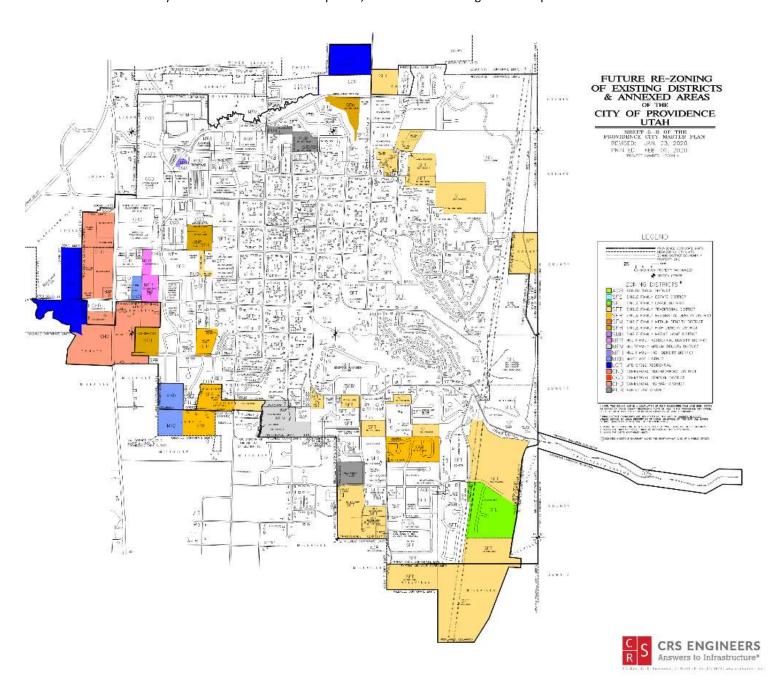
4-LAND USE, NEIGHBORHOODS, & DESIGN

CHAPTER 4 – LAND USE, NEIGHBORHOODS, & DESIGN

4.1 WHAT WE KNOW

Providence City is a small community impacted by the growth in Cache Valley during the many years since the previous general plan was completed. In that time, the population grew from 4,377 residents in 2000 to an estimated 7,595 residents in 2018. Providence is a young community, with nearly 90% of the population under 65 years of age.

Neighborhoods primarily consist of single-family detached dwellings. Design review is felt to be needed for consistency and to maintain the character of these neighborhoods. Providence still has undeveloped open land that is currently zoned for residential development, so more residential growth is expected.



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Providence residents desire to retain their existing small town community character. Residents expressed a desire to "stay Providence" with a desire and recognition that they do not want to be like Logan, their larger neighbor to the north. They also do not want to be "just a suburb", but want to retain their own identifiable character, shopping, and business areas.

4.2 HOW DOES THIS HELP US PLAN FOR THE FUTURE

As the expected growth in population and residential units occurs, how land use, neighborhoods and design review are managed will determine the future look and feel of Providence.

Knowing how development patterns in the past 20 years have impacted the neighborhoods of Providence provides perspective on how decisions and strategies can be made for future development. Minimizing negative impacts on traffic flow and pedestrian and bicycle safety are priority issues that can be addressed through attention to the planning and implementation of future development.

4.3 OVERALL GOAL & OBJECTIVES

The following overall goal, objectives, and strategies provide a framework for addressing the concerns and opportunities for land use, neighborhoods, and design. The overall goal provides the vision and the objectives represent what Providence would like to achieve. The strategies are action items that direct how the overall goal and objectives will be achieved. Many strategies will work to achieve more than one objective.

OVERALL GOAL FOR THE CHAPTER - THE GUIDING VISION & INTENT

Providence will oversee existing land use and future growth while fostering a balance of uses and compatibility between uses with respect for the community environment.

OBJECTIVES – WHAT DO WE WANT TO ACHIEVE?	STRATEGIES – HOW DO WE MAKE IT HAPPEN?		5-15 Years
The following objectives represent what Providence would like to achieve over the next 15 to 20 years for Land Use, Neighborhoods, and Design. The means for how Providence will work toward these objectives is captured in the Action Plan Strategies.	The following action-based strategies will help Providence achieve the overall goal and objectives for land use, neighborhoods, and design. Strategies are categorized as short-term (1-5 years) or long-term (5 – 15 years).		
Integrate existing and future development through zoning and infrastructure standards that will offer requirements, solutions, and compatible support options.	a. Review and update development, design and construction standards. Maintain future zoning map and review changes on an annual basis. Maintain current zoning map and update changes within 60 days.	x	
	b. Review, update, and maintain existing zones for applicability to new standards as needed, or every 7 years.		Х
	c. A thorough review of existing zones and policy options to be completed every 7 years.		Х

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2.	Guide future development to support a city-wide network of activity centers/nodes, public spaces, and destinations including a commercial core, neighborhood parks, historic areas, and civic places all inked by streets, sidewalks, pathways, trails, and mass transit routes.	a.	Create design guidelines for areas of the city, which would benefit from an areaspecific design review process.	х	
3.	Accommodate growth and accompanying infrastructure expansion without negative financial impacts to the city.	a.	Create and develop operation and maintenance fee structure informed by actual costs of city-provided infrastructure.	Х	
		b.	Review impact fee structure informed by actual costs of city-provided infrastructure.	х	
cc pr er cr sp	Promote development patterns and conservation development design, that protects Providence's natural environmental and scenic resources and create a network of preserved natural spaces as part of the residential and commercial subdivision process.	a.	Identify open space, environmentally sensitive land, and utility easements where development is not appropriate.	x	
		b.	Identity areas within and bordering the City, such as the foothills, waterways, migration routes, prominent vistas, green-belts, and other natural features.	Х	
		c.	Develop a plan to preserve these features and incorporate them into the City's land uses.	x	
5.	Promote development patterns for inner connectivity.	a.	Limit the use of cul-de-sacs.	Х	
		b.	When cul-de-sacs are deemed necessary, require paths for connectivity.	х	
6.	Use zoning and design standards to provide compatible transitions and/or integration between residential areas and	a.	Integrate design standards as part of the zoning ordinance and subdivision standards.	х	
	commercial development.	b.	Evaluate buffers between zones and setbacks between land uses.	х	
		c.	Review existing areas to improve connectivity with new areas.	х	
7.	Facilitate consistent quality development that is long-lasting and sustainable, while	a.	Review design standards applicable to each zone.	X	
	allowing for design flexibility.	b.	Indicate areas where there is an option between multiple future zones.	Х	
8.	Preserve the character-defining historic assets of Providence, including built and	a.	Identify the historic assets of Providence.	Х	
	natural features.	b.	Encourage methods to protect historic assets of Providence.	Х	
9.	Maintain and update land use maps.	a.	Maintain future zoning map and review on an annual basis.	Х	
		b.	Create and update a map that shows the major centers and nodes of the City.	Х	

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