

Bear Lake Village Visioning Summary
One Word, Done Well, Better

"One word to describe our community"	Votes Received
Stagnant	3
Development challenged	2
Retired - mature	1
Quiet / peaceful	1
Water / lake / fishing	1
Functional obsolete buildings	1
Opportunity	1
Children	
Close-knit	
Safe	
Resorts / vacations	

"What we have done well"	Votes Received
School	2
Water system (WHP)	2
Bear Lake Days, Sparkle, etc.	1
Winter road maintenance	
Howard!! (village maintenance man)	
Hopkins Park	

"What we could've done better"	Votes Received
Blight ordinance	3
Affordable sewer	2
Park facilities restroom	
Townships / village coordination	
5-year recreation plan	

Bear Lake Village Visioning Summary
Barriers, Sandbox, Envisioning

"Barriers to our goals"	Votes Received
\$	3
Knowledge	2
Participation (lack of residents; age discrepancy)	2
Lack of young people	2
Consensus building	1
Self interest	
Politics	
Prioritization	
Communication - how do we?	

"Who should be in the sandbox"
Community groups and Bear Lake Promoters
Lions
State Government
DNR (especially)
MML
Local knowledge / volunteers
Village council
Financing, public and private
Townships

"Envisioning our future"	Votes Received
Employment	5
Innovative sewer system - destination	4
Recreation-centered	4
Multi-generational	3
Vital downtown	1
Beautiful (trees!)	1
Diverse demographics	
Community services for retirees	
Swimming pool / PT / YFCA	

Bear Lake Village Visioning Summary
Accomplishing Our Vision

Employment	Recreation centered	Innovative sewer system (make a destination)
Year-round residents = year-round jobs and vice versa		
Promote technology, access to services		
Don't anticipate transportation for manufacturing		
	Will generate jobs	
	Skateboard park	
	Dog park	
		Research
		Community buy-in
		Affordable

Collective Prioritization

Only one table of citizens participated in the Bear Lake Village visioning session, and their priorities are reflected in the votes on "Envisioning Our Future." There is no collective prioritization for Bear Lake Village.