Plan-it-Yourself: Assumptions

1. The planning horizon for LPlan 2040 and this game is 2040.
2. The future Lancaster County population will increase by approximately 126,000 people by 2040.
3. 90% of the Lancaster County population will live in Lincoln
4. The future average household size will be 2.35 persons per household.
5. A typical square mile of suburban development contains about 2000 dwelling units.
6. For the purposes of the game, 40,000 DU will be required to serve the future population in 2040.
7. Although the game only looks at growth in Lincoln, small towns and other areas in Lancaster County Would also be growing during the period.
8. Although growth occurs incrementally in real life, 2040 growth is considered to occur simultaneously for the game. There is no phasing for this game.
9. All costs are in 2009 dollars, no inflation factors are included.
10. The approved Capital Improvements Program was used as a base for the financial information. Funding totals and project costs are approximate, but based on real figures.
11. The game is based on real budgets and growth scenarios, however it has been greatly simplified to fit the game into the time allowed.
12. Cost of Major Projects include local funding sources only. Many projects assume matching federal or state funds.
13. All Major Transportation, Open Space and Bus Package costs are estimates based on current costs.
14. Lincoln will continue to develop using a gravity sewer system.
15. Lincoln will continue to develop along drainage basins.
16. Utilities such as water, wastewater, electricity, etc… would need to be installed to serve new areas, but are not part of the financial discussion in this exercise.
17. Redevelopment:
    a) Redevelopment is not considered to replace existing homes, but rather to be an addition to existing home. Redevelopment may occur on vacant land, or repurposed land such as an underutilized shopping center, parking lot, or commercial building.
    b) Redevelopment is most likely to occur in higher density forms such as condos, mixed use developments, and apartments.
    c) Redevelopment does have some public cost that can be hard to define; however, it is significantly lower than development in new areas and will not be part of this exercise.
18. City Limits and Committed Land on maps represents land within the city or which has been approved for development, but not yet annexed.
19. There are areas within the City Limits and Committed Land that have un-built projects which would need to be built during the 30 year period.
20. For the purpose of the game, all current fringe roads are assumed not to be built to current standards and should be built as new roads

Plan-it-Yourself: Part 1

RULES: PART 1

1. Yellow squares represent 1500 single family dwelling units (DU).
2. Orange squares represent 500 dwelling units (DU) which may be multifamily apartments, condominiums, attached single family, or other high density developments.
3. You must reach a total of 40,000 dwelling units to serve the future population.
4. Game Pieces:
    a) Yellow, or typical suburban, squares include enough area for commercial and office space typically seen in a square mile of new development.
    b) Orange squares represent additional housing units, assumed to be multifamily, that may be scattered throughout the square mile in which they are placed.
    c) Orange squares represent an increase in the total number of dwelling units, they do not displace existing dwelling units.

PLAY: PART 1

1. Players receive **19 yellow** and **23 orange squares**.
2. Players may trade up to 5 **yellow squares** for **orange squares; 1 yellow = 3 orange.**
3. Players place **yellow squares** on the map.
    a) **Yellow squares** must touch the **City Limits and Committed Land (CLCL)**, or touch another square that does so.
    b) **Yellow squares** may only be played on land outside the **CLCL**.
    c) **Yellow squares** cover one square mile of land area.
    d) Note: in many square miles along the CLCL edge, there is some portion of the square mile that is already inside the CLCL, or maybe a small portion that is not yet inside. Players should use their judgment to balance this so that they are dealing in square miles.
4. Players place **orange squares** on the map.
    a) **Orange squares** may be placed within the **CLCL** or on top of **yellow squares**.
    b) In order to reach the current density of 2000 dwelling units per square mile, one orange square would be placed on each yellow square.
5. When squares have been placed, players count up each color and use the **Calculation Sheet** (lines 1, 2, and 3) to make sure the total of 40,000 DU has been achieved**.**

Plan-it-Yourself: Part 2

RULES: PART 2

At several points during this portion of the exercise you will be asked to make decisions about funding and projects. Attempt to reach consensus on these decisions, if that is not possible, a majority vote is required. If there is a tie, it will be settled by a flip of a coin.

