



Village & Town of Arcade

SMART GROWTH COMPREHENSIVE PLAN

This document was prepared with funding provided by the New York State Department of State Environmental Protection Fund.

TABLE OF CONTENTS

1.0 INTRODUCTION (PG 5)

- 1.1. What is a comprehensive plan?
- 1.2. How to use this document?
- 1.3. Planning for Smart Growth

2.0. PLANNING PROCESS (PG 7)

- 2.1. Community Engagement Process
- 2.2. Planning Phases

3.0. DECISION-MAKING FRAMEWORK (PG 10)

- 3.1. Vision Statement
- 3.2. Planning Principles
- 3.3. Priority Policy Areas

4.0. FUTURE LAND USE (PG 14)

- 4.1. Future Land Use Character Areas
- 4.2. Future Land Use Map

5.0. PLAN IMPLEMENTATION (PG 23)

- 5.1. How to implement the plan?
- 5.2. Priority Policy Area 1 – Housing & Community Connectivity
 - Demographic Changes
 - Housing Characteristics
 - Housing Affordability
 - Housing For Smart Growth
 - Priority Policy Area 1: Action Plan
- 5.3. Priority Policy Area 2 – Infrastructure & Natural Resource Conservation
 - Infrastructure to Promote Smart Growth
 - Prioritizing Infill Development
 - Complete Streets & Multimodal Transportation Connectivity
 - Priority Policy Area 2: Action Plan

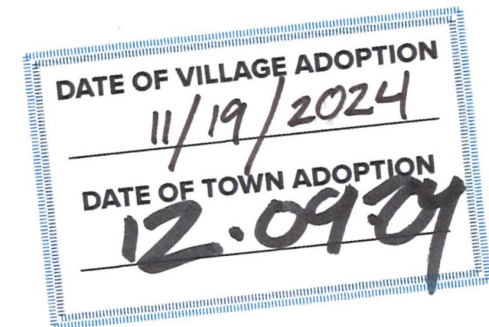
- 5.4. Priority Policy Area 3 – Economic Development, Tourism, & Recreation
 - Economic Development & Strategic Partnerships
 - Employment Capacity & Livability
 - Tourism & Recreation
 - Priority Policy Area 3: Action Plan
- 5.5. Priority Policy Area 4 – Downtown Revitalization
 - Smart Growth for Downtown Revitalization
 - Priority Policy Area 4: Action Plan

6.0. COMMUNITY PROFILE (PG 53)

- 6.1. Prior Planning Foundation
- 6.2. Geography and History
- 6.3. Demographic & Economic Data
- 6.4. Land Use & Smart Growth Priority Areas
- 6.5. Infrastructure
 - 6.5. Transportation
- 6.6. Natural Resources and Climate
- 6.7. Extreme Weather Events, Flooding, Erosion Hazards, & Local Resiliency
- 6.8. Health and Emergency Services and Facilities
- 6.9. Parks and Recreation
- 6.10. Historic, Cultural, & Scenic Resources
- 6.11. Waterfront Resources and Public Access
- 6.12. Fiscal Resources

7.0. APPENDIX (PG 83)

- 7.1. Town Zoning Map
- 7.2. Village Zoning Map



EXECUTIVE SUMMARY

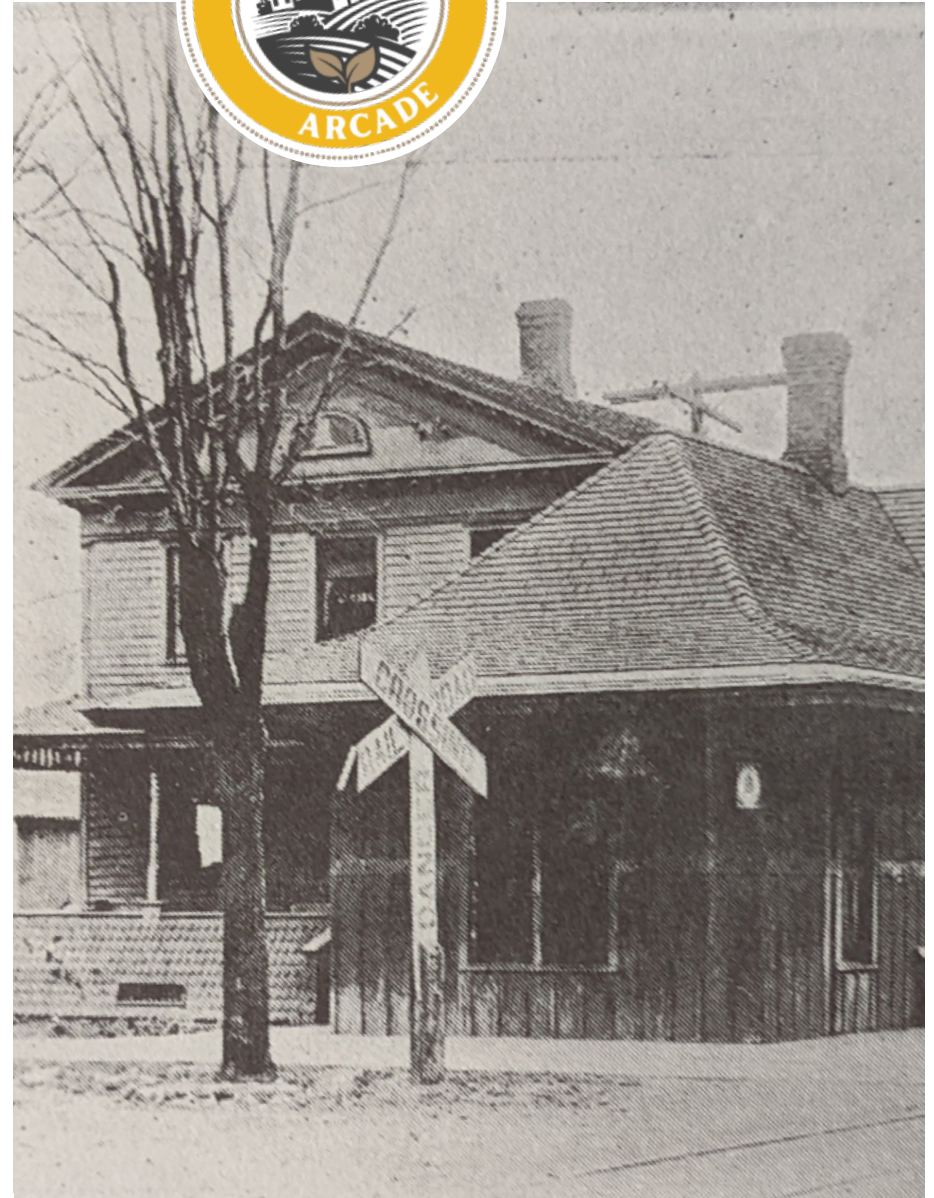
Acting as a guide for an engaged, close-knit community, the Village and Town of Arcade Smart Growth Comprehensive Plan is a document that will accelerate Arcade into the future.

As a foundational community planning document, this plan provides a framework for decision-making that will guide policy, projects, and programs in the Village and Town over the next twenty years. This framework outlines the future vision for the community, planning principles that demonstrate Arcade's core community values, and priority policy areas intended to optimize existing resources and leverage strategic investment.

The Village and Town received support from the NYS Department of State Environmental Protection Fund to create this Smart Growth plan that recognizes the need for forward-looking planning. It incorporates strategies to target environmental and fiscal resiliency, housing, economic development, revitalization, natural resource conservation, and collaborative governance to improve quality of life in Arcade. The plan incorporates the NYS Smart Growth principles into the following four priority policy areas:

- **Housing & Community Connectivity**
- **Infrastructure & Natural Resource Conservation**
- **Economic Development, Tourism, & Recreation**
- **Downtown Revitalization**

These four areas contain goals, objectives, and action items to provide a clear path to actualizing the future vision described in this document. This plan addresses the mutual and distinct needs of the Village and the Town, honing in on the symbiotic nature of the two municipalities. As a joint planning effort, this plan creates the opportunity to unite behind a unified vision for Arcade and strengthen collaborative governance. Through consistent and intentional investment from Village and Town leadership and an unwavering commitment from the community, the vision, goals, and action items included here will become a reality to accelerate Arcade.



ACKNOWLEDGMENTS

PREPARED FOR

Village & Town of Arcade

STEERING COMMITTEE

Lisa Aures, Administrative Assistant, Wyoming Co. Planning Department
Tim Bainbridge
Andrew Bartz, Superintendent of Public Works, Village of Arcade
James Bragg, Director of Planning and Development, Wyoming Co. Planning Department
Lisa Byers, Village Trustee, Village of Arcade
Brian George
Bonnie Jachim, Town Councilperson, Town of Arcade
Bethany Jordan, Village Clerk, Village of Arcade
Larry Kilburn
Rich Kosmerl, Planning Board member, Village of Arcade
Jennifer Kraft, Former Clerk, Village of Arcade
Kathy Landahl
Chris Lexer
Jeff Mason, Historian, Village and Town of Arcade
Dave Miller
Pat Palmerton, Town Councilperson, Town of Arcade
Sandy Piridy, Director of Member Services, Arcade Area Chamber of Commerce
Justin Romance
Donna Schiener, Mayor, Village of Arcade
Tim Sonner
Nick Titus

CONSULTANT TEAM

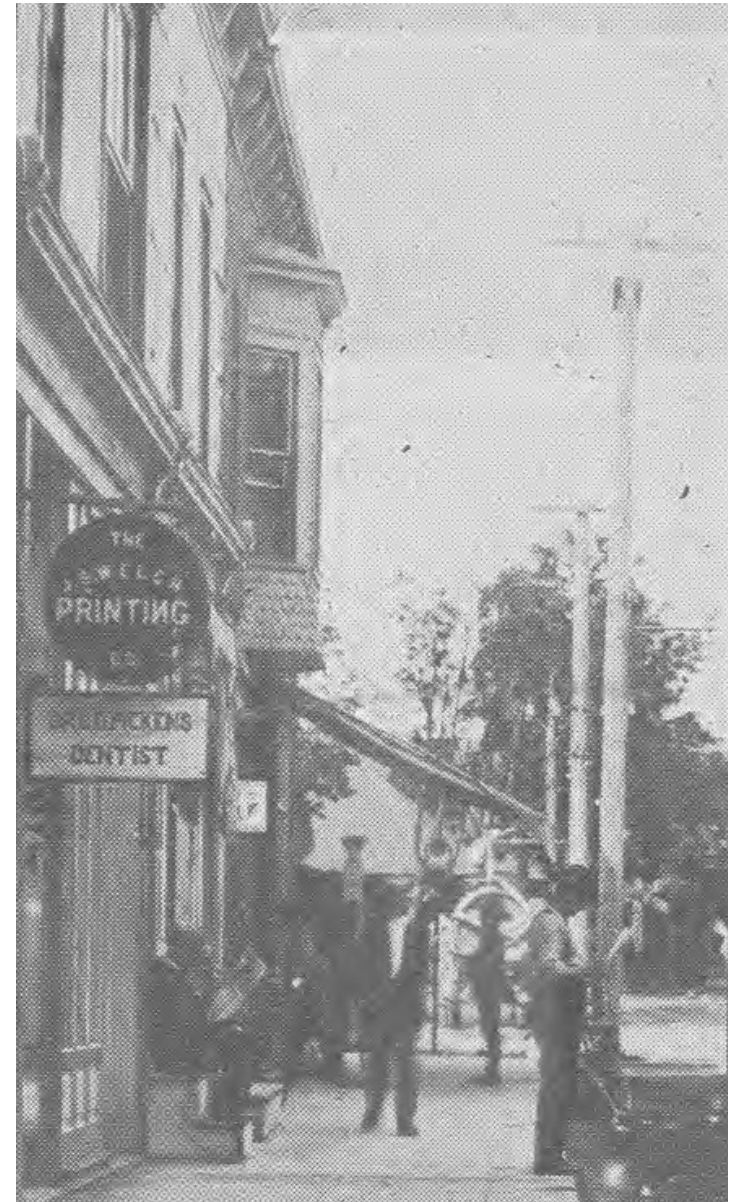
MRB Group
In.Site:Architecture
Roxanne Kise Consulting

DOS REPRESENTATIVE

Lisa Melville

FUNDING ACKNOWLEDGMENT

This document was prepared with funding provided by the New York State Department of State Environmental Protection Fund.



1.0 INTRODUCTION

1.1. What is a comprehensive plan?

A comprehensive plan is a document and a process of defining a community's vision, priority policy areas, and desired future land uses. Through the planning process, stakeholders define a vision for the community and agree on a set of guiding planning principles to ground future policy. The combination of a shared community vision and planning principles build a decision-making framework for Village and Town leadership, as well as residents, to create new policies and implement the plan.

An adopted comprehensive plan is not law, nor is it a legally binding document. Rather, elected officials and appointed bodies must choose to implement the plan by translating the vision and values outlined in the document into policies, zoning ordinances, budgets, and decisions that reflect and advance the community's desired future.

Implementing the comprehensive plan occurs across a variety of avenues at the local level and should be reflected in the following:

Land Use & Zoning Code - A new comprehensive plan outlines a future land use map that guides where and what gets built in the community. The plan may include recommendations on zoning updates and other regulations to ensure future development aligns with the plan's vision and priorities.

Capital Improvement Plan (CIP) - The comprehensive plan outlines the priorities of the community, intended to help guide how local governments should allocate funding and resources. The annual allocation of resources through a budget and capital improvement plan should reflect the infrastructure priorities identified through the planning process.

Tourism & Economic Development - Good comprehensive plans take a holistic view of planning in order to create desirable places to live and visit. The plan should help identify opportunities to

promote economic development through addressing the built, natural, and social environments.

Transportation and Infrastructure - The comprehensive plan is an essential document for obtaining federal, state, and local funding to undertake extensive infrastructure projects to improve the condition, capacity, and use of the Village and Town's infrastructure.

Housing Policy - Goals to advance housing creation can be addressed in the plan through zoning and development code recommendations. A comprehensive plan can have an extensive impact on future housing development by outlining existing housing conditions and providing action steps to build more housing and enhance existing neighborhoods.

Parks and Recreation - The vision and values outlined in the plan provide guidelines for the Capital Improvement Plan, general fund, and zoning codes to support parks, green spaces, and recreational opportunities to enhance quality of life and land management goals.

1.2. How to use this document

The Arcade Smart Growth Comprehensive Plan provides a framework for making decisions, creating policy, and prioritizing actions to best respond to key issues and uphold the community's shared values. Local government and community leaders can use the framework to align their actions with the vision and priorities outlined in this plan to build a stronger, more resilient Arcade. In addition to providing a decision-making framework, the Arcade Smart Growth Comprehensive Plan identifies priority policy areas and implementation action items to take the plan from a policy document to an implementation strategy. The priorities and action items are not intended to remain static, but are regularly revisited and evaluated to align with changing community needs.

1.3. Planning for Smart Growth

“Smart Growth” covers a range of development and conservation strategies that help protect our health and natural environment as well as make our communities more attractive, economically stronger, and more socially diverse (Environmental Protection Agency [EPA]).

A NYS Smart Growth approach to comprehensive planning utilizes 15 interlocking principles intended to guide sustainable and inclusive community design, natural resource conservation, and inclusive public engagement.

Promote Mixed Land Uses - homes, offices, schools, parks, shops, restaurants, and other types of development are close to one another

Provide Adequate Range of Housing Opportunities and Choices - existing and new housing units are available for people of all life stages and income levels

Encourage Development and Redevelopment Where Infrastructure is Sustainable and Adequate - development focuses on building on infrastructure and community assets that already exist

Foster Distinctive and Attractive Communities with Sense of Place - consciously incorporating aspects of culture, heritage, and the natural environment to foster place attachment

Well-Planned and Well-Placed Public Spaces - creates safe, accessible, and desirable spaces for public use

Promote Sustainable Compact Neighborhoods - ensures the most efficient use of land that has already been developed

Increase Mobility and Circulation Within and Between Jurisdictions - provides opportunities for multi-modal transportation access to increase connectivity

Encourage Sustainable Mass Transit to Reduce Local Levels of Greenhouse Gas Emissions - provide a multitude of options such as public transportation, biking, walking, and driving infrastructure

Promote Walkable/Bikeable Neighborhood Designs - people can safely and easily walk, bike, or take alternative means of transportation to work, local shops, stores, and their homes

Integrate Clean Energy Resources and Related Incentives - development, redevelopment, and community projects incorporate renewable energy infrastructure to support short- and long-term sustainability

Enhance Resilience to Extreme Weather Events - enforce the use of resilient planning and development strategies and materials to increase resilience to extreme weather and other hazards

Improve Green Infrastructure with Residents' Participation - engage the public in incorporating green infrastructure into development and redevelopment projects

Encourage Social Diversity and Integration - create opportunities to build community relations, encourage social interaction, and increase diversity, equity, and inclusion

Expand Planning and Implementation Efforts Across Jurisdictions - work with the public, local organizations, and nearby municipalities to implement planning and development projects

Promote Community and Stakeholder Collaboration - planning and development processes encourage inclusive and diverse community participation

The Smart Growth principles provide a framework for sustainable community planning, intended to increase community resilience through a holistic approach to planning policy and implementation. The Arcade Smart Growth Comprehensive Plan is grounded in these 15 Smart Growth principles to create a prosperous, sustainable, and inclusive Arcade in which all community members will thrive.

2.0 PLANNING PROCESS

The Arcade Smart Growth Comprehensive Plan was developed over twelve months as a collaborative and multi-pronged community planning process to guide the future of Arcade. Led by a steering committee of local stakeholders who provided extensive public input, and advised by a multidisciplinary consulting team, the Comprehensive Plan is an aspirational yet actionable policy document that outlines a unified planning approach for the Town and Village.

2.1. Community Engagement Process

Steering Committee

Beginning in April 2023, a steering committee—comprised of local officials, community residents, business owners, and county planning staff—met monthly with the consultant team to guide the comprehensive planning process. The steering committee lent insights into the needs, strengths, and potential threats to the quality of life in the Village and Town. The knowledge of steering committee members regarding the community’s priorities towards economic development, sustainability, growth, and community well-being was instrumental in establishing the vision, planning principles, and priority policy areas in the plan.

As representatives of the community’s interest in the planning process, the steering committee engaged in numerous planning exercises and discussions to understand the existing demographic and economic conditions of the community, learn about the principles of Smart Growth, and shape policy recommendations and maps for the plan. The steering committee utilized their situated knowledge as local representatives to examine the data provided by the consultant team and brainstorm opportunities for the plan to address community needs.

Monthly steering committee meetings drove the planning process and were supplemented by bi-weekly project check-in meetings with the consultant team and Village and Town staff.

Stakeholder Engagement

As part of the public engagement strategy, the steering committee guided the consultant team in compiling a database of key community organizations and clubs to inform the comprehensive planning process. The database included leaders of community organizations, school district representatives, local businesses, nonprofit organizations, and engaged residents. The identified community organizations were contacted to participate in public engagement events and provide insights into the needs of their organizations and constituent groups. Additionally, consultants met one-on-one with key community stakeholders such as the Chamber president, Village officials, leaders in industry, and leadership of the A&A Railroad.

Public Communication

To help inform the public of the Arcade Smart Growth Plan, the consultant team developed a dedicated comprehensive plan website that acted as a repository throughout the planning process. The website hosted information on Smart Growth planning principles, public engagement events, and steering committee meeting notes to ensure the public could follow along with the planning process. To supplement the website, press releases, flyers, and social media posts were distributed in advance of public engagement events.

Public Workshops

In September of 2023, the community was asked to attend Public Workshop #1 to partake in an active participatory program that would inform the community about the Smart Growth plan and gather information regarding strengths, weaknesses, opportunities, and threats facing Arcade. The workshop attendees were divided into three groups and tasked with reviewing the draft vision statement and discussing quality of life issues such as employment, pride in place, social connectivity, housing, and community activation. They were also tasked with brainstorming potential action items to address the identified areas for improvement. Input from Public Workshop #1 helped to refine the vision, planning principles, and priority policy areas for the comprehensive plan.

In February of 2024, the consultant team held Public Workshop #2 during the Arcade Winterfest. The public had the opportunity to interact with and provide feedback on multiple poster boards outlining the findings of the plan, including issues regarding housing, movability, environmental conservation, and social connectivity. The poster boards were posted online to allow for additional input. The information gathered from Public Workshop #2 helped to refine the priority policy areas and implementation matrix of action items for the plan.

Community Survey

To gather additional input on plan elements, the consultant team and steering committee designed a community survey launched to the public in February 2024. Open for six weeks, the survey gathered public feedback on the vision statement and priority policy areas, thoughts on implementing smart growth principles in the community, and opportunities to implement plan action items. The community survey provided insight into how people perceive the strengths and weaknesses of Arcade and allowed the consultants to adjust the implementation matrix accordingly.

2.2. Planning Phases

Phase I: Discovery and Existing Conditions Assessment

In the spring of 2023, the Arcade Smart Growth Comprehensive Plan planning process kicked off with the first meeting of the steering committee in April. Following kick-off, the first phase of the plan focused on taking a deep dive into the past, present, and projected future demographic and economic conditions of Arcade. The consultant team conducted research using data from Esri, the U.S. Decennial Census, and the American Community Survey. This data informed the economic base report and community resilience report, which contain information on demographic trends, industry analyses, and operational conditions, as well as an overview of community amenities and resources. The steering committee calibrated the initial data findings with their knowledge of Arcade. The data collected by the consultant team and reviewed by the steering committee provided a foundation of understanding for critical trends and areas of need in the Village and Town.

Phase II: Vision, Values, and Priority Policy Development

The second phase of the planning process focused on developing a vision for the future of Arcade and defining the core values intrinsic to the community. The steering committee participated in vision and values exercises which focused on gathering information to further define the key attributes people love about the Town and Village, why people have either moved to Arcade or have stayed here for generations, review physical and social areas that needed to be addressed, and other key topics of concern facing the community. Using this information, a draft vision statement and planning principles were developed by the consultants and presented to the steering committee for evaluation and edits.

Utilizing the plan's vision and planning principles, the steering committee participated in exercises to determine an initial list of priority policy areas and their relationship to the NYS Smart Growth principles. The consultant team encouraged the steering committee to think about the key areas that impact Arcade in the present and in the future.

Following the initial drafting of the vision statement, planning principles, and priority policy areas, the steering committee held Public Workshop #1 to gather feedback from the community to further define the key attributes people love about Arcade and issues and areas that need improvement. Feedback from Public Workshop #1 enabled the steering committee and consultant team to refine the vision statement and planning principles and develop an initial priority policy area framework to guide the comprehensive plan.

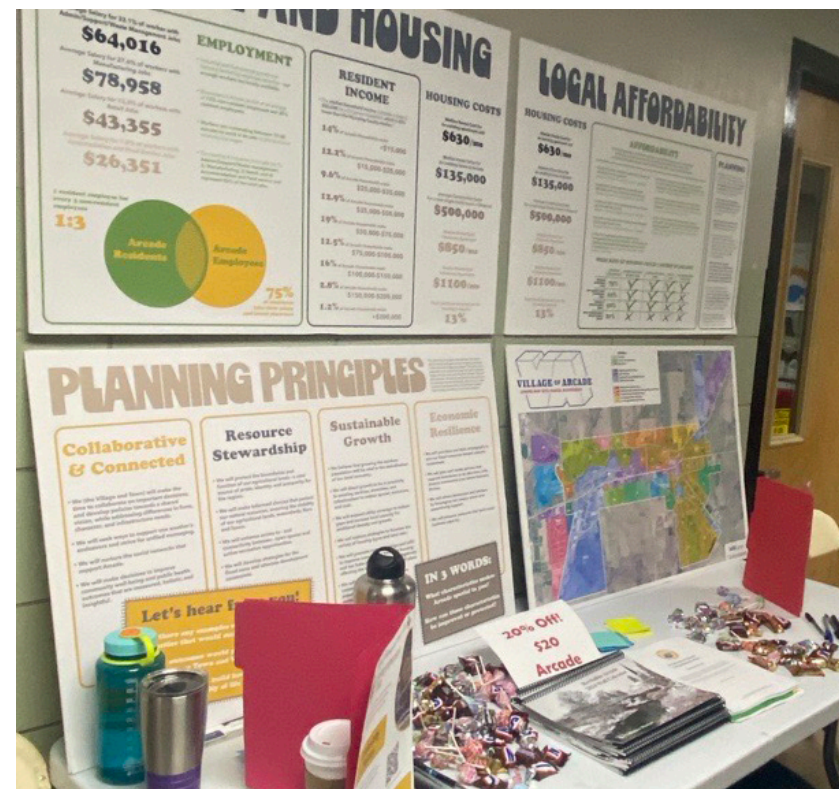
Phase III: Action Planning and Plan Development

In phase three of the planning process, the consultant team led the steering committee through exercises to translate the priority policy areas into a five-year action plan. This action plan will guide the implementation of the comprehensive plan and provide a framework for decision-making over the next several years. During this phase, the steering committee brainstormed the key issues that would have the greatest impact on the Town and Village to advance Arcade's vision and uphold the community's values. The five-year action plan creates an implementation matrix of short-term, medium-term, and long-term actions. Following the development of the matrix, the steering committee held Public Workshop #2 to showcase the findings of Phase II and evaluate the action items in the matrix. The consultant team also launched the community survey, calibrated the results, and incorporated the feedback into the priority policy areas and implementation matrix. In the early spring of 2024, the steering committee and consultant team assembled the major components of the comprehensive plan, including the vision and values, existing conditions, priority policy areas, and the implementation matrix, to create a full draft plan.

Phase IV: Public Review, SEQR, & Adoption

Once the draft comprehensive plan was created, the steering committee shared it with the public for review. Feedback from the public was refined and incorporated into the final version of the plan. The Steering Committee then presented the comprehensive plan to the Town and Village Boards. After approving the plan, the Village and Town Boards initiated the State Quality Environmental Review (SEQR) process required to formally adopt the plan.

The Village and Town held Public Hearings in August and September, respectively, for residents and stakeholders to share additional thoughts and comments on the plan. Following the public hearing and additional revisions, the comprehensive plan was referred to the Wyoming County Planning Board for additional comments. Once all County comments were addressed, the Town and Village Boards acted to adopt the Arcade Smart Growth Comprehensive Plan in November of 2024.



3.0 DECISION MAKING FRAMEWORK

Every day, the people that make up Arcade face decisions big and small that will impact the future and trajectory of the area. From the Mayor and Town Supervisor to residents and business owners, everyone has a role to play in shaping the day-to-day qualities that make Arcade a great place to live.

Looking back at how Arcade has succeeded and failed to adapt to change, we can collect the wisdom of the past, evaluate the present, and create a framework for future decision-making that shares a consistent vision and set of community goals. While the future is uncertain, the comprehensive plan will provide a consistent vision to help evaluate future decision-making and how it aligns with community goals in Arcade.

The following vision and planning principles are the foundation of the plan, representing a synthesis of steering committee input vetted by the community via the public engagement process.

3.1. Vision Statement

The vision statement reflects our shared desire for the future of Arcade. It outlines the qualities that make the Town and Village of Arcade unique, interdependent, and authentic; defining the core values, planning principles, and priority policy areas that will serve as foundations for future decision-making.

Our vision for Arcade:

Arcade offers the best of both worlds: we are the region's undisputed commercial industrial powerhouse, yet we are stabilized by a long-standing agricultural tradition and economy.

Acknowledging this, we will protect and improve our compact, movable Village centers and neighborhoods, grow our population, safeguard our cherished agrarian landscape, sustain our first-rate school system, and invest in our historic downtown. Arcadians recognize how such assets greatly increase our quality of life, and we aim to preserve, celebrate, and expand in ways consistent with our identity.

We take pride in the harmony between our compact village and its pastoral setting. Access to our expansive network of trails through rolling farm fields and creek-bisected valleys offers a high quality of life to residents and high recreational value to visitors. To enhance it, we will improve access and connections to neighborhoods. To conserve it, we will recruit and aim housing investments towards existing population centers where they advance workforce and economic development, employee retention, and pedestrian activity.

We cherish our downtown as a vital community forum - our front porch and a barometer of Arcade's health - and will support investments that further its vision as a vibrant, activated civic space supportive of local business. In all these ways, our downtown will thrive and our agricultural and commercial interests will be protected, catalyzing entrepreneurs to start and grow businesses within Arcade to expand local offerings. As a result, residents will be attracted by our diverse and affordable housing options, access to nature and rural values, low utility costs, and high number of job opportunities. They will stay because of the spiritual, social, and civic engagement within our community that bolsters our identity and pride of place.

3.2. Planning Principles

Our planning principles—derived from our vision—are the litmus test against which ongoing decisions in the Town and Village are judged. They allow us to evaluate on an individual basis how well a decision aligns with the vision and values of Arcade. They will allow decision-makers to evaluate the pros and cons of individual actions holistically, evaluating the more nuanced interdependence of decisions to better inform policy, procedure, and implementation. Arcadians will make choices ensuring we become:

Collaborative and Connected

- We (the Village and Town) will make the time to collaborate on important decisions and develop policies toward a shared vision while addressing differences in form, character, and infrastructure needs.
- We will seek ways to support one another's endeavors and strive for unified messaging.
- We will nurture the social networks that support Arcade.
- We will make decisions to improve community well-being and public health outcomes that are measured, holistic, and insightful.

Ask the questions: Have we collaborated with all departments, committees, and the public affected by this decision? Are our policies and actions aligned with the vision? Are we cognizant and supportive of our differences in character and appeal? Have we communicated to the various affected committees, subcommittees, and public stakeholders?

Stewards of Our Vital Resources

- We will protect the boundaries and function of our agricultural lands—a vital source of pride, identity, and prosperity for the region.
- We will make informed choices that protect our natural resources, ensuring the viability of our agricultural lands, watersheds, and flora and fauna.
- We will enhance access to—and connectivity between—open spaces and active recreation opportunities.
- We will develop strategies for the flood zone and alleviate development constraints.

Ask the questions: Are we encroaching on the character or function of agricultural land with this decision? Is it protecting the short and long-term viability of the environment? Will the flood zone be impacted or potential flooding affect this decision? Are local resources being exploited for non-local profit?

Committed To Sustainable Growth

- We believe that growing the resident population will be vital to the stabilization of our local economy.
- We will direct growth to be in proximity to existing services, amenities, and infrastructure to reduce sprawl, emissions, and cost.
- We will expand utility coverage to reduce gaps and increase local capacity for additional density and growth.
- We will explore strategies to increase the variety of housing types and land uses.
- We will promote compact design and infill to improve connectivity between housing and our hubs of activity, without negatively affecting the established character of Arcade.
- We will develop active transportation networks for local travel, connecting population centers, open spaces, and recreational points of interest.

Ask the questions: Is this decision leveraging the most of existing infrastructure capacity? Is this decision resilient against economic, social, or environmental changes? Is this decision contributing to the growth of Arcade's population? Is this decision increasing the diversity of land use and housing typology?

Economically Resilient

- We will prioritize and think strategically to aim our fiscal resources toward catalytic investment.
- We will plan and create policies that support downtown as an attractive, safe, diverse commercial area where business thrives.
- We will attract businesses and workers by leveraging our unique assets and streamlining support.
- We will enhance networks that build industrial and small business capacity.

Ask the questions: Will this decision help support businesses within Arcade? Will this decision create favorable market conditions within Arcade? Will this decision help owners invest in their buildings and businesses?

3.3. Priority Policy Areas

Arcade's Call to Action!

The priority policy areas are “where the rubber meets the road” with regard to implementing the vision and planning principles outlined in the previous sections. The priority policy areas outlined below represent the issues posing the greatest challenges to the community and the best opportunities to include Smart Growth principles in advancing Arcade’s vision and values. The four specific areas below represent an interdependent network of variables and goals that need to be evaluated holistically to ensure solutions continue to address problems. Town and Village officials, developers, business owners, and residents all have a role to play in consistent stewardship of these collective goals.

Guided by public engagement and committee meetings, the following priority areas were determined:

- **Housing & Community Connectivity**
- **Infrastructure & Natural Resource Conservation**
- **Economic Development, Tourism, & Recreation**
- **Downtown Revitalization**

The priority policy areas are the most pressing and pertinent issues facing Arcade today. They are grouped together based on overarching similarity in implementation to have the largest impact on successfully advancing the vision and planning principles.

Priority Area #1 – Housing & Community Connectivity

This priority area is focused on adding housing within Arcade’s existing social, economic, and cultural centers to strengthen the attractiveness and resilience within Arcade. To achieve this, Arcade will:

- Incentivize and support additional housing units to be developed within existing population centers in a variety of appropriate sizes and forms.
- Promote changes in zoning that allow for compact building design, additional density, and creative infill opportunities while maintaining Arcade’s character.
- Incentivize new housing development that capitalizes on and enhances multi-modal linkages between existing walkable neighborhoods, commercial and retail districts, open spaces, and trail networks.
- Invest in and grow local and regional networks and initiatives that support public health, well-being, education, and economic resilience for residents.

Priority Area #2 – Infrastructure & Natural Resource Conservation

This priority area is dedicated to striking a balance between future development and the preservation of agricultural lands and open space. Maintaining Arcade’s rural character and protecting its natural resources requires taking a proactive approach to developing within and near existing infrastructure. To achieve this, Arcade will:

- Promote infill and new development that maximizes the use of existing infrastructure to prevent sprawling residential and commercial growth.
- Invest in infrastructure maintenance and upgrades to enhance local capacity, sustainability, and resilience.
- Create policies and regulations to promote farmland preservation and natural resource conservation.
- Encourage the development of pedestrian and multimodal transportation infrastructure to improve safety and accessibility throughout Arcade.

Priority Area #3 – Economic Development, Tourism & Recreation

This priority area is committed to maintaining and improving the economic well-being and quality of life of residents and business owners in Arcade. The Village and Town will grow the capacity of existing and future businesses and create an inviting environment for the region’s workforce to live.

- Cultivate opportunities to support existing businesses and industries through local programming in partnership with County and regional economic development resources.
- Increase local employment capacity by encouraging residential population growth.
- Work with local and regional partners to promote Arcade as a year-round regional recreation and tourism destination.
- Permit, create, and develop programs, events, and other tourism efforts that capitalize on Arcade’s unique history, geography, and traditions.

Priority Area #4 – Downtown Revitalization

The Downtown Revitalization priority area involves reinvigorating downtown as a thriving “front porch” for the broader community. Through investment in the built environment, programming and events, and engagement, the Village and Town will foster a distinct sense of place in the downtown area.

- Preserve the form and character of the downtown through design standards that guide new and infill development.
- Addresss blighted commercial, mixed-use, and residential properties.
- Develop pedestrian and multi-modal transportation infrastructure to improve safety and accessibility throughout Arcade and its surrouding residential areas.
- Pursue streetscaping and placemaking opportunities to create inviting public spaces.
- Curate partnerships with local and regional stakeholders to develop programming and events that support downtown vibrancy.



4.0 FUTURE LAND USE

The nature of future development in Arcade will be dependent upon the ability of the Village and Town to work together to maximize the most strategic land for housing and other types of development. The Village is primarily built out, with few opportunities for major new development projects, except on a couple of identified underutilized sites and/or strategic small-scale infill development in existing residential neighborhoods. Best-suited areas in the Town are concentrated near the Village boundary, sited for the best opportunities to expand existing water and sewer infrastructure. Changes in land use will promote the highest and best use of land regarding environmental and social sustainability through the development of strategic sites that have been underutilized or undeveloped.

Recognizing the community's desire to preserve the small-town feel of Arcade, future land use is intended to prevent "suburban sprawl," or the slow encroachment of housing and other forms of development into the rural areas of the Town. To do so, infill development within the Village boundaries and/or strategic siting of new development just outside the Village will help to optimize the use of existing infrastructure and preserve the Town's agricultural land. Thus, Arcade will implement Smart Growth principles to make prudent environmental and fiscal decisions by not supporting inefficient expansion of infrastructure or the unnecessary degradation of farmland.

