

PATHWAY TO OUR FUTURE GUILDERLAND COMPREHENSIVE PLAN



Public Workshop #2

JUNE 1, 2023

6:00 PM

Westmere Fire House



AGENDA



- Welcome
- Presentation
- Topic-Based Table Discussions
- Table Report Back
- Next Steps & Questions



ROLES & RESPONSIBILITIES

Comprehensive Plan Update Committee (CPUC)

- Review Materials
- Provide Insight & Direction
- Project Ambassadors

Town Staff

- Review materials
- Assist with logistics
- Institutional insight

Consultant Team

- Technical Assistance
- Facilitate/administer process

Community: Be Engaged!



WHAT IS A COMP PLAN?

Town Law – Article 16 §272-A:

"town comprehensive plan" means the materials, written and/or graphic, including but not limited to maps, charts, studies, resolutions, reports and other descriptive material that identify the goals, objectives, principles, guidelines, policies, standards, devices and instruments for the immediate and long-range protection, enhancement, growth and development of the town located outside the limits of any incorporated village or city.



WHAT IS A COMP PLAN?

Families plan to buy a house, to take a vacation, for a child's education.

Businesses plan for profit and growth.

Communities plan for...

- ✓ population changes
- ✓ economic growth
- ✓ roads, community character, property values, tax base, schools, environmental protection, transit, recreation, pedestrian safety, sewage disposal, water supply...



A COMP PLAN IS NOT...

- Zoning
- Parcel Specific
- A venue to address individual projects under review or in the review pipeline



COMP PLAN UPDATE PROCESS

Understanding
Where You Are

THE EXISTING STATE



Where Do You
Want To Be?

THE DESIRED STATE



Identifying a Shared Vision
for the Town of Guilderland

How Do You
Get There?

IMPLEMENTATION



Reality-Based Series of
Implementation Steps



PUBLIC ENGAGEMENT

Activities so far:

- Project Website
 - www.pathwaytoguilderlandsfuture.com
- Guilderland Community Survey completed
 - 635 responses
- Open House and Visioning Session
 - March 20, 2023
- GHS Student Engagement
 - May 18, 2023
- Comment Forms



EXISTING CONDITIONS

Demographics

- Population
- Age
- Household Income
- Housing

Preliminary Mapping

- Study Area
- Land Use
- Parks, Rec & Conserved Lands
- Environmental Constraints



EXISTING CONDITIONS

Demographics – Population

Year	1980	1990	2000	2010	2020	2021
Population	26,515	28,764	34,045	35,303	36,848	36,976

Source: U.S. Census

Regional Comparison from CDRPC, Town of Guilderland Demographic and Growth Analysis 1990-2020

Location	2010	2020	2010-2020 % Change	Population Difference
Town of Guilderland	35,303	36,848	4.4%	1,545
Bethlehem	33,656	35,034	4.1%	1,378
Halfmoon	21,535	25,662	19.2%	4,127
Rotterdam	29,094	30,523	4.9%	1,429
Albany County	304,032	314,848	3.6%	10,816
New York State	19,378,102	20,201,249	4.2%	823,147

Source: U.S. 2010 & 2020 Decennial Census



EXISTING CONDITIONS

Demographics – Age

	Preschool 0-4	School Age 5-17	College Age 18-24	Young Adult 25-44	Adult 45-64	Older Adult 65+
Guiderland	4.9%	13.6%	14.2%	23.3%	25.2%	18.8%
New York	5.7%	15.2%	9%	27.2%	26.3%	16.6%
U.S.	5.9%	16.6%	9.2%	26.5%	25.6%	16%

Source: U.S. Census Bureau 5-Year ACS 2017-2021

- Percentage of College Age (18-24) and Older Adult (65+) residents in Guiderland higher than state and national figures.
- Lower percentage of School Age (5-17) and Young Adult (25-44) residents in Guiderland.



