

From: Subhanjan Mondal

Sent: Monday, March 19, 2018 9:22 AM

To: Stouder, Heather <HStouder@cityofmadison.com>; Greger, Jeffrey <JGreger@cityofmadison.com>; elderberryneighborhood@gmail

Subject: Elderberry Neighborhood Plan

Hello,

I am a resident of the Elderberry neighborhood and am writing to address the new draft concept for the Elderberry neighborhood development plan. I am concerned about two concepts in the proposed plan.

First, I am concerned with is the lack of a buffer between the single family homes on Wilrich Street, between Fargo and Bear Claw and the proposed Mix 3 housing across the street to the south. In the 2002 plan, there was a small block of low-medium density housing directly to the south of the single family homes on Wilrich, so as you can imagine, this change is surprising and undesirable. This also appears to be the only area in the entire proposal that does not have a buffer of Mix 2 between Mix 1 and Mix 3 housing. Perhaps this was just missed.

I'm sure it's not easy to just reduce the planned number of residents by lowering the density of that area. But, looking at the proposed map, it also looks like there are areas where the higher density housing could go - for example, two blocks east, just on the other side of the proposed park (marked on the map below).

Second, I am concerned about the proposed joining of Fargo Trail to Mineral Point road. An alternative could be to end the Fargo trail at the proposed park in that area. The area already has sufficient connectives to both Old Sauk Road and Mineral Point road. The area along Fargo Trail has a growing population of young kids who play outside and increasing the vehicle-traffic by connecting Fargo Trail to Mineral Pint Road is undesirable. This will also reduce the already increasing congestion at the round-about at the Mineral Point- Pleasant View Road intersection in the morning and evening hours.

Thank you for your consideration on this issue and I'd be happy to discuss this further.

Sincerely,
Subhanjan Mondal

