



TOWN OF BEAUX ARTS VILLAGE
TOWN COUNCIL WORK SESSION

February 27 and 28, 2013
Mercer Island Community Center

PRESENT: Mayor Richard Leider, Councilmembers John Gillem, Mike Hillberg, Matt Leber, Aaron Sharp, and Tom Stowe.

EXCUSED: None.

STAFF: Clerk-Treasurer Sue Ann Spens (excused for 2/28/2013)

GUESTS: Donna Stowe, Susan Kennedy, Jan Johnston.

The Council discussed the following topics.

WHAT IS SPECIAL ABOUT BEAUX ARTS VILLAGE:

1. Small town = sense of community
2. Mild pace, i.e. low vehicle speeds, pedestrian friendly
3. High percentage of volunteer participation: Town relies on volunteers, Engagement is rewarding for participants
4. Waterfront and beach / boats / amenities
5. Ability to have influence over governance
6. Own water supply
7. Trees
8. Roads, stormwater system
9. Architectural character
10. Eagles
11. Housing is not uniform

OPPORTUNITIES AND THREATS:

- Public records requests (excessive / abusive)
- Unfunded mandates: Comprehensive Plan update, Stormwater System Upgrades
- Bellevue
- Natural disasters
- Increased community funding at state / Federal level
- Pool resources for small cities
- Threat of suit of loss
- Threat of criminal defense
- Lack of options of fire / police services (dependence on outside agencies)
- Town property and rights of way

STRENGTHS AND WEAKNESSES:

- Limited financial capacity
- Zero debt
- Sense of community
- High reliance on volunteer efforts and volunteer skills

- Rapid response capability
- Availability of volunteer services
- Unburdened by extensive social services
- Don't benefit from commercial properties
- Physical size of town
- Frequent power outages

NATIONAL ISSUES / TRENDS:

- Unsustainable spending levels
- Climate change
- Environmental restrictions
- Unfunded mandates

STATE / REGIONAL ISSUES:

- Transportation funding, i.e. METRO buses, light rail
- Push for increased housing density
- Transit-oriented development

LOCAL ISSUES:

- Protect aquifer
- Protect watershed / wildlife

GOALS:

- Town Hall
- Greater financial reserves
- Best practices for Town management
- Maintain character (look / feel) of the Town
 - Improve where appropriate, e.g. lighting
 - Building identity
 - Landscaping / park development
- Continue to improve Public Safety
 - Traffic calming
 - Improved lighting
 - Emergency preparedness
- Utilities
 - Undergrounding
 - Improve / maintain all

From this list of topics, the Council developed a set of goals and assigned Councilmembers or staff to each goal for further investigation. These goals are summarized in the table appended to these minutes.

Respectfully submitted,

Sue Ann Spens
Clerk-Treasurer

TOWN OF BEAUX ARTS VILLAGE

Council Strategic Planning Retreat

February 27 and 28, 2013

Goals / Objectives / Tasks	Responsibility
1. Town Hall <ul style="list-style-type: none">• Site options• Programming• Costs / benefits• Funding options	Tom Stowe, Richard Leider
2. Best Practices for Small Town Reserves <ul style="list-style-type: none">• Revenue sources• Fiscal responsibility	John Gillem, Sue Ann Spens, Wayne Stewart
3. Building / Zoning Code Review <ul style="list-style-type: none">• Housing Diversity (Size / Design)	Aaron Sharp, Planning Comm.
4. Town Character <ul style="list-style-type: none">• Landscaping / Trees• Lighting• Master Plan<ul style="list-style-type: none">○ Hanging Baskets	Mike Hillberg
5. Town Trees <ul style="list-style-type: none">• Complete tree inventory	Mike Hillberg
6. Public Safety <ul style="list-style-type: none">• Traffic calming steps• 108th• SE 29th• 104th / 105th• Street lighting	Aaron Sharp, Matt Leber

- Sight-line visibility / pruning
7. Emergency Preparedness John Gillem
 8. Grant Outreach Protocol Tom Stowe
 9. Public Utilities Tom Stowe, Aaron Sharp, Richard Leider
 - Undergrounding
 - Stormwater system
 - Schematics / detail
 - Organize / categorize
 - Assess
 - Water tower
 10. Threat Assessment Tom Stowe
 - Insurance review
 - Public records
 11. Regional Town Interests Tom Stowe, Matt Leber, Richard Leider
 - Bellevue
 - Sound Transit
 - Metro
 - Tolling
 12. Wifi Matt Leber