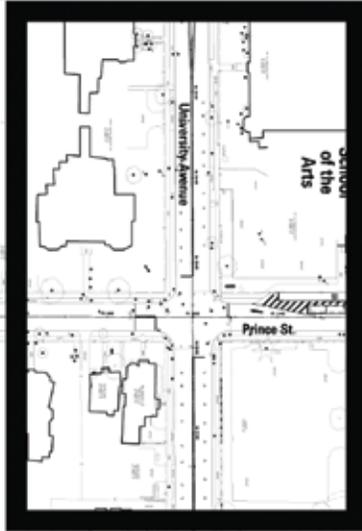


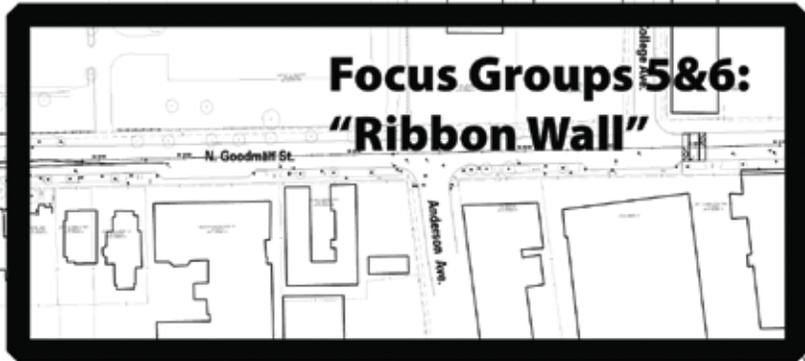
ARTWalk 2
Interactive Design Workshop No. 3
8/18/2009 6-9 pm Visual Studies Workshop

**Focus Groups 1&3:
University Ave and Prince Street**



Memorial Art Gallery

**Focus Groups 5&6:
"Ribbon Wall"**



**Focus Groups 2&4:
University Towers Plaza**



Arlington St.

Beacon St.



ARTWalk 2 Design Workshop No. 3
8/18/2009 6-9 pm
Visual Studies Workshop, 31 Prince Street

Interactive Design Workshop planning committee members:
Douglas Rice, Al Pardi, Craig Jensen, Roger Brown, Richard Rosen

Project Design Team Members:
Tom Lichtenthal, Sue Steele, Mark Johns, Anne Lovely, Marianne Kroon, William Cochran, Teresa Cochran

Facilitators: Andrew Hintenach, Ann VerHague, Paul Tankel, Rob Simonetti, Roger Brown, Mark Bayer, Peter Siegrist, Sue Steele, Tom Lichtenthal, Mark Johns

Objective

Data gathered from the workshop will be summarized and used as the basis for final design of three predetermined focus areas:

1. University/Prince Street intersection;
2. Towers Plaza; and
3. Ribbon Wall.

Data gathered from the workshop will be summarized and used as the basis for final design.

Goals

This was the third of four Workshops, titled Public Interactive Design Workshop No. 3:

Date: August 18, 2009

Time: 6:00-9:00 PM

Location: Visual Studies Workshop

Trained facilitators were provided, in cooperation with Bergmann Associates, with about 45 community members in attendance. There were 3 focus areas with 2 groups each area focusing on each for a total of 6 tables. Provided on each table: Scale Base and Planometric maps, trace paper, colored markers, pencils, scale ruler, “guidelines” for workshop, agenda, ARTWalks’ mission statement, an 11x17 handout including scale base map and photographs of focus area for participant notes during site walk, index cards for comments, large writing tablet for group results, executive summaries of workshop 1 & 2

In a “reference area”, provided were: workshop 1&2 report, photos of existing project corridor, reference photos of other community and arts projects, the ARTWalk 2 overall large map,

All focus areas were asked to consider:

- prior input,
 - context of each area,
 - how the focus area relates to ARTWalk and its mission; and
 - Green and life cycle cost considerations
 - Identify the “champion” or lead (partner, organization, stakeholder) on a given project
- Refer to poster display boards
- Ideas to be integrated into the pedestrian walk, night effect, seasons

Executive Summary: Interactive Design Workshop 3

Interactive Design Workshop 3 brought together 45 participants and facilitators to work on design issues and ideas for three focus areas: The **University Avenue and Prince Street** Intersection, **The University Tower Apartments Corner** (Goodman & University), and the North Goodman Corridor to Village Gate **“Ribbon Wall.”**

Context & Goals : IDW 3 focused on three areas previously identified for attention within ARTWalk Phase 2 plans. Teams sought to raise the issues and opportunities offered by each site, as well as arrive at recommendations and suggestions for ARTWalk and the City of Rochester going forward.

