

**Summary of Comments**  
**April 26, 2007 Meeting with Parkmerced Residents**

**Nature of Improvements**

- Don't spend money on long-term improvements until you've addressed existing problems
- Noise, disrespect of neighbors, trash and vandalism are problems now that need to be fixed
- Are you trying to increase or decrease the student population
- Long term improvements will include examination of the entire property; are you proposing major changes
- What is your plan for long-term improvements, when will you provide residents more information
- What would we have to sacrifice to get improvements/amenities
- How will you pay for major improvements with rent controlled units
- In order to make a profit, will you have to build more units
- It will require a balancing act to work together for win/win

**Character**

- Would like to retain unique elements of Parkmerced and get improvements
- Although retail and amenities are desired, maintain the quiet, suburban feel of Parkmerced, which is unique to San Francisco
- Efforts are underway by some residents to consider landmark status

**Retail**

- Need grocery stores
- Not sure enough support for retail
- Westlake is close by and accessible via SamTrans

**Open Space**

- Open space areas to gather; gazebos and other amenities for open spaces
- Open space and green areas make PM unique
- New Montessori school destroyed the view
- Park-like setting is attractive

**Community Amenities**

- Provide Age-based community center/services
- Previous management sold off the community facilities we had
- Consider providing NERT training (Neighborhood Emergency Response Team)

**Transit**

- Provide a shuttle to surrounding services & BART
- Reinstate an express bus to downtown

**Traffic & Parking**

- Need parking improvements now
- Need traffic calming now
- Traffic calming would cause bottlenecks
- Students create parking problem; make them park at SFSU

**Sustainable Elements**

- Add sustainability/green features and infrastructure; windmills, biofiltration, etc.