

Kill Me Quick Neighborhood

Introduction

The Kill Me Quick community earned its unique nickname from the frequent brawls that occurred outside of rowdy nightclubs and bars on several streets throughout the community in the early twentieth-century.

General Condition

The Kill Me Quick community has a mix of land uses as shown in the Land Use Map. The core of the community is mostly residential with commercial properties along West Hill Avenue and West Savannah Avenue on the southern edge of the community. The northern edge of the community also has some industrial uses as shown on the Zoning Map. The Future Development Map calls for Kill Me Quick to maintain four character areas – Community Activity Center, Transitional Neighborhood, Established Residential, and Neighborhood Activity Center.

The eastern portion of Kill Me Quick is in the Valdosta Local Historic District. This portion of Kill Me Quick includes fifty documented historic resources. The portion of Kill Me Quick not included in the Valdosta Historic District includes 143 documented historic resources. Care should be taken when rehabilitation or redevelopment projects are undertaken in Kill Me Quick to preserve the traditional rhythm of the streetscape. A wide variety of options are available for rehabilitation and new construction that protect historic character while maintaining affordability. For example, new construction should look to the Valdosta Historic District Design Guidelines and the surrounding housing stock for direction on issues such as roof style and pitch, fenestration (the arrangement of windows and doors), building setbacks, etc. The Historic Resources of Kill Me Quick are shown on the Historic Resources Map.

Overall, the community appears less stable than the Hightower community, as the housing stock is older and generally needs more repairs than the Hightower community.

Census Data

The Kill Me Quick neighborhood is included in parts of two Census Tracts:

- Census Tract 109, Block Group 3 (36.7%)
- Census Tract 113, Block Group 2 (11.9%)

The following data was compiled based on the percentage of the community included in each block group. Using this method, it is estimated that there are 146 families and 221 households in Kill Me Quick. The average income of Kill Me Quick residents is \$14,256 per year and 218 people are living below the poverty level. There are 160 people enrolled in school though only 0.26% have graduated from high school and 0.8% have a Bachelors degree or higher.

Table KMQ-1 shows the age distribution of Tom Town residents and Table KMQ-2 reflects the racial composition of the community.

Table KMQ-1	
Kill Me Quick - Race Distribution	
Race	Number
White	167
African American	466
Hispanic	3
Indian	0
Asian	0
Other	0
TOTAL:	636

SOURCE: U.S. Census, 2000

Table KMQ-2	
Kill Me Quick - Age Distribution	
Age	Number
0-4	54
5-9	50
10-19	119
20-49	273
50-64	68
65 and up	71
TOTAL:	635

SOURCE: U.S. Census, 2000

According to the Census figures there are 112 owner-occupied housing units and 102 renter-occupied housing units in Kill Me Quick. This data should not be confused with the data collected as part of the housing inventory as the purpose, and therefore the data collection and analysis, was very different.

Crime

Almost forty percent of the crimes committed in the Kill Me Quick community were larceny related, based on data obtained from the SGRDC for 2006. These crimes were concentrated on West End Drive, the northern section of Goolsby Street, and the western section of West Hill Avenue. Nine drug violations occurred and all were located on Summerlin Street. Three burglaries occurred in the northeastern section of Kill Me Quick on Floyd and River Streets. The times and locations of all crimes committed in Kill Me Quick are detailed on the Community Crime Map. Police could work with residents in these areas to form neighborhood watch groups to increase awareness in the problematic areas.

Table K-3 provides information on the number of specific crimes committed in Hightower and how these incidents compare to the percentage of crime committed citywide.