The land use recommendations in this document are a conceptual guide to realize Arcade's broad land-use priorities. These recommendations are not a zoning document, nor do they provide an exhaustive list of areas prime for development or create regulations for specific parcels. Rather, this document creates a framework for evaluating future decision-making and identifies potential future land use opportunities to realize the goals of this comprehensive plan.

This section, just like this document, is not intended to remain static for the next 20 years. Rather, this section weaves the vision and values of the community into land use recommendations that remain at a conceptual level to guide longer-term development decisions amidst changing conditions. As a dynamic guide, it allows for flexibility regarding updating zoning boundaries, permitted uses, dimensions and performance standards, form and design guidelines, and other development opportunities in Arcade.

This section contains two components:

Character Areas: Character areas are packages of potential land uses assigned to specific geographies in Arcade. These suggested uses are meant to conceptualize a high-level description of typical potential development within allocated geographies. Character areas will guide future zoning updates and development regulations to advance the goals outlined in the comprehensive plan.

Future Land Use Map: The future land use map is a visual representation of the geographic allocation of the character areas. This map is not intended to be substituted for a zoning map but instead will act as a reference to guide future updates to the Village and Town zoning maps and code.

4.1. Future Land Use Character Areas

Downtown Core (DC)

Land uses within this character area provide for a diversity of denser residential, commercial, and civic uses to foster deeper community connectivity and advance generational cycles of reinvestment, placemaking, and pride. There should be a variety of residential offerings mixed with vibrant local businesses and community anchor institutions. Pedestrian and active transportation connectivity should be prioritized over auto-oriented uses whenever possible. To maintain the historic community character of the downtown, the Village should work to enforce its design guidelines, intended to guide adaptive reuse, infill development, and beautification efforts. These design standards help to encourage a cohesive urban form that is consistent with the existing structures in the historic downtown and surrounding area.

Compatible uses include:

- Mixed-use developments featuring higher density (attached) residential, retail, and service uses
- Attached multi-family residential (generally upper-story residential units)
- Retail, office, and service-oriented uses with limited rear parking lots (excluding “big box” development)
- Community service and medical uses
- Education and cultural uses
- Parks, recreation, natural areas, and associated services (public or private)
- Lodging, tourism, and entertainment-related uses
- Multimodal pathways, linkages, connections, and other associated public infrastructure

This character area covers the central core of downtown Arcade. Land uses in this area should focus on creating a thriving downtown district that prioritizes movability and compact design. Future development should focus on infill and adaptive reuse of vacant space as well as mixed-use commercial and residential opportunities. This will contribute to a threefold impact of addressing blight, increasing the housing stock, and encouraging space for economic development.



Traditional Neighborhood Residential (TNR)

Future development within the Traditional Neighborhood geographies should reinforce community connectivity through neighborhood-scale infrastructure in Arcade’s residential areas. Vibrant neighborhoods should offer a mixture of housing types and small-scale mixed-use developments coupled with greenspaces/community services to promote social connectivity. Non-residential areas are intended to serve the residents and build the social fabric of the neighborhoods.

Compatible uses include:

- All free-standing residential with lots less than one acre
- Attached residential (townhomes, patio homes, apartments, and senior housing)
- Small-scale mixed-use (first-floor retail with upper-story residential)
- In-home businesses
- Community services (Government, Health, Education, Civic, and Religious)
- Cultural uses
- Parks, natural areas, recreation, and associated services (public or private)

The primary geographies of this character area include the residential neighborhoods along the periphery of the downtown within the urban growth boundary outlining the Village and one section of housing development within the Town. These areas present the most significant opportunities for development as they are primarily located where there is existing infrastructure and decent connectivity to community resources. Future development in these areas should be carefully considered to ensure they align with existing uses and add to the general character and vitality of the neighborhoods. The future land use map in the next section outlines target areas to encourage additional residential neighborhoods to areas most accessible to downtown Arcade.

Mobile Home Park (MH)

The primary areas for mobile homes are concentrated in the Town, as the Village does not allow mobile homes. This character area comprises single-family homes, but may also include other types of housing such as patio and garden homes, and cluster development, provided that the density and infrastructure needs are compatible.

Compatible uses include:

- Mobile homes
- Patio or garden homes
- Cluster development

Agricultural (AG)

Outside of the downtown and the Village’s traditional neighborhoods, the majority of land in the Town should be preserved as agricultural land. The Town should consider creating an agricultural overlay district to conserve existing agricultural land while providing the opportunity for vacant land to be either residential or agricultural. Rising demand for housing has resulted in increased subdivision of agricultural land to allow for small rural housing development. To preserve the Town’s agricultural character, rural residential housing will feature larger lot sizes and additional development regulations to preserve the rural feel and prevent suburban sprawl.

Compatible uses include:

- Low-density residential (one-acre lots or greater)
- Traditional and modern farm operations
- Farm-related industries, including processing, storage, logistics, and associated operations
- Other operations that are dependent upon agriculture
- Parks, recreation, and associated services (public or private)
- Lodging and tourism uses dependent upon agriculture or open space provisions (agritourism)

Highway Commercial (HC)

The transitional corridors along Route 39 heading east and Route 98 heading south through the downtown are the target geographic areas for land uses constituting a combination of existing commercial, retail, and industrial uses, with nearby higher-density residential housing. Unlike the Downtown Core or Traditional Neighborhood Residential areas, this highway commercial transect designates an area for larger retail establishments and/or commercial and industrial centers that require more space but still want to be in proximity to downtown Arcade. The existing Façade Guidelines will be an essential component of encouraging visually appealing and community design-oriented development along these transitional corridors.

Compatible uses include:

- Mixed-use developments featuring higher density (attached) residential, retail, and service uses
- Retail, office/commercial, and service-oriented uses
- Manufacturing, research, warehousing, and associated uses
- Multi-family residential development including townhomes, condominiums, apartment buildings, and other densely developed housing (exclusive of single-family housing)
- Medical and community service uses
- Lodging, entertainment, and tourism uses
- Educational and cultural uses
- Parks, natural areas, recreation, and associated uses (public or private)

Light Industrial (LI)

This character area encompasses Arcade's existing industrial spaces and designates future space for the manufacturing of industrial products, factories, power plants, warehouses, and other additional activities associated with light and heavy industrial land use. The target areas for industrial land use are along the southwestern boundary line and northeastern corner of the Village.

Compatible uses include:

- Manufacturing and enclosed warehousing uses
- Wholesale commercial uses
- Transportation uses
- Essential services
- Farm-related industries, including processing, storage, logistics, and associated operations

Conservation Residential (CR)

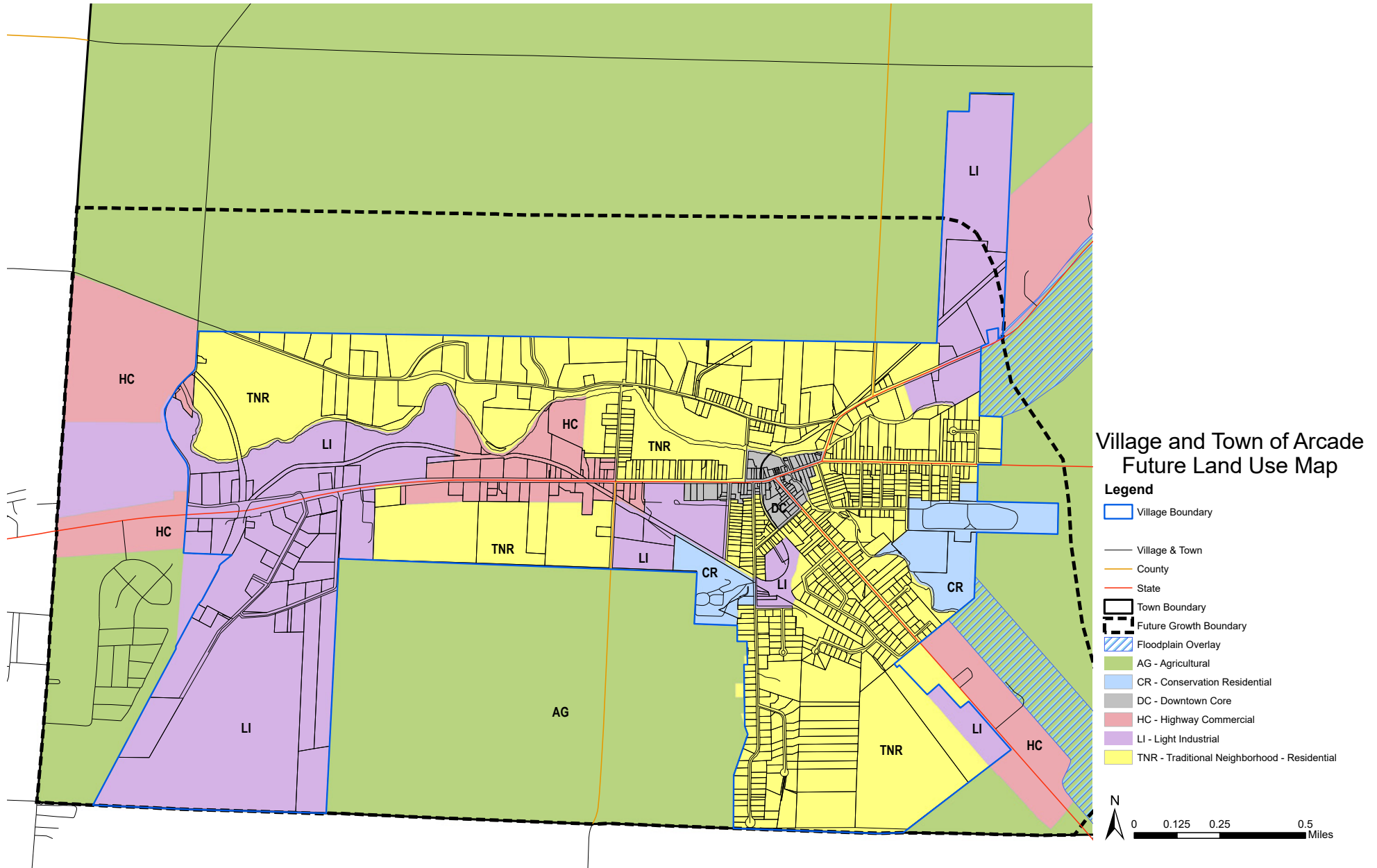
This character area is intended to provide and maintain land area to support ongoing open space, agricultural use, and activities to sustain the rural character in the outskirts of the Village. The purpose of this character area is to protect and enhance the rural feel of Arcade and the natural and scenic qualities of open spaces while providing for well-planned development that fits into existing settlement patterns. The geographic target area for this character area is along the eastern boundary of the Village.

Compatible uses include:

- Low-density residential
- Parks, recreation, and associated services (public or private)
- Lodging and tourism uses dependent upon agriculture or open space provisions (agritourism)
- Education and cultural uses
- Low-impact agricultural-based tourism uses

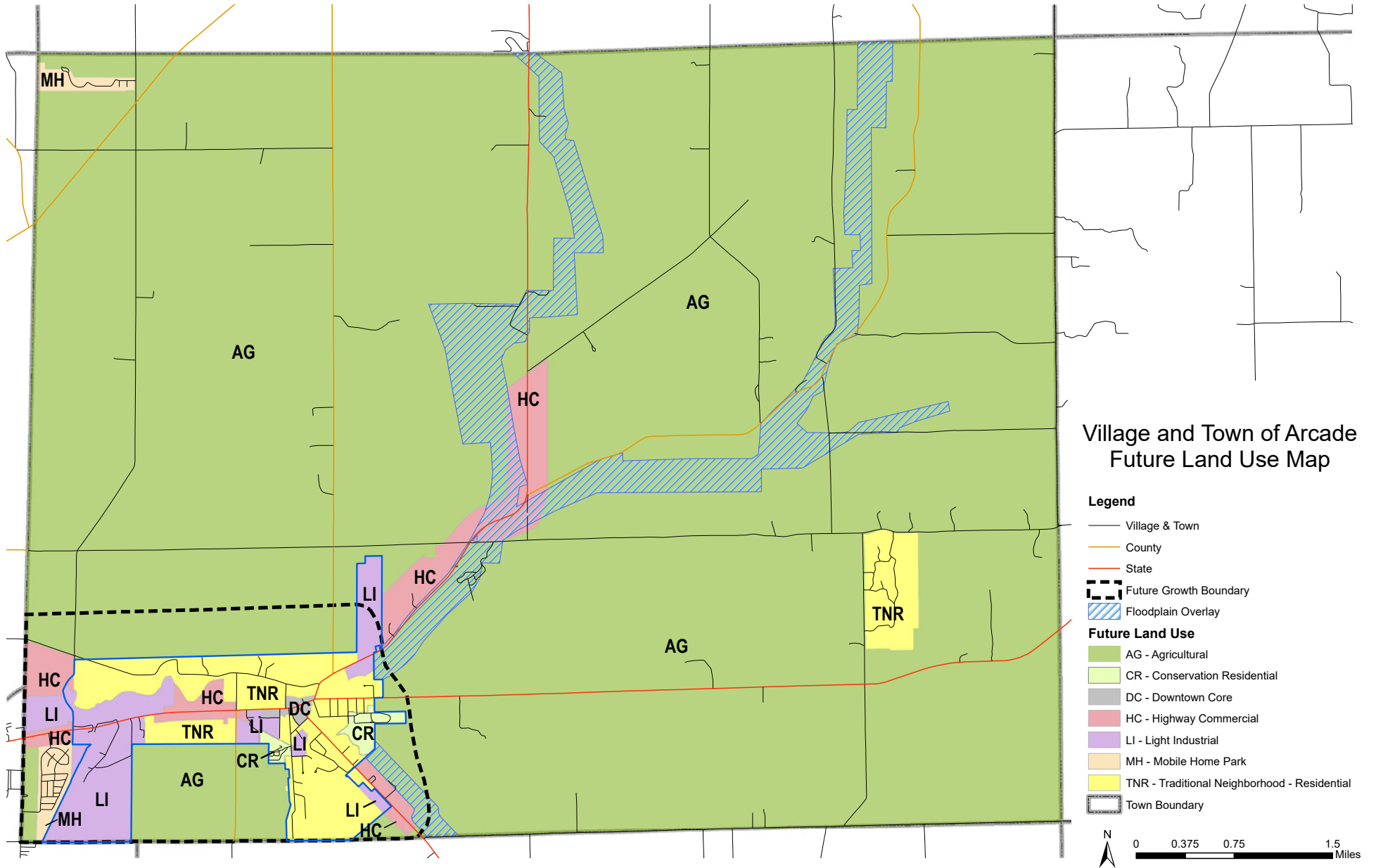
4.2.1 FUTURE LAND USE MAP (see 4.1, p.15)

The Character Areas outlined above create a high-level overview of desired future land use in Arcade. The map below is a visual representation of future land use in the Village.



4.2.2 FUTURE LAND USE MAP (see 4.1, p.15)

The Character Areas outlined above create a high-level overview of desired future land use in Arcade. The map below is a visual representation of future land use in the Village and Town.

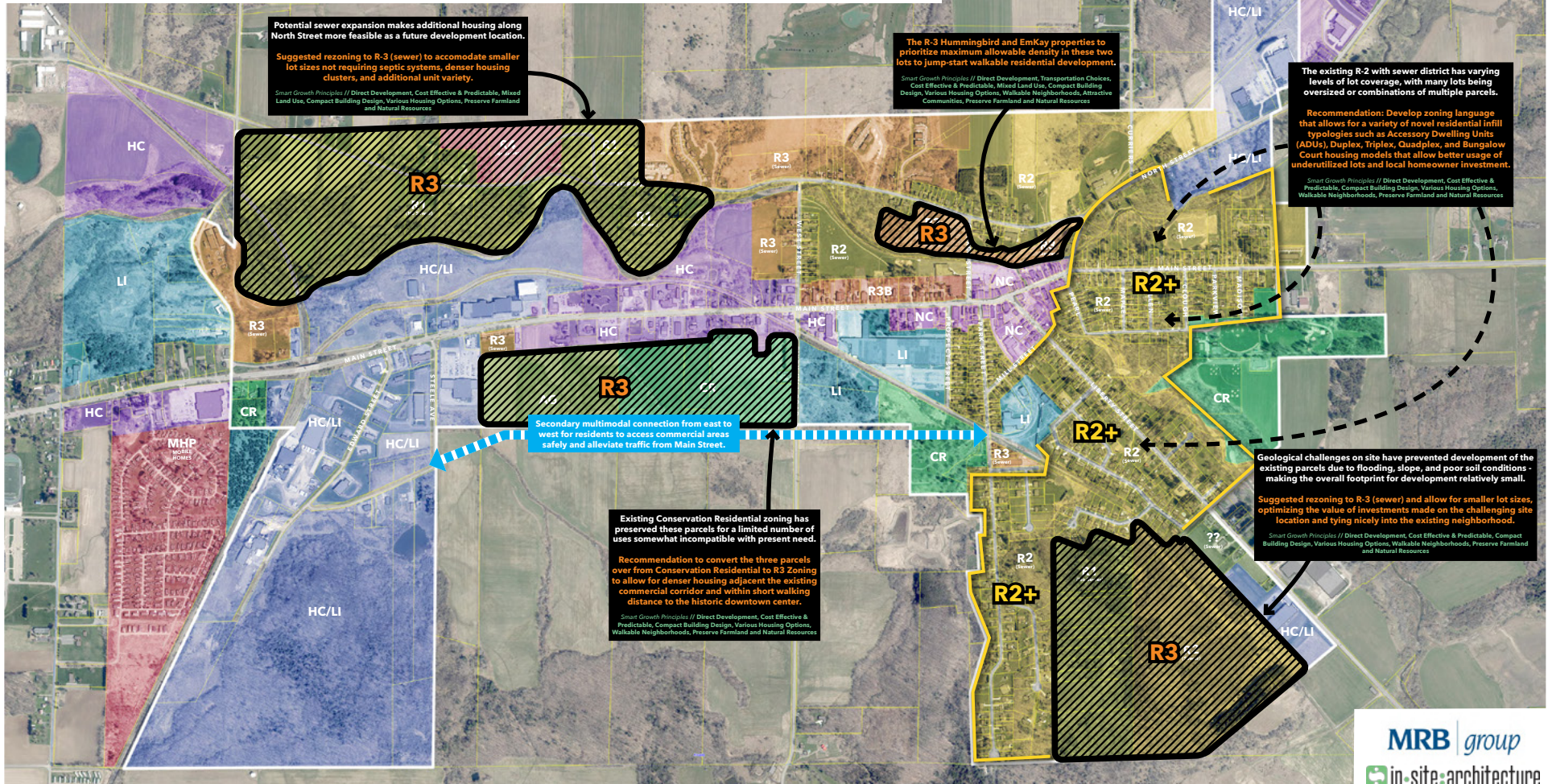


VILLAGE OF ARCADE

PROPOSED LAND USAGE ALTERATIONS

LEGEND:

???	Unknown
CR	Conservation Residential
AG	Agricultural
NC	Neighborhood Commercial
LI	Light Industrial
HC/LI	Highway Commercial/Light Industrial
HC	Highway Commercial
R4	Mobile Home Park (No Sewer)
R3B	Medium Density Residential & Restricted Business (Sewer)
R3	Medium Density Residential (Sewer)
R2	Low Density Residential (Sewer)
R1	Low Density Residential (No Sewer)



The future land use map is not a zoning map, nor does it constitute changes to the Village and Town's zoning codes. However, it does highlight potential areas that would require updates to the existing zoning code to align with the future land use map. To help visualize the required updates, the map above illustrates potential zoning changes to the existing Village and Town zoning maps to align with the future land use map and help accelerate Arcade towards the goals outlined in this plan.

The following table outlines the current Zoning Districts identified on the current Village & Town zoning maps, as well as the proposed zoning districts on the future land use map. The table provides a high-level overview of the permitted uses, but please refer to the Village and Town Zoning Code for more detail.

Zoning District	Permitted Uses
Flood Plain (FP)	Orchards; off-street parking areas; open recreational uses including parks, playgrounds, golf courses, picnic groves, beaches, and board launching areas; wildlife sanctuaries, woodland preserves, scenic sites, and arboretums
Conservation Residential (CR)	Forestry, lumbering, and reforestation; nurseries, orchards, greenhouses, etc.; outdoor recreation uses; planned unit residential development (maximum overall residential density 4.5 dwelling units per acre); wildlife sanctuaries, woodland preserves, arboretums; essential services; accessory uses
Low Density Residential (R1)	Single-family detached residences, limited agriculture on lots less than 10 acres, unlimited agriculture on lots more than 10 acres, cluster residential development and planned unit residential development (maximum overall density 2.5 dwelling units per acre); essential services; accessory uses
Low Density Residential with Public Sewer (R2)	Single-family detached residences (excluding mobile homes and mobile home parks); essential services (excluding facilities); accessory uses
Medium Density Residential (R3)	Single-family detached residences (excluding mobile homes and mobile home parks); two-family residences with private garages; limited agriculture on lots of less than 10 acres; public uses; cluster residential development and planned unit residential development (maximum density 7.5 dwelling units per acre)
Mobile Home Parks (R4)	Mobile homes on a tract of land used or intended to be used for the parking of at least 50 mobile homes together with the necessary improvements and facilities upon the land
Agricultural (AG)	Animal hospitals, animal shelters, stables, and facilities, etc.; farms; forestry, lumbering and reforestation; game farms, fish hatcheries and fishing reserves; nurseries, orchards, greenhouses, vineyards; outdoor recreational uses; cluster residential development and planned unit residential development (maximum overall density of 4.5 units per acre); public uses, single-family detached residents or two-family residences; wildlife sanctuaries, woodland preserves, and arboretums; essential services, accessory uses

Neighborhood Commercial (NC)	Stores selling convenience goods; eating establishments, personal service establishments and exercise studios; offices; bank and financial establishments; theaters, hotels, and motels; entertainment venues; bowling alleys
Highway Commercial (HC)	Agricultural implement sales and services; antique and art shops; automobile sales and related sales or service facilities; bakery, confectionery, and ice cream shops; banks and financial institutions; beverage stores (except the sale of beer or liquor is prohibited), building materials, retail sales; catalog store; department or variety stores; drug stores; feed and seed stores; florist shops; food stores and food lockers; furniture and appliance sales and services; gift and novelty stores; hardware, paint, glass, and wallpaper stores; hotels, motels, and camping parks; indoor and outdoor recreation; laundries and cleaning establishments; libraries, museums, galleries; mobile home services; nurseries and garden supplies; offices; off-street parking; personal services, schools, etc. (See Zoning Code for complete list)
Residential Business District (R-3B)	Any use permitted and as regulated under R-3B District Medium Density Residential including single-family detached residences (excluding mobile homes and mobile home parks); two-family residences with private garages; limited agriculture on lots of less than 10 acres; public uses; cluster residential development and planned unit residential development (maximum density 7.5 dwelling units per acre)
Light Industrial (LI)	Automobile painting, motor, and bodywork, etc.; bottling works; building materials sale yard and contractor shop; carpenter and cabinet maker; car wash; electronic and small parts manufacturing; laboratories and research facilities; machine shops; manufacturing, compounding, processing or treatment of agricultural and food products; manufacturing, fabrication, compounding, etc.; public uses; repair shop, storage of materials; planned unit light industrial development; essential services; accessory uses
Highway Commercial/Light Industrial (HC/LI)	Agricultural implement sales and services; automobile and bodywork; bakery, confectionery and ice cream shops; banks and financial institutions; building materials and sales; drug stores; eating and drinking establishments; feed stores; food stores; furniture and appliance sales; gifts and novelty stores; hotels and motels; hardware stores; mobile home services; mortuaries; nurseries, offices; off-street parking; personal service establishments; retail stores, bottling, building materials sales, light manufacturing (see Zoning Code for complete list)

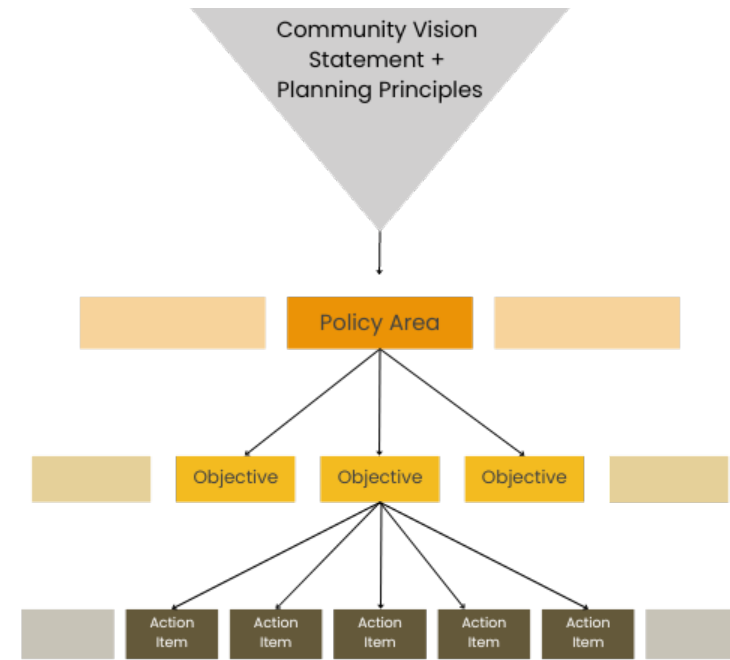
5.0 PLAN IMPLEMENTATION

5.1 How to implement the Plan

In prior sections, this plan outlined the future vision for Arcade and the planning principles that will guide decision-making and land use over the next decade. This vision and values set the stage for the priority policy areas outlined in this section of the plan. The following four priority policy areas were identified throughout the planning process; the goals and objectives outlined in each section are intended to create a web of interlocking strategies to help Arcade take steps to achieve the vision outlined in this plan and incorporate Smart Growth principles into the daily and long-term operations of the Village and Town. However, implementing the plan will be an incremental process that can only happen if Village and Town officials, boards, commissions, and the general public work together to put this plan into action.

To accelerate Arcade into 2045, the steering committee of this planning process calls for the creation of a Comprehensive Plan Implementation Committee (CPIC). The CPIC will be a group of stakeholders responsible for the implementation of the plan to ensure it is not forgotten on a shelf but rather adopted into the daily functioning of the Village and Town and utilized by the numerous organizations operating in Arcade.

The CPIC should be made up of stakeholders who represent the diversity of Arcade, who can lend their experiences and knowledge to guide the advancement of this plan for the betterment of the community. The CPIC will consist of five to eight members and meet regularly to ensure the momentum of plan implementation. Additionally, the CPIC will coordinate with the Village and Town Boards to conduct a yearly review of the comprehensive plan implementation progress. Only through a unified understanding and commitment to the utilization of this plan will Arcade be able to accelerate into 2045.



Through the planning process, the steering committee identified key challenges facing the Arcade community that were organized into thematic sections to create the following four Priority Policy Areas of the plan:

- **Housing and Community Connectivity**
- **Infrastructure and Natural Resource Conservation**
- **Economic Development, Tourism, and Recreation**
- **Downtown Revitalization**

Each priority area is presented with a broad goal, a list of objectives, and a matrix of action items specifically tailored to guide policy and decision-making over the next five years. Do not think of the matrix as a checklist of to-do items, but rather a jump-start for the Town and Village to begin developing the relationships and policies needed to become the Arcade necessary to succeed 20 years from now.

Arcade should look to update this plan roughly every five years to better understand if goals or priorities have shifted, and to update and add items to the implementation matrix to respond to new developments.

The following Priority Policy Areas and accompanying implementation matrices provide the implementation framework to action the Arcade Smart Growth Comprehensive Plan.

5.2. Priority Policy Area 1 – Housing & Community Connectivity

Goal: increase housing within Arcade’s existing social, economic, and cultural centers to strengthen the attractiveness and resilience within Arcade.

The strength of Arcade as a desirable destination to live within the region depends on the ability and willingness of the Village and Town of Arcade to work together to support the quality of life for the community. Housing is a key component to ensuring a high quality of life for residents. Our homes are where we live, raise our families, and engage with our neighbors. Housing uncertainty, whether it be due to issues of accessibility, quality, affordability, location, or other factors, creates barriers to a healthy and happy life.

Public engagement throughout the planning process illuminated a variety of housing concerns for the Arcade community including housing quality, affordability, accessibility, and the growing need for senior housing.

As such, addressing housing in Arcade will be an intricate process, as housing needs are not isolated, but rather interwoven with multifaceted issues facing the community. Understanding housing trends and metrics is crucial for developing a policy framework that will shape the future of Arcade. Key housing market statistics include but are not limited to, household size, age of housing stock, housing tenure, affordability, value, and cost. These metrics provide valuable insights into the overall health of the market and potential future changes.

Demographic Changes

Demographic characteristics are an important factor to consider when determining housing policy. Age distribution, total population, and household size all influence housing demand in a community.

In 2022, Arcade’s population was just over 4,105 people, with projections estimating a less than a 1% population decline

through 2027. There were a total of 901 households in the Village, with a total of 1,835 households in the Town. The average household size was less than 2.25 people for both municipalities, with just under a 5% decline in household size since 2010.

With a fairly stable population and household distribution, an aging population emerges as the most influential demographic characteristic projected to influence Arcade’s housing needs. As of 2022, over a third of residents in the Village and Town are over the age of 55. By 2027, the median age in the Village and Town will be 43.6 and 42.8, respectively.

An aging population will create demand for senior (55+) housing, and these demands will continue to grow. As residents age, the ability to age in place is an important factor for quality of life. Housing type, accessibility, movability, and proximity to essential services (grocery stores, healthcare, etc.) all influence the ability of seniors to age in place.

- **Housing Type:** As populations age, what they require from a home changes. Large homes, big yards, stairs, and other features that wouldn’t impact an able-bodied person can pose significant challenges to elderly residents. Large single-family homes, the preferred housing type for most American families, can become a hindrance to aging residents who may no longer be able to keep up with property maintenance or access their full home. Consequently, elderly residents may look to downsize into smaller ranch-style homes, townhomes, or condominiums that require less upkeep and have accessibility features.

- **Accessibility:** houses designed for elderly residents typically have design features intended to enhance resident accessibility. Design features can include ramps, elevators, first-floor full bathrooms, railings, and other architectural features designed to ensure people with limited mobility can have full access to their homes. It's possible to install accessibility features in existing homes, or oftentimes, senior communities are specifically designed with accessibility needs in mind.
- **Movability & Proximity to Resources:** As people age, their mobility decreases, both in terms of physicality and their ability to utilize different means of transportation. This increases the necessity of a movable environment with accessibility to essential resources (e.g. grocery stores, pharmacies, etc.) and services (e.g. healthcare facilities). The Village of Arcade is fairly movable, with sidewalk infrastructure and a downtown commercial corridor that is easily accessible to the adjacent neighborhoods. Depending on the location within the Village, residents may not need to utilize a car to carry out basic needs or socialize with peers. As such, elderly Arcade residents who live in the Town may determine that moving to the Village is a more sustainable option; the design of the built environment allows them to maintain more freedom than living in a more rural environment that may require a car to access anything outside their home.

Addressing the needs of an aging population will vary over time. Concerns regarding property maintenance, housing choice, and accessibility to services and resources will determine who is and isn't able to age in place in Arcade. Working with private developers to build senior housing (where appropriate) will be a vital step in ensuring populations are able to age in place. This, in turn, may help facilitate the turnover of single-family houses to younger families and address other housing needs in the community.

Housing Characteristics

The housing stock in the Village and Town of Arcade is an essential piece of addressing housing needs in the community. The age, type, and quality of housing all factor into housing choice and determine who can and chooses to live in Arcade. Age can be a major factor in housing. Older homes may be attractive, due to their architectural characteristics and lower cost; however, these homes can require costly renovations and maintenance. Newer housing stock can provide several benefits and fit the modern needs of a family such as the size of homes, modern appliances, and aesthetic appeal. On the other hand, new residential development may be too costly due to rising construction costs. New housing may also disrupt the neighborhood feel if they're not designed to incorporate the surrounding architectural features and/or does not connect to the existing neighborhood infrastructure.

Housing Units By Year Structure Built 2021				
	Village of Arcade		Town of Arcade	
	Units	Percent	Units	Percent
Built 2020 or later	0	0.0%	0	0.0%
Built 2010 to 2019	20	1.8%	92	4.5%
Built 2000 to 2009	25	2.2%	143	6.9%
Built 1990 to 1999	96	8.6%	304	14.8%
Built 1980 to 1989	82	7.3%	264	12.8%
Built 1970 to 1979	277	24.8%	403	19.6%
Built 1960 to 1969	80	7.1%	103	5.0%
Built 1950 to 1959	82	7.3%	117	5.7%
Built 1940 to 1949	54	4.8%	108	5.2%
Built 1939 or earlier	403	36.0%	527	25.6%
Total	1,119	100%	2,061	100%

Source: Esri

In Arcade, 80% of Village and 61% of Town housing stock was built prior to 1980 with 36% and 25% built prior to 1939, respectively. This is a fairly old housing stock, posing potential challenges such as the need for renovation and maintenance, infrastructure upgrades, and health code concerns (e.g. lead paint, etc.). New housing development in the Village and Town has been fairly limited, with less than 2% of housing stock in both municipalities built after 2010. The available land for development is concentrated in the Town yet existing infrastructure is concentrated in the Village, necessitating cooperation between the two entities to ensure new housing development is sited appropriately to maximize infrastructural resources and enhance connectivity to existing neighborhoods.

Vacant, abandoned, and deteriorated (VAD) properties were a concern identified through public engagement and analysis of Arcade’s existing housing stock. These “problem properties” pose potential challenges to Arcade’s housing stock as they can be visually unpleasant, threaten public safety due to code violations, and potentially negatively influence neighborhood property values. Problem properties can be caused by a variety of things, namely intentional disinvestment, poverty, and structural forces and institutions that enable property neglect and disinvestment. Vacancy rates in the Village and Town in 2022 were 9.4% and 13.5%, respectively. While some vacancy is expected, vacancy rates above 10% can indicate issues in the housing market whether it be an oversupply of units and not enough demands or a surplus of uninhabitable units.

Property disinvestment can take many forms. At times, it can be an intentional choice by a property owner who perceives the value they could potentially extract from their property is not worth the investment. This is typically seen in rental

properties and/or with out-of-state landowners who may not have immediate ties to a neighborhood or community and thus seek to extract much capital from renting a property with as little upkeep as market conditions allow. Other possibilities could be the inability of private homeowners to afford or carry out maintenance and upkeep on their properties. For example, elderly homeowners may no longer be able to do the physical labor required to maintain a property. Additionally, a fixed income in retirement or someone with a low-moderate income may have limited fiscal capacity to fund maintenance projects.

Consequently, an aging housing stock coupled with an aging population poses challenges to Arcade’s housing. This means there is a rising need for home repairs and renovations at the same time as Arcade’s population is declining in financial and physical capacity to undertake said home improvements. The limited senior housing exacerbates the problem as there is less opportunity for residents to age in place. This leads elderly residents to remain in homes they cannot take care of (adding to the limited supply of starter homes for young families) or move to find adequate retirement housing, leaving behind their community support networks.

Housing Affordability - Owner-Occupied Housing - 2022				
	Village of Arcade	Town of Arcade	Wyoming County	Buffalo CSA
Median Home Value - 2022	\$129,141	\$137,538	\$130,029	\$196,264
10% Down Payment	\$12,914	\$13,754	\$13,003	\$19,626
Remaining Balance	\$116,227	\$123,784	\$117,026	\$176,638
Average Mortgage @7% for 30 Years	\$773	\$824	\$779	\$1,086
Estimated Additional Costs*	\$325	\$322	\$310	\$391
Estimated Monthly Mortgage Costs	\$1,098	\$1,145	\$1,088	\$1,477
Household Income Threshold	\$43,920	\$45,800	\$43,520	\$59,080

*Include zillow estimated insurance, PMI, and taxes
Source: Esri Zillow Mortgage Calculator: MRB Group

Housing Affordability - Renter - Occupied Housing - 2022				
	Village of Arcade	Town of Arcade	Wyoming County	Buffalo CSA
Median Contract Rent	\$627	\$634	\$550	\$731
Household Income Threshold	\$25,080	\$25,360	\$22,000	\$29,240

Housing Affordability

The ability for people to comfortably afford to live in a community is directly tied to the cost of housing (both rental- and owner-occupied) in conjunction with the broader regional employment opportunities.

