South Miami
THE CITY OF PLEASANT LIVING

To: The Honorable Mayor & Members of the City Commission

VIA: Steven Alexander, City Manager

FROM: Jane K. Tompkins, Planning and Zoning Director

DATE: April 4, 2017   Agenda Item No.:

SUBJECT:
A Resolution supporting the implementation of Active Design Miami: Design and Policy Strategies for healthier communities as developed by the Miami Center for Architecture and Design (MCAD); and directing staff to incorporate strategies into planning efforts as feasible and appropriate.

BACKGROUND:
Active Design is an approach to shaping communities that leverages urban design, transportation, architecture and policy solutions to improve public health. It recognizes that our buildings, streets, public spaces and neighborhoods influence day-to-day behavior, and impact community well-being. The concept originated in New York City where a multi-disciplinary collaboration developed strategies to create a more livable city, where residents can easily incorporate physical activity into their lifestyles thereby improving their health and well-being.

With funding from the U.S. Center for Disease Control and Prevention, the Miami Center for Architecture & Design has created "Active Design Miami" (ADM), design and policy strategies for Miami-Dade County and its communities. ADM includes sixty-eight (68) strategies organized into four key areas of opportunity: parks and open spaces, development patterns, transportation and mobility, and buildings. Communities that support the ADM will get assistance in assessing their current policies and programs, and incorporating appropriate strategies into work plans and regulations. The ADM team will also assist in creating indicators to determine the impact of the strategies.

ANALYSIS:
Active Design Miami supports many of the programs, policies and initiatives currently in place.

RECOMMENDATION:
Staff recommends that the Commission approve the resolution supporting the implementation of Active Design Miami.

Attachments:
*   Draft resolution
*   Active Design Miami: Municipal Planning & Assessment Tool

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<u>**RESOLUTION NO.**</u> _____

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**Resolution supporting the implementation of Active Design Miami: Design
and Policy Strategies for Healthier Communities as developed by the
Miami Center for Architecture and Design (MCAD); and directing staff to
incorporate strategies into planning efforts as feasible or appropriate.**

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11   **WHEREAS,** today's global epidemic of chronic diseases is driven by a range of factors
12 including the powerful impact of the built environment; and
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14   **WHEREAS,** the Miami-Dade area is experiencing many common health concerns,
15 including rising obesity and chronic diseases and high rates of depression and other mental health
16 issues; and
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18   **WHEREAS,** to reverse negative health trends, the Centers for Disease Control and
19 Prevention (CDC) recommends that communities focus on supporting healthy eating and creating
20 environments that encourage physical activity; and
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22   **WHEREAS,** planners, architects, local governments, and public health professionals,
23 working collaboratively, have an essential role in addressing the rapidly growing epidemics of
24 chronic diseases, especially in light of mounting scientific evidence demonstrating the impact of
25 environmental design on physical activity and healthy eating; and
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27   **WHEREAS,** the Florida Department of Health was awarded a grant by the CDC, and the
28 Florida Department of Health contracted the Miami Center for Architecture & Design (a 501c3) in
29 October 2015 to create Active Design strategies for use by Miami-Dade County and cities; and
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31   **WHEREAS,** after a year-long collaborative, open process which included Miami-Dade
32 County and 20 local municipalities, Active Design Miami: Design & Policy Strategies for Healthier
33 Communities was developed and includes strategies suited to Miami-Dade's context and needs; and
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35   **WHEREAS,** Active Design is an approach to shaping communities that leverages
36 evidence-based urban design and architecture solutions and strategies to improve public health by
37 influencing day-to-day behavior that directly impact community wellbeing; and
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39   **WHEREAS,** Active Design Miami provide architects, planners, urban designers, parks
40 departments, transportation officials, and local governments with a manual of strategies for creating
41 programs, buildings, streets, and urban spaces that encourage healthier lifestyles, based on the latest
42 academic research and best practices in the field; and
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44   **WHEREAS,** the City of South Miami has demonstrated its commitment to creating an
45 active city through urban design by including mixed-use zoning districts in its Land Development
46 Code, preparing a "Complete Streets" manual and an Intermodal Transportation Plan, and
47 developing a Parks Master Plan; and

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49   **NOW, THEREFORE, BE IT RESOLVED BY THE MAYOR AND CITY**
50 **COMMISSION OF THE CITY OF SOUTH MIAMI, FLORIDA:**
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52 **Section 1.** That the City Commission of the City of South Miami supports the implementation of
53 Active Design Miami: Design and Policy Strategies for Healthier Communities as developed by the
54 Miami Center for Architecture and Design; and directs staff to incorporate strategies into planning
55 and programming functions, as feasible or appropriate.
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57 **Section 2.** This resolution shall be effective immediately upon being adopted.
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59 PASSED AND ADOPTED this _____, day of _____, 2017.