Table K-3 Kill Me Quick Community		
Crime	No. of Incidents	Percent of Total Crime
AGGRAVATED ASSAULT	2	1.04%
AUTO-THEFT	4	
BURGLARY	8	1.12%
DRUG VIOLATIONS	16	
LARCENY	30	1.25%
RAPES	1	4.17%
ROBBERY	2	1.85%
SIMPLE ASSAULT	9	1.01%
WEAPONS VIOLATIONS	4	
TOTAL:	76	1.43%

SOURCE: SGRDC and Valdosta Police Department

Parks, Recreation, and Community Facilities

John W. Saunders Park is located in the northwestern corner of the Kill Me Quick community. The park is 34.4 acres and has basketball courts, a playground, a large pavilion and kitchen, and nature trails. John W. Saunders Park is one of the largest public parks in the City and recently underwent an extensive remodeling process and today remains well maintained. The park provides excellent recreational opportunities for the Kill Me Quick community. However, as the community is quite large, John W. Saunders Park is not within walking distance for residents of the eastern or southern side of the community, limiting their accessibility to the facilities.



Kill Me Quick has four childcare facilities, which appears to be adequate to serve the population. These four facilities are spread rather evenly throughout the community making childcare accessible to most residents in the community.

The Kill Me Quick community does not have a community center, nor is any community center accessible for residents of the Kill Me Quick community. Community centers provide a meeting area and a location for various community social services. A long term goal for the City should be that every resident will have access to a community center. Community centers are costly to build and maintain, so the City should strategically site.

Infrastructure Conditions



The Kill Me Quick community has sidewalks on a section of River Street and on West Hill Avenue. The sidewalk on River Street ends near the railroad tracks west of Mills Street. The sidewalk needs to be continued at least past John W. Saunders Park. This would better connect the eastern section of the community. Thus, residents around Eugene Circle could walk along Summerlin Street and then use the sidewalk along River Street to access John W. Saunders Park.

The City of Valdosta's Engineering Department is planning to reconfigure the River Street/St. Augustine Road intersection and then create curbs, gutters, and a sidewalk to Hightower Street. The bidding for this project is scheduled for later in 2006. This project would still leave a stretch of River Street, from Hightower Street to where the sidewalk currently ends, without a sidewalk.

The main entrance for John W. Saunders Park is located on River Street. However, John W. Saunders Park has two pedestrian entrances on Stewart Street and West End Drive. According to the City Engineer, Stewart Street is scheduled to be paved. Neither entrance has any parking spots. Thus, if a resident lives in the mid-section of the community, such as those on North Perry Lane, and they want to drive to the park, they will be forced to drive around the community and use the main entrance on River Street. Creating parking spots near these two entrances seems infeasible. Instead, roads connecting the two roads with the current circular drive would better connect the park with both sides of the community. Further, increased traffic through the park would increase visibility and likely assist in the reduction of vandalism.

Housing

According to the U.S. Census, the median year of construction of homes in Hightower is 1968. Though this housing stock is a bit older, it is very feasible to consider these structures as candidates for rehabilitation when circumstances warrant.

The housing survey team inventoried two hundred-sixty one parcels in the Kill Me Quick Community. One hundred-eighty structures and eighty-one vacant lots were inventoried. The results of the inventory are summarized in Table K-4 and shown on the Housing Conditions map. The Unused Lot Conformity map provides specific information about the size and location of vacant lots.

Table K-4	
Kill Me Quick - Neighborhood Survey Summary	
Business	29
Church	2
Multi-Family	7
Manufactured Home	11
Single Family	131
Vacant Lots	81
TOTAL:	261

SOURCE: SGRDC Housing Inventory 2006

Of the one hundred-eighty structures inventoried, one hundred sixty-two are occupied. The breakdown of occupied units is detailed in table K-5 below.

Table K-5 Kill Me Quick - Occupancy			
Use	Occupied	Vacant	Abandoned
Business	28	1	0
Churches	2	0	0
Multi-Family	7	0	0
Manufactured Home	11	0	0
Single Family	114	9	8
TOTAL:	162	10	8

SOURCE: SGRDC Housing Inventory 2006

Of the 180 structures inventories, 61 were found to be in acceptable condition – 29 businesses, 7 multi-family units, 11 manufactured homes, and only 15 single family homes. The vast majority of the single family residences are in need of major repair as shown on the Major Repair Map. Fortunately, only 30 structures are in need of minor repair as shown on the Minor Repair Map while only 9 structures are dilapidated as shown on the Dilapidated Map. A summary of the condition of the inventoried structures is found in Table K-6 below.

