West Central Planning areas.

The Workshops were 1.5 hours long and were located at community centers specific to the Neighborhood Planning Areas.

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COMMUNITY INPUT PROCESS

NEIGHBORHOOD FEATURES GAME

The Neighborhood Planning Workshops consisted of a short presentation given by City planning staff and the project consultants. Then participants were divided into tables by their neighborhoods to play the Neighborhood Features Game. This game was designed to gather input from residents about their preferences for future developments, as well as to gather common issues and opportunities that exist in the topics of Development, People, Mobility, and Environmental Assets. Within each topic, participants answered three questions and worked around the board to complete.

Participants also used dot stickers to mark places in their neighborhood where they would like to see future development, where they experience challenges getting around, where they typically gather with friends and neighbors, as well as locating key environmental assets.

Summaries of the dot-mapping by Neighborhood Planning Areas are located on pages 9 - 22 of this document.

Figure 2. Neighborhood Features Gameboard

Neighborhood Features Game at a Neighborhood Planning Workshop
Figure 3. Workshop Participation by Neighborhood

Figure 4. Workshop Participation by Gender

Figure 5. Workshop Participation by Race and Ethnicity

Figure 6. Workshop Participation by Age

WORKSHOP PARTICIPANTS

133
COMMUNITY INPUT PROCESS

ONLINE NEIGHBORHOOD PLANNING SURVEY

With the intention of gathering as much input as possible, and the understanding that many people may not be able to attend a Neighborhood Planning Workshop, an online survey was created and launched concurrent with the workshops. Over the course of one month (Nov. 16th - Dec. 15th, 2017) 1,083 residents participated in the online survey.

The survey questions were structured similar to the questions asked on the Neighborhood Features Game. Additional demographic information was gathered, in the online survey, as well as information about each participant’s neighborhood. Out of 35 neighborhoods, all but one were represented in the online survey.

Pages 7 through 14 of this document summarize the main themes gathered through the online survey and the gameboard activity at the Neighborhood Planning Workshops.
Figure 9. Survey Participation by Race and Ethnicity

- White: 94.10%
- Asian: 2.08%
- Black or African American: 1.39%
- Hispanic, Latino or Spanish origin: 2.60%
- American Indian or Alaska Native: 1.04%
- Middle Eastern or North African: 0.69%
- Native Hawaiian or Other Pacific Islander: 0.52%
- Other race, ethnicity, or origin: 3.47%

Figure 10. Survey Participation by Gender

- Female: 64.42%
- Male: 35.58%

Figure 11. Survey Participation by Age

- 12-17 years old: 0.16%
- 18-24 years old: 0.32%
- 25-34 years old: 16.10%
- 35-44 years old: 23.35%
- 45-54 years old: 19.97%
- 55-64 years old: 21.74%
- 65-74 years old: 15.14%
- 75+ years old: 3.22%


**SUMMARY OF QUESTION RESPONSES**

**DEVELOPMENT**

The following is a summary of themes identified for each question posed for the gameboard activity. Themes are listed in order by prevalence.

### 1. NEIGHBORHOOD CHARACTER

What are the most important features of your neighborhood’s character that should be preserved?

*What we heard through the gameboard activity:*

- Parks and recreation facilities
- Trails/sidewalks
- Trees and green spaces
- Existing homes
- People
- Residential neighborhood environment
- Nearby businesses
- Accessibility / convenience
- Natural landscape
- Community services
- Schools
- Controlled growth
- Parking
- Transit
- History
- Retail & restaurant businesses
- Safety

### 2. COMMERCIAL

What kind of commercial businesses (retail, service, restaurant) would you like to see in or near your neighborhood?

*What we heard through the gameboard activity:*

- Restaurant/coffee shop
- Small/local
- Grocery
- Retail
- Mixed use
- Walkable businesses
- None: do not expand commercial
- Recreation/entertainment
- Compatibility with neighborhood
- Health clinic
- Improved sites/landscaping
- Accessible spaces
- Improved internet access
- Miscellaneous
- Shared working space

### 3. HOUSING

Are there housing issues or opportunities (e.g. affordability, maintenance, size) in your neighborhood? What are they?

