

- challenge the parking lot, maybe reduce parking.
- restore the common as it once was.
- need to accommodate Grace Church + ^{+ Lord Jeff event} Common events, so parking is important.
- how to deal w/ grading, erosion, planter boxes.
- terracing that is ADA compliant.
- stormwater management will be a component.
- heart of the town. - right now is a parking lot
- opportunity to reimagine ^{whole} space.
- maintain unique trees.
- make it a picture frame to Town Hall
- close Boltwood, or make one-way.
- People love Pulaski Park in Northampton.
- look at UMASS Larp design studio for Town Common.
- needs more opportunity for children to play.
- Natural Play elements
- Protect trees
- Scary bus stop at Town Hall

- love Olmsted's ~~curvilinear~~ ^{curvilinear} design
- master plan w/ rest of common + outdoor pavillon.
 - like art + sculpture - Public Art
 - performance space.
 - if design process takes longer than Town Council could approve design?
 - right now it is expected for Select Board ap
 - Need the parking, can't get rid of - major m
 - Pictures w/ design ideas need to go TOA website for residents to review.
 - go to Historical Commission, other board meetings.
 - Staff will bring designs to town board meetings.
 - tight design timeline. - 2 months.
 - too many trees there now

- <sup>limited
or</sup> eliminate north common parking!
- love Pulaski Parking lighting, small tables, hardspaces, rain garden, walking paths, sitting areas, flowers.
- giant chess board. - interactive.
- there will be flexibility to extend design phase
- have angled parking only along Main St.
- move Town Hall bus stop to the sweetser park-to-pair.
- view from Antique store aren't nice.
- reverse angle parking - safer for cyclists.
- hydrological barrier underground from 1870?
- be bold, creative, don't ~~like~~ let parking dictate design.
- ~~Does~~ design maintenance needs for 50, 100+ years. + O+M costs
- angle parking on Boltwood Ave.
- net - on parking - we need parking spaces
- Study the natural paths that people actually use.