



OOPS—SOMEONE SPILLED THE BEANS!

Scarborough Housing Alliance (SHA), August 23, 2023

Above: after SHA member Bill Donovan says to Councilor Jean-Marie Caterina, "So, at your next meeting, you're going to approve the land deal," and Councilor Caterina replies, "I don't know what we're doing," Councilor Caterina points out that the camera is rolling (L), and Mr. Donovan 'zips it' (R).

Watch for yourself (0:00-0:24) at: youtube.com/watch?v=yjlv500YBK0&t

IS THIS WHAT PASSES FOR GOOD GOVERNANCE IN SCARBOROUGH?

THIS WEDNESDAY, SEPTEMBER 6, THE TOWN COUNCIL PLANS TO VOTE ON A DEAL TO BUY ROUGHLY 22 ACRES FROM THE DEVELOPERS OF THE DOWNS FOR A NEW UNIFIED ELEMENTARY SCHOOL TO REPLACE EXISTING NEIGHBORHOOD SCHOOLS.

THE TOWN DOESN'T WANT YOU TO KNOW WHAT A BAD DEAL THIS IS, BUT WE DO.

WHY IS THE TOWN IN SUCH A RUSH TO GIVE THE DOWNS A "SWEETHEART" DEAL?

IF THIS \$16+ MILLION DEAL IS THIS LOUSY, IMAGINE WHAT'S WRONG WITH THE WHOLE \$160 MILLION SCHOOL PROPOSAL!

THIS PROJECT ISN'T READY FOR PRIME TIME, MUCH LESS A VOTE IN NOVEMBER. TELL YOUR TOWN COUNCILORS TO SLOW THIS TRAIN DOWN:

Email the 7 Town Councilors at once:
towncouncil@scarboroughmaine.org

AMONG THE MANY LOWLIGHTS OF THE PROPOSED AGREEMENT, THE TOWN WOULD HAVE TO:

- Pay top dollar (over \$7 million) for the property AND limit its future marketability by giving up the ability to use it for anything other than a "school, community center, municipal playground or fields" FOREVER
- Pay \$3 million EXTRA for infrastructure improvements for the privately-owned Downs development
- Pay ADDITIONAL "in-lieu" fees—in amounts to be determined later—for use of the Downs' common areas
- Build a new public road connection (anticipated off-site costs of nearly \$2 million) to an improved Sawyer Road (anticipated off-site costs of over \$4 million) at TAXPAYER expense
- Modify zoning to allow the Downs to build even more, BEFORE voters have their say on the school project, effectively selling zoning changes to the developers

SAY "NO" TO THE DOWNS LAND DEAL!