

ED ROBSON ARENA

COMMUNITY MEETING #1

JANUARY 5, 2019

Agenda

- Welcome and Introductions
- Public Process Overview
- Project Goals and Objectives
- Entitlement Process and Preliminary Site Plan
- Transportation: Parking and Traffic
- Community Questions and Input
- Wrap up and Next Steps

Project Team

Colorado College:

- Chris Coulter: Assistant Vice President Facilities Services
- Rick Greene: Senior Project Manager
- Mike Haviland: Head Hockey Coach, Colorado College
- Scott Lowenberg: Associate Athletics Director

City of Colorado Springs:

• Bob Cope: Economic Development Officer, City of Colorado Springs

Consultant Project Team:

- Consultant Project Manager: Chris Lieber, N.E.S. Inc.
- Public Engagement: Lisa Bachman, Bachman PR
- Architect: Adam Davidson, JLG Architects
- Traffic Engineer: Todd Frisbie, Felsburg Holt & Ullevig
- Civil Engineer: Kyle Campbell, Classic Engineering
- Parking Consultants: Todd Frisbie, Felsburg Holt & Ullevig and Bill Surna, WGI/ Carl Walker

Upcoming Community Meetings

- Workshop #1: Saturday, Jan 19, 10:30 am noon
 - Colorado College Tutt Library, 1021 N. Cascade Ave. (prior to normal library hours)
 - Meeting Focus Subject(s): Parking, traffic, shuttles, rideshare, fan experience, season ticket holder experience
- **Community Meeting #2**: Saturday, Feb 16, 10:30 am noon
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 - Meeting Focus Subject(s): Arena building, architecture, programs, report out
- Workshop #2: late February, date/time to be determined
- **Community Meeting #3**: mid-March, date/time to be determined
- Colorado Springs Review Board: June 2019
- Colorado Springs City Council: July 2019

Meeting Parking Map: <u>http://www.coloradocollege.edu/robsonarena</u> ADA accommodations: 719-389-6607

Project Website & Contact Information:

Website updated with more about the Robson Arena design and planning process as it progresses.

http://www.coloradocollege.edu/robsonarena

For project updates by email, as well as times/dates of future community meetings and workshops, send an email asking to be added to the database: <u>RobsonArenaDesign@coloradocollege.edu</u>

Robson Arena Principled Approach:

College Campus....

- Elevate Robson Arena as a physical and cultural extension of Colorado Springs and Colorado College
- Establish a gateway to campus that respects the adjacent historic neighborhood
- Connect and consider indoor activities and the outdoor environment
- Be a model of need based use and sustainability for the nation
- Create a Tiger-branded home ice venue advantage



Robson Arena Goals and Objectives:

CC Tiger Hockey Program...

- A home on campus
- Training and development opportunities
- Connect Students to Hockey Program
- Smallest Division 1 Hockey Program
- Recruiting
- Players on Campus
- Game Changer
- State of the Art Facility



Robson Arena Goals and Objectives:

Fan and Season Ticket Holder Experience...

- An On-Campus Permanent Home
- All current Season Ticket Holders will receive access to purchase Season Tickets in the new Arena
 - Season Tickets are still available
 - Season Ticket holders receive priority seat locations
- Best-in-class Arena & Fan Amenities
- Promote the Colorado College Brand
- College Atmosphere on Campus
- Excitement from a full arena with Tiger Fans
- Greater Value Ticket
- Seating Capacity: 3,000 3,650
- Average Tickets Sold Per Game: 3,482
- Avg. Scanned Tickets/Attendance per Game: 2,800



Robson Arena Project Perspectives:

City for Champions (C4C) Perspective...

