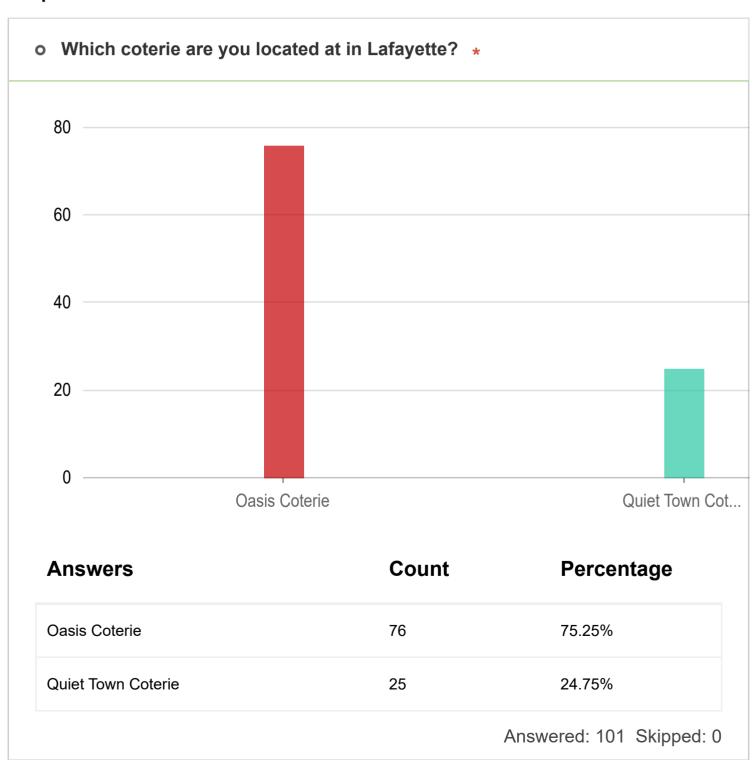
Gateway Neighborhoods Planning Questionnaire

generated_group_coverPage

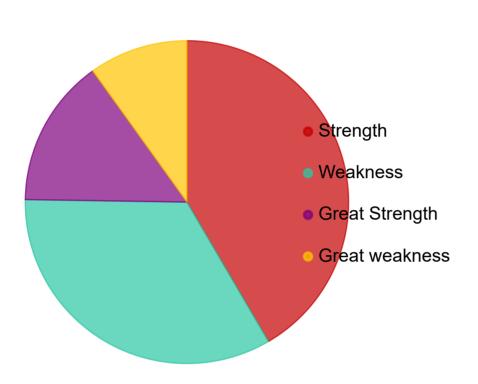
Respondent Location



Neighborhood Identity & Character

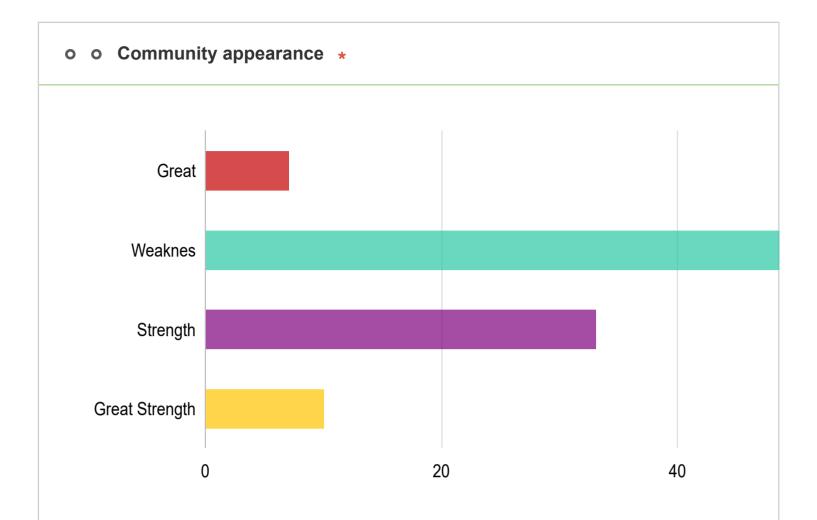
Neighborhood Identity & Character > when_considering_the_oasis_and





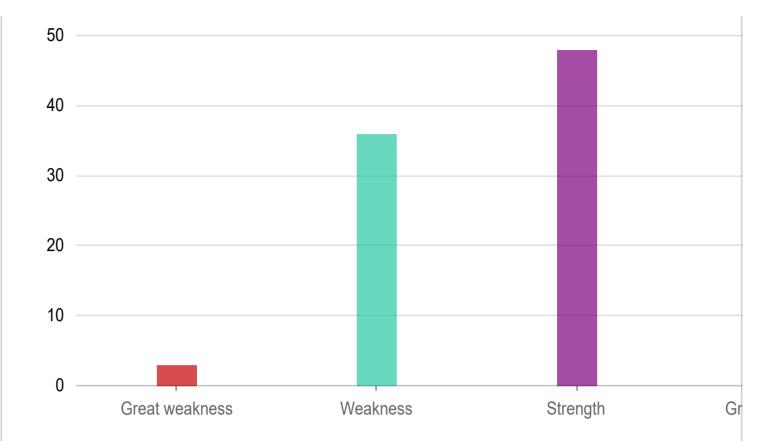
Answers	Count	Percentage
Strength	42	41.58%
Weakness	34	33.66%
Great Strength	15	14.85%
Great weakness	10	9.9%

Answered: 101 Skipped: 0



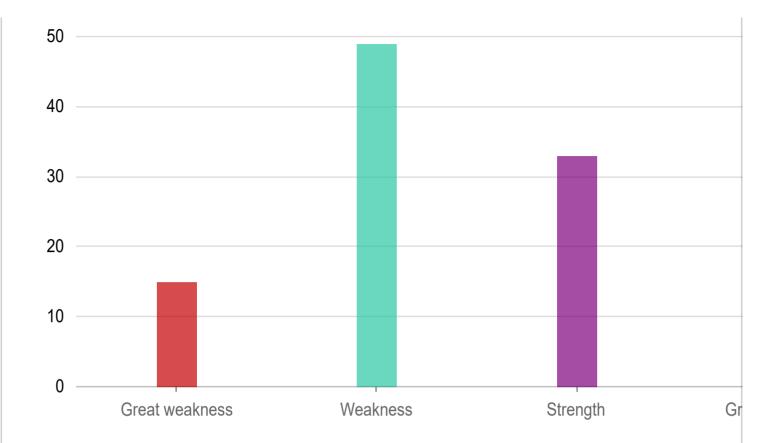
Answers	Count	Percentage
Great weakness	7	6.93%
Weakness	51	50.5%
Strength	33	32.67%
Great Strength	10	9.9%

o o Community friendliness *



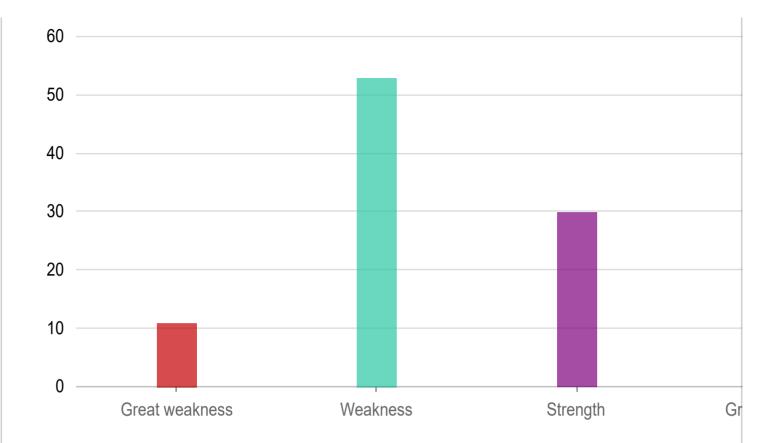
Answers	Count	Percentage
Great weakness	3	2.97%
Weakness	36	35.64%
Strength	48	47.52%
Great Strength	14	13.86%

o o Landscaping of public areas and properties *



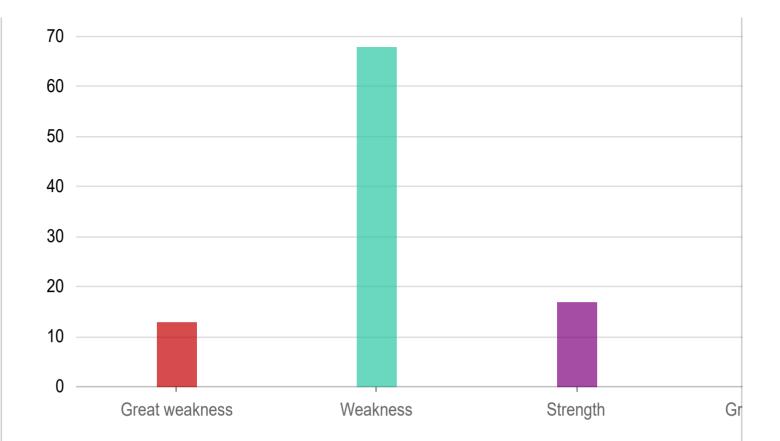
Answers	Count	Percentage
Great weakness	15	14.85%
Weakness	49	48.51%
Strength	33	32.67%
Great Strength	4	3.96%

o o Maintenance of public areas and properties *



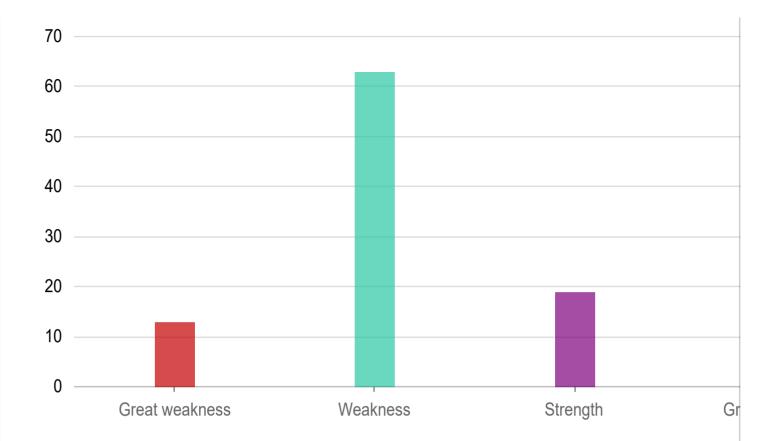
Answers	Count	Percentage
Great weakness	11	10.89%
Weakness	53	52.48%
Strength	30	29.7%
Great Strength	7	6.93%

o o Historic preservation and assets *



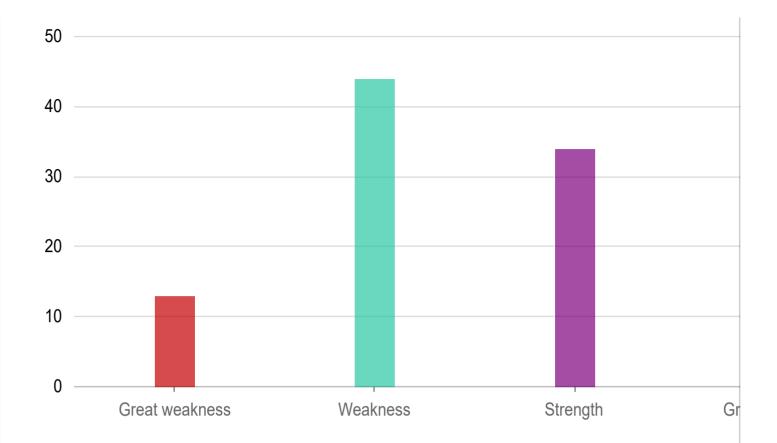
Answers	Count	Percentage
Great weakness	13	12.87%
Weakness	68	67.33%
Strength	17	16.83%
Great Strength	3	2.97%

o o Arts and cultural amenities *



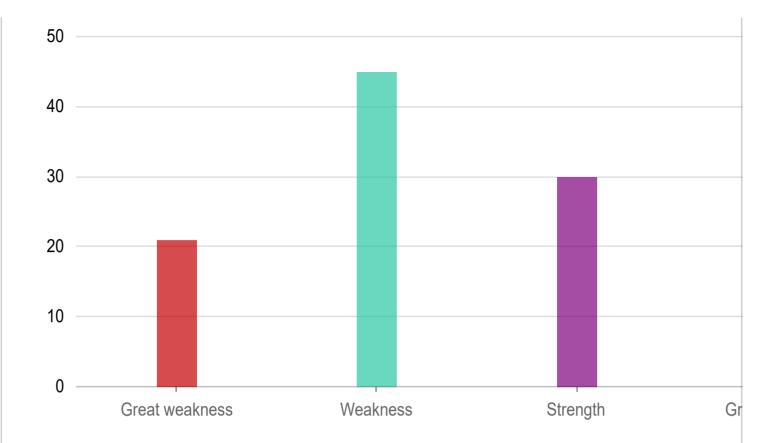
Answers	Count	Percentage
Great weakness	13	12.87%
Weakness	63	62.38%
Strength	19	18.81%
Great Strength	6	5.94%

o o Community center *



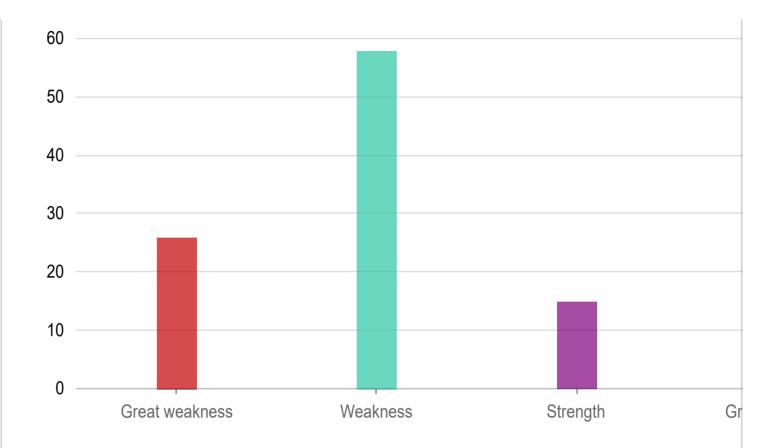
Answers	Count	Percentage
Great weakness	13	12.87%
Weakness	44	43.56%
Strength	34	33.66%
Great Strength	10	9.9%

o o Gateway into Community *



Answers	Count	Percentage
Great weakness	21	20.79%
Weakness	45	44.55%
Strength	30	29.7%
Great Strength	5	4.95%

o o Community events and festivals *



Answers	Count	Percentage
Great weakness	26	25.74%
Weakness	58	57.43%
Strength	15	14.85%
Great Strength	2	1.98%

