

Suggestions and Comments from NH Conference of 11-11-06

Roughly grouped by similarity/category

“Indicator” brainstorm

1. Stability of commercial establishments
2. Reputation causing people to not move into neighborhood
3. Property values
4. Neighborhood flight
5. # of building permits issued
6. Lack of op. for low-income home ownership
7. Homes: owned to rented conversion
8. Home maintenance
9. # of homeless people
10. Banks/CU loans
11. Schools' performance
12. Proximity to main roads
13. Bike-able neighborhoods
14. Walk-able neighborhoods
15. EMS response time
16. # & type of police calls
17. Property damage
18. Perceptions of safety
19. Noise – screaming, stereo, late night (early morning)
20. Drug sales
21. Lack of respect for property/people
22. Lack/loss of neighborhood officer
23. Gang fights
24. Physical condition of infrastructure, public property (roads, signs, etc)
25. Availability of youth programs
26. ↑ in juvenile neighbors
27. Language barriers
28. ↓ of automobile use
29. Public transportation
30. Affordable commercial rents
31. # of non-living wage jobs
32. Proximity of living wage jobs to neighborhood

“Assets” brainstorm

1. Location
2. Value – cost, taxes
3. “Established” (trees,
4. Housing character
5. Good property maintenance
6. Length of tenure vs turnover
7. Renter (length of tenure, type of lease) vs owner
8. Parks condition
9. Kids ↑
10. Multi-generational
11. Diversity – people, cultural opps
12. Proximity to recreational facilities & opps there
13. Prox to low-cost dental & health care
14. Daycare facilities
15. Good schools
16. Literacy
17. Variety of employment
18. Close proximity to work
19. Community/neighborhood resource centers (note: 1 and 9 respectively)
20. Neighborhood association – membership, turnout at meetings
21. Religious center/facilities
22. Community action
 - diversity of topics shared/discusses
 - newsletter (NA)
 - events (NA)
 - membership (NA)
 - identity – known & residents self ID as a “resident of...”
23. Proximity to library
24. Proximity to bike path