In Arcade, owner-occupied and renter-occupied housing is comparatively affordable, but supply is limited and lower than demand. More than half of people employed in Arcade earn between \$30,000 and \$50,000 per year; approximately 75% of households can afford to rent an apartment at the median rent contract with a minimum household income of \$25,000. However, only a little over 50% of households in Arcade can afford to buy a home with a minimum household income of \$45,000 at the median house price. To affordably purchase a new single-family home in the area, a household must have an annual income of over \$100,000, which is only currently attainable for approximately 20% of households in Arcade.

- **Burdensome Housing:** the typical rule of thumb for housing affordability suggests that no more than 30% of a household’s income should be allocated toward housing costs to avoid being burdened by high expenses. The tables below reveal the minimum household income needed to affordably purchase or rent a property in the Village and Town of Arcade.

Perceptions of affordable housing vary depending on who you ask and the context of the conversation. This is partly due to varying terminology, which is tailored to each target population for the different housing types. For instance, “attainable” housing primarily refers to market-rate or institutionally sponsored housing priced near the median income. “Workforce” housing caters to local or regional industry-oriented employees and is essential for attracting and

retaining industries. Lastly, “affordable” housing generally denotes subsidized units for individuals whose housing expenses surpass 30% of their income.

The following table shows those populations that are most vulnerable and would likely require or benefit from some type of affordable or assisted living:

At-Risk Populations 2022				
	Village of Arcade	Town of Arcade	Wyoming County	Buffalo CSA
Households with Disability	28.5%	26.2%	27.6%	26.3%
Population 65+	19.9%	19.5%	18.8%	21.4%
Households without a Vehicle	10.3%	10.4%	7.7%	11.8%
Households Below the Poverty Level	13.0%	12.0%	10.0%	14.0%

Source: Esri

Small communities (like Arcade) may lack the necessary services to support affordable housing developments, such as public transportation, schools, healthcare facilities, and amenities. Arcade has great schools; however, there is a lack of local services to serve the population. Additionally, a lack of connectivity (transportation modes other than a vehicle) between regional resources makes it difficult to build these developments near potential areas for services.

The affordability of workforce housing is a concern for Arcade, particularly regarding the community’s desire to maintain its existing residential base and also grow. The market and demographic data indicate that limited new housing supply, coupled with low regional wages, hamstringing Arcade’s ability to grow. Only 25% of Arcade’s workforce resides in Arcade, meaning for every resident employee there are three non-resident employees.

The primary industries in Arcade are Administrative and Support and Waste Management and Remediation Services, Manufacturing, Retail Trade, and Accommodation and Food Services. For example, the average annual earnings for someone employed in the Accommodation and Food Service industry is \$26,351. This is just over the minimum threshold to rent an apartment in Arcade but is not enough to rent a new apartment or

The following graphic breaks down local affordability to demonstrate the cost differentials between existing and new apartments and single-family housing in Arcade.

LOCAL AFFORDABILITY

HOUSING COSTS

Median Rental Cost for
An existing apartment unit
\$630/mo

Median Home Value for
An existing house in Arcade
\$135,000

Average Construction Costs
For a new single family home + Sitework
\$500,000

Median Rental Cost
1 Bedroom Apartment
\$850/mo

Median Rental Cost
2 Bedroom Apartment
\$1100/mo

Total combined vacancy rate for
Housing in Arcade
13%

AFFORDABILITY

The following statistics evaluate the average costs of housing types, and the percentage of the local resident population that can affordably consider them viable. To be considered affordable, housing costs must be less than 30% of your household income.

- Nearly 75% of the resident households in Arcade can affordably rent an apartment (Requires minimum household income of ~\$25,000)
- Roughly 62% of the resident households could affordably rent a new market rate apartment unit (Requires minimum household income of ~\$42,000)
- A little over 50% of the resident population of Arcade can affordably buy a home (Requires minimum household income of ~\$45,000)
- Only 20% of the resident households could affordably build a single family home (Requires minimum household income of ~\$100,000)
- Of the 726 employed in Admin/support/waste management jobs, most will be able to afford renting an existing or new market rate apartment unit, as well as an existing home - but will generally be unable to afford building a new home.
- Of the 605 employed in Manufacturing jobs, most will be able to afford renting an existing or new market rate apartment, or buying an existing home - but will generally be unable to afford building a new home.
- Of the 291 employed in Retail jobs, most will only be able to afford renting an existing or new market rate apartment - and will generally be unable to afford buying an existing house or building a new home.
- Of the 173 employed in Accommodation and food service jobs, most will only be able to afford renting an existing apartment - and will be unable to afford a new market rate apartment unit, buying an existing house, or building a new home.

WHAT KIND OF HOUSING COULD I AFFORD IN ARCADE?

	CURRENT RESIDENTS	ADMIN/SUPPORT/WASTE JOBS	MANUFACTURING JOBS	RETAIL JOBS	ACCOMODATION/FOOD JOBS
EXISTING APARTMENT UNIT	75%	✓	✓	✓	✓
NEW MARKET RATE APARTMENT UNIT	62%	✓	✓	✓	✗
EXISTING SINGLE FAMILY HOME	50%	✓	✓	✗	✗
NEW CONSTRUCTION SINGLE FAMILY HOME	20%	✗	✗	✗	✗

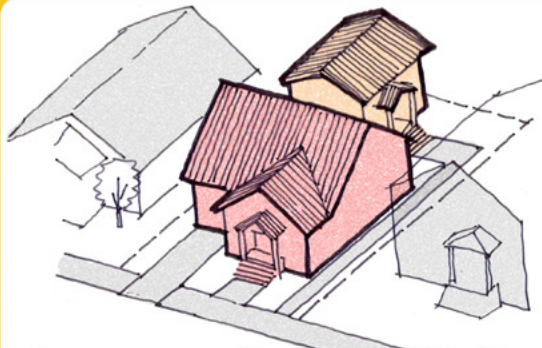
PLANNING

- Although cost of living in Arcade is regionally low, the opportunity to live in Arcade is rare - so current housing affordability does not translate to availability for potential employees that would relocate for work.
- The incomes of the workforce are only partially reflective of the incomes of residents, as residents only make up 25% of the local workforce.
- Arcade residents trend towards higher incomes on average, with most leaving the area for work.
- The increasing costs of new construction, both for apartments and homes, will continue to bring market rate housing out of the realm of affordability for most people currently employed in Arcade's leading industries.
- While 20% of the resident households can currently afford the increasing costs of new home construction, the overwhelming majority of those employed in the top 4 industries will be unable to.
- As locals age in place and live off a lower fixed income during retirement, their ability to afford the increasing expense of market rate housing will diminish, and their need for smaller, accessible, affordable units will increase.
- If senior housing were made available, a variety of affordable existing housing units would be available as residents moved.

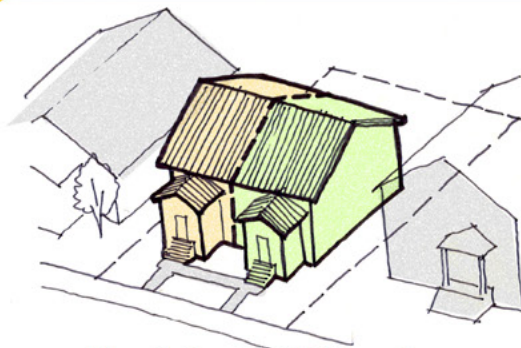
The following graphic breaks down local possible solutions for creating additional housing units within existing neighborhoods without impacting the character.

ARGADE'S **FUTURE** CHARACTER

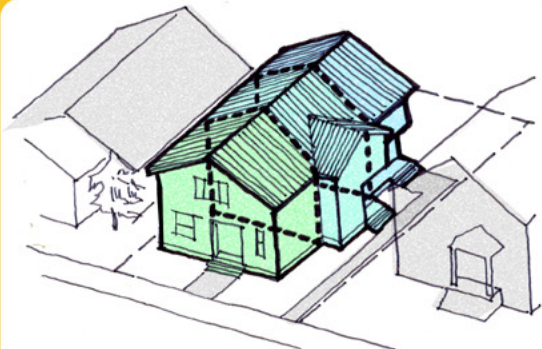
Indicate the housing typologies you feel would be a good fit for the current form and character of Arcade



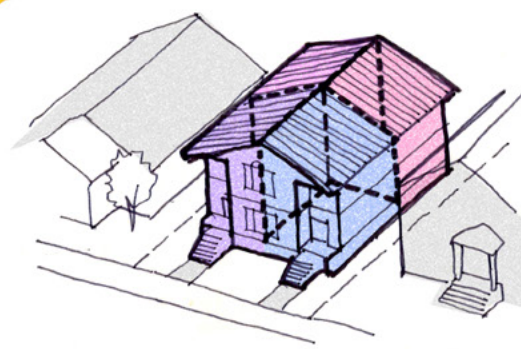
Accessory Dwelling Units



Residential Duplex



Residential Triplex



Residential Quadplex



Bungalow Court

SMART GROWTH

HOUSING & COMMUNITY CONNECTIVITY

-
1. PROMOTE MIXED LAND USES
 2. ADEQUATE RANGE OF HOUSING OPPORTUNITIES AND CHOICES
 3. DEVELOPMENT AND REDEVELOPMENT WHERE INFRASTRUCTURE IS SUSTAINABLE AND ADEQUATE
 4. DISTINCTIVE AND ATTRACTIVE COMMUNITIES WITH SENSE OF PLACE
 5. PROMOTE WELL-PLANNED AND PLACED PUBLIC SPACES
 6. PROMOTE SUSTAINABLE COMPACT NEIGHBORHOODS
 7. INCREASE MOBILITY AND CIRCULATION WITHIN AND BETWEEN JURISDICTIONS
 8. SUSTAINABLE MASS TRANSIT TO REDUCE LOCAL LEVELS OF GREENHOUSE GAS EMISSIONS
 9. PROMOTE WALKABLE/BIKEABLE NEIGHBORHOOD DESIGNS
 10. INTEGRATE CLEAN ENERGY RESOURCES AND RELATED INCENTIVES
 11. IMPROVE GREEN INFRASTRUCTURE WITH RESIDENT'S PARTICIPATION
 12. ENHANCE RESILIENCY TO EXTREME WEATHER EVENTS
 13. ENCOURAGE SOCIAL DIVERSITY AND INTEGRATION
 14. EXPAND PLANNING AND IMPLEMENTATION EFFORTS ACROSS JURISDICTIONS
 15. PROMOTE COMMUNITY AND STAKEHOLDER COLLABORATION

Housing For Smart Growth

Recognizing the housing obstacles outlined above, the path forward for Arcade is not insurmountable but will require intentional planning that builds on existing assets.

A key obstacle to address will be allowing more residential density in the Village. This will help to target issues of affordability by increasing the overall supply of housing, as well as improving the diversity of housing choices. Density for Arcade refers to duplexes and quadplexes that create a gradual density that blends in with the existing character of Arcade's neighborhoods – not five-story apartment buildings. See the graphic below that visualizes creative housing development types to encourage gradual density in the Village.

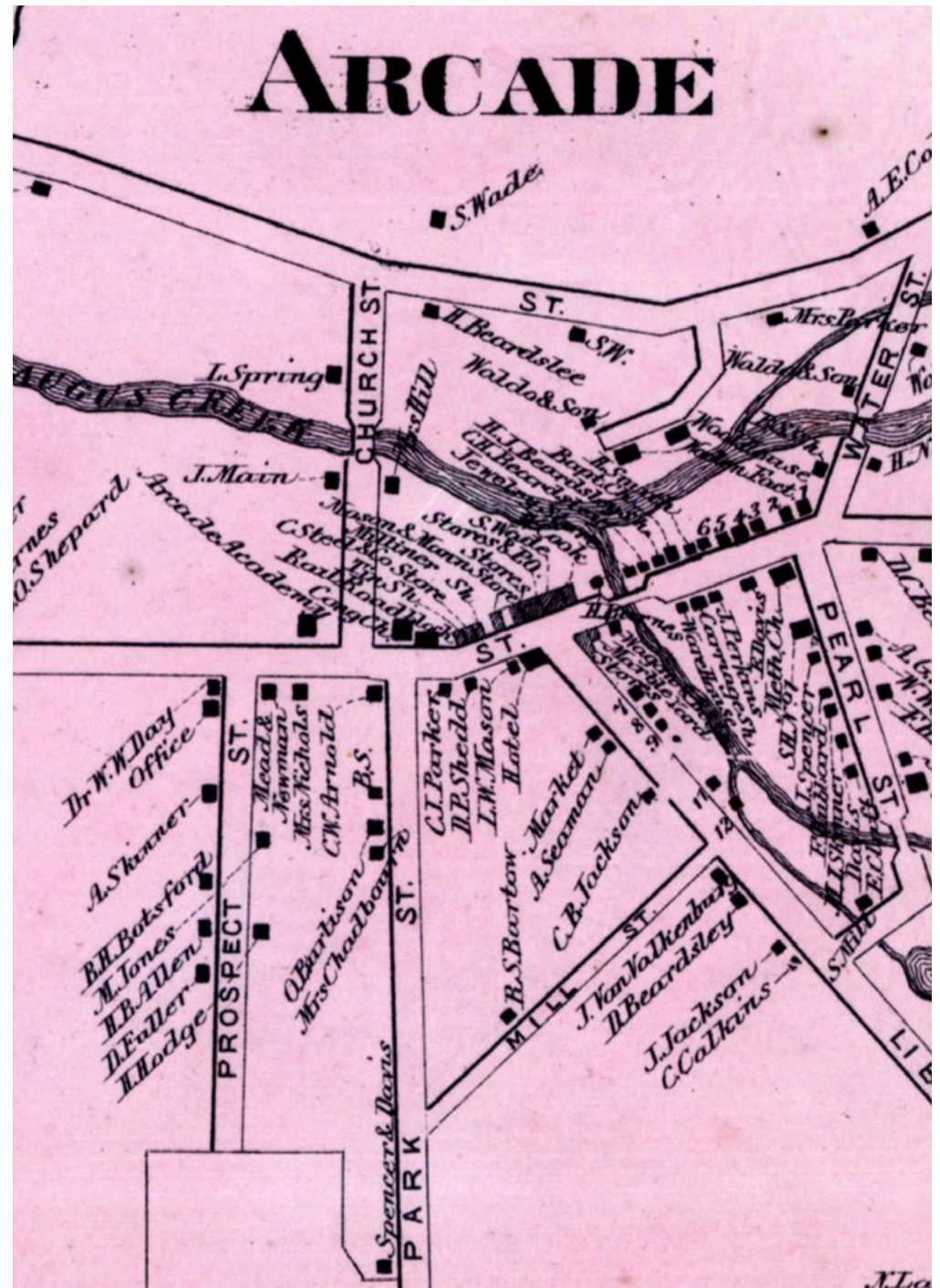
Encouraging appropriate infill development through additional density creates the opportunity to maximize existing resources and reduce strain on infrastructure. Sprawling single-family development can be burdensome on municipalities in terms of the infrastructure, maintenance, and services they require versus the property taxes they generate. Boosting the allowable density will help to encourage housing development since multi-family units are the most viable housing type for new development in the current residential market. The affordability graphics in the section above illustrate that a new single-family home costs upwards of \$500,000 to construct, which is well outside the price range of the average Arcade resident. Consequently, pivoting from single-family to multi-family housing will be an important factor in increasing supply and addressing overall housing affordability.

The location of infill and new development is just as important as the type of housing. The Village of Arcade has great neighborhood charm, created by a combination of architectural features and compact neighborhood design. Well-designed streets and well-placed public spaces create environments where individuals and families want to live. Existing parks and green spaces, quaint streets, and historic homes curate a sense of place in Arcade, attractive to families and individuals alike. Public engagement during the planning process revealed that park and greenspaces, community amenities, and a friendly neighborhood feel were important factors for why residents chose to live and choose to stay in Arcade.

When planning for the future, Arcade will want to preserve the movability of the downtown and surrounding neighborhoods by encouraging compact neighborhood design and developments to build the necessary features that create safe and lively neighborhoods (e.g. sidewalks, parks, trail connectivity, etc.). A compact, movable environment has multiple physical and social benefits as it provides opportunities for multi-modal transportation (e.g. walking, biking, etc.), creates opportunities for social interaction, and helps to build a sense of place attachment through well-maintained infrastructure and public space.

The historic downtown also provides opportunities for mixed-use development with first-floor commercial spaces coupled with upper-story residential units. Creating more opportunities to live downtown will support local businesses by getting more people on the streets and help spur downtown revitalization efforts to be discussed later in the plan. For example, the Village is already supporting these efforts by completing a NY Main Street Grant. Additionally, the downtown design guidelines provide a framework to enhance and preserve the aesthetic and historic character that makes downtown Arcade an attractive destination primed to assist building owners with strategic reinvestment.

Recognizing the interconnected nature of the Village and the Town, it is important to think about how housing connects to the broader fabric of both municipalities. With existing infrastructure (water & sewer) primarily concentrated in the Village, the Town and Village will need to collaborate to expand and improve infrastructure access. Utilizing the principles of Smart Growth, as discussed above, will help to guide where appropriate housing developments could be placed to build on existing infrastructure and tie into neighborhoods. The Village and Town will want to work with developers to ensure projects incorporate public spaces, access to parks and green spaces, and enhance multi-modal transportation and trail connectivity. Requiring sidewalks and other public amenities plays an important part in building a community, not just adding additional housing. Being creative in terms of housing, as discussed above, will be an essential piece in creating new housing that is affordable and fits into the community. The Village and Town should encourage active community participation in the planning of new developments and provide ample opportunities for resident feedback. Moreover, housing development should incorporate sustainable building materials and practices to ensure new development and building rehabilitation increases resiliency as much of the Village and portions of the Town fall within the floodplain.



PRIORITY POLICY AREA 1: HOUSING AND COMMUNITY CONNECTIVITY

This priority area is focused on increasing housing within Arcade’s existing social, economic, and cultural centers to strengthen the attractiveness and resilience within Arcade.

ACTION PLAN		TIME FRAME	PARTNERS & RESOURCES	RELATIVE COST
OBJECTIVE 1.1	Incentivize and support additional housing units to be developed within existing population centers in a variety of appropriate sizes and forms			
ACTION ITEMS 1.1.1	Foster public/private partnerships to encourage housing development projects for diverse incomes and ages	Medium Term	Village, Town, PB, CIC, WCPD, Realtors and developers	\$
1.1.2	Increase collaboration with the Wyoming County Land Bank to acquire deteriorating and blighted properties	Near Term	Village, Town, PB, CIC, WCPD	\$\$\$
1.1.3	Explore funding opportunities to support public and private investment in building rehabilitation, blight removal, and new housing development such as Community Development Block Grants, NYS HOME Funds, NYS Rural Area Revitalization Program Funds, etc.	Medium Term	Village, Town, CIC, PB, WCPD, WCIDA, WCLB	\$\$
1.1.4	Assess the order-of-magnitude feasibility of developing a variety of new housing typologies utilizing market rate, workforce, and senior housing programs as appropriate, and create an open call to developers looking to invest in the pre-approved design/program	Long Term	Village, Town, WCIDA, WCPD, Developers	\$\$
1.1.5	Identify development-ready sites in the Village/Town and work with the Wyoming County IDA to promote the sites to developers	Ongoing	Village, Town, CIC, WCPD, WCIDA	\$
1.1.6	Encourage developers to build senior housing units to allow residents to age in place	Long Term	Village, Town, WCIDA, WCPD, Developers	\$
OBJECTIVE 1.2	Promote changes in zoning that allow for compact building design, additional density, and creative infill opportunities while maintaining Arcade’s character			
ACTION ITEMS 1.2.1	Conduct a zoning review of all residential zoning districts and update zoning codes as necessary to provide land development regulations that manage performance, design, density, lot size, lot coverage, setbacks, scale, rooflines, materials, entrances, garages, etc.	Near Term	Village, Town, CIC, PB, ZB, WCPD, Consultants	\$\$
1.2.2	Consider writing and adopting form-based zoning laws in the Village and Town to maintain the form and character of existing buildings within new development	Near Term	Village, Town, CIC, PB, ZB, WCPD, Consultants	\$\$
1.2.3	Ensure the Planning and Zoning Boards remain open to innovative housing development strategies that create more efficient, sustainable, and community-oriented housing designs	Medium Term	Village, Town, VB, TB, PB, ZB	\$
1.2.4	Require Planning and Zoning Board members to attend housing seminars and trainings (e.g., the Genesee Finger Lakes Regional Planning Council Local Government Workshops) to stay informed regarding zoning best practices	Near Term	Village, Town, VB, TB, PB, ZB	\$

ACTION PLAN		TIME FRAME	PARTNERS & RESOURCES	RELATIVE COST
OBJECTIVE 1.3	Incentivize new housing development that capitalizes on and enhances multi-modal linkages between existing walkable neighborhoods, commercial and retail districts, open spaces, and trail networks			
ACTION ITEMS 1.3.1	Conduct an inventory of all available sites in the Village and Town that are appropriate for residential housing development	Near Term	Village, Town, CIC, PB, WCPD, Consultants	\$
1.3.2	Work with the Wyoming County IDA and local real estate association to promote housing development on the identified sites	Medium Term	Village, Town, CIC, PB, WCPD, WCIDA, WCLB, Realtors	\$\$
1.3.3	Encourage housing development to include pedestrian and multi-modal infrastructure as part of the site plans where appropriate and as density allows	Medium Term	Village, Town, PB, ZB, WCPD	\$
1.3.4	Utilize incentive zoning where appropriate to encourage developers to include movability and multi-modal transportation features, and enhance existing or build new trail networks	Long Term	Village, Town, PB, WCPD, Consultants	\$
1.3.5	Pass a Complete Streets policy that empowers the Planning Board during site plan review with the leverage to make private developers include multi-modal linkages, pedestrian safety and comfort, and minimized parking footprints as appropriate on their site designs	Short Term	Village, Town, PB	\$
OBJECTIVE 1.4	Invest in and grow local and regional networks and initiatives that support public health, well-being, education, and resilience for residents			
ACTION ITEMS 1.4.1	Work with local and regional partners to enhance healthcare access for residents	Long Term	Village, Town, WCHD	\$
1.4.2	Allocate an annual budget to ensure greenspace maintenance and enhancement	Ongoing	Village, Town, VB, TB, CIC	\$\$
1.4.3	Explore opportunities to enhance community well-being through partnerships with the Pioneer Central School District	Ongoing	Village, Town, CIC, PCSD	\$
1.4.4	Develop a Parks and Recreation Master Plan to inventory existing green space, identify potential areas for improvement, and create strategies to ensure adequate access to parks and related recreational spaces, with a focus on serving neighborhoods outside a quarter-mile walking radius of existing amenities	Medium Term	Village, Town, CIC, PB, WCPD	\$\$
1.4.5	Identify parcels to be converted into parks, playgrounds, trail links, and/or green spaces in areas where deficits have been identified	Medium Term	Village, Town, CIC, PB, WCPD	\$
1.4.6	Work with local trail groups to obtain grants for the creation of new trails and connections to existing trails	Ongoing	Village, Town, CIC, PB, WCPD	\$

5.3. Priority Policy Area 2 – Infrastructure & Natural Resource Conservation

Goal: striking the appropriate balance between future development and the preservation of agricultural lands, open spaces, and natural resources, taking a proactive approach to developing within and near existing infrastructure, and maintaining Arcade’s small-town character.

The quality of a community’s infrastructure is a critical index of its economic vitality as well as its resiliency. Reliable roads, clean water, stormwater management, and electricity are all basic community services that determine the long-term health and well-being of Arcade and yet are some of the hardest aspects to plan for and maintain.

- **Resilience** - The capacity to anticipate, prepare for, respond to, and recover from significant multi-hazard threats with minimum damage to social well-being, the economy, and the environment (EPA).

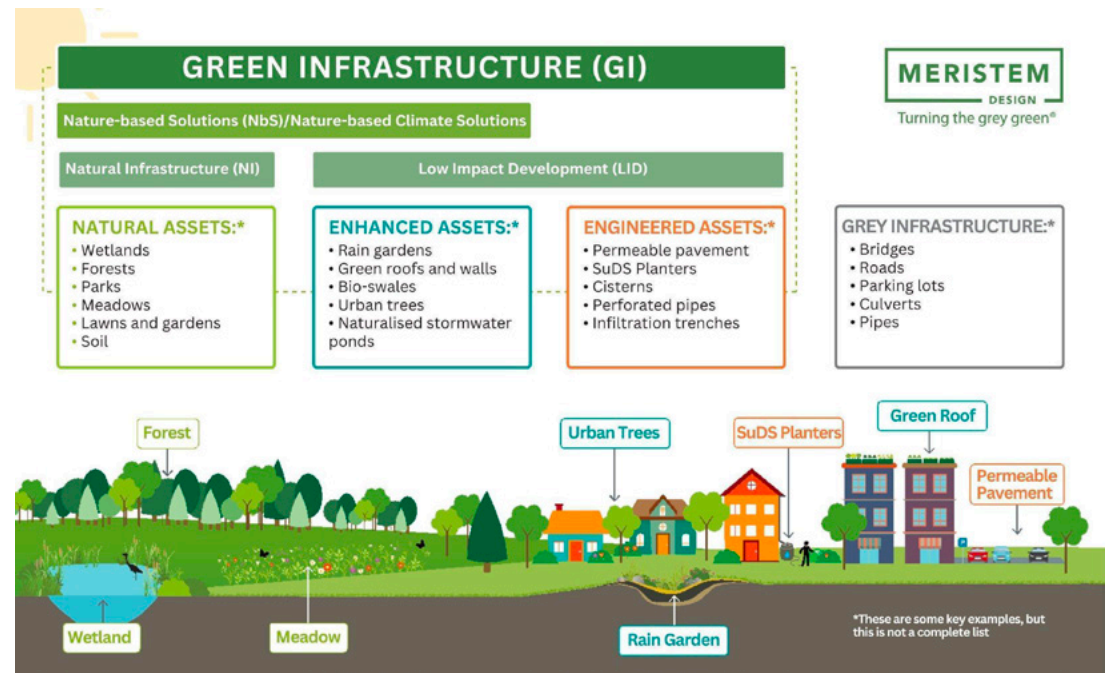
Arcade’s comprehensive planning process revealed both a need and desire to continue to maintain existing infrastructure in the Village and Town, with the possibility of expansion in the coming years to support additional residential and commercial development. Both municipalities are committed to prioritizing the maintenance and enhancement of infrastructure to support the quality of life for all who live, work, and visit Arcade.

As Arcade’s water and sewer infrastructure is located in the Village, the Town and Village will need to work together to advance infrastructure development that expands access to unserved areas. It is essential that the siting of new infrastructure is strategically located to maximize existing connectivity, promote natural resource conservation, and enhance resiliency. The expansion of infrastructure will be part and parcel of enabling new development in Arcade and should adhere to the guiding Smart Growth principles.

Infrastructure to Promote Smart Growth

Taking a Smart Growth approach to infrastructure requires evaluating projects from multiple perspectives. The Village and Town should ask themselves questions regarding how infrastructure projects influence the environmental, fiscal, and social health of the community, such as:

- **Environmental** - How does this project impact the natural environment? Is this infrastructure project promoting sustainability in the short and long term? How will this project enhance resilience in the community?
- **Fiscal** - Is the building and maintenance of this infrastructure fiscally viable? How will this project enhance fiscal resilience in the short and long term? Are we growing too much too soon? Are we over-investing in a boom/bubble cycle that will lead to disinvestment? Is it a fad that will die out?
- **Social** - How does the location of the project help to enhance the social fabric of our community? How does it improve the well-being of residents?



Source: Green Infrastructure: Creating Sustainable and Resilience Urban Environments, Meristem Design: <https://www.meristemdesign.co.uk/blog/green-infrastructure-creating-sustainable-and-resilient-urban-environments> (accessed March 4, 2024).

Smart Growth infrastructure investment will include strategies like the following:

- Prioritizing infrastructure development that maximizes existing resources and promotes the long-term fiscal, environmental, and social sustainability of development projects
- Seeking funding opportunities to finance infrastructure improvements through grant programs and capital reserve funds
- Examining the sustainable expansion of existing infrastructure to underserved and unserved areas of Arcade
- Strategically exhausting the capacity of infrastructure through a variety of different uses as opposed to monocultural or one large singular use
- Encouraging the integration of renewable energy, green infrastructure, and climate change mitigation techniques to promote sustainability efforts only when the environmental impacts of such investments are worth the investment and any local negative consequences that may occur.
- Coordinating with County and regional partners to improve infrastructure capacity and resource synergies

Advances in green infrastructure materials and technologies over the past decade present opportunities for Arcade to pursue infrastructure upgrades that not only improve infrastructure capacity but also enhance the resiliency of the community by blending development and sustainability initiatives.

Green infrastructure encompasses a range of measures that utilize plant and soil systems, permeable surfaces and substrates, stormwater harvest and reuse, landscaping, and sewer and water systems to enhance overall environmental sustainability (EPA Green Infrastructure). Green Infrastructure elements are extremely versatile, ranging from large-scale projects focused on roadway

infrastructure to small-scale private implementation measures like rainwater harvesting.

By utilizing green infrastructure elements, Arcade can take strides to enhance overall infrastructure capacity while simultaneously improving sustainability to protect the natural environment.

In particular, incorporating Smart Growth principles and the use of green infrastructure can help the Village and Town to be better equipped to address environmental hazards that pose a threat to the community. With a significant portion of the Village and Town located in a floodplain, incorporating green infrastructure, specifically for hazard mitigation planning and flood resilience, will help to reduce risk and minimize possible damage, but will also require upfront investment. Other considerations include inventorying the variety of trees planted on public rights-of-way for their susceptibility to blight and infestations that cause mass die-off events and working to develop a more resilient village canopy.

In 2023, the Village won a grant to complete a Local Waterfront Revitalization Program (LWRP), which will help create policies and laws as well as outline strategic projects to increase resilience within Arcade's floodplain and enhance water use and recreation within the waterfront revitalization area. The LWRP will create the opportunity for investment in infrastructure to increase flood resilience in Arcade through green infrastructure and water-sensitive urban design.

Prioritizing Infill Development

Prioritizing infill development in the Village and strategically connecting new development in the Town will be another way for Arcade to incorporate Smart Growth principles into future land use plans.

- **Infill Development** prioritizes the construction of buildings or other structures on unused or underutilized land within a developed area (EPA).

Public feedback throughout the planning process emphasized residents' desires to preserve the rural small-town feel within the Town while encouraging revitalization in the Village. This delicate balance of preservation and development necessitates both municipalities to be intentional about where new development is placed to prevent car-centric suburban sprawl that threatens the agricultural feel of the surrounding area and extends infrastructure beyond what is sustainable and fiscally responsible to maintain.

Infill development places housing and other structures within the fabric of existing infrastructure, helping to preserve movable and compact urban environments and leverage previous municipal investments.

For example, infill development in the Village would focus on encouraging new construction on currently vacant parcels. The Village’s Strategic Plan for Business Development (2022) identified potential sites for infill development and illustrated innovative housing types that would help increase housing options in the Village and maximize community connectivity. The plan targets the Steele Ave, Emkay, Hummingbird, Downtown, and North Street subdivisions as potential sites for strategic infill development. See the 2022 Strategic Plan for Business Development for more information.

For the Town, strategically placed new development adjacent to existing infrastructure will serve the same purpose as infill development in the Village. Locating new development near existing structures and infrastructure reduces suburban sprawl. Recognizing that infrastructure is a key part of attracting development, the Village and Town will need to work together to expand existing water and sewer to identified sites such as North Street.



BUNGALOW COURTS

- (35) 1.5 story buildings
- ~1200sf dwelling unit sizes
- 50 new residents to Village
- 55 parking spaces
(1 per resident, 20 guest)
- \$517,790 Spending potential
- 6 Jobs supported



HOUSING TYPOLOGY SAMPLER

- (2) lots with Duplex housing (orange)
- +2 apartment units units per lot
- (2) lots with single family homes (yellow)
- +1 land owner per lot
- (8) lots with townhomes (red)
- +1 land owner per lot
- 24 new residents to Village
- 28 new parking spaces
(2 per unit)
- \$177,528 Spending potential
- 4 Jobs supported

Source: Village of Arcade Strategic Plan of Business Development (2022), pg. 19, 22

Complete Streets & Multimodal Transportation Connectivity

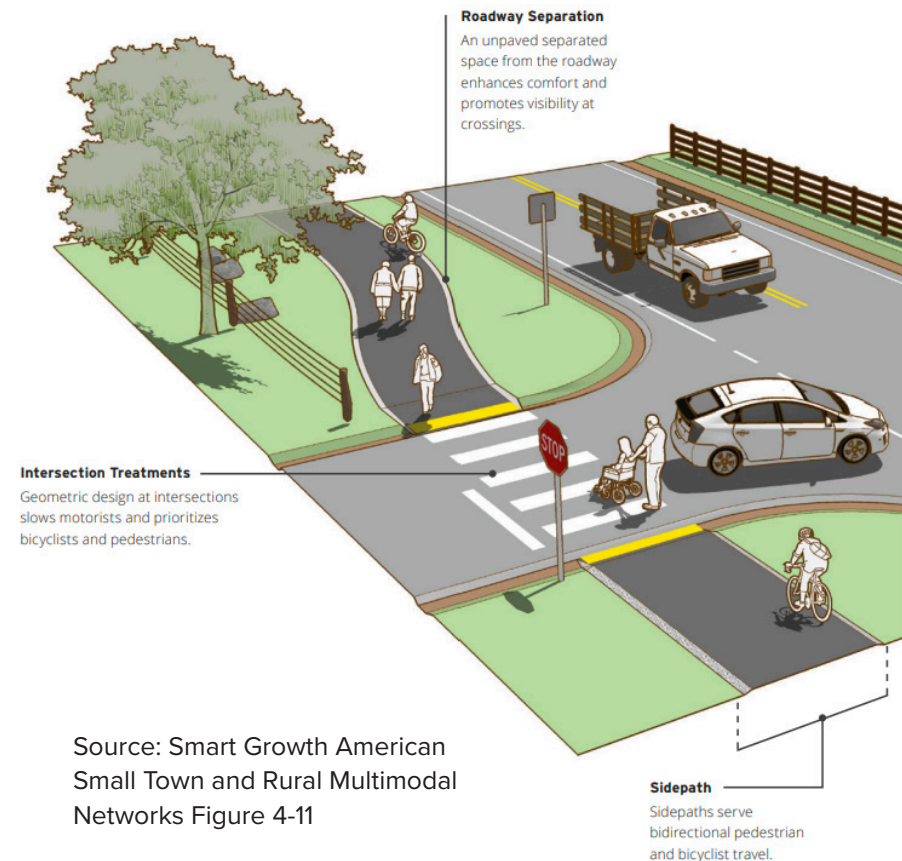
Prioritizing movability and multi-modal transportation are other compounding benefits of concentrating infrastructure and development. The Village and the surrounding residential neighborhoods are designed to encourage short- and medium-distance walking and biking trips due to the layout of existing streets. Public engagement revealed that many residents love the movability of the downtown, as it allows them to access community resources without being reliant on cars.

To continue bolstering, the Village should explore creating a multi-modal transportation network that allows for safe, comfortable, and accessible multi-modal routes with access to key destinations for all people within the community. Through the planning process, the concept of Complete Streets arose as an opportunity to enhance mobility and overall road safety for all road users in Arcade.

Complete Streets is an approach to planning, designing, building, and maintaining streets that optimizes the streets for their best use and balances the safety needs of all users (Smart Growth America).

