

**ADDITIONAL UNDOTTED - CONNECTIVITY**

**What are our likes and dislikes about Neighborhood CONNECTIVITY? – Cedar Rapids Neighborhood Event – January 31, 2009**

*(Dislikes are in italics and red font)*

| Open Friendly & Inviting Atmosphere   | Attractive & Well-Designed Streetscapes  | Easy Access   | Good Community Feeling (Small Town Feel)  | Tree-Lined Parkways & Trails  | Using Water as The "Draw"  | Safe Thoroughfares  | Focus on Walkability |
|---|--|---|---|---|--|---|----------------------|
| <ul style="list-style-type: none"> <li>• Welcoming/character</li> <li>• Covered bus stops</li> <li>• Don't see garage</li> <li>• Calm environment</li> <li>• Hotel with downtown</li> <li>• Personal space</li> <li>• Shade</li> <li>• Seating</li> <li>• Parks/green spaces, trails</li> <li>• Green</li> <li>• Welcoming</li> <li>• Focal points/points of interest</li> <li>• #24-#27 User friendly/multi-friendly</li> <li>• <i>No RR tracks where I live</i></li> <li>• <i>Houses facing street only – need to face green spaces</i></li> <li>• <i>Garage as first thing seen</i></li> <li>• <i>Garages on front</i></li> <li>• <i>Garage corridor</i></li> <li>• <i>Houses too close together</i></li> <li>• <i>Homes too close together/too dense</i></li> <li>• <i>Houses are too close together/need space</i></li> <li>• <i>No stunt architecture (no wacky)</i></li> <li>• <i>Suburbia</i></li> <li>• <i>No sense of neighborhood</i></li> <li>• <i>Not attractive/not inviting</i></li> </ul> | <ul style="list-style-type: none"> <li>• Infill</li> <li>• Signage to ID parking areas</li> <li>• Urban awnings</li> <li>• #24 Attractive, transit</li> <li>• <i>Too many steps up to porches</i></li> <li>• <i>Neon signs</i></li> <li>• <i>Billboards</i></li> <li>• <i>#15 Cluttered/built for the car/no trees</i></li> <li>• <i>#22 Too much cement/grey looking/no access</i></li> <li>• <i>#23 Too much concrete</i></li> <li>• <i>Lack of front yard/green-too tight</i></li> <li>• <i>#15 Too much likeness</i></li> <li>• <i>#15 Would lose everything, not friendly, can't ride bikes/play, garages</i></li> <li>• <i>#15 Not enough trees, too much of the same</i></li> <li>• <i>#15 Suburban street – not reflective of inner city</i></li> <li>• <i>#15 Houses not connected to streets (uninviting)</i></li> </ul> | <ul style="list-style-type: none"> <li>• Skywalks must be accessible</li> <li>• <i>Stopping for trains in town</i></li> <li>• <i>#16 Too close together, no front yard</i></li> <li>• <i>#17 Density, too dense</i></li> <li>• <i>#17 Too much the same</i></li> <li>• <i>#22 Proximity to RR tracks</i></li> <li>• <i>#25 View blocked</i></li> <li>• <i>#26 Don't like wires above</i></li> </ul> | <ul style="list-style-type: none"> <li>• Porches</li> <li>• Porches</li> <li>• Back yards</li> <li>• Unique/old fashioned character</li> <li>• Brick elements</li> <li>• Gate gives it character. Know where you're at</li> <li>• Bldg has meaning, was recycled, preserved and used</li> <li>• Architectural diversity</li> <li>• Cater to different housing needs</li> <li>• Character</li> <li>• Visual access to River</li> <li>• Scale</li> <li>• Simplicity</li> <li>• #10 Character, brick</li> <li>• #16 Trees, looks homey, porches, better scale, invites neighbor interaction</li> <li>• #16 Recreates flavor of neighborhood, accessibility of neighbors</li> <li>• #18 Looks like Cedar Rapids!</li> </ul> | <ul style="list-style-type: none"> <li>• Both sides of river – attractive trash cans on trails and sidewalks</li> <li>• #27 Trails/outdoors</li> <li>• <i>No trees</i></li> <li>• <i>Needs more trees</i></li> <li>• <i>No green</i></li> <li>• #18 Reminded of former neighborhood - walk to school/safe/ older</li> <li>• #22 Similar to CR (train tracks)</li> <li>• #26 Depot</li> <li>• #26 Nostalgia, trolley system, (image mass transit), connects (restaurants, entertainment)</li> <li>• <i>Sprawl</i></li> <li>• <i>No character</i></li> <li>• <i>House far back from street/sidewalk/not good feel/neighborhood</i></li> </ul> | <ul style="list-style-type: none"> <li>• Lighting</li> <li>• Clean streets/in good repair</li> <li>• One-way street</li> <li>• Narrow street/only one way road</li> <li>• Alleys should be paved</li> <li>• <i>Too visually busy</i></li> <li>• <i>#14 'Different' especially if in residential area</i></li> <li>• <i>#23 No trees too urban</i></li> <li>• <i>#24 Too many elements</i></li> </ul> | <ul style="list-style-type: none"> <li>• Sidewalks</li> <li>• Sidewalks</li> <li>• Sidewalks</li> <li>• Benches</li> <li>• Wide smooth sidewalks in good repair</li> <li>• No cars</li> <li>•</li> <li>• #18 Inviting, useable sidewalks (in good repair)</li> <li>• <i>Lots of cars</i></li> <li>• <i>Brick sidewalks look unsafe</i></li> <li>• <i>Too much clutter-doesn't encourage sidewalk use</i></li> </ul> |                      |