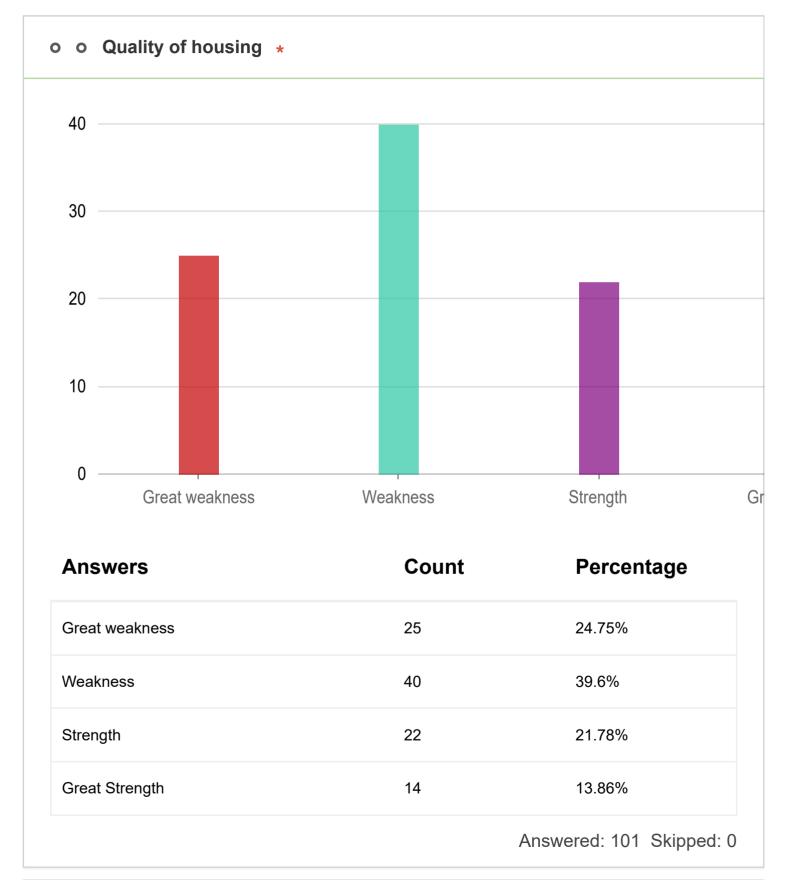
o If you have any additional comments regarding housing and...

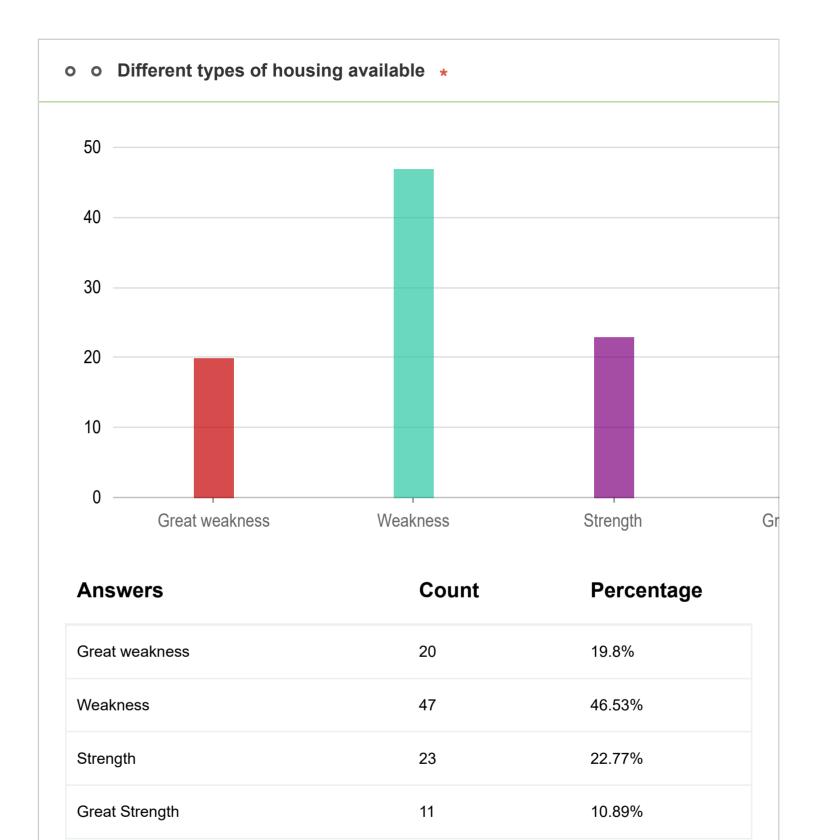
The word cloud requires at least 20 answers to show.

Answered: 4 Skipped: 97

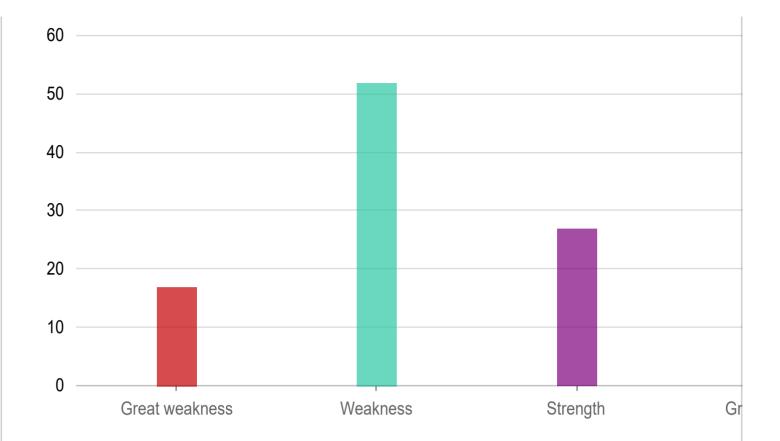
Housing

Housing > when_considering_existing_housi



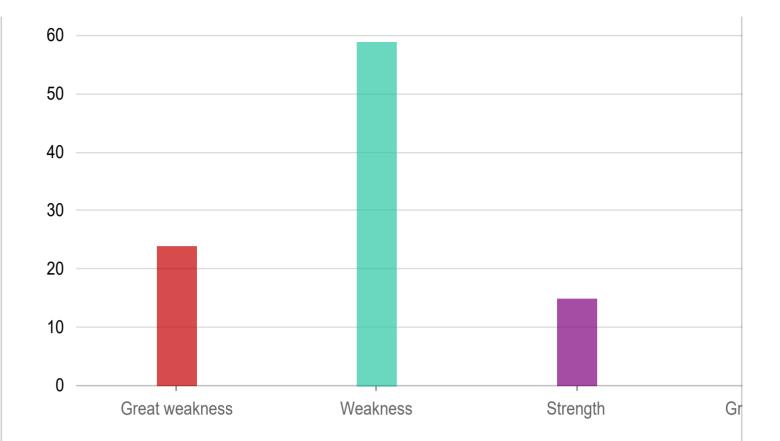


o o Housing options for seniors *



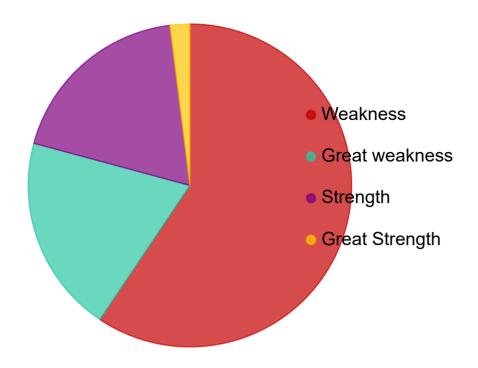
Answers	Count	Percentage
Great weakness	17	16.83%
Weakness	52	51.49%
Strength	27	26.73%
Great Strength	5	4.95%

o o Housing that appeals to new families *



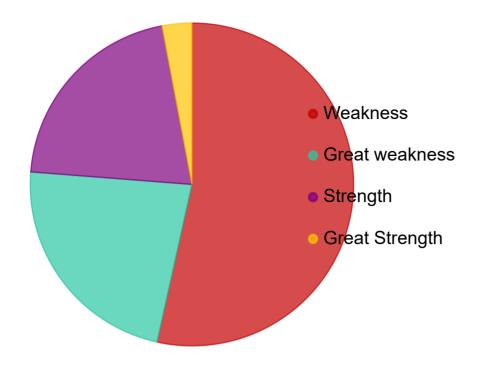
Answers	Count	Percentage
Great weakness	24	23.76%
Weakness	59	58.42%
Strength	15	14.85%
Great Strength	3	2.97%

o o The value and cost of homes *



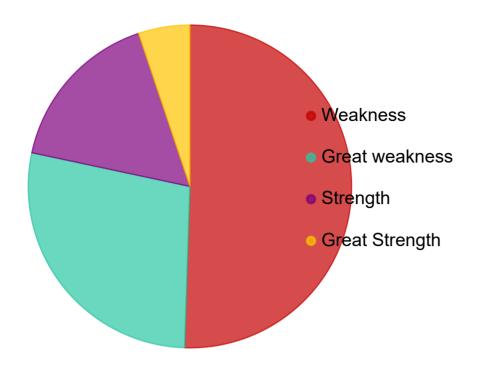
Answers	Count	Percentage
Weakness	60	59.41%
Great weakness	20	19.8%
Strength	19	18.81%
Great Strength	2	1.98%

o o Availability of affordable housing *



Answers	Count	Percentage
Weakness	54	53.47%
Great weakness	23	22.77%
Strength	21	20.79%
Great Strength	3	2.97%

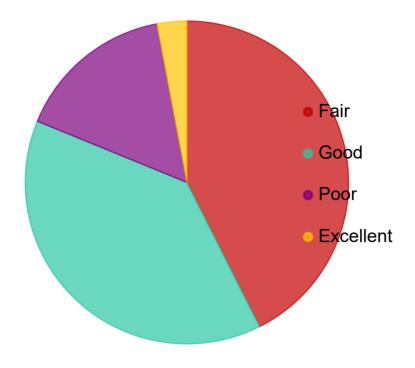
o o Availability of housing for disabled residents



Answers	Count	Percentage
Weakness	49	48.51%
Great weakness	27	26.73%
Strength	16	15.84%
Great Strength	5	4.95%

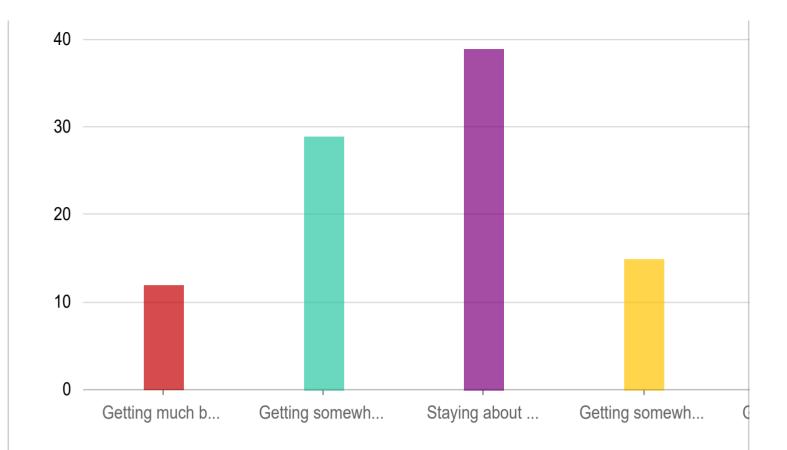
Answered: 97 Skipped: 4

o What is the overall quality of housing stock...



Answers	Count	Percentage
Fair	43	42.57%
Good	39	38.61%
Poor	16	15.84%
Excellent	3	2.97%

o How has the quality of housing changed over...

