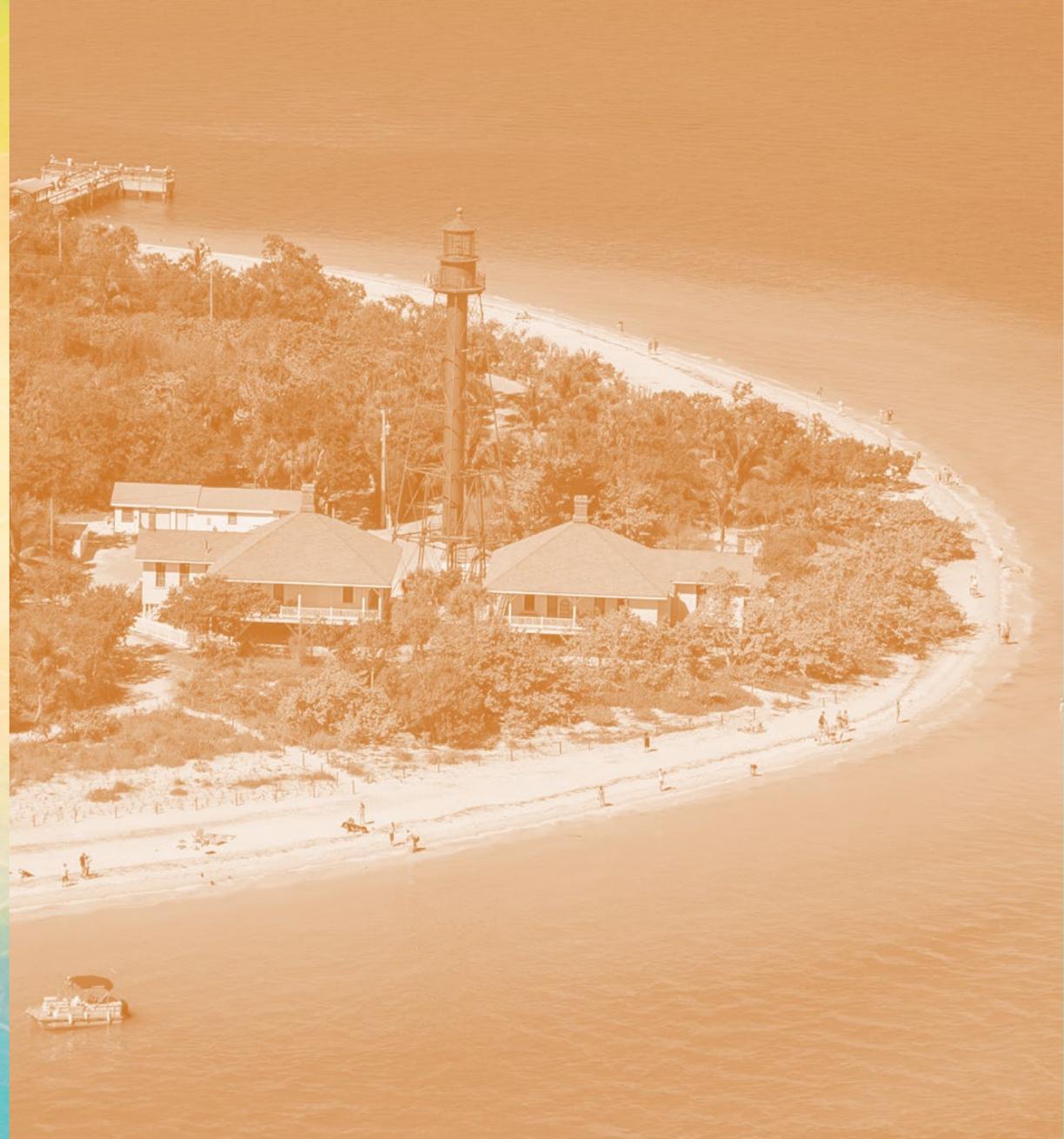




“The Sanibel Plan” Update

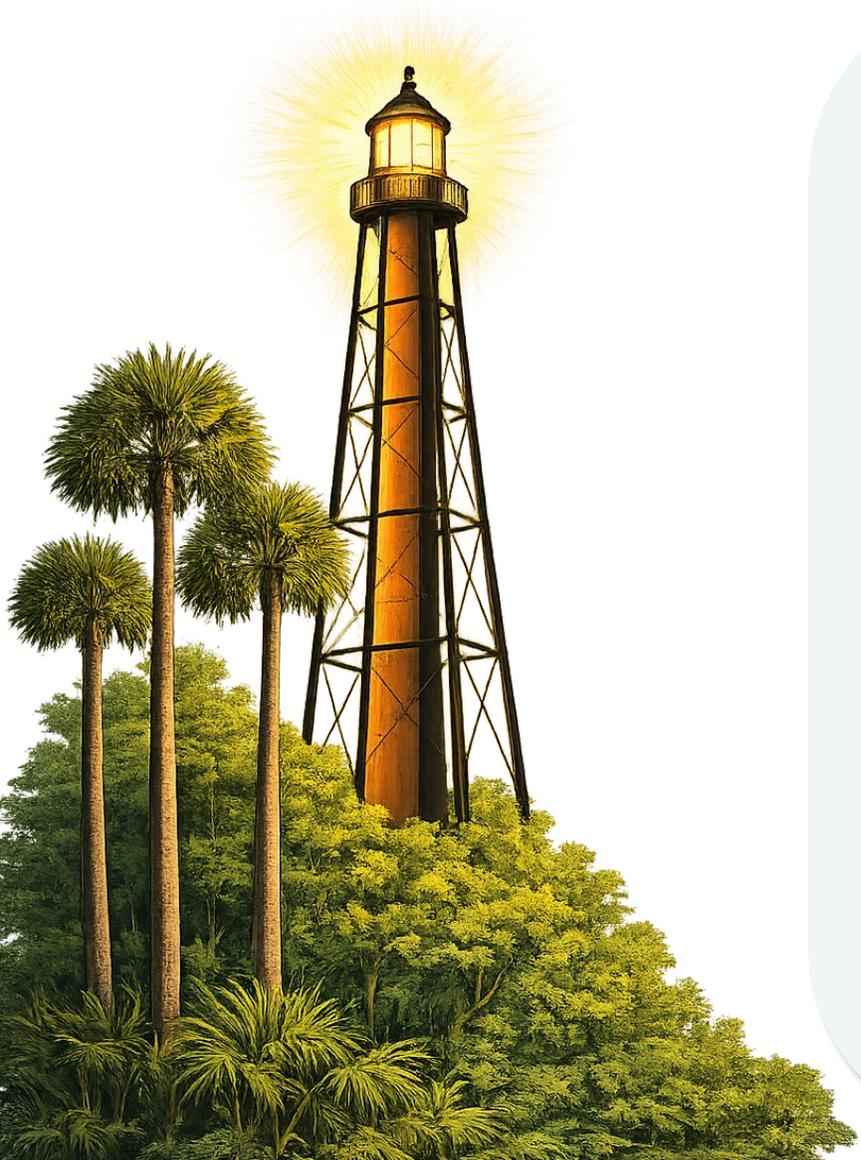
Steering Committee Meeting

March 18, 2026

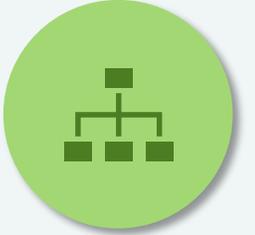


Calvin, Giordano & Associates, Inc.
A SAFEbuilt COMPANY

WORKSHOP AGENDA



**Introduction of
the Project**



**Interactive
Polling Session**



**Community
Engagement Stations**



