To: Orono Mayor Dennis Walsh and City Council

From: Jan Berg

Re: Application 17-3944 40 unit condo building

In response to the 40 unit condo building proposed at the Freshwater site I would like to make several points regarding this application.

- 1. This is not a good fit for the character of this neighborhood. Unfortunately the comp plan recommends this type of higher density development, but to accomplish this particular project there are several steps that need to take place to move forward with it that requires code changes and variances. It would seem with the recommendation for this type of development we are not looking at a vision for prudent planning in this area of Orono and how best to develop the Navarre area.
- 2. The building is too massive which will negatively impact on the surrounding area and not necessarily in in a good way. Look at the Mist and downtown Wayzata. This is not what this area should look like or become. The Mist couldn't even sell their condo units, so they turned it into rental. There is no conclusive evidence of whether there is even a market for this type of project in this area. Primarily the characteristic of this area is lower density development in keeping with the surrounding area.
- 3. This will have a negative impact on the environment, wetland and eventually the lake. Orono prides itself on preserving the wetlands and lake quality, even so much so as the Orono sign



depicts waterfowl.

4. Traffic this project will bring will have significant negative impact on the area which is already congested. Traffic studies can say 19 can handle this type of project but they do not show the real impact at certain times of day or year and the impact it will have for the neighborhoods who needs to get onto 19.

Please read the comments in the petition signed by 180+ individuals as this represents the opinions of your constituents regarding this project and its impact.

In conclusion, I am asking you to deny this project. It will not be a benefit for this area of Orono.