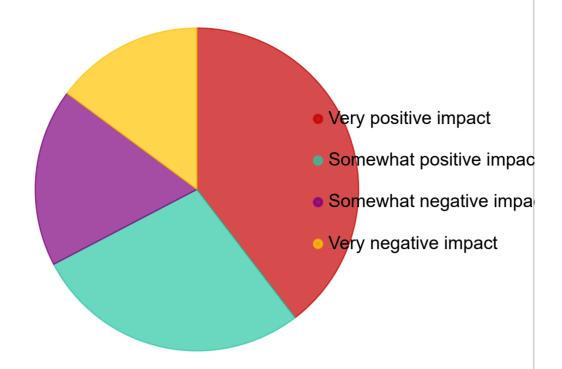


	age
Getting much better 12 11.88%	
Getting somewhat better 29 28.71%	
Staying about the same 39 38.61%	
Getting somewhat worse 15 14.85%	
Getting much worse 6 5.94%	

Housing > what_kind_of_impact_would_each

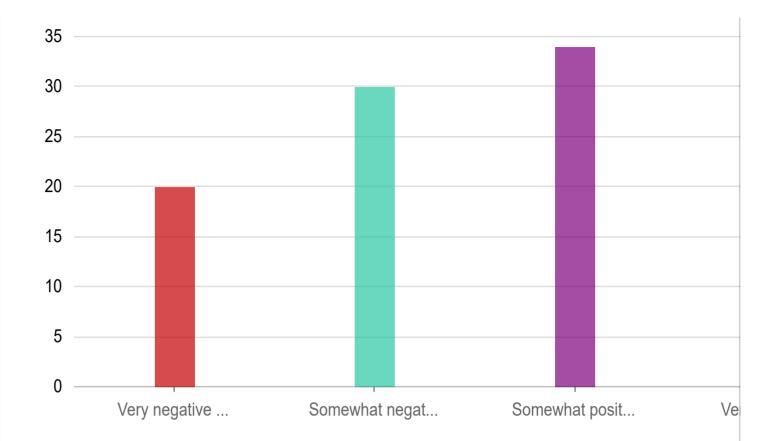
o o Single-family homes *

Answered: 101 Skipped: 0



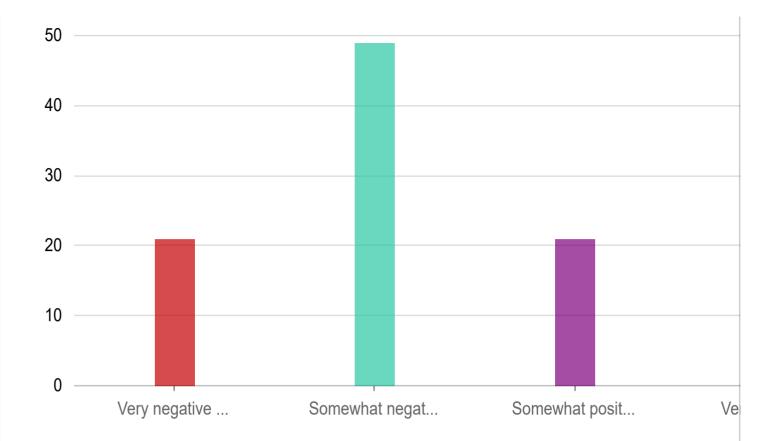
Answers	Count	Percentage
Very positive impact	40	39.6%
Somewhat positive impact	28	27.72%
Somewhat negative impact	18	17.82%
Very negative impact	15	14.85%

o o Townhomes *



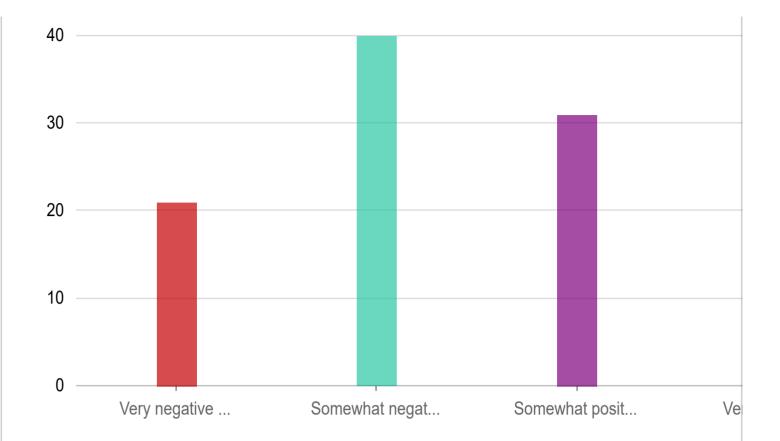
Answers	Count	Percentage
Very negative impact	20	19.8%
Somewhat negative impact	30	29.7%
Somewhat positive impact	34	33.66%
Very positive impact	17	16.83%

o o Duplexes and triplexes *



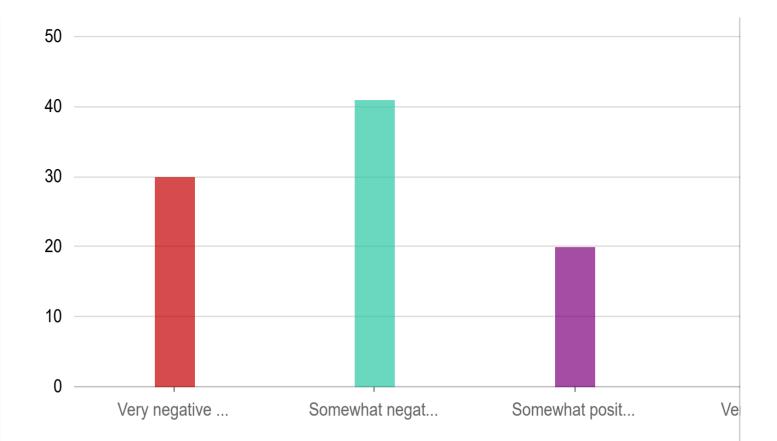
Answers	Count	Percentage
Very negative impact	21	20.79%
Somewhat negative impact	49	48.51%
Somewhat positive impact	21	20.79%
Very positive impact	10	9.9%

o o Small apartment buildings (4-8 plex/quadplex) *



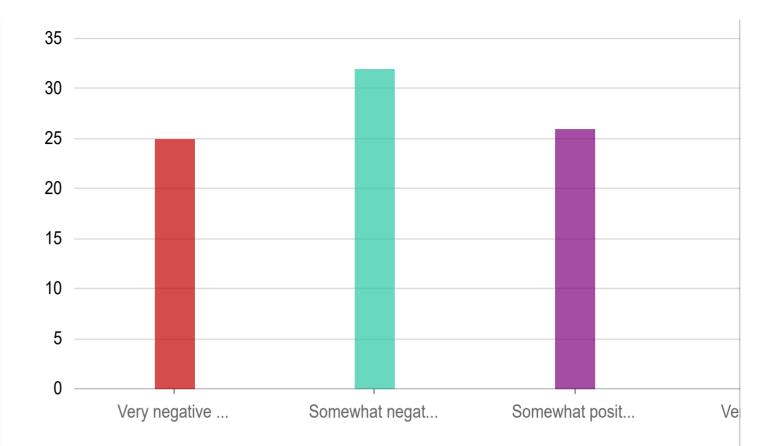
Answers	Count	Percentage
Very negative impact	21	20.79%
Somewhat negative impact	40	39.6%
Somewhat positive impact	31	30.69%
Very positive impact	9	8.91%

o o Large apartment complexes (greater than 8... *



Answers	Count	Percentage
Very negative impact	30	29.7%
Somewhat negative impact	41	40.59%
Somewhat positive impact	20	19.8%
Very positive impact	10	9.9%

o o Age restricted community/housing *



Answers	Count	Percentage
Very negative impact	25	24.75%
Somewhat negative impact	32	31.68%
Somewhat positive impact	26	25.74%
Very positive impact	18	17.82%

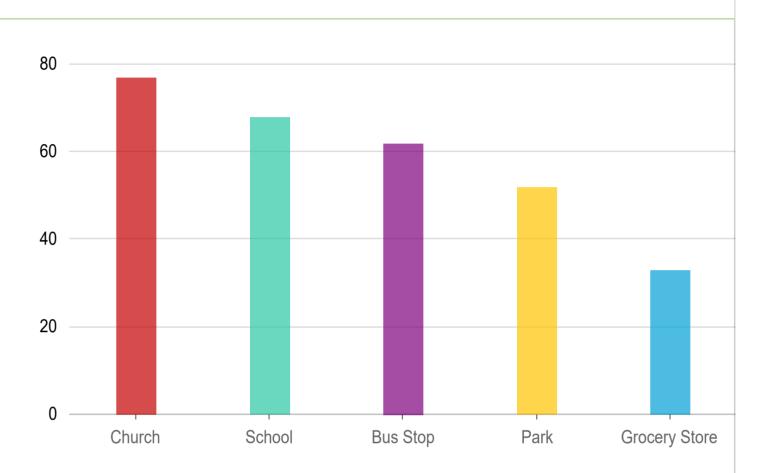
o If you have any additional comments regarding housing and...

The word cloud requires at least 20 answers to show.

Answered: 4 Skipped: 97

Public Realm

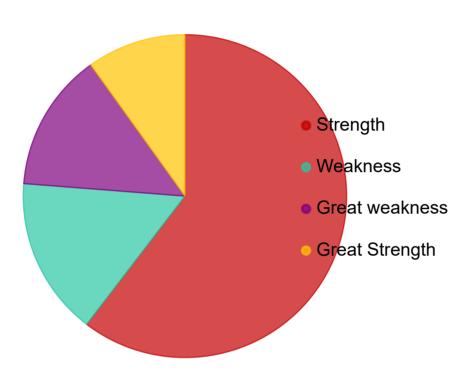
o Identify which areas you are safely and comfortably able t... *



Answers	Count	Percentage
Church	77	76.24%
School	68	67.33%
Bus Stop	62	61.39%
Park	52	51.49%
Grocery Store	33	32.67%
None	10	9.9%
None	10	9.9%

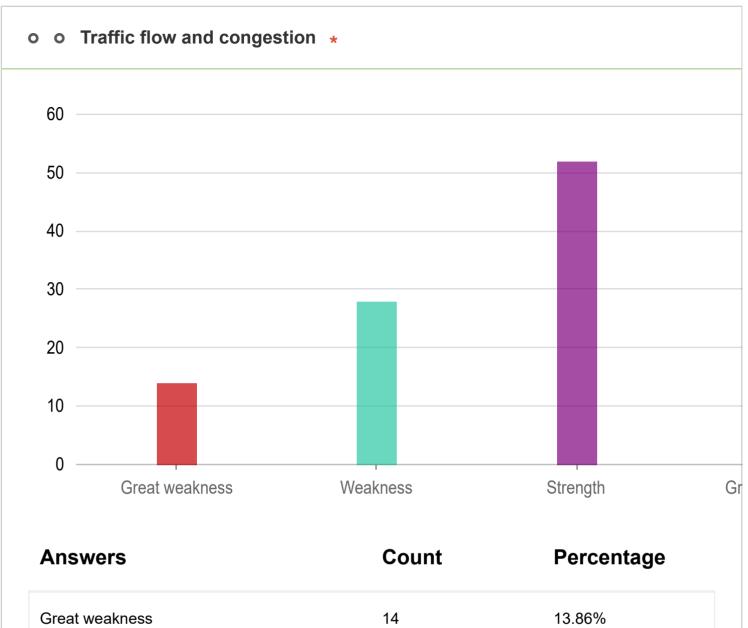
Public Realm > when_considering_the_oasis_and_

o o Conditions of your streets *



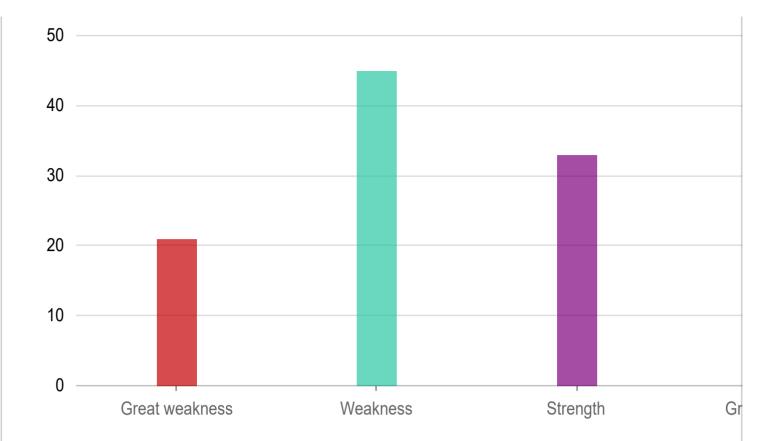
Answers	Count	Percentage
Strength	61	60.4%
Weakness	16	15.84%
Great weakness	14	13.86%
Great Strength	10	9.9%