- Transformative Project for the City
- Bookend both sides of Downtown (Robson Arena and Switchbacks Stadium)
- Economic Development for Community
- Direct Positive Impacts for Downtown Businesses
- Possible Events:
 - 32 Non-hockey Events Annually
 - 5 Events of More Than 2,000 Spectators Annually

Potential Partnerships:

- Colorado College Hockey Games
- Curling
- SCAA Basketball Championships
- SCAC Volleyball Championships
- Ice Shows
- Martial Arts
- NCAA Div III National Basketball Championship
- National Roller Hockey

- Club and Youth Hockey
- Hockey Camps
- National Sports Organizations
- National Governing Body (NGB) Events
- Para Olympic Events (Indoor)
- Colorado College Pro Preparedness Camp
- NHL Team Training Camp
- Club Figure Skating

Project Timeline



Land Planning and Approval Process

- Land Use Applications:
 - Conditional Use Development Plan
 - Master Plan Amendment (Colorado College Long Range Development Plan)
 - Alley Vacation Vacating an alley previously platted for use as public right-of-way
 - Final Plat
- Anticipated Application Submittal to City of Colorado Springs:
 - Late March 2019
- Community Input Opportunities:
 - Public Meetings and Workshops: January March 2019
 - Public Comment and Hearings: June July 2019

Existing Planning Context

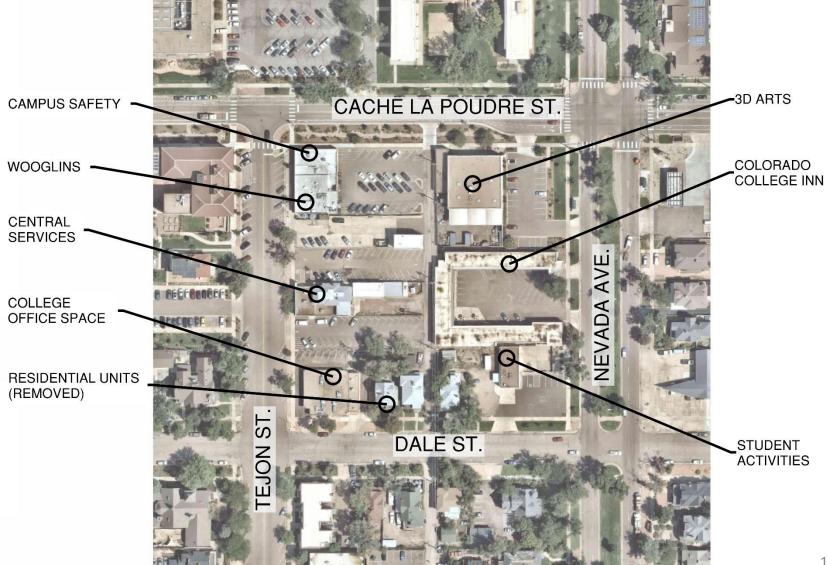
- Alignment with Current and Past Planning Efforts:
 - Colorado College Long Range Development Plan (2008)
 - Colorado College Master Plan (2015)
 - Experience Downtown Plan (2016)
 - Urban Land Institute (ULI) Panel (2012)