EXISTING CONDITIONS

Income

- Median household income (in 2021 dollars): \$94,606
- Persons in poverty: 5.2%

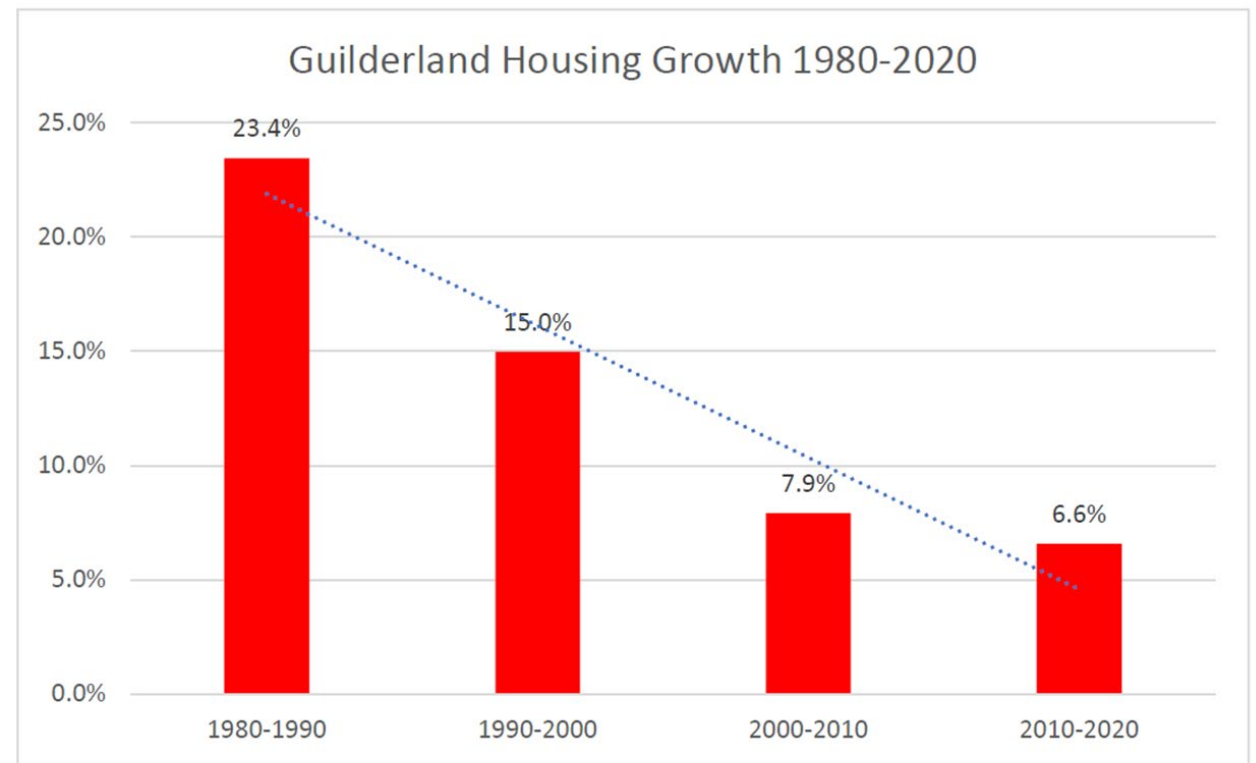
Source: American Community Survey 2017-2021



EXISTING CONDITIONS

Housing – Percentage Growth in Housing Units

- Significant growth in number of housing units from 1980-1990
- Decreasing growth rate in each subsequent decade



