



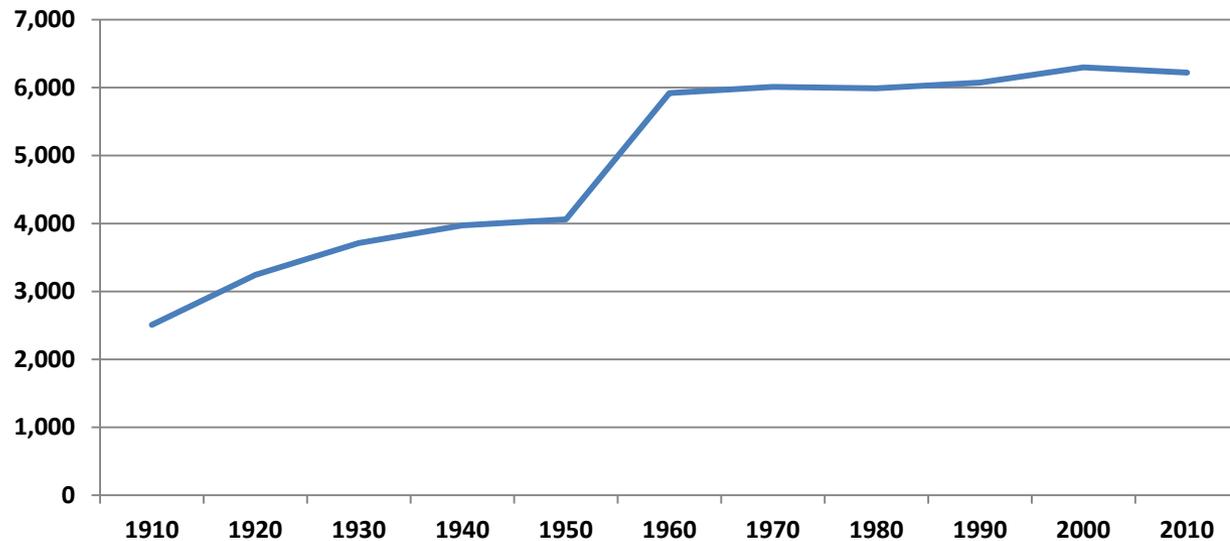
Advancing the World's Best Little Town