Table K-6 Kill Me Quick - Condition				
Use	Acceptable	Minor Repair	Major Repair	Dilapidated
Business	26	0	3	0
Churches	2	0	0	0
Multi-Family	7	0	0	0
Manufactured Home	11	0	0	0
Single Family	14	30	74	13
TOTAL:	60	30	77	13

SOURCE: SGRDC Housing Inventory 2006

Economic Development Opportunities

Redevelopment

Almost all of the commercial activity in the Kill Me Quick community is centered on West Hill Avenue and West Savannah Avenue; still, these corridors are underutilized. Many businesses are vacant and there is an abundance of vacant land. It is recommended that vacant commercial structures be targeted for redevelopment and reuse to provide the community with necessary services. Redevelopment could provide accessible employment for residents in the community, while providing convenient services for those in the area. Vacant lots should be targeted for redevelopment to aid in the economic revitalization of these areas and contribute positively to the tax base.

Brownfield

The Kill Me Quick community also has a “brownfield” that could present a redevelopment opportunity. The U.S. Environmental Protection Agency (EPA) defines a brownfield as, “real property, the expansion, redevelopment, or reuse of which may be complicated by the presence or potential presence of a hazardous substance, pollutant, or contaminant” (www.epa.gov). The site is owned by, and is adjacent to, the Hood Packaging Corporation. The site consists of three separate tracts that together total 53 acres +/- . The Georgia Environmental Protection Division (GAEPD) found that the site is vastly contaminated eliminating residential or park development as viable uses following remediation leaving only commercial or industrial. Thus, the site is ideal for a light industrial park or a commercial development. These types of developments could provide employment opportunities for area residents that are easily accessible. The City, along with Hood Packaging Corporation, created a Corrective Action Plan that was denied by the GAEPD as an insufficient plan. A new application that unites Hood Packaging Corporation, the City, the SGRDC, and other interests in the community would give more weight to the plan and show a commitment not only to remediate a hazardous site, but also to revitalizing a nonproductive site in order to benefit the entire Valdosta community.