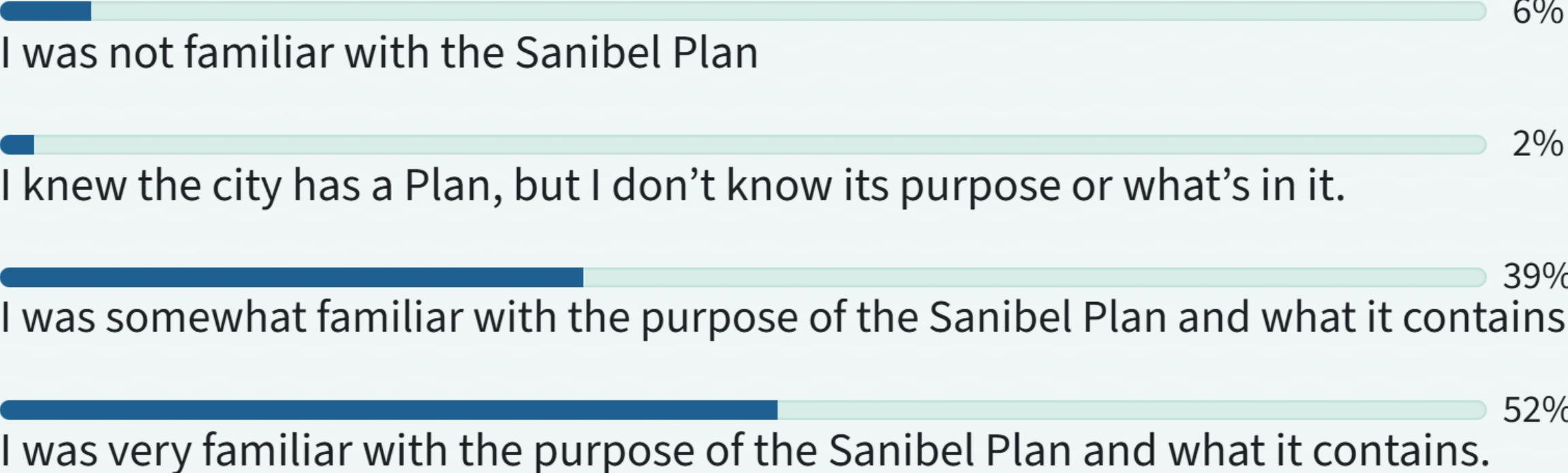
WORKSHOP ATTENDANCE



INTERACTIVE LIVE POLL RESULTS

Q: Before today, how familiar were you with the Sanibel Plan?

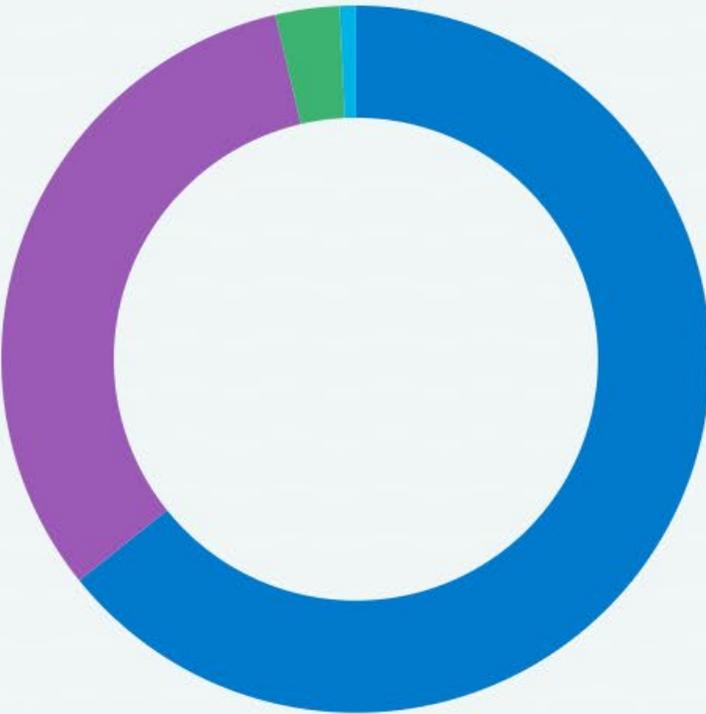
130



INTERACTIVE LIVE POLL RESULTS

Q: How would you rate the quality of life in Sanibel?

137



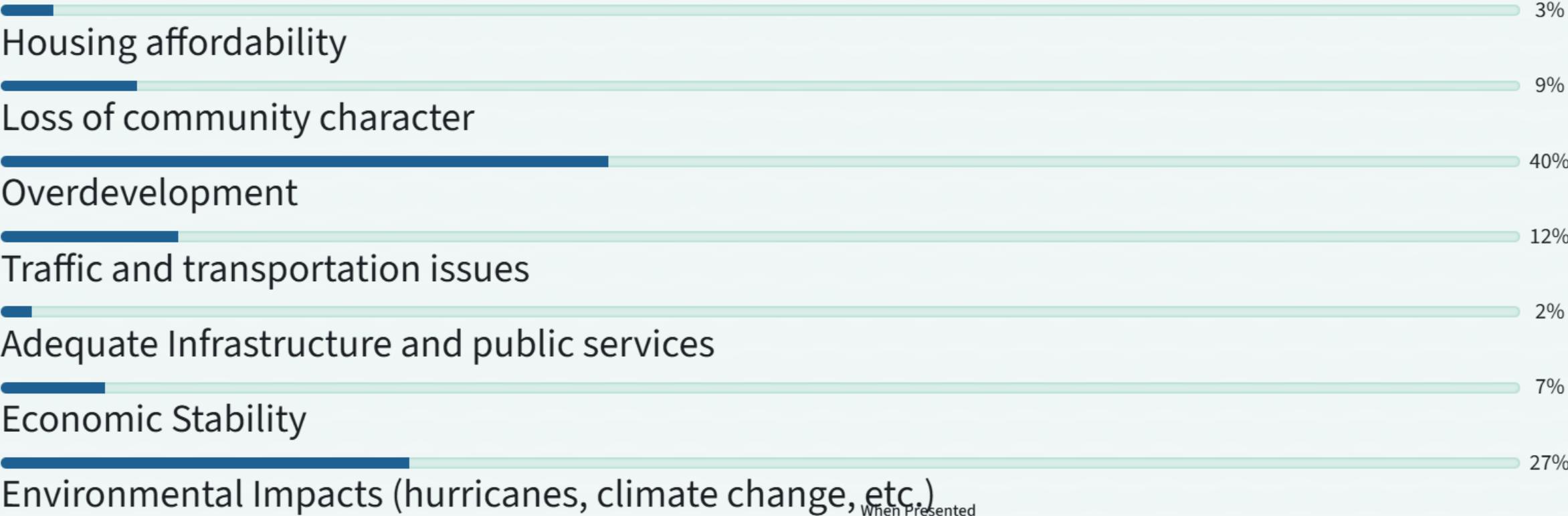
- A 64% Excellent
- B 32% Good
- C 3% Fair
- D 0% Poor
- E 1% No Opinion