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61 ATTEST: APPROVED:
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64 _____   _____
65 CITY CLERK   MAYOR
66   Commission Vote:
67 READ AND APPROVED AS TO FORM   Mayor Stoddard:
68 LANGUAGE, LEGALITY AND   Vice Mayor Welsh:
69 EXECUTION THEREOF: Commissioner Edmond:
70   Commissioner Harris:
71 _____   Commissioner Liebman:
72 CITY ATTORNEY
73

ACTIVE DESIGN MIAMI:

Design & Policy Strategies for Healthier Communities

Municipal Planning & Assessment Tool

Use checkboxes provided by each strategy to indicate whether it is existing, feasible, or not feasible.

Existing: currently included in municipal plans or ordinances.

Feasible: does not currently exist but is possible or desirable (may be long term).

Not feasible: does not apply or is not desirable within the municipality.

Parks & Open Space

OBJECTIVE
Create an easily accessible network of spaces for all community members, within a close distance of residences.

PARKS & OPEN SPACES DESIGN STRATEGIES

Existing	Feasible	Not Feasible		Notes
☐	☐	☐	2.1 Ensure all residents have access to a park and/or green space within a quarter mile of their home.	
☐	☐	☐	2.2 Design activity spaces that meet the needs of people of all ages and abilities.	
☐	☐	☐	2.3 Expand opportunities for physical activity through a range of affordable, easily accessible recreation facilities.	
☐	☐	☐	2.4 Ensure that parks, plazas, and playgrounds are easily accessible to pedestrians and cyclists.	
☐	☐	☐	2.5 Provide amenities—such as trees, lighting, water fountains, and seating—that enable people to enjoy spaces for longer periods of time.	
☐	☐	☐	2.6 Emphasize natural elements and landscaping, including street trees.	
☐	☐	☐	2.7 Incorporate a variety of surfaces and textures into children's play spaces, including colorful ground markings and natural elements.	
☐	☐	☐	2.8 Design and maintain parks and open space to promote safety.	
☐	☐	☐	2.9 Support the development of community gardens.	
☐	☐	☐	2.10 Install drinking fountains and water bottle refill stations.	
☐	☐	☐	2.11 Activate waterfront spaces within neighborhoods and parks to support and encourage water activities such as kayaking, paddle boarding, etc. for all.	
☐	☐	☐	2.12 Provide amenities to welcome pet owners.	

PARKS & OPEN SPACES POLICY STRATEGIES

Existing   Feasible   Not Feasible

☐   ☐   ☐   **2.13** Partner with organizations to sponsor and maintain green spaces and gardens.

Notes

☐   ☐   ☐   **2.14** Encourage shared use agreements that offer school facilities as places for play and physical activity outside of school hours.

☐   ☐   ☐   **2.15** Create or amend policies to facilitate the activation of waterfront spaces within parks and open spaces.

PARKS & OPEN SPACES PROGRAMMING STRATEGIES

☐   ☐   ☐   **2.16** Offer spaces and activities that respond to unique local and cultural preferences.

☐   ☐   ☐   **2.17** Facilitate access to healthy food options in parks and open space.

☐   ☐   ☐   **2.18** Program group activities for all ages and abilities that promote social interaction and engagement.

☐   ☐   ☐   **2.19** Offer free or low-cost fitness programs in parks and public spaces to encourage physical activity.

☐   ☐   ☐   **2.20** Support open streets initiatives and temporary street closures—such as play streets and "ciclovia"—for community gatherings and activities.
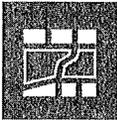
Development Patterns

OBJECTIVE
Ensure connectivity, ease of access, and safe use for residents of all ages and abilities. This objective is closely tied to Active Design Miami's overall goal.

DEVELOPMENT PATTERNS DESIGN STRATEGIES

Existing Feasible Not Feasible   Notes

☐ ☐ ☐ 3.1 Encourage a diverse mix of land uses at all scales of development.

☐ ☐ ☐ 3.2 Encourage transit-oriented development at appropriate densities to create vibrant, mixed-use, walkable communities that maximize the value of public transit.

☐ ☐ ☐ 3.3 Plant trees to provide shade, enhance neighborhoods, and promote social connectedness.

☐ ☐ ☐ 3.4 Design neighborhoods to prioritize the pedestrian experience.

☐ ☐ ☐ 3.5 Apply context-sensitive design solutions to preserve and reflect the character of existing historic neighborhoods.

☐ ☐ ☐ 3.6 Display maps and wayfinding for local fresh food options, water fountains, parks and open spaces, near-shore water features, such as coral reefs.

DEVELOPMENT PATTERNS POLICY STRATEGIES

☐ ☐ ☐ 3.7 Plan intergenerational communities to help people of all ages thrive.