Answered: 101 Skipped: 0



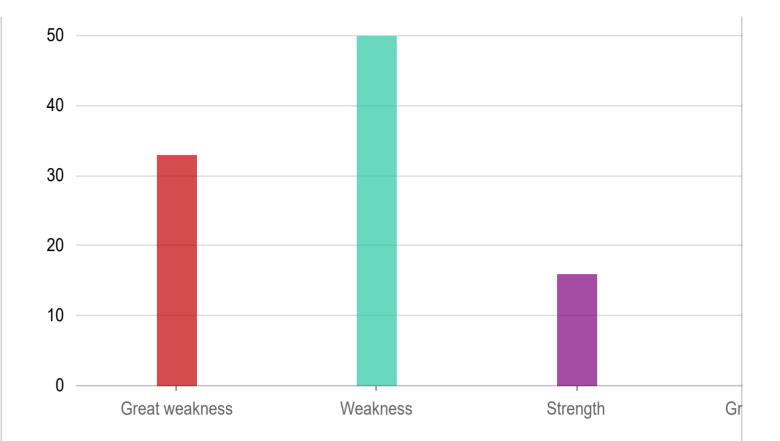
Allsweis	Count	Percentage
Great weakness	14	13.86%
Weakness	28	27.72%
Strength	52	51.49%
Great Strength	7	6.93%

o o Accessible, good sidewalks *



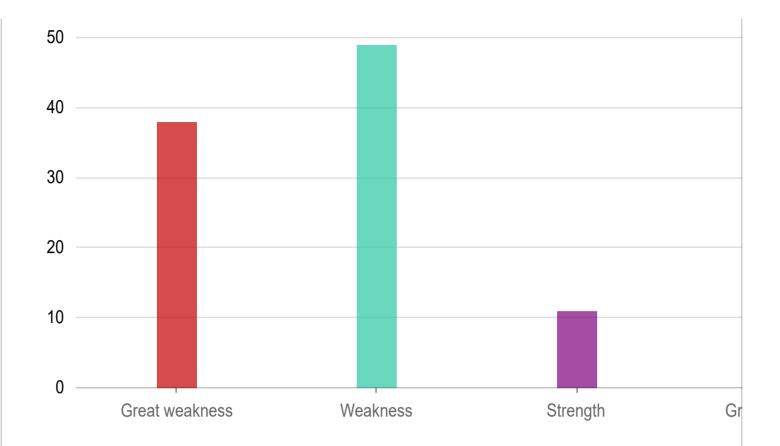
Answers	Count	Percentage
Great weakness	21	20.79%
Weakness	45	44.55%
Strength	33	32.67%
Great Strength	2	1.98%

o o Pedestrian and bicycle facilities *



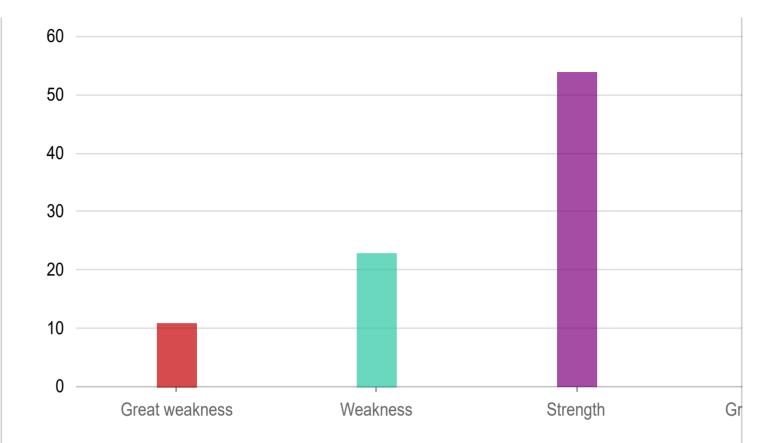
Answers	Count	Percentage
Great weakness	33	32.67%
Weakness	50	49.5%
Strength	16	15.84%
Great Strength	2	1.98%

o o Greenways and trails *



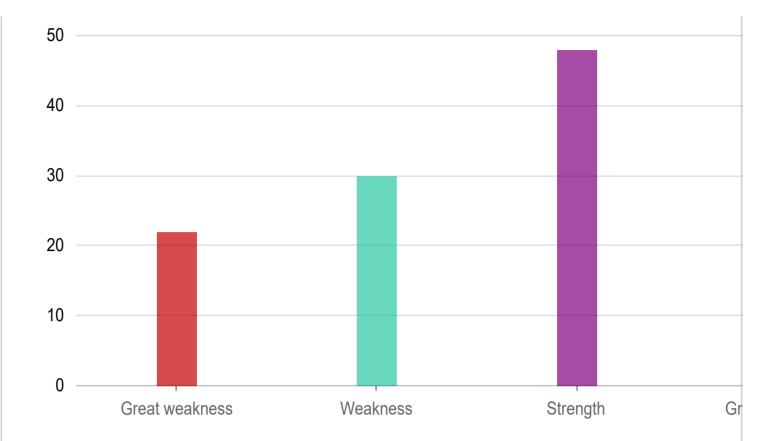
Answers	Count	Percentage
Great weakness	38	37.62%
Weakness	49	48.51%
Strength	11	10.89%
Great Strength	3	2.97%

o o Transit options (Bus) during the day



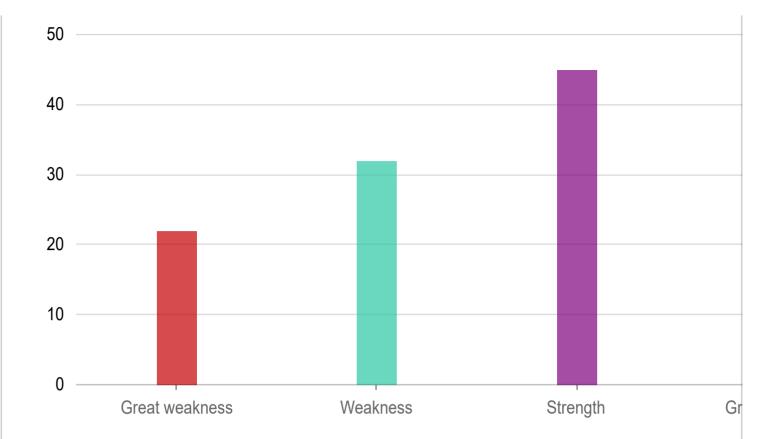
Answers	Count	Percentage
Great weakness	11	10.89%
Weakness	23	22.77%
Strength	54	53.47%
Great Strength	13	12.87%

o o Transit options (Bus) during the evening



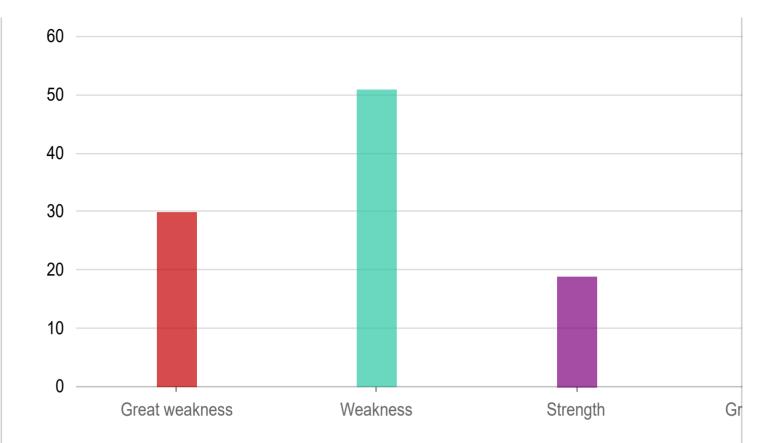
Answers	Count	Percentage
Great weakness	22	21.78%
Weakness	30	29.7%
Strength	48	47.52%
Great Strength	1	0.99%

o o Rideshare availablity (UBER, Lyft, etc) *



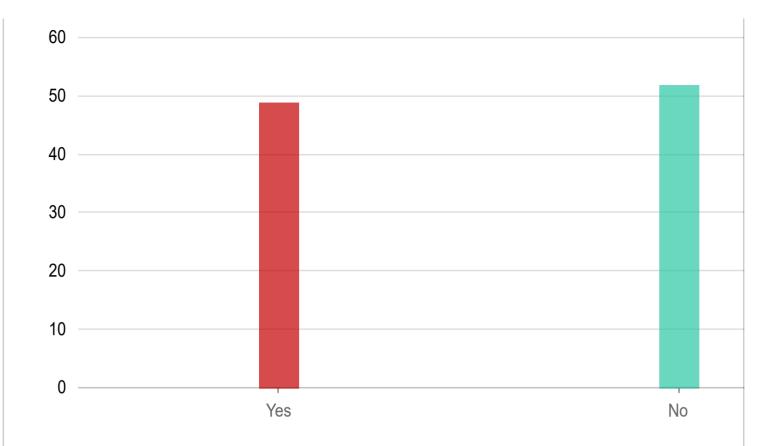
Answers	Count	Percentage
Great weakness	22	21.78%
Weakness	32	31.68%
Strength	45	44.55%
Great Strength	2	1.98%

o o Walkability *



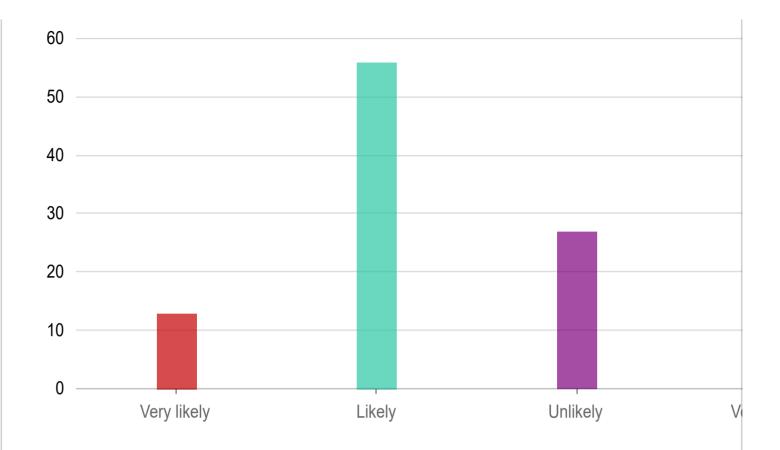
Answers	Count	Percentage
Great weakness	30	29.7%
Weakness	51	50.5%
Strength	19	18.81%
Great Strength	1	0.99%

o Are you able to easily find an alternative route ... *



Answers	Count	Percentage
Yes	49	48.51%
No	52	51.49%

o If there were a safe sidewalk or trail would you... *



Answers	Count	Percentage
Very likely	13	12.87%
Likely	56	55.45%
Unlikely	27	26.73%
Very Unlikely	5	4.95%

o If you answered "very unlikely" or "unlikely", please explain...

The word cloud requires at least 20 answers to show.

Answered: 4 Skipped: 97

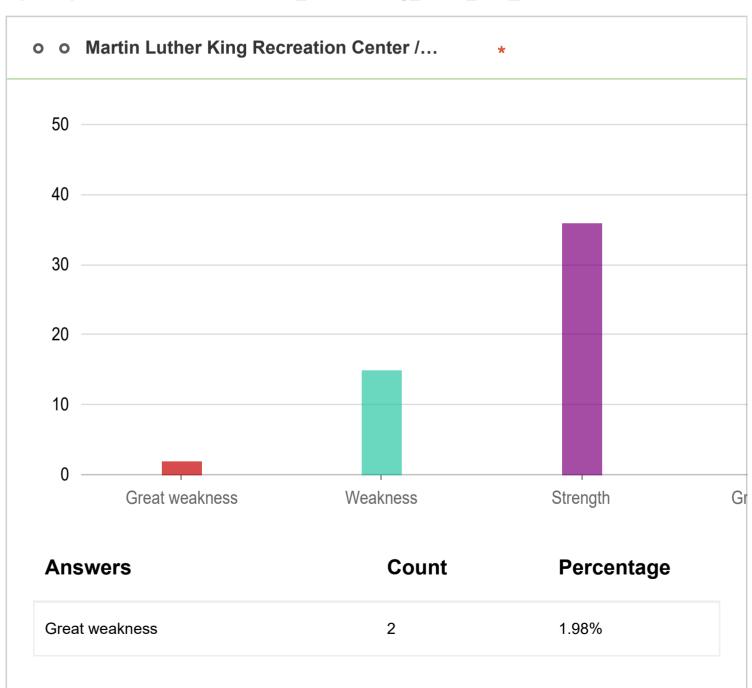
o If you have any additional comments regarding housing and...

The word cloud requires at least 20 answers to show.