When Presented

INTERACTIVE LIVE POLL RESULTS

Q: What concerns you most about the future of Sanibel?

145



When Presented

INTERACTIVE LIVE POLL RESULTS

Q: Does the Sanibel Vision Statement accurately represent the community's values?

↑ 8 145



Yes

83%



No

6%



Not Sure

11%

COMMUNITY ENGAGEMENT STATIONS

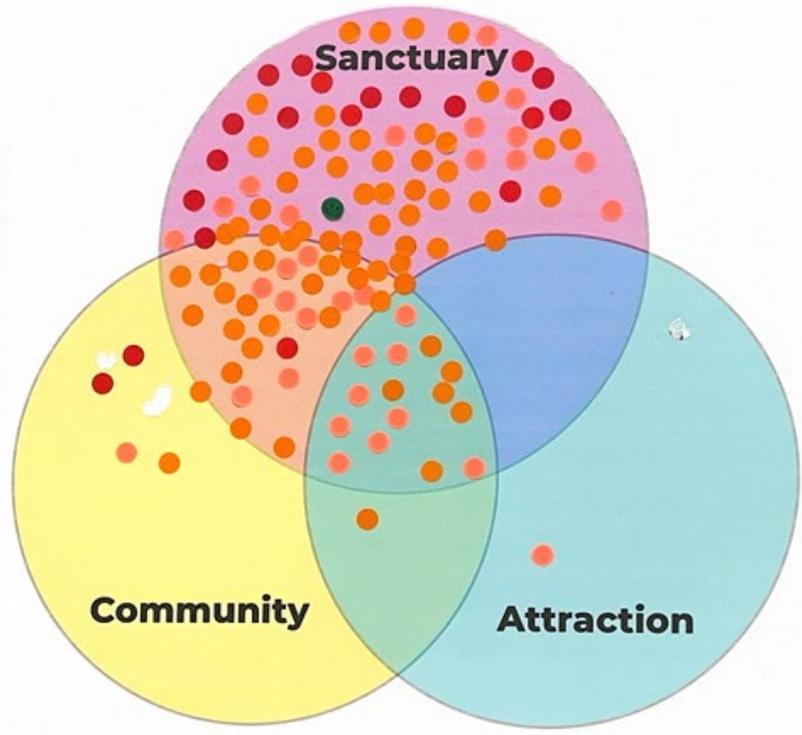
The Vision Statement STATION 2

Place the sticker on the circle(s) that represent which statement(s) matter the most to you

Sanctuary
 Sanibel is and shall remain a barrier island sanctuary, one in which a diverse population lives in harmony with the island's wildlife and natural habitats characterisitcs.

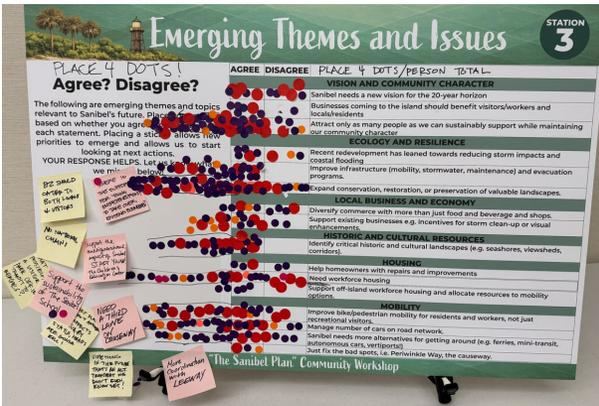
Community
 Sanibel is and shall remain a small town community whose members choose to live in harmony with one another and with nature, creating a human settlement distinguished by its diversity, beauty, uniqueness, character and stewardship.

Attraction
 The City of Sanibel will welcome visitors who are drawn by, and are respectful of, these qualities; it will resist pressures to accommodate visitor attractions and activities that compromise these qualities.



Sanctuary:	66
Community:.....	4
Attraction:.....	1
Sanctuary + Community:...	34
Sanctuary + Attraction:.....	1
Community + Attraction:.....	1
Sanctuary + Community + Attraction:.....	17

COMMUNITY ENGAGEMENT STATIONS



Agree	Disagree	
		Vision and Community Character
	6	6 Sanibel needs a new vision for the 20 year horizon.
	6	1 Businesses coming to the island should benefit visitors/workers and locals/residents.
43	5	5 Attract only as many people as we can sustainably support while maintaining our community character.
		Ecology and Resilience
	5	3 Recent redevelopment has leaned towards reducing storm impacts and coastal flooding
23		Improve infrastructure (mobility, stormwater, maintenance) and evacuation programs.
44	6	6 Expand conservation, restoration, or preservation of valuable landscapes.
		Local Businesses and Economy
	5	4 Diversify commerce with more than just food and beverage and shops.
16	2	2 Support existing businesses e.g. incentives for storm clean up or visual enhancements.
		Historic and Cultural Resources
	24	Identify critical historic and cultural landscapes (e.g. seashores, viewsheds, corridors).
		Housing
	3	2 Help homeowners with repairs and improvements
	21	4 Need workforce housing
	5	2 Support off-island workforce housing and allocate resources to mobility options.
		Mobility
	20	3 Improve bike/pedestrian mobility for residents and workers, not just recreational visitors.
	23	3 Manage number of cars on road network.
	16	4 Sanibel needs more alternate for getting around (e.g. ferries, mini-transit, autonomous cars, vertiports!)
	3	Just fix the bad spots, i.e. Periwinkle Way, the causeway.
263	45	