Arena Location



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Existing Conditions



Existing Conditions







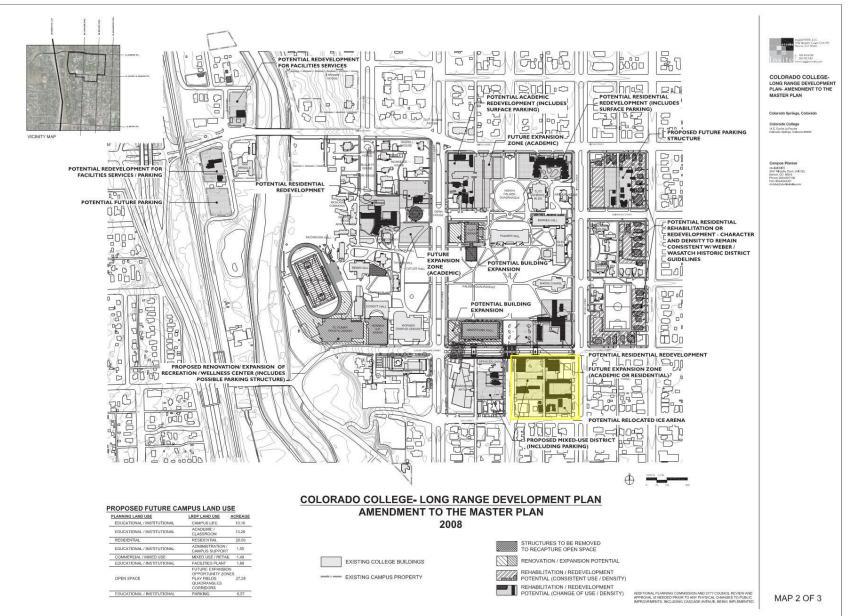




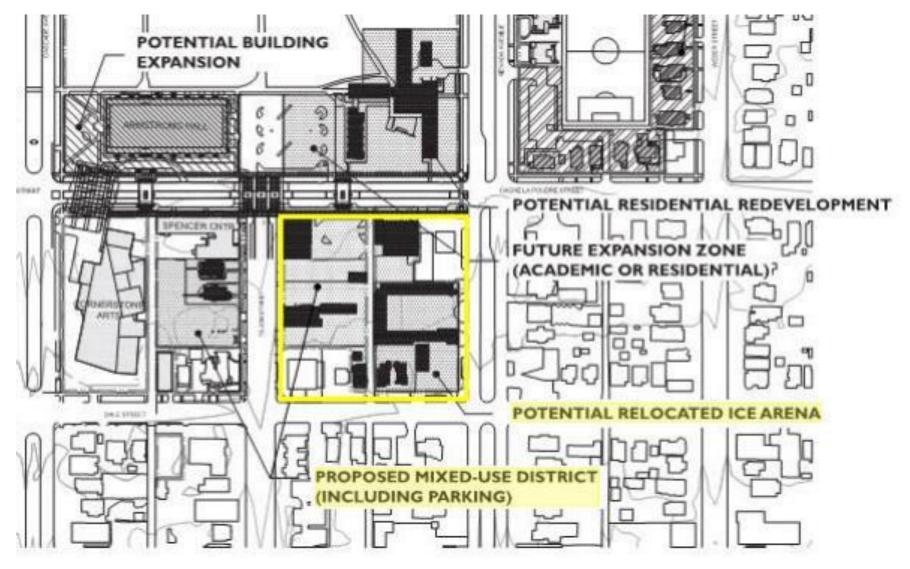




Colorado College Long Range Development Plan (City Approved 2008)

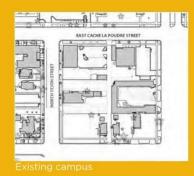


Colorado College Long Range Development Plan (City Approved 2008)



Colorado College Master Plan (2015)

CAMPUS MASTER PLAN



KEY INITIATIVES:

LONG TERM

- 18. Parking
- 19. North Tejon Plaza
- Mixed Use Developmen
- 20. Ice Arena
- 21. Natatorium