Answered: 3 Skipped: 98

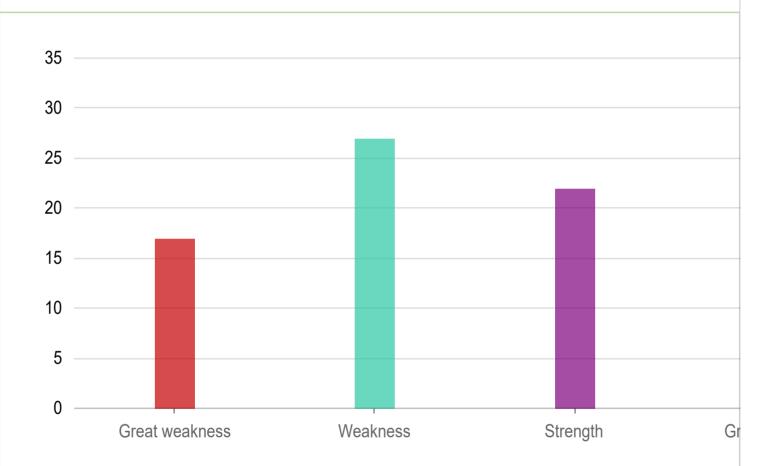
Open Space & Recreation

Open Space & Recreation > when_considering_oasis_and_



Weakness	15	14.85%
Strength	36	35.64%
Great strength	48	47.52%

o o Recreational programs (after-school, etc) *

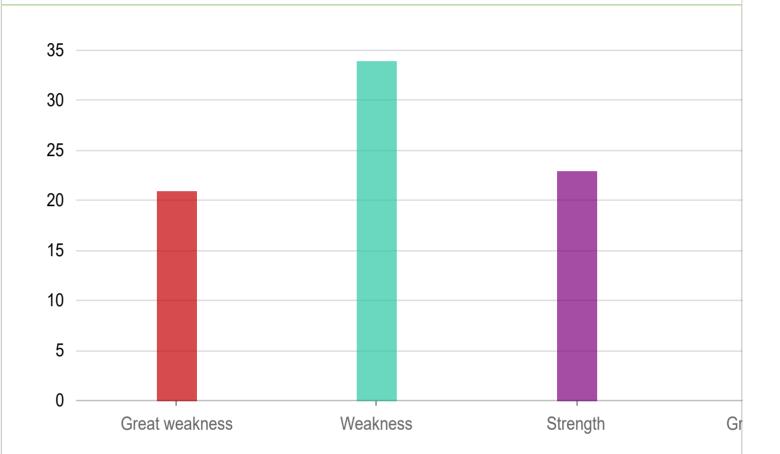


Answers	Count	Percentage
Great weakness	17	16.83%
Weakness	27	26.73%
Strength	22	21.78%

Great strength 35 34.65%

Answered: 101 Skipped: 0

o o Open space and natural areas *



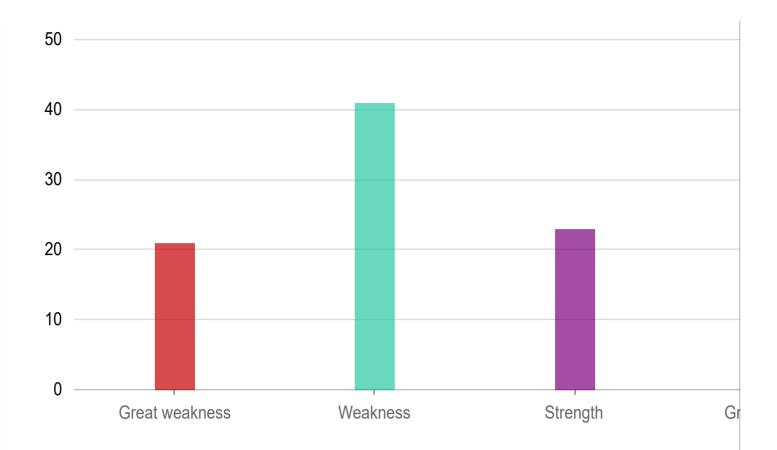
Answers	Count	Percentage
Great weakness	21	20.79%
Weakness	34	33.66%
Strength	23	22.77%
Great strength	23	22.77%

Answered: 101 Skipped: 0



Answers	Count	Percentage
Great weakness	15	14.85%
Weakness	34	33.66%
Strength	37	36.63%
Great strength	15	14.85%

o o ADA accessibility of park and recreation...



Answers	Count	Percentage
Great weakness	21	20.79%
Weakness	41	40.59%
Strength	23	22.77%
Great strength	16	15.84%

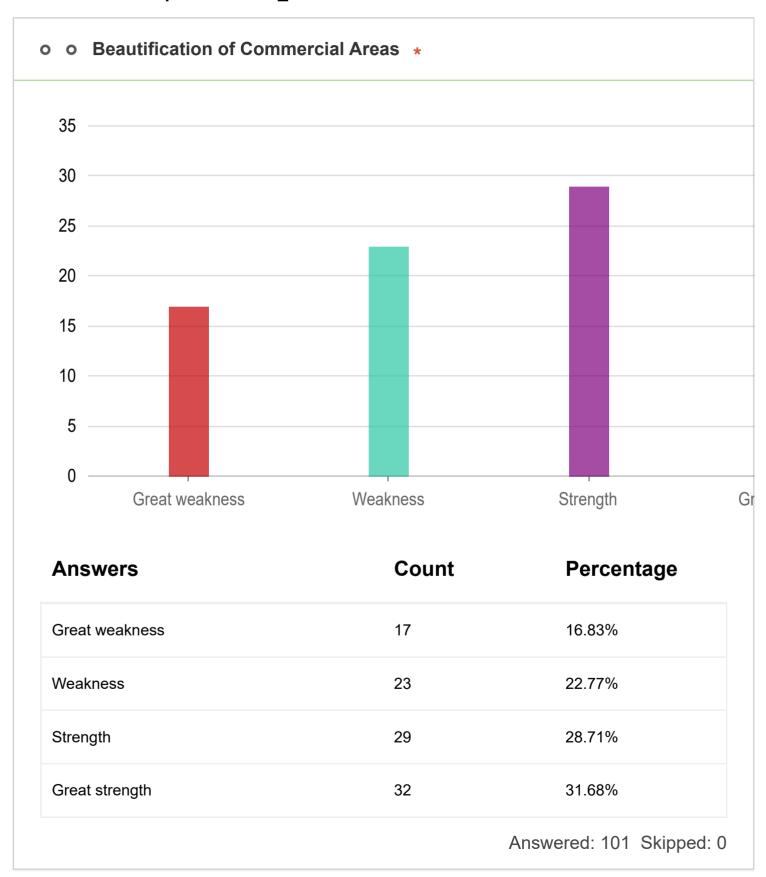
o If you have any additional comments regarding housing and...

The word cloud requires at least 20 answers to show.

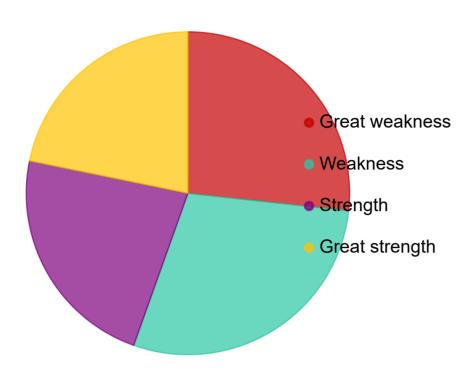
Answered: 3 Skipped: 98

Economic Development

Economic Development > field_23



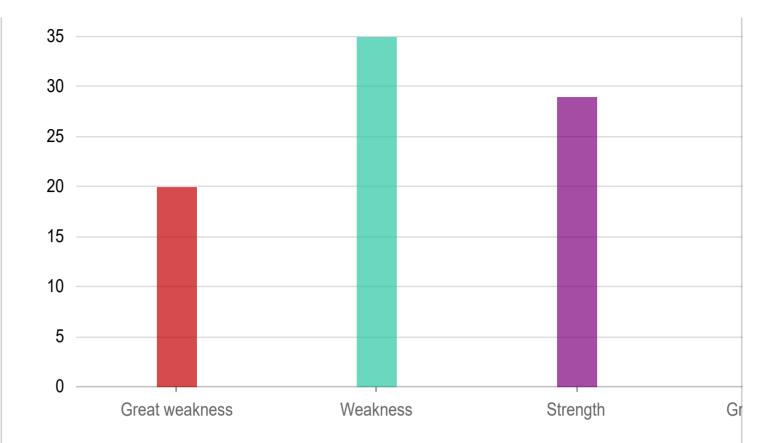
o o Mix and availability of shopping options *



Answers	Count	Percentage
Great weakness	27	26.73%
Weakness	29	28.71%
Strength	23	22.77%
Great strength	22	21.78%

Answered: 101 Skipped: 0

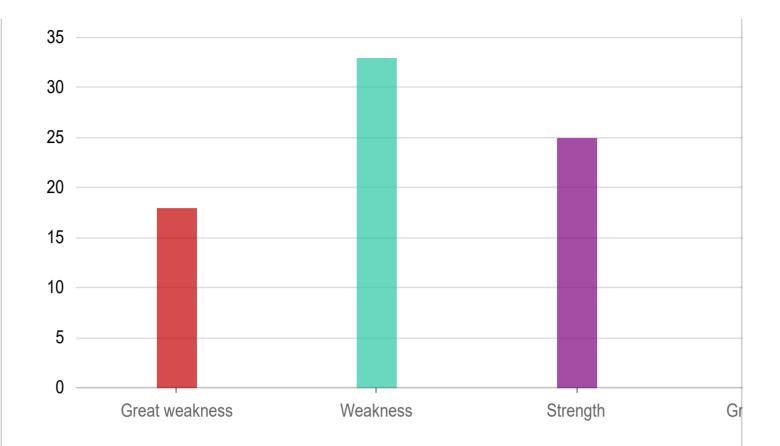
o o Access to everyday goods and services *



Answers	Count	Percentage
Great weakness	20	19.8%
Weakness	35	34.65%
Strength	29	28.71%
Great strength	17	16.83%

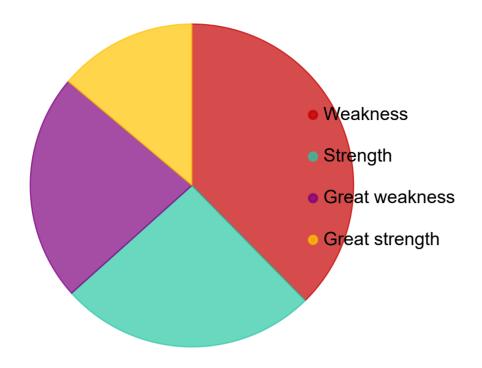
o o Opportunities for new commercial...

*



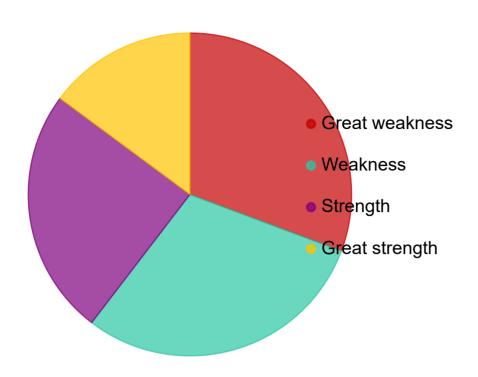
Answers	Count	Percentage
Great weakness	18	17.82%
Weakness	33	32.67%
Strength	25	24.75%
Great strength	25	24.75%

o o Employment and job opportunities *



Answers	Count	Percentage
Weakness	38	37.62%
Strength	26	25.74%
Great weakness	23	22.77%
Great strength	14	13.86%

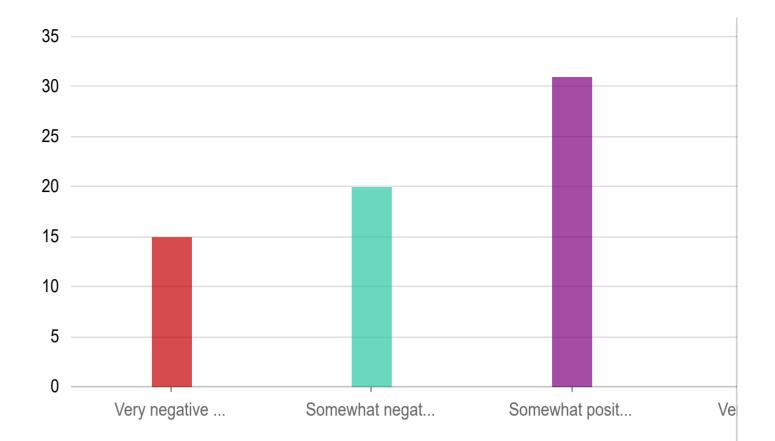
o o Opportunities for new office and employme... *



Answers	Count	Percentage
Great weakness	31	30.69%
Weakness	30	29.7%
Strength	25	24.75%
Great strength	15	14.85%

