

TWO

Baseline Scenario



To compare the viability of potential future growth outcomes, both baseline and Nebo Vision scenarios were needed. The baseline scenario represented the likely pattern of growth that would occur if current planning conventions were followed. The baseline was created by the communities' planners and relied on the use of existing planning documents and zoning ordinances to map out a probable course. This provided a general picture of likely future conditions and served as a benchmark against which an alternative could reasonably be assessed. It did not represent a prediction or forecast, but rather an extension of current trends. Though these assumptions included a fair amount of uncertainty, they still provided a useful visioning tool.

The county and each of the ten communities sent either a planner, an elected official, or a citizen versed in their concerns to a workshop held September 5, 2000. This workshop served to create the baseline scenario as well as test the format for the subsequent public visioning workshops. The same tools were used to create both baseline and vision maps, but the parameters were changed in the public visioning workshops to encourage thinking beyond the current state of planning in these communities.

As the maps were digitized, they were combined into one contiguous baseline map for later analysis and comparison. This digital map formed the basis of the Baseline Scenario.

BASELINE WORKSHOP

At both the Baseline and the Visioning workshops, participants were asked to place the projected 2020 population increase within their community's boundary or annexation declaration. Neither workshop allowed development to be placed within constrained areas delineated by slopes over 25%, existing built areas, water and wetlands, or on public lands. Much like the earlier Envision Utah workshops, participants placed development with "chips," color-coded one-inch square placeholders, that represented a constant acreage with an assigned number of households that varied by development type. These types, shown here, were derived by generalizing the zoning categories permitted across the ten communities.

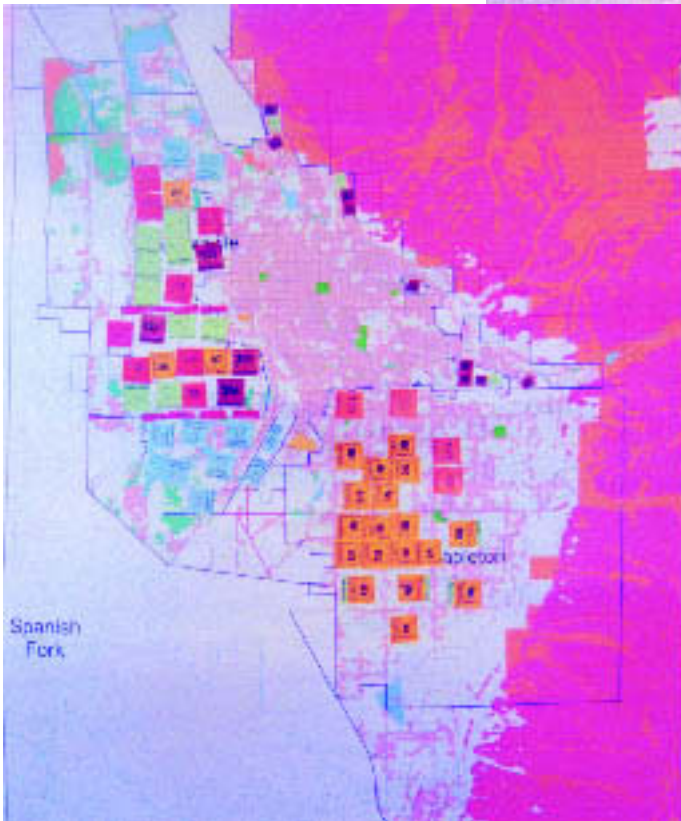
At this stage, participants were instructed to: first, place development on unconstrained lands and to consider infrastructure costs and environmental issues in making their choices. Chips could also be cut into smaller parts or combined with one another to create new types. Secondly, add green spaces to the constrained areas (i.e., wetlands, surface water, steep areas, public land, established recreation areas) that would likely remain unbuilt or which the community has plans to keep open. This approach of adding to a community's green space network after build-out is too often the sequence in many communities. The lack of open space is evident on the Baseline map.

Development Types

- 1** **Countryside** - 1 dwelling unit per 40 acres, 1.25 dwelling units per chip land outside built area in active conservation and maintenance or ranching/agricultural use, single-family home or agricultural operations.
- 5** **Rural/Agricultural** - 1 dwelling unit per 10 acres, 5 dwelling units per chip small ranchettes, equestrian uses likely
- 10** **Rural/Residential** - 1 dwelling unit per 5 acres, 10 dwelling units per chip mini-ranchettes, limited agricultural function.
- 50** **Low Density** - 1 dwelling unit per acre, 50 dwelling units per chip lot created by deed or formal subdivision process.
- 125** **Residential** - 2.5 dwelling units per 1 acre, 125 dwelling units per chip typically created through a subdivision process.
- 200** **High Density** - 4 dwelling units per 1 acre, 200 dwelling units per chip single-family detached housing.
- 325** **Multi-Family** - 6.5 dwelling units per 1 acre, 325 dwelling units per chip attached housing units, not stacked with/without attached parking.
- Retail** - no population
Larger retail and office facilities, no residential, large surface parking
- Industrial/Commercial** - no population
heavy production and manufacturing with/without rail connections.
- Open Space** - no population
use as separator, augments constrained area.
- Agricultural** -no population
use as separator, augments constrained area.