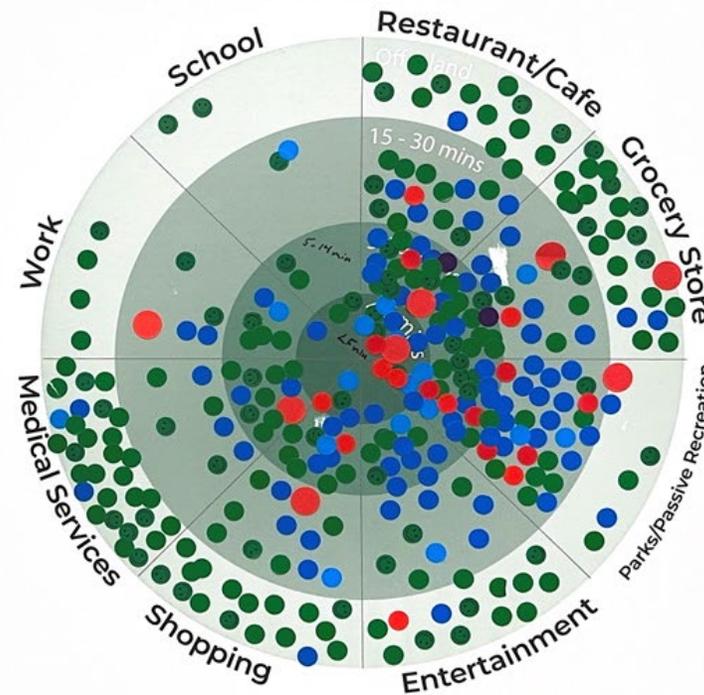
COMMUNITY ENGAGEMENT STATIONS

How Do you Get There?

STATION
4

Where do you go?

Choose the color sticker that shows how you get to your destination and how long it takes to travel there from your home.



Off – Island

Restaurant/Café: 14 (13 drive; 1 bike)

Grocery Store: 24 (21 drive; 2 bikes; 1 walk)

Parks/Passive Recreation: 6 (3 drive; 2 bike; 1 walk)

Entertainment: 14 (12 drive; 1 bike; 1 walk)

Shopping: 17 (16 drive; 1 bike)

Medical Services: 30 (27 drive; 3 bike)

Work: 4 (all drive)

School: 2 (all drive)

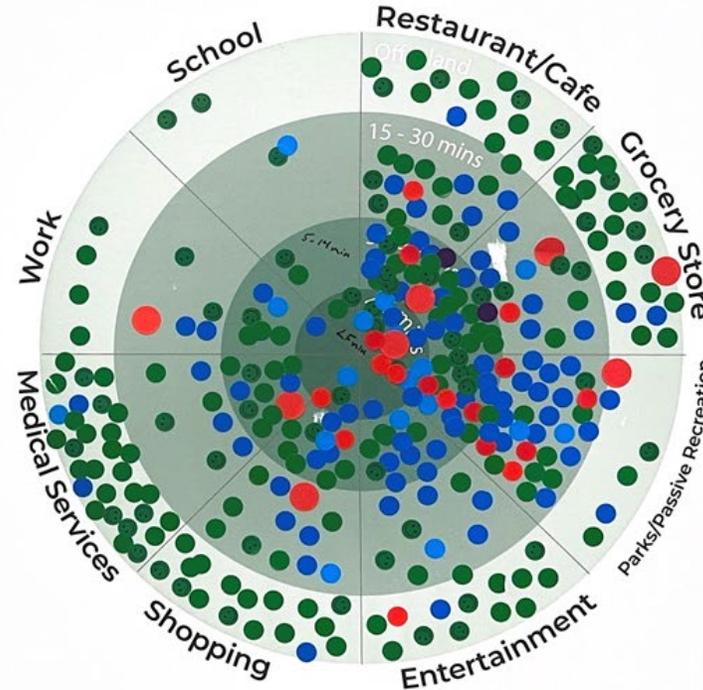
COMMUNITY ENGAGEMENT STATIONS

How Do you Get There?

STATION
4

Where do you go?

Choose the color sticker that shows how you get to your destination and how long it takes to travel there from your home.



15-30 minutes

Restaurant/Café: 17 (11 drive; 5 bike; 1 walk)

Grocery Store: 14 (5 drive; 7 bike; 2 walk)

Parks/Passive Recreation: 31 (9 drive; 17 bike; 5 walk)

Entertainment: 9 (4 drive; 5 bike)

Shopping: 12 (6 drive; 5 bike; 1 walk)

Medical Services: 7 (4 drive; 3 bike)

Work: 5 (2 drive; 2 bike; 1 walks)

School: 2 (1 drive; 1 bike)

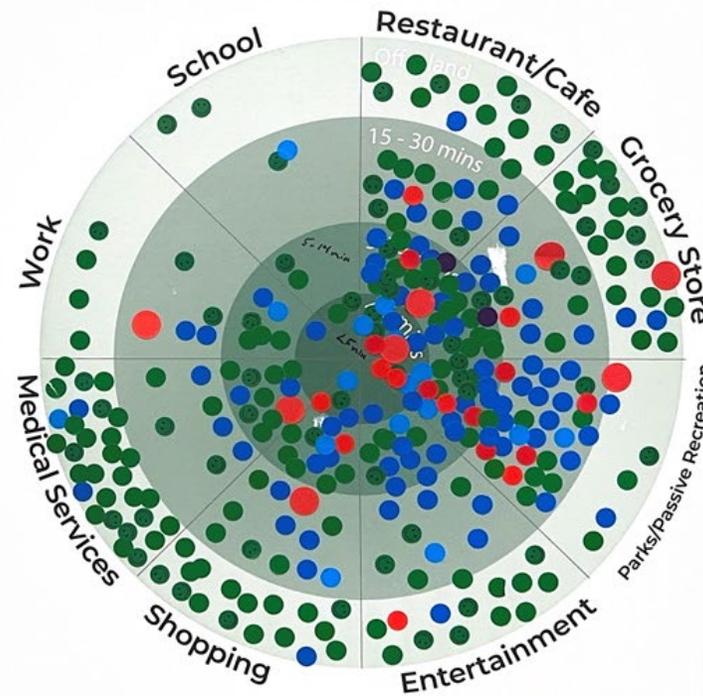
COMMUNITY ENGAGEMENT STATIONS

How Do you Get There?

STATION
4

Where do you go?

Choose the color sticker that shows how you get to your destination and how long it takes to travel there from your home.