*What we heard through the gameboard activity:*

- Affordability
- Character of new single family houses
- Maintenance/upkeep needs
- Issues with rental properties
- More housing options wanted
- Increased density
- Maintain housing mix
- Scale of new multi family housing
- Non-residential uses of homes
- Preserve nature
- Environmental design
- Miscellaneous
- Mixed Use wanted
- Sidewalks
4. EDUCATION / LIFE-LONG LEARNING
In what ways could educational opportunities be improved for neighborhood residents of all ages, incomes, and races?

*What we heard through the gameboard activity:*
- Community education improvements
- Facility/program accessibility
- Improve facility/program communications
- Add new facilities
- Collaborate with school facilities
- Improve community center facilities
- Library improvements
- Park facility for educational programs
- School curriculum improvements
- Improve internet access
- Reduce fees
- Improve daycare options
- Improve transportation options
- Joint programs with other cities
- Park recreational programs

5. HEALTH + SAFETY
What would make your neighborhood a healthier and safer place to live?

*What we heard through the gameboard activity:*
- Add & maintain sidewalks
- Reduce/calm vehicle traffic
- Improve ped/bike crossings
- Improve intersections
- Improve street/path lighting
- Increase police involvement
- Improve recreational options
- Improve transit services
- Protect air quality
- Support neighborhood interaction
- Improve ped/bike environment
- Reduce noise pollution
- Support complementary mix of land uses
- Improve trash facilities
- Miscellaneous
- Protect water quality
- Support access to healthy options
- Improve utility services
- Protect soil quality

6. SOCIAL CONNECTIONS
What would increase opportunities for neighborhood residents to connect with each other?

*What we heard through the gameboard activity:*
- Support neighborhood communications
- Add places for neighborhood gathering
- Increase neighborhood events/programming
- Improve internet access
- Add benches / places to sit
SUMMARY OF QUESTION RESPONSES

MOBILITY

The following is a summary of themes identified for each question posed for the gameboard activity. Themes are listed in order by prevalence.

7. WALKING + BIKING
What would make your neighborhood more desirable for walking and biking?

What we heard through the gameboard activity:

» Add & maintain sidewalks
» Improve ped/bike crossings
» Add/improve bike facilities
» Improve sidewalk/trail safety
» Reduce/calm vehicle traffic
» Add ped/bike bridge
» Expand trail system
» Improve street/path lighting
» Improve/maintain walkability
» Improve intersection safety
» Improve street parking
» Improve trails
» Miscellaneous

8. TRANSIT
What transit services would improve your neighborhood?

What we heard through the gameboard activity:

» Increase/improve bus service
» Develop light rail line
» Add/improve bus shelters
» Add shuttle/circulator service
» Add/improve bike facilities

9. DRIVING
What would make getting around by car more desirable in your neighborhood?

What we heard through the gameboard activity:

» Improve intersection safety
» Reduce/calm vehicle traffic
» Improve street parking
» Add/improve street connections
» Improve intersection congestion
» Street maintenance
» Increase non-motorized travel
» Reduce cut-through traffic
» Improve bike facilities
» Improve street/path lighting
» Increase environmental vehicle options
» Improve driveway access
» Improve intersection safety
» Increase police involvement
ENVIRONMENT
The following is a summary of themes identified for each question posed for the gameboard activity. Themes are listed in order by prevalence.

10. NATURAL AREAS
How could the natural environment (lakes, wetlands, trees, open spaces, air be improved in your neighborhood?)

What we heard through the gameboard activity:
- Tree planting, replacement, treatment
- Pond/wetland/lake maintenance
- Preserve/improve green spaces
- Add green spaces
- Minnehaha Creek improvements
- Decrease invasive vegetation
- Preserve/improve walkability
- Increase native vegetation
- Increase pollinator-friendly habitats
- Miscellaneous
- Noise pollution
- Litter management
- Stormwater quality
- Soil contamination issues

11. ENVIRONMENT + SUSTAINABILITY
What are your biggest concerns or priorities regarding the environment or sustainability in your neighborhood?