Implementing a Complete Streets policy will be a step towards reducing dependency on motor vehicles and thus enhancing community resiliency by increasing multi-modal transportation opportunities. While the Village may be designed to support movability, Arcade, like most American small towns, faces an uphill battle in reducing overreliance on car infrastructure. Addressing this issue should be of particular concern for Arcade, as car dependency often impacts youth and senior populations the most. Arcade residents who are too old or not old enough to drive are reliant on having family/friends, public transportation and/or multi-modal transportation, or their physical capabilities to walk or bike. With Arcade's aging population, ensuring movability for people of all ages and abilities is a high priority. Additionally, this movability has direct impacts on physical health and personal mobility, enhancing downtown vibrancy by creating a destination suitable for foot traffic and opportunities for social interaction. When considering a Complete Streets policy, the Village and

Town should examine resident needs, safety concerns, and road usage to ensure any road improvements maximize safety, utility, and comfort. A Complete Streets policy is intended to be adaptive to the needs of the community; however, it is important to recognize that there will likely be competing needs of road users that create conflict regarding road design. For example, organizations like Smart Growth America document the inherent tension between road speed and safety. Roads that allow for high speed, both in speed limit and design, often encourage drivers to drive too fast, putting themselves and everyone around them at risk. To address this, a Complete Streets approach examines how a combination of policy and road design can adjust road user behavior to create safer roads for everyone. The images below visualize what a potential complete street could look like in the Village and Town of Arcade.



Source: Smart Growth American Small Town and Rural Multimodal Networks Figure 4-11

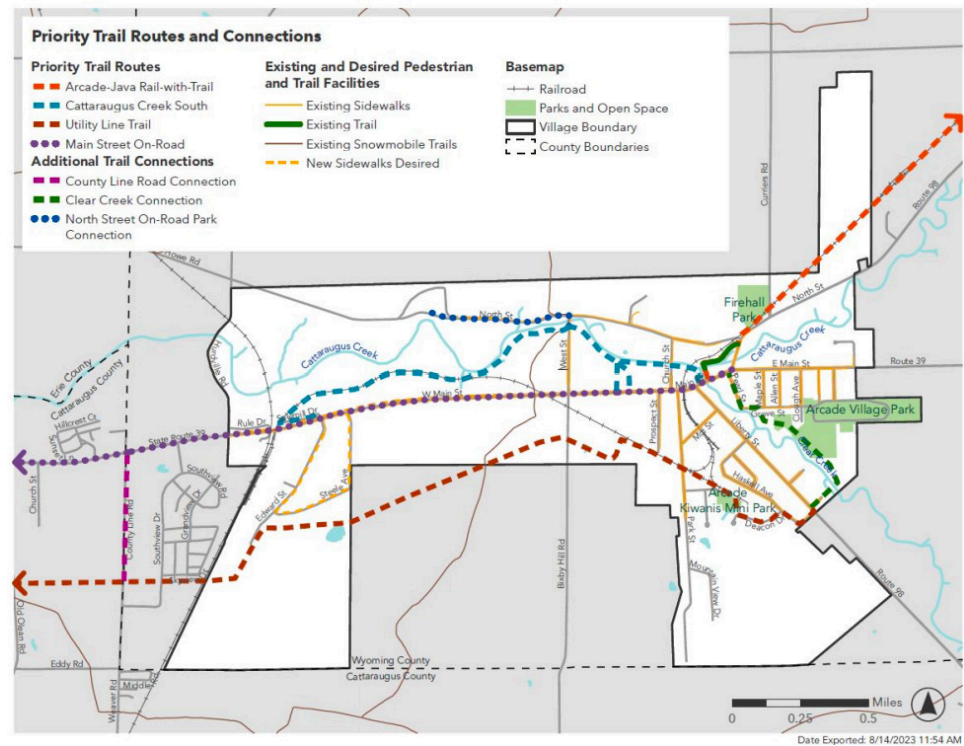
It is not enough for downtown Arcade to have the infrastructure to encourage multi-modal transportation (e.g. sidewalks, bike lanes) if it is not paired with features to make multi-modal transportation safe. The Village should explore different street designs to reduce traffic speeds, rebuild sidewalks, install more crosswalks, create bike lanes, plant tree canopies, and add comfort amenities like formal and informal seating opportunities to create a safe and comfortable environment. However, it is critical that a strong advocacy for these items exists within the boards to ensure they are enforced. In practice, this leads to forming a Complete Streets Subcommittee with representation from boards and resident volunteers.



Source: Smart Growth America Small Town and Rural Transportation Network Figure 5-17

Taking a broader look at multi-modal transportation connectivity, the Village and Town are already working on enhancing trail connectivity between nearby communities in Java and Yorkshire. In 2023, the Village completed the Arcade Multi-Use Trail Feasibility Study, which developed a set of plans and strategies to improve and expand pedestrian and bicycle access on trails within the Village and surrounding region. The feasibility study was a launching point for the Village to obtain a grant to fund the trail project, creating over 12 miles of pedestrian and biking trails along the railway between Arcade and Java. The completion of the trail projects will create a web of multi-modal trails that connect neighborhoods within the Village to the downtown core, as well as create connections to other regional trail networks. The maps below provide a visual for the proposed trail connections in the feasibility study.

The combination of infrastructure maintenance and improvements across a variety of community services (e.g. roads, water, sewer, multi-modal transportation access) sets a path forward requiring cooperation and mutual support between the Village and Town. While much of the existing infrastructure resides in the Village, future development and enhancing multi-modal transportation access in Arcade hinges on strategic cooperation to tap into and build upon existing infrastructure.



Source: Arcade Multi-Use Trail Feasibility Study

PRIORITY POLICY AREA 2: INFRASTRUCTURE & NATURAL RESOURCE CONSERVATION

This priority area is dedicated to striking the appropriate balance between future development and the preservation of agricultural lands and open space. Maintaining Arcade’s rural character and protecting its natural resources requires taking a proactive approach to developing within and near existing infrastructure.

ACTION PLAN		TIME FRAME	PARTNERS & RESOURCES	RELATIVE COST
OBJECTIVE 2.1	Invest in infrastructure maintenance and upgrades to enhance local capacity, sustainability, and resilience			
Action Items 2.1.1	Ensure that core services and Town infrastructure are appropriately funded, with a focus on sustainability, value, and accessibility	Ongoing	Village, Town, VB, TB, PB, CIC	\$\$
2.1.2	Develop and maintain a capital improvement plan (CIP) to adequately prepare for, fund, and implement infrastructure and other capital improvement projects	Immediate	Village, Town, VB, TB, PB, CIC	\$\$
2.1.3	Establish and maintain a Capital Reserve Fund for accumulating funds to pay for the cost of future capital projects, and appropriate funds annually to the Capital Reserve Fund	Near Term	Village, Town, VB, TB	\$
2.1.4	Pursue opportunities to implement Smart Growth principles through regulations and land uses to prevent sprawl and maximize existing resources	Immediate	Village, Town, CIC	\$
2.1.5	Explore opportunities to enhance local, County, and regional partnerships to maximize infrastructure capacity and resources	Near Term	Village, Town, CIC	\$
2.1.6	Pursue grant and other funding opportunities to increase the Village’s and Town’s fiscal capacity to carry out infrastructure projects	Ongoing	Village, Town, CIC	\$\$
2.1.7	Explore opportunities to enhance access to internet/broadband to address equity gaps in education and employment opportunities	Medium Term	Village, Town, CIC, WCPB	\$
2.1.8	Require that all public and private infrastructure upgrades, building rehabilitation efforts, and new development projects optimize their sustainability and resiliency features	Near Term	Village, Town, PB, CIC	\$
2.1.9	Identify and encourage opportunities to integrate renewable energy sources onto existing properties and new developments in accordance with the Village and Town’s Zoning Code	Long Term	Village, Town, VB, TB, PB, CIC	\$
2.1.10	Identify, study, and mitigate how flood insurance acts as a hurdle to existing and new development within the flood zone downtown	Near Term	Village, Town, VB, TB, PB, CIC	\$\$
2.1.11	Study the various levels of access, affordability, and connectivity for transportation options within the Village and Town and develop strategies for enhancing the equitability of each	Long Term	Village, Town, VB, TB, PB, CIC	\$\$
2.1.12	Study, evaluate, and plan for future floodwater mitigation for the downtown to be tied into recreational placemaking and public space enhancement	Medium Term	Village, Town, VB, TB, PB, CIC	\$\$

ACTION PLAN		TIME FRAME	PARTNERS & RESOURCES	RELATIVE COST
OBJECTIVE 2.2	Promote infill and new development that maximizes the use of existing infrastructure to prevent sprawling residential and commercial growth			
ACTION ITEMS 2.2.1	Plan for and undertake phased improvements to the Village's water and sewer systems	Ongoing	Village, Town, CIC, PB, ZB, WCPD	\$\$\$
2.2.2	Evaluate all new development for impact on water and sewer service to existing development and adjacent parcels	Ongoing	PB, ZB, CIC	\$
2.2.3	Conduct an inventory of all Village and Town parcels that are appropriate for industrial and/or commercial use	Near Term	Village, Town, CIC, PB, ZB, WCPD, Consultants	\$\$
2.2.4	Work with the Wyoming County IDA, Land Bank, and local real estate association to promote infill, rehabilitation, and new development on identified sites	Medium Term	Village, Town, CIC, PB, WCIDA, WCLB, Realtors	\$
2.2.5	Where appropriate, encourage new development to build out water and sewer where it does not already exist	Ongoing	Village, Town, CIC, PB, ZB, WCPD	\$
OBJECTIVE 2.3	Encourage the development of pedestrian and multimodal transportation infrastructure to improve safety and accessibility throughout Arcade			
ACTION ITEMS 2.3.1	Create and adopt a Complete Streets policy to enhance Arcade's overall movability through balancing the needs of different modes of transportation, pedestrian safety, user age and ability, and land use	Medium Term	Village, Town, CIC, GTC, PB, VB, TB, WCPD	\$\$
2.3.2	Actively participate in regional parks/recreation and transportation decision-making through coordination with local and regional partners	Ongoing	Village, Town, CIC, GTC, PB	\$
2.3.3	As part of the Complete Streets policy, examine the existing pedestrian network and identify areas that need repairs and enhancements to improve usability, safety, and enjoyment	Medium Term	Village, Town, CIC, GTC, PB, VB, TB, WCPD	\$
2.3.4	Build multi-modal transportation infrastructure such as bike lanes and bicycle boulevards to encourage active transportation routes and promote road safety	Long Term	Village, Town, CIC, GTC, PB, VB, TB, WCPD	\$\$\$
2.3.5	Work with local trail groups to obtain grants for the creation of new trails and connections to existing trails	Ongoing	Village, Town, CIC, WCT, WCPB	\$\$
2.3.6	Explore opportunities to create local public transportation options	Long Term	Village, Town, CIC, GTC, PB, VB, TB, WCPD	\$\$

ACTION PLAN		TIME FRAME	PARTNERS & RESOURCES	RELATIVE COST
OBJECTIVE 2.4	Create policies and regulations to promote farmland preservation and natural resource conservation			
ACTION ITEMS 2.4.1	Preserve, protect, enhance, and connect the public to parks, green spaces, trails, scenic vistas, and recreation amenities	Ongoing	Village, Town, CIC, TB, VB	\$
2.4.2	Build partnerships with local, County, and regional partners to promote farmland preservation efforts	Near Term	Village, Town, CIC, TB, VB, WCPD, WCAF-PB, WCFB	\$\$
2.4.3	Engage with community partners to provide education on sustainable farming and agricultural practices	Medium Term	Village, Town, CIC, TB, VB, WCPD, WCAFPB, WCFB	\$
2.4.4	Protect Arcade’s natural resources through pursuing green urbanism and sustainable design practices such as encouraging movability, native landscaping, tree planting, and green space enhancements, etc.	Near Term	Village, Town, CIC, PB, WCPD, TB, VB	\$
2.4.5	Review, and if necessary, update the Village and Town code regarding the siting of renewable energy assets. Regulations should limit industrial solar and wind farms and encourage the siting of renewable energy resources on existing buildings to limit the loss of viable agricultural land when possible. Work with the Village and Town’s Code Enforcement Officers as well as local, county, and regional partners to promote sustainability upgrades and other projects	Medium Term	Village, Town, TB, PB, ZB	\$
2.4.6	Develop and build upon the Village’s existing Tree Policy (including planting, trimming/pruning, maintenance, etc.) to enhance and restore the Village canopy	Ongoing	Village	\$
2.4.7	Connect with regional organizations (such as Cornell University) to conduct an inventory of the Village’s tree canopy; identify the condition and species of trees and locations for new plantings, and develop a list of preferred species to plant in order to increase resilience to blight and insect infestation	Medium Term	Village	\$\$

5.4 Priority Policy Area 3 - Economic Development, Tourism, & Recreation

Goal: maintaining and improving the economic well-being and quality of life of residents and businesses, growing the capacity of existing and future businesses, and creating an inviting environment for the region’s workforce to live.

Economic development, tourism, and recreation are all distinct yet interrelated elements that impact the quality of life for residents in Arcade. From which businesses choose to settle in Arcade to seasonal tourism to opportunities to access the region’s recreational amenities, accelerating Arcade into the next decade necessitates a cohesive strategy to leverage existing resources and partnerships.

Downtowns already seeing the benefits of the revitalization process have all had to leverage their unique assets to create a level of desirability for residents to move or stay there. Once that population is large enough to sustain a year-round local economy, it can be bolstered by tourism and busier times of year; providing the resiliency for commercial endeavors to flourish without being at the whim of a competitive tourism market.

Economic Development & Strategic Partnerships

Strong community partnerships are a key for successful economic development. The planning process revealed that residents and business owners value the tight-knit, hardworking community that makes up Arcade. This small but active community is a great resource, as people know their neighbors and have pride in their community. The missing link is tapping into this network and leveraging existing resources through consistent and cohesive economic development efforts.

The recently completed Strategic Plan for Business Development (2022) provides a framework for the Village and Town to begin to advance economic development in Arcade. It identifies goals, strategies, and partners that can help the community identify and bolster existing assets and work to address needs and deficits for the business community and their employees.

RECOMMENDATIONS

The following recommendations were developed using the economic base report and community interview and workshop feedback, with recommendations categorized into the following goal areas:

- A. **GROWING** the population
- B. Creating a **WALKABLE** and well connected Arcade
- C. **SUPPORTING** businesses and residents
- D. Executing **PARCEL/SITE SPECIFIC** recommendations

The recommendations are presented in an action plan matrix with steps the Village can take to move forward on their four targeted goal areas. The action plan matrix includes the priority of the task/action, the timing and general costs, and possible resources and partners. This action plan matrix can be used as a working document moving forward - enabling local village committees and representatives to add to and modify the action plan as time progresses and additional opportunities emerge.

Strategies & Actions	Priority	Cost	Partners	GOAL AREA			
				A	B	C	D
Set, publicize, and target to add 100 new residents by 2030	High Priority	N/A	Village of Arcade.	X		X	
Create an “Arcade Main Street” advocacy group to be the voice for downtown.	Medium Priority	N/A	Village, Residents, Businesses, Community groups, consultants.			X	
Inventory and outreach to underutilized residential parcels within the Village that could effectively be subdivided to add residential units.	High Priority	N/A	Village of Arcade, consultant, IDA	X		X	
Support the development of infill buildings on underutilized lots via zoning and planning updates or variance.	High Priority	\$	Planning and Zoning	X	X	X	
Develop a local “live where you work” network to assist new village employees with assistance finding housing in the area.	Medium Priority	N/A	Village of Arcade, Pioneer School, Prestolite, etc...	X		X	

Source: Village of Arcade Strategic Plan for Business Development (2022), pg.25

Strength comes in numbers, and Arcade’s economic development future relies on the ability of the Village and Town to cultivate public and private partnerships at the local, county, and regional levels. With limited capacity and resources, developing community partnerships is an essential piece of this puzzle. In particular, working with Wyoming County and the Arcade Area Chamber of Commerce will help to spread awareness of existing resources, educational opportunities, and support networks that can provide learning opportunities for current and future entrepreneurs and residents looking to advance in the workforce. Enhancing communication between organizations will help to develop organizational synergies and maximize capacity within and among community organizations.

Employment Capacity & Livability

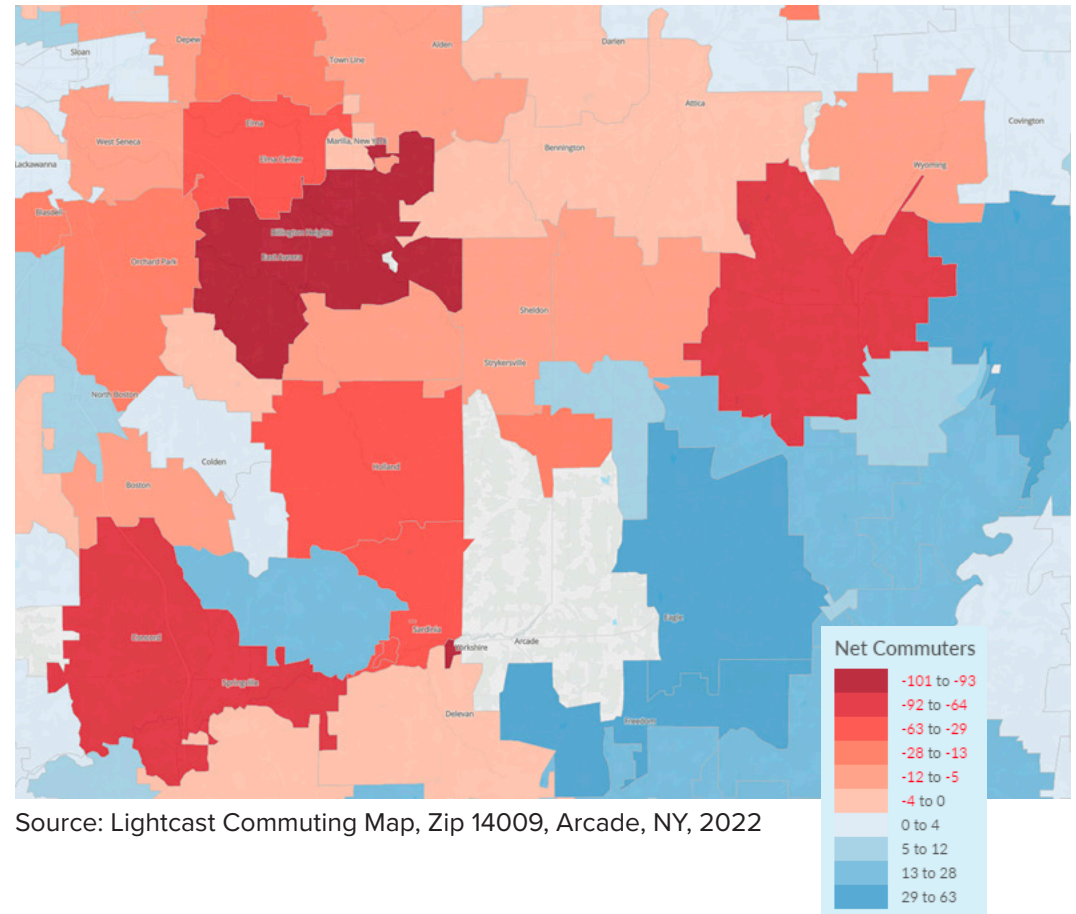
The 2022 Strategic Plan for Business Development illuminated the community’s lack of available housing as a significant factor in the stagnation of economic development in Arcade. Building on these findings, this plan encourages strategic housing development to create more affordable and diverse housing options to advance economic development and improve the quality of life for present and future residents. Stakeholder interviews with local businesses reiterated the need for more housing options for employees. Many businesses indicated that their employees travel over 60 miles to work as there is not enough housing for them to live in Arcade.

Arcade has an overall net-in commuting population, meaning more people come into the Town during the day for work than residents leave for work elsewhere. People commuting in and out of Arcade primarily come from the surrounding communities of East Aurora, Delevan, Freedom, Holland, Concord, Springville, Sardinia, Eagle, Farmersville, Lime Lake, Fillmore, Strykersville, and Sheldon. The 2022 Lightcast commuter data indicates that on average, 1,644 people commute into the Town of Arcade for work and 1,942 residents commute out to work on a daily basis, resulting in -298 net commuters.

People coming into Arcade every day for work are a potential target population for live-work economic development programming. As housing development is a priority area and can increase the resident population base, the Village and Town should explore opportunities to partner with local employers to create housing incentive programs to encourage people who work in Arcade to also live in the community. Live-work opportunities not only have a positive impact on individual and familial health but also lead to healthier communities. When people live in or near the community where they work, they spend less time commuting and more time with their families. This helps to create stronger families, more place attachment, and community pride, and has the added environmental benefit of reducing greenhouse gas emissions from shorter commutes.

The combination of increasing housing opportunities in conjunction with economic development partnerships is essential as these two elements form a symbiotic relationship that impacts the overall health of Arcade. If the community does not have enough jobs, then it cannot support the current residents and businesses. And if there are not enough jobs, then there will be a decrease in demand for housing. Yet, without adequate housing options, people cannot choose to live in the community where they work. Consequently, addressing housing and economic development in Arcade will be a delicate balance.

The Village and Town should work with the County’s IDA and other community partners to explore these types of live-work programs, opportunities to promote available industrial and commercial sites, and the feasibility of pursuing adaptive reuse of abandoned and underutilized industrial and/or commercial sites for housing development.



Source: Lightcast Commuting Map, Zip 14009, Arcade, NY, 2022

Tourism & Recreation

Part of the Arcade’s overall economic development strategy lies in being a place where people want to live and visit. The perception of being a desirable place is tied to Arcade’s position as a tourism and recreation destination in the region. The seasonality of Upstate New York creates certain unavoidable conditions that force tourism patterns with compounding impacts on the community. As Arcade looks to the future, exploring opportunities to attract this seasonal audience while simultaneously growing less dependent on it is an important step in supporting economic resilience in the community.

Public engagement throughout the planning process revealed that more work is needed to organize existing businesses, restaurants, and community partners in Arcade to create an environment that is conducive to attracting people to the community. A major underutilized resource is Arcade’s recreational amenities. Between existing and proposed trail networks and the Arcade-Attica Railroad, business owners and community organizations should leverage these resources with strategic investment. In particular, the Arcade-Attica Railroad is a major tourist attraction that is talked about with great nostalgia by residents and visitors. The scenic passenger train is a regional draw and presents exciting opportunities to advance recreation in the region. For example, upon the completion of the proposed recreational trail, visitors could bike from Arcade to Java and then take the train back to downtown Arcade, essentially creating a recreation loop between the communities. This attraction then presents the opportunity to entice visitors to spend a day in Arcade if local businesses and restaurants sponsor or host events and invest in those recreational opportunities for visitors.

The strength of Arcade is the community, and thus advancement of economic development, tourism, and recreation depends upon building existing resources and strengthening partnerships to support quality of life in the Village and Town.

A&A RAILROAD

PICNIC *and* CYCLE TOUR

\$35

MAY 18

GENESEE VALLEY PATHFINDERS

ARCADIE & ATTICA R.R. CORP.

ARCADIE & ATTICA DEPOT

ARCADIE ATTICA

RIDE DETAILS:

Distance: 32.5mi // Climb: 2,250'

Join us for a combination train and bicycle adventure through Wyoming County! Load your bike onto the train at the Arcade Depot, where you'll be taken on a scenic ride down the Arcade & Attica line to the historic Curriers' train station. We'll stop there for about an hour - so pack a hearty lunch and your favorite camp stove to brew up some coffee. A few snacks and a bathroom will be available. From Curriers', we'll ride the train to the end of the line, unload our bicycles, and begin a scenic ride through the small historic hamlets and incredible creek gorges leading us back to Arcade. Note: those wanting to ride the train back and skip the bike ride may do so.

This is a self supported bicycle-tour, and you are participating at your own risk. The route is 32.5 miles long, most of which is shared with automobile traffic. The ride is a no-drop ride, and will go on a leisurely pace. Riders are expected to come equipped with their own picnic lunch, water, snacks, and any supplies they need in case of a mechanical problem.

visit instagram @GeneeseValleyPathfinders for route details and links

TIMETABLE:

10:00	MEETUP - LOAD BICYCLES
10:30	DEPART - ARCADE STATION
11:15	ARRIVE - CURRIERS' STATION
Lunch Picnic	
12:15	DEPART - CURRIER'S STATION
1:15	END OF LINE - UNLOAD BIKES
1:30	BEGIN CYCLE TOUR
5:00	EST. ARRIVE ARCADE

PRIORITY POLICY AREA 3: ECONOMIC DEVELOPMENT, TOURISM & RECREATION

This priority area is committed to maintaining and improving the economic well-being and quality of life of residents and business owners in Arcade. The Village and Town will grow the capacity of existing and future businesses and create an inviting environment for the region’s workforce to live.

ACTION PLAN		TIME FRAME	PARTNERS & RESOURCES	RELATIVE COST
OBJECTIVE 3.1	Cultivate opportunities to support existing businesses and industries through local programming in partnership with Wyoming County and regional economic development resources			
Action Items 3.1.1	Collaborate with the Pioneer Central School District (PCSD), Genesee Community College, BOCES, and other education organizations to identify opportunities for youth and adult education	Immediate	Village, Town, CIC, PCSD, BOCES, GCC	\$\$
3.1.2	Explore opportunities to enhance the PCSD internship program and work with local businesses to become part of the program	Ongoing	Village, Town, CIC, PCSD, local businesses	\$\$
3.1.3	Explore opportunities to provide education sessions for residents to learn more about the functions of local government (e.g. property assessment processes, tax codes, sustainability initiatives, etc.)	Medium Term	Village, Town, CIC	\$
3.1.4	Work with the Arcade Area Chamber of Commerce to develop local partnerships and programming to advance economic development opportunities in the Village and Town	Near Term	Village, Town, CIC, AACC	\$
3.1.5	Connect small businesses and entrepreneurs to local and regional partners that provide educational and business development support	Near Term	Village, Town, CIC, AACC, PCSD	\$
OBJECTIVE 3.2	Increase local employment capacity by encouraging residential population growth			
Action Items 3.2.1	Consider developing a housing incentive program for homebuyers and promote to local employers to create more live-work opportunities	Long Term	Village, Town, CIC, local businesses	\$\$\$
3.2.2	Support initiatives that promote and strengthen local businesses that align with Arcade’s economic development strategy	Ongoing	Village, Town, CIC, TB, VB, local business	\$
3.2.3	Encourage developers to build a variety of housing types that are affordable for the local workforce	Near Term	Village, Town, CIC, PB, ZB, Realtor, Developers	\$
3.2.4	Meet annually with local and regional employers to discuss opportunities to enhance live-work opportunities in Arcade	Immediate	Village, Town, TB, VB, CIC, AACC	\$

ACTION PLAN		TIME FRAME	PARTNERS & RESOURCES	RELATIVE COST
OBJECTIVE 3.3	Work with local and regional partners to promote Arcade as a year-round regional recreation and tourism destination			
Action Items 3.3.1	Work with local and regional partners to enhance year-round tourism activities, particularly in the winter months	Near Term	Village, Town, CIC, AACC, WCT, AAR	\$
3.3.2	Develop a wayfinding plan (e.g. gateway features, signage, etc.) to improve the experience of residents and visitors to Arcade, enabling people to navigate pedestrian and vehicular direction and locate key destinations	Medium Term	Village, Town, CIC, Consultants	\$\$
3.3.3	Explore opportunities to promote Arcade’s annual festivals and events (e.g. Winterfest and Arcade Arts & Antique Festival) through partnership with the Arcade Area Chamber of Commerce	Near Term	Village, Town, AACC, WCT	\$\$
3.3.4	Work with Wyoming County Tourism to create more year-round recreation and tourism events	Medium Term	Village, Twon, WTC, AACC	\$
3.3.5	Work with local and regional partners to support hotel/motel development to support industrial, commercial, and recreational jobs and tourism amenities	Long Term	Village, Town, CIC, Developers	\$
OBJECTIVE 3.4	Permit, create, and develop programs, events, and other tourism efforts that capitalize on Arcade’s unique history, geography, and traditions			
Action Items 3.4.1	Encourage the development and promotion of distinctive community events and experiences	Medium Term	Village, Town, CIC, AACC, WTC	\$
3.4.2	Explore opportunities to enhance visitor attraction from the Attica-Arcade Railway through partnerships with local businesses and restaurants	Near Term	Village, Town, CIC, AAR	\$

5.5 Priority Policy Area 4 - Downtown Revitalization

Goal: reinvigorate downtown as a thriving “front porch” for the broader community through investment in the built environment, programming and events, and community engagement.

Downtown Revitalization is a continuous process; leveraging the interplay between the built environment, business growth, and resident quality of life in a self-reflective way—correcting its course and gathering additional data as variables change, ensuring adequate planning and preparation for new challenges. The secret sauce comes in the form of active collaboration between the Public (Village and Town), Private, and People sectors that each have major parts to play in reinvesting in downtown to develop it as an attractive destination.

The Public sector is made up of municipal entities, and efforts will require their support and approval for any major revitalization endeavor to succeed. The Village, Town, Planning, and Zoning Boards, along with the DPW and other municipal actors, must collaborate and assist revitalization efforts in their various capacities, with the ability to revise laws or policy as needed to achieve success.

The Private sector is comprised of the private businesses, entrepreneurs, and commercial enterprises that make up the economy of Arcade. The Private sector bears the brunt of any downward trends in local spending, and each business must deal in its own unique way with factors such as seasonality, creating and retaining local demand, generating new business models, and responding to economic shifts regionally and nationally.

The People sector is often overlooked; it consists of coalitions, associations, church groups, Rotary and Kiwanis clubs, steering committees, individual volunteers, and local residents. These people give the most valuable resources of all: time, money, effort, and support. The People sector must be fully engaged in the process to ensure revitalization goals reflect local needs, and that the community can take ownership of and become cheerleaders for downtown -- patronizing businesses, attending events, volunteering on committees, and overall finding opportunities to take pride in their downtown.

SMART GROWTH

DOWNTOWN REVITALIZATION



Smart Growth for Downtown Revitalization

The principles of Smart Growth blend with revitalization strategies as both focus on shaping the built environment through social, environmental, and physical elements, and adjusting directives and priorities based on the ongoing accumulation of data

The planning process revealed that the physical environment of the downtown is a high priority for the community. The Village's historic buildings and settlement patterns over time developed into a fairly movable environment; however, because of the geography in the region, the main east-west thoroughfare for the area brings increasing volumes of automobiles through the downtown. More can be done to enhance pedestrian safety features to create a thriving place for businesses to entertain patrons and where people will choose to live.

Movability and accessibility are critical elements to downtown revitalization, allowing people to equitably walk, roll, or otherwise navigate as pedestrians through the built environment. Amenities like wide sidewalks, street trees, benches, cohesive signage, and visually enticing window displays help to create a uniformity that allows people to explore and feel safe utilizing their shared public spaces downtown. Pedestrian Traffic is a main driver behind small storefront businesses and the Village will want to make strategic investments in opportunities to enhance accessibility and movability in the downtown. Possible strategies include utilizing universal design principles to ensure infrastructure is ADA compliant, ensuring there are adequate parking facilities within a reasonable distance to downtown, and exploring opportunities to enhance wayfinding signage and navigation. Additionally, instituting the Complete Streets policy (discussed in more detail in section 5.3) will be a launching point to make downtown roads safer for all users, and by extension, create a more enjoyable environment.

Coincidentally, there is significant overlap between design elements that help to create safer roads and elements that promote beautification and pride in place in the downtown. For example, planted islands and planting strips along sidewalks have a compounding impact on downtown, such as: 1) reducing speeds by narrowing the roads and thus causing drivers to slow down,

2) acting as bioswales to store surface runoff and mitigate flooding through groundwater recharge, and 3) providing natural shade elements that not only lower temperatures downtown but also shade pedestrians and provide homes for local wildlife. Design elements that create a safer, more attractive multi-modal downtown will signal that a place is well-cared. Residents and visitors alike can easily tell if the public realm is maintained or neglected and when property maintenance is not enforced. One of the critical elements for a downtown attracting reinvestment and engaging in revitalization is to ensure that public infrastructure is attractive and well appointed.

Main Street in downtown Arcade is a historic asset for the community with great potential. The architectural features coupled with the surrounding neighborhood create an urban fabric that could be a vibrant hub for the community with strategic investment. The Village's New York Main Street (NYMS) grant is a step in the right direction, providing funding for downtown property owners to invest in their buildings. The grant intends to help reverse the cycle of disinvestment in the downtown through façade enhancement and the construction of upper-story residential units to create more housing opportunities in the core of the community. Moreover, the Village and Town should continue to pursue additional funding opportunities for downtown projects and work closely with the County and Chamber to address commercial vacancy issues and expand business opportunities. A few additional avenues could be applying for New York Forward, a NYMS Anchor Grant or the Restore NY program.

Blight is another issue plaguing downtown Arcade. Public engagement revealed that addressing blight in the downtown is a priority as abandoned, vacant, and deteriorating buildings are not a reflection of the hopes for Arcade's future. Strategies to address blight need to be nuanced to accurately access the root causes and provide appropriate remedies. Developing partnerships with local and County organizations will be essential to gain access to the resources and funding necessary to address this priority. Developing an appropriate level of enforcement will be paramount.

From a social and cultural perspective, downtown revitalization requires building upon and expanding the local capacity and partnerships with the Public, Private, and People sectors. Throughout the planning process, residents and business owners shared their love for Arcade and hopes for the community's future. Ensuring the long-term viability of the community was a recurring theme, and downtown revitalization will be the major contributing factor in both attracting residents looking for an authentic and exciting community, but also sustaining businesses that are and will be staples in community life. As such, downtown revitalization in Arcade is an opportunity for community building both in terms of the built environment and cultivating relationships between the Village, Town, residents, businesses, and regional resources. While the downtown is located within the municipal boundaries of the Village, the strength of the downtown has a direct impact



on the Town as it's still the center of Arcade's resources. Success in downtown revitalization will have positive rippling effects on the entire township, and so should be looked at as a springboard for larger municipal collaboration. The Village should look to merge the recommendations of the Strategic Plan for Business Development (2022), with the priorities and goals outlined in the plan to set the chart forward for future downtown revitalization efforts in Arcade.

Source: The WALC institute and TDC Design Studio, Solutions for Small Town Main Streets, AARP

In conclusion, the process of downtown revitalization does not produce a one-size-fits-all solution for any one location as the very nature of engaging the Public, Private, and People sectors makes it impossible. Through the actions of these three sectors working in concert, marketing efforts, event planning, leveraging development, proactive public infrastructure reallocation, and a litany of other placemaking efforts and entrepreneur assistance can create the virtuous cycle that kick starts downtown back into a healthy, sustainable amenity that attracts and nourishes the community at large. In this way, the downtown is the front porch of the community and a litmus test for the general economic health of Arcade.

PRIORITY POLICY AREA 4: DOWNTOWN REVITALIZATION

The Downtown Revitalization priority area involves reinvigorating downtown as a thriving “front porch” for the broader community. Through investment in the built environment, programming and events, and engagement, the Village and Town will foster a distinctive sense of place in the downtown.