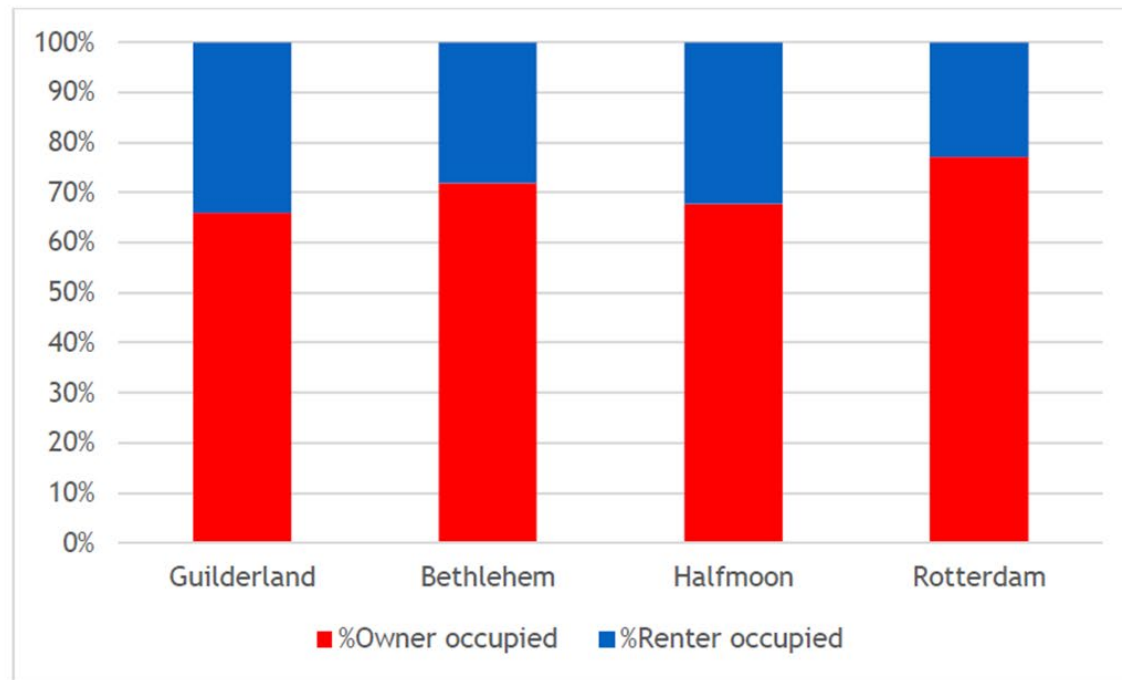
Source: U.S. Decennial Census 1980-2020

Source: CDRPC, Town of Guilderland Demographic and Growth Analysis 1990-2020



EXISTING CONDITIONS

Housing – Occupancy in Guilderland and Peer Towns



- Guilderland has the highest percentage of renter-occupied units among this peer cohort at 32.4%

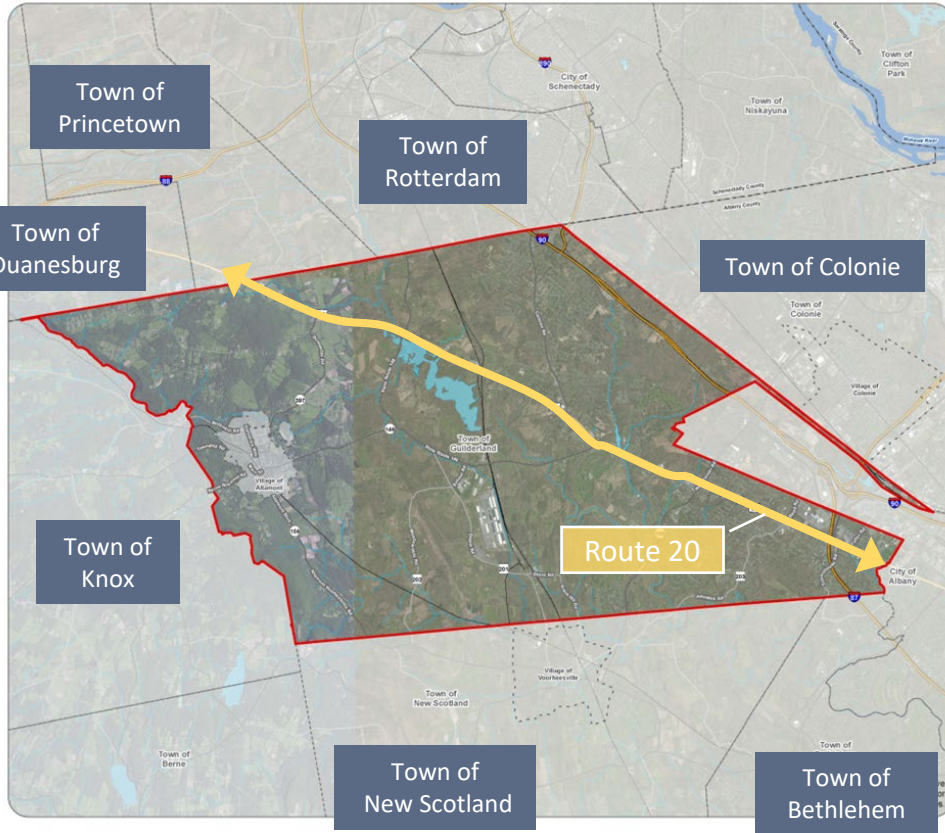
Source: CDRPC, Town of Guilderland Demographic and Growth Analysis 1990-2020

