

WOODLAND		
SCENARIO	Base Case	Draft Preferred Blueprint Scenario
Growth in Jobs: 2000-2050	29,830	21,810
Growth in Housing Units: 2000-2050	29,978	16,302
Balance of Jobs/Housing in 2000:	1.5	1.5
Balance of Jobs/Housing Growth (2000-2050):	1.0	1.3
Balance of Jobs/Housing in 2050:	1.2	1.4
New Housing Growth through 2050 (by type):		
Rural Residential (Existing 0%)	0%	0%
Large Lot Single Family (Existing 66%)	76%	45%
Small Lot Single Family (Existing 18%)	9%	15%
Attached Products (Existing 16%)	15%	40%
Total Housing Product Mix through 2050:		
Rural Residential	0%	0%
Large Lot Single Family	73%	56%
Small Lot Single Family	12%	16%
Attached Products	15%	28%
New Job Growth through 2050 (by sector):		
Retail Jobs (Existing 29%)	31%	33%
Office Jobs (Existing 34%)	37%	38%
Industrial Jobs (Existing 29%)	28%	16%
Public/Quasi-Public Jobs (Existing 8%)	4%	14%
Total Job Mix through 2050:		
Retail Jobs	30%	31%
Office Jobs	36%	36%
Industrial Jobs	29%	23%
Public/Quasi-Public Jobs	5%	11%
Growth through Re-investment in 2050:		
Jobs	0%	2%
Dwelling Units	0%	27%
Type of Trips:		
Auto	93.7%	85.6%
Transit	0.6%	1.8%
Bike and Pedestrian	5.6%	12.5%
Vehicle Miles Traveled		
Per Day per Household	44.8	38.3
Pct Vehicle Hours in Heavy Congestion on Freeways and Arterials	12%	8%

Discussion Draft Preferred Scenario Summary

Woodland grows at a modest rate to a city of about 84,000 people by 2050:

- Strong balance of jobs and housing (i.e. Woodland would not become a bedroom community for jobs in Davis, the greater Sacramento region or Bay Area);
- Significant amount of reinvestment in the downtown area (2-4 story mixed-use buildings, including housing) helps to build a vital core for city;
- Reinvestment occurs on approximately 200 acres of land, an average of 4 acres per year;
- Almost half of housing growth is through large lot single family, mainly in southern part of city; however, a variety of housing choices are provided by significant amounts of small lot single family and attached townhomes, rowhouses, condominiums and apartments.