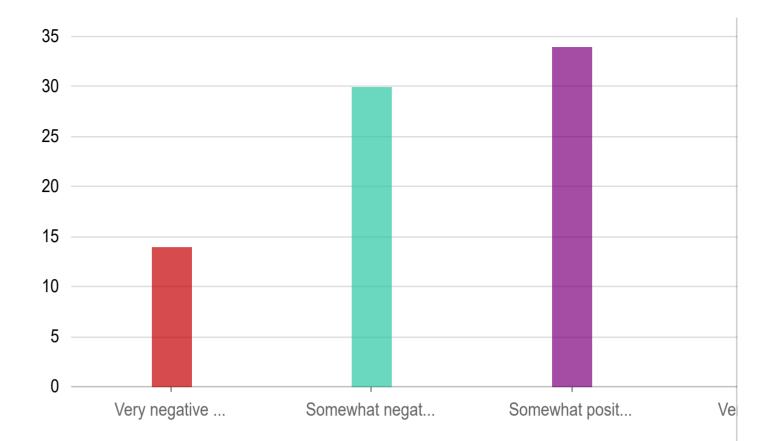
Economic Development > what_kind_of_impact_would_each_

o o Retail stores *



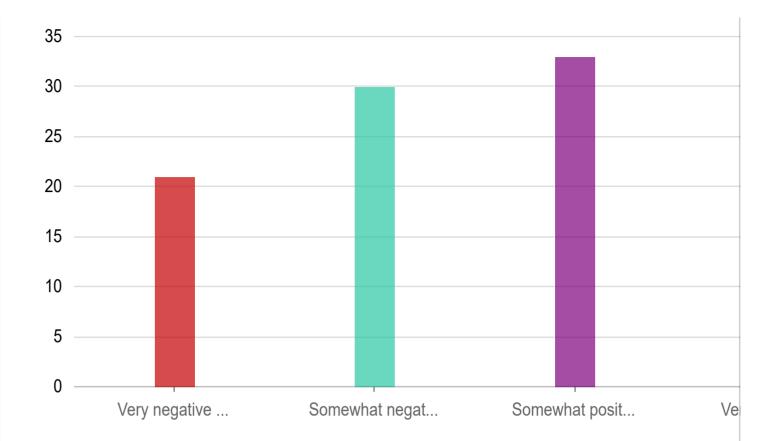
Answers	Count	Percentage
Very negative impact	15	14.85%
Somewhat negative impact	20	19.8%
Somewhat positive impact	31	30.69%
Very positive impact	35	34.65%

o o Personal services (salon, bank, law firm) *



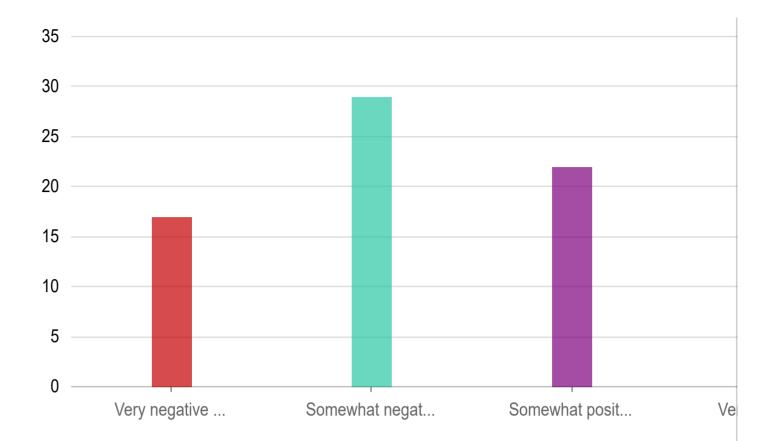
Answers	Count	Percentage
Very negative impact	14	13.86%
Somewhat negative impact	30	29.7%
Somewhat positive impact	34	33.66%
Very positive impact	23	22.77%

o o Gas stations *



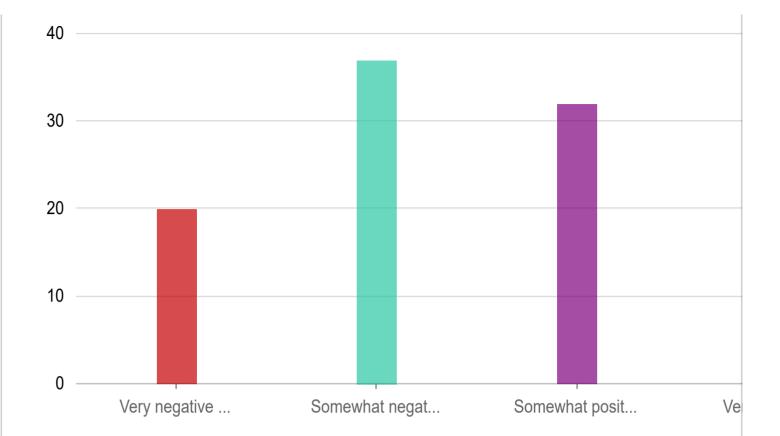
Answers	Count	Percentage
Very negative impact	21	20.79%
Somewhat negative impact	30	29.7%
Somewhat positive impact	33	32.67%
Very positive impact	17	16.83%

o o Restaurants *



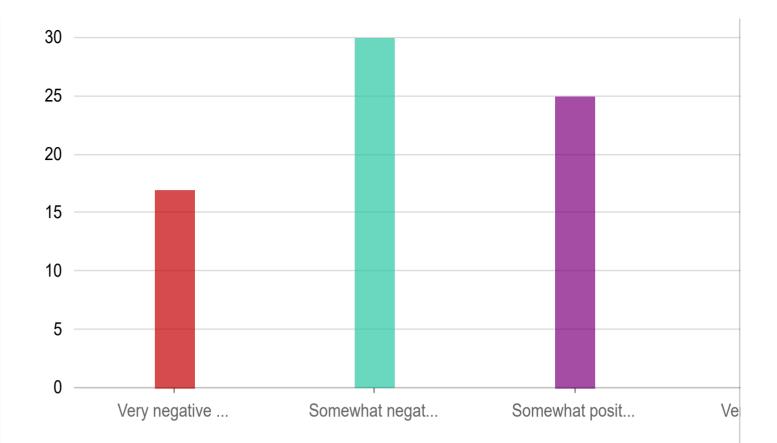
Answers	Count	Percentage
Very negative impact	17	16.83%
Somewhat negative impact	29	28.71%
Somewhat positive impact	22	21.78%
Very positive impact	33	32.67%

o o Hotels *



Answers	Count	Percentage
Very negative impact	20	19.8%
Somewhat negative impact	37	36.63%
Somewhat positive impact	32	31.68%
Very positive impact	12	11.88%

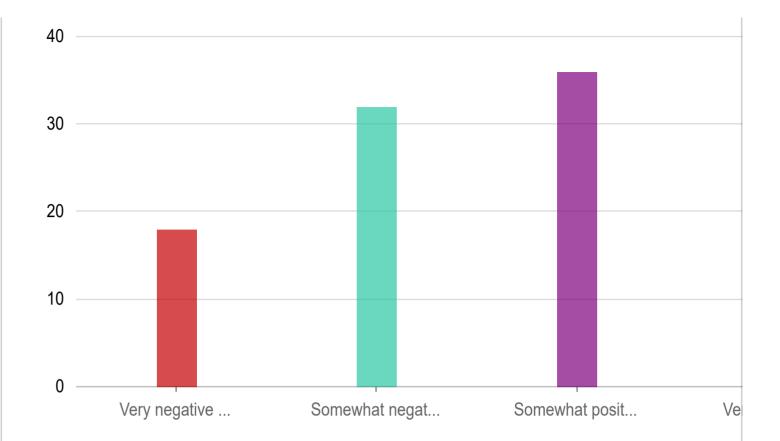
o o Entertainment *



Answers	Count	Percentage
Very negative impact	17	16.83%
Somewhat negative impact	30	29.7%
Somewhat positive impact	25	24.75%
Very positive impact	29	28.71%

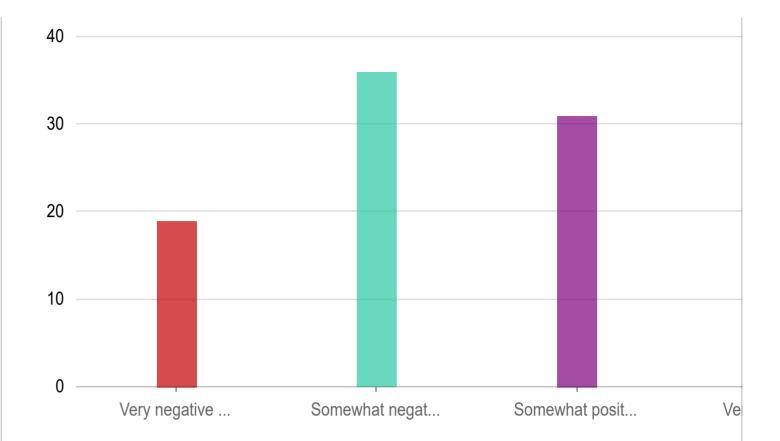
o o Mixed-Use (commercial and residental...

*



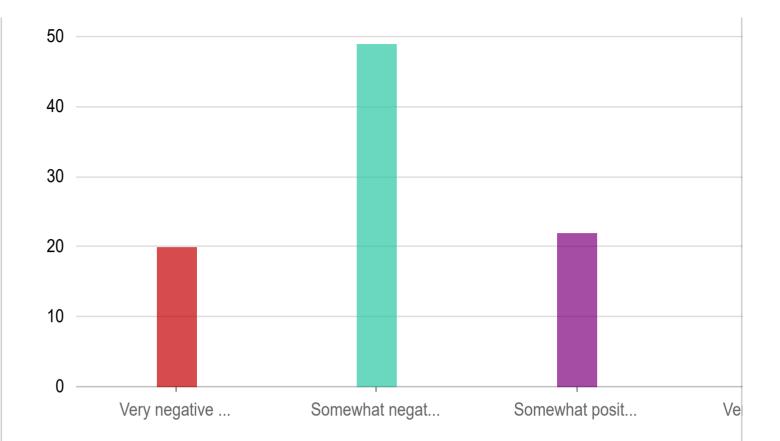
Answers	Count	Percentage
Very negative impact	18	17.82%
Somewhat negative impact	32	31.68%
Somewhat positive impact	36	35.64%
Very positive impact	15	14.85%

o o Offices and business parks *



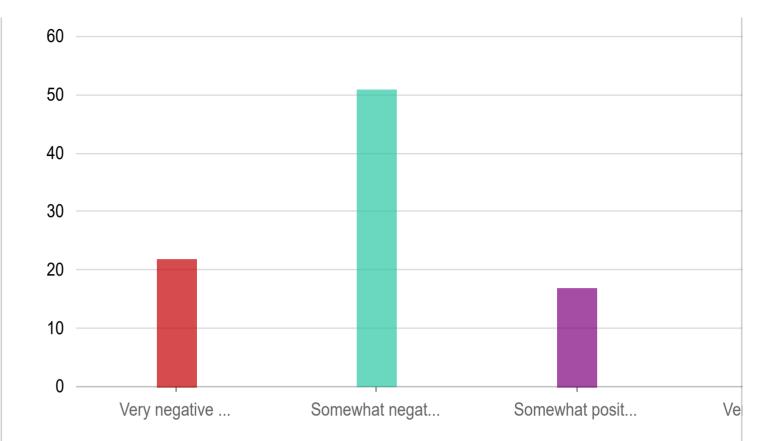
Answers	Count	Percentage
Very negative impact	19	18.81%
Somewhat negative impact	36	35.64%
Somewhat positive impact	31	30.69%
Very positive impact	15	14.85%

o o Self storage *



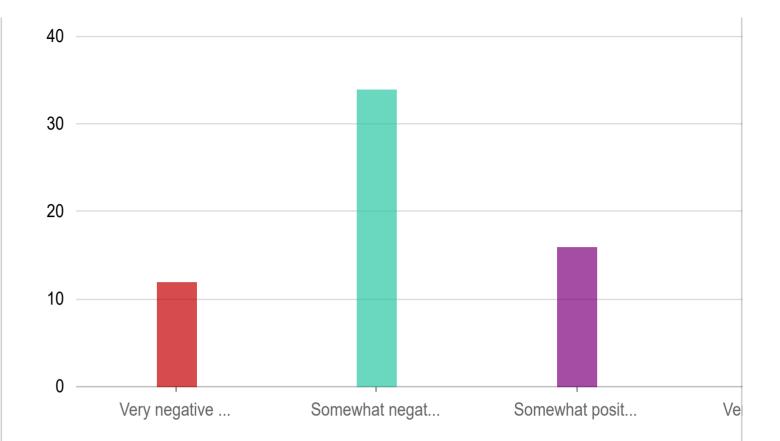
Answers	Count	Percentage
Very negative impact	20	19.8%
Somewhat negative impact	49	48.51%
Somewhat positive impact	22	21.78%
Very positive impact	10	9.9%

o o Car Wash



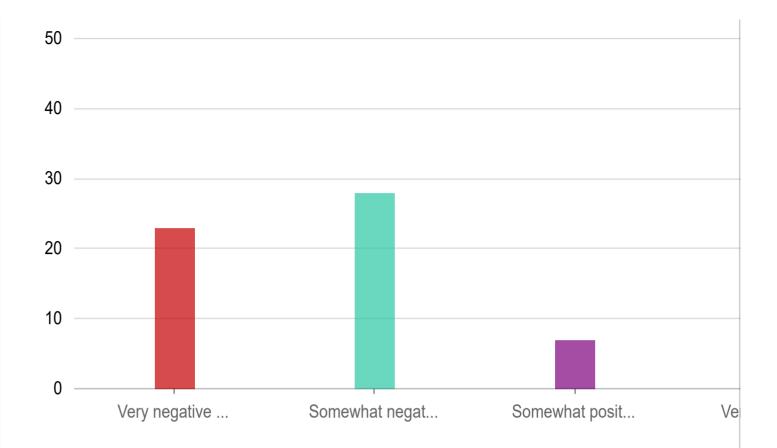
Answers	Count	Percentage
Very negative impact	22	21.78%
Somewhat negative impact	51	50.5%
Somewhat positive impact	17	16.83%
Very positive impact	11	10.89%

o o Childcare / Daycare



Answers	Count	Percentage
Very negative impact	12	11.88%
Somewhat negative impact	34	33.66%
Somewhat positive impact	16	15.84%
Very positive impact	39	38.61%

o o Healthcare *



Answers	Count	Percentage
Very negative impact	23	22.77%
Somewhat negative impact	28	27.72%
Somewhat positive impact	7	6.93%
Very positive impact	43	42.57%

o If you have any additional comments regarding housing and...