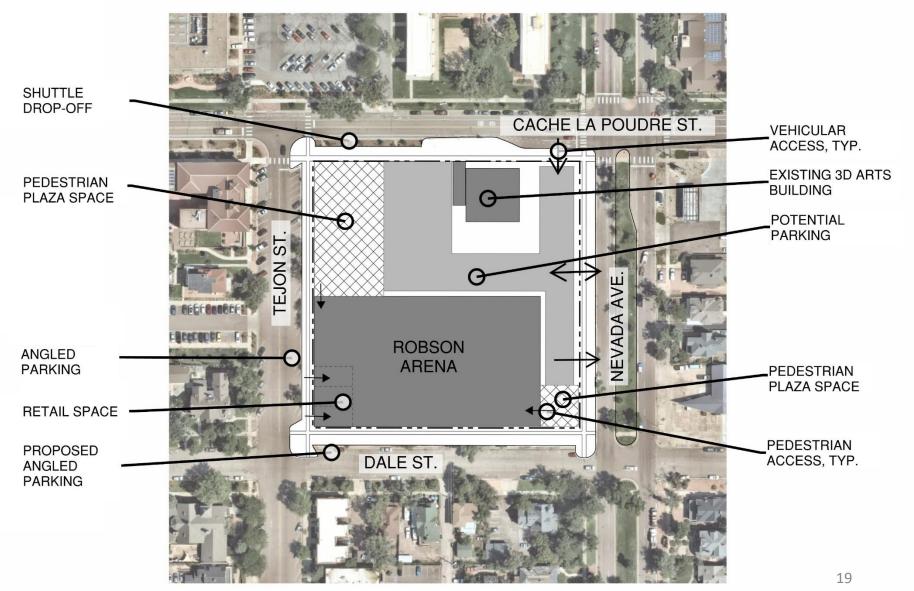
SOUTHEAST CAMPUS

Because of its current usage of low scale mixed use buildings and parking lots, this block has the greatest opportunity for new uses and can be developed over time, providing a more thoughtful and careful transition

between the campus and the commercial area of Colorado Springs to the south.

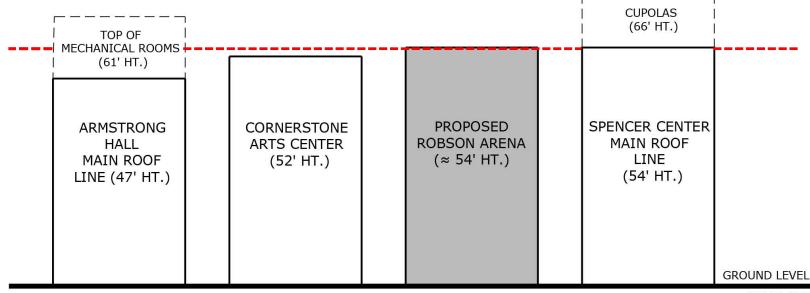


Preliminary Site Plan



Arena Size and Scale:

- Seating Capacity:
 - Robson Arena: 3,000 to 3,650 seats
 - Broadmoor World Arena: ~ 8,000 seats
 - Pikes Peak Center: ~ 2,000 seats
- Building Footprint:
 - Robson Arena: ~ 62,000 sq. ft.
 - Broadmoor World Arena: ~ 95,000 sq. ft.



• Building Height:

SCALE: NTS

Preliminary Parking Concept

- Data Collection
 - Parking Availability
 - CC Lots
 - On-Street
 - City garages
 - Parking Parameters
 - Number of people per car
 - Auto Mode Share (how many arrive by private auto)
 - Data from Denver Event Stadiums
 - CC hockey games this season
 - Attendance
 - Non-student / student
 - Arena size and allocation to students
 - Attendance this year
 - Staff / Participants

Parking Concept Advantages:

<u>Concentrated Parking</u> (Large Surface Lot or Parking Structure)

- Easier for College to Manage
- Where to Park is More Intuitive
- Less Vehicle Circulation in the Neighborhoods
- Less Potential for Neighborhood Parking Impacts

Dispersed Parking (Existing Lots, Private Lots, Shuttles, On-street)

- More Frequent Utilization of Existing Empty Lots
- Flexibility in Adjusting to Changing Parking Patterns
- Less Congestion at Intersections Near Campus
- Reduced Delay in Getting in and out of Parking Areas
- Encourages Use of Alternative Modes of Transportation
- Integrate / Engage with Downtown

Parking Demand Model: CC Hockey Games

Arena Seating Capacity: 3,300 (Potential range of 3,000 to 3,650)

- 2715 general public
- 585 students (walk to games) (Potential range of 550 to 650)