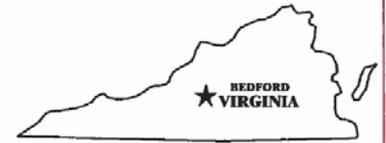
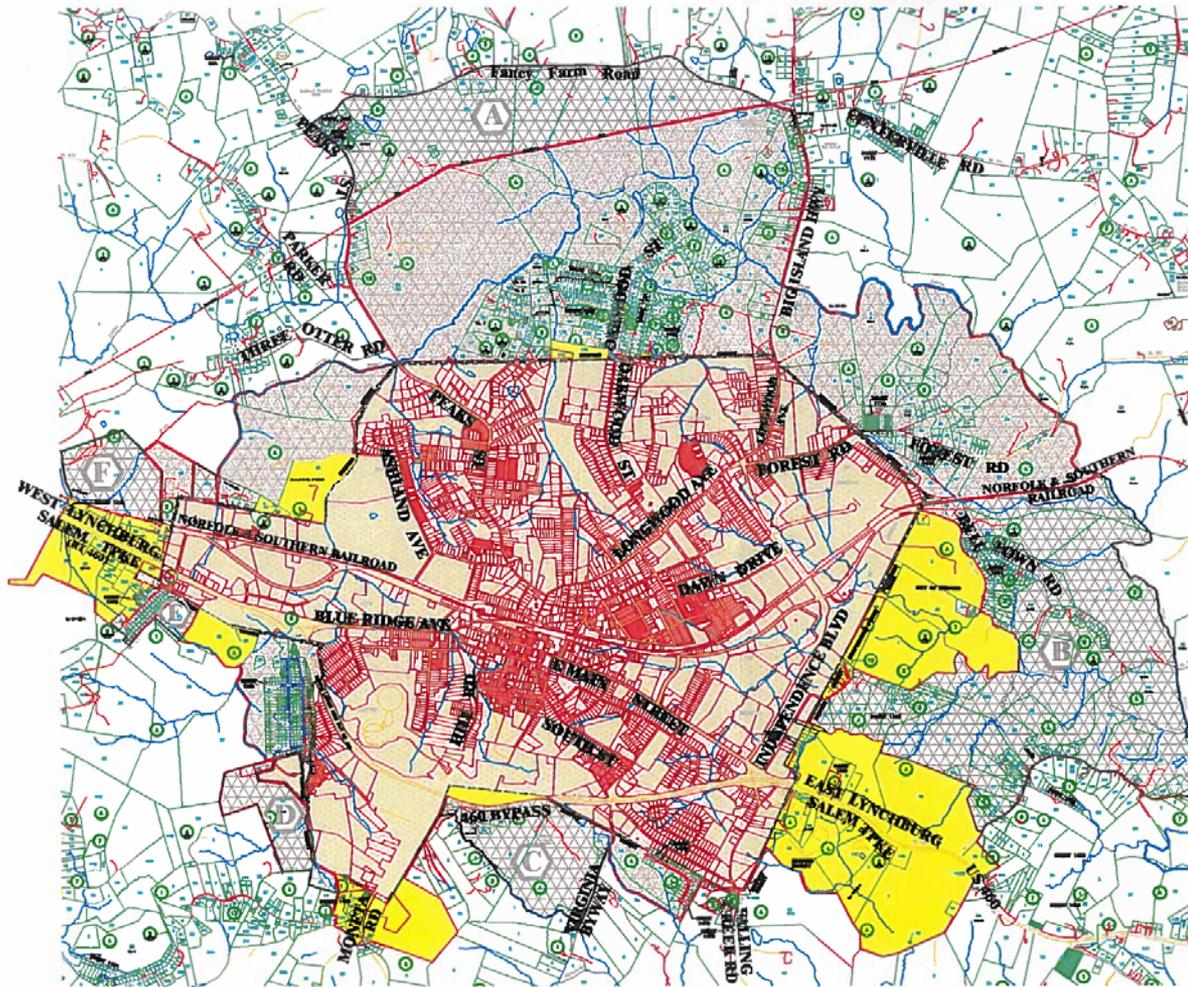
*Town of Bedford
Comprehensive Plan*