5-14 minutes

Restaurant/Café: 17 (9 drive; 7 bike; 1 walk)

Grocery Store: 17 (11 drive; 5 bike; 1 walk)

Parks/Passive Recreation: 18 (7 drive; 8; 3 walk)

Entertainment: 12 (5 drive; 7 bike)

Shopping: 11 (6 drive; 4 bike; 1 walk)

Medical Services: 11 (8 drive; 2 bike; 1 walk)

Work: 6 (4 drive; 2 bike)

School: 2 (2 drive)

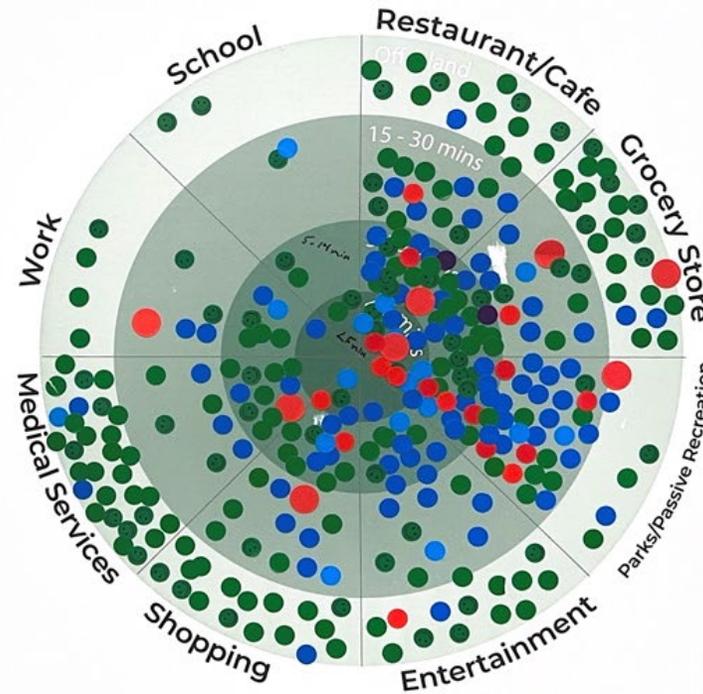
COMMUNITY ENGAGEMENT STATIONS

How Do you Get There?

STATION
4

Where do you go?

Choose the color sticker that shows how you get to your destination and how long it takes to travel there from your home.



< 5 minutes

Restaurant/Café: 5 (2 drive; 3 bike)

Grocery Store: 4 (2 bike; 2 walk)

Parks/Passive Recreation: 5 (1 drive; 2 bike; 2 walk)

Entertainment: 1 (bike)

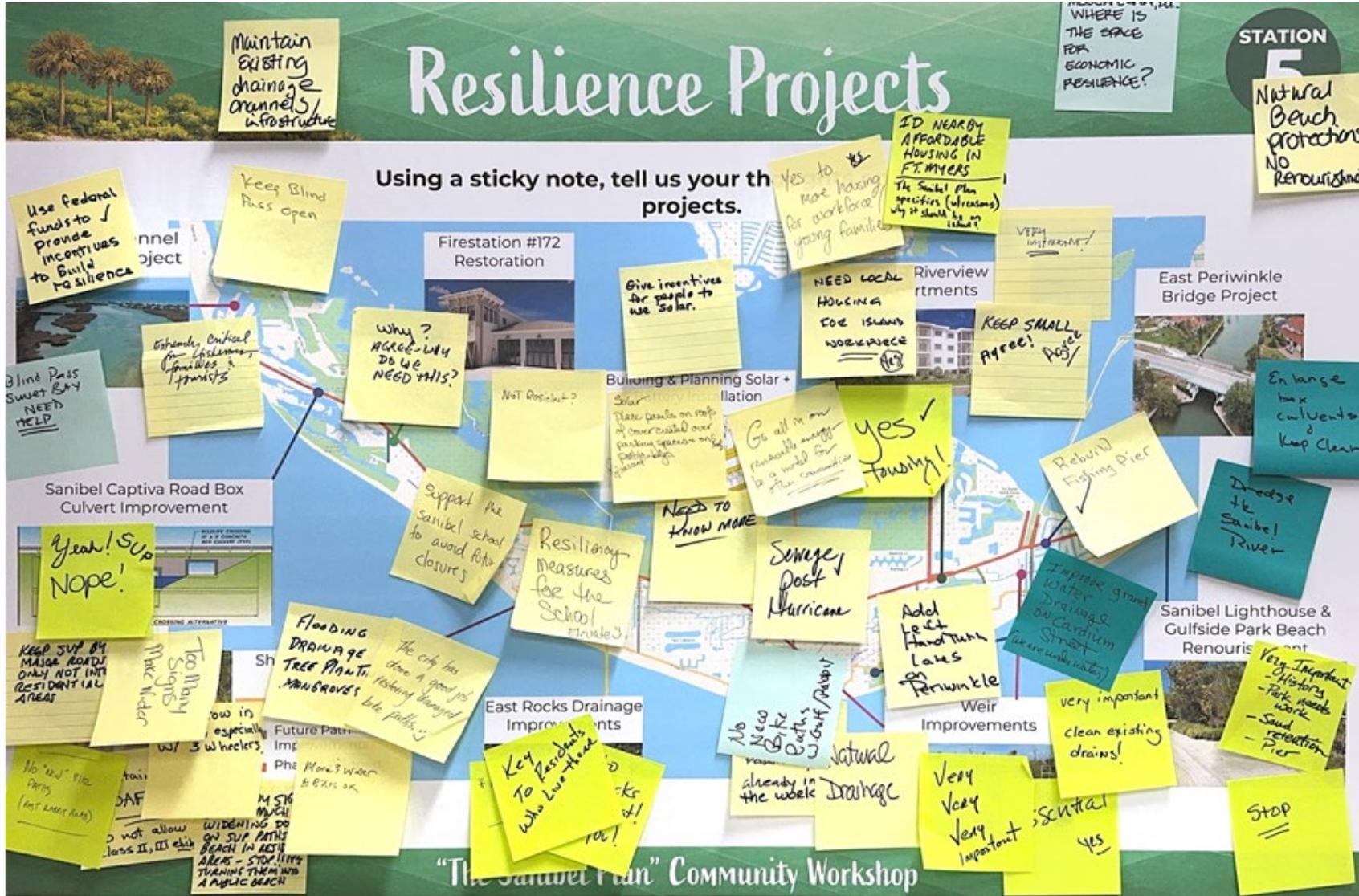
Shopping: 4 (1 drive; 2 bike; 1 walk)

Medical Services: None

Work: 1 (bike)

School: 2 (2 drive)