What we heard through the gameboard activity:
- Increase / improve recycling
- Water quality
- Tree planting, replacement, treatment
- Stormwater management
- Litter management
- Manage development density
- Noise pollution
- Soil contamination issues
- Water conservation
- Invasive plants
- Light pollution
- Minnehaha Creek improvements
- Renewable energy
- Manage traffic
- Miscellaneous
- Preserve/improve/add green spaces
- Air quality
- Increase pollinator-friendly habitats
- Pond/wetland/lake maintenance

12. PARKS + RECREATION
What park and recreation facilities do you use? Are there any changes you would suggest?

What we heard through the gameboard activity:
- Existing park
- Add indoor park facilities
- Existing trails
- Westwood Nature Center
- Miscellaneous
- Park facilities for all ages
- Rec Center
- Add park amenities
- Add/improve dog park
- Park maintenance
- Playground
- Add trails
- Add community gardens
- Aquatic facilities
- Ice rink
- Playfields
- Skiing
- Trail lighting
- Add park near Knollwood
- Community rec programs
CENTRAL

There were 24 gameboard participants at the Neighborhood Planning Workshop representing the Central Neighborhood Planning Area, which includes four neighborhoods:

» Birchwood
» Bronx Park
» Lenox
» Sorenson

The following are take-aways from the dot-mapping exercise:

» Potential future development sites are generally preferred at the intersection of Lake Street and Minnetonka Blvd, as well as near the Walker-Lake area.

» Gathering spaces within the Central Planning Area have been identified near parks, St. Louis Park High School, and businesses along Lake St, Minnehaha Blvd and Louisiana Ave.

» Difficult intersections that have been identified align with busier traffic patterns.

» Identified environmental assets are primarily linked to existing parks and open spaces.

SUMMARY OF MAPPING RESPONSES
"Where are your neighborhood’s existing and potential gathering places?"

"Where are there challenges for getting around easily and safely in your neighborhood?"

"Where are your neighborhood’s environmental assets?"
EAST CENTRAL

There were 7 gameboard participants at the Neighborhood Planning Workshop representing the East Central Neighborhood Planning Area, which includes 3 neighborhoods:

» Lake Forest
» Fern Hill
» Triangle

The following are take-aways from the dot-mapping exercise:

» Only one future development site was identified, potentially signifying limited support for and/or awareness of potential new development in the area.

» Gathering spaces were identified in conjunction with existing parks, open spaces, and businesses along Minnetonka Blvd

» Difficult intersections were identified primarily along Minnetonka Blvd and near Hwy 100

» Twin Lakes Park and Fern Hill Park are popular as environmental assets for the area
"Where are your neighborhood’s existing and potential gathering places?"

"Where are there challenges for getting around easily and safely in your neighborhood?"

"Where are your neighborhood’s environmental assets?"
There were 23 gameboard participants at the Neighborhood Planning Workshop representing the Southeast Neighborhood Planning Area, which includes 4 neighborhoods:

» Browndale
» Minikahda Vista
» Minikahda Oaks
» Wolfe Park

The following are take-aways from the dot-mapping exercise:

» Excelsior Blvd was identified as a popular roadway for future development

» Businesses along Excelsior Blvd as well as neighborhood parks and schools were identified as gathering places

» Many difficult intersections were identified for all modes of transportation, mainly along Excelsior Boulevard, Monterey Dr./36th St and France Ave

» Wolfe Park and Bass Lake Preserve are extremely popular as environmental assets for the area
“Where are your neighborhood’s existing and potential gathering places?”

“Where are there challenges for getting around easily and safely in your neighborhood?”

