

Community

VISION: The River Road and Santa Clara Neighborhoods exude a strong sense of place. They are welcoming and inclusive neighborhoods for people of all backgrounds. River Road and Santa Clara celebrate and nurture community unity and diverse cultures, while honoring the rich history of farming in the neighborhoods. The community recognizes the value of natural assets, such as the River, and thriving shared spaces, such as parks, schools and local businesses. Our neighborhoods are safe, resilient, and engaged, with strong social networks and reliable public services.

Draft GOAL 18: Ensure access to reliable public services.

IDEAS & VALUES (FALL 2017)

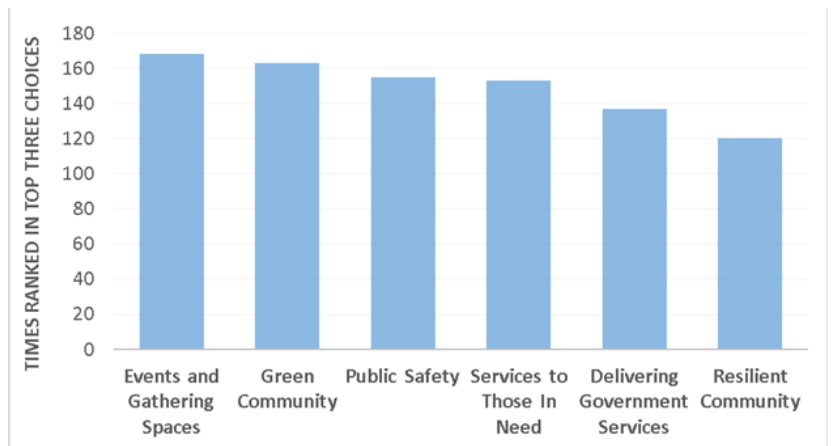
- Library for RR residents/access to public ones
- Get rid of water district, bring Emerald Park into City parks
- Consistent fire/emergency services, City fire station is wasteful duplication
- Combine fire departments
- One emergency service provider instead of based on where you live
- "City" residents-more access to services (i.e. library, recreation), more representation on City Council
- More police service
- Maintain and fund schools
- Communities operate independently of City, likes Lane Rural Fire & Santa Clara Fire
- City and County work together to address who will be manning the issues
- Keep Emerald Park funded
- Support River Road schools

For additional public comments, visit the project website for complete data sets.

<https://tinyurl.com/RRSCTopics>

KEY QUESTIONS (SUMMER 2018)

Response to question: How will n'hood organizations decide where to concentrate valuable volunteer energy or other resources?



POLICY FRAMEWORK

- Envision Eugene (including Comprehensive Plan) • MetroPlan • Climate & Energy Action Plan

Draft POLICIES: Use the information above to inform your policy statements. Look for consistent themes.

POLICY 1.1: _____

POLICY 1.2: _____

Draft ACTION PLAN: Populate the table with the 'ideas' above that support or implement Policies 1.1 and 1.2.

Priority	Action	Who?	Cost	Timeframe
Policy 1.1				
Policy 1.2				