COMMUNITY ENGAGEMENT STATIONS



Sanibel Captiva Road Box Culvert Improvement

- Keep SUP by major roads only - not into residential areas

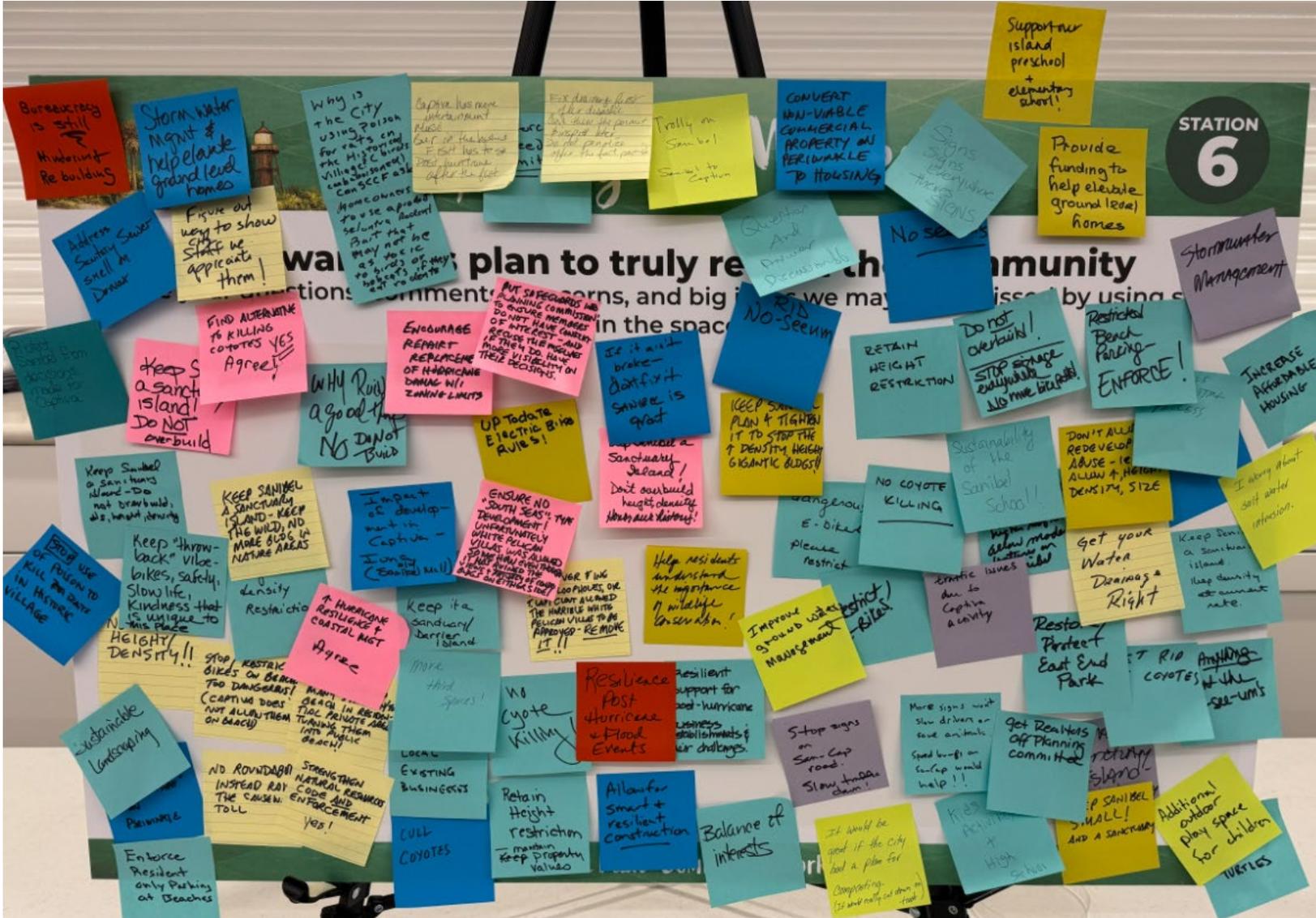
Shared-Use Path Repairs

- Too narrow in spots, especially w/ 3 wheelers
- Too many signs – make wider

Other Comments

- Too many signs – make wider
- Resiliency measures for the school – elevate
- Natural beach protections. No renourishment

COMMUNITY ENGAGEMENT STATIONS



Land Use/Development

- Do not overbuild
- Keep Sanibel a sanctuary island
- Height/Density restrictions

Resiliency/Climate Adaptation

- Strengthen natural resources
- Help elevate ground level homes

COMMUNITY ENGAGEMENT STATIONS

Disaster Recovery

- Bureaucracy is still hindering rebuilding
- Encourage repair & replacement of hurricane damage W/I zoning limits

Wildlife/Natural Areas

- Get rid of no-see-ums
- No coyote killing/cull coyotes
- Keep Sanibel a sanctuary island – keep the wild, no more building in nature areas

Stormwater/Infrastructure

- Stormwater management
- Fix drainage first after disaster events

Transportation

- Trolley on Sanibel – Sanibel to Captiva
- No more bike paths
- Enforce speed limit
- Update electric bike rules

Education

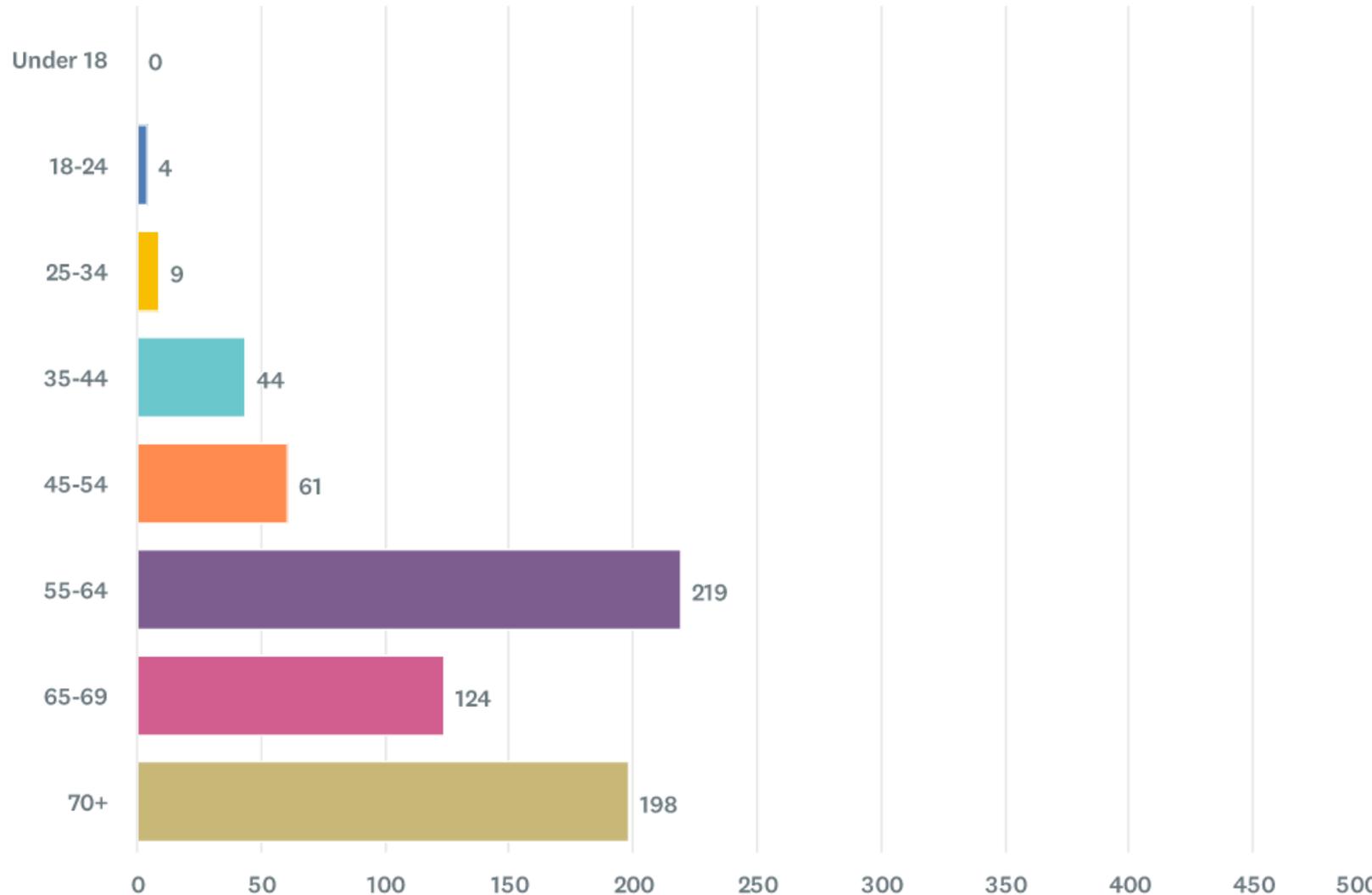
- Sustainability of the Sanibel School
- High school
- Support our island preschool & elementary school

