



# Scenario Workshop Summary

The Scenario Workshop was held to identify key growth strategies to be examined and measured moving forward in the General Plan update process. The workshop was held on February 26 at Snowcrest Junior High in Eden, with mobile outreach the following day around the Valley. 66 individuals signed-in for the meeting, with an additional 20 individuals estimated that did not sign-in.

Three possible growth scenarios were presented. Informational boards explained the scenario and its components. Participants were invited to comment on what they liked or didn't like about each scenario, as well as give ideas on their own ideal scenario. The intent was to find out what the community would like the consultant team to research and measure at potential growth strategies. No scenario was proposed as a way to move forward, but as a range of ideas and options to provide comment on.

Below are the results from each scenario. Participants were asked to measure how each scenario performed given the below criteria, with 1 being the worst and 3 being the best. Although these score cards do provide us with a snapshot of the participant's feelings on possible scenarios to measure, some participant's placed more than one sticker by their vote, which might have swayed the outcome.

The scenarios below are color coded based on amount of sticker dots received in each category. Red is the lowest amount of dots, green is the highest, and yellow is in the middle.

## Business as Usual

<b>Natural Environment</b>	<b>1</b>	<b>2</b>	<b>3</b>
Preservation of views	10	2	9
Preservation of natural assets	10	2	8
Farm acreage protected	8	1	9
Air and water quality	8	1	8
Dark sky quality	12	1	10
<b>Social Environment</b>			
Development values compensated	3	2	10
Diversity of employment	6	1	6
Recreational quality	6	0	8
Jobs per household	3	1	6
Preservation of heritage	5	1	11

<b>Built Environment</b>			
Commercial diversity (services available)	5	3	7
Housing diversity	6	2	7
Access to water, sewer, and power systems	7	1	8
Retention and promotion of character	6	2	6
Mobility choices available	6	2	6

## Villages and Farms

<b>Natural Environment</b>	<b>1</b>	<b>2</b>	<b>3</b>
Preservation of views	5	3	15
Preservation of natural assets	4	3	11
Farm acreage protected	5	3	15
Air and water quality	13	2	15
Dark sky quality	6	4	15
<b>Social Environment</b>			
Development values compensated	7	9	1
Diversity of Employment	4	6	1
Recreational quality	6	1	7
Jobs per household	5	5	0
Preservation of heritage	6	8	3
<b>Built Environment</b>			
Commercial diversity (services available)	7	7	2
Housing diversity	6	6	2
Access to water, sewer, and power systems	12	1	4
Retention and promotion of character	2	6	8
Mobility choices available	5	6	1

## Town Centers

<b>Natural Environment</b>	<b>1</b>	<b>2</b>	<b>3</b>
Preservation of views	13	2	20
Preservation of natural assets	14	2	16
Farm acreage protected	16	8	14
Air and water quality	19	1	12
Dark sky quality	15	3	9
<b>Social Environment</b>			
Development values compensated	11	5	2
Diversity of Employment	9	2	4
Recreational quality	9	4	2
Jobs per household	9	2	3
Preservation of heritage	14	4	4
<b>Built Environment</b>			
Commercial diversity (services available)	12	1	6
Housing diversity	11	2	6
Access to water, sewer, and power systems	7	3	6
Retention and promotion of character	14	2	4
Mobility choices available	21	2	4