

- Direct staff to study the feasibility of project 7 as a part of the City's Facilities Master Plan and to return to the City Council with an update.

At the January 2023 City Council meeting, the Subcommittee was asked to provide information regarding who the target users would be for any recommended new parking structures. Below is a summary for potential projects 3 through 7:

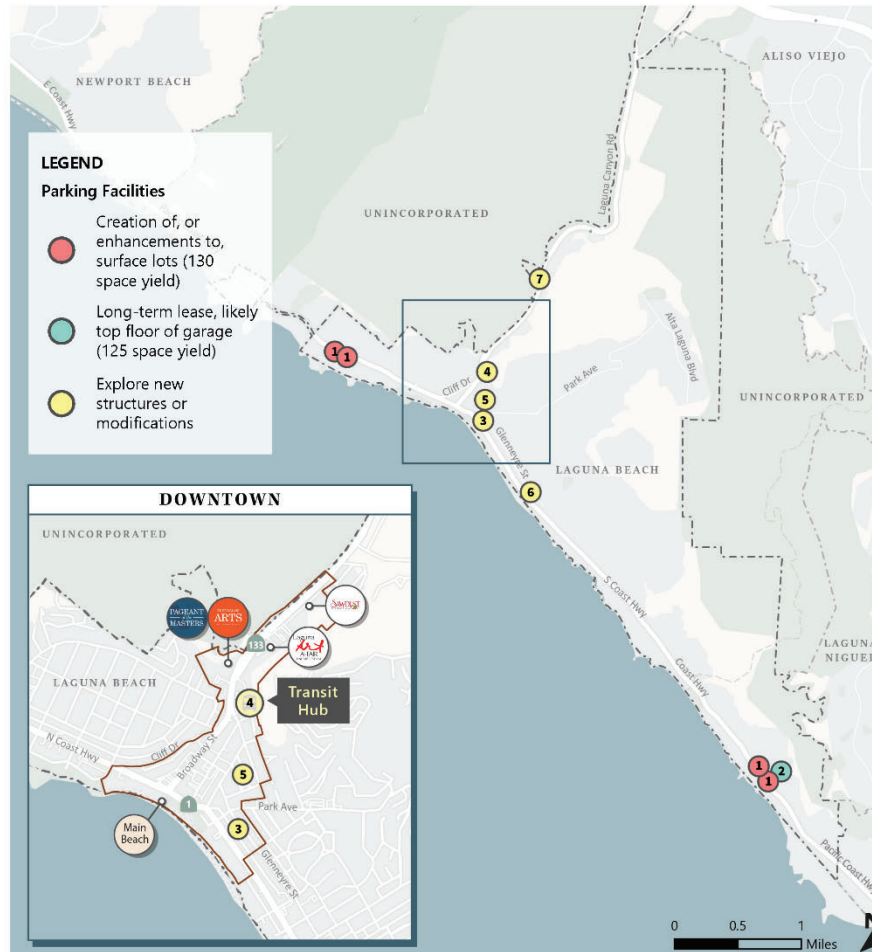
- Project 3 (Glenneyre Street Expansion): The target users would be both residents accessing the Library, Legion Hall and other Downtown locations and the general public accessing Downtown locations.
- Project 4 (Village Entrance): The target users would be a combination of attendees and volunteers of art festivals/special events at the Festival of Arts and the Laguna Playhouse and employees of Downtown businesses.
- Project 5 (Presbyterian Church): The target users would be a combination of residents accessing the Community Center/Susi Q, the Laguna Beach Community Clinic, the Presbyterian Church and other locations and the general public accessing the Promenade and other Downtown locations.
- Project 6 (HIP District): The target users would be occupants of any commercial businesses/housing units included in the project, and residents and the general public accessing businesses in the HIP District.
- Project 7 (Act V): The target users would be the City for the City's fleet of vehicles and trolleys, and the general public primarily during the summer and busy off-season weekends.

Table 7. Parking Infrastructure Opportunities

Fig. 33 ID	Priority	Treatment/Outcome	Action	Lead Party	Goal
1	1	Repurpose underutilized parcels at peripheral locations for publicly-available surface parking (<i>locations A-C & E from report</i>)	Approach private lot owners regarding their interest in City-subsidized conversion	Transit and Community Services Dept.	1, 2, 4 & 5
2	2	Develop a long-term lease for top floor of parking garage at Mission Hospital	Approach Mission Hospital and negotiate a long-term arrangement	Transit and Community Services Dept.	1, 2, 4, 5

3	3	Construct a partial parking deck addition at the Glenneyre Street Parking Structure (Lot 6), yielding approx. 37 new spaces	Obtain proposals for preliminary design and entitlement services	Public Works Dept.	1, 2, 3, 4 & 5
4	4	3-level parking structure at 635 Laguna Canyon Road (Village Entrance), yielding approx. 200 new spaces	Bring forward the preliminary design proposals pursuant to the action taken by City Council on September 8, 2020	Public Works Dept.	1, 2, 3, 4 & 5
5	5	City project for public parking at the Laguna Presbyterian Church site	Proceed with an award of contract for the concept design and return with a proposed design and lease agreement to the City Council	Public Works Dept.	1, 2, 3, 4 & 5
6	6	Study the feasibility, cost, and benefit of constructing a 3-level parking structure with commercial space/housing fronting the primary street on the 1300-block of Glenneyre Street, yielding approx. 130 new spaces	Approach private property owners to gauge interest in the potential project	Public Works Dept.	1, 2, 3, 4 & 5
7	7	Add up to three levels of parking at 1900 Laguna Canyon Road (Act V) in conjunction with addressing other City needs, including fleet electrification.	Study the feasibility, cost, and benefit for a new parking facility as part of the City's Facilities Master Plan.	Public Works Dept.	1, 2, 3, 4 & 5

Figure 33. Expanding Parking Supply Strategy



- 1 Repurpose underutilized parcels at peripheral locations for publicly-available surface parking
- 2 Develop a long-term lease for top floor of parking garage at Mission Hospital
- 3 Parking deck addition at the Glenneyre Street Parking Structure (Lot 6)
- 4 Parking Structure at 635 Laguna Canyon Road (Village Entrance)
- 5 City Project for Public Parking at Laguna Presbyterian Church
- 6 Parking Structure with commercial space fronting 1300-block of Glenneyre
- 7 Parking Structure with commercial space fronting 1300-block of Glenneyre Parking Structure at 1900 Laguna Canyon Road (Act V)

Expanding Parking Supply Strategy