



DIABLO/DOUBLE BUTTE

JUNE 2025

DIABLO / DOUBLE BUTTE

Character Area 2

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City of Tempe





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A. INTRODUCTION

The vision for Tempe’s Character Areas was originally laid out in the 2014 voter-ratified Tempe General Plan 2040, and readopted in Tempe Tomorrow – General Plan 2050. These plans detail the creation and upkeep of Character Area Plans to define, maintain and enhance the existing distinguishing features and aspects of each area in Tempe.

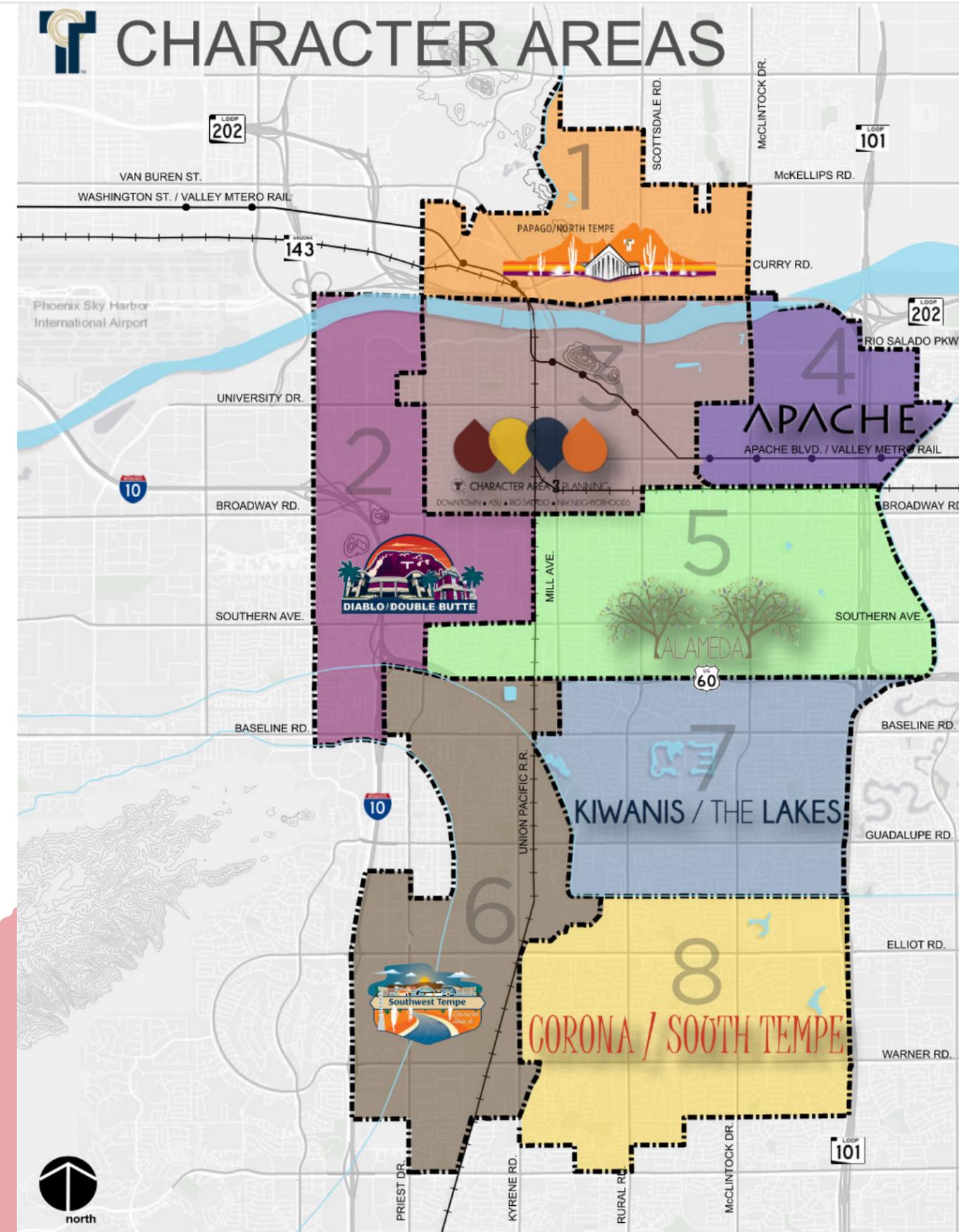
“Character areas recognize groups of neighborhoods and geographic areas that contain common design, land use and commercial characteristics distinct from nearby areas. Similarities in age of housing, styles of architecture, patterns of development, materials, land use or street patterns, lot size, landscaping, landmarks, and physical forms create some of the recognizable differences between areas.(T)he adopted character area plans provide design and planning principles related to several elements such as walkability, aesthetics, landscape, shade, design, construction materials and mobility that are tailored to the areas.”

– Tempe Tomorrow – General Plan 2050

The City of Tempe has been divided into eight of these Character Areas, as shown on the following page. As of the creation of this Plan, Character Area Plans for areas 1, 3, 4, 5, 6, 7, and 8 have already been adopted by the Tempe City Council; Diablo/Double Butte is the final plan to be created.

Character Area Plans in Tempe are advisory documents, providing policy and guidance on planning and design for each area. These plans are designed in consultation with residents, employers, and other stakeholders to reflect the aspirations and desires of the community, and promote sustainable and complementary development of the area. Each plan contains a description and catalog of traits and institutions in the area, its history in brief, and provides design and planning goals and principles so that new development can continue the characteristics of the region and incorporate aspects of development that community members desire to see emphasized. These plans are non-regulatory and are used as guidelines and to provide recommendations.

Character Area 2, named Diablo/Double Butte, contains about 4.8 square miles, which constitutes approximately 12% of Tempe’s total land area. This area is located in the northwestern portion of Tempe, generally bounded by State Route 143 and 48th Street along the west, south along the South Branch of the Highline Canal to Interstate 10 then north to US-60, east along Priest Drive and including the block between Broadway Road and Southern Avenue to the Union Pacific Railroad, and north along the Salt River bed.



B. PURPOSE OF THE PLAN

The Diablo / Double Butte Character Area Plan is a design-related policy plan for, and by, the community that evolved from numerous consultations with residents, property owners, businesses, non-profits, and other demographic groups with vested interest in the area. Staff worked with these groups for months to gather input and develop the vision, purpose, priority elements, and community preferences that led to the creation of the contents of this plan. The major components of this plan include planning goals and design principles for the area which reflect the desires, aspirations and input we received. Staff reviewed the public input, observed existing conditions in the area, and referred to the previously completed Character Area plans in Tempe, and other relevant Tempe plans to identify the topics for the plan and to develop design principles.

This plan will help provide guidance for new development or redevelopment proposals in the area to make them consistent and compatible with the existing character of the natural and built environment in the area. The Plan helps to advance good and contextual

planning and design, including in the public realm, by providing planning and design principles, and best-practice examples relevant to the Character Area. The plan also advances and supports the goals and objectives included in Tempe’s Council Priorities, General Plan, 20-minute city principles, community aspirations, and other planning-related goals adopted by the City.

This plan is intended to be used as a guiding document by staff while reviewing site plans and designs of proposed new development and redevelopment applications in the plan area. It is also envisioned as an advisory document for developers, architects, planners, and property owners in the area who wish to propose new development or redevelopment applications to the City. The plan will also provide direction in planning and design-related matters for the City’s planning and investment decisions related to sustainability, infrastructure, landscaping, transportation, and housing in the area.



C. AREA TRAITS AND POINTS OF INTEREST

The Diablo / Double Butte Character Area contains a breadth of land uses, natural geologic landforms, architectural character, and regional infrastructure. At a flyover, some of the most prominent features and patterns one would notice are the large industrial centers of Tempe, the Broadway Curve of Interstate 10 bisecting the area, and neighborhood commercial centers and multi-family communities flanking the arterial roads nestling behind them single-family residential areas. At the center of Character Area 2 lies the two features which give the area its name: Diablo / Double Butte. On either side of Interstate 10 are two small buttes, known as Bell Butte on the east and Double Buttes to the west. Situated on the southern side of the Double Buttes is the Tempe Diablo Stadium, home to the Los Angeles Angels baseball team during the Cactus League Spring Training season. For this reason, Tempe Diablo Stadium is a draw for people across

the country. In the off-season, the stadium hosts numerous events such as concerts, light shows and fireworks.

In the north, Diablo / Double Butte derives much of its land use pattern from its proximity to Phoenix Sky Harbor International Airport. Here, industrial parks containing distribution centers, offices, and manufacturing comprise the majority of the landscape. Several large and notable corporations call this part of Tempe home for their west coast or national operations, including Dutch Brothers Coffee, DriveTime and the Maricopa County Community College District. Other notable locations include the East Valley Bus Operations and Maintenance (EVBOM) center and the Tempe Municipal Operations Center (TMOC), where city and other regional infrastructure maintenance and operational functions take place. To the far north is the bed of the Salt River. Downstream from where it is dammed to form the Tempe Town Lake, this area is a riparian habitat home to many native wildlife species.



Moving south and staying east of Interstate 10, much of this industrial and office development continues. Immediately adjacent to I-10 is the Fountainhead Corporate Park, which is a mixed-use development containing office, commercial and multi-family residential across its approximately half square mile extent. This area’s extensive landscaping and mid-rise office development serves as a known landmark in the area due to its prominent visibility from this well-trafficked portion of Interstate 10. Opposite Priest Drive from Fountainhead is the Tempe Maker District. Designated as an Innovation Hub, this primarily industrial area of Tempe has been the focus of revitalization since 2020. With the adoption of its own Design and Placemaking

Principles in 2021, this area’s identity as a hub for small businesses and adaptive reuse of older, obsolete industrial buildings is already being implemented with the introduction of new users such as the Tempe Bouldering Project, an indoor rock-climbing facility. The Tempe Maker District also aims to retain its Tempe based business institutions which have become staples in their own right, such as the United Dairymen of Arizona, while also encouraging the addition of housing where appropriate. New multi-family housing has already joined this Innovation Hub on the south side of Broadway Road.

At the intersection of Priest Drive and Southern Avenue is the Historic Petersen House, a farmhouse built in 1892. The home is located at Petersen Park, a portion of the former homestead and farm which surround the property and now serves as a recreational area for the Petersen Park Neighborhood immediately to the northwest. Across Southern Avenue, a commercial center and with townhomes and apartments behind create the Character Area’s boundaries as they follow I-10 and the US 60.

West across Interstate 10 lays the aforementioned Tempe Diablo Stadium as well as the Marriott Phoenix Resort – Tempe at the Buttes, settled integrally among the rocky outcrops of the Double Buttes. The resort offers spectacular views of Tempe and the surrounding Valley, with restaurants and conference space that visitors to Tempe can enjoy. Surrounding Double Butte and extending on the east side of I-10 is the Historic Double Butte Cemetery, which dates back to 1888.

South of Tempe Diablo Stadium and the adjacent freeway industrial parks are the residential areas of southern Character Area 2. Consisting of the manufactured home communities of Contempo and The Meadows, and the single-family homes, townhomes and condos of the neighborhoods adjacent to Svob Park. This area represents the more densely populated portion of Diablo / Double Butte and a hub for retail and restaurants along the Baseline Road corridor.