ACTION PLAN		TIME FRAME	PARTNERS & RESOURCES	RELATIVE COST
OBJECTIVE 4.1	Preserve the form and character of the downtown through design standards that guide new and infill development			
Action Items 4.1.1	Encourage public, private, and governmental entities to explore historic preservation grant opportunities to preserve the form and historic character of Arcade	Near Term	Village, Towns, CIC, PB, AHS, Consultants	\$\$
4.1.2	Promote and encourage adherence to the downtown design guidelines	Ongoing	Village, Town, TB, PB, ZB	\$
4.1.3	Focus new development density on underdeveloped downtown sites and prioritize adaptive reuse over demolition/new construction to maintain Arcade’s historic brand and authenticity	Immediate	Village, Town, CIC, PB, AHS, Consultants	\$
4.1.4	Formalize a local main street association with the responsibility of advocating for the needs of the downtown, its private businesses, and stakeholders	Immediate	Volunteers, Private businesses, Village	\$
OBJECTIVE 4.2	Address blighted commercial, mixed-use, and residential properties			
Action Items 4.2.1	Foster retention of existing housing stock through initiatives to encourage property maintenance and re-investment	Near Term	Village, Town, PB, ZB, WCPD, WCLB, CIC	\$\$
4.2.2	Adopt assertive code enforcement measures, including administrative and court remedies, to address blight and deterioration	Near Term	Village, Town, TB, VB, CIC, ZB, PB	\$
4.2.2.1	Create a blight task force with partnership between the Village, Town, and County	Near Term	Village, Town, PB, VB	\$
4.2.3	Leverage grant funding opportunities to support an assessment of the downtown and key properties to support prioritization of building improvements	Ongoing	Village, Town, CIC, Consultants	\$
4.2.4	Work with the Wyoming County Land Bank to pursue a remediation strategy to address deteriorating and blighted properties	Medium Term	Village, Town, CIC, WCPD	\$
4.2.5	Consider creating a revolving loan fund and developing a property maintenance program	Medium Term	Village, Town, TB, VB, CIC	\$\$\$

ACTION PLAN		TIME FRAME	PARTNERS & RESOURCES	RELATIVE COST
OBJECTIVE 4.3	Develop pedestrian and multi-modal transportation infrastructure to improve safety and accessibility throughout Arcade and its surrounding residential areas			
Action Items 4.3.1	Pursue opportunities to enhance connectivity and movability within the Village	Medium Term	Village, Town, CIC, PB, GTC, Consultants	\$
4.3.2	Create and adopt a Complete Streets policy to enhance Arcade’s overall movability through balancing the needs of different modes of transportation, pedestrian safety, user age and ability, and land use	Medium Term	Village, Town, CIC, PB, GTC, Consultants	\$\$
4.3.3	As part of the Complete Streets policy, examine the existing pedestrian network and identify areas that need repairs and enhancements to improve usability, safety, and enjoyment	Medium Term	Village, Town, CIC, PB, GTC, Consultants	\$
4.3.4	Identify and support opportunities to improve pedestrian infrastructure (where appropriate) in the Village and Town (e.g. sidewalk improvements and other movability enhancements in the hamlets, etc.)	Medium Term	Village, Town, CIC, PB, GTC, Consultants	\$\$
4.3.5	Obtain grant funding for the creation of new trails and connections to existing trails, and work with neighboring municipalities to ensure their creation and maintenance	Ongoing	Village, Town, CIC, WCT, WCPB	\$\$
OBJECTIVE 4.4	Pursue streetscaping and placemaking opportunities to create inviting public spaces			
Action Items 4.4.1	Engage with community partners to activate underutilized Village and Town properties for community spaces	Near Term	Village, Town, CIC, PB, AACC, Consultants	\$
4.4.2	Inventory public amenities available for active recreation and identify enhancements that will offer more public value	Long Term	Village, Town, CIC, WCPD	\$\$
4.4.3	Work with downtown businesses, the Arcade Area Chamber of Commerce, and Wyoming County Chamber of Commerce & Tourism to develop public space areas in the downtown	Near Term	Village, Town, CIC, AACC, WTC, AAR	\$\$
4.4.4	Redevelop the commercial district parking lot into a “town square” with additional recreational value and linkages to the downtown and neighborhoods	Medium Term	Village, Town, CIC, PB, Consultants	\$\$
4.4.5	Attain funding and create a policy to further develop the Cattaraugus and Clear Creeks into recreational and scenic corridors	Long Term	Village, Town, CIC, WCPD	\$\$

ACTION PLAN		TIME FRAME	PARTNERS & RESOURCES	RELATIVE COST
OBJECTIVE 4.5	Curate partnerships with local and regional partners to develop programming and events that support downtown vibrancy			
Action Items 4.5.1	Work with local and regional partners to promote Arcade's annual festivals and events	Immediate	Village, Town, CIC, AACC, WTC, AAR	\$
4.5.2	Develop collaborative regional events where Arcade is one of many regional draws to a larger theme or idea shared by neighboring villages/towns	Near Term	Village, Town, CIC, AACC, WTC, AAR	\$
4.5.3	Seek opportunities to increase community engagement through events with the Pioneer Central School District	Immediate	Village, Town, CIC, PCSD	\$
4.5.4	Seek opportunities to bolster engagement between the Arcade and Attica Railroad and other businesses and organizations to further ridership	Immediate	A&A Railroad, Public/People	\$

6.0 COMMUNITY PROFILE

The community profile provides a foundation for goals, objectives, and action items outlined throughout this plan. Reviewing available data and past community plans provides a three-dimensional, dynamic picture of Arcade’s community and the conditions they operate within. Available documents reveal not only the struggles Arcade has faced in the past, but also the creative ways in which the community overcame these hurdles. Understanding the economic, geographic, demographic, cultural, and environmental history of Arcade provides the basis for targeted and practical goal setting in this plan, as well as the resources to leverage for implementation.

6.1. Prior Planning Foundation

The Village and Town of Arcade seek to build upon prior planning efforts to create a comprehensive plan that will guide the future of the community for the next 15-20 years. The past plans reveal how the Village and Town have changed throughout the decades, while also providing a point of comparison for community priorities that remain the same.

Local Plans

The Village’s most recent planning effort is the Strategic Plan for Business Development (2022). This economic development plan was funded by a grant secured from Empire State Development to create development plans for five pre-identified parcels located in Arcade. This plan outlines the following vision for Arcade:

“As the commercial/industrial powerhouse of Wyoming County, NY, the Village of Arcade is dedicated to growing its resident population, prioritizing movable development patterns, and providing support for businesses that will enable their success.”

To achieve this vision, the strategic plan focuses on three strategies:

- Pursuing opportunities for industrial/commercial development
- rethinking how to attract and retain residents to support the Village’s industries
- Exploring housing opportunities to ensure varied and affordable housing stock.

These key considerations lay the foundation for the specific action plans identified for five target parcels.

Arcade’s Main Street Corridor Study (2010) was conducted to develop transportation feasibility and design concepts to enhance circulation, access, and parking in the Village of Arcade for pedestrians, cyclists, and motorists. The study outlined the following three goals:

1. Create a network of complete streets to improve traffic distribution and connectivity
2. Enhance pedestrian and bicycle safety and connectivity
3. Design and install new wayfinding elements

In 2005, the Strategic Plan for Downtown Arcade was conducted to assess the current physical conditions of Main Street, identify critical areas for improvement, determine achievable actions to complete improvements, and help the Village leverage funding sources to implement the strategic plan. The plan focused on the main challenges of traffic, parking, movability, deteriorating and unattractive buildings, vacant storefronts, and government administration. To address these challenges, the plan created policies to address the physical attributes of Main Street including the following:

The Village and Town of Arcade Flood Action Mitigation Plan (1999) was completed to help increase local resilience following several severe flooding events throughout the 20th century. Prior to the plan, two significant flooding events, one in June 1989 and the other in June 1998, precipitated the urgent need for a flood mitigation plan.

- Buildings
- Streets
- Parking
- Trails
- Waterways
- Signage
- Landscaping
- Lighting

The plan identified that the Village of Arcade is particularly susceptible to flooding as it is located in the low-lying area at the intersections of Cattaraugus and Clear Creeks. It identified three types of flood hazards including riverine flooding, ponding, and streambank erosion. To address the flooding hazards, the plan outlined the following six action items:

- Public awareness and information
- Preventive measures
- Natural resource protection
- Property measures
- Structural measures
- Emergency measures

The approach laid out in the plan intended to provide the necessary policy and guidance to enable the Village and the Town to better prevent and address flood events throughout Arcade.

More recently, the Wyoming County Hazard Mitigation Plan (2021) provides an update to Arcade's 1999 Flood Action Mitigation Plan and the County's previous Multi-jurisdictional All-Hazard Mitigation Plan from 2014. The 2021 Hazard Mitigation Plan includes a specific section for the Town of Arcade and outlines the community's adaptive capacities across a range of potential hazards. The plan cites that the Town has an adaptive capacity ranging from medium (capacity may exist) to high (capacity exists and is in use) to respond to a variety of hazards such as floods, earthquakes, fires, or severe storms.

Over 25 years ago, the Village and Town conducted the joint Village and Town of Arcade Comprehensive Plan (1996), which was adopted by both the Village and Town Boards in 1996. This comprehensive plan outlined the following seven key goals:

1. Ensure the zoning regulations and their enforcement are fair, effective, and consistent with the goals and policies of the comprehensive plan.
2. Protect and effectively manage natural resources, including farmland
3. Support economic development including creating a thriving and attractive Village downtown, attracting residents and visitors to the area, and supporting businesses and industries to Arcade
4. Provide a variety of attractive and well-maintained residential neighborhoods
5. Provide and maintain a safe and efficient street, road, and sidewalk system, including convenient parking for local businesses
6. Provide efficient utility services to Village and Town residents
7. Provide and maintain sufficient parks and recreational opportunities

The Village and Town updated the 1996 Comprehensive Plan in 2014 to include a new policy focusing on agricultural and natural resource protection. The updated policy goal emphasizes the need to "ensure that natural, agricultural, and infrastructure resources are properly safeguarded during energy development, processing, and transport projects within the Town."

The seven goals outlined in the 1996 Comprehensive Plan remain priorities for the Village and Town today. An audit of the 1996 Comprehensive Plan found that while the Village and Town have advanced many of these goals over the past two decades, more work is needed to ensure Arcade is a thriving community with a vibrant downtown, movable neighborhoods, accessible public open space, and zoning that fosters mixed-use, aesthetically beautiful, and sustainable development.

Regional Plans

Located in Wyoming County, Arcade falls within the boundaries of the Finger Lakes Regional Economic Development Council (FLREDC). At the regional level, the FLREDC strengthens economic development by providing resources to support development and growth opportunities throughout the Finger Lakes. The FLREDC's Strategic Plan (2011) provides an outline for business and economic development, tourism, downtown revitalization, natural resource protection, and the preservation of quality of life for residents and visitors to the region.

Building on the 2011 Strategic Plan, the Finger Lakes Forward – Upstate Revitalization Plan (2015) is the most recent FLREDC plan that outlines the region's economic development strategy and priority investment areas. This plan centers around three industry clusters: 1) optics, photonics, and imaging, 2) agriculture and food production, and 3) next-generation manufacturing and technology. To advance these three industry clusters, the plan outlines the following long-term development goals for the region:

- Address workforce development and poverty reduction
- Promote entrepreneurship and development
- Support higher education and research

To supplement the FLREDC's economic development plans, the Genesee-Finger Lakes Regional Planning Council (GFLRPC) Comprehensive Economic Development Strategy (2021-2025) is a guide for the region's physical, economic, and social health. This plan outlines strategies to address retention and expansion of existing industries, small businesses, and the region's workforce; improving infrastructure and promoting revitalization and tourism; encouraging sustainable development practices; and strengthening regional coordination and collaboration.

6.2. Geography and History

Geography

The Town of Arcade is located in the southwest corner of Wyoming County in New York State. The Town has a total area of 47.1 square miles, with the Village occupying 2.5 square miles. The southern town line borders Cattaraugus County and the western town line borders Erie County. East Arcade is the Town's remaining historic hamlet, located in the eastern part of the Town. The Town has extensive rolling hills and a significant portion of the land remains active agricultural land. Clear Creek flows into Cattaraugus Creek, which runs directly through the heart of the Village. State Highways 39 and 98 intersect within the Village of Arcade.

History

The first settlers arrived in the present Town of Arcade in 1807, less than a decade after the Holland Land Company began selling land in the western part of New York State. The Town's name changed to Arcade in 1866, after a resident visited Rochester and saw the Reynolds Arcade building. Throughout the early part of the 19th century, settlers coming from western New England and eastern New York moved to the region, and by 1871, Arcade became an incorporated village.

During the late 19th century, Arcade was home to two rail lines that facilitated the region's growing industrial and agricultural sectors. The present-day Buffalo and Pittsburgh Railroad came to Arcade in 1871, followed by the Arcade Attica Railroad in 1881. The first industry in Arcade – the Arcade Woolen Mill – was founded in 1891 at the junction of Cattaraugus and Clear Creeks. The Town's primary historic industries included agricultural and forest products, machine tools, and electronic products. Arcade's legacy as an industrial and agricultural hub continues today as the Village remains a prominent industrial center in Wyoming County and the Town continues to support an active agriculture sector.

6.3. Demographic and Economic Data

For the Comprehensive Plan to create a foundation for the future of the Village and the Town, the plan needs to be rooted in data that provides insights into the demographic and economic trends in Arcade. Examining these existing conditions is essential to understand potential challenges and opportunities for where the Village and Town are and will be in the decades to come.

The following section is a summary of demographic and economic data for the Village and the Town of Arcade. This section references the following four distinct geographies: (1) Village of Arcade, (2) Town of Arcade, (3) Wyoming County, and (4) Buffalo-Cheektowaga-Cattaraugus Combined Statistical Area (Buffalo CSA) (defined by Erie, Niagara, and Cattaraugus Counties). Data for this section comes from the 2010 and 2020 US Decennial Census, the US Census American Community Survey 5-year Estimates 2016-2021, Esri Business Analyst Online (Esri), Lightcast Industry data, and Costar Real Estate data.

Key Demographics

Population

For 2022, the estimated population of the Village was 1,875, and the Town was 4,105. Since 2010, both geographies have experienced a population decline of 1.9% and 2.4% respectively. Projections estimate a continued population decline through 2027. All four geographies have experienced population decline since 2010, and projections indicate continued decline through 2027.

Population							
	2010	2022	2027	Past Change	Past % Change	Projected Change	Projected % Change
Village of Arcade	1,911	1,874	1,868	-37	-1.9%	-6	-0.3%
Town of Arcade	4,205	4,105	4,080	-100	-2.4%	-25	-0.6%
Wyoming County	42,155	39,881	39,465	-2,274	-5.4%	-416	-1.0%
Buffalo CSA	1,215,826	1,235,998	1,227,448	20,172	1.7%	-8,550	-0.7%

Source: ESRI

Households

The Village of Arcade had approximately 901 households in 2022, which is a 2.7% increase since 2010. The Town had 1,835 households in 2022, an increase of 2.5% since 2010. The number of households in the Village and Town are projected to increase by 0.7% and 0.5% respectively through 2027.

Households							
	2010	2022	2027	Past Change	Past % Change	Projected Change	Projected % Change
Village of Arcade	877	901	907	24	2.7%	6	0.7%
Town of Arcade	1,791	1,835	1,845	44	2.5%	10	0.5%
Wyoming County	15,501	15,646	15,643	145	0.9%	-3	0.0%
Buffalo CSA	505,983	525,969	525,497	19,986	3.9%	-472	-0.1%

Source: ESRI

Average Household Size

The average household size in both the Village and the Town is declining. Since 2010, the average household size declined by approximately 5% in the Village and 4.7% in the Town. Projections estimate a 1% decline in average household size for both geographies through 2027. The average household size across the four geographies is very similar. However, Wyoming County saw the largest decline in average household size at 5.7% since 2010.

Average Household Size							
	2010	2022	2027	Past Change	Past % Change	Projected Change	Projected % Change
Village of Arcade	2.18	2.07	2.05	-0.11	-5.0%	-0.02	-1.0%
Town of Arcade	2.34	2.23	2.21	-0.11	-4.7%	-0.02	-0.9%
Wyoming County	2.46	2.32	2.29	-0.14	-5.7%	-0.03	-1.3%
Buffalo CSA	2.33	2.29	2.27	-0.04	-1.7%	-0.02	-0.9%

Source: ESRI

Median Age

The median age across all four geographies is relatively similar. In 2022, Wyoming County had the highest median age of 42.9 compared to 42.4 for the Village, 42.1 for the Town, and 42.5 for the Buffalo CSA. Through 2027, the median age in the Village is projected to increase by 1.2% to 43.6 compared to a projected median age of 42.8 in the Town, 43.7 in the County, and 43.1 in the Buffalo CSA.

Median Age							
	2010	2022	2027	Past Change	Past % Change	Projected Change	Projected % Change
Village of Arcade	40.7	42.4	43.6	1.7	4.2%	1.2	2.8%
Town of Arcade	40.7	42.1	42.8	1.4	3.4%	0.7	1.7%
Wyoming County	41.0	42.9	43.7	1.9	4.6%	0.8	1.9%
Buffalo CSA	40.6	42.5	43.1	1.9	4.7%	0.6	1.4%

Source: ESRI

Age Distribution

The Village has the oldest population of the four geographies with 35.6% of its population over the age of 55. In comparison, 35.2% of the Town's population is over the age of 55 compared to 33.8% in the County and 35.1% in the Buffalo CSA. The County has the smallest percentage of the population under the age of 25 years old at 25.6% compared to 27.3% in the Village, 27.9% in the Town, and 28.1% in the Buffalo CSA.

Age Distribution - 2022				
	Village of Arcade	Town of Arcade	Wyoming County	Buffalo CSA
0 - 4	5.6%	5.7%	4.5%	4.9%
5 - 9	5.7%	5.8%	4.9%	5.2%
10 - 14	5.7%	5.9%	5.2%	5.5%
15 - 24	10.3%	10.5%	11.0%	12.5%
25 - 34	12.4%	12.4%	14.1%	13.2%
35 - 44	13.6%	13.2%	13.1%	11.6%
45 - 54	11.2%	11.3%	13.5%	12.2%
55 - 64	15.6%	15.7%	14.9%	14.4%
65 - 74	12.2%	12.0%	11.6%	11.5%
75 - 84	5.5%	5.4%	5.3%	6.3%
85+	2.3%	2.1%	2.0%	2.9%

Source: Esri

Race/Ethnicity

The Village and the Town have similar racial distributions. In 2022, the White population is the largest racial group across all four geographies. Racial diversity increases as the geographic area increases.

Population By Race/Ethnicity - 2022				
	Village of Arcade	Town of Arcade	Wyoming County	Buffalo CSA
White Alone	95.1%	95.1%	88.7%	74.9%
Black Alone	0.4%	0.3%	4.9%	12.3%
American Indian Alone	0.2%	0.2%	0.2%	0.9%
Asian Alone	0.9%	0.9%	0.6%	4.1%
Some Other Race Alone	0.3%	0.20%	1.50%	2.10%
Two or More Races	3.3%	3.30%	4.10%	5.70%

Source: Esri

Veterans

According to the 2021 ACS 5-Estimates (B21002 | Period of Military Service For Civilian Veterans 18 Years and Over), there are 197 veterans living in the Town of Arcade. Arcade's veteran breakdown includes 25 people who served in the Gulf War or later, 18 people who served in just the Gulf War, 20 people who served between the Gulf War and the Vietnam War, 87 people who served in the Vietnam Era, 32 people who served between the Vietnam Era and the Korean War, and 15 people who served in World War II.

At-Risk Populations

Municipalities need to be aware of the at-risk populations living within their communities in order to provide the necessary resources and support. At-risk populations include a range such as people with developmental and physical disabilities, people experiencing economic vulnerability, and the elderly. These populations are considered at-risk as they may require additional support or resources in times of crisis such as extreme weather events, disasters, or economic disruptions.

The at-risk populations are relatively similar across the four geographies. In 2022, the Buffalo CSA had the largest percentage of populations over the age of 65 and households without access to a vehicle. The Buffalo CSA also had the largest percentage of households living below the poverty line at 14% compared to the Village at 13%, the Town at 12%, and the County at 10%. The Village had the largest percentage of households with a person with a disability at 28.5%.

At-Risk Populations - 2022				
	Village of Arcade	Town of Arcade	Wyoming County	Buffalo CSA
Households with Disability	28.5%	26.2%	27.6%	26.2%
Population 65+	19.9%	19.5%	18.8%	21.4%
Households without a Vehicle	10.3%	10.4%	7.7%	11.8%

Source: Esri

Poverty Statistics - 2022				
	Village of Arcade	Town of Arcade	Wyoming County	Buffalo CSA
Households Below the Poverty Level (%)	13.0%	12.0%	10.0%	14.0%
Households Below the Poverty Level (#)	142	227	1,562	72,123

Source: Esri

Median Household Income

Median Household Income (MHI) is lowest in the Village at \$50,100 compared to the Town at \$51,172. Both the MHI for the Village and the Town are over \$10,000 lower compared to the County at \$61,341 and over \$12,000 lower compared to the Buffalo CSA at \$62,546. MHI projections through 2027 indicate that the MHI gap between the smaller and larger geographies will continue to increase.

Median Household Income							
	2010*	2022	2027	Past Change	Past % Change	Projected Change	Projected % Change
Village of Arcade	\$41,705	\$50,100	\$53,898	\$8,395	20.1%	\$3,798	7.6%
Town of Arcade	\$45,736	\$51,172	\$54,580	\$5,436	11.9%	\$3,408	6.7%
Wyoming County	\$50,075	\$61,341	\$67,328	\$11,266	22.5%	\$5,987	9.8%
Buffalo CSA	N/A	\$62,546	\$75,215	N/A	N/A	\$12,669	20.3%

Source: ESRI; *US Census Bureau American Community Survey 2010 5-Year Estimates

Income Distribution

The income distribution for residents in the Village and the Town is very similar. In 2022, the main distinction between the smaller geographies is that the Village has a slightly larger percentage of the population earning less than \$50,000 annually at 49.8% percent compared to the Town at 48.7% percent. Conversely, the Town has a slightly larger percentage of its population earning more than \$100,000 annually at 19.5% compared to the Village at 19.9%. In line with the distribution of MHI, the larger geographies have smaller shares of their populations earning less than \$50,000 annually at 38.8% percent for the County and 39.7% percent for the Buffalo CSA. In addition, these larger geographies have larger shares of their populations earning over \$100,000 annually at 24.3% and 29.6% for the County and the Buffalo CSA, respectively.

Household Income Distribution - 2022				
	Village of Arcade	Town of Arcade	Wyoming County	Buffalo CSA
<\$15,000	13.1%	14.0%	9.5%	10.7%
\$15,000 - \$24,999	12.7%	12.2%	8.3%	8.8%
\$25,000 - \$34,999	10.5%	9.6%	7.0%	8.7%
\$35,000 - \$49,999	13.5%	12.9%	14.0%	11.5%
\$50,000 - \$74,999	18.2%	19.0%	20.3%	17.5%
\$75,000 - \$99,999	12.4%	12.5%	16.7%	13.3%
\$100,000 - \$149,999	15.6%	16.0%	17.3%	15.6%
\$150,000 - \$199,999	2.7%	2.8%	5.0%	7.8%
\$200,000+	1.2%	1.1%	2.0%	6.2%

Source: Esri

Educational Attainment

Educational attainment in both the Village and the Town are relatively similar. In 2022, 94.5% of Village residents possessed at least a high school diploma or equivalent, which is on par with the Town at 94.4% and higher than the County at 91.6% and the Buffalo CSA at 93.1%. However, both the Village and the Town had lower percentages of residents possessing bachelor's degrees or higher at 17.9% and 18.7%, respectively, compared to the County at 19.3% and the Buffalo CSA at 34.4%.

Educational Attainment - 2022				
	Village of Arcade	Town of Arcade	Wyoming County	Buffalo CSA
Less than 9th Grade	0.8%	0.7%	2.4%	2.1%
9th to 12th Grade	4.7%	4.9%	6.0%	4.8%
High School Diploma/GED	44.9%	44.2%	40.2%	29.0%
Some College	17.5%	17.6%	16.5%	16.3%
Associate's Degree	14.1%	13.9%	15.6%	13.5%
Bachelor's Degree	11.9%	13.1%	12.1%	19.4%
Graduate Degree or Higher	6.0%	5.6%	7.2%	15.0%

Source: Esri

Both the Village and the Town are within the Pioneer Central School District in Wyoming County. The PCSD has three schools that serve the residents of Arcade. The Pioneer Arcade Elementary School serves grades UPK-4. The Pioneer Middle School serves grades 5-8. The Pioneer Senior High School serves grades 9-12. In addition to the public schools, Arcade also has a couple of private educational institutions and daycare centers including the Central Baptist Christian School, Rainbow's End Early Childhood Daycare, and Early Bird Childcare Center.

The Village and Town are within a 60-minute drive time of several public and private higher education institutions and trade schools. The closest higher education institution is the Genesee Community College Arcade Campus Center, located within the Village. Other public higher education institutions nearby include the SUNY Erie Community College South Campus located in Orchard Park, NY, and the SUNY Empire State College Western NY Campus in Cheektowaga, NY. Nearby private higher education institutions include Houghton University, Bryant and Stratton College, Hilbert College, Trocaire College, Canisius College, and Villa Maria College.

The NYS Board of Cooperative Educational Services (BOCES) has multiple locations easily accessible for residents in Arcade including the Erie 1 BOCES center in Buffalo, NY, Erie 2 BOCES - Chautauqua-Cattaraugus center in Angola, NY, as well as BOCES Cattaraugus-Allegany locations in Ellicottville, Belmont, and Olean. Other trade schools in the area include the Continental School of Beauty Culture - West in West Seneca, NY, and the National Tractor Trailer School Inc., in Buffalo, NY.

Local and Regional Economic Characteristics

The Village and Town of Arcade continue to be an industrial hub in Wyoming County, with industry in the area dating back to the mid-1800s. The chart below outlines the industry composition in 2022 and projections through 2032 for the 14009 zip code (used as an approximation for Arcade). In 2022, the top 5 industries in Arcade include the following:

- Administrative Support and Waste Management and Remediation Services
- Manufacturing
- Retail Trade
- Accommodation and Food Services
- Healthcare and Social Assistance

Industry Composition						
NAICS	Industry	Town of Arcade				Average Annual Earnings per Job
		2022 Jobs	2032 Jobs	2022-2032 Change (#)	2022-2032 Change (%)	
56	Administrative and Support and Waste Management and Remediation Services	726	795	69	0.1	\$64,016
31	Manufacturing	605	733	128	0.21	\$78,958
44	Retail Trade	291	301	11	0.04	\$43,355
72	Accommodation and Food Services	173	220	47	0.27	\$26,351
62	Health Care and Social Assistance	90	97	7	0.07	\$57,798
90	Government	27	27	1	0.02	\$13,915
23	Construction	54	60	6	0.12	\$50,567
48	Transportation and Warehousing	63	68	5	9%	\$78,239
81	Other Services (except Public Administration)	16	12	-5	-0.29	\$16,785
11	Agriculture, Forestry, Fishing and Hunting	35	39	4	12%	\$44,399
42	Wholesale Trade	57	79	22	38%	\$88,877
54	Professional, Scientific, and Technical Services	17	20	3	15%	\$63,914
52	Finance and Insurance	<10	10	Insf. Data	Insf. Data	Insf. Data
22	Utilities	0	<10	Insf. Data	Insf. Data	\$0
51	Information	<10	<10	Insf. Data	Insf. Data	Insf. Data
53	Real Estate and Rental and Leasing	15	16	2	11%	\$39,899
55	Management of Companies and Enterprises	0	0	0	0	\$0
71	Arts, Entertainment, and Recreation	<10	<10	Insf. Data	Insf. Data	Insf. Data
21	Mining, Quarrying, and Oil and Gas Extraction	<10	<10	<10	Insf. Data	Insf. Data
61	Educational Services	<10	<10	11	Insf. Data	Insf. Data
99	Unclassified Industry	0	0	0	0	\$0
Total		2,195	2,503	308	14%	\$61,389

Source: Lightcast

Detailed Industry Composition (Top 30 Industries)						
NAICS	Industry	Town of Arcade (14009)				Average Annual Earnings per Job
		2022 Jobs	2032 Jobs	2022-2032 Change (#)	2022-2032 Change (%)	
561	Administrative and Support Services	726	794	68	9%	\$64,017
331	Primary Metal Manufacturing	234	275	40	17%	\$85,110
311	Food Manufacturing	159	152	-7	-4%	\$79,842
722	Food Services and Drinking Places	143	161	18	13%	\$22,897
445	Food and Beverage Stores	72	60	-12	-17%	\$29,828
441	Motor Vehicle and Parts Dealers	72	76	5	6%	\$48,632
336	Transportation Equipment Manufacturing	55	<10	Insf. Data	Insf. Data	\$66,992
423	Merchant Wholesalers, Durable Goods	54	70	16	31%	\$90,244
321	Wood Product Manufacturing	52	67	14	27%	\$63,604
484	Truck Transportation	50	54	4	9%	\$79,791
446	Health and Personal Care Stores	47	57	10	21%	\$65,938
452	General Merchandise Stores	46	59	13	28%	\$40,781
621	Ambulatory Health Care Services	43	32	-10	-24%	\$73,024
333	Machinery Manufacturing	35	82	47	133%	\$81,001
238	Specialty Trade Contractors	33	35	2	4%	\$48,842
624	Social Assistance	31	30	-1	-5%	\$33,951
721	Accommodation	30	59	29	97%	\$43,034
334	Computer and Electronic Product Manufacturing	27	49	22	84%	\$94,507
332	Fabricated Metal Product Manufacturing	25	54	29	119%	\$67,430
541	Professional, Scientific, and Technical Services	17	20	3	15%	\$63,914
623	Nursing and Residential Care Facilities	17	35	18	111%	\$63,062
447	Gasoline Stations	16	<10	Insf. Data	Insf. Data	\$20,377
236	Construction of Buildings	15	19	4	27%	\$56,609
903	Local Government	15	14	0	-2%	\$3,910
115	Support Activities for Agriculture and Forestry	13	15	2	19%	\$41,570
901	Federal Government	12	13	1	7%	\$25,712
443	Electronics and Appliance Stores	12	17	6	49%	\$61,621
444	Building Material and Garden Equipment and Supplies Dealers	12	12	0	2%	\$51,128
111	Crop Production	11	15	3	29%	\$46,766
112	Animal Production and Aquaculture	10	<10	Insf. Data	Insf. Data	\$45,331

Village & Town of Arcade
Smart Growth Comprehensive Plan

Further examination of industry data using the 3-Digit NAICS codes reveals that administrative and support services is the largest industry in the Town supplying over 700 jobs. The U.S. Census On the Map 2020 Business Locator data indicates that the majority of the 700 administrative and support services jobs can be traced to Pioneer Credit Recovery, a subsidiary of Navient which is an education loan management business. However, during the planning process, the Pioneer Credit Recovery closed resulting in a shift in Arcade's industry composition. The next largest industry using the 3-Digit NAICS codes is primary metal manufacturing supplying 234 jobs, followed by food manufacturing supplying 159 jobs. The chart below includes Arcade's top 30 industries sorted by the 3-Digit NAICS codes.

In Arcade, the overall industry composition has remained relatively consistent for the past decade. Between 2012-2022, the top three industries were 1) administrative support and waste management and remediation services, 2) manufacturing, and 3) retail trade. This is consistent with the current industry data for 2022 and projections through 2032. However, between 2012-2022, the administrative support and waste management industry lost approximately 182 jobs, constituting an approximate 20% decline in jobs in this industry. Similarly, the manufacturing industry lost 175 jobs during the same time period which was an approximate decline of 22%.

The main industrial employer in Arcade is Prestolite Electric Leece-Neville (the former Motorola plant). Other industrial employers in the area include Koike Aronson, API Heat Transfer Inc., Kent Nutrition Group/Blue Seal Feed Mill, Base Technologies Inc., Bliss Machine, Empire Distributing, Dry Creek Pellet, Steel O'Brien, and TPI Arcade. Other main employers in the Town include the Pioneer School District, located in Yorkshire, NY, the Tops Friendly Market, and Arcade Marketplace.

Occupation data from the ACS 2017-2021 5-year estimates (DP03 Selected Economic Characteristics) reveal that Arcade's main occupations in 2022 were the following:

- Management, business, science, and arts occupations - 799 jobs
- Service occupations - 360 jobs
- Natural resources, construction, and maintenance occupations - 253 jobs
- Production, transportation, and material moving occupations - 306 jobs

Civilian Labor Force unemployment rates for the Village and the Town are relatively similar. In 2021, the unemployment rate for the Village and the Town were 5.7% and 5.0%, respectively. Unemployment rates in these geographies have improved since 2020, as unemployment rates in the Village and Town were at 7.2% and 6.9% following the COVID-19 pandemic. However, unemployment rates

Industry Composition						
NAICS	Industry	Town of Arcade				
		2012 Jobs	2022 Jobs	2012-2022 Change (#)	2012-2022 Change (%)	Average Annual Earnings per Job
56	Administrative and Support and Waste Management and Remediation Services	908	726	-182	-20%	\$64,016
31	Manufacturing	780	605	-175	-22%	\$78,958
44	Retail Trade	266	291	25	9%	\$43,355
72	Accommodation and Food Services	149	173	24	16%	\$26,351
62	Health Care and Social Assistance	77	90	13	17%	\$57,798
90	Government	62	27	-35	-57%	\$13,915
23	Construction	53	54	1	2%	\$50,567
48	Transportation and Warehousing	39	63	24	62%	\$78,239
81	Other Services (except Public Administration)	36	16	-20	-55%	\$16,785
11	Agriculture, Forestry, Fishing and Hunting	34	35	1	2%	\$44,399
42	Wholesale Trade	26	57	31	115%	\$88,877
54	Professional, Scientific, and Technical Services	21	17	-4	-17%	\$63,914
52	Finance and Insurance	11	<10	Insf. Data	Insf. Data	Insf. Data
22	Utilities	<10	0	Insf. Data	Insf. Data	\$0
51	Information	<10	<10	Insf. Data	Insf. Data	Insf. Data
53	Real Estate and Rental and Leasing	<10	15	Insf. Data	Insf. Data	\$39,899
55	Management of Companies and Enterprises	<10	0	Insf. Data	Insf. Data	\$0
71	Arts, Entertainment, and Recreation	<10	<10	Insf. Data	Insf. Data	Insf. Data
21	Mining, Quarrying, and Oil and Gas Extraction	0	<10	Insf. Data	Insf. Data	Insf. Data
61	Educational Services	0	<10	Insf. Data	Insf. Data	Insf. Data
99	Unclassified Industry	0	0	0	0%	\$0
Total		2,481	2,195	-285	-12%	\$61,389

Source: Lightcast

in both the Village and the Town remain higher than those of Wyoming County, which had an unemployment rate of 5.9% in 2020 and 4.7% in 2021 (DPO3 Selected Economic Characteristics, 2017-2021 ACS 5-Year Estimates).

Tax Rate

The Village and Town tax rates for 2023-2024 are 15.79 and 1.39 per \$1,000 in assessed valuation respectively. The County's tax rate for 2023-2024 is 9.67 and the sales tax is 8.0%. Wyoming County is one of the few counties in NYS that does not share sales tax revenue with its municipalities.

Housing Characteristics

Housing Tenure

Across all four geographies, owner-occupied housing is the predominant form of housing tenancy. In 2022, the Village has the highest percentage of owner-occupied housing at 68.6% compared to the Town at 62.2%, the County at 65.5%, and the Buffalo CSA at 59.5%. Renter-occupied housing tenancy was lowest in the County at 20.2% compared to the Village at 22.1%, the Town at 21.6%, and the Buffalo CSA at 31.0%. Additionally, vacancy rates were highest in the County at 14.2%. Vacancy rates diverge between the smaller geographies as the Village had a vacancy rate of 9.3% compared to the Town at 13.2%. Additionally, the Town of Arcade contains approximately 10.3% of the County's housing stock. Estimates project little change to housing tenure through 2027 across owner-occupied, renter-occupied, and vacant units for all four geographies.

As of 2022, over 34% of the Village's current households moved to the Village between 2015 and 2018. In comparison, only 26.1% of the Town's current households moved in during the same time period.

