City of Venice Considerations: What do we Value the Most?

City Council April 2018	
Architecture	low high
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Low Impact Designs (stormwater, etc.)	low high
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Open spaces and buffers (what's between properties)	low high
Parking (do we need more?)	low high
Signage (number, location and type)	low high
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Sidewalks (along roads & between uses)	low high
Building Height	low high
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Expanded and Improved Parks (public or private)	low high
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Application/Dev Reviews (time frames and "Level")	low high
Landscaping	low high
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Streetscape Improvements (street lights, benches, etc)	low high
Other:	
Gateway Features	Priority
Multi-use Paths/Mobility	Ranking #1 (high to
Compact or Cluster Development	#11 Ιον