

Old Town Community Association

90-DAY RESET PLAN

Old Town businesses, residents, nonprofit organizations and cultural institutions have outlined the following steps and measurable goals to repair, rebuild and reopen the Old Town corridor.

Vision: A safe, clean and accessible neighborhood.

Safety Vision: All residents, workers and visitors can live, work and play without fear for their personal safety.

Safety Goals (90-day):

- Person-on-person crime stats down by 40%.
- Property crime stats down 50%.
- Society crime stats down by 50%.
- PBOT to reinforce red lampposts to sustain the weight of string lights.
- Increase lumens on all existing lamp posts by 100%.
- Portland Police Officers know the name of at least one person at each business or residence. Business owners and nonprofits know the name and number of at least one PPB officer in Old Town.
 - · OTCA can organize Zoom meet and greet.
- Funding for additional lighting in Old Town, including creative solutions such as string lights.
- Downtown Portland Clean & Safe Old Town holiday liahting budget.
- Mental health response teams will be implemented with Blanchet House.

Safety Goals (4-12 months):

- Calls to 911 are answered within 15 seconds.
- Police response within 7 minutes to all emergency calls.
- Portland Police Bureau and Private Security
 Partners work collaboratively to improve Old Town
 public safety response.
- PBOT to reinforce all lamp posts to sustain the weight of string lights as a decorative form of increased lighting.



Cleanliness Vision: Our streets and infrastructure are pristine and our buildings are vibrant with public art and storefront activation.

Cleanliness Goals (90-day):

- Downtown Portland Clean & Safe cleaners to provide 3 dedicated cleaners and one truck to Old Town district.
- Trash pick-up increased to daily pick-up for all public trash bins.
- BPS to work with Clean & Safe to identify and repair/replace all City trash receptacles.

- PBOT to repair all damaged red lamp posts.
- PBOT to repair all damaged or tipped bollards on festival streets.
- Untagged and/or abandoned vehicles are removed from public parking areas, and/or areas where vehicles are not legally permitted to park within 24 hours.

Cleanliness Goals (4-12 months):

- All public art is intentional and approved by property owner, and unapproved public art is removed within 3 business days.
- PBOT to monitor and remove graffiti on all City owned/PBOT infrastructure, including parking meters, street signage and directional lighting infrastructure.
- Sidewalks and streets are clear of debris* and waste, and any debris and waste is cleaned within 30 minutes.
- Buildings are kept in good repair, with fresh paint, repairs and active storefronts, and buildings in disrepair receive notification per city code.
- All City owned infrastructure is proactively maintained, including lampposts, street signs and streets.
- PBOT to provide regular and ongoing sweeping/cleaning and leaf removal on streets and sidewalks.
- PBOT to replace all missing dry-set bricks in sidewalks.

Accessibility Vision: Our sidewalks are accessible for all people to freely navigate, and our neighborhood is easily navigated and accessible using public streets.

Accessibility Goals (90-day):

- Unauthorized tent count down by 33%.
- All sidewalks have 60 inches of walkway clearance for ADA accessibility.
- Remove planter at NW 1st and Davis to regain easy visitor access to the Smart Park Garage.
- Left turn from eastbound Burnside onto NW 4th Avenue remains in place.

Accessibility Goals (4-12 months):

- No obstructions on sidewalks.
- All sidewalks are ADA accessible with 60 inches of access for the walkway and exiting vehicles from parking spaces.
- All curb cuts are properly sloped at intersections.
- Wayfinding signs indicate routes to public parking structures.
- Wayfinding signs indicate how to enter Old Town.
- All PBOT changes to access or streets in Old Town will require a presentation and support by the OTCA before implementation.

^{*}Debris: To include garbage, abandoned shopping carts, pallets, etc.