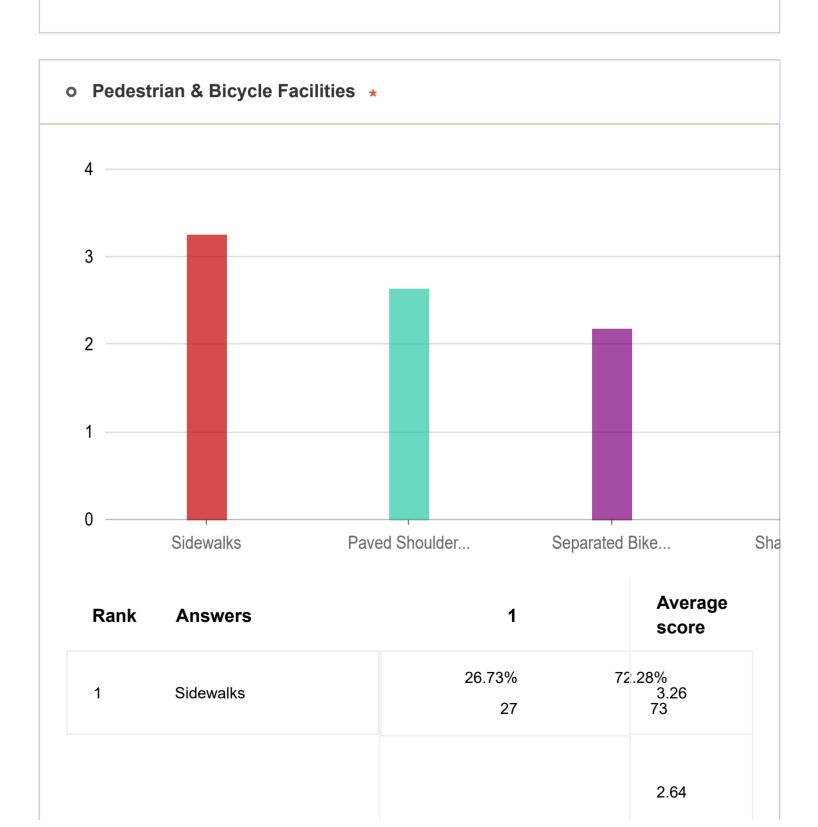
The word cloud requires at least 20 answers to show.

Answered: 1 Skipped: 100

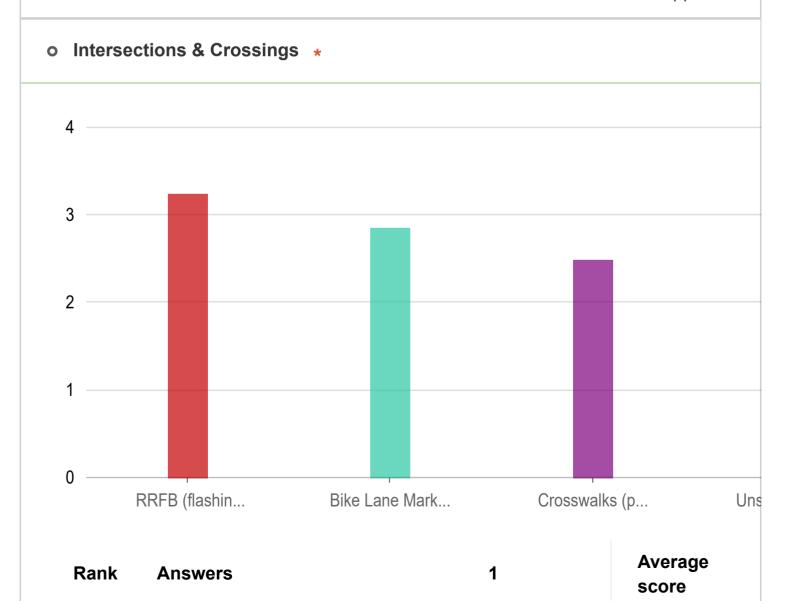
Capital Project Input

o field_57

There are no answers to this question yet.

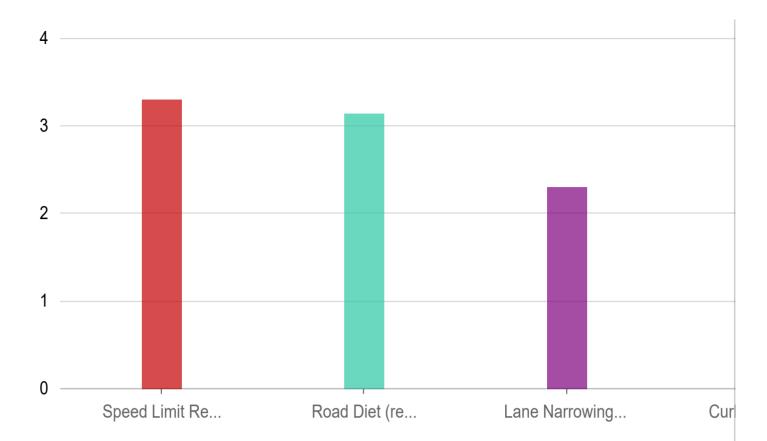


2	Paved Shoulders (instead of dirt or grass shoulders)	20.79% 21	24.75% 25 2.19
3	Separated Bike Lanes (instead of bikes sharing lanes with cars)	23.76% 24	C 1.91
4	Shared Use Path (paths for bikers and walkers to use together)	28.71% 29	1.98%



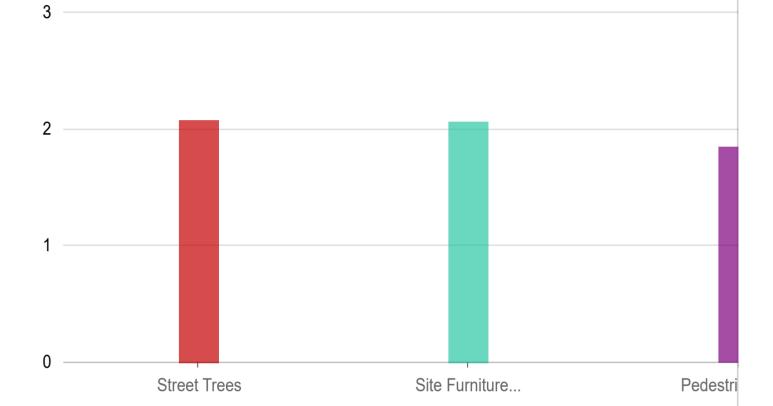
1	RRFB (flashing beacon to alert drivers of walkers nearby)	26.73% 27	71.29% 3.25 72
2	Bike Lane Markings (bicycle image and color variation on lane)	33.66% 34	21 2.86
3	Crosswalks (painted defined areas to cross the street on foot)	27.72% 28	5.94% 2.50 6
4	Unsignalized Crossings (defined areas to cross the street at areas without signals)	11.88% 12	C 1.40

o Speed Management/Traffic Calming *



Rank	Answers	1	Average score
1	Speed Limit Reduction (signs)	32.67% 33	65.35% 3.31 66
2	Road Diet (reducing travel lanes and using the space to benefit people, especially walkers)	43.56% 44	30 3.15
3	Lane Narrowing (shortening width to reduce speeds and offer shorter crossing distances at intersections)	18.81% 19	0.99% 2.31 1

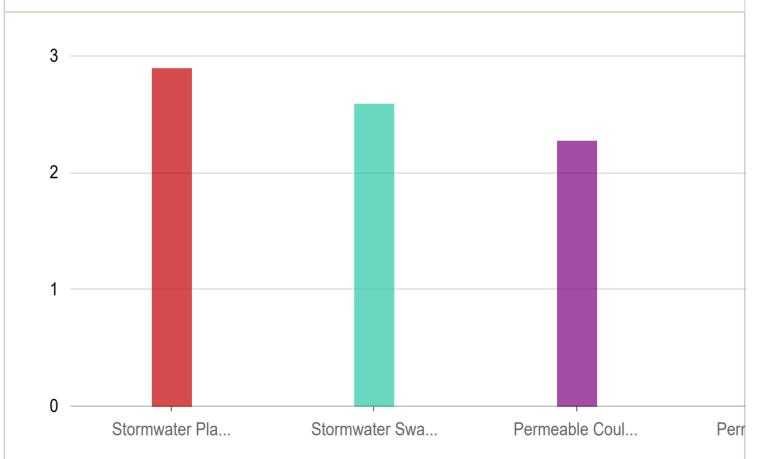
o Streetscape Elements (beautification to enhance... *



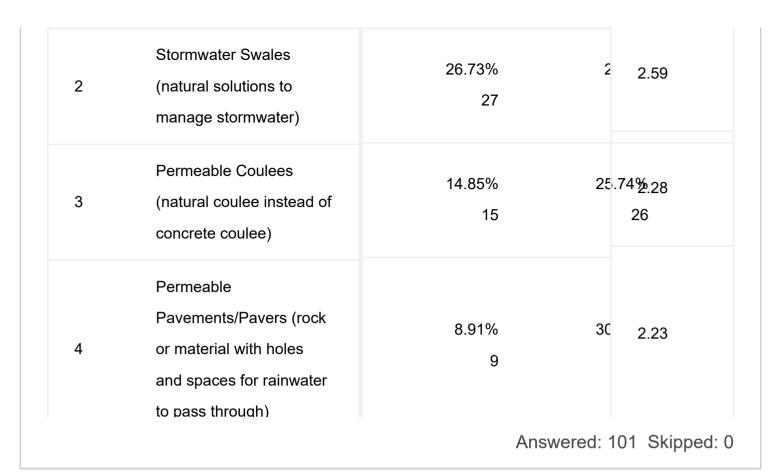
Rank	Answers	1	Average score
1	Street Trees	12.87% 13	82.18 2.08
2	Site Furniture (benches, trash cans, tables, chairs, planters, bollards, bus stop shelters, etc)	51.49% 52	2.07

Pedestrian Scale Lighting (directed toward		1.85
the sidewalk; more	35.64%	13.86
closely spaced and lower	36	
than traditional street		
lights)		
	Lighting (directed toward the sidewalk; more closely spaced and lower than traditional street	Lighting (directed toward the sidewalk; more 35.64% closely spaced and lower 36 than traditional street

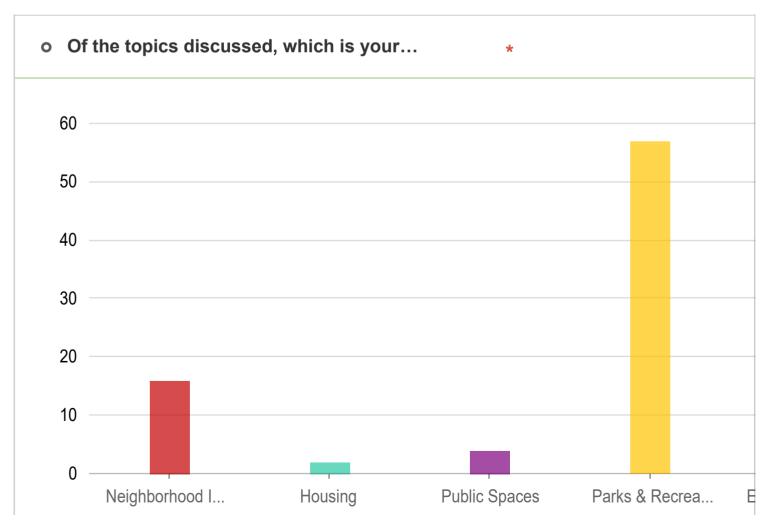
o Green Infrastructure *



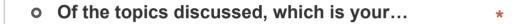
Stormwater Planters 49.5% 1 (catches and filters runoff 50 13.86% 2.90	Rank	Answers	1	Average score
from roofs)	1	(catches and filters runoff	49.5% 50	

