

MAP 103

D1 goes

too far east

3 goes

too far west

Map 103

2-12-22 MAP
103

Seems
lop-sided
= no good

Map 108

2-12-22

Map 108

seems the
best. Good
equal representa-
tion. Logical
design with no
issues.

Map 115

MAP 115
2-12-22

This map is
no good because
it seems illogical.
Too many areas
are distorted
and not logically
designed.

MAP 115

D1 goes
too far S.

MAP 115

4 is too
broken and
spread out

I agree #4
looks almost
"gerrymandered"

MAP 115

Map 116

MAP 116
Good map

Please
adopt!

MAP 116
2-12-22

DI goes too
far east -
otherwise
pretty good

2-12-22

NOT bad
- consider -

MAP 116



This neighbor-
hood
should be in
S - common
issues of
traffic/shopping
etc
MAP 116

Map 117

2-12-22 ~~MAP~~ #117

This is the

WORST!

No logical
distribution

Nothing good
here. Throw it out

#117 looks

the best to me;
districts look most
cohesive with
logical boundaries