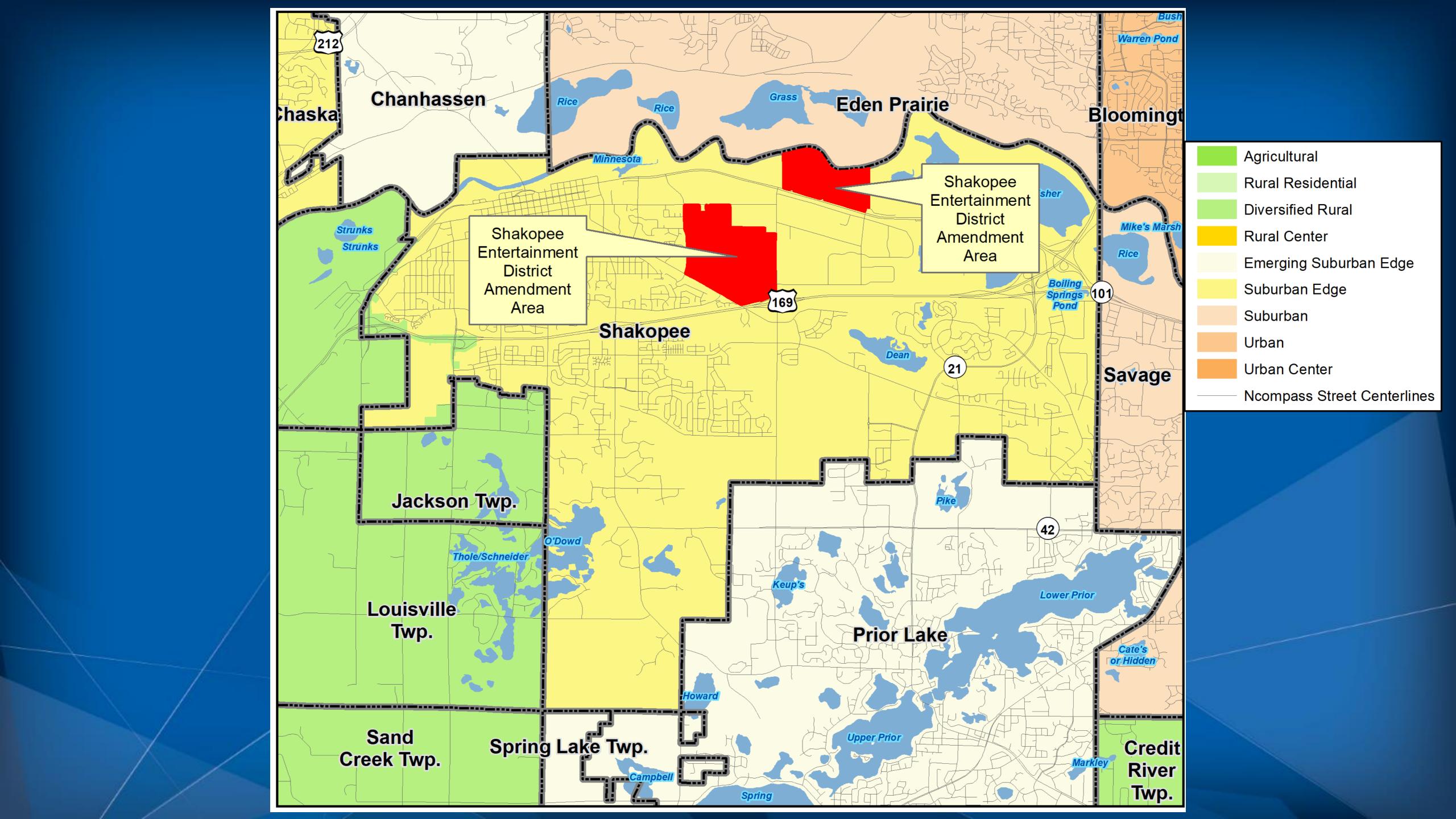
City of Shakopee – District 4

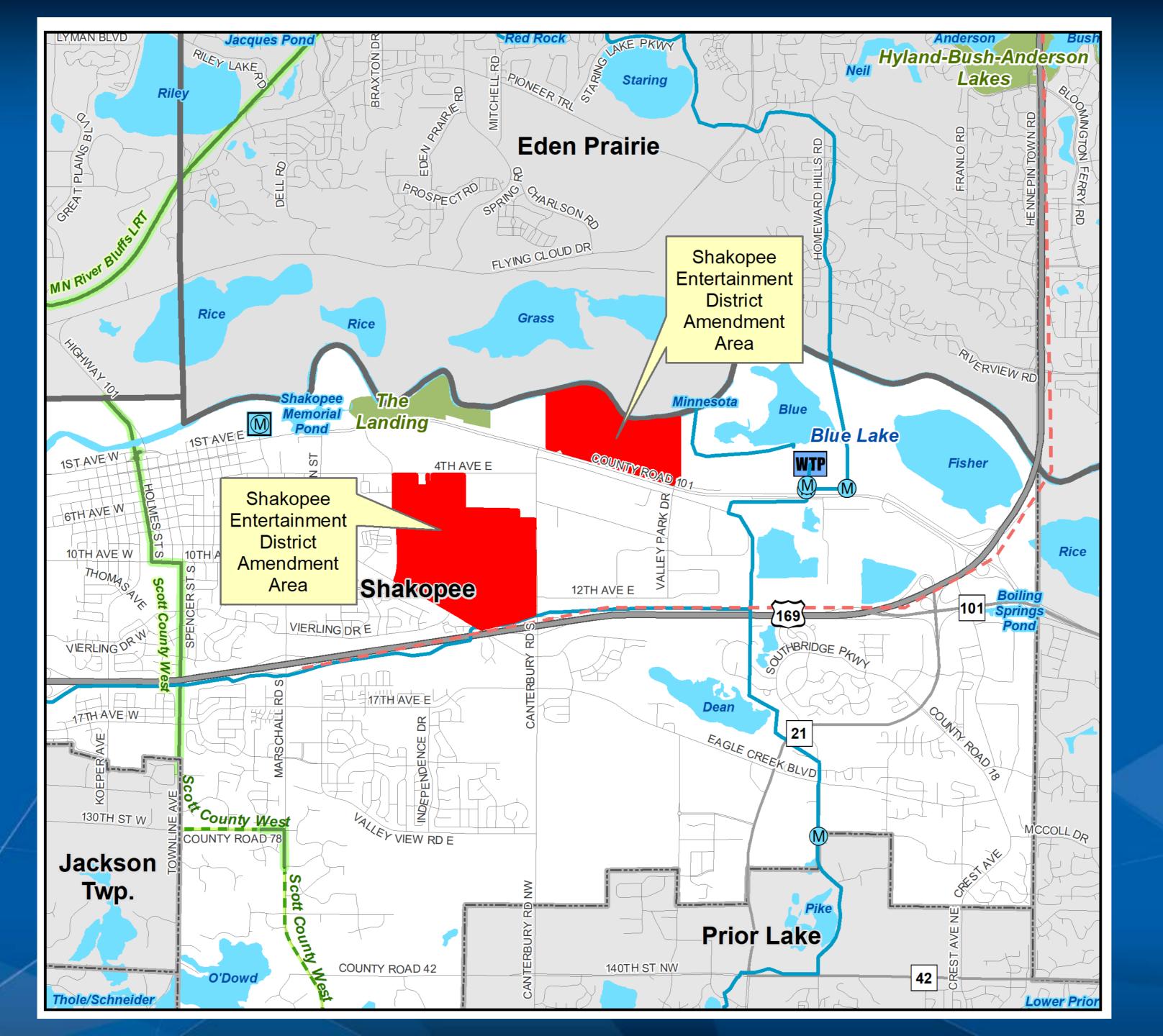
Entertainment District Comprehensive Plan Amendment

May 21, 2018

Community Development Committee







Regional Systems

- Planned Fixed Guideway Stations
- Existing Fixed Guideway Stations

Regional Transitways

- Existing, Fixed Guideway
- **■** Proposed, Fixed Guideway
 - Existing, Bus Rapid Transit
- - Proposed, Bus Rapid Transit
- Shakopee_Entertainment_Parcels

Wastewater Treatment

- M Meters
- L LiftStations
- MCES Interceptors
- WTP MCES Treatment Plants

Regional Highway System

- Interstates
- US Highways
- State Highways
- —— County Roads
 - Ncompass Street Centerlines