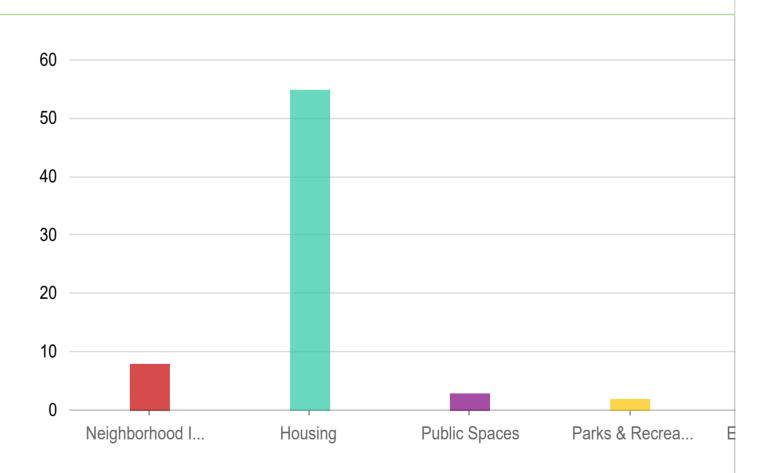


Top Strength and Weakness for your neighborhood



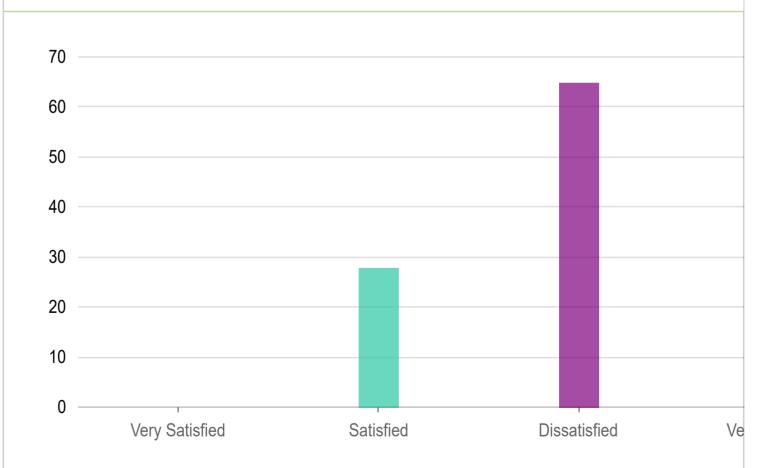
Answers	Count	Percentage
Neighborhood Identity & Character	16	15.84%
Housing	2	1.98%
Public Spaces	4	3.96%
Parks & Recreation	57	56.44%
Economic Development	22	21.78%





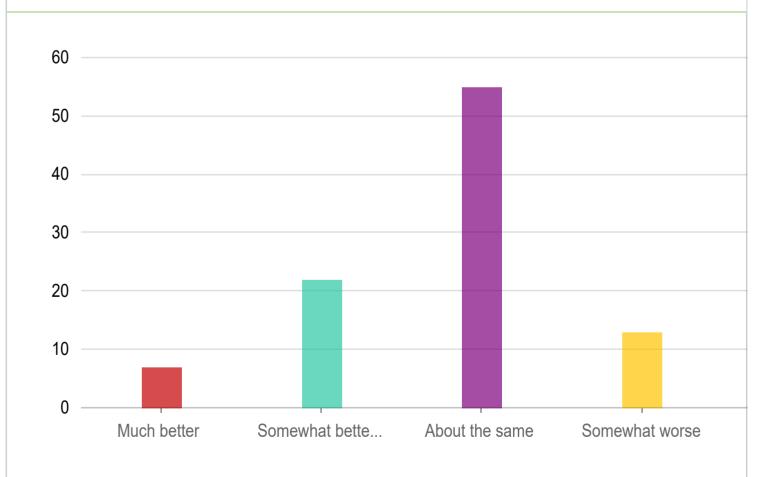
Answers	Count	Percentage
Neighborhood Identity & Character	8	7.92%
Housing	55	54.46%
Public Spaces	3	2.97%
Parks & Recreation	2	1.98%
Economic Development	33	32.67%

Are you satisfied with the overall quality of yo... *



Answers	Count	Percentage
Very Satisfied	0	0%
Satisfied	28	27.72%
Dissatisfied	65	64.36%
Very dissatisfied	8	7.92%

How does the quality of life in Oasis and Quiet... *



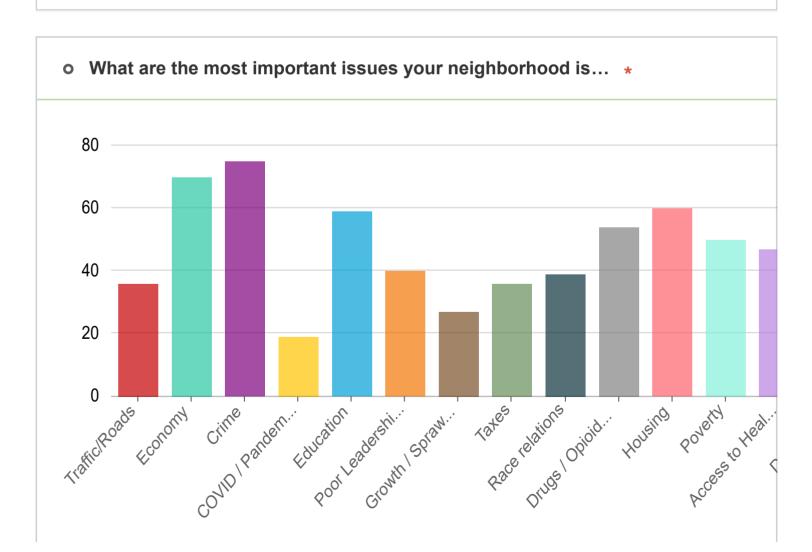
Answers	Count	Percentage
Much better	7	6.93%

Somewhat better	22	21.78%
About the same	55	54.46%
Somewhat worse	13	12.87%
Much worse	4	3.96%

o What would make Oasis and Quiet Town more livable?...

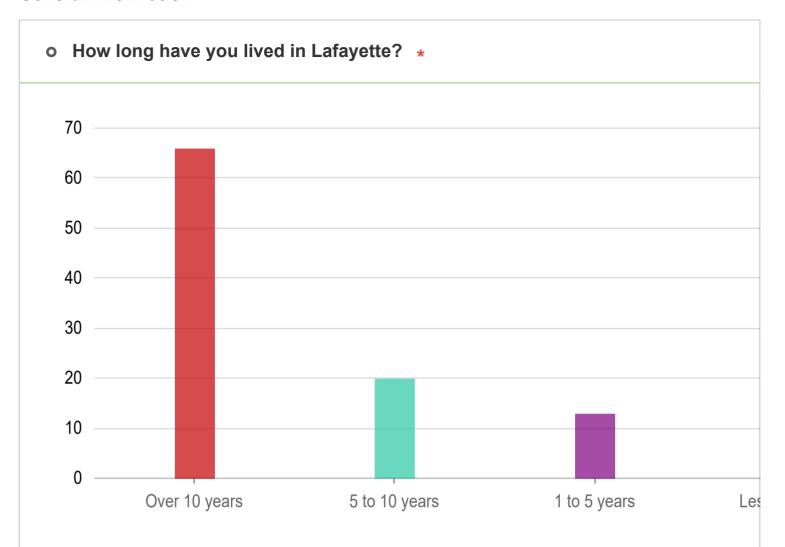
The word cloud requires at least 20 answers to show.

Answered: 5 Skipped: 96



Traffic/Roads 36 35.64% Economy 70 69.31% Crime 75 74.26% COVID / Pandemic 19 18.81% Education 59 58.42% Poor Leadership 40 39.6% Growth / Sprawl 27 26.73% Taxes 36 35.64% Race relations 39 38.61% Drugs / Opioids 54 53.47% Housing 60 59.41% Poverty 50 49.5% Access to Health Care 47 46.53% Downtown 8 7.92% Others / Don't know 8 7.92%	Answers	Count	Percentage
Crime 75 74.26% COVID / Pandemic 19 18.81% Education 59 58.42% Poor Leadership 40 39.6% Growth / Sprawl 27 26.73% Taxes 36 35.64% Race relations 39 38.61% Drugs / Opioids 54 53.47% Housing 60 59.41% Poverty 50 49.5% Access to Health Care 47 46.53% Downtown 8 7.92%	Traffic/Roads	36	35.64%
COVID / Pandemic 19 18.81% Education 59 58.42% Poor Leadership 40 39.6% Growth / Sprawl 27 26.73% Taxes 36 35.64% Race relations 39 38.61% Drugs / Opioids 54 53.47% Housing 60 59.41% Poverty 50 49.5% Access to Health Care 47 46.53% Downtown 8 7.92%	Economy	70	69.31%
Education 59 58.42% Poor Leadership 40 39.6% Growth / Sprawl 27 26.73% Taxes 36 35.64% Race relations 39 38.61% Drugs / Opioids 54 53.47% Housing 60 59.41% Poverty 50 49.5% Access to Health Care 47 46.53% Downtown 8 7.92%	Crime	75	74.26%
Poor Leadership 40 39.6% Growth / Sprawl 27 26.73% Taxes 36 35.64% Race relations 39 38.61% Drugs / Opioids 54 53.47% Housing 60 59.41% Poverty 50 49.5% Access to Health Care 47 46.53% Downtown 8 7.92%	COVID / Pandemic	19	18.81%
Growth / Sprawl 27 26.73% Taxes 36 35.64% Race relations 39 38.61% Drugs / Opioids 54 53.47% Housing 60 59.41% Poverty 50 49.5% Access to Health Care 47 46.53% Downtown 8 7.92%	Education	59	58.42%
Taxes 36 35.64% Race relations 39 38.61% Drugs / Opioids 54 53.47% Housing 60 59.41% Poverty 50 49.5% Access to Health Care 47 46.53% Downtown 8 7.92%	Poor Leadership	40	39.6%
Race relations 39 38.61% Drugs / Opioids 54 53.47% Housing 60 59.41% Poverty 50 49.5% Access to Health Care 47 46.53% Downtown 8 7.92%	Growth / Sprawl	27	26.73%
Drugs / Opioids 54 53.47% Housing 60 59.41% Poverty 50 49.5% Access to Health Care 47 46.53% Downtown 8 7.92%	Taxes	36	35.64%
Housing 60 59.41% Poverty 50 49.5% Access to Health Care 47 46.53% Downtown 8 7.92%	Race relations	39	38.61%
Poverty 50 49.5% Access to Health Care 47 46.53% Downtown 8 7.92%	Drugs / Opioids	54	53.47%
Access to Health Care 47 46.53% Downtown 8 7.92%	Housing	60	59.41%
Downtown 8 7.92%	Poverty	50	49.5%
	Access to Health Care	47	46.53%
Others / Don't know 8 7.92%	Downtown	8	7.92%
	Others / Don't know	8	7.92%

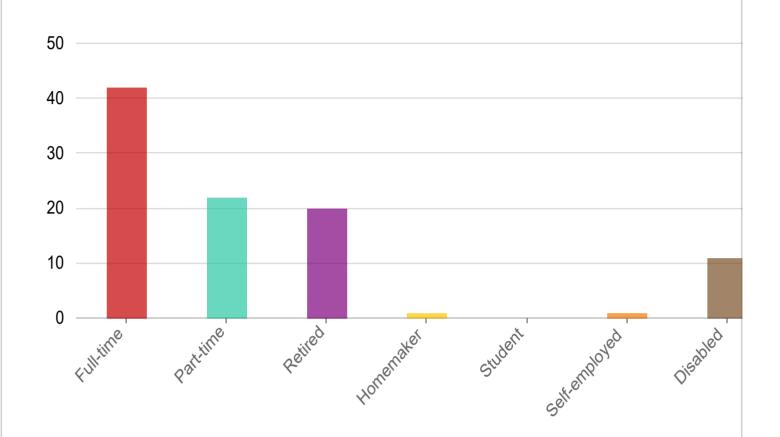
General Information



Answers	Count	Percentage
Over 10 years	66	65.35%
5 to 10 years	20	19.8%
1 to 5 years	13	12.87%
Less than 1 year	2	1.98%

Answered: 101 Skipped: 0

o Employment *

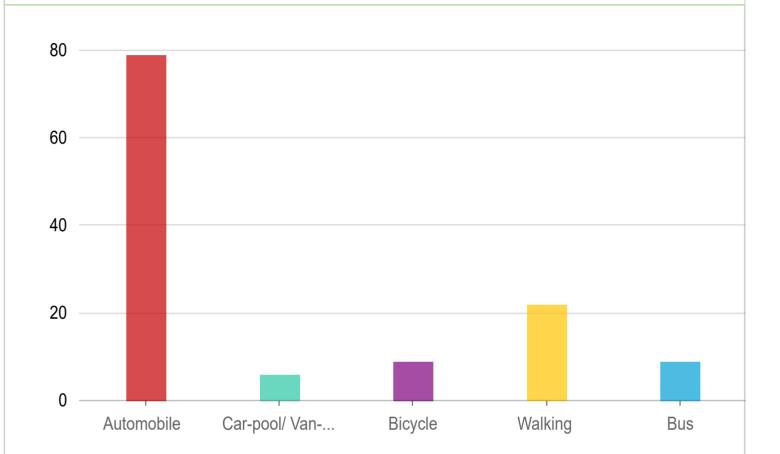


Answers	Count	Percentage
Full-time	42	41.58%
Part-time	22	21.78%
Retired	20	19.8%
Homemaker	1	0.99%
Student	0	0%
Self-employed	1	0.99%
Disabled	11	10.89%

Unemployed 4 3.96%

Answered: 101 Skipped: 0

o What are your primary modes of transportation? (Mark all... ∗



Answers	Count	Percentage
Automobile	79	78.22%
Car-pool/ Van-Pool	6	5.94%
Bicycle	9	8.91%
Walking	22	21.78%
Bus	9	8.91%

Ride share 8 7.92%

Answered: 101 Skipped: 0