D. BRIEF HISTORY

The Diablo / Double Butte character area is deeply connected to key moments in Tempe’s past, from Ancestral O’Odham (Hohokam) to early Euro-American habitations to post-World War II housing and development. Like other parts of Tempe, Character Area 2 contains a rich past dating back to prehistory. Portions of the area encompassing the character area have been tied to Ancestral O’Odham culture since time immemorial. Archaeological surveys over the years have demonstrated that prehistoric archaeological sites are scattered throughout portions of the character area.

Bell Butte and Double, or Twin, Butte, both with a maximum elevation of nearly 1,400 feet, are part of this rich archaeological legacy. Double Butte lies directly south of Broadway Road and west of the Maricopa Freeway (Interstate 10). The natural feature has been subject to archaeological investigations over the years, including in the 1920s, when archaeologist Frank Midvale recorded an artifact scatter amid small caves atop the butte.

Northeast of Double Butte across the Maricopa Freeway lies Bell Butte. This topographical gem has been examined repeatedly by archaeologists since the late 1800s. Their

investigations have uncovered several sites and cultural features, from prehistoric and historic artifact scatters to perhaps an intact portion of the San Francisco/Tempe Canal. A cave site is the most significant cultural resource identified at Bell Butte. A 2022 study by the firm Logan Simpson, as documented in the City of Tempe’s General Historic Properties Treatment Plan, “recorded a total of 14 features and six artifact observations within the recommended [consolidated] site boundary. These include both historical and prehistoric artifacts. The 14 features include a ceremonial cave, 11 petroglyph panels or locales, and two clusters of bedrock mortars. . . . Most of the rock art recorded at Bell Butte is characteristic of the Gila Style, which is associated with the Hohokam cultural tradition.” More specifically, the butte has been identified as an Akimel O’Odham Traditional Cultural Place (TCP) that is eligible for listing in the National Register of Historic Places “based on its traditional indigenous name (Nanakmel Kii), its association with O’Odham traditional religious practices, and the presence of bedrock mortars (vavch’ed chepa) and petroglyphs (hohodi o’ohodag).”

At the southern end of Character Area 2 lies the archaeological site known as the Midvale

Terrace Gardens, dating to 500–1400 AD. In 1966, Frank Midvale created a map that documented, in part, the suspected location of the gardens. Mostly square-shaped, the Terrace Gardens, according to Midvale, measure about 0.66 miles east-west and north-south. Little is known about this relatively large locale, and it may be confused with the smaller AZ:U:9:9(ASM) archaeological site, situated 0.2 miles southwest of Midvale's plotting of the Terrace Gardens. A 1964 survey card for AZ:U:9:9(ASM) identifies "evidence of prehistoric farming, . . . consisting of small squarish cleared plots border by heaps of rock" at this "little disturbed site."

While at least one study differentiates between the two sites, a 2002 report classifies the Midvale Terrace Gardens and AZ U:9:9 (ASM) as the same site, positing that Midvale Terrace Gardens/AZ U:9:9 (ASM) is smaller than previous investigations supposed. While much murkiness surrounds this site (or sites), an archaeologist explained in 1993 with some confidence that "while Midvale's 1966 map depicts terrace gardens occurring over a relatively large area, the terrace garden areas that are known in detail occur within a much smaller area."

Another significant prehistoric place within Character Area 2 is the Ancestral O'Odham habitation site known as La Ciudad de los Hornos, located north of Baseline Road and south of US 60, west of Priest Road, and east of US-10. While most of this site lies within Character Area 6 (Southwest Tempe), the western boundary extends into the portion of Character Area 2 near US-60 and Priest Drive. In total, Los Hornos covers around 450 acres. The site was inhabited between approximately 450 and 1450 AD. Its name, translated as "City of Ovens," derives from the numerous communal ovens found there by famed anthropologist Frank Cushing in 1886 during the Hemenway Southwestern Archaeological Expedition. Cushing located surface features and conducted test trenching at Los Hornos. Decades later, in 1928, Frank Midvale

documented a platform mound on the site. Around the same time, Omar Turney recorded his observations there and identified Los Hornos as part of a prehistoric canal system ("Canal System 1"). Emil Haury published Cushing's data in Haury's 1934 dissertation, later revised into the book *Excavations at Los Muertos and Neighboring Villages* (1945). Since the 1990s, archaeological investigations have greatly expanded our knowledge of Los Hornos, with researchers identifying more than 2,200 new features.

After Euro-Americans began settling the original Hayden's Ferry (Tempe) townsite after the US Civil War, they recognized the need to establish a community cemetery. Named after the butte at whose western base it sits, Double Butte Cemetery dates to 1888. It serves as the final resting place for some of Tempe's most significant early residents, including Charles Trumbell Hayden, Carl T. Hayden, and Benjamin B. (B. B.) Moeur. A scrapbook created by the Tempe Old Settlers Association in the 1940s identified 91 early Tempe pioneers, 82 of which it named, as interred at Double Butte. Although the earliest verified burials occurred in 1888, it was not until 1897 that Double Butte Cemetery was officially established by the Tempe Cemetery Company. The corporation formed to administer the property, which was purchased from Mary Cosner. The "Pioneer Section" of the cemetery was among the first to be developed, with burial plots located adjacent to pre-1897 burials.

The 1920s were not kind to the finances of the Tempe Cemetery Company. Local banking failures had sapped the company's financial resources. The situation affected the cemetery's upkeep, with "many of the graves . . . badly sunken and the trees beginning to die from lack of water and care." The company was left with no choice but to fundraise. After securing \$1,500 in donations for upkeep, the Tempe Cemetery Company also purchased an additional 5 acres of land from Niels Petersen, a Tempe-based rancher and one of the



richest people in the Salt River Valley. Before the 1930s, the Tempe Cemetery Company regained financial solvency, allowing it to weather the tumultuous Great Depression. Meanwhile, the cemetery continued to expand, with the company commissioning the sale of additional burial plots. Sections F and G were filled between 1927 and 1936; Sections 1-7 reached capacity between 1926 and 1939; and Sections 8-12 were sold out by 1958. Double Butte Cemetery's growth ultimately overwhelmed the capabilities of the Tempe Cemetery Company, which was composed entirely of volunteers. At a 1958 meeting, the company's board of directors elected to "convey to the City of Tempe all of [the company's] right, title and interest in and to the property . . . on the condition that the City of Tempe assume its obligations to operate the same as a cemetery." Except for a brief period of private ownership from 1998-2000, Double Butte Cemetery remains under the stewardship of the City. It is listed in both the National Register of Historic Places and the Tempe Historic Property Register.

The other highly significant historic property in Character Area 2 is also owned and operated by the City of Tempe: the Niels Petersen

House. A native of Denmark, Petersen (1845-1892) served in the US Merchant Marine for several years before settling in the Salt River Valley in 1871. Three years later, he filed a homestead claim at the present-day intersection of Southern Avenue and Priest Road in Tempe. At the time, this location was far from the original Hayden's Ferry townsite, centered in today's downtown, along Mill Avenue. Petersen had built two adobe structures on his farm by the early 1880s, but it was not until 1892 that he constructed the Queen Anne Victorian brick house that still stands on the property. Petersen became affluent from ranching, which was also true of another prominent resident who migrated to Tempe in 1871, James T. Priest. (The namesake of Priest Drive, his ranch lay just south of the Salt River, west of Hayden's Ferry, also in Character Area 2). Besides ranching, Petersen was president of the Farmers and Merchants Bank, co-founded the Methodist Episcopal Church, and served as a representative at the 18th Territorial Legislature. Petersen's considerable resources enabled him to commission a grand design for his 1892 home by one of Arizona's foremost architects: James Creighton. Creighton's other prominent designs include the Pinal County

Courthouse; the original, no longer extant 1886-era Old Main building at the Territorial Normal School (now Arizona State University); and the Tempe Hardware Building on Mill Avenue.

The Petersen House features a steep multi-gabled roof, decorative shingles, balconies, dormers, and chimneys. The asymmetrical home has a one-story kitchen wing on the west, and a bungalow-style porch on the south and east, which replaced a wooden Victorian porch in 1930. The two-story frame addition on the north was also added in the same year. The interior of the house includes thirteen rooms. The foyer, study, parlor, dining room, bedroom, bathroom, enclosed breezeway, and kitchen are downstairs, while three bedrooms, a bathroom, and a sitting room occupy the second floor. The home has retained much of its historic integrity, which is aided by the presence of original features like three stained-glass windows, brass door hardware, windows, doors, molding, balustrade posts, and even sections of wallpaper.

After Niels Petersen died in 1923, the home passed to his wife, Susanna. She died in 1927, after which the home was inherited by her nephew, Rev. Edwin Decker, and his wife, Una Belle Decker. After Rev. Decker died in 1948, Una Belle leased the home to the Harter family. When Mrs. Decker died in 1968, the Odd Fellows fraternal order became owners/custodians. They donated the house to the City in 1979. The Tempe History Museum manages the home as a museum and periodically opens it for public tours and events. For example, to honor of Petersen's Danish ancestry, the museum leads Danish Christmas tours on December weekends.

The ranching and residential history of Character Area 2 has not been limited to white ranchers like Petersen. Between 1870 and 1900, Hispanics comprised around half of the town's population. In and around Tempe, several barrios (meaning "quarter" or "neighborhood" in Spanish) emerged as



centers of Mexican and Mexican American life. One of these barrios, Ranchitos del West Tempe, lay within the confines of Character Area 2. Ranchitos del West Tempe was bounded by today's Priest Drive to the west and extended above and below University Drive. This farming community sprung up after the completion of the San Francisco Canal in 1871. The Gomez family, whose ranch was essentially the epicenter of Ranchitos del West Tempe, maintained their property until the post-World War II era.

To the west and southwest, the historically Black community Okemah emerged; it was partially located within the boundaries of Character Area 2. Residents considered the neighborhood's boundaries as University Drive to the north, Broadway Road to the south, 24th Street to the west, and 48th Street to the east, placing Okemah on the western edge of Tempe. While Okemah is part of Phoenix today, before the post-World War II era, it was the closest Black community to Tempe, and its residents were among those who integrated Tempe schools in the 1950s and 1960s. Furthermore, Okemah was politically tied to west Tempe, and both areas were part of Voting District No. 5 beginning in the 1950s.

In the late 1800s, the Okemah area was settled by Mexican migrants after the completion of the San Francisco canal. By the turn of the century, Dwight B. Heard and Adolphus Bartlett had established their sizable ranching outfit: Bartlett-Heard Land and Cattle Company. Heard enlisted the Colored American Realty Company to attract Black farmworkers from other states, including Texas and Oklahoma, to farm and raise livestock. In the 1920s, the farming camp of Okemah (named after a Kickapoo chief in Oklahoma) transitioned into a thriving subdivision. Residents began buying lots from the Marshall Mortgage Company and building houses. Despite this development, Okemah kept its agrarian roots. As one resident recalled, "The area was very rural. They had chickens, cows, hogs, rabbits, and horses. It wasn't a violation of anything because it was out in the county. [There were] dirt roads. The mail was a rural route. . . . Open sewers ran through the community. No city water, no sewer, no city collections. . . . [There were] cotton fields."

