

HUD Livability Principles

**Value Communities & Neighborhoods**

**Goal: Revitalized and repopulated downtown**  
**Objectives**

- To prioritize key buildings for developer, buyer and tenant recruitment
- To identify priority buildings for interior and/or exterior rehabilitation and reuse
- To identify priority buildings for removal
- To identify potential tenant types for first floor spaces including retail and service companies
- To identify strategies for upper floor reuse including office, residential and live/work space
- To maintain a database of available properties for sale and lease

**Goal: A downtown friendly to the environment**  
**Objectives**

- To encourage green roofs to insulate buildings, absorb runoff, provide habitat and ameliorate the urban heat island
- To make retrofits to allow collaboration and cooperation on downtown heating and cooling systems
- To encourage greater densities
- To encourage water gardens and pervious surfaces to absorb storm water

**Coordinate Policies & Leverage Investment**

**Goal: A downtown truly reflective of partnering**  
**Objectives**

- To access programs at all levels — city, county, regional, state and federal — to fund downtown projects
- To provide an atmosphere that encourages collaboration and cooperation between the public and private sectors to reach common goals
- To provide a showcase for application of livability principles
- To develop local sources of funding and incentives for downtown development
- To adopt local laws and establish local commissions to allow greater latitude for property owners in renovation and rehabilitation efforts

**Goal: A vibrant hospital and health care services district downtown**  
**Objectives**

- To exploit economic potentials in health care and health services
- To support and expand Glens Falls role as a regional destination for health care
- To provide goods and services to patients and their families
- To strengthen downtown as the core location for offices for health care providers such as doctors and therapists

**Support Existing Communities**

**Goal: Less vacant land**  
**Objectives**

- To prioritize key vacant lots for acquisition and resale for infill development
- To identify redevelopment potentials for vacant lots
- To identify potential developers, buyers and tenants
- To maintain a database of available properties

**Goal: A downtown celebrating its collective and disparate themes**  
**Objectives**

- To establish each of the character areas as destinations for work-live-play
- To differentiate the character areas from one another within the cohesive whole of the downtown

**Enhance Economic Competitiveness**

**Goal: Downtown Glens Falls' 'brand' is the Arts and Culture Hub of the Adirondacks**  
**Objectives**

- To market the brand's contribution to the quality of life in Glens Falls to prospective businesses and residents
- To attract new arts and culture related businesses, artists and related professions
- To develop additional arts and culture attractions and activities
- To strategically link the city's arts and culture destinations and attractions to one another
- To develop festivals and activities to engage residents and visitors in the arts
- To centralize scheduling in a physical and/or virtual arts and culture visitors center

**Goal: Strong employment centers downtown**  
**Objectives**

- To attract businesses to renovate and reuse factory and commercial buildings in and around the downtown
- To develop the tourism economy as an economic development tool and major employment center downtown
- To promote downtown Glens Falls as the banking and finance hub of the region and support its continued expansion

**Promote Equitable, Affordable Housing**

**Goal: Downtown housing for all income and age levels**  
**Objectives**

- To prioritize buildings and projects for traditional apartment-type development at market rate to complement existing inventory of luxury and subsidized housing downtown
- To prioritize potentials for non-traditional residential development such as unique live/work and loft spaces as well as family accommodations at market rate
- To prioritize workforce housing downtown connected to transportation modes and convenient to employment

**Goal: Reduce energy use and costs**  
**Objectives**

- To employ renewable energy technologies throughout the downtown
- To generate energy downtown
- To accommodate electric car recharging stations in all new and redeveloped downtown parking garages and lots

**Provide More Transportation Choices**

**Goal: Feasible & efficient alternatives to single-occupant automobiles**  
**Objectives**

- To coordinate public transit regionally
- To incorporate current and future modes of transportation
- To link destinations within the downtown, the city and the region
- To link modes of transportation (bike racks on buses, bike lockers)
- To provide safe walking and biking routes



# Downtown Vision & Development Strategy

A HUD Community Challenge Grant Project

Prepared by: peter j. smith & company, inc.



**LEGEND**

- Entertainment
- Medical / Office
- Institutional
- Mixed-Use
- Commercial
- Residential
- Parking Structure
- Existing



**Total Plan Build-out Potential**

	Health Service District	Hospital District	Entertainment District	Park District	Main Street District	Old Towne District	Museum District	Total
New Medical Space ft <sup>2</sup>	136,000	292,000						428,000
New Commercial Space ft <sup>2</sup>	23,500		37,500	47,000	600			108,600
New Residential Units	30	270	39	77		70		486
Offset Commercial Space ft <sup>2</sup>	13,500		4,000			26,000		43,500
Offset Residential Units	40		1					41
Net Medical Space ft <sup>2</sup>	136,000	292,000	0	0	0	0	0	428,000
Net Commercial Space ft <sup>2</sup>	10,000	0	33,500	47,000	600	-26,000	0	65,100
Net Residential Units	-10	270	38	77	0	70	0	445

Medical Space = Area of all floors x 0.8 (to account for unusable space)  
 Commercial Space = 1st floor area x 0.8 (to account for unusable space)  
 Residential Units = Area of all floors above the first / 1,250 (All floors in apartment only buildings)

**Vision & Development Plan**

DESIGN based on PLANNING  
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