1. Every **yellow square** must be served on all four sides with arterial roads.
2. **Yellow** and **orange squares** may be adjusted as needed, as long as rules are not violated.

PLAY: PART 2

Roads:

1. The current transportation budget for the City is about 1.26 billion dollars. Of that, 68% is spent on operation and maintenance of the transportation system, leaving about $408 million for new construction. This will be your **Capital Budget**.
2. Build all **4+ lane arterials**.
   - **a)** **Yellow squares** that are adjacent to existing City Limit must have **4+ lane arterial** on that side.
   - **b)** **Yellow squares** that are adjacent to other yellow squares must have **4+ lane arterials** on that side.
3. Build all **2 lane offset arterials**.
   - **a)** **Yellow squares** that have an edge on the fringe are only required to have the **2 lane offset arterial**, but may build a **4+ lane arterial** if desired.
   - *b) Note: for any squares that straddle a mile line, the road must be built to 4+ lanes along that straddled line. If the far edge reaches further than halfway to the next mile line, you must build that road as 2 lane offset as well. If it reaches less than halfway, it need not be built. Check with your table staff person for guidance.*
4. When you have completed placement of your arterial roads, use lines 4, 5, and 6 on the **Calculation Sheet** to determine your **Total Arterial Roadway Cost.**
5. Subtract the **Total Arterial Roadway Cost** from your **Capital Budget** and enter the amount into line 7.
6. Your group has the option to raise property taxes in order to increase your **Capital Budget**.
   - a) An increase of $100 million would mean an increase of $33 per year on a $150,000 home. Increase of $200 million would mean $66 per year on a $150,000 home. (Total property taxes for a $150,000 home are $2894, about $450 of which is collected by the city.
   - b) Attempt to reach consensus on the question of whether or not taxes will be raised to receive additional funding. If not possible, majority vote rules, coin-toss breaks a tie.
   - c) Enter **Tax Increase** on line 8 and add dollars to the **New Remaining Capital Budget** (line 9) if you decide to do so.
7. The remaining dollar amount may be spent on transportation projects listed in the **Major Projects** catalogue.
8. You must agree by consensus, majority vote, or coin flip in the case of a tie on each of the projects before you finalize your list.
9. Add the total cost of the selected **Major Transportation Projects** (line 10)
10. Subtract from the **New Remaining Capital Budget** (line 9) to obtain your **Remaining/Shortfall** (line 11)

Plan-it-Yourself: Part 3

RULES: PART 3

1. All existing bus routes will remain as they are. Enhancements may be added, but routes cannot be removed.
2. Enhancement to bus service would require an increase in the current budget. For the game this increase is represented as an increase in taxes.

PLAY: PART 3

Transit:

1. Your group has the option to increase taxes in order to provide improved bus service to the City.
2. Look at the **Bus Packages** listed in the **Catalogue**. Each package has a tax amount associated with it, as well as what that amount would mean in terms of increase per $150,000 home, shown on the **Major Projects Worksheet**.
3. Improvements are made to the overall system, not just to particular routes.
4. Discuss with the group whether or not an increase in services is appropriate. Use the established consensus/voting/coin-flip method to decide which are to be implemented, if any. Record your decision on the **Calculation Sheet**.
5. Place the appropriate **Bus pieces** on the map (place them in any open area).
6. Use the **Worksheet** to calculate the costs for transit improvements and add those together to find the **Bus Package Cost** (line 12).

Open Spaces:

1. Your group has the option to increase taxes in order to preserve open space outside the City Limits.
2. Open space can function as floodplain preservation, recreational space, environmental preservation, critical habit, or combinations of these uses.
3. You may preserve up to three square miles of open space at a cost of $7 million dollars for each square mile. This is an increase of about $2.33 dollars per year on a $150,000 home for each square mile you preserve.
4. Use the voting procedure to determine whether or not open space will be preserved by your group.
5. Place the **green squares** on the map where you would like land preserved.
6. Enter the number of squares preserved in line 13 of the **Calculation Sheet.**
7. Calculate the tax increase required for open space and enter it into line 14.

Summary:

Use the **Calculation Sheet** to summarize your transportation projects and costs (lines 15 – 18).