Planned Projects

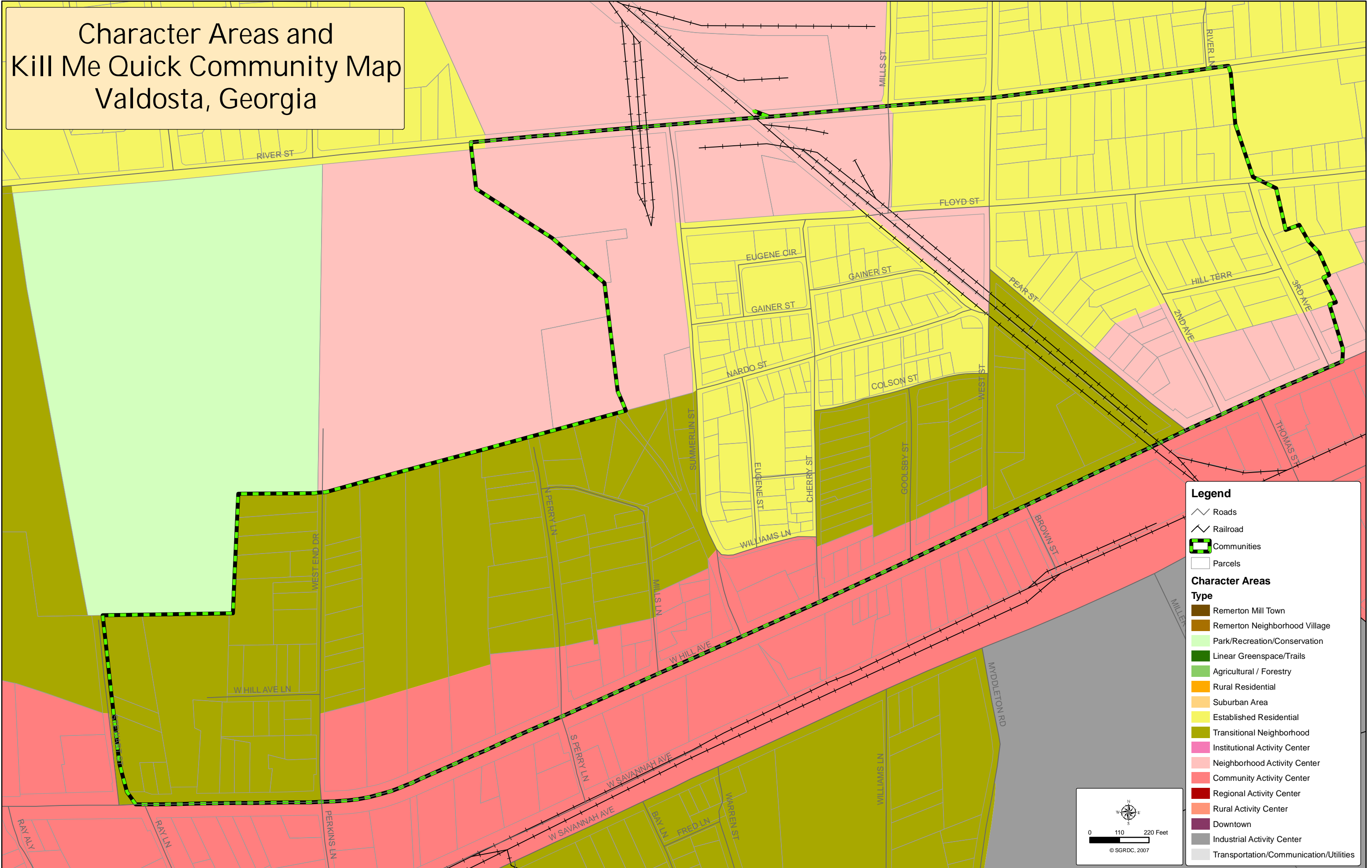
An overpass is scheduled to be built on West Hill Avenue from 3rd Avenue to West Street in 2011. This will eliminate the traffic congestion that occurs when trains are coming through this intersection. However, this is likely to be very disruptive to the area immediately surrounding the overpass. Several houses and businesses will like need to be relocated due to right-of-way acquisition.