Source: U.S. Census Bureau 5-Year ACS 2015-2019



EXISTING CONDITIONS

Study Area

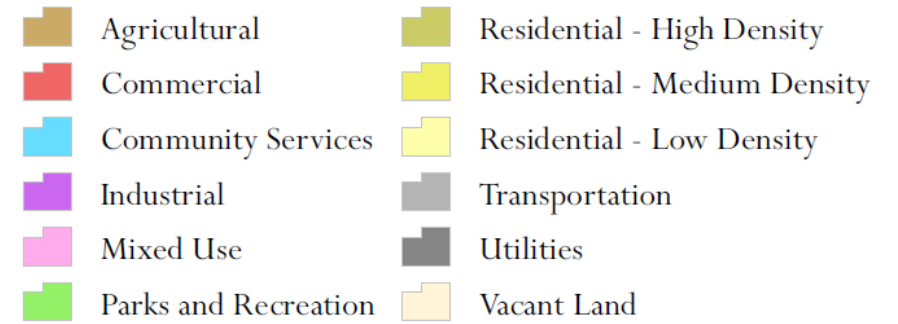
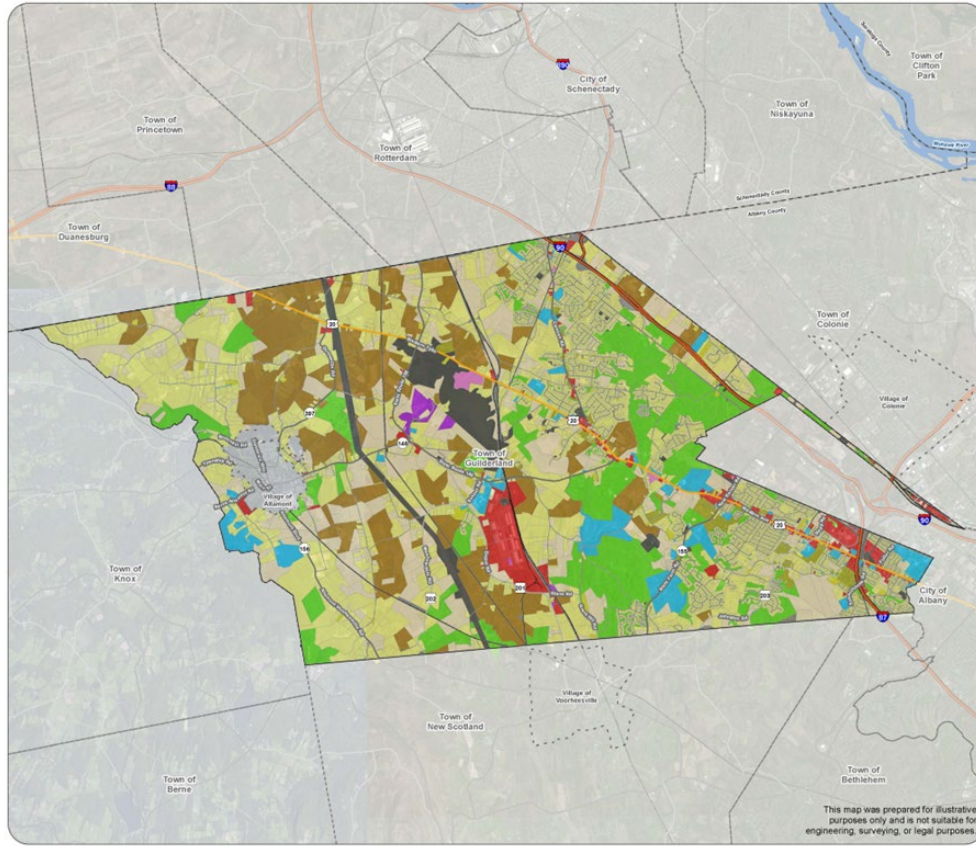


