

# | Agenda Item | cover sheet

for consideration by the Apex Town Council

Item Type: WORK SESSION

Meeting Date: June 22, 2020

## Item Details

Presenter(s): Russell Dalton, Traffic Engineering Manager

Department(s): Public Works & Transportation

### Requested Motion

Possible Motion to approve schematic designs to carry forward to final design phase for the Saunders St Parking Lot, Commerce St Alley, Seaboard St Alley, The Peak on Salem Alley, Saunders St Gathering Place, and Salem Streetscape, as well as "Smart Parking" solutions.

### Approval Recommended?

Yes

### Item Details

**Important Note:** Prior to this work session, visit [www.publicinput.com/downtowndesignworkshop](http://www.publicinput.com/downtowndesignworkshop) to review the workshop materials. There will be very limited time for staff to review schematic designs during the work session. It will be assumed that all participants are familiar with the designs presented in the workshop.

Staff have provided schematic designs for the Downtown Projects for public comment and are ready to share information with Council and receive direction on key decision points prior to moving forward with final design.

Early public outreach for the Downtown Projects included virtual focus group meetings January 27-28, a "two-minute" online survey March 3-24, and in-person Downtown owner and tenant meetings on April 26 to review draft schematic designs. Final versions of the schematic designs were shared in a virtual public workshop from May 17-31 as well as during an in-person public workshop on May 24. Staff have since received and summarized comments from a public comment survey of over 450 respondents and will present that information along with the schematic designs. There are design options for both the Saunders St Parking Lot and the Salem Streetscape as well as various elements to consider within all the projects.

### Attachments

- Agenda
- Schematic Design Summary List & Decision Points
- Public Comment Summary
- Detailed Public Comments