The community had achieved such prominence by the late 1940s that Phoenix's Black newspaper, the Arizona Sun, dubbed Okemah, with some exaggeration, "the Harlem of Arizona" and predicted its population would reach 20,000 residents in five years. That did not happen, but the community did draw many African Americans displaced by the City of Phoenix, a trend that would accelerate due to "urban renewal" projects in the 1950s and 1960s that disproportionately hurt Black communities. By the time of the Arizona Sun's erroneous prediction, Okemah enjoyed access to water, electricity, gas, and phone service. Residents continued to farm or work in construction; some owned small businesses.

The City of Phoenix annexed Okemah in the early 1960s and moved to acquire its residents' homes through eminent domain. The industrialization of the area resulted in the further decline of Okemah, as more residents moved away. Opening in 1971, I-10's Broadway Curve sliced the community in half.

At about the same time, the City of Phoenix built a landfill on the site of Okemah's park. Additional highway construction and industrial development further battered Okemah in the succeeding decades. By 2000, the last families had had enough and left the neighborhood.

As Character Area 2 developed in the late nineteenth century, railroads and canals began springing up to meet local transportation and water needs, respectively. The San Francisco Canal, was established in 1871, making it one of the oldest irrigation ditches in the Salt River Valley. The canal's head was originally positioned south of the Salt River, approximately one mile from Tempe's borders at the time. Along its three-and-a-quarter mile path, the canal flowed south, before splitting into northern and southern branches. The northern branch traveled west along the Salt River, while the southern branch flowed southwest. The Salt River supplied the canal with some water, but its main feeder was the larger Tempe Canal to the east. The canal was privately owned, a rarity on the south side of the Salt River. It played an indispensable role in farming and ranching operations in the area. After 1901, the canal helped satisfy the water needs of the Bartlett-Heard Land and Cattle Company's 7,000 acres. In succeeding years, the old irrigation ditch has continued to serve the Tempe community. A 1987 Historic American Engineering Record analysis prepared for the National Park Services noted, "The San Francisco Canal has continued to serve portions of Tempe on an 'as need' basis. The majority of the canal is now piped and underground, but sections of the unlined ditch can still be seen carrying the same life-giving water to new Valley residents."

Another significant canal in Tempe, the North Highline Branch Canal, runs across the southern portion of the character area. Built in 1912, the present-day alignment of the canal runs from the base of South Mountain near Laveen Road in Phoenix to the southeast section of South Mountain below Chandler Boulevard. The Highline Canal is controlled

by the US Bureau of Reclamation and administered by SRP. It is just one of the many SRP canals stretching across the Phoenix Basin that was originally designed to provide irrigable water. This precious resource enabled farmland to bloom in the desert environment. Because of its historical importance, the North Highline Branch Canal has been determined eligible for listing in the National Register of Historic Places.

Another essential component of local infrastructure emerged in the late 1880s at the far eastern edge of Character Area 2: the original alignment of the Maricopa & Phoenix Railroad. This rail line was constructed in 1886-1887, largely thanks to Mexican migrant labor. The railroad connected the town of Phoenix to the Southern Pacific Railroad, located approximately 28 miles south at Maricopa, and helped to fuel Tempe's growth, putting the town on track to become one of the most important cattle shipping points in

Arizona. The M&P was absorbed by the newly built Phoenix, Tempe & Mesa Railway in 1895. The controlling company soon changed its name to the Maricopa & Phoenix & Salt River Valley Railroad. In 1907, the company was sold, and several months later, another Maricopa & Phoenix Railroad, this one affiliated with the Southern Pacific Railroad, was christened. By 1910, the railroad came under the umbrella of the Arizona & Eastern Railroad, another Southern Pacific Railroad subsidiary. The M&P Railroad was likely abandoned by the early 1940s.

Character Area 2, like much of the Tempe before World War II, was known for its agricultural output. Private farming was the norm, but Tempe was also home to a unique agricultural concept devised by the University of Arizona (UA) Agricultural Experiment Station in 1891: the experiment farm. In 1903, UA established a date farm south of Tempe along Baseline Road, expanding it in 1922 with the purchase of additional land. In 1940,

the Tempe farm set aside some of its land for breeding vegetables, including cantaloupe and lettuce, while also producing vegetable seeds. By the end of the decade, the Tempe farm would be known as the Salt River Vegetable Research Farm. During World War II, local citrus growers sought to encourage new methods for producing their product, which had proved difficult to grow in the desert. In 1943, some of these citrus farmers donated 40 acres of land along Baseline Road, a couple of miles west of the Salt River Vegetable Research Farm, to UA. Tests to determine best practices for using water and fertilizers and controlling weeds were conducted. While neither Tempe research farm exists today, UA continues to operate the Arizona Experiment Station in Tucson and satellite locations throughout the state.

As Tempe-area ranches gave way to commercial strips and suburban-style housing by the middle of the twentieth century, its cattle feedlots, two of which lay along 48th Street (Hughes and Ganz Cattle Company and Smith and Kelly Cattle Company) as well as another along 56th Street (Del Rio Cattle Company), continued to serve the cattle industry. A fourth feedlot, operated by the McElhaney Cattle Company, was located farther east. By the early 1960s, these feedlots collectively served some 60,000 cattle per year. While commercially lucrative, suburban feedlots like these were unpleasant to live around. Nearby residents complained about dust and noxious odors. The smells from Tempe's feedlots became so bad in the city (and as far away as south Scottsdale) that the Tempe gained the regrettable nickname "Stinkville, U.S.A." In a 1965 editorial, the Arizona Republic concluded that the feedlots were out of step with—and inhibiting—the area's modernization. "The greater Phoenix area," the newspaper opined, "is much too metropolitan to permit growth or even the indefinite continuance of such a nuisance as the stench from the feeding lots." Eleven families sued the McElhaney Cattle Company in 1963, forcing it to relocate to Yuma. That same year, the three feedlots in

Character Area 2 were slapped with class-action lawsuits. By 1966, all three had left Tempe for more rural parts of Arizona, putting the "Stinkville, U.S.A." sobriquet to rest.

At the western edge of Tempe, the smell of fresh-cut grass at Diablo Stadium has given off a consistently more pleasing scent over the years. The complex is located just southeast of Double Butte, and it has served as a major draw for people from Arizona and other states for nearly 60 years. Built in 1968, the facility's capacity is 9,558. It is the oldest and smallest stadium in the Cactus League. It served as the spring training home for the Seattle Pilots from 1969-1970, the Milwaukee Brewers from 1971-1972, and the Seattle Mariners from 1977-1993. The Los Angeles Angels have played their spring training games at Tempe Diablo Stadium since 1993. Per a 2021 agreement between the Angels and the City of Tempe, the team will continue to spend spring training at the stadium through at least 2035.

Character Area 2, like all of Tempe, which gradually annexed this sizable locale, has changed extensively over the years. Originally a collection of Ancestral O'Odham settlements, it transformed into a ranching and agricultural area that was home to distinct Euro-American, Hispanic, and Black settlements. Today, it is a fully integrated, urbanized, and indispensable part of Tempe.





E. PLAN DEVELOPMENT THROUGH PUBLIC PROCESS

City of Tempe staff from the Community Development Department, Economic Development Department, Neighborhood Services Division, and Communications and Marketing Department kicked off the public process for the creation of the Diablo / Double Butte Character Area Plan on January 28, 2025. On that date, two meetings were held with the community to introduce the concept of the Character Area planning efforts and garner input from residents. One meeting was held online and the other at the Tempe History Museum to offer flexible engagement opportunities. Along with the meetings, the Character Area planning process initiated with an online survey to collect high-level vision from the community through the month of February.

Following the results of the kick-off meetings and survey input, a second round of public engagement was hosted in March 2025. This phase included an activity known as “Dot-ocracy.” Dot-ocracy has been utilized by

the City of Tempe in neighborhood planning processes as a way to identify specific issues and priorities that community stakeholders value. The activity involves using a set number of dots to allocate to several priority topics. The Dot-ocracy was hosted in Petersen and Svob parks, as well as an online adapted version throughout the month of March. In total, between the physical Dot-ocracy voting boards and the online survey, 667 individual “dots” were allocated among the sixteen topics.

Also in March, City staff in collaboration with the Tempe Chamber of Commerce hosted a business morning mixer to solicit input from the employment sector in Diablo / Double Butte. This event was hosted at MAC6, a co-working space and also the location of the Tempe Chamber of Commerce’s office, appropriately located at Broadway Road and Priest Drive within the Character Area. The Dot-ocracy boards were brought to this meeting as well for additional contributions to the community feedback.

Throughout the public engagement process, City staff utilized multiple methods of advertisements and announcements to get community members involved. These avenues for exposure included email, paper mailers, water bill inserts, online marketing, and doorhangers.

After consulting with the community on their priorities and aspirations for their neighborhood, City staff brought the results of the engagement to various Boards and Commissions with related focuses to that of the Character Area Planning process. Those Boards and Commissions included:

- Arts and Culture Commission, March 10, 2025
- Transportation Commission, March 11, 2025
- Historic Preservation Commission, March 12, 2025
- Neighborhood Advisory Commission, April 2, 2025
- Development Review Commission, April 8, 2025
- Parks, Recreation, Golf and Double Butte Cemetery Advisory Board, April 9, 2025
- Sustainability and Resilience Commission, April 21, 2025

Opportunities for input remained open throughout the plan development process through online surveys and a dedicated email inbox for Character Area planning and discussions. Up-to-date information on the plan’s status and upcoming outreach events were posted on the City’s website to keep avenues for community collaboration open.

From the feedback, staff received valuable input to help form this plan to ensure that key issues and important topics are addressed. In the multiple engagement instances, some key points and topics heard from the community are listed below. Full public input summaries are available to view in Appendix G.6.

- Provide shade over sidewalks and walkways with vegetation or structural covers, including solar panels.
- Prioritize the health and safety of the community.
- Emphasize mobility options such as walking, cycling and transit systems such as the Orbit.
- Implement policies and regulations to help tackle the effects of climate change and manage extreme heat events.
- Focus on improving the state of infrastructure in the Diablo / Double Butte area.

City staff released the first draft of the Diablo / Double Butte Character Area on May 5, 2025. Following the draft plan release, City staff hosted two public meetings on May 20, 2025 to review the plan with community stakeholders.

Following feedback on the draft plan, City staff revised this plan and released an updated version for adoption hearings in June 2025. The Diablo / Double Butte Character Area Plan was recommended approval by the Development Review Commission on June 24, 2025 and went before Council for adoption on July 1, 2025.



F. PLANNING, DESIGN, AND PLACEMAKING GOALS AND PRINCIPLES

The following goals and principles have been developed by the City of Tempe based on various sources of input and precedent, relying on community involvement, research, and reference to other adopted plans and policy utilized by the City.

