## Nashua Strong Towns **General meeting #3**



## Nashua Stroll Chatted with a lot of great folks

Make sure to grab some stroll recipe fudge today!

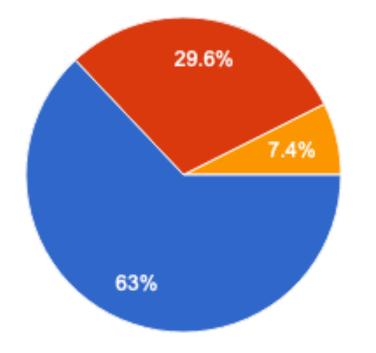


### Informal Stroll Poll Folks are interested in walkability!

- Informal poll from folks who like fudge
- Nothing scientific, but the public opinion much better than expected
- Full post here: <u>https://</u> www.nashuastrongtowns.org/ 2022/11/27/nashua-stroll-recapand-survey/

#### Would you want to see more walkable places similar to on Main Street today?

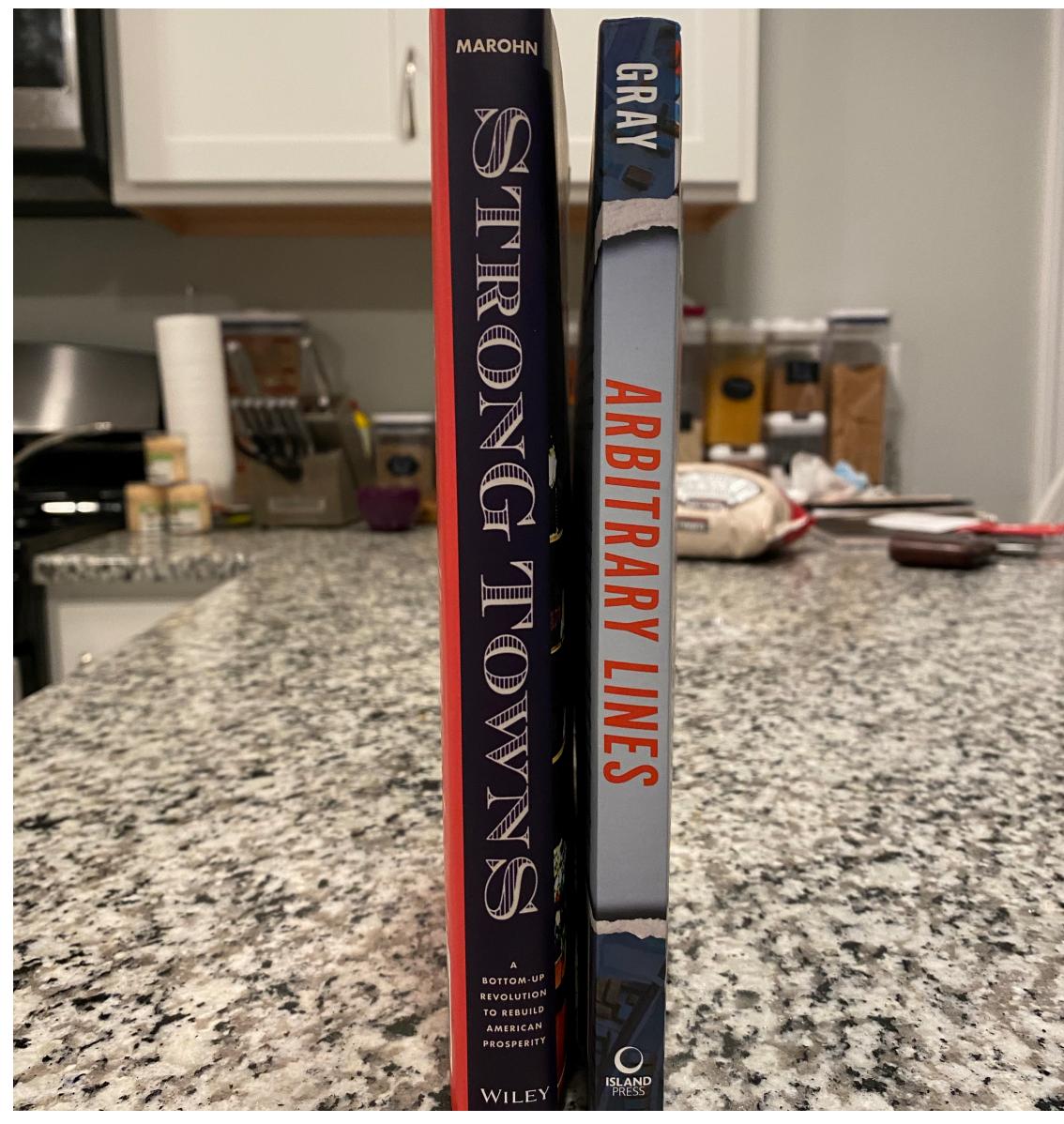
#### 27 responses



- Yes, I would like every place in Nashua to be walkable
- Yes, I would like some places in Nashua to be walkable
- I would only want places to be walkable some parts of the year or some days of the week
- No, I don't want to see more of Nashua become walkable

## Nashua Strong Towns very mini library

Borrow one of our books to learn more about Strong Towns!