☐ ☐ ☐ 3.8 Update zoning and building codes to maximize land use mix, support appropriate development densities, and enhance pedestrian connectivity.
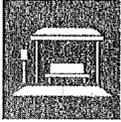
Existing	Feasible	Not Feasible		Notes

3.9 Preserve housing affordability and encourage inclusive, mixed-income neighborhoods.

3.10 Promote infill development in urban core communities and deter expansion beyond the urban development boundary.

3.11 Update codes to reduce the impact of parking requirements.

Transportation & Mobility

OBJECTIVE

Prioritize people over automobiles by creating well-connected, safe, and easy-to-use use transportation options.

TRANSPORTATION AND MOBILITY DESIGN STRATEGIES

Existing	Feasible	Not Feasible		Notes
☐	☐	☐	4.1 Encourage walking by incorporating aesthetic and visually interesting elements into streets and sidewalks.	
☐	☐	☐	4.2 Create new and enhance existing pedestrian plazas.	
☐	☐	☐	4.3 Enhance bike mobility by improving bicycle infrastructure, including ensuring bicycle paths, lanes and tracks are interconnected.	
☐	☐	☐	4.4 Facilitate biking by encouraging ample bicycle parking.	
☐	☐	☐	4.5 Provide facilities at or near rail and major transit stations that assist commuters in finalizing their trip.	
☐	☐	☐	4.6 Provide schools with easy access to transit routes.	
☐	☐	☐	4.7 Encourage walking by providing ample sidewalk space and safe crosswalks.	
☐	☐	☐	4.8 Enhance safety and walkability by incorporating traffic calming elements to reduce driving speeds.	
☐	☐	☐	4.9 Provide comfortable bus stops with benches and protective shelters.	
☐	☐	☐	4.10 Use maps and wayfinding to facilitate pedestrian and bicycle access to healthy amenities.	

TRANSPORTATION AND MOBILITY POLICY STRATEGIES

Existing Feasible Not Feasible   Notes

☐ ☐ ☐ 4.11 Implement Complete Streets policies.

☐ ☐ ☐ 4.12 Develop community and neighborhood-scale master plans that prioritize specific community mobility needs.

☐ ☐ ☐ 4.13 Incentivize commuting via public transit.

☐ ☐ ☐ 4.14 Reduce parking requirements for walkable, bikeable, and transit-accessible sites.

☐ ☐ ☐ 4.15 Expand access to BikeShare.

TRANSPORTATION AND MOBILITY PROGRAMMING STRATEGIES

☐ ☐ ☐ 4.16 Encourage and facilitate "walking school buses" and safe routes to schools' programs.

☐ ☐ ☐ 4.17 Incentivize carpool and rideshare programs.

☐ ☐ ☐ 4.18 Promote and use temporary demonstration installations to evaluate project design.

www.activedesignmiami.org

Buildings

OBJECTIVE
Maximize opportunities for physical activity and social connection within and around buildings.

BUILDING DESIGN STRATEGIES

Existing	Feasible	Not Feasible		Notes
☐	☐	☐	5.1 Maximize accessibility and visibility of stairs.	
☐	☐	☐	5.2 Create attractive, visually appealing stairs.	
☐	☐	☐	5.3 Provide convenient, attractive circulation paths.	
☐	☐	☐	5.4 Design sidewalk and façade elements that improve the pedestrian experience.	
☐	☐	☐	5.5 Orient building entrances and circulation pathways to prioritize active transportation options.	
☐	☐	☐	5.6 Provide secure, accessible indoor bicycle storage facilities in both commercial and residential buildings.	
☐	☐	☐	5.7 Allocate space and provide easy access to on-site exercise facilities and play areas in commercial and residential buildings.	
☐	☐	☐	5.8 Provide on-site gardening opportunities.	
☐	☐	☐	5.9 Provide healthy vending machines and water fountains and refill stations with fresh, clean water.	
☐	☐	☐	5.10 Provide accessible and well-equipped kitchens and eating spaces to promote healthy eating.	

BUILDING POLICY STRATEGIES

Existing	Feasible	Not Feasible		Notes

☐ ☐ ☐   **5.11** Incentivize the development of visible, attractive stairs.

☐ ☐ ☐   **5.12** Provide incentives and update codes for on-site bike facilities, such as parking.

☐ ☐ ☐   **5.13** Develop incentives and/or update codes to support on-site gardening.

☐ ☐ ☐   **5.14** Develop incentives and/or update codes for on-site recreation space.

BUILDING PROGRAMMING STRATEGIES

☐ ☐ ☐   **5.15** Post prominent and clear signs that encourage stair use.

☐ ☐ ☐   **5.16** Provide comfortable spaces for lactation support.

☐ ☐ ☐   **5.17** Incorporate spaces for farmer's markets and small produce stands.

☐ ☐ ☐   **5.18** Increase access to change rooms or showers for active commuters.

☐ ☐ ☐   **5.19** Select healthy food vendors for on-site restaurants and vending machines.

☐ ☐ ☐   **5.20** Offer onsite active programming and maintain spaces for community and health activities, such as fitness classes, walking clubs, cooking classes, and cultural events.