Informational Meeting – March 31, 2016

Town Population

Current as of 2013: 6,540



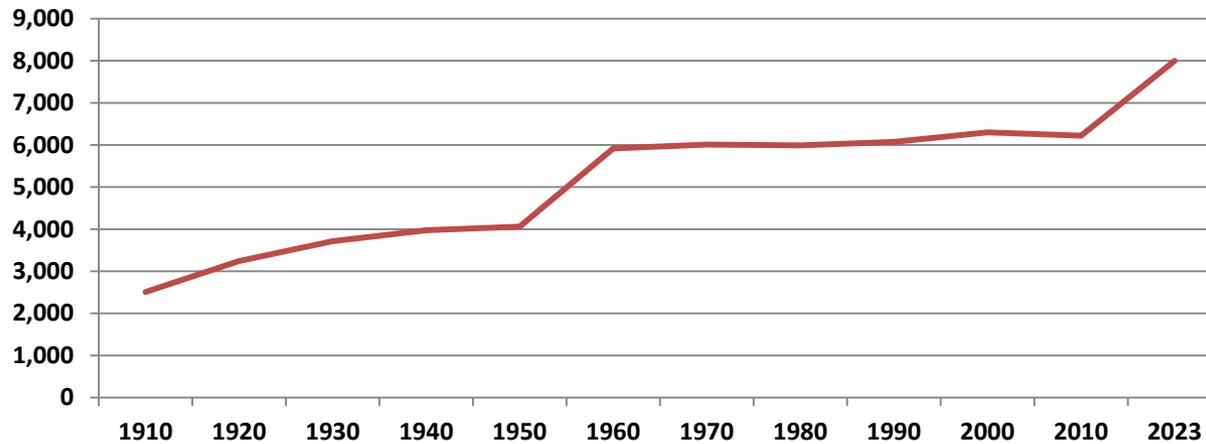


SCALE 1"=1500'

- = EXISTING CITY/COUNTY BOUNDARY LINE
(190,256,822.89 +/- Sq. Ft./6.82 Sq. Mile Total)
- = PHASE I
(244,085,330.44 +/- Sq. Ft./7.05 Sq. Mile Total)
- = PHASE II
(354,265,817.58 +/- Sq. Ft./12.779 Sq. Mile Total)
- = PHASE III
(445,983,767.44 +/- Sq. Ft./15.997 Sq. Mile Total)
- = SUB SECTIONS OF PHASE III

CITY OF BEDFORD		
ENGINEERING DEPARTMENT		
MAP SHOWING PROPOSED PHASE I & PHASE II NEW CITY BOUNDARY ADJUSTMENTS		
DESIGNED: TWB	CHECKED:	
DRAWN:	APPROVED:	
REVISED: March 29, 2010	DATE: DEC, 14 2009	NO. H-
SCALE: 1"=1500'		

Town Population



Estimated population as of July 2023: 8,000

- Inclusion of Phase II Boundary Adjustment Area
- 352 approved units (Harmony and Oakwood Villas)

Services & Facilities

General
Fund
Expenditure:

\$17.5 million

CITY OF BEDFORD (1968-2013)

Animal Control
 Animal Shelter*
 Bedford Elementary School
 Bedford Middle School
 Building Code Enforcement
 Cemeteries
 Civil Code Enforcement
 Commissioner of the Revenue
 Commonwealth Attorney*
 Community Services Board
 Cooperative Extension Service*
 Courts*
 Dispatch/911*
 Education*
 Electoral Board
 Electric Utility
 Geographic Information System (GIS)
 Health Department*
 Industrial Development Authority
 Information Technology
 Joint Economic Development Authority*
 Library
 Maintenance of County Buildings*
 Planning and Zoning
 Police
 Recreation
 Redevelopment and Housing Authority
 Regional Jail*
 Regional Juvenile Detention Home*
 Sewer Utility
 Sheriff*
 Social Services*
 Solid Waste (Landfill and Refuse Collection)
 Streets and Sidewalks Maintenance
 Tourism*
 Treasurer
 Voter Registrar
 Water Utility

Unrestricted
Net Assets:

\$2,573,798

TOWN OF BEDFORD (2013-)

Animal Control
 Bedford Middle School
 Cemeteries
 Civil Code Enforcement
 Electric Utility
 Industrial Development Authority
 Information Technology
 Planning and Zoning
 Police
 Redevelopment and Housing Authority
 Solid Waste (Landfill and Refuse Collection)
 Streets and Sidewalks Maintenance

General
Fund
Expenditure:

\$9 million

Unrestricted
Net Assets:

\$3,643,324

Demographics



Median Age: 42.9

Population Aged 65 and Over: 20.9%

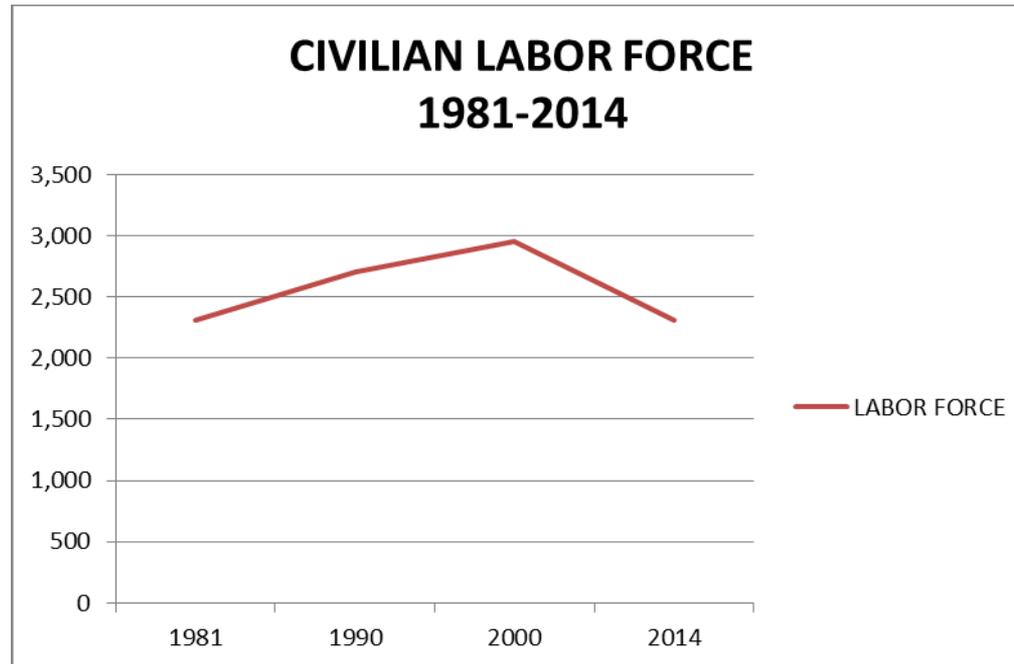
Population Under Age 18: 20.1%

Workforce Population: 54.9%

Minority Population: 23.6%

Median Household Income: \$35,225

Employment



- 33% of total current employment reported in “Manufacturing” sector
- Bedford Memorial Hospital and Bedford County Public Schools are currently the largest employers. Sam Moore is #3 but actually had a decline in number of employees since 2001

**TABLE IV
PRINCIPAL EMPLOYERS OF 2001**

<u>Employer</u>	<u>Product or Service</u>	<u>2001 Estimated Employment</u>	<u>2013 Estimated Employment</u>
1. Sam Moore Furniture	Furniture manufacturer	386	230
2. Bedford Memorial Hospital	Health services	330	352
3. Rubatex/Bondtex/Waltex	Rubber manufacturer	300	0 (1)
4. Golden West Foods, Inc.	Frozen foods	185	64 (2)
5. Frank Chervan	Furniture frame manufacturer	180	0 (3)
6. Smyth Company	Label manufacturer	148	106
7. Bedford Weaving	Textile manufacturer	130	109
8. Longwood Industries	Textile manufacturer	130	82
9. RUS of Bedford	Uniforms	110	130 (4)
10. Elks National Home	<u>Retirement home</u>	<u>80</u>	<u>52</u>
GROUP TOTALS		1,799	1,125

NOTES

- (1) Company no longer active within community.
- (2) Operating under different ownership than 2001.
- (3) Company no longer active within community.
- (4) Now operating as Cintas.

Source: City/Town of Bedford Comprehensive Annual Financial Reports

Workforce

- 6,153 people work in Town but live elsewhere
- 1,929 Town residents commute elsewhere for work
 - 9.7% of these to Roanoke area
 - 9.6% of these to Lynchburg area
- 862 Town residents live and work within Town



Retail Economy



- Number of retail businesses fairly stable overall
- Vacancy rates in Centertown are a concern

- Increase in number of restaurants
- Attracting growing number of outside customers to Bedford



- Specific areas of redevelopment to be targeted

Bedford Visioning (1996)

1. Promote industrial development by developing an Industrial Park in order to attract new industry and retain existing industry while maintaining Bedford's small town character.



