

CRA FY 2020 Initiatives

City Epic Goals

Create a vibrant cultural experience that impacts the lives of our community and visitors.

Create a visual sense of place throughout Dunedin.

Enhance community and employee relationship strategies that strengthen inclusiveness, respect transparency and collaborative engagement.

Major Initiatives

Epic Goal 1 - Create a vibrant cultural experience that impacts the lives of our community and visitors

- ❖ Artistic benches
- ❖ Enhanced entrance signage
- ❖ Downtown Landscaping Plan
- ❖ Pavers Replacement Plan
- ❖ John R. Lawrence Pioneer Park Plan

Major Initiatives

Epic Goal 1 - Create a vibrant cultural experience that impacts the lives of our community and visitors

- ❖ Marketing and Promotions
- ❖ Aid to Organizations
- ❖ Parking lot leases
- ❖ Refresh Railroad Trestle on Main Street

Major Initiatives

Epic Goal 1 - Create a vibrant cultural experience that impacts the lives of our community and visitors

- ❖ Commercial Façade Grants
- ❖ Underground utilities
- ❖ Douglas Ave Enhancements

Major Initiatives

Epic Goal 2 - Create a visual sense of place throughout Dunedin.

- ❖ Gateway – Unified Plan
- ❖ Skinner Blvd Design
- ❖ Wayfinding Plan
- ❖ Tiki Rides/Jolley Trolley

Major Initiatives

*Epic Goal 5 - Create a visual sense of place
throughout Dunedin*

- ❖ Affordable Workforce Housing
- ❖ New City Hall
- ❖ Parking Garage