Housing Tenure - 2022				
	Village of Arcade	Town of Arcade	Wyoming County	Buffalo CSA
Owner-Occupied	68.6%	65.2%	65.5%	59.5%
Renter-Occupied	22.1%	21.6%	20.2%	31.0%
Vacant Units, Rate	9.3%	13.2%	14.2%	9.5%
Total Housing Units	993	2,115	18,244	581,159

Source: Esri

Housing Tenure - 2027				
	Village of Arcade	Town of Arcade	Wyoming County	BCC Statistical
Owner-Occupied	68.7%	65.2%	65.4%	59.6%
Renter-Occupied	21.9%	21.4%	19.9%	30.6%
Vacant Units, Rate	9.4%	13.5%	14.7%	9.7%
Total Housing Units	1,001	2,132	18,345	582,011

Source: Esri

Housing Stock

Single-unit detached structures are the predominant housing type across all four geographies. In 2022, single-unit structures constituted approximately 65.4% of the Village’s housing stock, which is a slightly higher percentage compared to the Town at 63%. The second largest percentage of housing stock in the Village was 2-unit structures at 12.3%. This contrasts the second largest percentage of housing stock for the Town, which is mobile homes at 17%. The Town’s mobile home housing stock is significantly larger compared to the Village at 0.2%, the County at 8.2%, and the Buffalo CSA at 2.5%.

Housing Units By Units In Structure - 2021								
	Village of Arcade		Town of Arcade		Wyoming County		Buffalo CSA	
	Units	Percent	Units	Percent	Unit	Percent	Units	Percent
1, detached	732	65.4%	1,298	63.0%	13,924	77.0%	356,105	61.7%
1, attached	8	0.7%	13	0.6%	154	0.9%	16,398	2.8%
2	138	12.3%	147	7.1%	1,043	5.8%	88,639	15.4%
3 or 4	95	8.5%	109	5.3%	643	3.6%	31,025	5.4%
5 to 9	69	6.2%	69	3.3%	397	2.2%	26,053	4.5%
10 to 19	19	1.7%	19	0.9%	167	0.9%	11,675	2.0%
20 to 49	56	5.0%	56	2.7%	240	1.3%	11,372	2.0%
50 or more	0	0.0%	0	0.0%	22	0.1%	21,264	3.7%
Mobile home	2	0.2%	350	17.0%	1,481	8.2%	14,714	2.5%
Boat, RV, van, etc.	0	0.0%	0	0.0%	4	0.1%	167	0.1%
Total	1,119	100%	2,061	100%	18,075	100%	577,412	100%

Source: Esri

As of 2022, the Town has a relatively newer housing stock, with approximately 11.4% of housing units built after 2000 compared to 4% for the Village. However, new residential construction has been slow as less than 5% of all housing stock across all four geographies was built after 2010. Of the four geographies, the County has the oldest housing stock with 41.3% of its housing units built prior to 1939 compared to 36% in the Village, 25.6% in the Town, and 28.5% in the Buffalo CSA. For both the Village and the Town, almost half of the housing stock was built between 1970-1990 at 40.7% and 47.2%, respectively.

Housing Affordability

For 2022, the Village scored 166 and the Town scored 127 on Esri’s Housing Affordability Index. Scoring over 100 on this index indicates generally more affordable housing, using the rule of thumb that a household should be able to spend less than 30% of their income on housing-related costs. In 2022, the calculated income threshold for owner-occupied housing was \$43,920 for the Village and \$45,800 for the Town. This means that a household must earn an annual income at or greater than the annual income listed above to affordably purchase a property at the median home value with a 10% down payment for the respective geographies. Owner-occupied housing is the most affordable in the County, closely followed by the Village. At least 50.1% of Village households and 51.4% of Town households earn above the calculated threshold for owner-occupied housing in their respective geographies.

Across all four geographies, renter-occupied housing is more affordable. In 2022, Wyoming County had the lowest median contract rent at \$550, followed by the Village at \$627, and the Town at \$637. The household income threshold for renter-occupied housing for the Village and the Town are very similar. To affordably rent a home in Arcade, households in the Village must earn at least \$25,080 annually and households in the Town must earn at least \$25,360 annually to not be housing burdened. Approximately 74.1% of Village households and 73.9% of Town households earn a sufficient annual income to rent a dwelling at the median contract rent price in their respective geographies.

While owner-occupied and renter-occupied housing are considered relatively affordable in both the Village and the Town, the availability of diverse and quality affordable housing is a concern in both geographies. There are four designated affordable housing complexes in Arcade totaling approximately 96 units. The affordable housing complexes include the following:

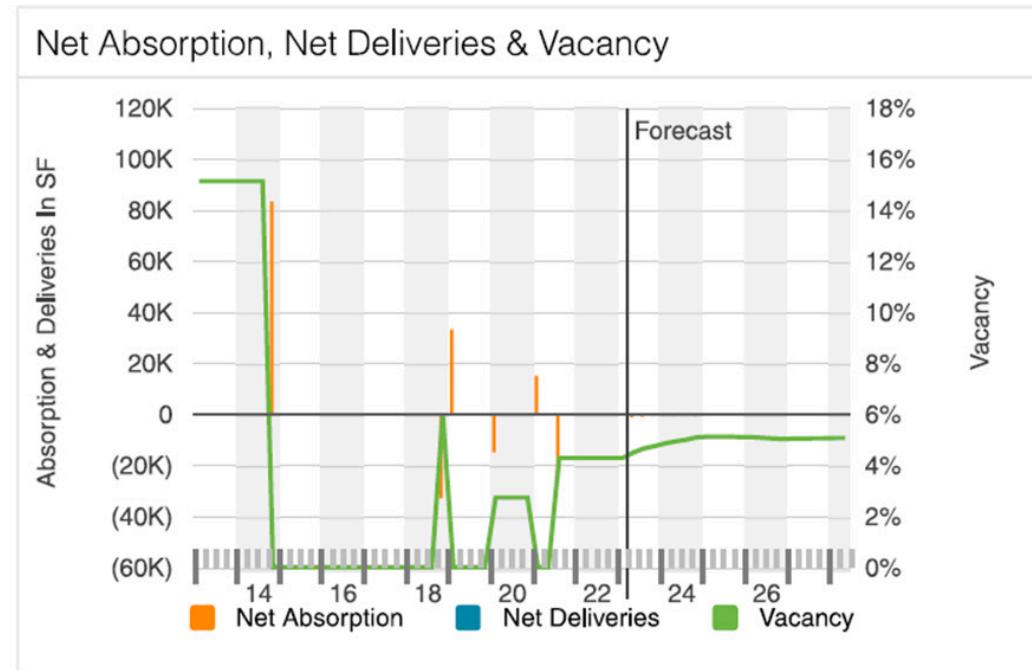
- Arcade Manor (located at 100 Sherman Dr) - 24 units (1 bedroom)
- Northridge Homes Phase II (524 N St) - 24 units
- Arcade Country Estates (101 Douglass Dr) - 24 units (8x1 bedroom and 16x2 bedroom)
- Northridge Homes - 10 Northridge Dr - 24 units (18x3 bedroom and 6x4 bedroom)

Preliminary discussions with the steering committee indicate that limited housing stock, including lack of choice, quality, and affordability, are housing issues facing the Village and Town.

Local and Regional Economies and Development Trends

Industrial Market Analysis

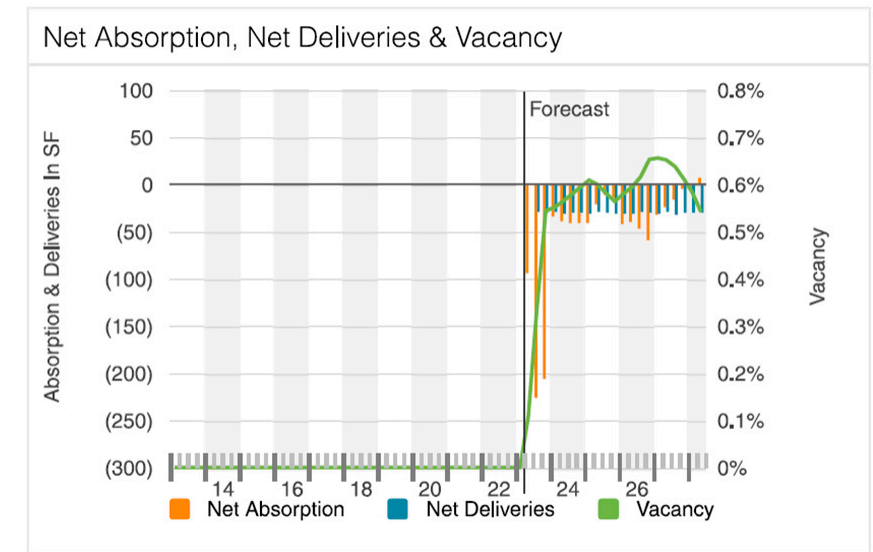
CoStar identified a total of 549,000 square feet of industrial space in the Town of Arcade. The vacancy rate of 4.28% is below the ten-year average of 7.46% in Arcade. Annual rents for industrial space fell by 37.2% in the past year, which is a significant decrease compared to the 10-year average annual rent growth of 3.2%. The sale price per SF increased in the past year to \$129/SF, which is \$48/SF higher than the 10-year average of \$81/SF. In 2014, there was a significant absorption of nearly 85,000 SF at 274 Sandusky Road. The Town's low vacancy rate of less than 6% can be partially attributed to the major absorption in 2014 and an overall limited number of new deliveries.



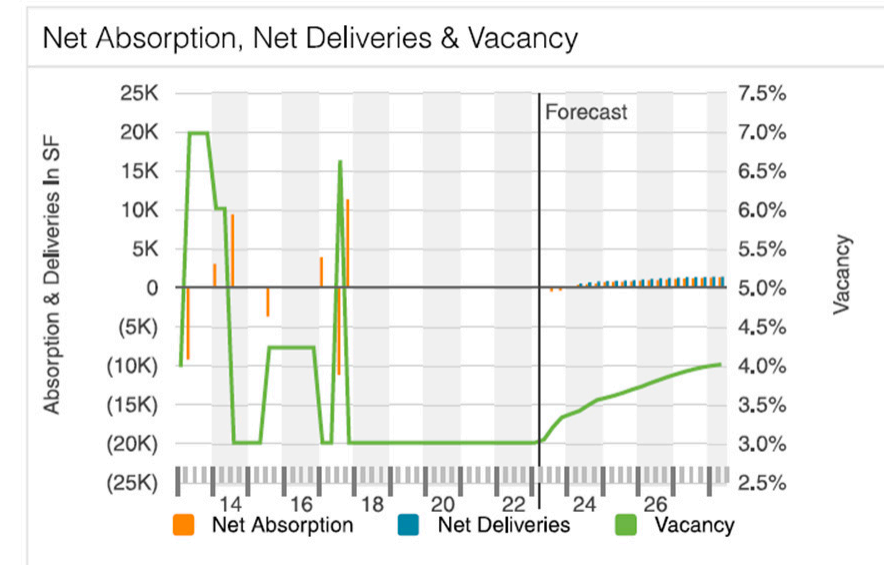
Office Market Analysis

According to CoStar, there is 86,500 SF of office space across five properties in Arcade. Market rent per SF in the Town is estimated at \$17.18 per SF. Market sales per SF have increased by 2.1% from the previous 12-month period to \$167/SF. In prior years, the most prominent user of office space in Arcade was Navient, who occupied roughly 37,000 SF of office space. However, the Navient office building is now for sale creating a massive office space vacancy in the Village. Aside from the Navient building, there is a low volume of office space transactions and inventory in Arcade, leading to a general lack of data and relatively steady levels of low vacancy due to a low amount of both absorption and

Office Market Analysis



Real Estate Market Analysis



demand. This indicates a tight office space market where current demand is met by current supply (i.e., there is almost no demand for office space in Arcade not currently met).

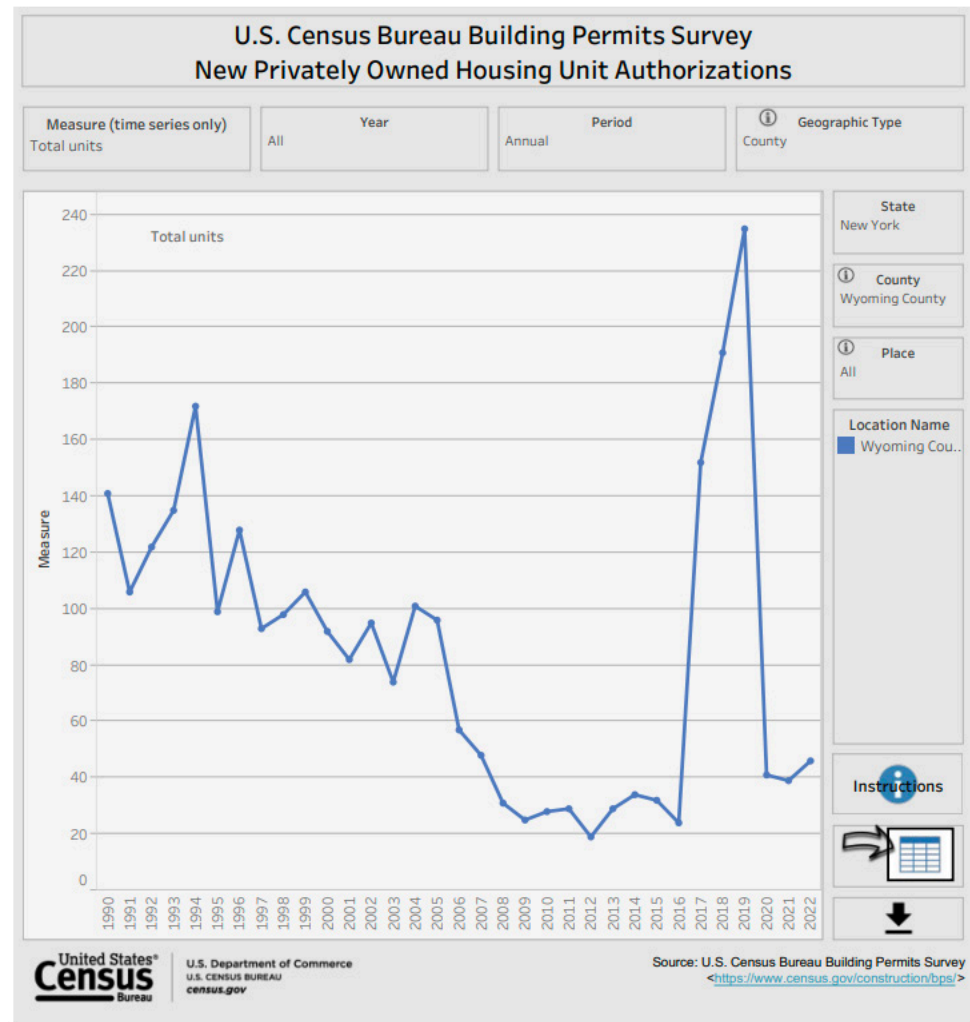
Real Estate Market Analysis

CoStar identified 310,000 SF of retail inventory in Arcade. Real estate vacancy is unchanged from the prior 12-month period at 3.0%. Recently, market rents have decreased sharply by 28.7% to \$10.81/SF. However, the market sale price has increased slightly (0.7%) to \$142/SF. Vacancy has generally stayed low and below 5% for much of the past decade, with vacancy rate fluctuations driven mainly by negative and positive absorption. In addition, a lack of new deliveries into the market (possibly due to low demand) has also kept vacancy rates low. CoStar projects that small deliveries in the future will be met by slightly lower levels of demand (absorption), and therefore, vacancies are projected to rise somewhat through 2028.

In terms of regional housing trends, new residential construction throughout Wyoming County has been relatively limited. In 2022, Wyoming County issued 46 building permits for single-family units, which is a slight increase from 2020. The County issued the largest number of building permits in 2019 for a total of 235 permits of which only 33 permits were for single-family units and the other 202 permits were for multi-family units.

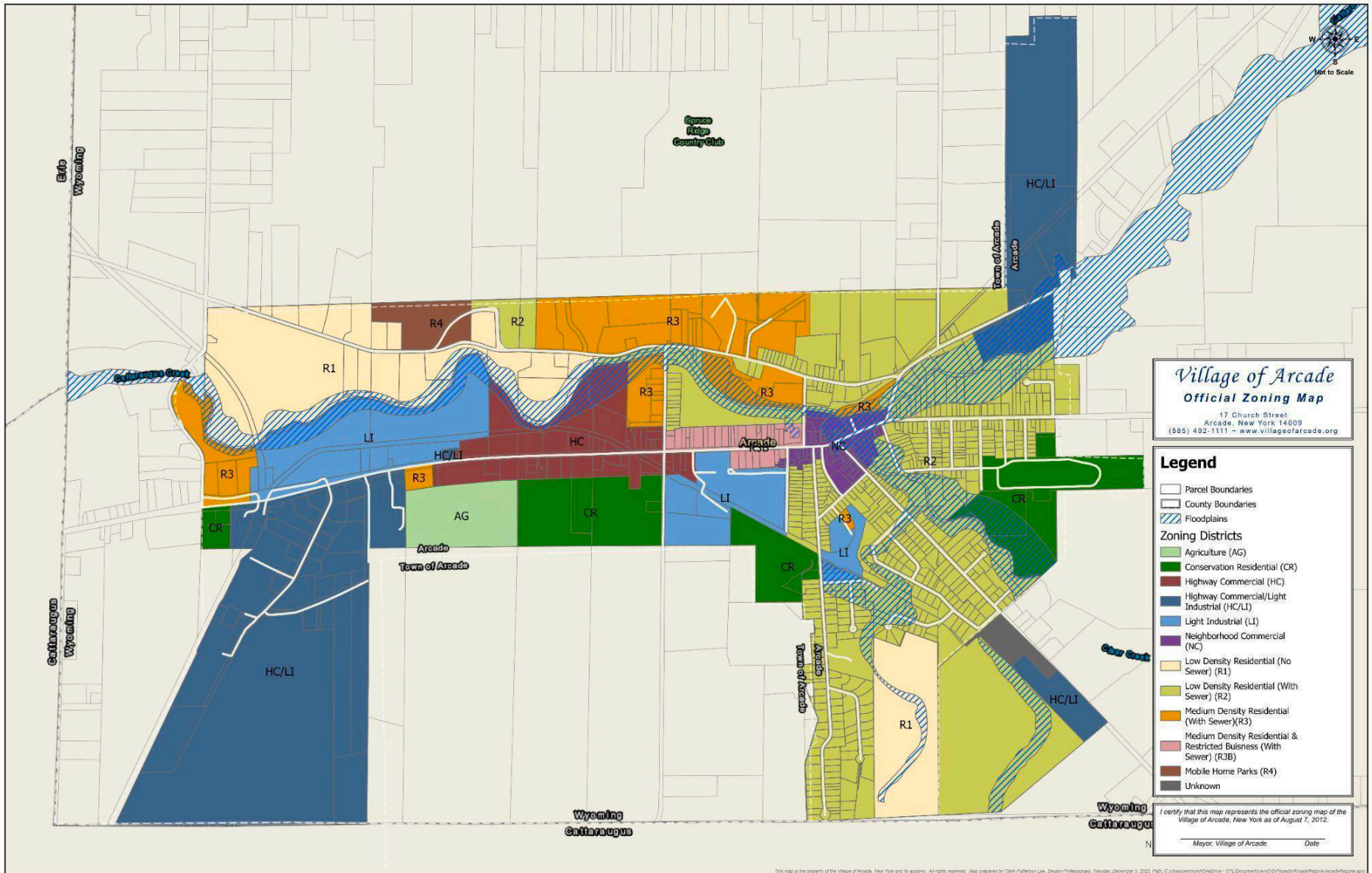
Additionally, the 2022 New York State Association of Realtors Annual Report confirms the Esri housing data which suggests that the median home value in Wyoming County is rising. In 2018, the median home value in Wyoming County was \$98,234. In comparison, in 2022, the median home value in Wyoming County was \$155,000. This is a 57.8% increase in median home value during this 5-year period.

The limited number of building permits aligns with the data provided in the housing analysis that shows the year housing units were building the Village and Town of Arcade and Wyoming County. Recent residential development is consistent with the past decade as between 2010 and 2019, only 20 new residential units and 92 new residential units were built in the Village and Town, respectively, with a total of 484 units built in Wyoming County. Since 2021, six new single-family homes and 23 mobile homes have been constructed in the Town.



Agricultural Development

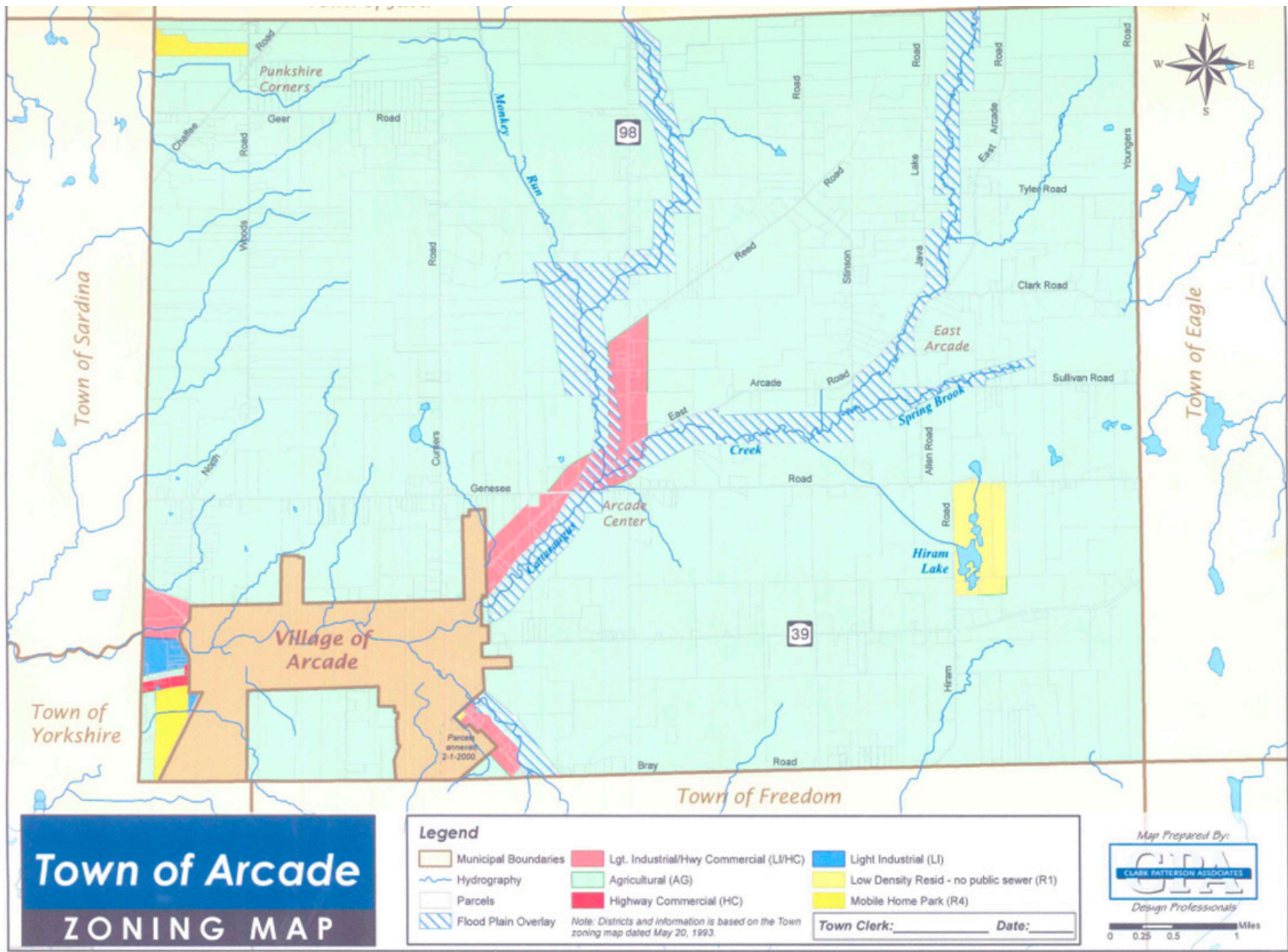
Wyoming County is the primary agricultural and milk producer in New York State. In 2017, Wyoming County had approximately 729 farm operations across 234,861 acres of farmland. 212 farm operations were working on farmland between 10.0 and 49.9 acres and 191 farm operations were working on farmland between 50 to 179 acres (USDA National Agricultural Statistics Service, County Highlights). Using the zip code 14009 as an approximation for the Town of Arcade, the USDA Agricultural Census data indicates that there were 102 farm operations in the area. In the Town, the predominant farmland tenure was by full owners with 61 farm operations, followed by 34 part owners, and 7 tenants (USDA Agricultural Census, 2017).



6.4. Land Use and Smart Growth Priority Areas

Village Zoning Map

The Village of Arcade’s most recent zoning map is from 2013. The Village Zoning Code permits a spectrum of zoning classifications including the following: low to medium-density residential land use both with and without access to public sewer; light industrial concentrated along the northeastern and southwestern corners of the Village; highway commercial and neighborhood along Route 39 and Route 98 in the center of the Village; and agricultural and conservation residential land uses dispersed throughout the Village. See above for the map of zoning classifications.



Town Zoning Map

The Town of Arcade updated its zoning map in 2015 to include the following zoning classifications: Light industrial / highway commercial (LI/HC) concentrated along Route 98 and Route 39; light industrial and highway commercial centralized along the western Village boundary along Route 39 and Route 16; low density residential – no public sewer (R1) concentrated around Hiram Lake in the southeastern corner of the Town; mobile home parks (R4) concentrated in the northwestern and southwestern corners of the Town; and agricultural (AG) for all other land. See above for the Town’s zoning map.

Smart Growth

Historic planning documents feature Main Street and surrounding streets as the focal point for commercial and residential development in the Village and the Town. To most effectively and efficiently implement smart growth principles, the preliminary target areas include the Village's Main Street, the western commercial corridor, and the five potential development sites identified in the Village's Strategic Plan for Business Development including:

- Steele Ave. site (small) - a 4.27-acre parcel currently zoned for highway commercial/light industrial. The site is presently owned by the IDA. A feasibility study was conducted in 2019 to determine the suitability of the site for a hotel. Plans for the site were delayed due to COVID-19 but are now in progress.
- Steele Ave. site (large) - a 27.3-acre parcel currently owned by the Wyoming County IDA. Future plans for the site include the construction of a Holiday Inn Express.
- Hummingbird Site - a 2.56-acre located on the land of the former Arcade Knitting Mill. This parcel is currently zoned for medium/low-density residential with sewer. However, it is important to note that the site is located within the Village's floodplain.
- Emkay Site - a 15.64-acre parcel located on the site of the former Grist mill and an industrial creamery. This parcel will require environmental remediation for asbestos and oil contamination. A feasibility study was conducted in 2021 to determine the suitability of the site for senior housing and the parcel is currently being re-zoned.
- Downtown - concentrated along Main St. The study found that the downtown has several vacant first-floor commercial spaces as well as underutilized upper floors suitable for residential housing.

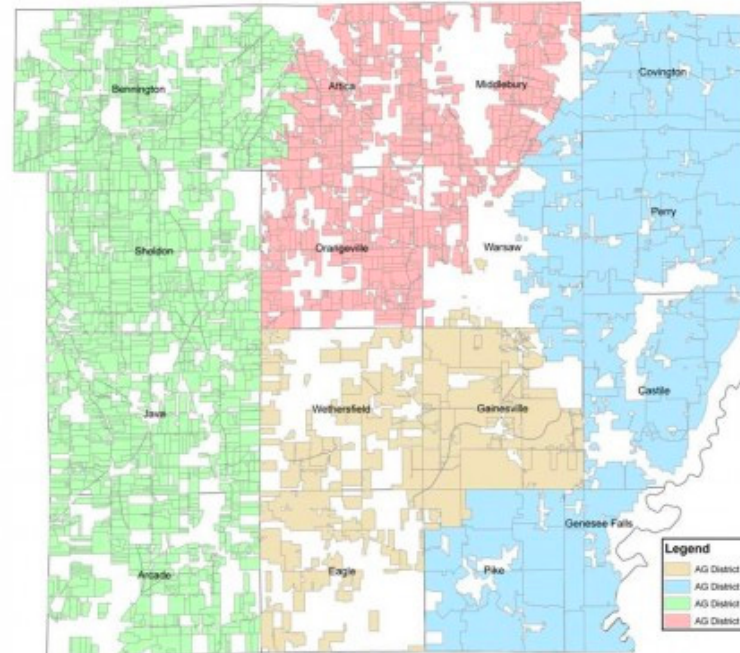
Agricultural Land Use

Agricultural land use is the predominant land use in the Town of Arcade. Apart from the Village, the highway commercial corridor along Route 98, the low-density residential uses around Hiram Lake, and the mobile home park north of Punkshire Corners, all other land in the Town is designated for agricultural use (see Town Zoning map page 65).

The Village and Town are in Wyoming County Agricultural District 4. Agricultural districts are geographic areas that consist of predominantly viable agricultural land. Within agricultural districts, agricultural operations are the priority land use and often come with benefits and protections that promote farming and the preservation of agricultural land. While active farming is typically the preferred land use in agricultural districts, land can also be left idle or remain forested, as well as be used for residential and/or commercial uses. See below for the map of Arcade's location within Wyoming County Agricultural District 4.

The majority of agricultural land in the Town of Arcade is concentrated along the eastern and western sides of Route 98 and the northern and southern sides of Route 39. The 2014 update to the Village and Town Comprehensive Plan emphasized the importance of natural resource protection and agricultural land conservation as the Town pursues development and transportation projects. In 2017, the Town's farmland was predominantly utilized by full-time owners with 61 farm operations, followed by 34 part-owners, and 7 tenants (USDA Agricultural Census, 2017). See the map below for agricultural land in Arcade.

Agricultural Districts in Wyoming County, NY



Source: Wyoming County Web Mapping, Agricultural Districts

6.5. Infrastructure

Electric Department

Arcade's municipal electric system is owned and operated by the Village. The system provides electricity to the Village, most of the Town, and sections of land in three surrounding counties. The system serves over 10,000 people across 120 square miles with 115,000-volt lines serving five electric substations. The system was constructed in 1969 and has been periodically updated since then. In 2006, the Bliss wind farm in the Town of Eagle, connected to the east end of Arcade's electric transmission line.

Sewer Department

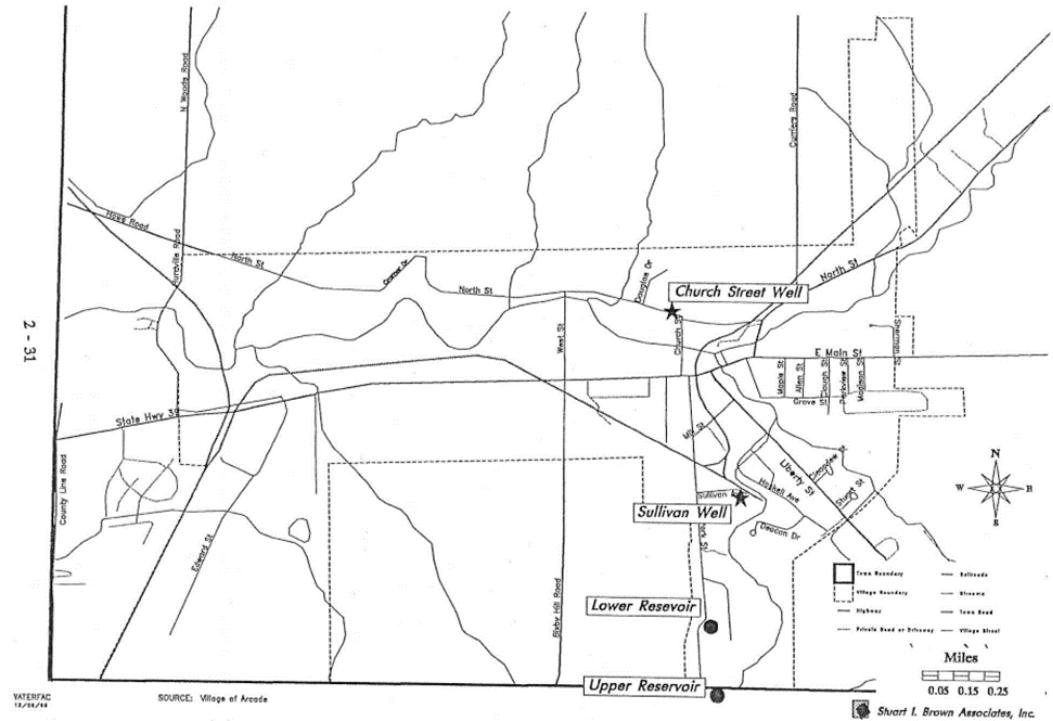
The Village of Arcade Sewer Department maintains a wastewater system and treatment plant that collects and treats wastewater from residential, commercial, and industrial uses within the Village and a portion of the Town. The sewer district includes over 18 miles of sanitary sewer, 800 service connections, and three pump stations. The original plant and sewer lines were constructed between 1939 and 1941. In 1973, a new plant was built to serve the Village, Arcade Valley Estates, and Pioneer Middle and High Schools. The treatment facility provides secondary treatment using an activated sludge/biological treatment process designed to treat up to 1,000,000 gallons of wastewater per day. The system discharges treated effluent to Cattaraugus Creek. The most recent updates to the treatment plant took place in 2017. The treatment facility provides secondary treatment using an activated sludge/biological treatment process designed to treat up to 950,000 gallons of wastewater per day. Residential and commercial units not in the Village's sewer district rely on private septic tanks for waste disposal.

Water Department

The Village Water Department maintains a water district that serves the Village and portions of the Town of Arcade and the Town of Freedom. The water is sourced from two springs and three wells located in Arcade and the surrounding area. The Department maintains the distribution pipes while homeowners are responsible for their connection points and interior lines. The most recent updates to the water system took place in the mid-2010s with the replacement of the water main connecting the

PUBLIC WATER SUPPLY FACILITIES - VILLAGE OF ARCADE

Figure 2 - 8



Village to the Hamlet of Sandusky. Residents and businesses outside of the water district rely on private wells for their water supply. See the map above for Arcade's existing water supply facilities.

Streets and Parks Department

The Village's Streets and Parks Department maintains the Village streets, culverts, sidewalks, and storm sewer. In the Village, there are approximately 9.5 miles of streets and over 15 miles of sidewalks throughout the downtown, adjoining neighborhoods, and along Routes 39 and 98. Streets not maintained by the Village are the responsibility of the Town, County, and State. Additionally, the Village owns and maintains four parks including the Sullivan Mini-Park, the Fireman's Park, Garden Park, and the Village Park.

Solid Waste

Waste Management LLC is the primary solid waste and recycling hauler in Arcade. The Chaffee landfill, owned and operated by Waste Management LLC, is located in the Town of Sardinia near the western border of the Town of Arcade and is a major solid waste collection center in Erie County. In 2004, the Village of Arcade began a municipal composting program that is still running today and provides free compost services to residents.

Broadband

According to the NYS PSC Broadband Map, the Village of Arcade is considered 100% served and the Town of Arcade is considered 95.5% served. Both the Village and the Town have better coverage compared to the County at 86.9%. The broadband service providers in the Village and Town include Spectrum utilizing COAX, ViaSat, HughesNet utilizing satellite, and Verizon utilizing DSL. Additionally, First Light Fiber and Armstrong provide fiber technology to commercial properties and residential areas, respectively.