Process:

At a three-hour interactive design workshop on August 18, 2009 interested participants were introduced to the Context and Goals of the workshop. The process and schedule were established.

Each participant chose a focus area and then was randomly assigned to one of two teams for that area. Six teams were led by eleven facilitators with extensive design charette experience from the Rochester Area design professional community who had previously attended a two-hour training session that included a site walk-around. Teams worked for 100 minutes, using maps, summaries from the two previous design workshops, and site visits, as well as participants' knowledge of the community and of public art to inform their discussion as they produced written notes and drawings for their sites. They were given an open choice of what to do at the sites, with no palette of suggested options.

In detailed drawings and written notes, the teams produced a list of general concerns, desires, priorities and recommendations and particular suggestions for the specific sites and the needs and opportunities they presented. Many findings and suggestions emerged, both consistent with and divergent from those arrived at in the initial workshops. These collaborative findings were reported back to the whole group for further comments and questions.

Recommendations and Proposals of IDW3 Participants:

Overall (based on IDW3 input):

- a- Enhance pedestrian friendliness of entire area through elements which increase safety, comfort, and interest.
- b- Create with continuity between ARTWalk Phase 1 and Phase 2. Imprinted sidewalks, lightpole mosaics, artistic benches, and artistic bus shelters are commonly seen to be sources of this continuity.
- c- Enhance major and minor intersections and common pedestrian crossings to signal their importance through connected special paving crossovers (like the “boxed” crosswalk at Merriman/University) and artistic anchor features (sculptures, banners, arches).
- d- Make connections that draw people along among major sites and intersections through repetitive features and artistic magnets (visible or audible draws to further exploration).
- e- Add landscaping and plantings, especially where they will buffer parking and streets.
- f- Create types of interactivity that draw visitors along. Examples:
 - A geocaching style Art Exchange: “Take one, leave one.”
 - A Scavenger hunt of rubbings.
 - Interactively activated lighting, sound features or traffic control.
- g- Use green techniques in water use, storm water run off and energy generation for plantings and electronic features.
- h- Install/maintain lighting that allows and encourages evening use of ARTWalk.

Recommendations and Proposals of IDW3 Participants:

The University and Prince Street Intersection.

Themes: See, Hear, Feel Art; Education

General Vision of Intersection:

- a Bumpouts are assumed for all corners. Establish low landscaping on the bumpouts.
- b Extend ARTWalk along MAG frontage to intersection and cross to VSW corner, then extend to Siskind gallery entrance.
- c The possibility of Prince Street becoming one-way was presented as an assumption on the maps. The group's suggestion is to keep it two-way, with a control arm limiting access or creating one way flow during school hours only.
- d At the intersection, create an artistic paving diagonally connecting the box to visually connect across the intersection (a pinwheel-style swirl colored pavement feature was suggested, perhaps something like the Seth Green/St. Paul treatment)
- e Enhance the lighting. Three lighting options were proposed: Cobra lights with artist designed "lampshades or hats," matched light sculptures for the western corners, or a laser feature arching between two light poles. (Further discussion on cost, maintainability, and "light pollution" issues will be forthcoming from the IDW4 report.)

NW corner: Create changeable displays of SOTA student art (2-D, 3-D, poetic, musical). Create (programmable) sound experience sculpture. Plant flower beds. The prospect of urban furnishings such as seating was raised, but the school is concerned not to encourage longer-term loitering by the public and would prefer the type of seating where folks can only sit comfortably briefly. Establish no parking along the SOTA frontage of University, only pickup and drop off.