- Study Area is entire Town of Guilderland. Does not include Village of Altamont.
- 58 square miles (37,621 acres)
- Adjacent municipalities
 - City of Albany
 - Town of Bethlehem
 - Village of Voorheesville
 - Town of New Scotland
 - Town of Knox
 - Town of Duanesburg
 - Town of Princetown
 - Town of Rotterdam
 - Town of Colonie
 - Village of Colonie
 - Village of Altamont



EXISTING CONDITIONS

Land Use



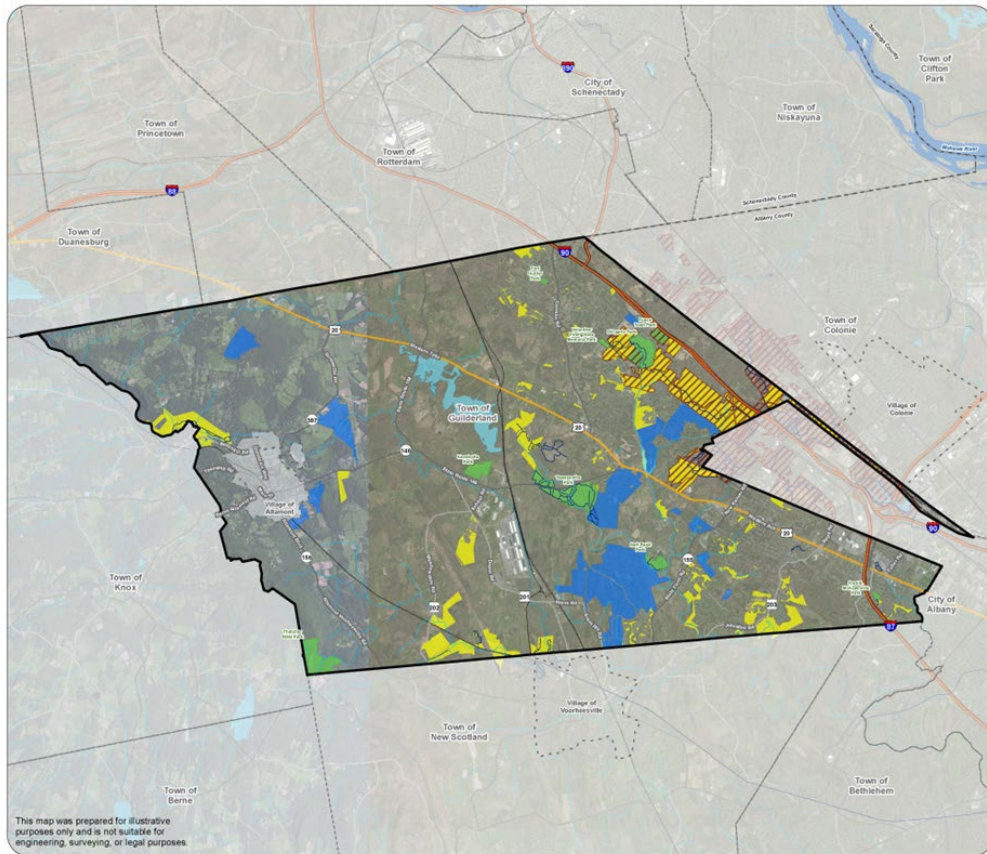
Most Prevalent Existing Land Uses

■ Residential – Low Density	35.5%
■ Vacant Land	15.6%
■ Agricultural	14.9%
■ Parks & Recreation	13.9%