The principles and goals serve as recommendatory and advisory points to guide new development and redevelopment, and public improvement and investment into the Diablo / Double Butte area from developers, residents and the City of Tempe. This plan and its guidelines are also to serve homeowners and businesses when conducting their own individual projects and actions.

Overall, these area-specific policies will aim to benefit the relevant topics, issues and unique features of Diablo / Double Butte while also upholding and solidifying Tempe's broader goals of diverse and balanced land use, the 20-minute city, and creating a city where Tempeans and visitors can live, work and play.

F.1 CANAL-ORIENTED DESIGN

The western side of Tempe is crossed by several of the Valley's regional canal systems. These features function both as utility infrastructure and as recreational amenities. Diablo / Double Butte is crossed by two of these canals: the Western Canal between Southern Avenue and Baseline Road, and the South Branch of the Highline Canal south of Baseline Road. Both canals are frequented by pedestrians and bicyclists and serve as crucial connection points for the Tempe regional multi-use trail system as well as access points to trails across the metropolitan area.

The embankment of canals offers a unique opportunity for these trails to function as linear parks, often with elements of landscaping and hardscaping that make them a more attractive option for mobility than sidewalks adjacent to arterial streets. These canal-side amenities should be preserved and enhanced, and future development alongside the canal system should utilize the adjacency to create unique and quality designs that acknowledge and provide access to the canal as an amenity.

The following design principles will help to achieve the above goals.

- a.** Preserve any significant view corridors to and from the canal from contiguous public spaces including from existing streets and open spaces.
- b.** Select landscape plant materials for use in canal bank development from the Arizona Department of Water Resources (ADWR) low-water-use plant list. The plantings here should also conform to the Salt River Project's (SRP) requirements.
- c.** Incorporate the canal banks and trails as integral components into the design of the landscape in the open space and parks that abut canals, in both private and public development.
- d.** Plant appropriate new trees and shrubs along the canal banks to provide shade and visual amenities for pedestrians and cyclists.
- e.** Incorporate design features, such as public art, landscaping, paving, openings, and street furnishing on any bridges over canal and the approaching walkways to improve aesthetics and functionality.
- f.** Design pedestrian and bicycle bridges above canals to enhance the aesthetics of the area and provide a comfortable environment for users. Bridges should function as visual gateways into the areas adjacent to canal banks.
- g.** Provide a comfortable, safe, and pleasant environment for pedestrians and bike riders on multi-use paths along canals while maximizing their view of the natural surroundings, including those in the background, such as South Mountain and the Buttes.
- h.** Preserve and enhance public art and artistic features on and adjacent to the canals, such as the Western and South Branch Highline canals.

- i.** For developments adjacent to the canal, provide controlled access to the canal paths points with appropriate security to encourage employees and residents to utilize the paths.



F.2 CLIMATE CHANGE AND EXTREME HEAT MANAGEMENT

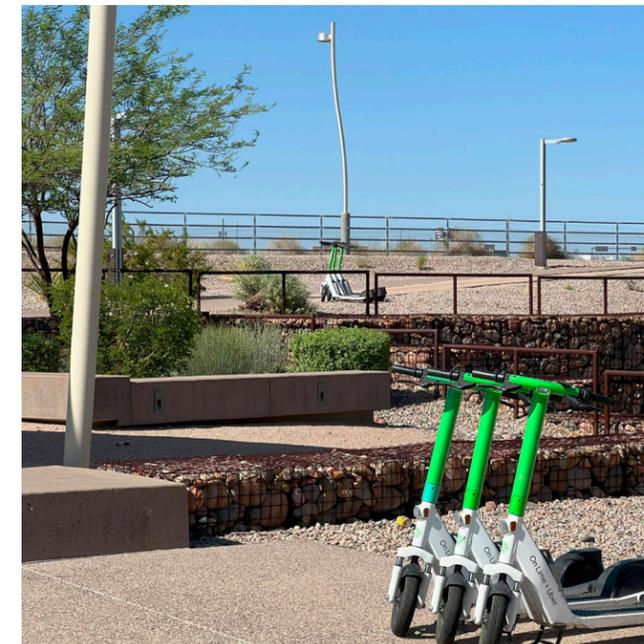
According to the Arizona Department of Health Services, “[b]y 2030, Arizona is projected to experience up to 117 days over 100 degrees Fahrenheit”. To manage extreme heat, this Plan recommends residents, businesses, developers, and the City to work to reduce heat island effects with use of shade, vegetative ground cover, permeable pavements, and use of reflective materials and light color in buildings.

All development proposals and public improvements projects in Diablo / Double Butte should refer to Tempe’s Climate Action Plan (CAP) 2019, and Climate Action Plan Update (2022) to ensure that the design, building materials, site planning and the installed energy and mechanical systems are climate-

friendly, and advance Tempe’s climate-related objectives. The Climate Action Plan and its Update promote energy efficiency, increased use of public transit, and support electrification of vehicles. In addition, Tempe’s Climate Action Plan strongly pursues a drastic reduction in greenhouse gas emissions and initiatives to improve resilience to extreme heat.

The following principles, in addition to those relating to Sustainability in the Maker District Design Guidelines, will help to achieve the City of Tempe’s heat management related goals as stated above.

- a.** Provide shade over sidewalks and walkways with vegetation or structural covers, including solar photovoltaic (PV) panels.
- b.** Encourage the installation of photovoltaic roofs and canopies for parking areas, rooftops, and shade structures.
- c.** Provide shade over exterior windows on the south, west and east walls of buildings with architectural solar controls such as overhangs, fins and balconies to minimize heat absorption by building and reduce its energy demand. The overhangs and fins should be deep enough to shade the majority of the window area on the day of the Summer Solstice.
- d.** Provide shading by vines, trees, and other forms of vegetation on the south, west and east walls exposed to sun, up to the top level of first and second floors.
- e.** Orient the major building axis to optimize solar energy while site planning. The most efficient solar orientation for siting a building is within 15-degree boundaries of the east/west axis. Such building orientation can help reduce building energy demand.
- f.** Incorporate operable windows to provide natural cross-ventilation to passively cool the interior spaces during good weather while bringing in fresh air.



F.3 CONNECTIVITY AND MOBILITY

The City of Tempe’s goal of becoming a 20-minute city includes high standards and objectives related to connectivity and mobility. Derived from research in urban planning and inspiration from pre-automobile city development, residents can access important daily needs and amenities such as parks grocery stores, and restaurants within a 20-minute walk, bike ride, or transit service. Although this is a citywide objective, using a local Character Area to assist in achieving this is important, as providing those local connections and services are ultimately what makes the short, non-car dependent trips possible.

Improvements in Diablo / Double Butte should facilitate the ability to move people freely within the area and to destinations beyond. The existing sidewalks, canals and trails provide the groundwork for this objective, and new connections to the east side of Interstate 10 will bolster pedestrian and cyclist connectivity. Although the area is serviced by the Valley Metro regional bus system, residents have provided feedback to city staff about the desire to see Tempe’s Orbit circulator buses extend to the Diablo / Double Butte area.

The following principles, in addition to those found in the Multi-Modal Transportation and Pedestrians chapter of the Maker District Design Guidelines, will help to achieve those connectivity goals stated above.

- a.** Coordinate local and regional land use and transportation decisions to create a balanced, multi-modal transportation system to reduce reliance on the automobile, reduce vehicle trips, mitigate neighborhood cut-through, and create more options for Tempe’s vision as a “20-minute City”.
- b.** When possible, expand the Tempe circulator routes, frequency, and coverage to help residents easily travel to various destinations.
- c.** Make access to the circulator buses easy with maps, phone numbers, apps and other information for passengers to use. Make information related to routes, schedules and stop locations readily available to encourage ridership with special consideration for seniors.
- d.** Incorporate active transportation and micro-mobility options in targeted service areas for the “first- and last-mile” connections to complete trips made via other modes, including public transit. Seek and provide locations for shared-use mobility options like bicycles, e-bikes, and electric scooters. Secured storage space should also be provided for personal transportation devices, preferably with weather protection.
- e.** Encourage the provision of mobility hubs in both private and public developments. Mobility hubs are nexuses of multiple transportation types and are usually located adjacent to mixed-use developments. Hubs can be created at underutilized parking spaces, parks, public-owned land, and excess street rights-of-way, or integrated into existing transit stops. In some cases, mobility hubs can be created in partnership with private developments.
- f.** Promote pedestrian, bike, and scooter use,

especially on the existing multi-modal corridors along Baseline, Southern, Broadway, Priest and University Drive, and the multi-use paths along the Western and Highline Branch canals.

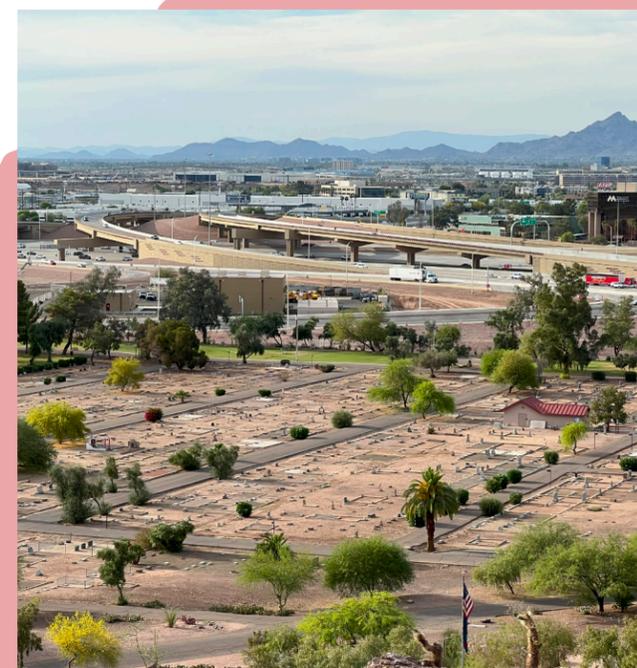
- g.** Connect people to their places of employment, education, recreation, healthcare, worship and similar destinations with a variety of multi-modal options (walk, bike, skateboard, neighborhood circulator, regional bus, light rail, streetcar, automobile) to decrease traffic intensity and enhance area mobility.
- h.** Encourage installation of “HAWK” and other types of signals at busy crossings between major trails, bike lanes and canal paths with vehicular streets so that pedestrians and bicyclists can press a button to stop traffic and safely cross the street.
- i.** Promote and utilize technology, including transit-related apps, to continually improve accessibility, mobility related efficiency, safety and comfort for all.
- j.** Design bus shelters to create micro-climates using shade and passive evaporative cooling.
- k.** Encourage the use of accent paving at pedestrian crossings to provide visual and audible cues for motorists to slow down and become aware of pedestrian traffic as well as special paving to delineate temporary plazas at key street intersections for community gatherings and events. Textures such as pavers or stamped, textured colored concrete can characterize pavement effectively.



F.4 HISTORIC AND NEIGHBORHOOD PRESERVATION

The preservation of historic sites, structures and resources is paramount to creating a sense of place and pride and invaluable serves to inform and develop a community’s identity. The City of Tempe values historic preservation and the protection of these resources. Our goals in preservation can be accomplished through promoting the conservation of significant buildings and places that connect the community to their past.