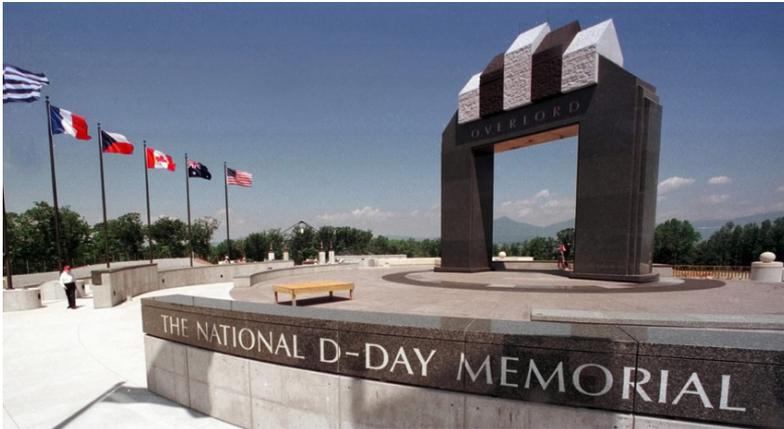
Bedford Visioning (1996)

2. Promote retail development by making Centertown a preferred choice for working, playing and living.



Bedford Visioning (1996)

3. Increase tourism by developing and executing programs that make Bedford a tourist destination.



Bedford Visioning (1996)

4. Expand educational opportunities for all citizens with a special emphasis on advanced technology.



BEDFORD SCIENCE AND TECHNOLOGY CENTER

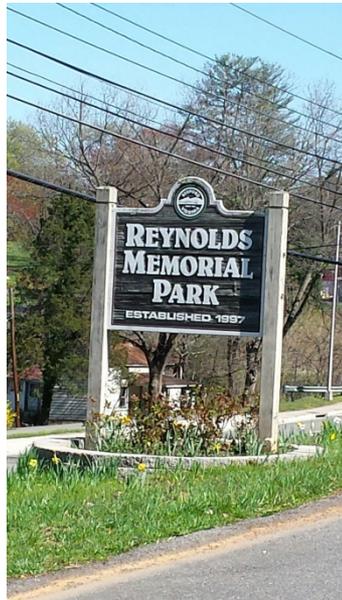


**Workforce
Development
Board**



Bedford Visioning (1996)

5. Focus on recreational opportunities for all ages.





Planning Commission discussions to date.....

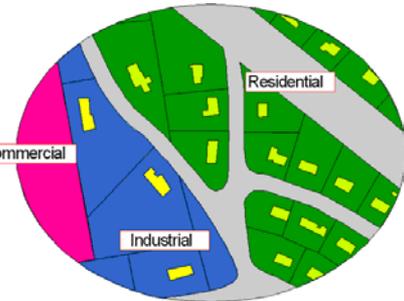
Goals and Objectives

1. Land Use
2. Conservation
3. Economy
4. Community Facilities and Services
5. Transportation
6. Community Development

Land Use



1. Clarify scale of “small town.”
2. Develop transportation facilities and standards at a scale that are appropriate for a “small town.”
3. How do we accommodate and incorporate 50 businesses of 20 employees? (As opposed to one large employer)
4. Align land uses with locations that make sense.
5. Develop reasonable standards for re-use of existing and former retail space.

