

# **WELCOME!**

Community Listening and Design Session
City of Calvert City
Monday, September 16, 2013
6:00 p.m. – 8:00 p.m.

# What are the things that set Calvert City apart from other cities or places?

- Large industrial next to large recreational
- Great schools
- On the river
- River/rail/interstate
- Small town feeling
- Land (use) diversity

# **Strengths**

- Good place to raise family
- Close to lake and Paducah
- Variety of churches
- Equidistant between big cities
- Enough necessity shopping
- Great recreation opportunities
- Sound infrastructure
- Safe feeling
- Low housing cost
- Great city parks

### Weaknesses

- Lack of recreation for youth
- Lack of high paying jobs
- Lack of retail growth
- Affordable housing for young/aging families
- Perception of industrial pollution
- Population decline
- Job loss/outflow
- No incentive for youth to stay
- City school compared to county
- Indifference

## **Opportunities**

- Economic growth due to infrastructure
- Increase civic involvement/education
- More restaurants (sit down-family, "cheddars", better hours)
- Expand tourism
- More industry (20-50 jobs)

- Medical center
- Develop fire services
- Spend on community
- Proximity to interstate/lake/rail
- Fiber tech infrastructure
- Golf cart/bike paths (more friendly/safe)
- Expand gas and sewer service
- Curtail water expenses
- Reduce tap on fees
- Expand medical services
- 169/i24 increase traffic and development
- City promotion/ PR
- Tourism (state park partnership)
- Housing stock
- Alcohol
- Increase School prestige/enrollment
- Use racetrack
- Expand sidewalks
- Highway/public safety

#### **Threats**

- Perception of Increase in crime/drugs
- Plant closure
- Lack of property for new housing
- Regressive mindset towards expansion
- Perception of getting people off interstate
- Natural hazards (earth quake)
- Lack of emphasis on entrepreneurial spirit/economic diversity
- Age/investment of housing stock
- Failure of growth
- Employment layoff
- Youth retention
- Evening ghost town feeling
- Commuter population increase
- Loss of schools and doctors
- Environmental, water, air standards getting tougher
- Perception of highway 95
- Manual labor opportunities
- Entertainment or lack there of (for adults)
- Awareness/signage
- People don't care
- Lack of civic pride

# **Design Session**

#### Table #1 & 3

- Better signs
- Multifamily housing along lone valley
- National chains
- Trail from parks to the beach
- Sidewalks and paths
- Facelift to shopping center
- Spray park
- Branding the city
- Residential housing on 15<sup>th</sup>
- River access

#### Table #2 & 4

- State park
- Bike trails
- Connector road/path to state park
- Establish identity with signs
- Gazebo/view link to others
- Sidewalks
- Local food/farmers market
- Housing promotion
- Second interchange

#### Table# 8

- Signage
- Housing (center of town)
- 95 and 5<sup>th</sup> donut shop
- Water park
- Multifamily housing
- Chain restaurant
- Unique destination shopping
- Bike trails

#### Table#10

- Signs
- Keep doctor
- Enforcement of ordinances
- Landscaping along 95
- Downtown businesses
- Challenge/spray park
- Cypress creek drainage problem
- Activities for youth
- Expand baseball, basketball, skate parks
- Donut shops

#### Table# 7

- Connecting residential by trails
- Sidewalks on key roads
- Enticements to subdivisions
- Shopping!
- Enhance signs

#### Table# 11

- Housing (single and multifamily)
- Habitat housing
- Groundwater protection
- Retain young people