6.5. Transportation

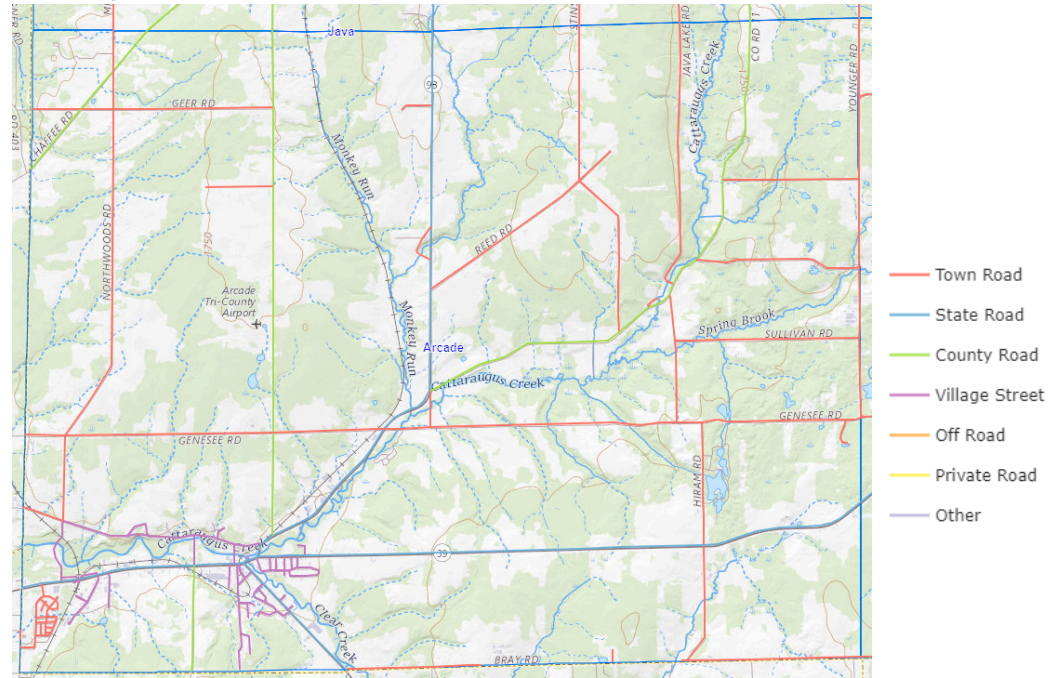
Roads

Arcade is located along two major State Highways, Route 98 and Route 39. The primary mode of transportation for most residents and visitors in the Village and Town is the automobile. The maps below show the distribution of Village, Town, County, and State roads.

Traffic

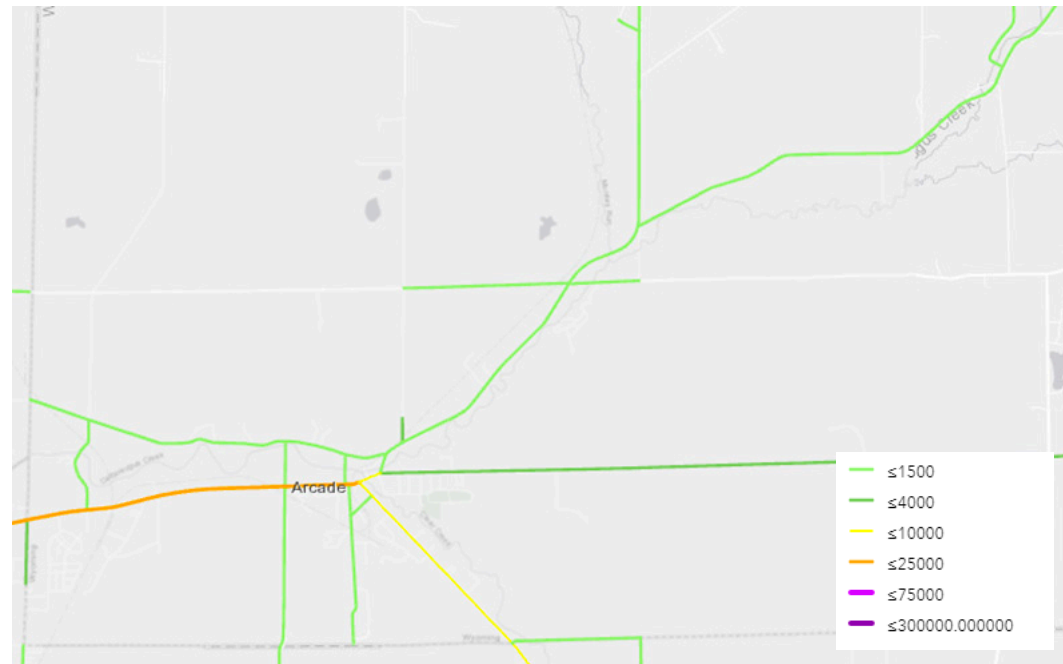
The Annual Average Daily Traffic (AADT) for the Village and the Town ranges between <1,500 and <14,000 AADT. AADT data is used to help determine traffic volume to provide a baseline to track traffic congestion, examine road safety, determine road maintenance, and allocate funding. According to the NYS DOT Traffic Data Viewer, the busiest roads in Arcade are the eastern and western sections of Route 39 and the southern section of Route 98.

Roadway ownership in Arcade



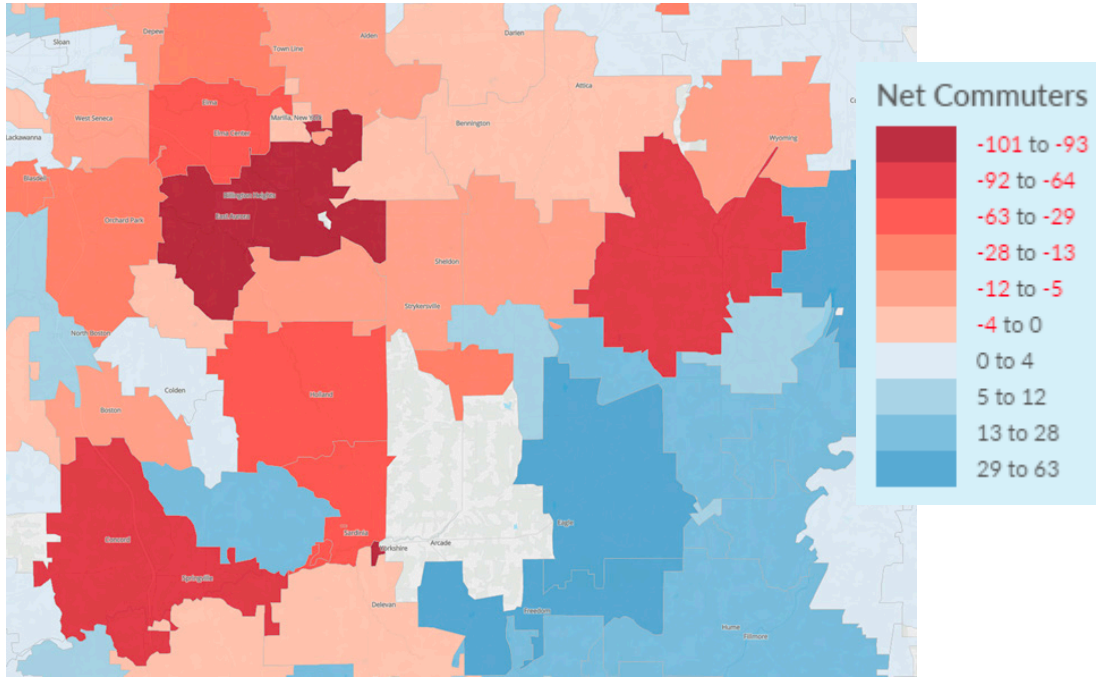
Source: Wyoming County Web Mapping, County Roads

Annual Average Daily Traffic in Arcade



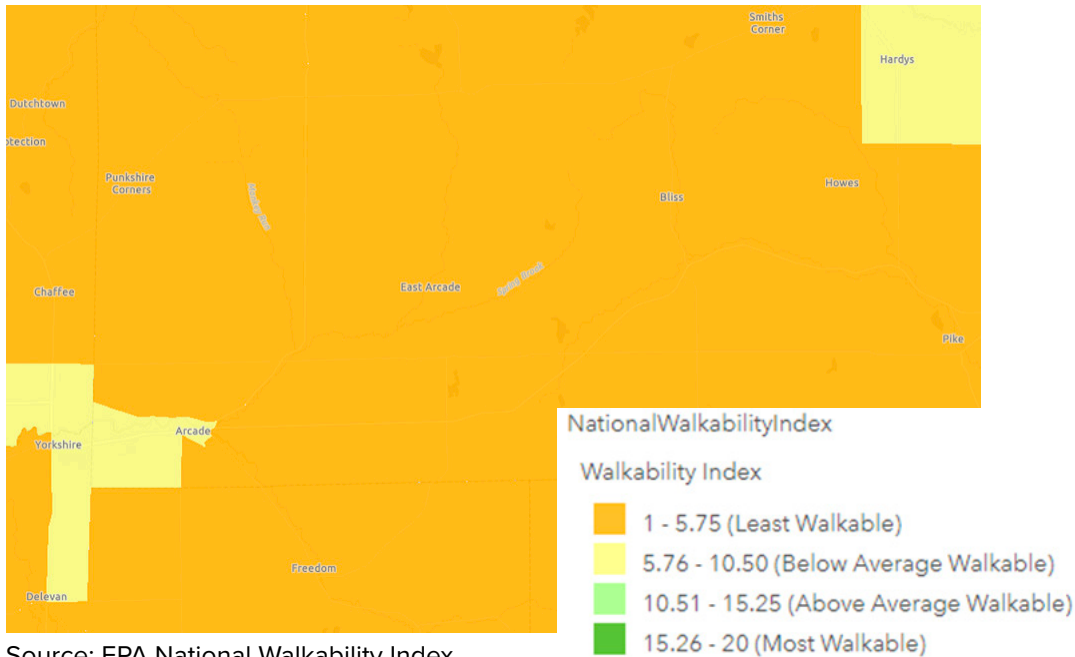
Source: NYS DOT Traffic Viewer, Town of Arcade, NY

NET COMMUTER MIGRATION



Source: Lightcast Commuting Map, Zip 14009, Arcade, NY, 2022

WALKABILITY VISUALIZATION



Source: EPA National Walkability Index

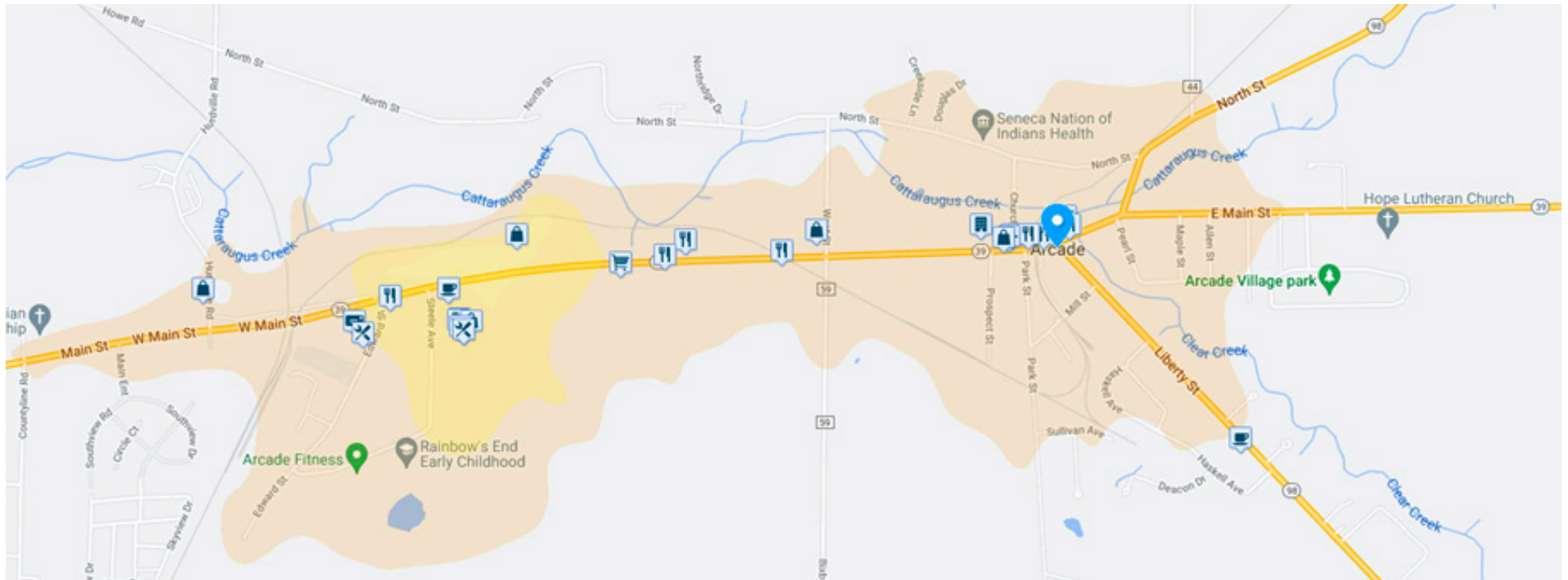
Commuting

The Town has a net-in commuting population, meaning more people are coming into the Town during the day for work than residents leaving for work. People commuting in and out of Arcade are primarily coming from the surrounding communities of East Aurora, Delevan, Freedom, Holland, Concord, Springville, Sardinia, Eagle, Farmersville, Lime Lake, Fillmore, Strykersville, and Sheldon (see the Lightcast community map below). The Lightcast commuter data indicates that 1,644 people commute into the Town for work and 1,942 residents commute out for work, resulting in -298 net commuters. The mean travel time to work for residents in the Town is 25.7 minutes and 24.6 minutes for residents in the Village (ACS 2017-2021 5-year estimates, S0801 Commuting Characteristics).

Movability

Like many small rural communities in Upstate New York, residents in Arcade are very dependent on personal vehicles as their primary source of transportation. In Arcade, non-vehicle pedestrian infrastructure is concentrated in the Village, which has approximately 15 miles of sidewalk along the major commercial corridors of Routes 98 and 39 and the adjoining neighborhoods. While the Village has a fairly extensive network of sidewalks, according to the National Walkability Index, the Town falls within the “least walkable” category, with the Village only scoring one category higher to be considered “below average walkable”.

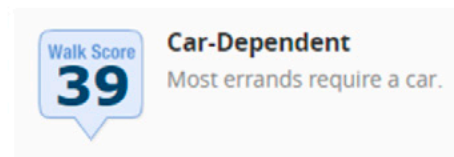
WALKABILITY VISUALIZATION



Source: walkscore.com

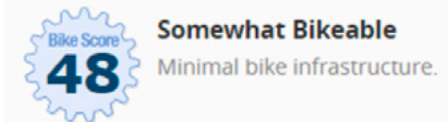
The map above visualizes the accessibility of the main pedestrian infrastructure in the Village. The map is congruent with the Village's sidewalks, indicating that the most pedestrian activity is concentrated along Main St. and the surrounding neighborhoods.

According to the Walk Score Public Accessibility Index, the Village has a walk score of 39, indicating that most residents in the area need a car to complete daily tasks as local stores and amenities are not accessible via pedestrian infrastructure. The Village has a slightly better bike score of 48. However, this score still falls within the range of limited bike infrastructure, indicating that biking is only a viable means of transportation within small sections of the Village.



Walk Score measures the walkability of any address based on the distance to nearby places and pedestrian friendliness.

90-100	Walker's Paradise Daily errands do not require a car
70-89	Very Walkable Most errands can be accomplished on foot
50-69	Somewhat Walkable Some errands can be accomplished on foot
25-49	Car-Dependent Most errands require a car
0-24	Car-Dependent Almost all errands require a car



Bike Score measures whether an area is good for biking based on bike lanes and trails, hills, road connectivity, and destinations.

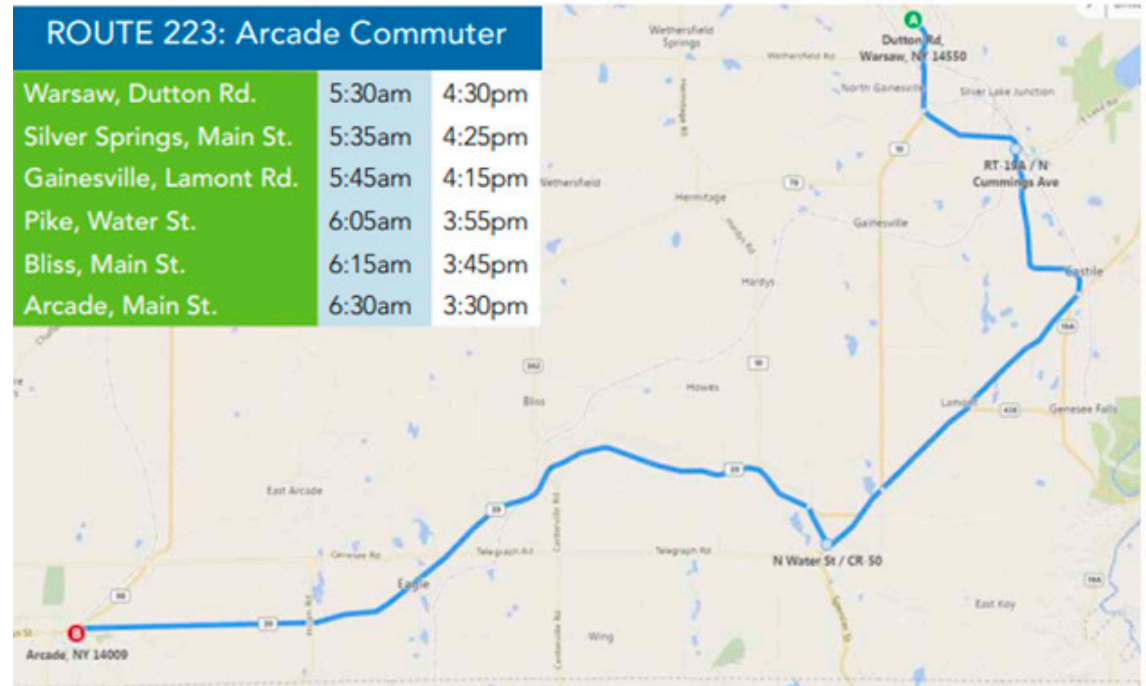
90-100	Biker's Paradise Daily errands can be accomplished on a bike
70-89	Very Bikeable Biking is convenient for most trips
50-69	Bikeable Some bike infrastructure
0-49	Somewhat Bikeable Minimal bike infrastructure

Public Transportation

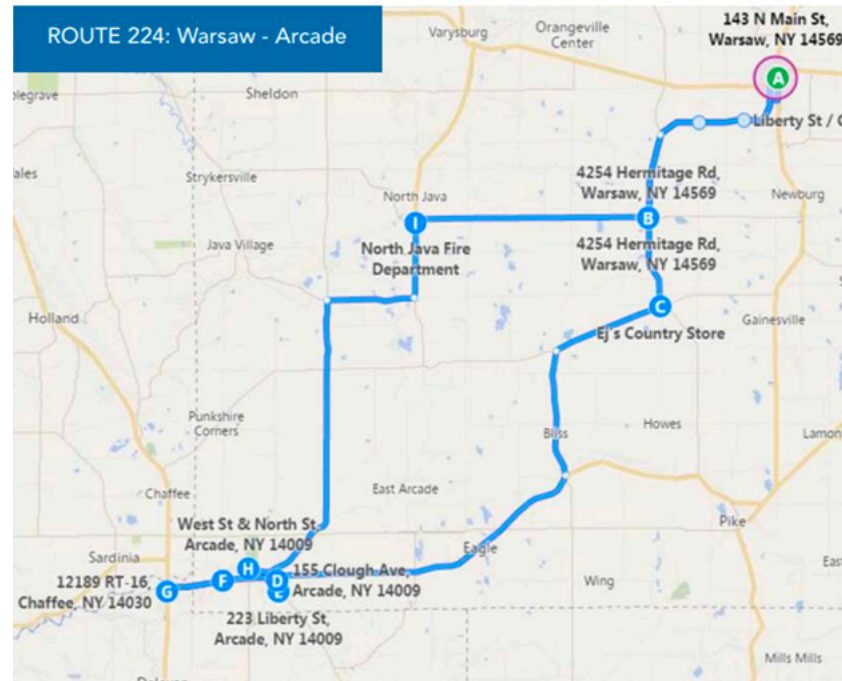
Public transportation infrastructure exists in Arcade, but is very limited both in terms of routes and service time. Two bus routes stop in Arcade. The Regional Transit Service (RTS) Route 223 connects the Village to the Town of Warsaw via Bliss, Pike, Gainesville, and Silver Springs. Bus Route 224 provides a service loop connecting Warsaw to Arcade via Bliss, Yorkshire, and Java. RTS also provides Dial-A-Ride services during select days/times throughout Arcade and Wyoming County. Coach USA runs a Western New York route that goes directly through the Village to connect Olean to Buffalo. While these public transportation services exist, the routes and service times are very limiting and restrict the mobility of the people who rely on these services as their primary means of transportation. See below for the Route 223 and Route 224 maps and Coach USA Erie Schedule.

Airports

There are two small local airports near the Town of Arcade. The Arcade Tri-County Airport is a privately owned, public-use airport located north of the Village on Curriers Rd. The Keysa Airport is a privately owned, private-use airport located in the eastern part of Arcade on Java Lake Rd. The nearest major regional and international airport is the Buffalo Niagara International Airport located in Buffalo, NY.



Source: RTS Wyoming, Route 224



Source: RTS Wyoming, Route 224

6.6. Natural Resources and Climate

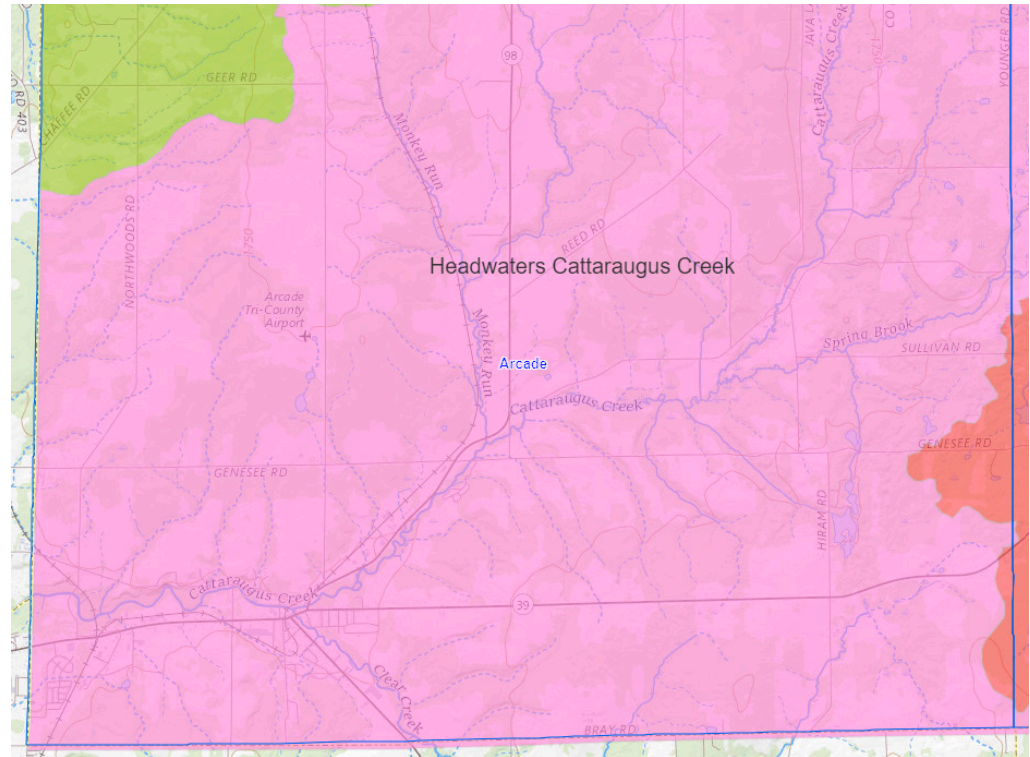
Watershed

The Town of Arcade is located within the Headwaters Cattaraugus Creek Watershed, which includes portions of the Town of Java, the Town of Eagle, and the Town of Wethersfield. Additionally, the northwest corner of the Town is within the Buffalo Creek watershed and the southeastern corner is within the Wiscoy Creek watershed. Watersheds are important conservation areas, as they designate where the nearby streams and rainfall collect within a common water source outlet.

Waterbody Inventory

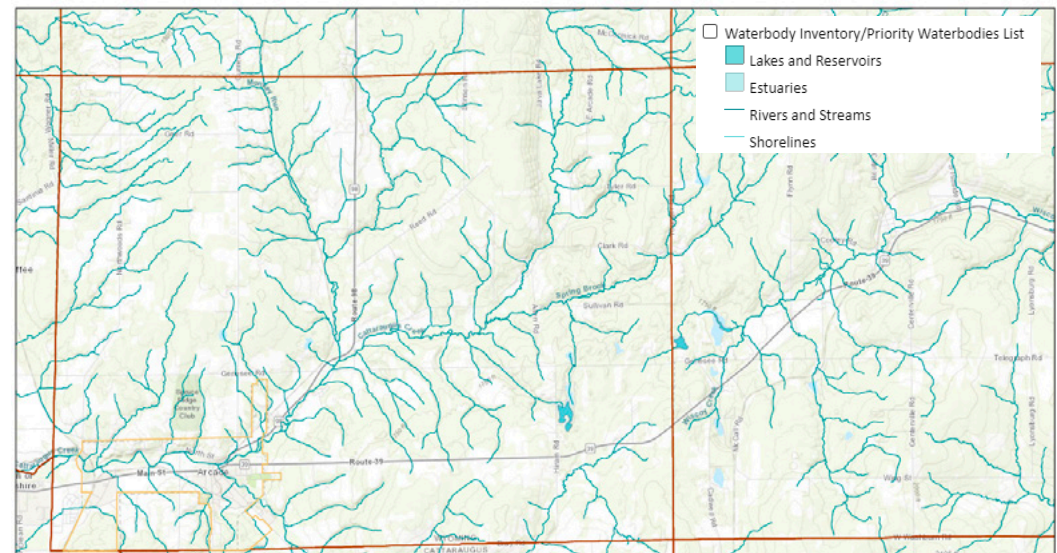
The two predominant waterbodies in the Town of Arcade are the Cattaraugus and Clear Creeks. The Cattaraugus Creek (upper and tribunals) is classified as a river/stream and flows into the Lake Erie-Niagara River Drainage Basin. The only available use assessment data for this water body indicates that fishing is a “stressed” use and that pH is a potential pollutant. The Clear Creek and tribunals are located within the Lake Erie-Niagara River Drainage Basin and are classified as a river/stream. The use assessment data for this creek indicates that fishing is “impaired” and that pH is a potential pollutant. A small portion of Buffalo Creek is located in the northwest corner of the Town. This creek is classified as a river/stream and also flows into the Lake Erie-Niagara Drainage Basin. The use assessment data for this creek indicates that fishing and primary and secondary contact recreation are “stressed” uses. Additionally, dissolved oxygen and total dissolved solids are pollutant concerns. See the maps to the right for the Village and Town waterbodies.

ARCADE WATERSHED MAP



Source: Wyoming County Web Mapping, County Watersheds

Town of Arcade Waterbody Inventory

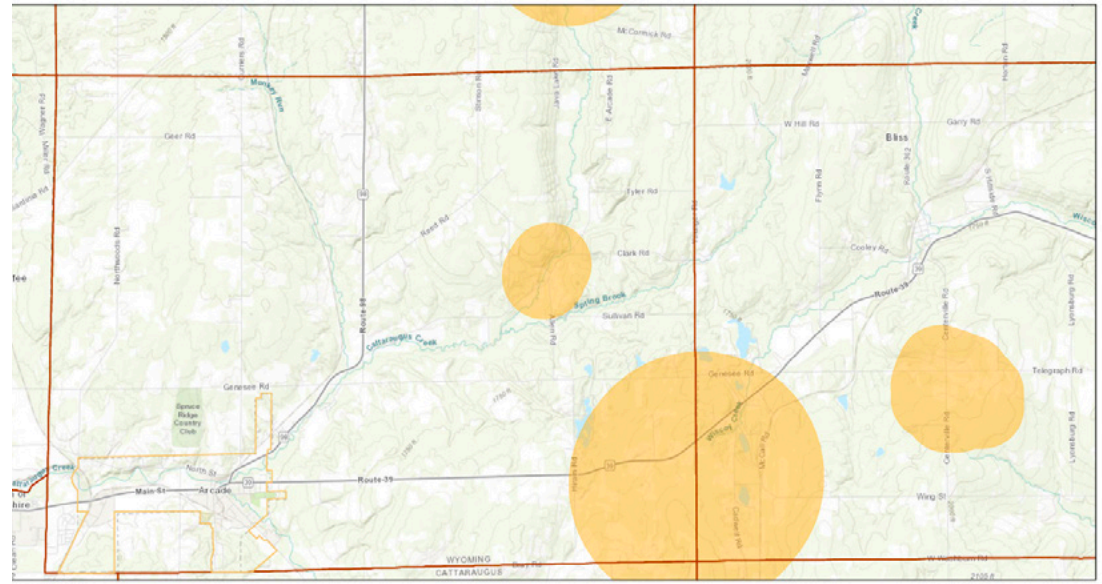


Source: Wyoming County Web Mapping, County Waterbodies

Rare Plants and Animals

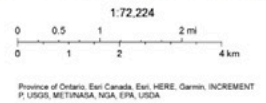
The map below provides the location of two species of rare animals found in the Town of Arcade according to the DEC Environmental Mapper. The Bigmouth Shiner is a species of small minnows found across NYS. The smaller orange circle on the map above illustrates an area where the Bigmouth Shiner can be found in Cattaraugus Creek. Brown bats are an endangered species flagged by the DEC Environmental Mapper. The large orange circle on the map above displays the location of the endangered bats in the Towns of Arcade and the Town of Eagle.

Town of Arcade Rare Plants and Animals



June 27, 2023

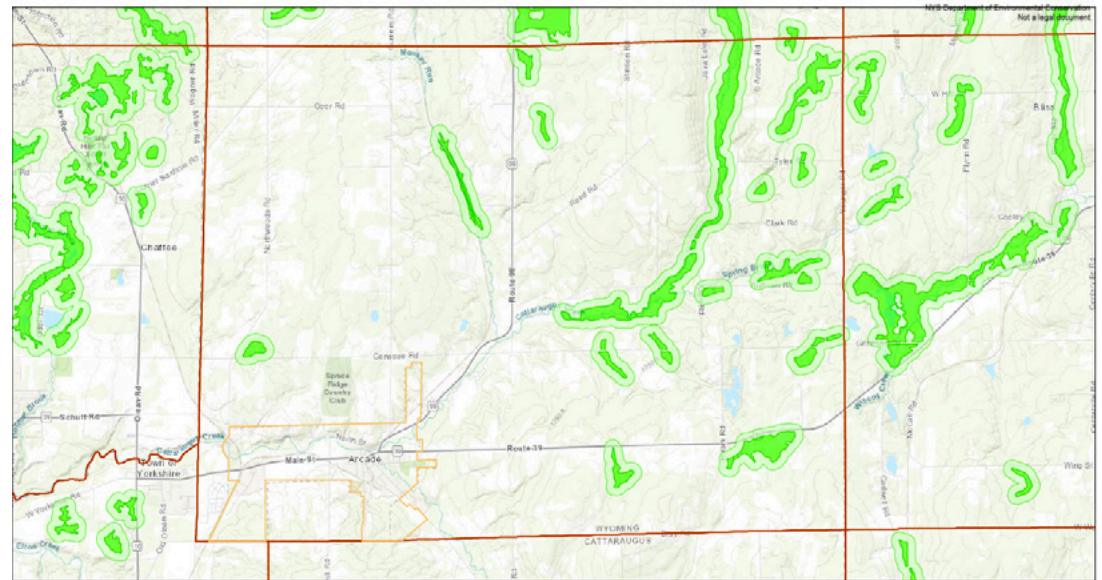
Source: Wyoming County Web Mapping, Rare Plants and Animals



Wetlands

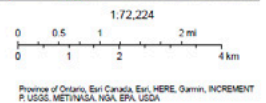
The maps on the lower right and on page 74 display the network of wetlands in the Town of Arcade. The Town's wetlands are concentrated along Cattaraugus Creek, Clear Creek, and Buffalo Creek. Map 1 indicates the State Regulated Wetlands in the Town of Arcade. Map 2 displays the National Wetland Inventory in Arcade with the predominant wetland types being freshwater forested/shrub wetlands and freshwater emergent wetlands.