Other Comments

- Protect Sanibel from decisions made for Captiva
- Keep throw-back vibe, bikes, safety, slow life, kindness that is unique to this place
- Stop signage everywhere!
- It would be great if the city had a plan for composting – it would really cut down on trash

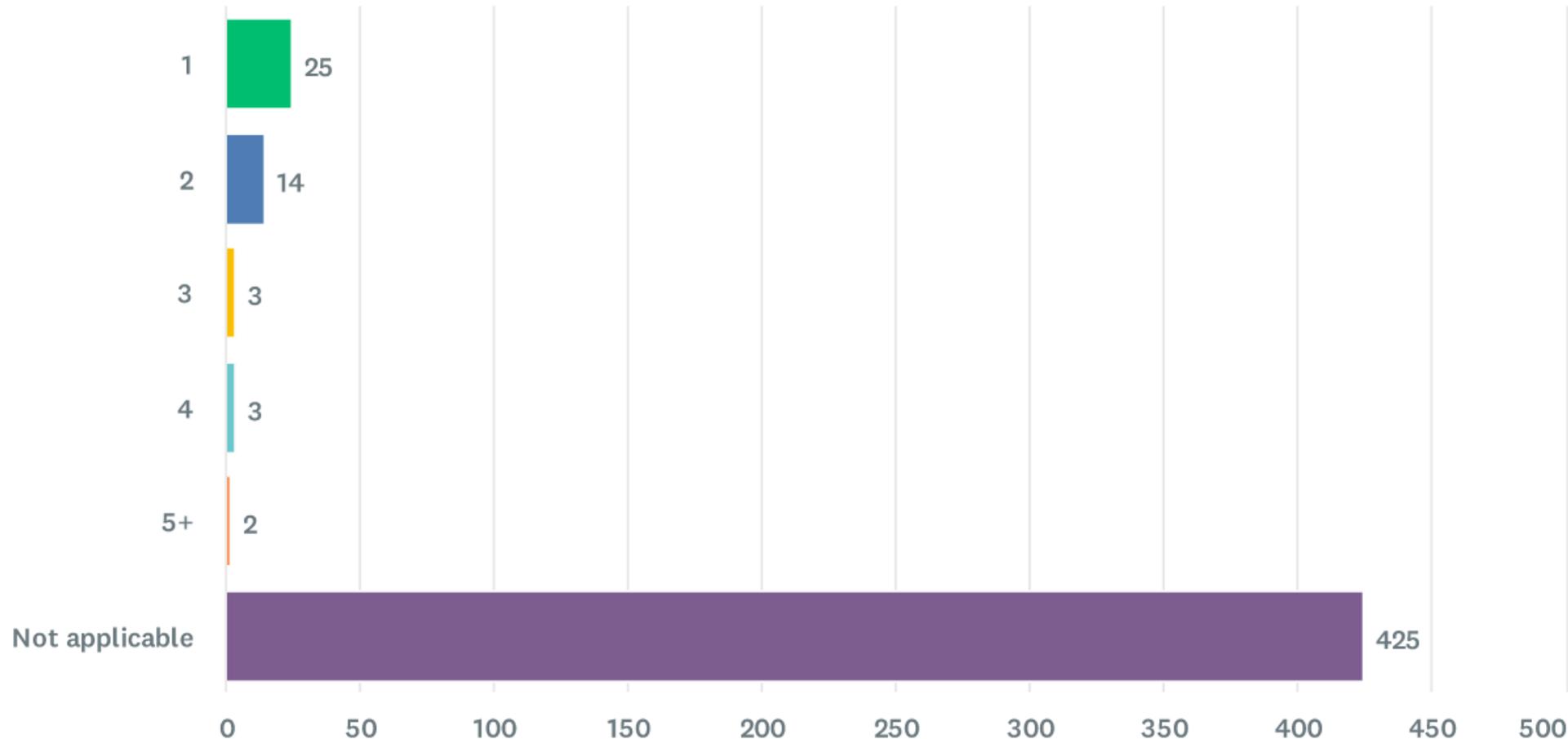
Preliminary Community Survey Results

Q: What is your age?