Conclusion

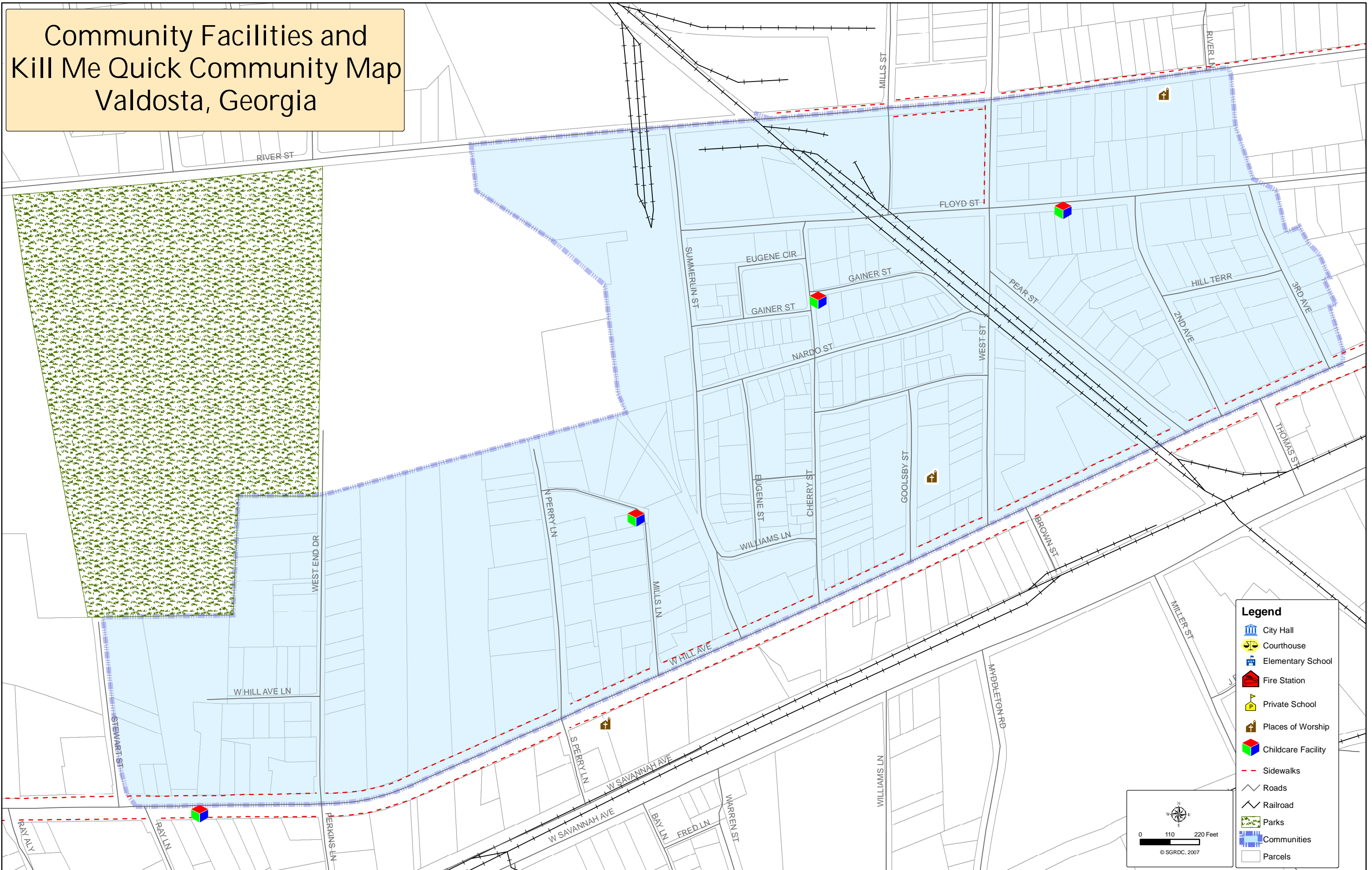
The Kill Me Quick community has many assets including an exceptional park and a convenient commercial corridor. However, neither asset has been fully integrated into the community. The housing stock in the Kill Me Quick community is aging and many houses in the community need significant repairs. Housing rehabilitation projects and infill development projects, coupled with a focus on economic development, will help make the Kill Me Quick community thrive.