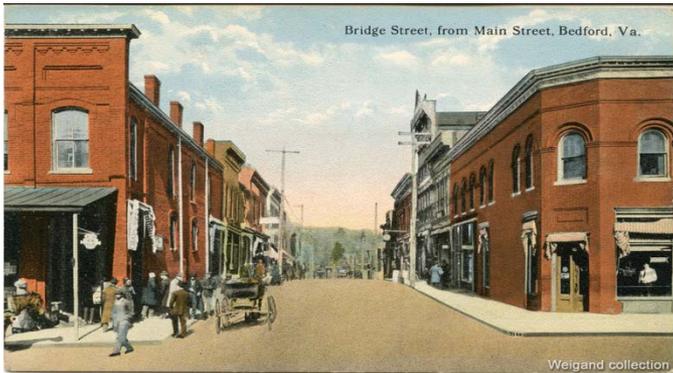


Land Use

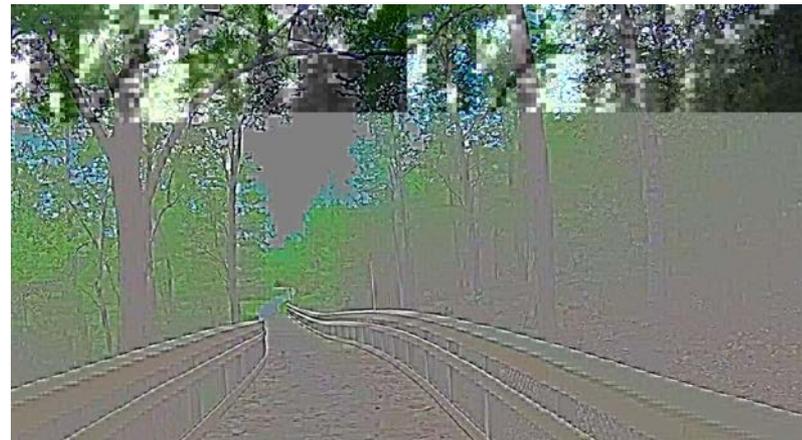
Understand the reasons why people live, work, and play here and make sure that regulations correspond closely to that understanding.



Conservation



1. Develop approach to preserve downtown/historic buildings in general.
2. Develop and implement a greenway system.
3. Maintain parks.



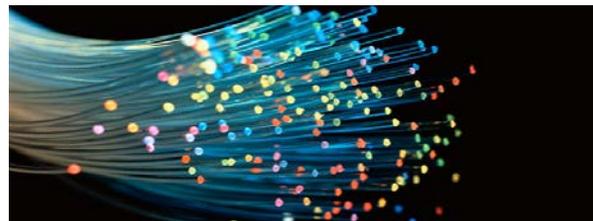
Conservation

Maintain natural beauty and view sheds while preserving built environment that defines Bedford's unique identity. Maintain what is already good and functional.



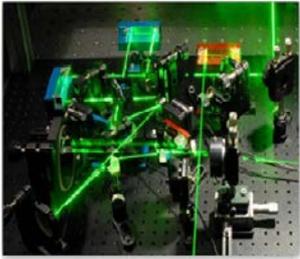
Economy

1. Identify specific targets for business/industry/employment.
2. Increase standard of living and promote improvement of private wealth.
3. Develop incentives for investment.
4. Respond effectively to changed retail economy.
5. Address/clarify quality of public education.
6. Develop infrastructure that can adapt to emerging technology.
7. Promote Bedford as a destination.
8. Further develop partnerships with other localities.
9. Attract and promote County investment within the Town.



Economy

Promote development of Bedford as a well-rounded, vital, and robust community which provides a wide range of commercial opportunities and meaningful experiences for residents, customers, and visitors



Community Facilities and Services

Physical assets, services, and public goods

1. Manage public properties and assets in an effective and beneficial manner.
2. Explore further opportunities for public transportation.
3. Find viable uses for civic infrastructure and buildings.
4. Meet general facility and programming needs of citizens with special needs.
5. Promote and support greater access to safe and effective day care.
6. Place public facilities in locations that make the most sense.
7. Promote and improve access to health care.