“Where are your neighborhood’s environmental assets?”
SOUTHWEST

There were 20 gameboard participants at the Neighborhood Planning Workshop representing the Southwest Neighborhood Planning Area, which includes 6 neighborhoods:

» Brooklawns
» Brookside
» Creekside
» Elmwood
» Meadowbrook
» South Oak Hill

The following are take-aways from the dot-mapping exercise:

» Future development sites were identified mostly along Excelsior Blvd

» Wooddale Ave at Hwy 7, Cedar Lake Trail, 36th St and the future site of a LRT station have been identified as a challenging intersection for bicyclists and pedestrians, as well as along Excelsior Blvd at Highway 100

» Bunny’s Bar and Grill, neighborhood parks and churches were identified as popular gathering places

» Environmental assets identified correspond to Meadowbrook Park and Lake, Minnehaha Creek, and neighborhood parks
“Where do you live?”

“Where are your neighborhood’s existing and potential gathering places?”

“Where are your neighborhood’s environmental assets?”

“Where are there challenges for getting around easily and safely in your neighborhood?”
WEST CENTRAL
There were 16 gameboard participants at the Neighborhood Planning Workshop representing the West Central Neighborhood Planning Area, which includes 5 neighborhoods:

» Amhurst
» Cobblecrest
» Minnehaha
» Oak Hill
» Texa Tonka

The following are take-aways from the dot-mapping exercise:

» Future development sites were primarily identified at the intersection of Texas Avenue and Minnetonka Blvd (Texa-Tonka), with an emphasis on the surface parking lots located here

» Aquila Park, Oak Hill Park, Minnehaha Creek and businesses along Minnetonka Blvd are popular gathering places

» Many difficult roadway intersections were identified in alignment with Cedar Lake Trail, as well as West 36th St, Minnetonka Blvd, near Oak Hill Park and along Knollwood Green

» Minnehaha Creek, Aquila Park, Oak Hill Park, and Texa-Tonka Park were identified as a key environmental asset for the area
"Where do you live?"

"Where are your neighborhood’s existing and potential gathering places?"

"Where are your neighborhood’s environmental assets?"

"Where are there challenges for getting around easily and safely in your neighborhood?"
There were 7 gameboard participants at the Neighborhood Planning Workshop representing the Northeast Neighborhood Planning Area, which includes 4 neighborhoods:

» Blackstone
» Cedarhurst
» Eliot
» Eliot View

The following are take-aways from the dot-mapping exercise:

» Few future development sites were identified, with all located at the outskirts of the Neighborhood Planning Area

» Popular gathering places were identified at neighborhood parks and the Jewish Community Center

» Difficult intersections were located along the Cedar Lake Trail. Cedar Lake Rd, Louisiana Ave, Park Place Blvd, and Highway 100

» Identified environmental assets include neighborhood parks, Cedar Lake Trail corridor, and Otten Pond
Community Engagement Summary

- "Where do you live?"
- "Where are your neighborhood's existing and potential gathering places?"
- "Where are your neighborhood's environmental assets?"
- "Where are there challenges for getting around easily and safely in your neighborhood?"
NORTHWEST

There were 13 gameboard participants at the Neighborhood Planning Workshop representing the Northwest Neighborhood Planning Area, which includes 8 neighborhoods:

» Cedar Manor
» Crestview
» Kilmer Pond
» Pennsylvania Park
» Shelard Park
» Westdale
» Westwood Hills
» Willow Park

The following are take-aways from the dot-mapping exercise:

» Only one future development site was identified, at the intersection of Texas Avenue and Wayzata Boulevard
» Popular gathering places were identified in conjunction with Westwood Hills Nature Center, Lamplighter Park, schools, and Minneapolis Golf Club
» Difficult intersections were located along Cedar Lake Road, at Texas Avenue and Wayzata Boulevard, and near Lamplighter Park
» Westwood Hills Nature Center, Lamplighter Park, Hannon Lake, Cedar Manor Park and Minneapolis Golf Club were identified as key environmental assets for the area
“Where do you live?”

“Where are your neighborhood’s existing and potential gathering places?”

“Where are your neighborhood’s environmental assets?”

“Where are there challenges for getting around easily and safely in your neighborhood?”