

City of Oshkosh DOWNTOWN REDEVELOPMENT PLAN

1. Mixed-use development along North Main Street with infill residential development along Jefferson Street.
2. Improve parking lot landscaping.
3. Mixed-use development.
4. Parking lot improvements with flex space for expanded Farmers' market and outdoor events (see pg 9).
5. Consolidate properties to expand YMCA parking lot and accommodate open area.
6. Explore residential infill including townhomes, duplexes, and apartments.
7. Remove parking spaces to include a Main Street pocket park (see pg 10).
8. Convert surface parking lot to mixed-use development with a shared parking deck.
9. Consolidate existing parking lots, incorporate landscape improvements, and reduce redundant access points.
10. Remove outdated bank canopy/kiosk to expand parking options and improve perimeter landscaping.
11. Consider substantial improvements to under-performing building and/or consider consolidating block to create a larger redevelopment opportunity.
12. Consolidate three blocks to create a significant central gathering area in the heart of Downtown (see pg 12).
13. Explore multiple options for this site: 1) Retrofit current building to accommodate more flex spaces including office, commercial, restaurant, residential, etc. 2) Demo existing mall building to set the stage for redevelopment (see pg 14).
14. Incorporate planned Transit Depot improvements.
15. Consolidate parcels to reconstruct City-owned parking lot and incorporate outdoor dining. Parking here can be used to support the expanding Downtown plaza/open space.
16. 6-Story multi-family infill development.
17. Improve perimeter landscaping adjacent to Algoma Boulevard and High Avenue.
18. Multi-family infill development.
19. Town Motel infill residential and commercial redevelopment. Maintain recently improved gas station at the corner of Jackson Street/Pearl Avenue (see pg 8).
20. Consolidate parcels based on Oregon/Jackson Street bridge and intersection improvements. Infill residential and commercial development.

