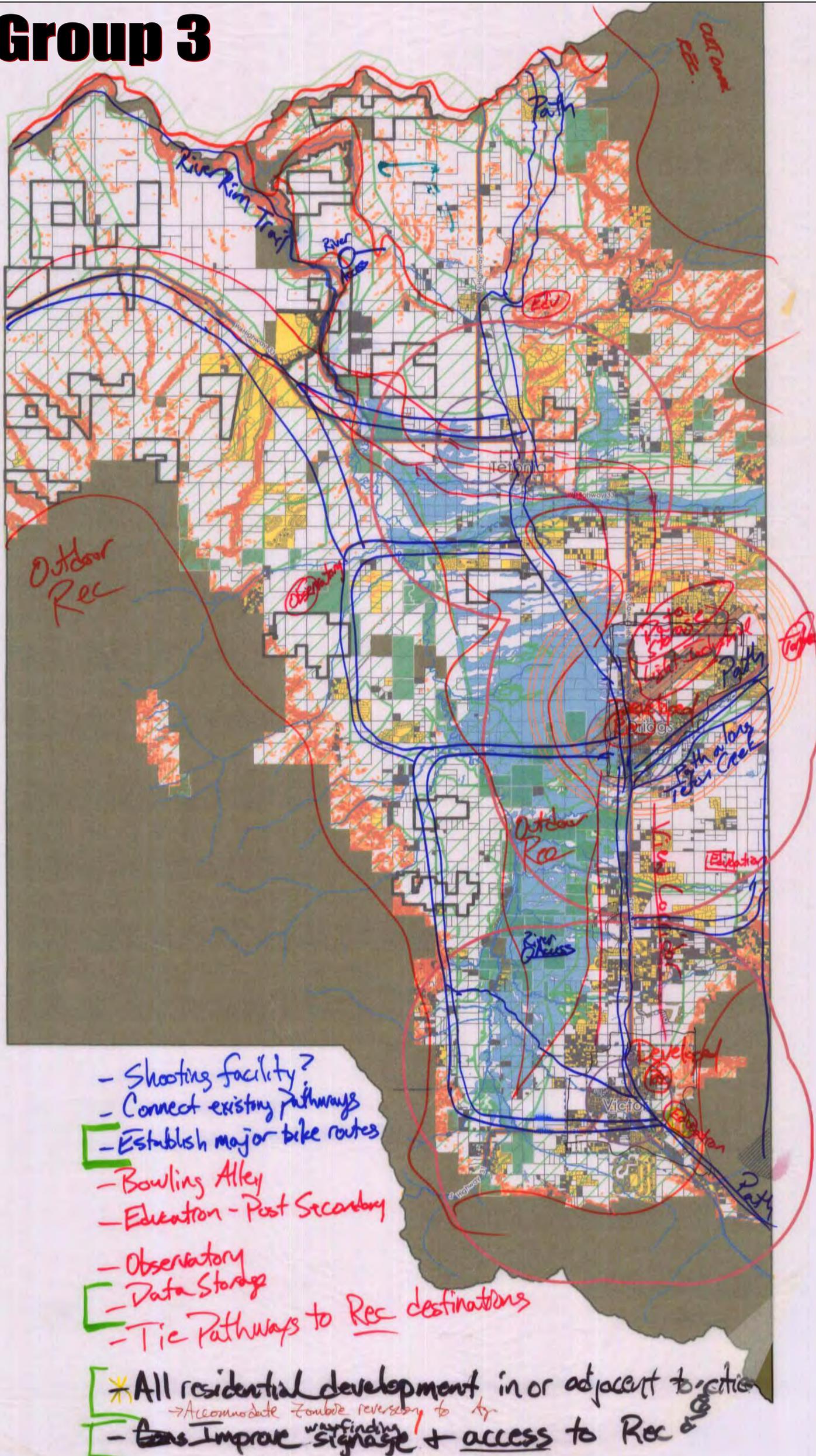


# FRAMEWORK WORKSHOP

SC & CC Mtg #6, 10/26/2011



## Group 3



### Group 3

#### Presentation notes

#### Big Ideas

- . Lots of Pathways – River Rim or Canyon Trail next to Teton River
- . Access important
- . Identified network of bike/transit routes
- . Observatory
- . Data Storage Facility (no need to cool in this climate)
- . View Corridor important to preserve along the highway
- . Focus development in the cities or near the cities
- . Revert Zombie subdivisions
- . Improve wayfinding and signage to all recreation access

#### Group 3 Notes

- . Recreation Center in Driggs, National Forest is recreation, Victor has dedicated recreation area
- . Wetlands are recreation areas
- . Place existing pathways on the map
- . Seeking a place for a shooting range
- . Add Bates/Cedron pathway to create a loop
- . Create Pathways around city and on the west side – trail creek, path into Teton River Canyon

#### Economic Development

- . Grocery store in Victor shopping area
- . School in victor/NOLS
- . Culinary School
- . Bowling alley in Driggs
- . Observatory up Packsaddle Road
- . Badger Creek Recreation/Education area
- . Data storage – outside of Driggs or Victor
- . Spurs into resorts and Forest River Access

Area between Driggs & Victor – fields, parks, cottage industries

Existing subdivisions with infrastructure should get developed without reverting back to ag

Keep Felt small – move everything into Teton

3 Cities – Teton had different character

No more housing outside of cities

#### Big Ideas

- . All new housing within cities – revert empty subdivisions to ag
- . Establish major bike routes
- . Data Storage/Call centers to bring in better Telecom
- . County should focus on infrastructure, not housing
- . Better signage to recreation area access
- . Wayfinding and access
- . Public Transportation

#### Pick the best

- . Enhancing key access
- . Central park (Drictor)
- . Fly fishing center
- . Equine center
- . Backcountry ski center
- . Shooting facility
- . Visitor center
- . Open space limitations

- Shooting facility?
- Connect existing pathways
- Establish major bike routes
- Bowling Alley
- Education - Post Secondary

- Observatory
- Data Storage

- Tie Pathways to Rec destinations

\* All residential development in or adjacent to cities  
 - Accommodate zombie reversion to ag  
 - Improve wayfinding + access to Rec destinations