Kill Me Quick Map Appendix

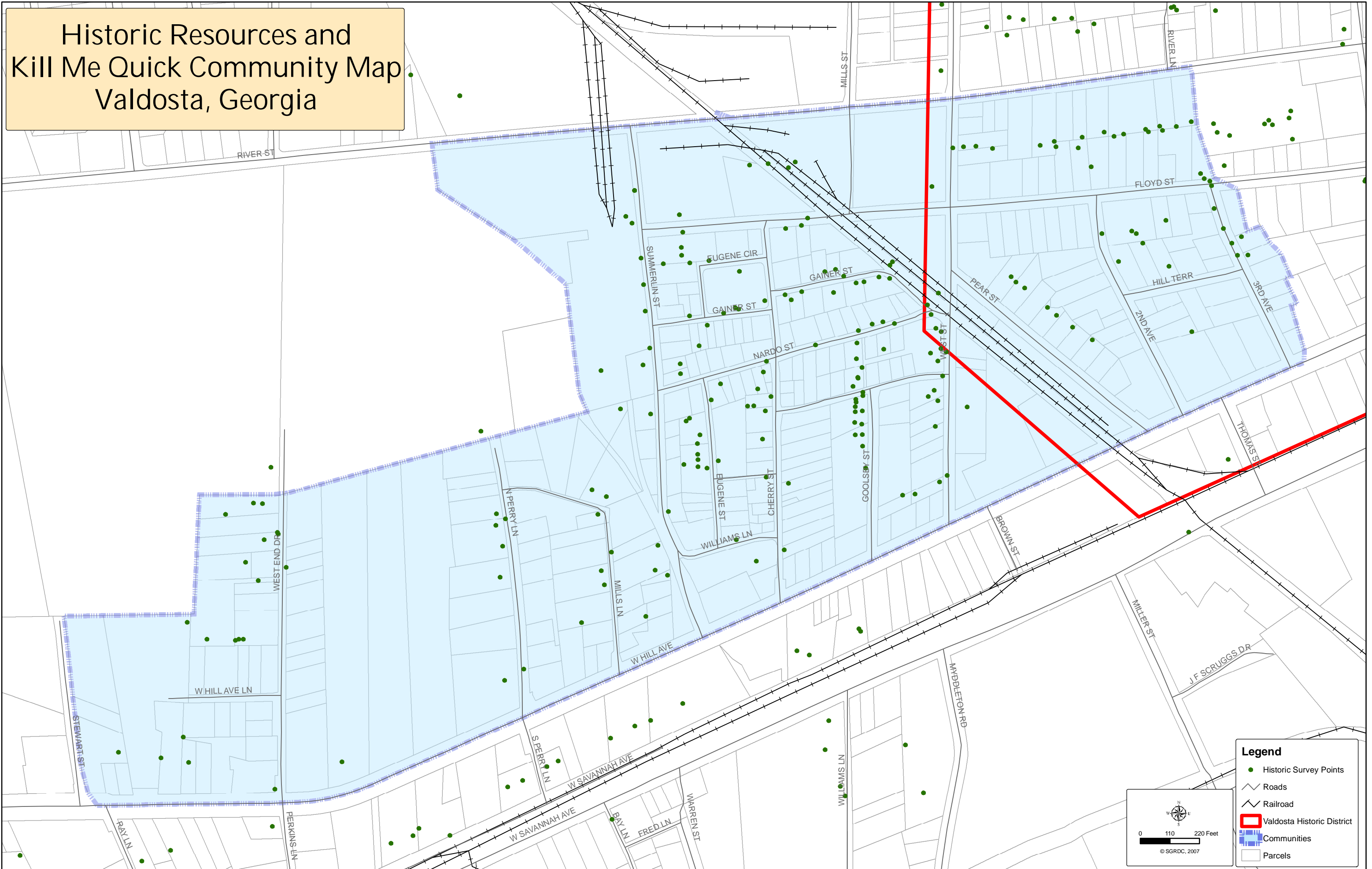
Character Areas and Kill Me Quick Community Map Valdosta, Georgia



Community Facilities and Kill Me Quick Community Map Valdosta, Georgia

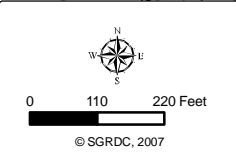


Historic Resources and
Kill Me Quick Community Map
Valdosta, Georgia







Legend





- Historic Survey Points
- Roads
- Railroad
- ▭ Valdosta Historic District
- ▭ Communities
- ▭ Parcels