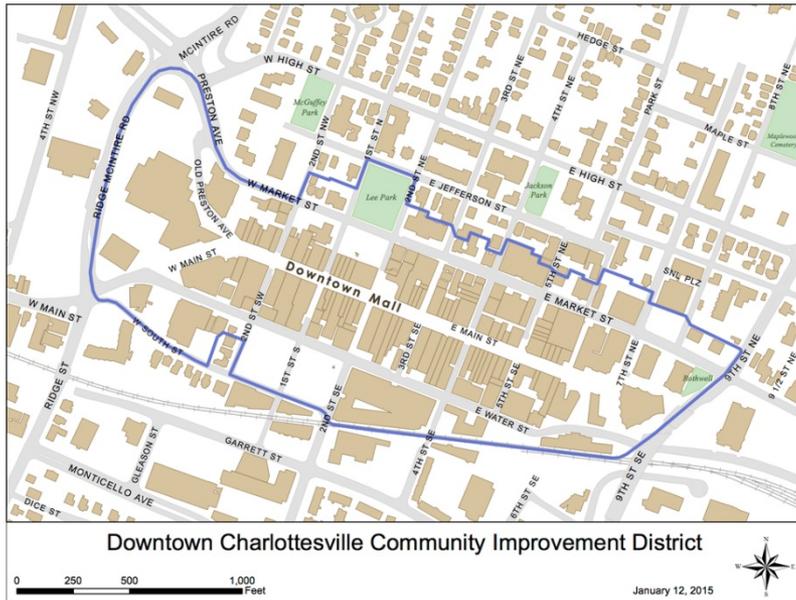
Transportation

1. Promote and pursue direct access to passenger rail service and adopt a specific station plan that is ready for implementation.
2. Promote streets that are safe and economical for motorists and non-motorists alike.
3. Develop transportation alternatives to the private automobile.
4. Promote direct access to bus service (both within Town and inter-city).
5. Incorporate pedestrian and bicycle facilities as part of the transportation network and infrastructure.
6. Define the goal of transportation as allowing people – not just vehicles – to move about efficiently and safely.
7. Promote opportunities for alternative forms of transit such as taxi service.
8. Promote pedestrian safety by visually and physically delineating crosswalks.
9. Understand relationship of parking to land use and functionality of streets.

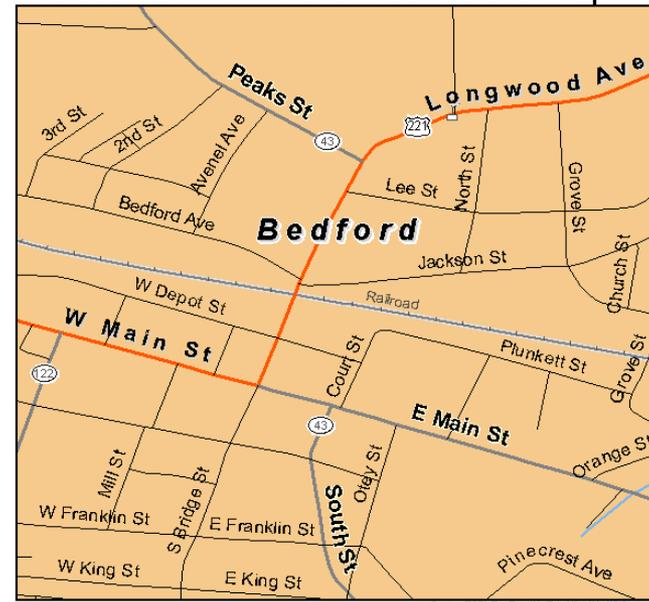


Transportation Consideration

Closing Streets – Temporarily vs. Permanently



Detail at 1:1 from center of the map.



Community Development

1. Define public interest in providing economic incentives.
2. Develop consensus related to the town's character.
3. Understand the nature and importance of residential development.
4. Develop and monitor benchmarks for population and timing of growth.
5. Identify objective list of community "needs" as well as community "wants."
6. Speak to Town government's operational need for new utility customers.
7. Address issues related to income and poverty within Bedford.
8. Encourage cross-marketing activity between businesses.
9. Address issues related to education and workforce development.
10. Promote existing healthcare services as well as opportunities for more.
11. Address Town's relationship to regional economic players (such as Liberty University).