Regional Parks

STATUS

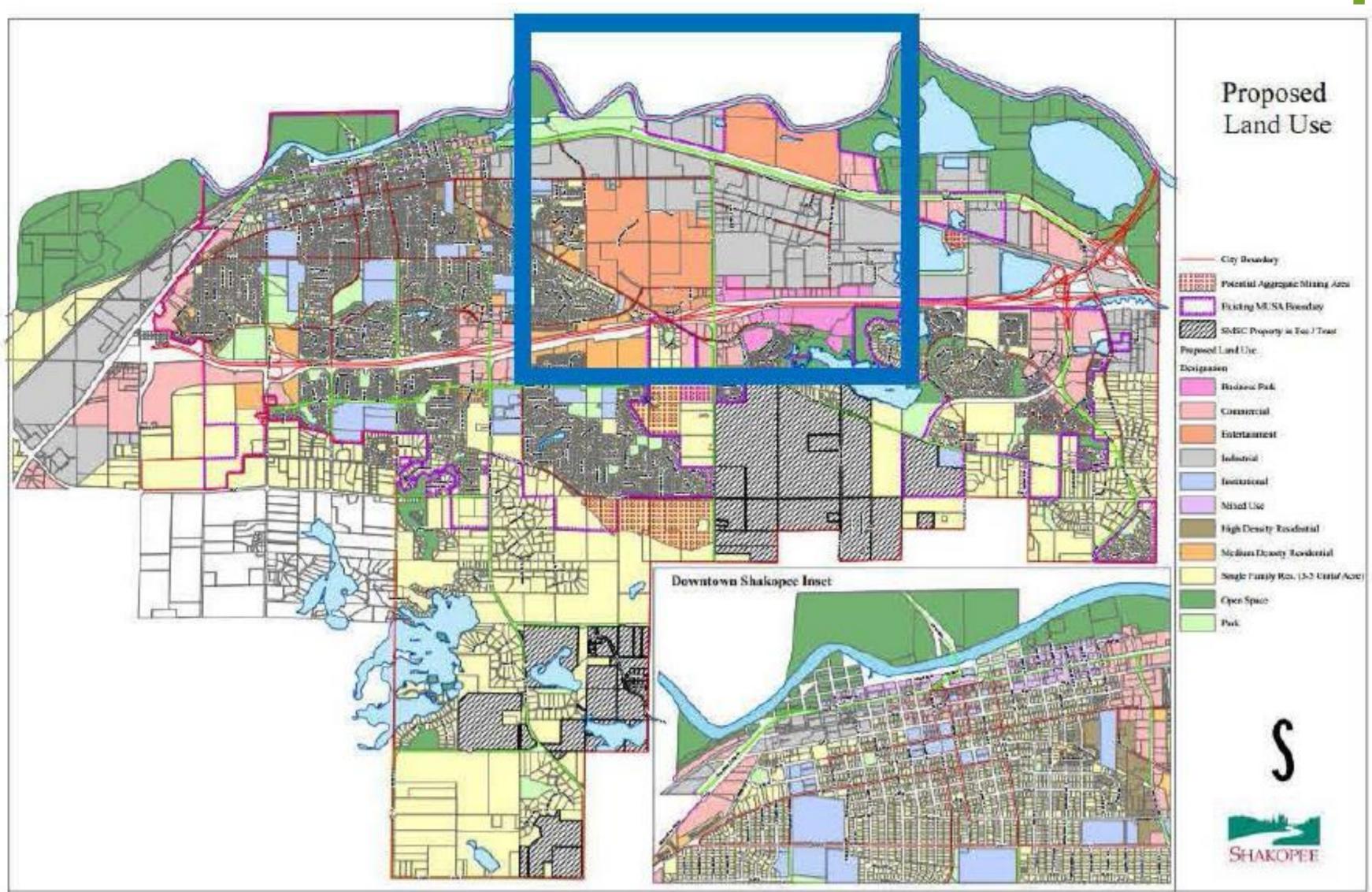
- Existing (Open to Public)
 - In Master Plan (Not Open to Public)
- Planned Units
- Existing Regional Trails
- --- Planned Regional Trails

Amendment Details

- Adds a definition for the Entertainment District Land Use category.
 - Allows uses complementary to those found at Valleyfair and Canterbury Park.
 - Permits Medium and High Density Residential uses on up to 10% of the land area
 - Allowable density range: 5.01 to 28 units per acre.
 - Includes a total of 700 acres; 70 acres available for residential development.
- The proposal facilitates the proposed mixed-use Canterbury Commons development.



Entertainment District Location Map





Findings

That the proposed amendment:

- Conforms to regional system plans
- Is consistent with Council policies
- Is compatible with the plans of adjacent and affected jurisdictions



Proposed Action

That the Metropolitan Council:

- 1. Adopt the attached Review Record and allow the City of Shakopee to place the Entertainment District Comprehensive Plan Amendment into effect.
- 2. Find that the amendment does change the City's forecasts. The City will address all forecast adjustments, community-wide and TAZ forecasts, through the City's 2040 Plan Update.
- 3. Advise the City to implement the advisory comments in the Review Record for Regional Parks, Forecasts, and Housing.