Beyond those places formally designated as historic, Diablo / Double Butte is home to several well-established neighborhoods and subdivisions which were built during the peak of Tempe’s suburban growth period in the sixties and seventies. In these areas, homeowners and residents take pride in their homes, in their parks and public spaces and in their community at large. This is evidenced by the well-maintained yards and homes in the area as well as its frequented small businesses. Preservation of the character of the area can be achieved by closely reviewing new development for compatibility and cohesiveness to what exists.



The following principles will help to achieve the goals stated above.

- a.** Promote preservation of historic resources, including post-World War II subdivisions, and sacred sites like the Double Butte Cemetery, and archaeological sites.
- b.** Showcase both tangible and intangible local historic and cultural resources and use them as references that inform planning and design of new structures.
- c.** Work to ensure the continued preservation, designation and ongoing maintenance of any existing historic and cultural resources.
- d.** Identify potential Historic Eligible (“HE”) and National Register of Historic Places-eligible historic districts and individual properties and work with the Historic Preservation Commission, City Council, and State Historic Preservation Office to encourage formal listing of these districts and properties in the Tempe Historic Property Register and the National Register.
- e.** Continue to work with local non-profit organizations and other partners to advance preservation objectives in the area.
- f.** Promote design of new buildings on sites adjacent to historic properties that respect the prevailing character of these historic properties, as well as any district or individual property that may be designated historic in future.
- g.** Arrange for periodic surveys of residential and commercial properties to identify eligible properties for historic designation.
- h.** Celebrate neighborhood identity by promoting historic and cultural resources. This serves as the foundation for creating authenticity and creating a specific “sense of place.”

i. Promote the area’s unique parks, historic buildings and other landmarks, including the canals, historic Petersen House, Double Butte Cemetery and Tempe Diablo Stadium.

j. Encourage the addition of public art, hardscape or landscape elements at strategic points in the Character Area and neighborhoods to foster community identity. Art, landscaping, monuments, and architectural features, such as murals, should express a sense of welcome to the community and offer a glimpse into the community’s character and aesthetic aspirations. Potential locations for gateway features include the entry points into the area and City from the west its neighborhoods, and commercially and otherwise significant locations.

k. Encourage grant applications for the City of Tempe’s Maryanne Corder Neighborhood Grants, federal pass-through grants and Tribal Gaming Grants for area projects that focus on neighborhood signage, improvements of landscape, parks, open space, and other enhancements desired by the community.

l. Promote active engagement and participation in Tempe’s Adaptive Reuse Program and Storefront Improvement Program to maintain the neighborhood quality and to preserve existing buildings and building facades along commercial frontages.

m. Support neighborhood-based events aimed at connecting neighbors with one another and fostering a sense of community throughout the area’s neighborhoods, schools, locally owned restaurants and community centers.

n. Promote individual health and social connections by continuing to support group exercise, yoga, tai chi and group fitness classes in the parks and open spaces.



F.5 HOUSING AND AGING-IN-PLACE

Residents of the area and the city at large have stated their preferences to see more affordable housing as a priority and to have an opportunity to stay in the neighborhoods they have built a life in. A broad variety of housing types and price points creates communities that are more diverse and vibrant, and accessible to anyone who may wish to live there.

The area includes established single-family residential subdivisions, a variety of newer and older multi-family developments, mixed-use residential/commercial developments, and aging industrial parks where infill and reuse can create unique housing. All these provide an opportunity for various types of housing at different price points.

Housing availability and affordability are key priorities for the City of Tempe, and a major component of these efforts is to ensure that residents of all ages and abilities are able to find the infrastructure and amenities they desire in Tempe. The concept of aging-in-place refers to the capacity for a neighborhood or city to be able to keep up with the needs of its residents, even as they age and their priorities and desires for amenities shift. This principle allows for residents in multi-generational homes and for longtime residents to continue to be satisfied living in the place they’ve called home for decades. The neighborhoods in

Diablo / Double Butte should strive for and maintain this capacity for aging-in-place.

Tempe will continue to follow the strategies and recommendations provided in the “Affordable Housing Strategy (2019).” The major areas addressed in this document include increasing resources to support housing production, providing incentives for developers, and maintaining affordable housing inventory and producing housing variety. Additionally, the guidance, advice, and resource mobilization as envisioned by the “Hometown for All” program adopted by the Council in 2021 will continue to promote housing affordability in Tempe.

The following principles, in addition to those found in the Mixed-Use chapter of the Maker District Design Guidelines, will help to achieve the goals stated above.

a. Affordable housing nonprofits, the City of Tempe and interested private and public entities should work with the nonprofit Tempe Coalition for Affordable Housing to support the construction and maintenance of affordable housing in Tempe.

b. Encourage the development of a diverse range of housing types, sizes and styles that are compatible with the character-defining context of surrounding neighborhoods, streets and block character.

c. Encourage home ownership opportunities for residents by the various means that may become available for public, non-profit and private entities.

d. Encourage and support the Community Land Trust model as a means to maintain long-term affordability of housing options.

e. Promote active engagement and participation by homeowners in Tempe’s Emergency Home Repair Program run by Human Services Department.

f. Support the addition of independent rentable Accessory Dwelling Units (ADUs) on properties that are eligible to accommodate such structures.

F.6 LANDSCAPE

Tempe is located in the heart of the Sonoran Desert, and home to a breadth of indigenous plants which when planted consciously can provide for a stunning variety in texture, form and function. These plants in conjunction with other desert-adapted species can create diverse and beautiful landscape that solidify



an area’s character as distinct and unique. The open spaces, canals and trails, street frontages and yards in Diablo / Double Butte provides opportunities for low-water use, drought tolerant and shady landscape respites that will benefit community members.

Across the area, Diablo / Double Butte could benefit from more extensive landscaping and vegetation to provide pedestrian comfort by reducing the heat island effect and shading frequented areas, sidewalks, and multi-use paths. These landscapes should be implemented in both public and private development and use both climate appropriate and historically contextual plant materials.

The following principles will assist in achieving the above stated goals.

a. Promote the use of the predominant Sonoran plant types, such as Desert Willow, Acacia, Palo Verde, Cascalote, Mesquite, Creosote, Brittlebush, Yucca, Arizona Ash, Ironwood, Chaste tree, Cordia boisieri (Texas olive), Barrel Cactus, Ocotillo, and Prickly Pear where appropriate.

b. Promote the use of trees to create a cool and comfortable environment for pedestrians and bicyclists, especially in consideration of residents traveling to and from food and groceries, parks, neighborhood shopping areas, schools, and employment centers. Examples for such enhancements can be found in the vicinities of the intersections Baseline Road and 48th Street, Baseline Road and Calle los Cerros, Southern Avenue and 48th Street, along Baseline Road, and near the Priest Drive and Southern Avenue junction.

c. Promote preservation of habitats for smaller animals that make their homes in parks, along canals and similar environments, including pack rats, squirrels, cottontail rabbits, whiptail lizards, gophers, kangaroo rats, and western diamondback rattlesnakes.

d. Preserve landscapes that are unique in Diablo / Double Butte due to their well-established roots, maturity, height, shade canopy and dense vegetative character.

e. Encourage native, drought-tolerant, water-saving and location-adapted plant palette to promote water conservation, biodiversity, shade and sustainability.

f. Use the Historic and Recommended Plant Palette (Appendix G.1) as a resource and reference towards plant selections for public areas, parks and private developments.

g. Encourage the use of a compatible plant palette for landscape treatments on multi-family, commercial and office developments.

h. Promote biodiversity throughout landscapes to help prevent single species die-off, disease, pest infestations and to promote sustainable crop pollination, nutrient cycling, healthy soils and bird and insect diversity.

i. Support multi-colored trees, shrubs and ground covers that flower at different times of the year to foster healthy urban forest, habitat for wildlife year around and to improve the aesthetic quality of the area.

j. When feasible, incorporate edible plants for both humans and wildlife into the landscape.

k. Promote the use of private and public pollinator gardens, that help pollination of flowers, plants, vegetables and edible plants. Pollinator gardens typically should consist of varieties of native plants including wildflowers, perennials and adapted plants that require low maintenance. In this regard, refer to the plant lists prepared by The Xerces Society and Natural Resources Conservation Services (NRCS) for Arizona.

l. Support landscape principles that focus on local, indigenous and diverse plant species that will be adapted to the region’s climate and soil conditions.



m. Encourage non-formal and natural arrangements of landscaping in developments to allow plants to grow more freely as opposed to in overly pruned and structured and regular plant arrangements.

n. Promote a maintenance regime to discourage over-grooming or over-pruning plants.

o. Avoid plants identified by Arizona Native Plant Society as invasive species, and those identified by the Arizona Department of Agriculture as noxious weeds, in public areas and private developments. The University of Arizona, Cooperative Extension also provides a list of invasive non-native plants for Arizona, that should be avoided in Diablo / Double Butte.

F.7 OPEN SPACE

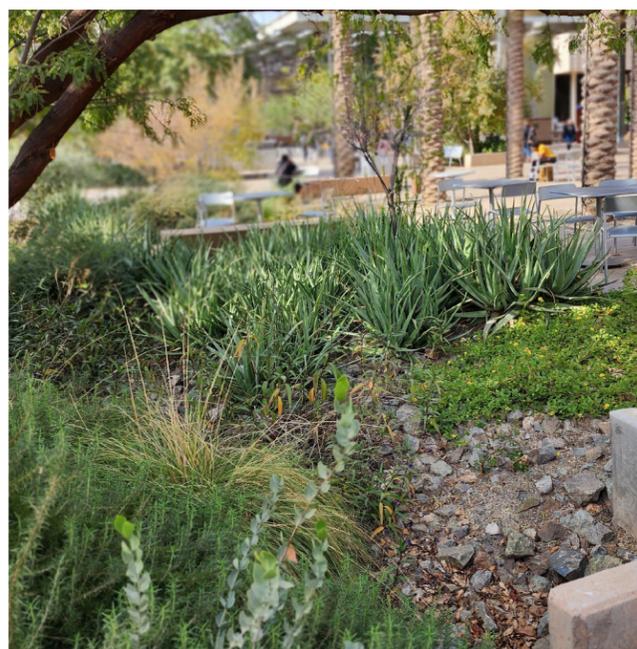
The Diablo / Double Butte Character Area includes prominent public open spaces such as Svob Park, Petersen Park, Tempe Diablo Stadium, as well as connections to the Rio Salado Multi-Use Path along Town Lake and South Branch Highland and Western Canal multi-use paths. The purpose of this section is to provide guidance on the design of publicly accessible outdoor open spaces including but not limited to parks, sport courts, canal-side spaces, and outdoor plazas including those located on private development. This plan aims to address residents’ priorities to provide publicly available open space throughout the area.

The principles listed below, in addition to those found in the Activating Public and Private Spaces chapter of the Maker District Design Guidelines, should be followed to promote high-quality open space.

