



The Great Reach - Noise and Safety Elements Community Workshop (including Community Design, Historic Preservation, and Growth Management)

Workshop Outline

Date: August 27, 2014

Time: 6:00 p.m. to 8:00 p.m.

(6:00 p.m. to 7:00 p.m. – Presentation and Discussion; 7:00 p.m. to 8:00 p.m. – Interactive Open House)

Venue: Neighborhood Community Center (NCC) at Lions Park
1845 Park Avenue, Costa Mesa, CA 92627

Presentation and Discussion (6:00 p.m. to 7:00 p.m.)

Gary Armstrong and Laura Stetson will present background information on the remaining General Plan Elements (those not covered in prior workshops): Noise, Safety, Community Design, Historic Preservation, and Growth Management. The purpose of the presentation is to provide attendees with a common foundation and understanding of the topics before they participate in the Open House segment. Following this presentation, the Fire Chief and a representative from the Police Department will provide updates on their departments' operations and long-term objectives.

Interactive Open House (7:00 p.m. to 8:00 p.m.)

A series of interactive stations, boards, and maps will provide information on noise, safety, community design, historic preservation, and growth management in an open house setting. Staff will be available to answer questions. Attendees will be encouraged to comment on the materials presented, with a focus on helping the City understand concerns and ideas to address the concerns.

Informational/Static Maps and Boards

- Information Map 1: Safety Map (location of public/safety facilities and evacuation routes)
- Information Map 2: Flood Hazards Zones
- Information Map 3: Dam Indundation and Sea-Level Rise
- Information Map 4: John Wayne Airport Noise Contours
- Information Map 5: Eligible Historic Resources Inventory

Interactive Boards and Stations

- Interactive Map: Noise Issues – Attendees will place color-coded stickers on a map identifying specific noise concerns in terms of location and type.
- Interactive Map: Safety Issues – Attendees will place color-coded stickers on a map identifying specific safety concerns in terms of location and type.
- Interactive Station: Community Design – Attendees will place up to three stickers on a board that displays specific community design features they would like to see improved in the City.
- Community Design Comments (1 board): Attendees will provide written comments (using sticky-notes) on how they would like to see community design features improved in the City.
- General Comments (1 board)