1 Countryside	325 Multi-Family
5 Rural Agricultural	Retail
10 Rural Residential	Industrial/ Commercial
50 Low Density	Open Space
125 Residential	Agriculture
200 High Density	

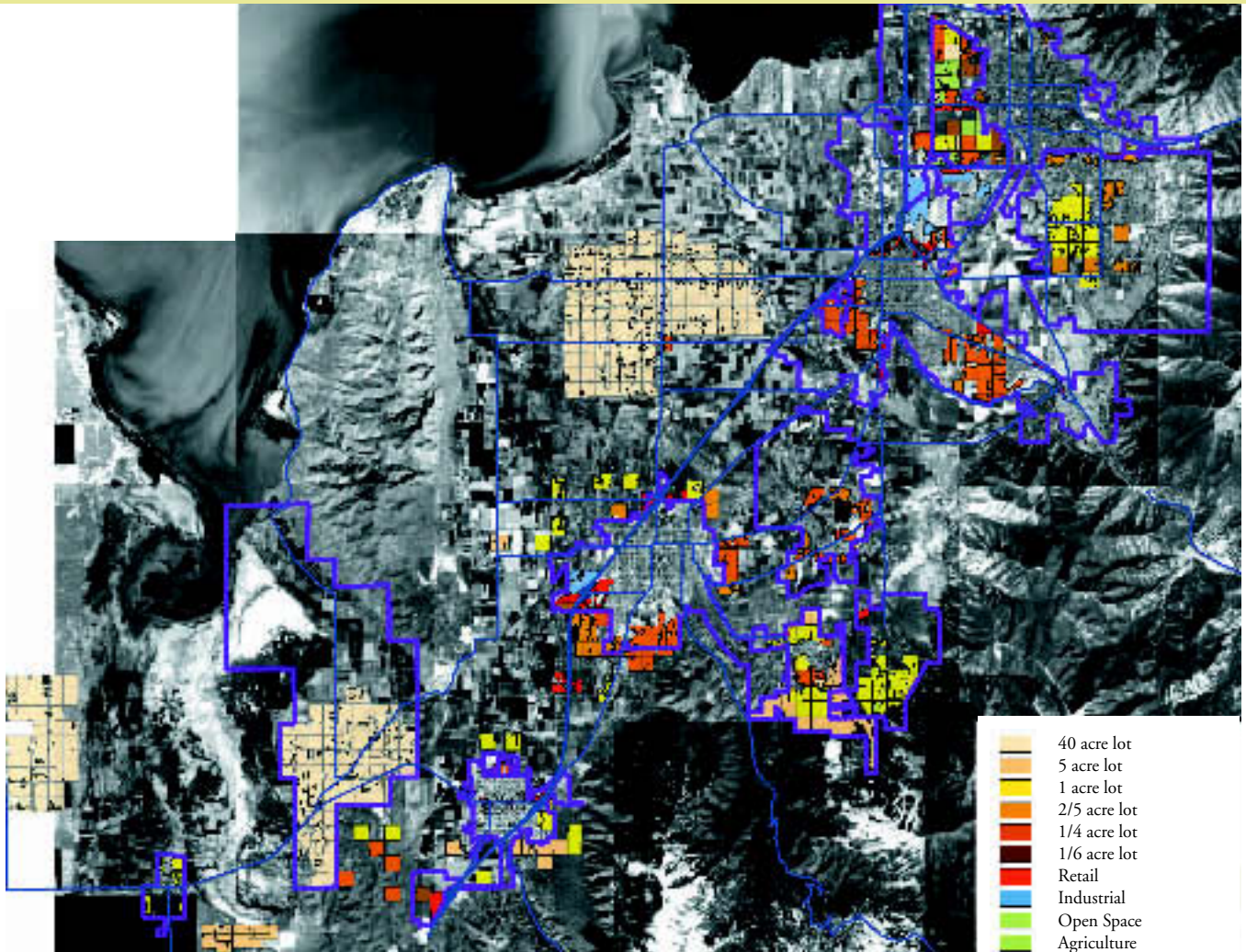
Baseline Maps



Growth will have a corresponding strain on the infrastructure and services of each community and the county. Utilities (water, sewer, roads, communications lines, power and fuel) must be built and maintained to supply the new population. While utilities are typically built by the service provider, many times that role is taken by the city itself - in addition to its responsibility to provide fire and police protection, and most importantly, schools.



REGIONAL BASELINE SCENARIO



Schools are often the primary driver of sprawl. As inexpensive land is purchased for a school at a distance from town, the extension of services to the school opens up the adjoining land for easy development that naturally adds to student numbers.

Infrastructure and services are not cheap. Not surprisingly, residential development rarely pays for itself. The typical “cost of community services” has a ratio of 1:1.1 for residential land, 1:0.4 for commercial/ industrial land, and 1:0.3 for farmland and open space, meaning that residential areas receive 10% more value in services than

they pay through taxes. On the other hand, commercial and industrial uses as well as unbuilt areas receive only 30-40% of what they pay back in services, essentially subsidizing new residential development.

An investigation of the cost of growth to communities is an important exercise. Infrastructure costs are compared in Chapter Five. Combined with the resource demands and impacts measured by the comparison of the Baseline and Nebo Vision scenarios, it shows a fuller picture of the effects of growth.