- a.** Encourage large new developments to allocate a portion of their site for public open space.
- b.** Integrate vegetative landscape into the design of publicly accessible open spaces.
- c.** Encourage pedestrian connections, including sidewalks and canal-side paths to parks, plazas, and other destinations. The interiors of large blocks and developments should accommodate bike paths, landscape and other amenities, including service vehicles (a width of 18 to 20 feet is suggested for paths).
- d.** Promote trees or structural canopies and shade structures to facilitate human comfort in amenity areas such as parks, canal-side paths, and publicly accessible open spaces in private development.
- e.** Provide comfortable seating and/or resting places in publicly accessible open spaces.
- f.** Locate utility and mechanical uses like vents, transformers, and trash as well as vehicle parking away from public spaces, sidewalks, plazas.
- g.** Integrate publicly accessible open space and gathering space in the site design and locate on the ground level that is accessible to a large number of users.
- h.** On larger sites, design open spaces as a single, continuous space, rather than separate multiple spaces.
- i.** Incorporate trees and/or engineered shade to provide shade in publicly accessible outdoor gathering spaces. Shading features may be freestanding or integrated into the design of adjacent buildings.
- j.** Provide direct access from gathering spaces to sidewalks, pedestrian walkways and/or multi-use paths.

k. Improve quality of open space and amenities as Diablo / Double Butte grows, including enhancing outdoor business options and their environments by establishing active public and quasi-public spaces.

l. Encourage quality design in the public/private spaces between buildings to create pocket parks or parklets in appropriate locations.



F.8 PASSIVE NATURAL SYSTEMS / GREEN BUILDING AND INFRASTRUCTURE

Passive natural systems include rainwater harvesting, permeable paving, stormwater redirects to landscape areas, green infrastructure, solar shade, greens roofs, cool roofs, and other systems of harnessing the power and resources of the environment. The Tempe Climate Action Plan (2019) highlights the International Green Construction Code (IGCC) and green infrastructure as the mechanisms to provide passive natural systems. The IGCC encourages structural shade, tree canopy coverage, and the use of cool materials while green infrastructure like bioswales provide the infrastructure to capture stormwater runoff to reduce flooding and heat gain while reducing water use.

Utilizing green infrastructure and construction techniques will help to mitigate impacts of climate change, reduce waste, and create more sustainable and efficient development in the area. These practices will support smart and efficient growth, protect the environment, and create a more natural ambiance in development. Green infrastructure, green construction, water harvesting, and low-impact development techniques also dampen the effect of stormwater on the soils and environment to preserve the natural hydrological cycles and systems of sites. These techniques also lower the life cycle and maintenance costs for developers, the City, and property owners.

The following principles, in addition to those found in the Sustainability chapter of the Maker District Design Guidelines, will help achieve the goal of encouraging passive natural systems.

- a.** Encourage all new development and redevelopment to incorporate green infrastructure elements. These may include bioswales and/or rainwater redirection.
- b.** Encourage providing passive solar elements such as structural shades, overhangs and fins over windows, covered and recessed balconies, vine-covered walls, letting daylight into the interior spaces, and providing natural cross ventilation through strategically placed windows and doors on walls.
- c.** Support and advance the goals of the relevant strategies of the Council-adopted Urban Forestry Master Plan (2017) to increase tree canopy cover, promote shade for walkability and enhance human health, and improve biodiversity and sustainability, and to help reduce urban heat island effect to mitigate extreme heat.
- d.** Implement the elements of the Council-adopted Climate Action Plan (2019) and Climate Action Plan Update (2022) to promote energy efficiency, use of clean energy,

especially through the use of photovoltaic solar panels, building resilience hubs, and community cooling centers.

e. Utilize relevant standards and recommendations for green stormwater management included in the “Greater Phoenix Green Infrastructure Handbook: (2019)” prepared by the City of Scottsdale and Arizona State University Sustainable Cities Network. City of Tempe was a partner in the preparation of this handbook, which includes several techniques and standards to achieve Low Impact Development (LID) through the use of permeable paving, natural drainage system, sediment traps, water harvesting, vegetation, bioswales, bio-retention, and similar passive design systems.

f. When feasible, create rainwater harvesting opportunities through grading manipulation of paved surfaces and overflow drains from surrounding buildings to help achieve a system of bioswales running within linear parks, open spaces, and large-scale developments.

g. Encourage developers to voluntarily utilize relevant portions (e.g. Section 501.3.4 on Stormwater Management) of International Green Construction Code (IgCC) 2018, as adopted by the City of Tempe in 2023.

h. Encourage developers to incorporate in their projects the relevant principles of the latest LEED (Leadership in Energy and Environmental Design) program of U. S Green Building Council (USGBC) that are related to green infrastructure, climate change, and extreme heat management.

i. Encourage the use of green roofs to absorb rainwater, increase building insulation, improve aerial aesthetics, sequester carbon and create habitat and visiting opportunities for wildlife, birds and pollinators. Green roofs, or “vegetated roofs” consist of a waterproofing membrane, growing medium (soil), and vegetation (plants) over a traditional flat roof.

j. Encourage the use of permeable paving to reduce surface run-off and retain rainwater. Permeable pavements are appropriate in low-to moderate-vehicular traffic areas, such as surface parking lots, on sidewalks, and access roads to, and within, individual developments. These include pervious asphalt or concrete, interlocking pavers, and plastic grid pavers, and allow rain to seep through the surface down to underlying layers of soil and gravel.

k. Set up water management goals to provide environmental and community benefits while increasing community resiliency to extreme climate variations.

l. Encourage the use of local materials, suppliers, and craftspeople as much as possible to reduce the carbon footprint usually associated with outsourcing materials and products as well as to create an opportunity to establish relationships with residents and businesses.

m. Promote the use of trees and landscape as a means of reducing air and water pollution (including carbon sequestration).

n. Encourage the use of cool roofing (roofs

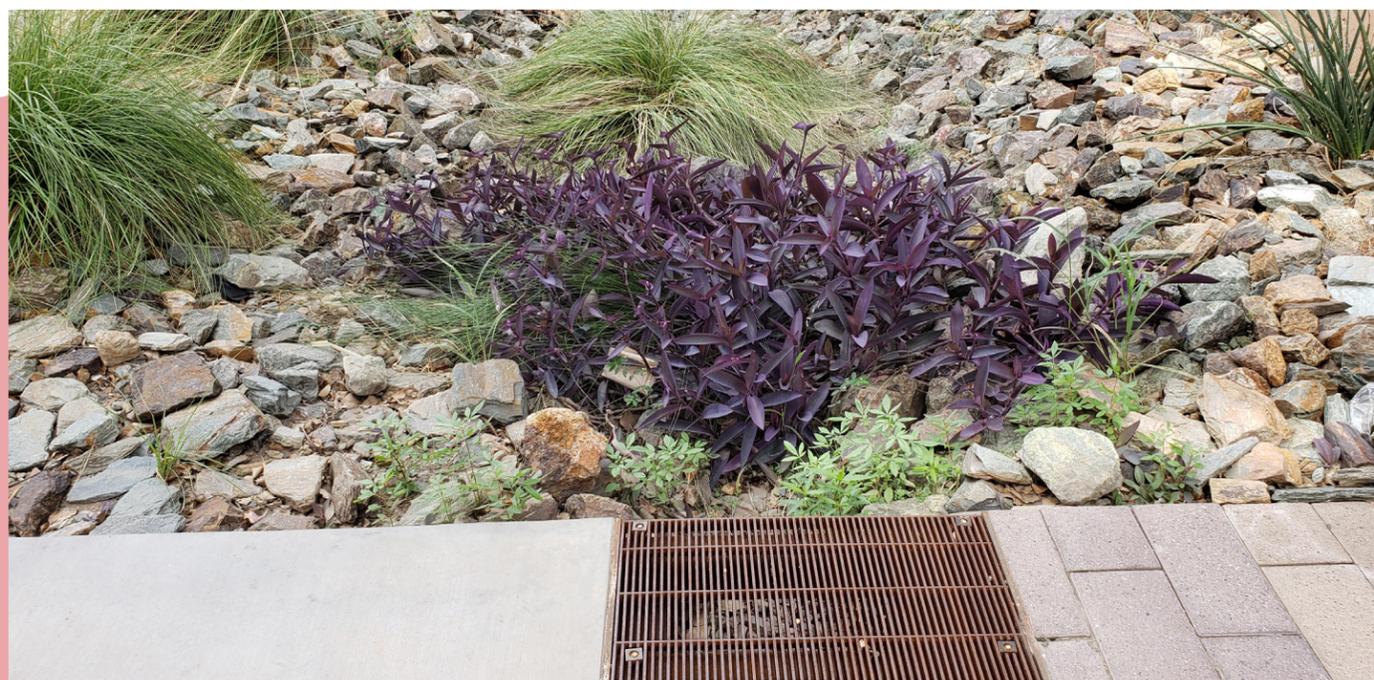
that contain light reflective materials that direct sunlight away from buildings) to minimize solar heat absorption and the use of photovoltaic-ready roofs that facilitate the future installation of solar photovoltaic panels.

o. Encourage at least half of the hardscaped area on site to use permeable paving, structured soil/grass, open grid paving or similar material, which allows for rainwater to permeate the surface and promotes natural drainage and water percolation into the ground.

p. Create solar energy-ready buildings by allocating physical space, adequate structural support, and space for conduits for future installation of on-site renewable energy systems, including solar, wind, and battery systems.

q. Utilize strategies and principles of the latest LEED (Leadership in Energy and Environmental Design) programs that relate to climate change mitigation.

r. Encourage developers to have parking spaces to be electric vehicle (EV) charger-ready (i.e., wiring and conduit provided).



F.9 PUBLIC HEALTH AND SAFETY

A sense of safety and comfort is crucial to the livability of a neighborhood and is often one of the highest priorities of community members. The built environment can have great impact on how secure and safe that an area can feel. Feedback from the Diablo / Double Butte community placed high emphasis on the safety of their Character Area. Conscious designing of streets, paths, parking lots, and buildings can improve the safety and vigilance of those areas.

The events of the 2020 Pandemic brought public health to the forefront of attention and priority in relationship to urban planning and design. Conscious design of healthy and safe spaces were new ideas that were introduced into the built environment. Beyond physical health, public and private spaces can greatly impact social and mental health as well. Ample spaces for recreation, fresh air and relaxation have become necessities to many and the creation and design of such spaces become more efficient when integrated into the layouts and plans for development.