EXISTING CONDITIONS

Parks, Recreation & Conserved Lands



LEGEND

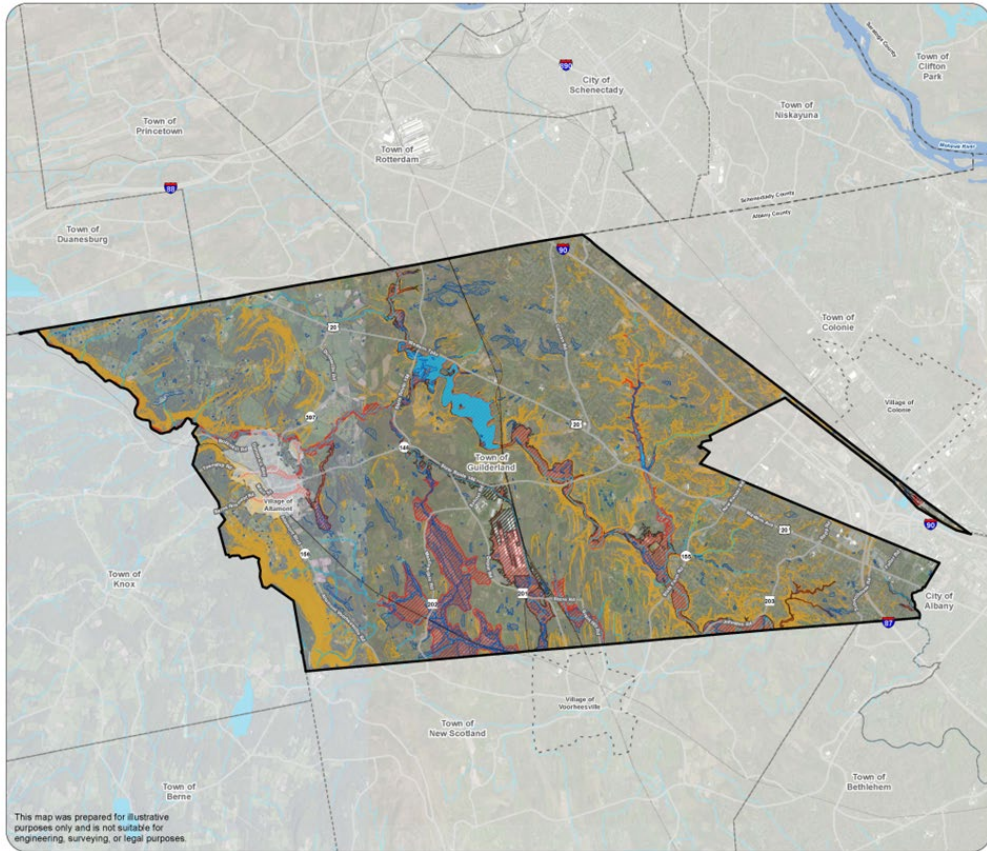
- Study Area
- County Boundary
- City/Town Boundary
- Village Boundary
- Railroad
- Interstates
- US Routes
- State Routes
- County Routes
- Water Body
- River/Stream
- Trails
- Parks
- Outdoor Recreation
- Conserved Lands
- Pine-Bush Protected Lands

- Parks (Local, County, State) 1.5%
- Outdoor Recreation 5%
- Conserved Lands 6.5%



EXISTING CONDITIONS

Environmental Constraints



LEGEND

- | | | | |
|---|--------------------|---|--------------------|
|  | Study Area |  | Water Body |
|  | County Boundary |  | River/Stream |
|  | City/Town Boundary |  | 100-Year Floodzone |
|  | Village Boundary |  | 500-Year Floodzone |
|  | Railroad |  | Slopes > 15% |
|  | Major Roads |  | Known Wetlands |

- Known Wetlands 5.5%
- 100-Year Floodzone 9%
- 500-Year Floodzone 1%
- Steep Slopes 17.5%



NEXT STEPS

- Meeting Summary from tonight will be posted to:
 - www.pathwaytoguilderlandsfuture.com
- Next Comprehensive Plan Update Committee Meeting
 - July 11, 2023 at 7:00 p.m.



TOPIC-BASED DISCUSSIONS

- 10 minutes per table
- Facilitated topic-based discussion
- Questions on back side of agenda
- Final report back after the full rotation



TABLE DISCUSSION REPORT BACK



QUESTIONS

