

# ORO VALLEY ECONOMIC DEVELOPMENT UPDATE



## ARTS, SPORTS & ENTERTAINMENT

### **Haunted Car Rides at Steam Pump Ranch**

**Every Friday, Oct. 9—30; 7—9 p.m. / Event is FREE!**

Space limited to 80 vehicles per Friday. Bring your family to Steam Pump Ranch for a haunted road trip across Arizona. Listen to frightening stories, narrated on your smart phone, within the safety of your own vehicle...if you dare!

### **Drive-In Concerts at Steam Pump Ranch**

**Friday November 6, 2020 7—9 p.m. FREE / Music by Connie Brannock and the Tiny House of Funk**

Enjoy live music from the safety of your own car! Bands will perform live, on stage, and they will also be projected onto a large, inflatable screen in the south parking areas, so everyone has a view of the action. Attendees may bring chairs to sit near their car as long as they maintain at least six feet of social distance from other groups/families.

Pre-packaged snacks will be available for purchase (\$1) however masks will be required during purchases and any time six feet of distance cannot be maintained at the event.



## ARTS, SPORTS & ENTERTAINMENT (cont.)

### **Drive-thru Halloween at Community & Recreation Center**

Saturday, October 31, 6 to 8 p.m. The center will offer a drive-thru Halloween event on Saturday, October 31. Staff will pre-package candy (using proper safety precautions) and hand out a bag of treats to each child in the car. The event will include an online costume contest and car decorating contest.

## NEW PROJECTS

### **Foothills Business Park (10860 N. Mavinee Drive/ ARBICO Organics)**

- Desert Dance Collective at Foothills Business Park (C of O)

### **Steam Pump Village (11075 N. Oracle Road/ Children's Museum Oro Valley)**

- Artists and Makers Studio AZ (C of O)

## NEW PROJECTS (cont.)

### **Shops at Oro Vista (1335 W. Lambert Lane/Noble Hops Gastropub)**

- TMC One at Oro Valley Shopping Center (Under construction)

## COMMERCIAL & RESIDENTIAL PERMITS

September 2020 Residential Permits = 45

September 2020 Commercial Permits = 0