The following strategies are recommended to be used for planning and design to safeguard and enhance public health and safety.

a. Enhance streets with bike lanes and wide sidewalks that allow for increased pedestrian safety and maximize safe and efficient use by all users such as pedestrians, bicyclists, transit riders, and motorists.

b. Consider traffic mitigation strategies, such as the addition of roundabouts, road buffers, and speed tables at appropriate locations on neighborhood streets.

c. Work to promote Tempe’s Vision Zero program to reduce High Severity Traffic Crashes to minimize traffic incidents and promote traffic and pedestrian safety.

d. Encourage walking and biking, support a mix of land uses, appropriate densities and public transit, and make more public spaces available. Proper space configuration and design of buildings is important to allow enough space for a physical separation.

e. Provide operable windows that help promote the health of building inhabitants and provide cross ventilation in buildings, to facilitate fresh air flow to indoor spaces.

f. In large developments, promote open spaces to offer opportunities for people to seek recreation, enjoy fresh air, and to ease their mental health burden. Open spaces could also be used as staging grounds for make-shift medical facilities such as testing, vaccination, and distribution areas when necessary.

g. In residential buildings, developers are encouraged to provide usable balconies in dwelling units so that the residents can enjoy fresh air.

h. Design publicly accessible open spaces, including plazas, community gardens and public squares, such as “Therapeutic Gardens” or “Healing Landscapes”, that have aesthetically pleasant combinations of flowers, greeneries, water elements, open spaces, and seating areas to provide a relaxing and stress-reducing ambience for visitors.

i. Promote walking, biking and micro-mobility as a critical component of an urban transportation system that help to improve public health and quality of life. Wide sidewalks are encouraged in urban environments that allow people to physically distance themselves from others and to queue outside essential businesses and at transit stops.

j. Ensure adequate visibility to ensure safety at intersections and in public places. Clear sightlines of street corners to make traffic maneuvers safer.

F.10 PUBLIC AND PRIVATE ART

Public art adds beauty and value to public spaces, enhances the experience for residents and visitors, and provides a means to express Tempe's community character, which is highly valued by residents. Art should be integrated into new developments, and should celebrate the local history, diversity, and community identity in Diablo / Double Butte.

The City of Tempe Art in Private Development (AIPD) Ordinance, passed in 1991, has been successful in promoting artwork in many parts of the city. Both through the AIPD ordinance and voluntary efforts, public art should be promoted in the Diablo / Double Butte Character Area in new developments and redevelopment projects.

The following principles, in addition to those found in the Art Integration chapter of the Maker District Design Guidelines, will help to achieve these goals.

a. Encourage public art that reflects cultural, historic, or geographic elements that make Diablo / Double Butte unique, including its Native, Latino, Asian, African-American and Anglo history.

b. Promote art as community infrastructure in transit stops, neighborhoods, parks, public and private plazas and courts, and commercial areas along Baseline Road, Southern Avenue, 48th Street, University Drive, Broadway Road and Priest Drive.

c. Create a rich variety of site-specific, integrated art in all neighborhood developments including mixed-use and multi-family projects. Experiential (related to experience) art that uses light, water, wind, kinetics (containing movement) and three-dimensional texture may be included in the public art schemes.

d. Promote the use of murals and artistic expressions on large blank walls that face public streets.

e. Create public-private partnerships to provide public art in public gathering spaces, park entries, and similar public and quasi-public spaces.

f. Encourage the upcycle of material for art and craft in light industrial and commercial areas, especially industrial by-products of businesses in Maker District, in a way that is consistent with its character, emphasizes the idea of repurposing and that promotes authentic placemaking.



F.11 QUALITY DESIGN

New development and redevelopment that is designed to be compatible and cohesive with the surrounding buildings and geography helps to maintain and support the character of the area. Developments that incorporate high-quality materials into the architecture, such as brick, stone, or metal provide visual interest and distinguishing characteristics. Unique architecture and quality materials are important to Diablo / Double Butte and support the imagery and "look" that has already been established and also promotes the longevity of that character by making the buildings more durable and timeless in design.

The following principles, in addition to those found in the Building Design chapter of the Maker District Design Guidelines, shall assist in achieving the goals stated above.

a. Consider the physical shape, formation, color and aesthetics of the surrounding area and nature for inspiration while designing publicly visible structures and landscape elements.

b. Differentiate the visual character of the ground floor façade of a building from upper floors through variations in materials, color and window patterns in the exterior.

c. Visually articulate upper floor facades to express the floor levels to avoid visual monotony as seen from outside.

d. Encourage both visual open space and usable private open space with site amenities.

e. Encourage private rooftop amenities in multi-family developments in addition to active and passive ground-level open spaces.

f. Promote varied shade densities through solid shades, pergolas, screens and vegetative shades in transition areas between indoor and outdoor spaces.

g. Provide architectural shades over fenestrations on buildings to provide for a play of light and shade in the exterior and to minimize heat gain in the buildings.

h. Create visual interest in building elevations through the use of a variety of materials, colors, textures, and relief in horizontal planes, and by changing vertical heights of building elements.

i. Utilize exterior building colors that are compatible with the general aesthetics of the surrounding existing developments and natural features. To reduce heat gain, minimize the amount of dark and black colors on the exterior of structures. On building roofs use reflective white or other variations of colors.

j. Encourage the use of natural and authentic building materials including but not limited to brick, stone, metal, wood, and bamboo, and integral color concrete block.

k. On external building walls of multi-family, office, commercial, and industrial structures, provide materials that are durable and easier to maintain.

l. Minimize the areas of external blank walls that are visible to the public and neighbors. This can be done by installing doors, windows, clerestory lights, and/or providing variation of surface plane and materials, art and architectural relief and reveals to create a play of light and shadow.

m. Prioritize adaptive reuse to preserve existing buildings and promote placemaking and sustainability which emphasizes repurposing.



F.12 SHADE AND WALKABLE ENVIRONMENT

The capacity to encourage and support a pleasant walkable environment including adequate shade is an important aspect of a thriving community. In Diablo / Double Butte, adequate shade and pedestrian comfort are a major priority for residents. An area can achieve an effective, walkable built environment through pedestrian connections with abundant shade, trees, landscape elements, street furniture, and engaging interface with businesses. A well-balanced mix of land uses also promotes walkability by offering residents amenities that can be accessed on foot.

Several of the more heavily utilized roads and paths in Diablo / Double Butte could benefit from more shade, either structural or vegetative. The canal paths and sidewalks along Baseline Road, Southern Avenue, and 48th Street in particular are locations in the Character Area where residents tend to frequent trips on foot. Residents in the area have ranked shade among the most important elements to consider, and is a high priority of this plan to increase and enhance the shaded resources in Diablo / Double Butte.

The following design principles will help to achieve the above stated goals.

a. Promote the use of trees to create a cool and comfortable environment for pedestrian and bike traffic, especially in consideration of residents traveling to and from restaurants and grocery stores, parks, neighborhood shopping centers and employment centers.

b. Encourage the preservation of mature landscaping, especially trees with a dense shade canopy and mature height.

c. Provide shade through plants, vines, structural elements, colonnades, trellises and covered structures on walkways, sidewalks, public gathering spaces, multi-use trails and all other areas where people need to gather or walk.

d. To minimize the heat island effect, shade at least 50 percent of the site hardscape that is not covered by structural shade, including by solar panels, by biodiverse planting of low-water-use plants.

e. Along the arterial and collector streets, major walkways, selected public areas and other appropriate locations in Diablo / Double Butte, provide and maintain existing mature, tall and high-canopy trees (e.g., Pine species (*Pinus halepensis*, *alderica*, *canariensis*), Indian Rosewood (*Dalbergia sissoo*) and Eucalyptus species), which support habitats for birds of prey (e.g., hawks and owls.) as part of

a healthy and balanced urban forestry and biodiversity conservation program.

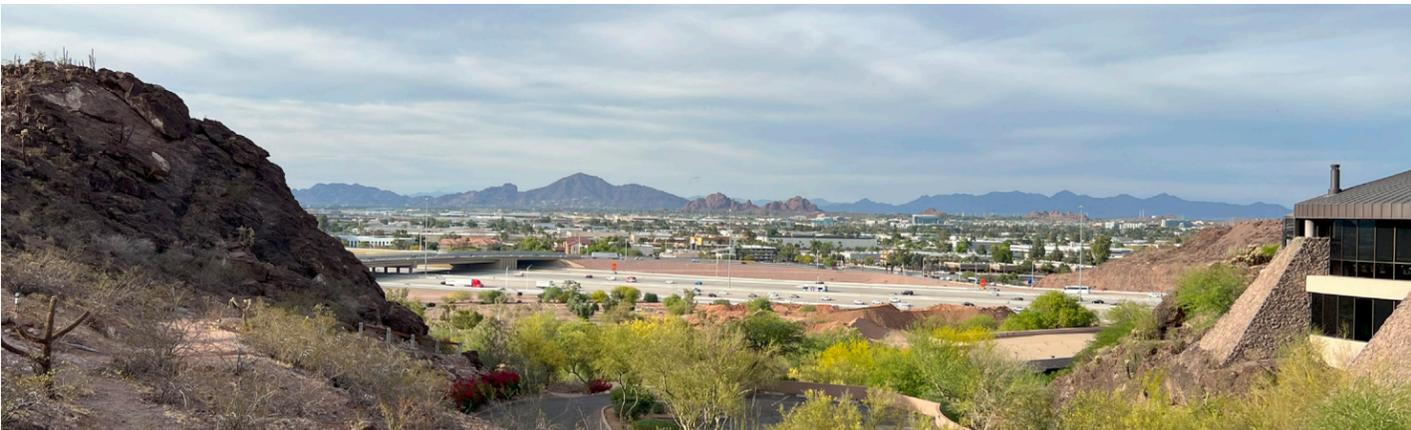
f. Create a pedestrian-friendly environment by providing direct paths of travel between destinations with shade. Provide shade at transit stops.

g. Ensure site design of buildings includes pedestrian-oriented public spaces.

h. Relate sidewalks and paths to neighborhoods and context through massing, form, scale, setbacks, step-backs, building material and design style.

i. Promote the use of trees to create a cool and comfortable environment for pedestrians and cyclists, especially for residents using the Broadway Road and Alameda Drive Bike-It Boulevards, as well as Roosevelt Street which connects Dwight Park south of Southern Avenue and Clark Recreation Center north of Broadway Road, and the Alameda Drive Bicycle/Pedestrian Street Improvements Project.