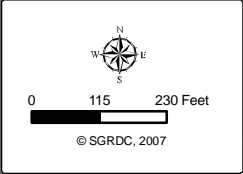
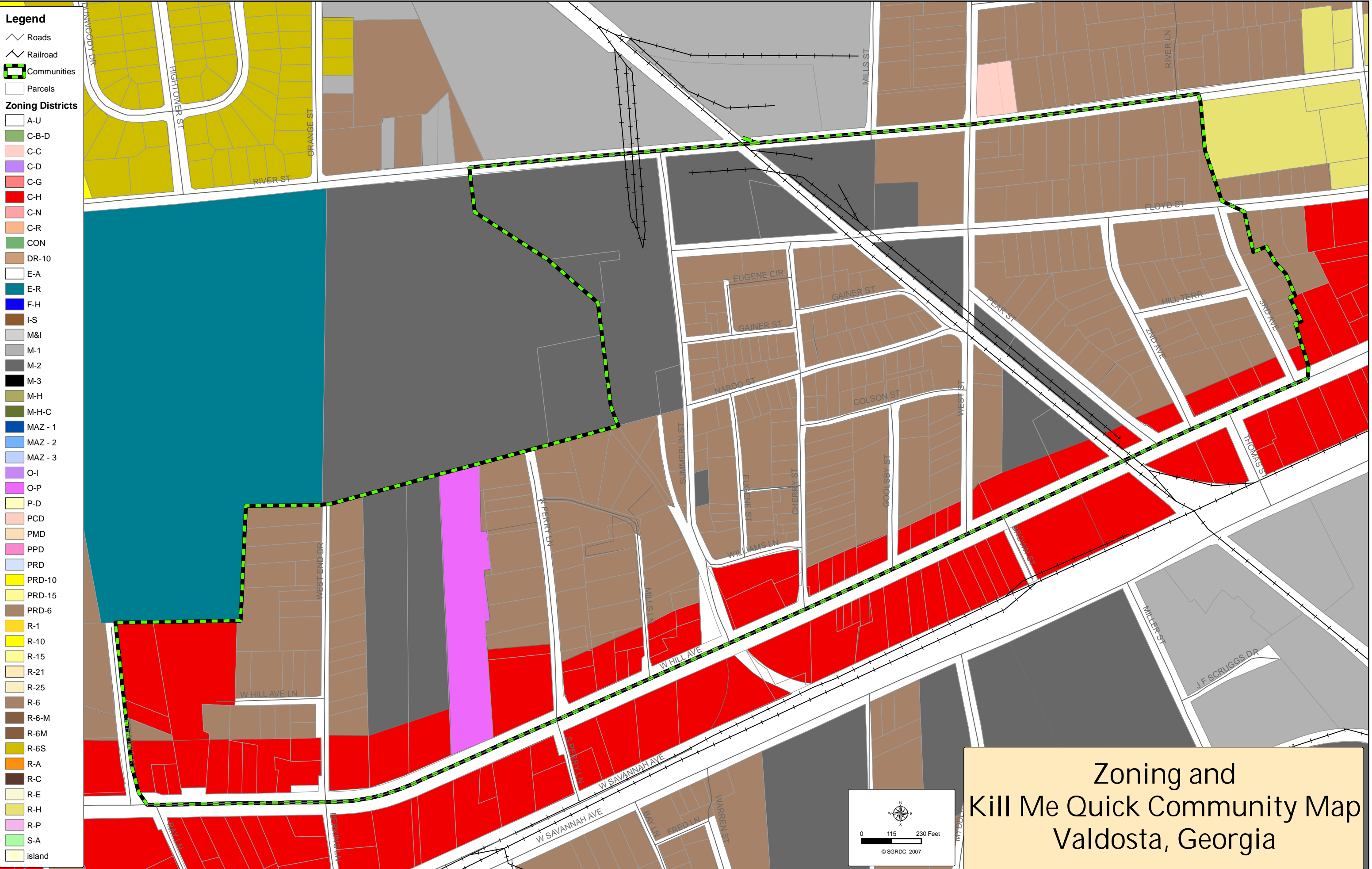


Legend

-  Roads
-  Railroad
-  Communities
-  Parcels

Zoning Districts

-  A-U
-  C-B-D
-  C-C
-  C-D
-  C-G
-  C-H
-  C-N
-  C-R
-  CON
-  DR-10
-  E-A
-  E-R
-  F-H
-  I-S
-  M&I
-  M-1
-  M-2
-  M-3
-  M-H
-  M-H-C
-  MAZ - 1
-  MAZ - 2
-  MAZ - 3
-  O-I
-  O-P
-  P-D
-  PCD
-  PMD
-  PPD
-  PRD
-  PRD-10
-  PRD-15
-  PRD-6
-  R-1
-  R-10
-  R-15
-  R-21
-  R-25
-  R-6
-  R-6-M
-  R-6M
-  R-6S
-  R-A
-  R-C
-  R-E
-  R-H
-  R-P
-  S-A
- island



Zoning and
Kill Me Quick Community Map
Valdosta, Georgia