Town of Arcade State Regulated Wetlands

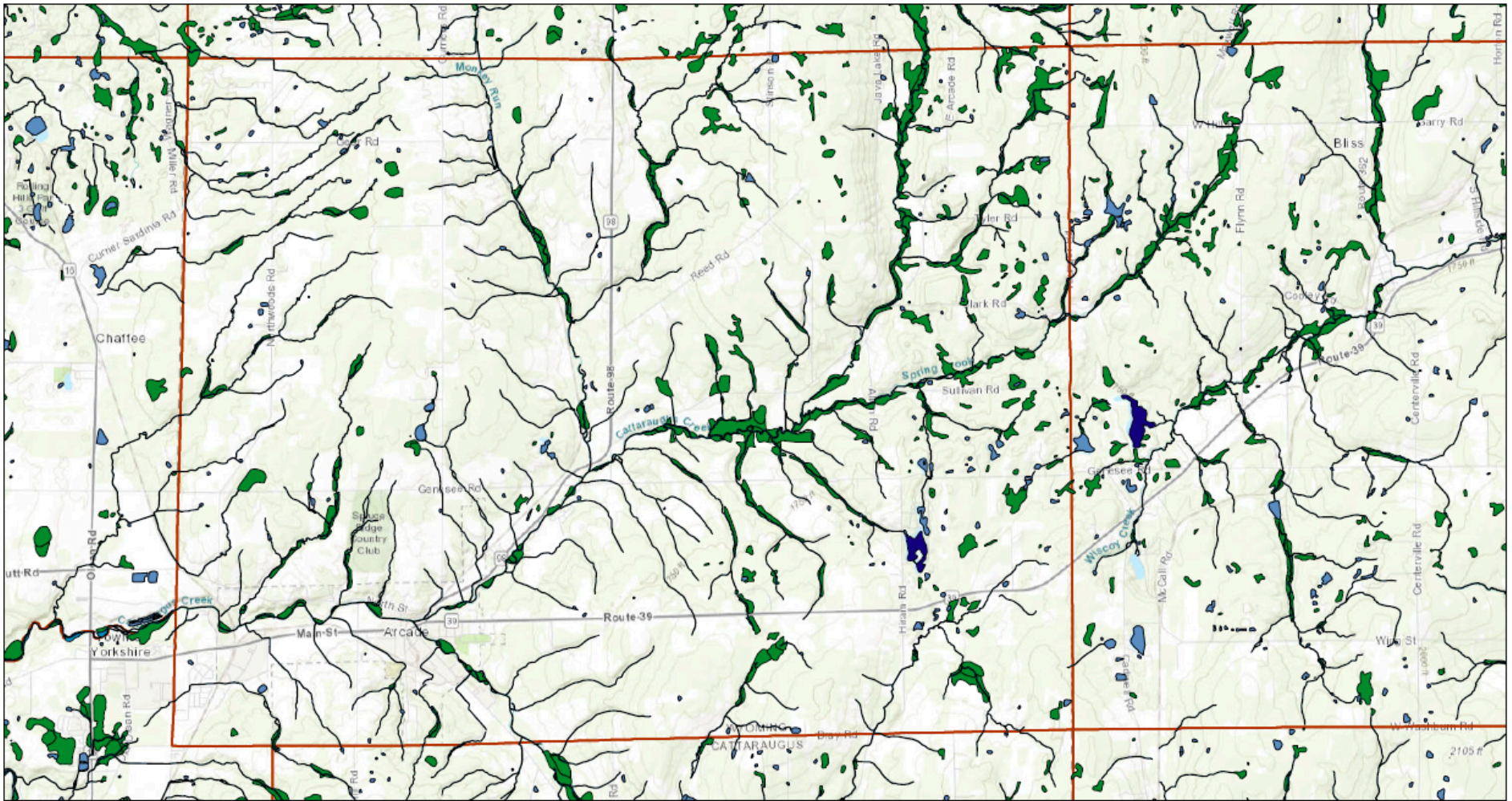


May 25, 2023

Source: Wyoming County Web Mapping, Wetlands



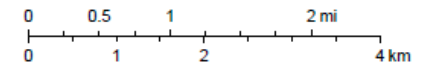
TOWN OF ARCADE STATE REGULATED WETLANDS



May 25, 2023

1:72,224

- Estuarine and Marine Deepwater
- Estuarine and Marine Wetland
- Freshwater Emergent Wetland
- Freshwater Forested/Shrub Wetland
- Freshwater Pond
- Lake
- Other
- Riverine



Province of Ontario, Esri Canada, Esri, HERE, Garmin, INCREMENT P, USGS, MET/NASA, NGA, EPA, USDA

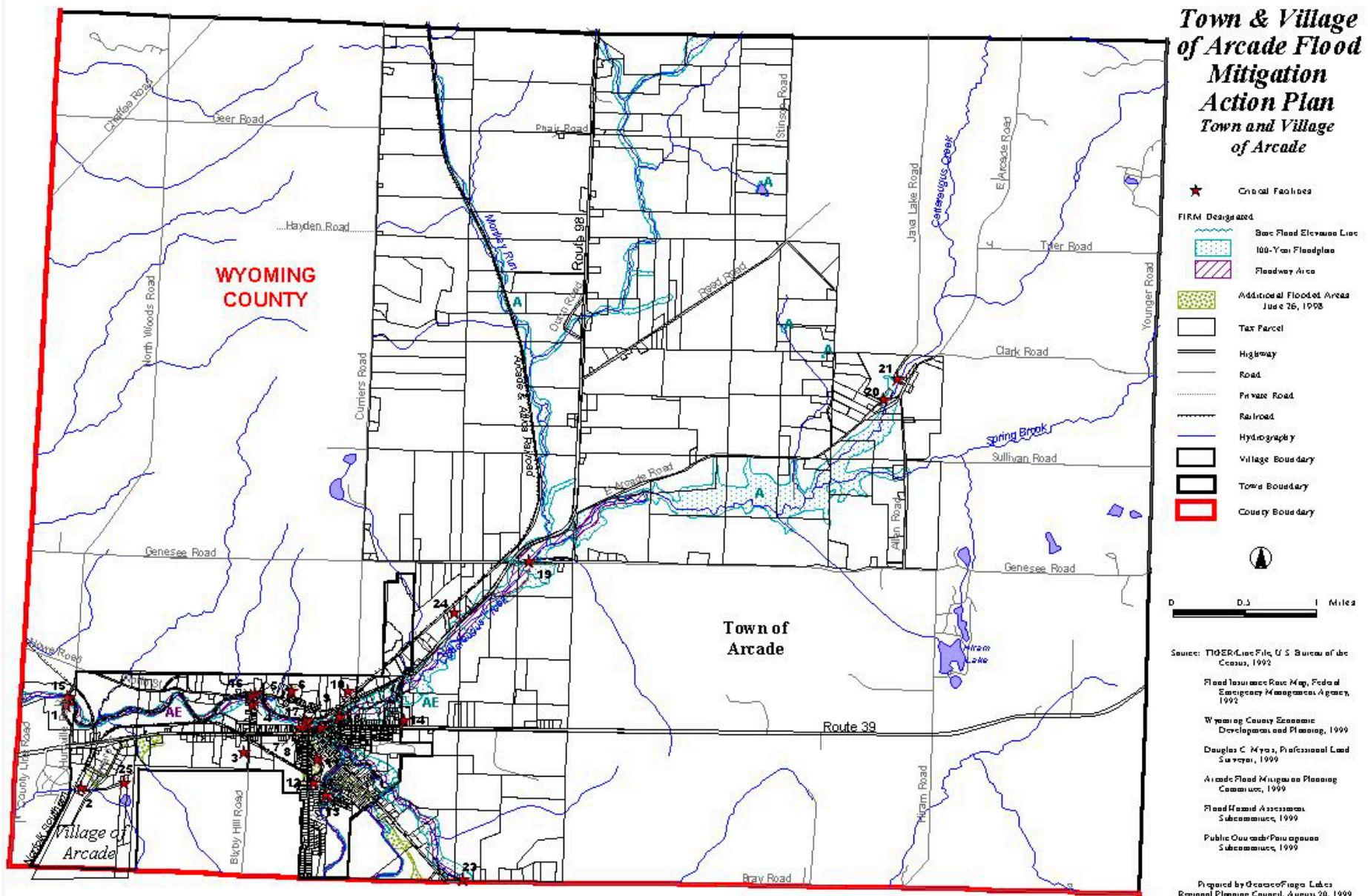
NYS Department of Environmental Conservation
Not a legal document

NATIONAL WETLANDS INVENTORY

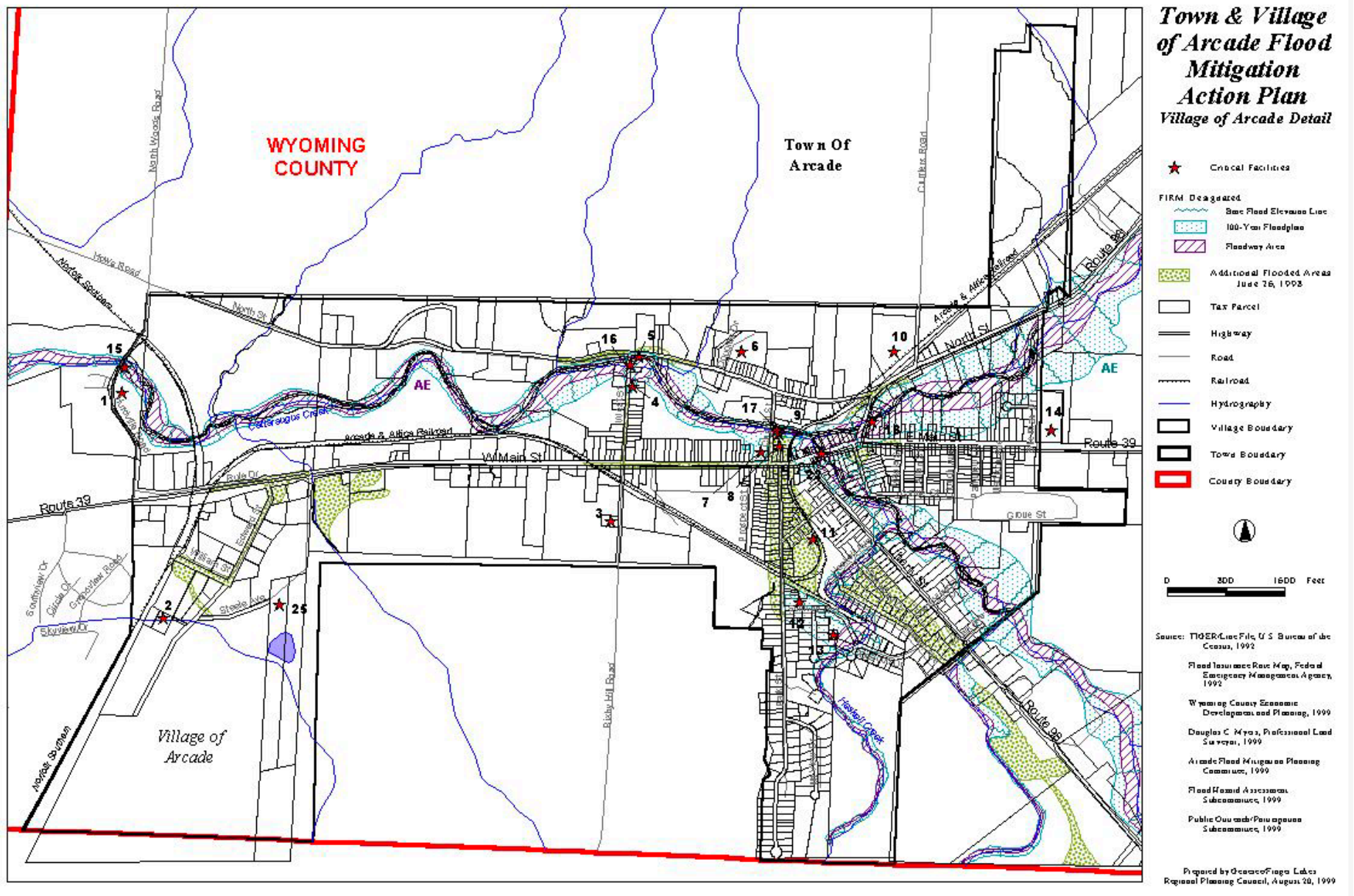


Floodplain

The maps proceeding visualize Arcade’s floodplain, with the blue area on the map representing the FEMA 100-year flood zone. A 100-year flood zone constitutes areas in Arcade with a 1% annual chance of flooding. These areas are protected by FEMA’s Federal flood control system which has specific construction and development requirements. The floodplain follows the Cattaraugus and Clear Creeks, with the Village located at the low-laying convergence of these two water bodies. As such, portions of the Village of Arcade are located in or near the floodplain resulting in both commercial and residential structures being at risk for flooding. The Village and Town of Arcade Flood Mitigation Action Plan (1999) identified three types of flood hazards including riverine flooding, ponding, and streambank erosion. These three flood hazard types are all interconnected as the presence of floodwaters increases the likelihood of streambank and sediment erosion as well as ponding. In 2021, Wyoming County created a Hazard Mitigation plan that includes resources for both the Village and the Town. The County’s plan identifies Deacon Drive, Jackson Avenue, lower Park Street, and certain areas of North Street as areas particularly prone to flooding. To date, the Village has mitigated 7 properties using grants from SEMO. The maps included are from the 1999 Flood Mitigation Action Plan and provide more detail on the Village and Town floodplain.



Source: Wyoming County Mapping, Floodplain



Source: Wyoming County Mapping, Floodplain

Soil Type

The Wyoming County Soil Survey provides insights into Arcade’s soil types and environmental hazards. The County Soil survey identified that soil along the Cattaraugus and Clear creeks is highly erodible and susceptible to streambank erosion. Soils along Monkey Run Creek near the northern Town boundary have medium erodibility and high erodibility near the southern point where Monkey Run Creek turns into Cattaraugus Creek. Soils located near the east section of Cattaraugus Road between East Arcade and Genesee Road along Cattaraugus Creek are highly erodible. Additionally, soils along the eastern Village boundary are highly erodible along the streambanks but have medium erodible soils just off the banks. Soils between the eastern and western borders of the Village are a mix of moderate to high erodibility along the banks of Cattaraugus and Clear Creeks. (See attached soil report for more information).

REGIONAL SOIL COMPOSITION TESTING

REPORTING YEAR	FACILITY NAME	GHGRP ID	REPORTED ADDRESS	CITY NAME	COUNTY NAME	STATE	ZIP CODE	PARENT COMPANIES	GHG QUANTITY (METRIC TONS CO2e)	SUBPARTS
2021	NFGSC CONCORD STATION	1008315	5510 Genesee Rd	Springville	Erie County	NY	14141	National Fuel Gas Co	14057	C,W
2021	National Fuel Gas Distribution Corporation	1003066	6363 Main Street	Williamsville	Erie County	NY	14221	National Fuel Gas Co	144717	NN,W
2021	TGP Station 229 Hamburg	1001653	7586 East Eden Rd	Eden	Erie County	NY	14057	Kinder Morgan Inc	2108	C,W
2021	Waste Management of New York, LLC	1007617	10860 Olean Rd	Chaffee	Erie County	NY	14030	Waste Management Inc	50500	C,HH

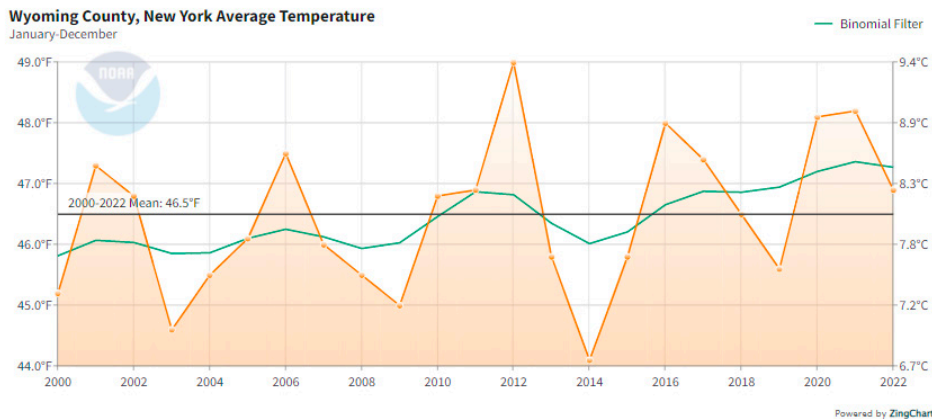
Source: EPA's FLIGHT Tool (<http://ghgdata.epa.gov/ghgp>)

Date Report Date: 08/12/2022

Greenhouse Emissions

The chart above outlines the 2021 EPA Greenhouse Gas Emission data from large facilities near Arcade. There are no large facilities located in Arcade or Wyoming County. However, the Chaffee Landfill, located in the Town of Sardinia across from the Town, is important to note as the facility emitted 50,500 metric tons of CO2 in 2021. While the Chaffee Landfill is not located in the Town of Arcade, its proximity to the western Town line is important to note due to the negative environmental and health impacts associated with landfills such as air pollution, groundwater contamination, and greenhouse gas emissions.

Wyoming County, NY - Average Annual Temperatures



Temperature

The graph to the right visualizes the annual average temperature for Wyoming County from 2000 to 2022. The green line is a binomial filter that reveals that the average annual temperature has risen over 1 degree since 2000 despite fluctuations from year to year.

Source: NOAA National Centers for Environmental Information, Climate at a Glance: County Time Series, published May 2023, retrieved on May 25, 2023, from <https://www.ncei.noaa.gov/access/monitoring/climate-at-a-glance/county/time-series>

6.7. Extreme Weather Events, Flooding, Erosion Hazards, and Local Resiliency

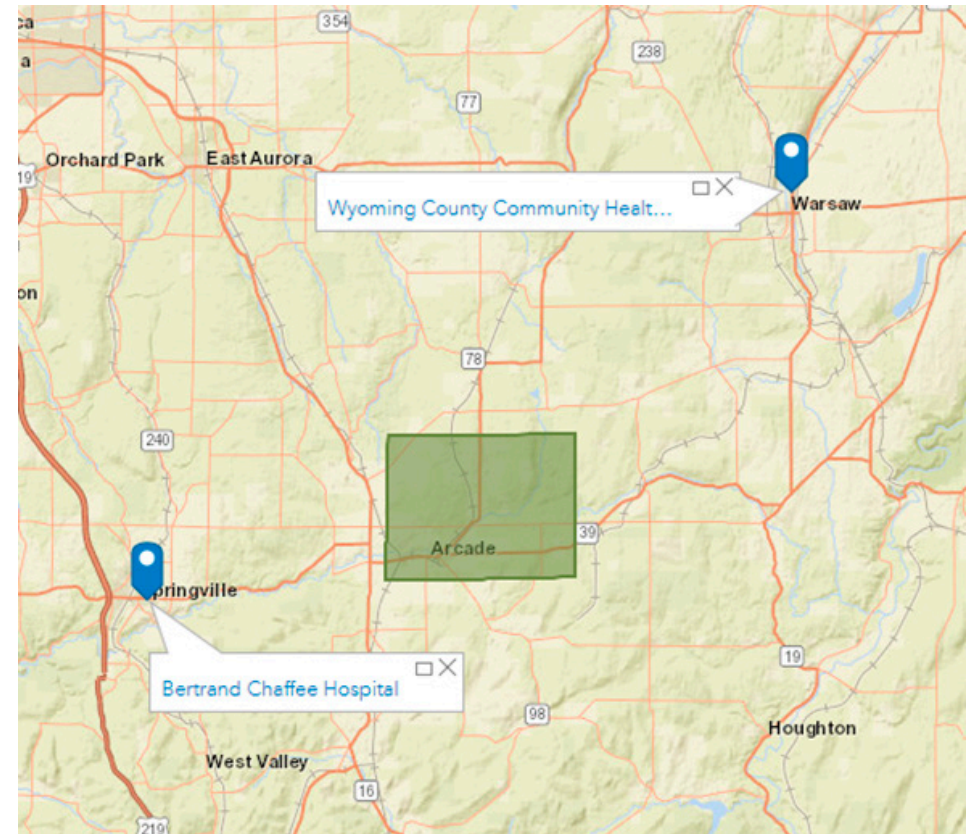
Flooding & Erosion Hazards

The Village and Town of Arcade have a history of severe flooding dating back more than a century. In particular, the Village is vulnerable to flooding from overflow as it is located in a low-lying area at the convergence of the Cattaraugus and Clear Creeks. The most severe weather event in the Town to date was the 1902 flood, which had a recurrence level of over 200 years. Since the early 20th century, significant flood events occurred in the following years: 1908, 1942, 1956, 1967, 1971, 1972, 1984, 1986, 1989, 1996, and 1998. Three severe flooding events, one in January 1996, one in June 1996, and the third in June 1998, precipitated the creation of the Village and Town Flood Mitigation Action Plan in order to address the health threats and continued property destruction caused by flooding throughout the Village. The Flood Mitigation Action Plan contains information on Arcade's floodplain, soil erosion, and outlines an action plan. The Wyoming County Hazard Mitigation Plan (2021) indicates that Arcade has the highest percentage of people living and the greatest number of buildings located in the 1-percent flood zone in Wyoming County and also has one of the highest percentages of low-income population at 19.6%. According to the 2021 plan, the Town of Arcade has 31 people and the Village of Arcade has 337 people at risk of displacement from 1-Percent Annual Chance of Flooding. Additionally, the Town has 954 buildings and the Village has 899 buildings located in the 1-Percent Annual Chance Flood Boundary.

Local Resilience

Overall resilience in the Town of Arcade is relatively low. According to the FEMA Community Resilience Challenges Index, the Town's composite resilience score is -0.11 (Census Tract 9710 is used as an approximation for the Town of Arcade). The Town's elderly population, low median household income, and high percentage of single-parent households are important to note and the main resilience indicators influencing the Town's resilience index score. (See the at-risk demographics section for more information.) The Town's resilience score of -.11 is significantly lower than that of Wyoming County at 0.38. A resilience score closer to 1 indicates higher levels of resilience.

Wyoming County, NY - Healthcare services



6.8. Health and Emergency Services and Facilities

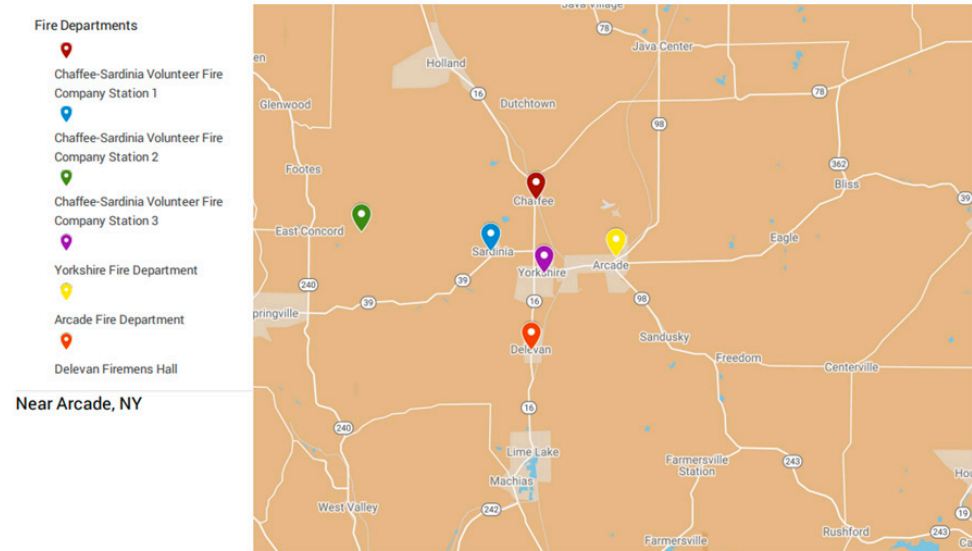
Health Services

The Town of Arcade has two hospitals within 30 miles of the Town limits. The Wyoming County Community Health System is located in Warsaw, NY, approximately 26 miles from the Village, and the Bertrand Chaffee Hospital is located 15 miles from Arcade in Springville, NY. Both hospitals provide essential health services to residents in Wyoming and Erie Counties. Other healthcare services in the Village include a pediatrician, a dental clinic and orthodontist, and a family practice affiliated with the Wyoming County Community Health System.

Emergency Services

The Village of Arcade Fire Department provides fire protection and emergency medical services within a 120-square-mile district including the Village and the Town, as well as portions of the Town of Freedom. The fire department was formed in 1868, incorporated in 1976, and currently consists of volunteer firefighters, emergency medical technicians (EMTs), and advanced EMTs. The fire department members and EMTs are trained to provide fire protection, emergency medical assistance, high-angle rope rescue, ice/water rescue, hazmat response, and search and rescue services, as well as fire protection education to youth and the community. In addition, nearby volunteer fire departments are located in the Village of Delevan, the Hamlet of Chaffee, and the Town of Yorkshire. The Arcade Police Department serves the residents of the Village and is comprised of a Police Chief, Sergeant, three full-time officers, four part-time officers, and five crossing guards. The Wyoming County Sheriff's Office covers the Town.

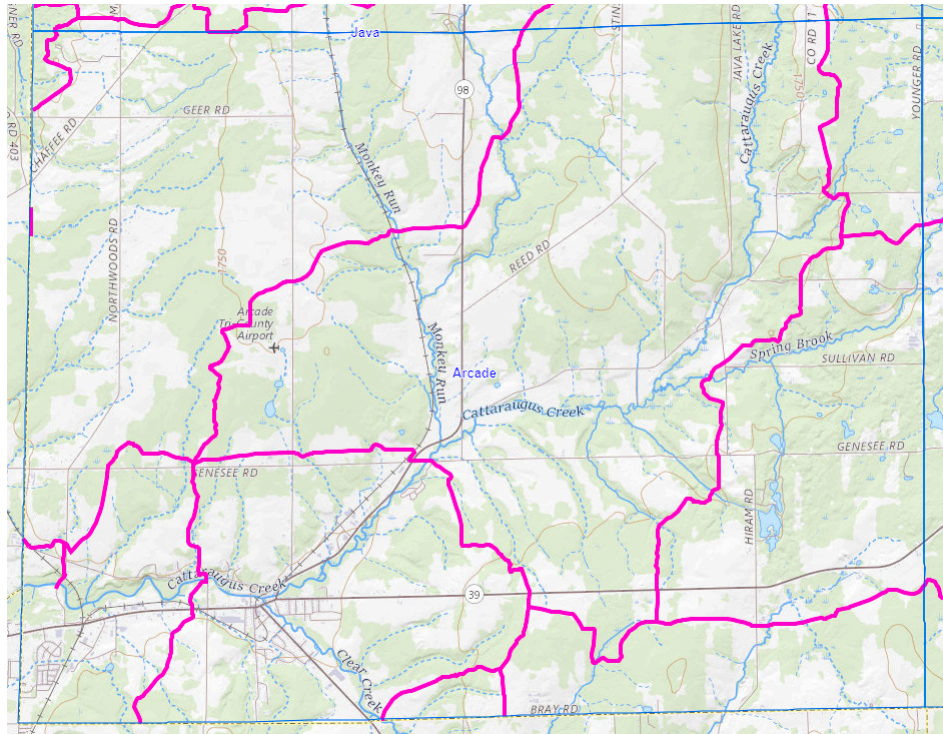
Emergency Services - Fire Departments



6.9. Parks and Recreation

The Village of Arcade owns and maintains four parks. The Village Park, located on Clough Ave, is equipped with active and passive recreation amenities including baseball diamonds, a street hockey rink, basketball courts, horseshoe pits, frisbee golf, hiking and walking trails, and a splash park, as well as picnic pavilions and green space. The Arcade Mini Park is located on Sullivan Ave. and provides a softball field, playground, and covered picnic shelter. Fireman's Park is located at the Arcade Fire Department and offers a small green space in the Village. Garden Park is located on the corner of East Main Street and Water Street and contains a gazebo and brick walkway. All four Village parks are well maintained and accessible to pedestrians and bikers, and have parking facilities. The other main recreation facility located in Arcade is the Spruce Ridge Golf Course and Country Club. Located on Genesee Rd, Spruce Ridge is a 9-hole family-owned public course. In the winter months, the Town of Arcade has a network of snowmobile trails that connect to regional trails across Wyoming County. (See adjacent snowmobile trail map.)

Wyoming County, NY - Snowmobile Trails



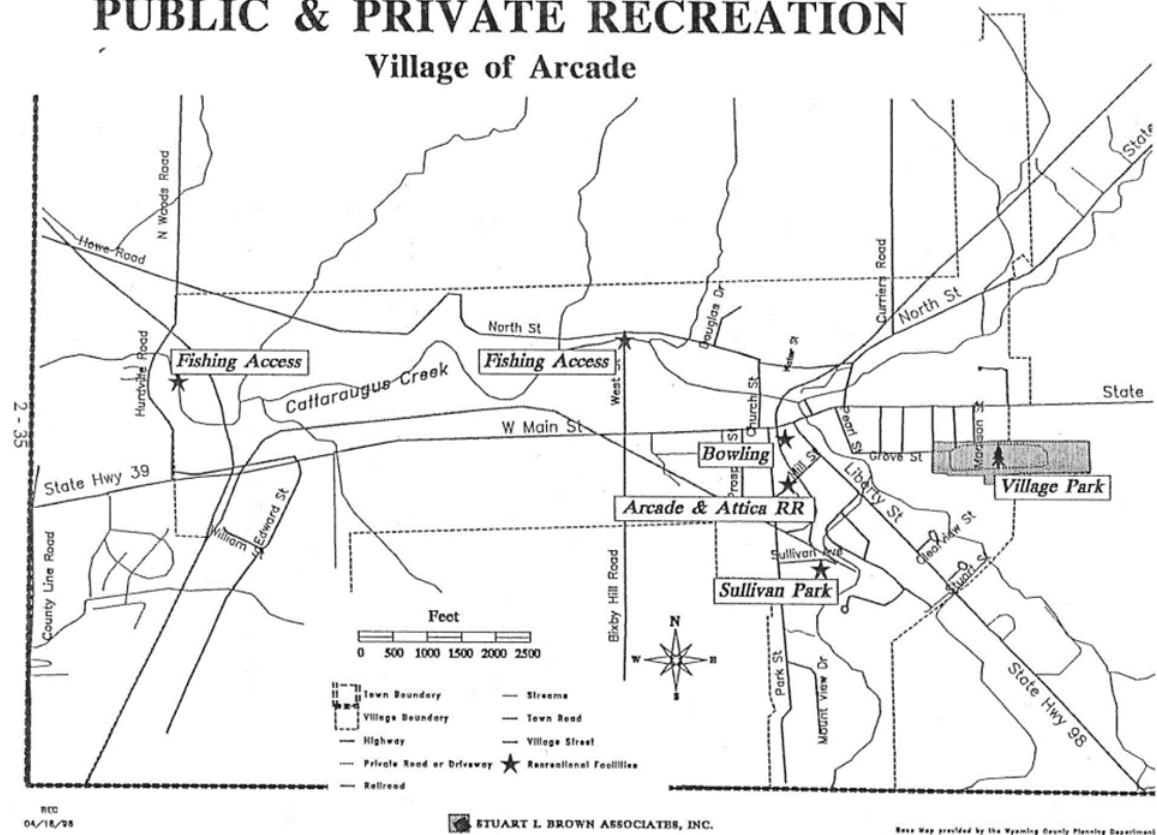
6.10. Historic, Cultural, and Scenic Resources

The Arcade & Attica Railroad and train station are a historic part of Arcade's legacy and continue to be a prominent tourist location in the County. The first railroads in Wyoming County date back to the early 19th century when construction began in 1852 for the Attica and Allegheny Valley Railroad. Over the next five decades, various railroad projects were started, stalled, and abandoned as railroad companies navigated the booming and busting industry. Originally designed to haul freight, the Arcade & Attica Railroad still exists today. It was first built in 1881 and standardized to connect with the Pennsylvania Railroad to become a vital connection point in the region. By the mid-20th century, advances in the automotive and trucking industries led the owners of the Arcade & Attica Railroad to expand into locomotive tourism with the purchase of a passenger coach as train travel became less prevalent for both regional travel and shipping. In more recent years, the Arcade & Attica Railroad is now known for its scenic railway tours and themed events that showcase the history and beauty of the region.

Loved by many in the community, the Arcade Free Library was first founded as the Arcade Library Association in 1898. In 1904, the Club expanded, and the Library Association moved to the 2nd floor of Citizen's Bank in the Village of Arcade. By 1912, the New York State Board of Regents granted an absolute charter establishing the Arcade Free Library as an official New York State Public Library. The library moved to its current location on Main St in 1949, and the building was expanded in 1984 to its present-day footprint. In 2001, the Arcade Free Library joined the Pioneer Library System, which expanded the library's services to members throughout Arcade and the four surrounding counties. The Arcade Free Library is a vital resource for the community as it provides educational and social space for residents of all ages. In addition to book lending, the library provides access to free public computers and Wi-Fi, as well as copying and printing services.

PUBLIC & PRIVATE RECREATION Village of Arcade

FIGURE 2-9



The Arcade Historical Society was founded in 1957 in honor of the 150th anniversary of the settlement of the town. Originally called the Arcade Sesquicentennial and Historical Society, the name was changed in the 1970s to honor the organization's mission of collecting and preserving records and artifacts that capture the history of the Town of Arcade and the surrounding area. The Society's collection includes a house museum with period pieces and special loan exhibits, as well as a research library with newspapers, photographs, and documents.

6.11. Waterfront Resources and Public Access

The two waterbodies of Cattaraugus Creek and Clear Creek run right through the heart of the Village of Arcade. Historically, these creeks provided needed hydraulic power for the Village's early industries, and now they are essential waterbodies for the Headwaters Cattaraugus Creek watershed. In addition, there are three public fishing access points in the Village. (See the map below for public fishing access points)

6.12. Fiscal Resources

Both the Village and Town maintain a sound fiscal capacity. The New York State Office of the State Comptroller measures the fiscal stress of local governments via its Fiscal Stress Monitoring System. The Village and Town are both in a category indicating no fiscal stress concerns from the Comptroller's Office. The Village scored perfectly (0.0) in the assessment, and the Town had a very strong score (3.3) in the most recent measurement year.

For the Village, the Comptroller's Office noted strong fund balances, regular operating surpluses, manageable debt expenditures, and reasonable personnel costs. In the Town, the only departure from those scores was a modest operating deficit in FY 2019.

The Town's fiscal resources include a combination of revenues from the General Fund and Highway Fund and Special Districts including the Fire District and Refuse/Garbage District. The Town's budget allocations for 2023-2024 include:

General Fund (Town-wide & Outside) - \$429,842.46
Highway Fund (Town-wide & Outside) - \$1,180,934.91
Fire District - \$138,296.00
Refuse/Garbage District - \$175,789.56

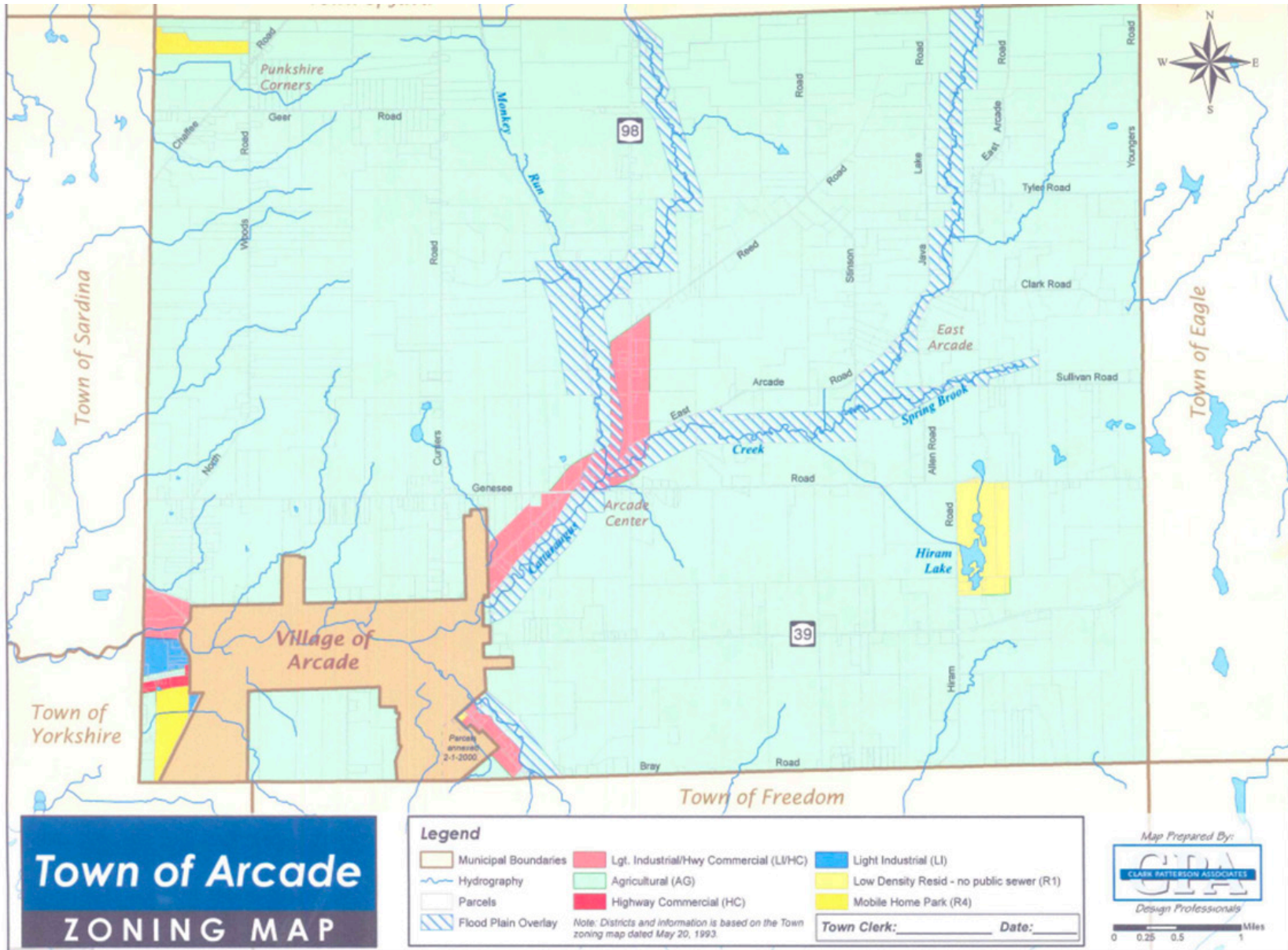
The Village's fiscal resources include a combination of revenues from the Electric, Water, and Sewer Departments generated from their respective infrastructure districts and the General Fund supported by the Village's property taxes. The Village's Departmental and General Fund allocations for 2023-2024 include:

Electric Department - \$9,931,670
Water Department - \$739,395
Sewer Department - \$932,800
General Fund - \$2,969,165

In addition to the revenues created from the Village's Electric, Water, and Sewer Districts and property taxes, the Village has been very successful in winning grant funding over the past decade for planning and infrastructure projects. The most recent grant won by the Village was the NY Main Street Grant in 2023, which intends to help revitalize residential and commercial properties in downtown Arcade. In 2022, the Village won a grant from Empire State Development to create the Strategic Plan for Business Development. This plan created development plans for five parcels throughout downtown Arcade. In 2022, the Village also received funding from the Genesee Transportation Council (GTC) to conduct a multi-use trail feasibility study to improve pedestrian and bicycle access within the Village and the surrounding region. In 2021, the Village was one of 25 small towns to receive funding as part of the T-Mobile Hometown Grant Program intended to help revitalization in small communities across the U.S. In 2019, the Village received a TAP grant to complete sidewalk construction to improve the movability of the downtown. Additionally, the Village has also received grant funding from NYS for multiple Wastewater Treatment Plant upgrades between 2012-2017.

7.0 APPENDIX

7.1 TOWN OF ARCADE ZONING MAP



7.2 VILLAGE OF ARCADE ZONING MAP