G. APPENDICES

G.1 List of Historic and Recommended Plant Palette

Canopy Trees

- Velvet Mesquite (*Prosopis velutina*)
- Honey Mesquite (*Prosopis glandulosa*)
- Screwbean Mesquite (*Prosopis pubescens*)
- Sweet Acacia (*Vachellia farnesiana*)
- Mulga Acacia (*Acacia aneura*)
- Shoestring Acacia (*Acacia stenophylla*)
- Palo Brea (*Parkinsonia praecox*)
- Blue Palo Verde (*Parkinsonia florida*)
- Foothill Palo Verde (*Parkinsonia microphylla*)
- Desert Willow (*Chilopsis linearis*)
- Arizona Ash (*Fraxinus velutina*)
- Pine (*Pinus spp.*)
- Ironwood (*Olneya tesota*)
- Southern Live Oak (*Quercus virginiana*)
- Chinese Pistache (*Pistacia chinensis*)
- Fruitless Olive (*Olea europaea*)
- Jacaranda (*Jacaranda mimosifolia*)
- Texas Ebony (*Ebenopsis ebana*)
- Eucalyptus / Gum Tree (*Eucalyptus spp.*)
- Indian Rosewood / Sissoo Tree (*Dalbergia sissoo*)
- Bottle Tree (*Brachychiton populneus*)

Patio / Accent Trees

- Citrus (*Citrus spp.*)
- Cascalote (*Ceasalpinia cacalaco*)
- Texas Mountain Laurel (*Sophora secundiflora*)
- Desert Fan Palm (*Washingtonia spp.*)
- Little Leaf Ash (*Fraxinus greggii*)



Large Shrubs

- Bougainvillea (*Bougainvillea spp.*)
- Desert Cassia (*Senna nemophila*)
- Dwarf Myrtle (*Myrtus communis 'Compacta'*)
- Creosote Bush (*Larrea tridentata*)
- Natal Plum (*Carissa macrocarpa*)
- Oleander (*Nerium oleander*)
- Pyracantha / Firethorn (*Pyracantha sp.*)
- Arizona Rosewood (*Vauquelinia californica*)
- Arizona Yellow Bells (*Tecoma stans*)
- Orange Bells (*Tecoma hybrid*)
- Cape Honeysuckle (*Tecomaria capensis*)
- Hop Bush (*Dodonaea viscosa*)
- Jojoba (*Simmondsia chinensis*)

Small Shrubs

- Fairy Duster (*Calliandra eriophylla*)
- Chuparosa (*Justicia californica*)
- Desert Honeysuckle (*Anisacanthus spp.*)
- Mexican Bird of Paradise (*Caesalpinia Mexicana*)
- Bush Morning Glory (*Convolvulus cneorum*)
- Green Cloud Sage / Texas Sage (*Leucophyllum spp.*)
- Pink Muhly Grass / Regal Mist (*Muhlenbergia capillaris*)
- Primrose Jasmine (*Jasminum mesnyi*)
- Roses (*Rosa spp.*)

Accents and Succulents

- Agave (*Agave spp.*)
- Aloe (*Aloe spp.*)
- Saguaro (*Carengiea gigantea*)
- Desert Spoon (*Dasyliirion wheeleri*)
- Barrel Cactus (*Echinocactus grusonii*)
- Euphorbia (*Euphorbia spp.*)
- Ocotillo (*Fouquieria splendens*)
- Red Hesperaloe (*Hesperaloe parviflora*)
- Prickly Pear (*Opuntia spp.*)
- Yucca (*Yucca spp.*)

Groundcovers

- Angelita Daisy (*Tetaneuris acaulis*)
- Autumn Sage (*Salvia greggii*)
- Katie Ruellia (*Ruellia brittoniana 'Katie'*)
- Trailing Lantana (*Lantana montevidensis*)
- Rosemary (*Rosmarinus officinalis*)
- Trailing Dalea (*Dalea greggii*)
- Myoporum (*Myoporum parvifolium*)
- Emu Bush (*Eremophylla spp.*)
- Asparagus fern (*Asparagus densiflorus*)



Annuals and Vines

- Morning Glory (*Ipomoea cristulata & Ipomoea leptotoma*)
- Mexican Gold Poppy (*Eschscholzia californica ssp. Mexicana*)
- Southwestern Cosmos (*Cosmos bipinnatus*)
- Snapdragons (*Maurandya antirrhiniflora*)
- Blackfoot Daisy (*Melampodium leucanthum*)
- Pot Marigold (*Calendula*)
- Camellia (*Camellia spp.*)
- Chrysanthemum (*Chrysanthemum spp.*)
- Larkspur (*Delphinium spp.*)
- Carnations (*Dainthus caryophyllus*)
- Gardenia (*Gardenia spp.*)
- Geranium (*Geranium spp.*)
- Sunflower (*Halianthus spp.*)
- Daylily (*Hemerocallis spp.*)
- Iris (*Iris spp.*)
- Sweet Alyssum (*Lobularia maritima*)
- Petunias (*Petunia spp.*)
- Marigolds (*Tegetes spp.*)
- Verbena (*Glandularia bipinnatifida*)
- Violets (*Viola spp.*)
- Zinnia (*Zinnias spp.*)
- Queen’s Wreath (*Antigonon leptopus*)
- Trumpet Creeper (*Campsis radicans*)
- Grape Ivy (*Cissus trifoliata*)
- Snail Vine (*Vinca Caracalla*)
- Hacienda Creeper (*Parthenocissus spp.*)
- Creeping Fig (*Ficus pumila*)
- Wisteria (*Wisteria frutescens*)
- Cat Claw Vine (*Macfadyena unguis-cati*)
- Potato Vine (*Solanum jasminoids*)

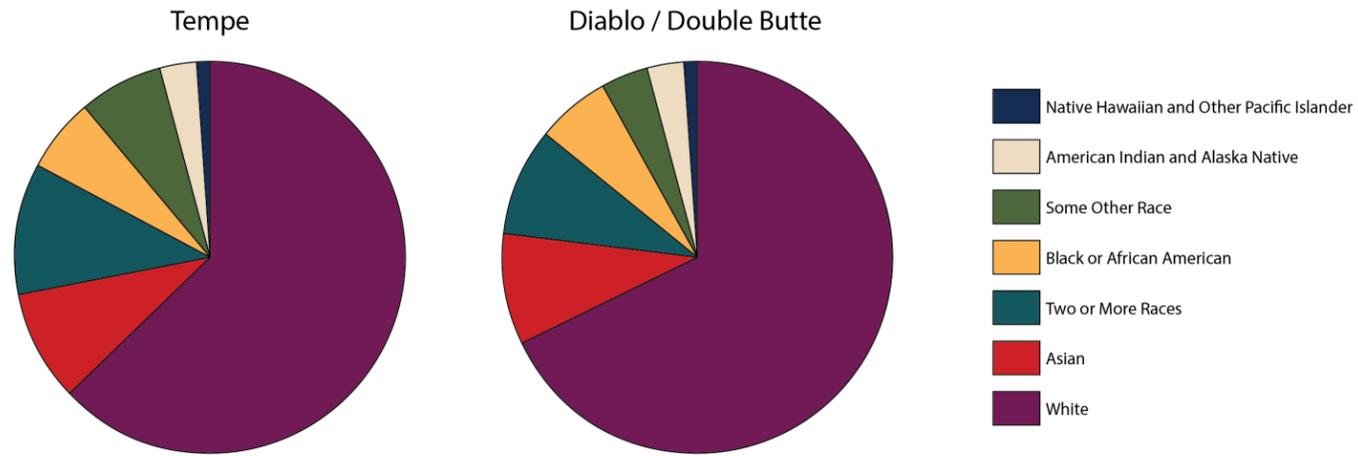


G.2 Plan Implementation Rubric

Diablo / Double Butte Implementation Rubric					
Goals and Principles	Fails to Meet	Meets	Exceeds	Not Applicable	Notes
F.1 Canal-Oriented Design					
F.2 Climate Change and Extreme Heat Management					
F.3 Connectivity and Mobility					
F.4 Historic and Neighborhood Preservation					
F.5 Housing and Aging-in-Place					
F.6 Landscape					
F.7 Open Space					
F.8 Passive Natural Systems / Green Infrastructure and Buildings					
F.9 Public Health and Safety					
F.10 Public / Private Art					
F.11 Quality Design					
F.12 Shade and Walkable Environment					

G.3 Data Related to Diablo / Double Butte

Diablo / Double Butte and City-wide Racial Composition (2022)



Source: 2022 American Community Survey 5-Year Estimates

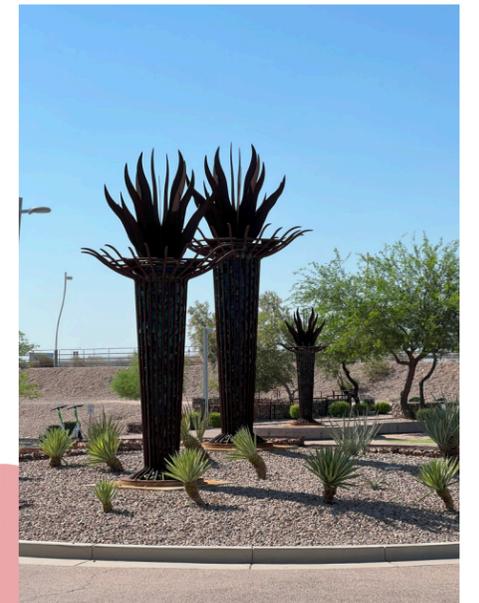
Selected Socio-economic Data for Diablo / Double Butte

	Diablo / Double Butte	Tempe
Population	11,625	181,005
Median Age	37.8	29.7
Under 18	14%	14%
Over 65	17%	11%
Median Household Income	\$79,519	\$72,022
Housing Units	6,274	82,696
Renter Occupied	56%	59%
Owner Occupied	44%	41%
High School Diploma or higher	95%	94%

Source: 2022 American Community Survey 5-Year Estimates

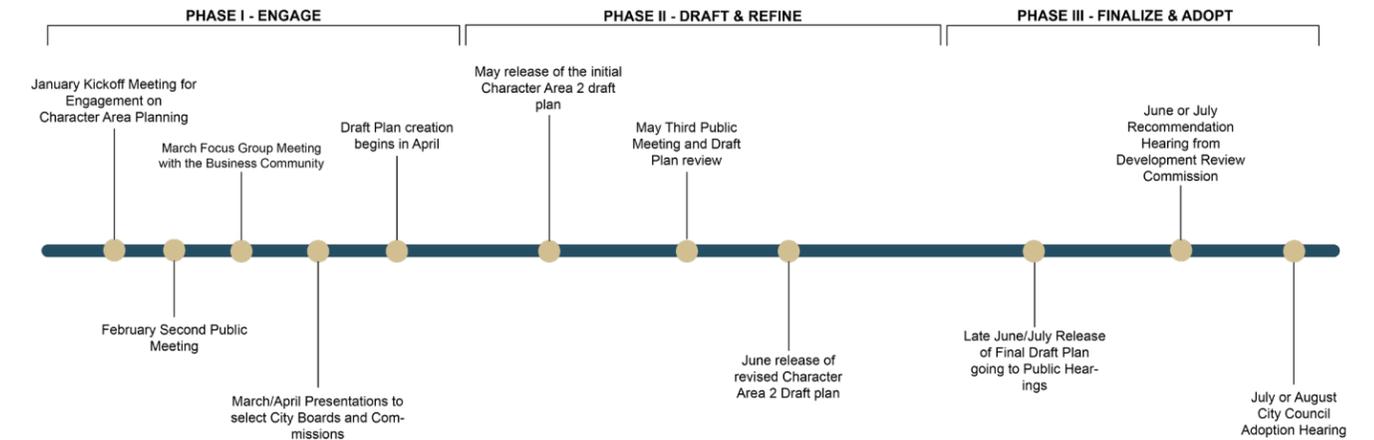
G.4 Images of the Character Area







G.4 Diablo / Double Butte Planning Process Timeline, 2025



CHARACTER AREA 2 - PLANNING TIMELINE 2025

G.5 Public Input Summaries, Presentations and Recordings

Diablo / Double Butte Character Area Planning Webpage

January 28, 2025 Kick Off Meeting Presentation

Recording of the January 28, 2025 meeting

First Public Input Summary (January through February 2025)

March 3, 2025 Second Public Meeting Presentation

Recording of the March 3, 2025 meeting

Second Public Input Summary (March 2025)

Draft Plan Review Public Input Summary (May through June 2025)

