Joan Davies

From: Sent: To: Subject:	jack banz <jbbmrb@yahoo.com> Wednesday, April 19, 2017 1:22 PM Joan Davies Re: LETTER OF INPUT</jbbmrb@yahoo.com>
Good morning Joan,	
Thx for your thoughtfulness in contacting me.	
In regard to the 501, the bldg should only be used to benefit the city financially.	
To consider its use as a library only for the next 20 - 30 years as stated and for current book storage is backward thinking. Libraries are getting smaller not bigger. Technology has taken over. The printed word will soon be a thing of the past!	
If the city and library were to occupy the bldg at least the dollars spent to lease those vacated buildings could be put to better use. Having our city offices in a newer bldg indicates that Yachats is a progressive city and would project a more positive image going forward.	
Based on the article in the times there remains an outstanding debt, loan, on the 501 that we, as a city, are paying.	
If the plan now is leaning toward having the library and more available parking at the bldg shame on the city council. If there is 20 parking spots to be gained at a cost of \$200,000 (\$10,000 each) plus apparent interest, I'd like to know who did the math?	
Our interests would have been better served buying the gas station and maintaining that money maker as a co-op for Yachats!	
As it stands now we're left without a bank or gas station and no hope for either in the future.	
Apparently we pay \$18,000 per year to rent the commons (not sure what the cost is at the library) and have a loan payment on the 501.	
At this point in time if the 501 is not leased or sold outright or the city/library move in it will continue to cost our city money for many years to come.	
Having owned our property on aqua vista for nearly 17 years I have an overwhelming suspicion that the decision regarding the future of the 501 is a foregone conclusion.	
Regards,	
Jack Banz	
Count from mr. : Dod	
Sent from my iPad	
On Apr 18, 2017, at 5:36 PM, Joan Davies < <u>Joan@MailYachatsOregon.org</u> > wrote:	