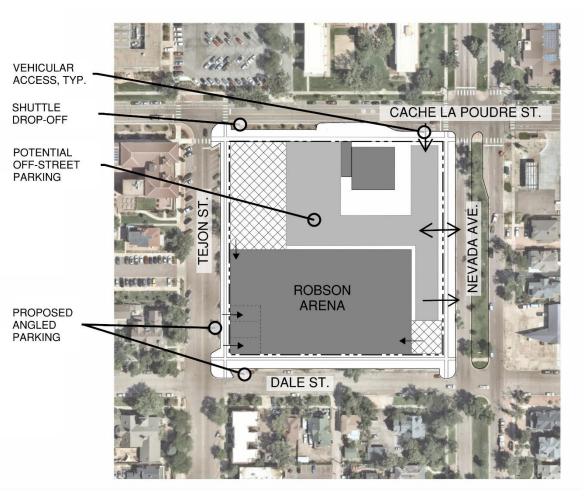
Operations Staff: 138

Demand Parameters:

- 2.7 people per car
- 95% arrive by automobile
- 18-24 games (October to March)

	Sold Out Event 3,300			
	Non-Students	Students	Operations Staff	
Attendance	2715	585	138	
Auto-Mode Share of Non- Student Attendance	95%	0%	100%	
People per Car for Non- Student Attendance	2.7	N/A	1.38	
Parking Demand	955	0	100	
Total Parking Demand	1055			

Parking Capacity: Proposed Parking On-site



Parking Demand: 1,055 spaces (for a sold-out game)

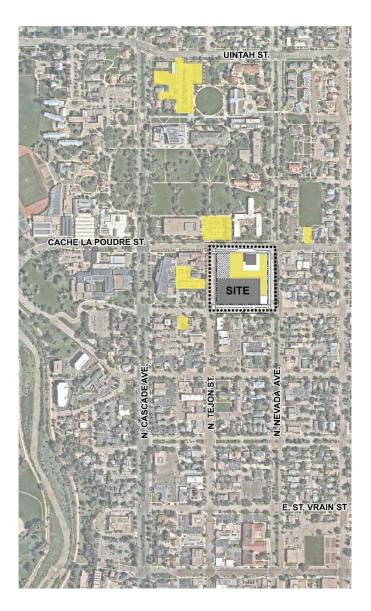
Available Spaces:

- Off-Street Parking: ~100 spaces
- On-Street Parking: ~73 spaces (Dale Street / Tejon Street)

Running Total:

~**173/1,055 spaces** (if a sold-out game)

Parking Capacity : On-Campus College Parking Lots



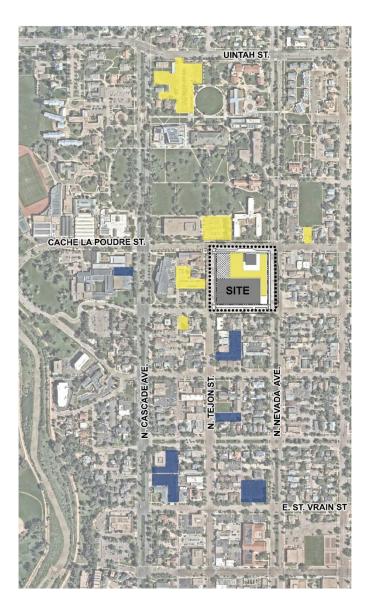
Parking Demand: 1,055 (for a sold-out game) Available Spaces:

- Off-Street Parking: ~100 spaces
- On-Street Parking: ~73 spaces
- Campus Lots: ~381 spaces

Running Total:

~554/1,055 spaces (if a sold-out game)

Parking Capacity: Privately Owned Parking Lots



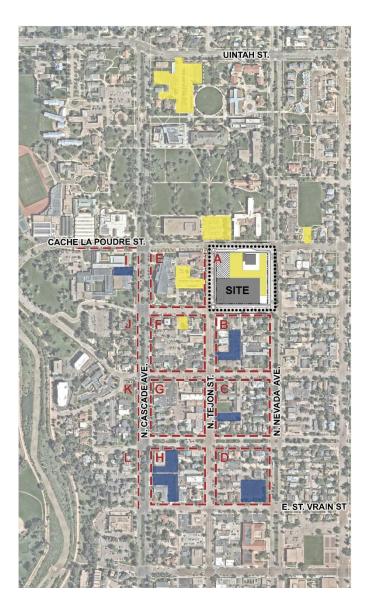
Parking Demand: 1,055 (for a sold-out game) Available Spaces:

- Off-Street Parking: ~100 spaces
- On-Street Parking: ~73 spaces
- Campus Lots: ~381 spaces
- Privately Owned Lots: ~295 spaces

Running Total:

~849/1,055 spaces (if a sold-out game)

Parking Capacity: On-Street Parking Spaces



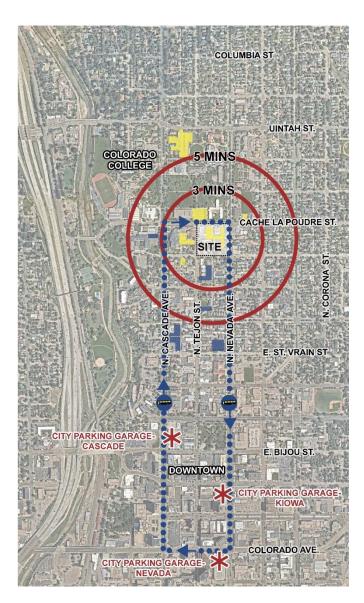
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- Off-Street Parking: ~100 spaces
- On-Street Parking: ~73 spaces
- Campus Lots: ~381 spaces
- Privately Owned Lots: ~295 spaces
- Existing On-Street: ~287 spaces (half of total on-street spaces available)

Running Total:

- ~1,136/1,055 spaces (if a sold-out game)
- ~Surplus 81 spaces

Walking Distance to Arena



- 5 minute walk = 1,200 ft.
- Industry Standard: 10 min. walk in cold weather climate
- About ¹/₂ Parking Spaces within 5 min. window
- All spaces within 10 min. window
- World Arena (comparison)
 - Edge of Pay Parking 800 ft.
 - Free Parking at Tinseltown 1,200ft

Parking Capacity: Downtown Parking Garages & Shuttle Route

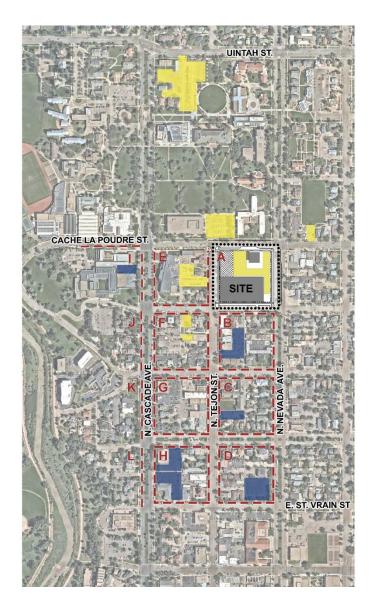


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- Off-Street Parking: ~100 spaces
- On-Street Parking: ~73 spaces
- Campus Lots: ~381 spaces
- Privately Owned Lots: ~295 spaces
- Existing On-Street: ~287 spaces
- Downtown Parking Garages: ~170 spaces (Limited by shuttle capacity)

Running Total: ~1,306 /1,055 spaces ~Surplus 251 spaces

Overall Parking Concept: CC Hockey Games



Parking Demand: 1,055 (for a sold-out game) Available Spaces:

- Off-Street Parking: ~100 spaces
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- Existing On-Street: ~287 spaces
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Running Total: ~1,306 /1,055 spaces ~Surplus 251 spaces

Potential Parking Management & Incentive Tools

- Parking Operations Plan
- Season Ticket Holders Assigned to reserved Off-Street Parking Lots
- Single Game Ticket Holders provided information on Parking and Assigned to Lots
- College Provides Free Shuttle Service from Downtown Parking Garages and Parking Lots
- Ride Share Incentives (Uber/ Lyft- 5% of Attendees)
- Residential Parking Permit Program
- Local Business Partnerships
- Restaurant/Bar Shuttle System
- Coordinate w/ other special events and college school year
- New Campus Lots
- Additional On-Street Parking Opportunities
- Engaging Colorado Springs Police for Traffic Management during Events
- College to hire Parking Management Company
- C4C Events limited to block, winter and summer breaks