Targeted Input

1. Why do we choose to live/work/play here?
2. What are the things that our community needs to accomplish its goals related to vitality?
3. What are the things that we want as citizens and customers?
4. What are the obstacles to our community's success?
5. How are we willing to overcome obstacles?
6. What other ideas and suggestions are we missing?

For further information.....

To provide additional comments.....

To offer ideas.....

To challenge assumptions.....



PLEASE CALL/EMAIL/COME SEE ME!

Bart Warner

215 East Main Street (Town Hall)

(540)587-6022

bwarner@bedfordva.gov

Also note:

The Planning Commission meets on the first Thursday of each month in this room beginning at 5:30 PM

Following are paraphrased comments made by citizens who attended the Comprehensive Plan meeting on March 31, 2016:

1. We like the easy access that we have to transportation options such as the airports in Roanoke and Lynchburg. Bedford's location is within easy traveling distance to many larger and otherwise desirable places.
2. Parking in the Centertown area is a concern from a standpoint of availability, location, and clear identification of available areas and spaces.
3. Wheelchair accessibility is a concern throughout all areas of Town.
4. Bedford has excellent pedestrian facilities, but it would be good if there was more interconnection between them all.
5. A lot of attention is given to Centertown, but there is much more to Bedford than this particular area. Planning efforts need to consider the entire area of the Town as a whole.
6. Redevelopment of existing buildings (both vacant and otherwise) needs to be given particular attention.
7. I would like to see the development and opening of a boutique hotel in Bedford – something that is unique to our community that is both marketable and sustainable.
8. Efforts to attract new business are appreciated, but the public would like to receive information about that activity on a regular basis.
9. As part of attracting new business, the Town should focus on building upon existing relationships (like suppliers and affiliated industries of existing businesses) and capitalize on opportunities to “recapture” industry that was once outsourced but may now be looking to return to the US.
10. The Town should identify and develop a multi-use performance venue of its own. The auditorium of the Bedford Middle School seems to be a likely candidate.
11. A decision needs to be made about the future of “Old Yellow” (the public school building on the middle school site which was constructed in 1912). Either option – renovation or demolition – will include a considerable expense.
12. We need to do a better job of promoting Bedford and telling the story of what is happening here.
13. We need to address and resolve negative perceptions of the relative quality of public schools in Bedford.

14. We need to acknowledge facts about our community – such as the comparatively low level of income present here – objectively and without attaching stigma to them.
15. Bedford has very good facilities and services targeted toward the needs of the elderly.
16. The cost of living in Bedford is comparatively low and is a positive aspect of the community.
17. We need to provide training opportunities for specific employee groups and skills here within our community.
18. We need to assess the attractiveness of Bedford to potential new residents and be prepared to manage that knowledge effectively.
19. The community needs to have the “right” mix and inventory of available residential properties for people who are interested in moving here.
20. We need some feature along the highway designed to pull people into Town (such as signage or some other physical feature which compels interest).
21. The Town needs to pay careful attention to the effectiveness and appropriate use of economic development incentives.
22. The community needs to be more vigilant regarding the issue of littering – particularly in public spaces. More education and enforcement should be undertaken in an effort to foster greater accountability and pride in the community.
23. The efficiency and effectiveness of tourism marketing needs to be improved. All attractions within Town should be promoted and effort should be made to target tourists in a manner that matches them with destinations.
24. There is a lot of positive “buzz” and word of mouth related to Bedford. Our community needs to capitalize on it to the greatest extent possible.
25. We need to draw greater attention to our proximity to Roanoke and make better use of potential relationships in that market.
26. We need to build physical connections to regional facilities (such as greenways).
27. One of our biggest challenges will be to balance the interests of existing development and new development.