**ADDITIONAL CATEGORIES – UNDOTTED CONTINUED:**

**What are our likes and dislikes about Neighborhood CONNECTIVITY? – Cedar Rapids Neighborhood Event – January 31, 2009**

*(Dislikes are in italics and red font)*

| Architecture That Promotes Pedestrian Friendliness & Safe Efficient Passage  | Locations That Promote Interaction  | Convenient Efficient Transportation Options   | Accessible Neighborhood Biking System  |
|--|---|---|--|
| <ul style="list-style-type: none"> <li>• Room to move around on lot</li> <li>• Close to park/green space</li> <li>• #15 No cars parked on street</li> <li>• #15 Wide street, sidewalk</li> <li>• #19 Local retail/wide sidewalks</li> <li>• #19 Wide sidewalks</li> <li>• #20 Wide sidewalks</li> <li>• #22 Design good “considering” what was there to work with</li> <li>• #24 No cars/bus only, lighting, trees (foliage), planters, community pride, mixed housing &amp; residential</li> <li>• #24, #26 Lighting/trolley</li> <li>• <i>Parking on-street</i></li> <li>• <i>#23 Sidewalk not wide/maybe not safe for pedestrians/skywalk - Takes business away from retailers</i></li> </ul> | <ul style="list-style-type: none"> <li>• Park space across street</li> <li>• #17 Interesting architecture access to park, invites interaction</li> <li>• #17 Mixes use – wide street</li> <li>• <i>Trees covering signs of biz</i></li> <li>• <i>Skywalks – takes away form people being on street</i></li> <li>• <i>Skywalks remove traffic from street level retail</i></li> <li>• <i>Skywalk –disconnects pedestrians from street</i></li> <li>• <i>#23 Skywalk destroys street traffic, too dark, closed in</i></li> <li>• <i>#23 Don’t like skywalks</i></li> <li>• <i>#23 Skywalks separate people from activity (need shops on/along skywalk– looks empty)</i></li> <li>• <i>Confusing network/lost</i></li> <li>• <i>#15 No people outside</i></li> <li>• <i>#15 Very unfriendly</i></li> <li>• <i>#15 Does look like a place to sit &amp; talk to someone, not ‘connecting friendly’</i></li> <li>• <i>#19 Does look like a place to sit &amp; talk to someone, not ‘connecting friendly’</i></li> </ul> | <ul style="list-style-type: none"> <li>• Wide boulevard</li> <li>• Bus convenience</li> <li>• Urban rail system to other cities</li> <li>• Transportation/ Accessibility</li> <li>• Alternative modes of transport</li> <li>• Ground floor parking for flood protection</li> <li>• #13 Transit (free), destinations, accommodations for wheelchairs &amp; bikes (ADA)</li> <li>• #25 Bus stop shelter &amp; amenities, bike racks on buses</li> <li>• <i>#25 Don’t like design of bus stop</i></li> </ul> | <ul style="list-style-type: none"> <li>• Bikes &amp; trail paths that connect to/part of the street (designated)</li> <li>• Places to bike and walk</li> <li>• People riding bikes</li> <li>• Trails = wide, bikes</li> <li>• #27 Wide path, winding, bikers &amp; pedestrians, natural area, peaceful</li> <li>• #27 Trail is paved/safe/friendly-can visualize events taking place here</li> </ul> |

**Not Sure Which Column**

- *Impractical use of resources*
- *Unsustainable*
- *Slow bus system*
- *Turning parkland into homes*
- *#26 Too hard to support*
- *#26 Railway*

**NOTE: Items in blue may require looking at the corresponding picture to determine where they actually fit.**