Residential Parking Permit Concept (Option)



Parking restricted to only residents and visitors

- Full Time
 - All Day
 - 365 Days a Year
- Limited
 - Fridays & Weekends
 - Specific Hours
 - Hockey Game Days and Events

C4C Event Parking Analysis

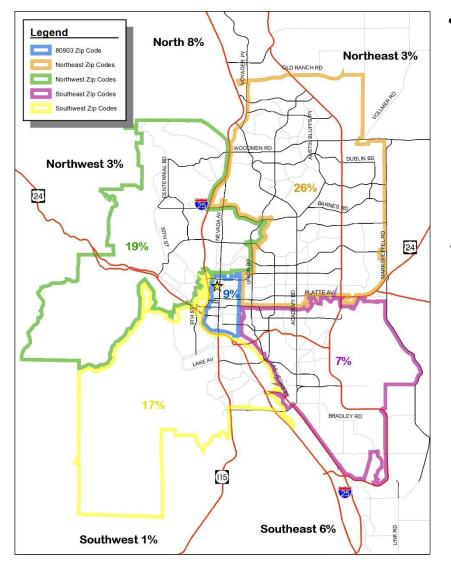
- Event Limitations
 - C4C Business Plan Suggests:
 - Events only during Academic Breaks
 - 32 non-hockey events
 - 5 events of more than 2,000 spectators
 - 1,100 average attendance
 - 400 average participants
 - Parking Availability
 - Limited to CC lots and street parking
 - Time and day of the week

C4C Event Parking

Attendance Scenarios*	Block Break and Winter Break			Summer Break				
	Weekdays Mon-Fri, 8 am to 5 pm	Weeknights Mon-Thurs, after 5 pm	Weekend Days Sat-Sun, 8 am to 5 pm	Weekend Nights Fri- Sun, after 5 pm	Weekdays Mon-Fri, 8 am to 5 pm	Weeknights Mon-Thurs, after 5 pm	Weekend Days Sat-Sun, 8 am to 5 pm	Weekend Nights Fri- Sun, after 5 pm
Less than 1,000								
I,000 and				Average C4C	Event Attenda	nce		
2,000 and 2,500								
2,500 and 3,000								
3,000 and 3,250								
Over 3,250 and 3,500								

*Attendance Scenarios include spectators and participants. The average total attendance at C4C events is projected to be approximately 1,500

Traffic: Patterns



- Season Ticket Holder Zip Codes
 - 18% Southwest
 - 13% Southeast
 - 37% North and Northeast
 - 22% Northwest
 - 9% near Arena (80903)
- Where Would Trips Come From?
 - North 40% (I-25, Cascade, Nevada)
 - West 10% (Uintah)
 - East 10% (Platte)
 - South 40% (US 24, Colorado, I-25, Nevada)

Traffic: Intersection Traffic Volumes

	Arena Traffic Volumes at Intersections		
Intersection	Distribute Parking	Concentrate Parking	
Uintah / Cascade	425	640	
Cache La Poudre / Cascade	340	445	
Nevada / Uintah	175	380	
Nevada / Cache La Poudre	280	300	

- Cascade Avenue
 - 20-30% less traffic at intersections when parking is distributed

Traffic: Intersection Operations

	Intersection Delay (sec. / veh.)			
Intersection	Friday Evening	Distribute Parking	Concentrate Parking	
Uintah / Cascade	20.8	30.8	63.5	
Cache La Poudre / Cascade	15.2	24.8	65.9	
Nevada / Uintah	19.5	20.6	23.9	
Nevada / Cache La Poudre	11.0	13.1	12.6	

- Game night volumes less than peak hour
 - Cascade 40%
 - Nevada 30%
 - Uintah 30%

• Findings:

- Dispersed parking results in less traffic delay
- Cascade intersections at Uintah and Cache La Poudre fail in concentrated parking scenario

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