

Help us define criteria that will prioritize desired uses.	Priority	
Community Benefits	* * * * *	8
Tax Base (increase)	* * * *	5
Open Space	* * * *	6
Parking		0
Maintaining Aesthetics of the Community	* * * *	6
Connectivity/walkability/accessibility		0
Maintain Diversity		0
Traffic (managing)	* * * *	5
Different Types of Housing	* * * *	6
New Jobs		0
New Residents	* *	3
Ease tax burden (private development)	*	2
Additional amenities to downtown	* *	3
Lower cost of maintenance	*	1
Community benefits	* * * *	5
Historic building preservation	* *	3
Open space	* *	3
Traffic	*	1
Parking	*	1
Green (LEED covered) → low ?	* * * * *	8
Educational environment/Continuing education	* * * * *	13
Meets community need of most of people	* * * * *	8
Character/identity of town maintained	* * * * *	7
Accessibility to all ages and to all incomes – (including handicapped)	* * * *	6
Minimize impact to current tax rates	*	1
Something that generates revenue for city	* * * *	6
Sustainability and eco-friendly	*	2
What kind of community benefits (open space) – Pylaski Park)	* * *	4
Does it provide for shared parking	* * *	5
Allows to bring all community to center	* *	3
Community gathering/interactions- social infrastructure cultural chaos	* * * * *	10
Avoid monopoly-Equitable EC. Dev. For all	* *	3
Safe, Creative outlets for youth/teens	* * * *	10
Green space, Community Garden (only existing one-need)	*	2
Maintain opportunities for all regardless – new and existing people/businesses	* * *	4
Dog Park, Animal Friendly Environments		0
Safe Streets, Pedestrian – Friendly, Multi-Modal	* *	3
Green Infrastructure throughout – low maintenance	* * * *	7
Green Nurture appreciation for Nature/natural beauty	*	2
Enhance Aesthetics- tap into arts community	* * * *	9
Promote Stewardship	*	1
Jobs	*	1
Preserving historic building	*	2
Greatest community benefit	* * *	5
Protecting the most vulnerable	* *	3
Preserving parking at Maple	*	2
Generate new tax revenue	* * * *	7
“sustainability” of new development	* * * *	8
Supports local artists	*	2
Maintains playgrounds/green space	* * *	7
Maintaining Gymnasium in Pepin	*	1
Kids→ access to amenities	* * *	5
Elderly→ affordability	* * *	4
Implement parking strategies before/over new parking	* * *	7

Safety/lighting	* * *	<div></div>	3
It does serve community members	* * * * * * * * * *	<div></div>	11
It protects affordable and accessible space	* * *	<div></div>	3
Generates taxes and improves tax base	* *	<div></div>	2
It feels safe for everybody		<div></div>	0
Stays consistent and fits with the community and its values	* * * *	<div></div>	4
Environmentally sustainable and environmentally well-designed	* * * * *	<div></div>	5
Provide for parking and traffic with a plan and solutions	*	<div></div>	1
Safety of pedestrian and bicyclist	* * * * *	<div></div>	6
Coordinate and complement each other (the 3 schools don't compete with each other)		<div></div>	0
Historic character past(but not pure preservation) should be acknowledge	* * * * * * *	<div></div>	8
Strategically fits into the long-term future of the downtown	* * *	<div></div>	3
High quality aesthetics, attention to the look and feel	* * *	<div></div>	3
Ensure that there is a contribution to the arts and culture.		<div></div>	0
Alternative education services	* * *	<div></div>	3
Reuse of buildings	* * * *	<div></div>	4
Health and wellness and Safety	* * * * * * * * *	<div></div>	10
Walkability & bikeability	* * * * * *	<div></div>	7
Diversity & inclusion (intergenerational)	* * * * * * *	<div></div>	9
Innovation	* *	<div></div>	2
Entertainment/night life	* * * *	<div></div>	5
Clean streets/waste removal	* *	<div></div>	2
Affordable housing	* * * * * *	<div></div>	7
Generating revenue	* * * * * * *	<div></div>	8
Ongoing cost/maintenance	* *	<div></div>	2
Historic building preservation	* *	<div></div>	2
Green energy	* * * *	<div></div>	5
Green spaces/trees	* * * * * * * * *	<div></div>	11
Collaboration/community building	* * * * * * *	<div></div>	10
Business development/incubator	* * * * * *	<div></div>	8
Parking & signage	*	<div></div>	1
Housing Cost control	* * *	<div></div>	3
Preserve community space	* * * * *	<div></div>	6
Economic development		<div></div>	0
Arts as an industry	* *	<div></div>	2
Increased learning opportunities (trades/artwork)	* * * * * *	<div></div>	7
Diversity (Senior Downtown, trades, arts)	* * *	<div></div>	3
Mitigate traffic impacts through reallocating kids to new k-8	* * *	<div></div>	3
Long term positive impact to EastHampton		<div></div>	0
Benefits the most people	* * * * * * * *	<div></div>	10
Cost to remediate hazardous materials		<div></div>	0
Helping people age in place	*	<div></div>	1
Creates common space for people to gather/shop/recreate	* * * * * *	<div></div>	8
Maintains public access	* * *	<div></div>	3
Preserves Gym	* * * *	<div></div>	4
Community involvement throughout redevelopment process	* * * * * *	<div></div>	8
Keep buildings in public domain (not sell off to private developer)	* * * *	<div></div>	5
Protects senior taxes from increasing (fixed income seniors)	*	<div></div>	1
Protects everyone's taxes from increasing	* * *	<div></div>	3
Protects lower income household from tax increases	* *	<div></div>	2
Any redevelopment would include PILOT for non-profit use	* * *	<div></div>	3
Does not increase traffic	*	<div></div>	1
Increases parking for downtown uses	* * * * * *	<div></div>	8
Needs to be affordable to city and ensure affordability to citizens	* * * * * *	<div></div>	8
Resilient and sustainable to an unforeseen future	* * *	<div></div>	3

Walkability and Safety – to include parking safety	* * * * *	<div></div>	6
Decisions to be made according to a Green agenda	* *	<div></div>	2
Items based on actual need – i.e. parking	* * *	<div></div>	3
Projects that will actually generate taxes as opposed to raising taxes	* * * *	<div></div>	4
Decisions based upon best practices rather than market alone	* * * *	<div></div>	4
Maximize Green Space/preserve – design to historic character	* * * * *	<div></div>	5
Accessibility for all, i.e. sidewalks	* *	<div></div>	2
Ensure retail space variety for all tastes/budgets	* *	<div></div>	2
Avoid gentrification... define gentrification as a value	*	<div></div>	1