

### Exploration C: WHAT MATTERS?

List up to eight things that matter to your group

1	Density
2	Height
3	Floor Area Ratio
4	Traffic
5	Aesthetics
6	Existing set-backs - Maintain
7	Maintain or increase green space
8	<del>Height</del> Townhomes



### Exploration D: IDEAS

**IDEA** Maintain as resident-friendly

*Give it a name*

Why does this idea matter? It is important that the areas adjacent to residence not interfere with enjoyment of property

Who does it serve? Satisfied residence who will support the community and Edina businesses

Where might it be best applied? West side of France

Is the idea realistic or is it far-fetched? Realistic if residents' interests are recognized

Who will like it? Residence

Who won't like it?

*Draw it, describe it, or somehow characterize it*



### Exploration D: IDEAS

**IDEA** Resident's walkability

*Give it a name*

Why does this idea matter?

Keep safe for people to walk

Who does it serve?

Residents and visitors to Centennial Lakes

Where might it be best applied?

West side of France

Is the idea realistic or is it far-fetched?

Realistic

Who will like it?

Residents and visitors

Who won't like it?

*Draw it, describe it, or somehow characterize it*



# Exploration D: IDEAS

**IDEA** *Maintain or reduce Comp Plan*

*Give it a name*

Why does this idea matter?

Who does it serve?

Where might it be best applied?

Is the idea realistic or is it far-fetched?

Who will like it?

Who won't like it?

*Draw it, describe it, or somehow characterize it*