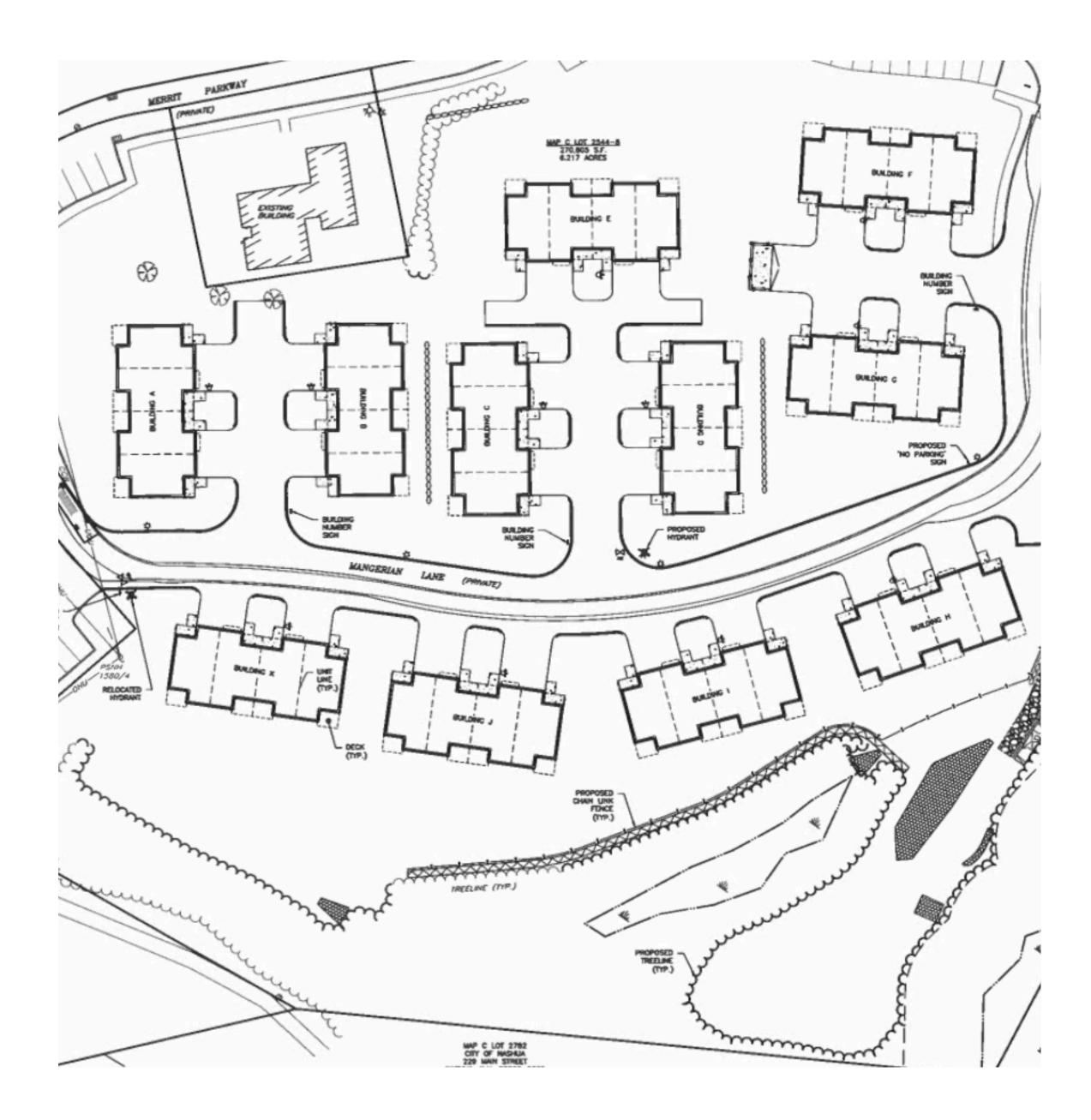






## **Merrit Place** Variances+site plans approved

- We had more than a few folks show up to site plan meeting
- Glad to see more higher density housing in Nashua
- Higher density housing key to TOD



## Asphalt plant

Planning board meeting coming up

- Planning board meeting January 19
- Let's fight the good fight against it then





Nashua Strong Towns

## Issue guide up Field+organize on **community issues**

ISSUES CONTACT

In Nashua Strong Towns we have a community driven set of issues we have prioritized as a community. These issues are prioritized based on smallest change to highest ratio of impact. All of these issues are important to our members and the community as a whole, and we are planning to get to all of them ideally sooner than later.

### Google form available on <u>nashuastrongstowns.org/issues</u>





## **New member guide in progress** Making it easy to get involved

- Folks have reached out wondering how to get involved
- Guide will help them get started and work with everyone here!
- Will refine over time

# ring how to get involved d and work with everyone here!

# Handing off to Matt Sullivan