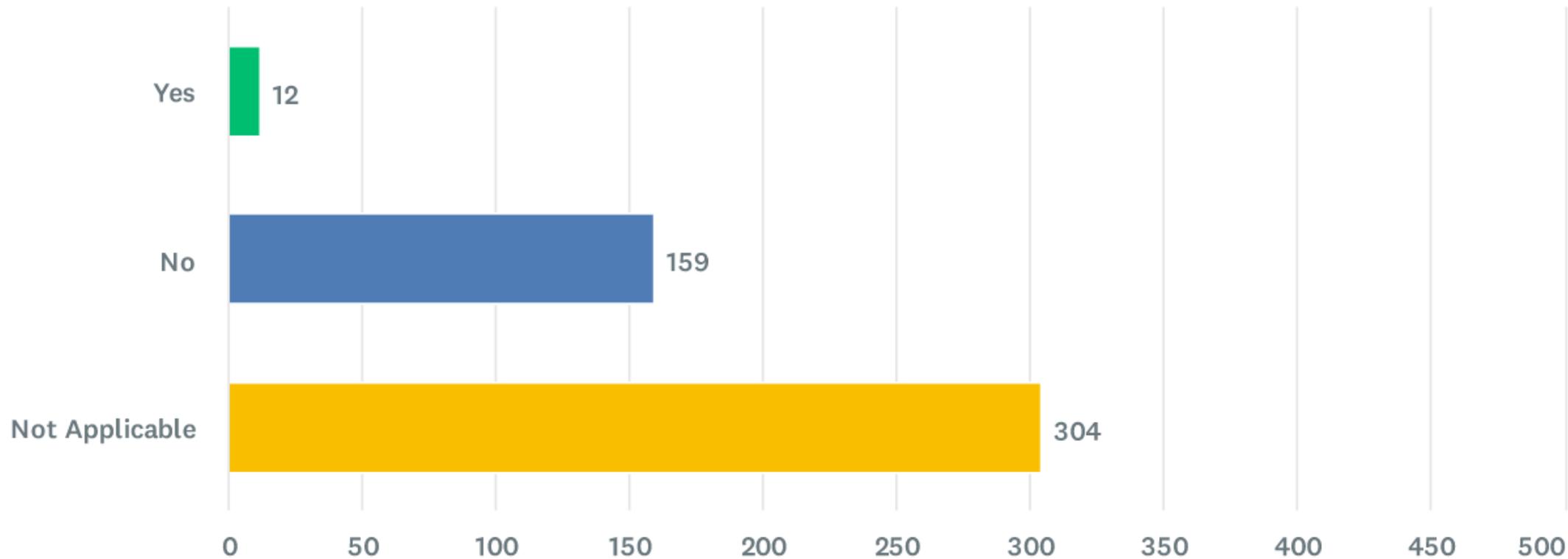
Preliminary Community Survey Results

Q: How many individuals under the age of 18 live in your household?



Preliminary Community Survey Results

Q: Do your children attend school within the City of Sanibel?



BUSINESS OUTREACH

No High-Rise Buildings

Keep Sanibel a Small Island Community

Preserve Island's Natural Vegetation

Commute is Terrible

Traffic is a Problem

**Limit on Height is a
Deterrent**

**Need Activities for
Kids**

**Housing Not
Affordable**

**Some Businesses not able to
Reopen due to Business
Owner's Age**

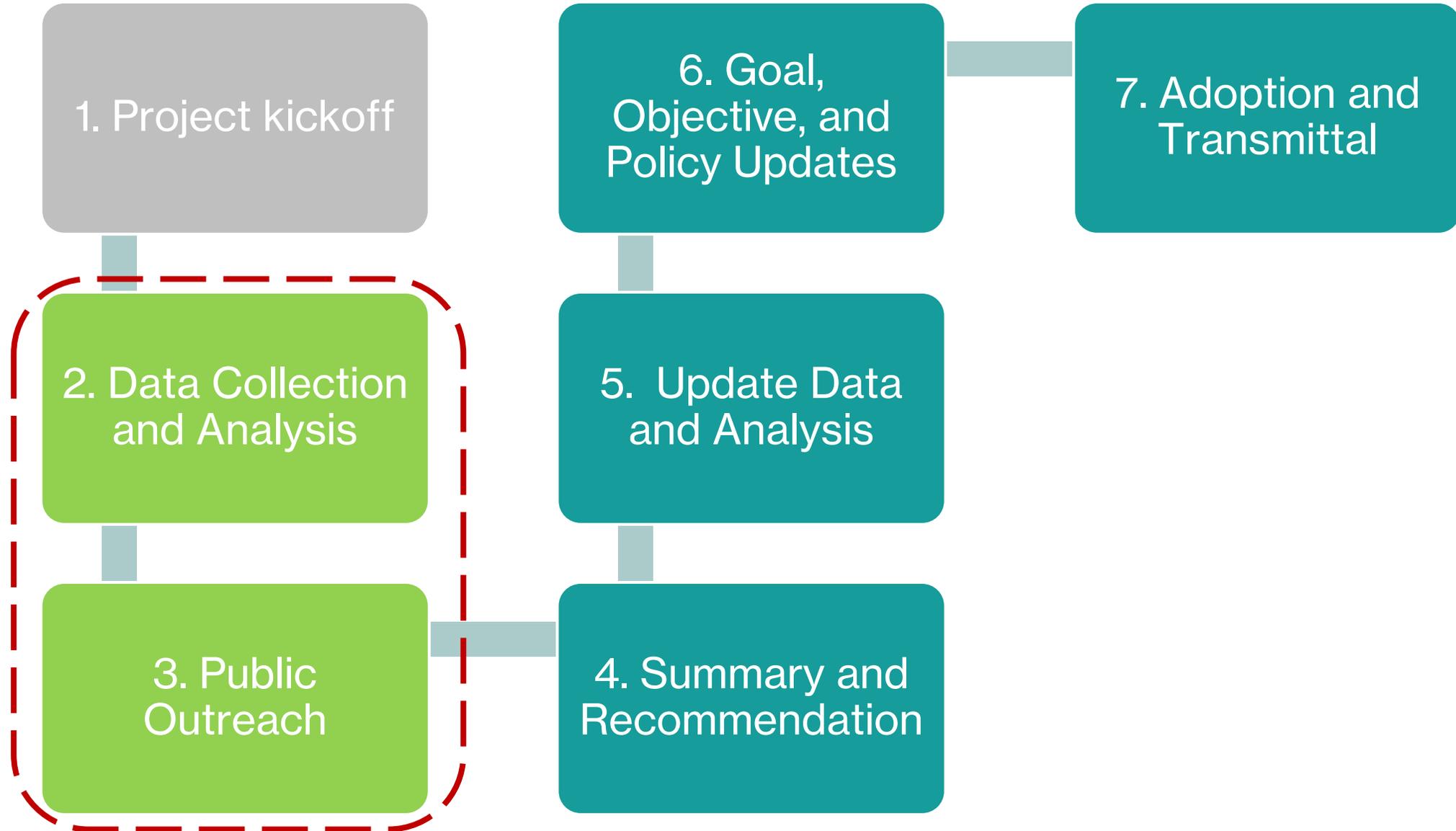
**Lack of Small Units
for a Single-Person
Household**

**Noticeable Decrease in Business Activity (e.g.
Dairy Queen Closed)**

**Roundabouts are Great
at the Right Place**

No Major Chains – People want to Escape That

Project Outline





Thank You