SW corner: Install a media arts display unit combined into a bus stop. Incorporate an interactive, web-based screen map & schedule as a wayfinding element. Both teams established this corner as the primary focus of the intersection. Visual Studies Workshop's expertise, enthusiasm, preliminary research, and offer of partnership present an opportunity to install a programmable Media arts display and performance space. Incorporating the high tech, interactive site into a bus shelter would serve SOTA students leaving school as well as residents taking the University Avenue bus toward University of Rochester. VSW, SOTA, and George Eastman House are all institutions which could help provide programming for the display unit/space, and audience seating would provide a casual gathering spot for VSW students and potential space for live performance events as well.

NE Corner: Create smaller artistic bus shelter for downtown-bound passengers. (See Albuquerque lean shelters.)

SE Corner: Install trash receptacle. Decorate utility box. Property owner considers their property to be included in plans and thus is reluctant to endorse "Three Corners" as the new name of this intersection. Siskind/SOTA Courtyard Crossing: Create an anchoring arch or sculpture spanning the street at the bumpout for the new western terminus. A mid-block crosswalk should connect Siskind gallery to SOTA. If this is not possible, consider "boxing" the block of University from Prince to Alexander Street with an ARTWalk paving treatment.

Recommendations and Proposals of IDW3 Participants:

The University Tower Apartments Plaza (Goodman & University)

Themes: Access, Safety, Comfort, Greenery

- a Create an accessible, artistic, and comfortable bus shelter on the University Tower (SE) corner.
- b Have Tower residents participate directly with artists designing the bus shelter and the landscaping.
- c Create a safety buffer of raised plantings or artistic ballards protecting the bus stop, sidewalks and green space.
- d Maintain and enhance shade.
- e Make the whole corner accessible and welcoming while protecting Tower resident privacy.
- f Create clear visual linkage, through pavement design and architectural or sculptural elements, between University Towers and MAG, ideally visible from the tower.
- g Create a serene area of plantings at University Tower corner with a soothing water or sound feature, with possible interactivity.
- h Install artistic tables with both chairs and wheelchair spots for reading, snacks, games, and socializing. Gameboard designs can be incorporated.
- i Create a strong reciprocal relationship of motifs, shapes, and artwork between MAG and University Towers.
- j Install some form of interactive traffic control device, with a view toward persons with various disabilities who use the crossings.

Recommendations and Proposals of IDW3 Participants: North Goodman Corridor to Village Gate “Ribbon Wall”

Themes: Connection, Drawing Attention North, Local Art and History

- a Screen parking with decorative visual and green buffer.
- b Feature local art in changeable displays.
- c Use some type of visual tie in for the entire block, to draw attention, visually connecting north terminus on Goodman down to University:

C1 First Idea: Anchor sculpture near Village Gate or Anderson Street, based on the historic uses of the buildings (Wards Scientific, Champion footwear, textile and sewing), with possibility of connecting parts that run down the block. Example: Needle at major junction (Anderson Alley entrance?), with thread appearing and disappearing to stitch the corridor together. Spots along thread or at major junctions fabricated to accommodate artwork. Knot at University Tower.

C2 Second Idea: colonnade: Numerous columns made of fiberglass street lighting poles of various heights and positions to allow attachment of various and changeable forms of art. Flowing, growing wave effect suggested. (Note: Flag atop Village Gate is now most visible signpost of north terminus. Design could relate and lead up to that.)

C3 Third Idea: Low undulating wall with mosaic (think Gaudi) and/wire topiary elements to screen parking at N Goodman/Anderson, perhaps with inset lighting and places to install changeable artwork, extending along walkway. Flexibly reusable low profile concrete and metal bases for changeable sculpture as used in other cities.

d Participants like the idea of meandering footpaths through MAG property following natural foot traffic patterns Village Gate/Anderson Alley/ACCGR to SOTA/VSW.,

e Install (fun/interactive?) motion sensing lighting along footpaths/sidewalks.

f Create a wayfinding feature at Village Gate, TBD (Solar powered? Offering shelter?).

g Create an artistic intersection pavement design and overhead banner at pedestrian crossing at Village Gate/ACCGR.

h “Box” the pedestrian crossings at Anderson & North Goodman with some form of pavement treatment, and install an artistic archway overtop. (Note: this arch could relate to or even be part of the feature created from the ideas for visual tie-in for the entire block, above.)

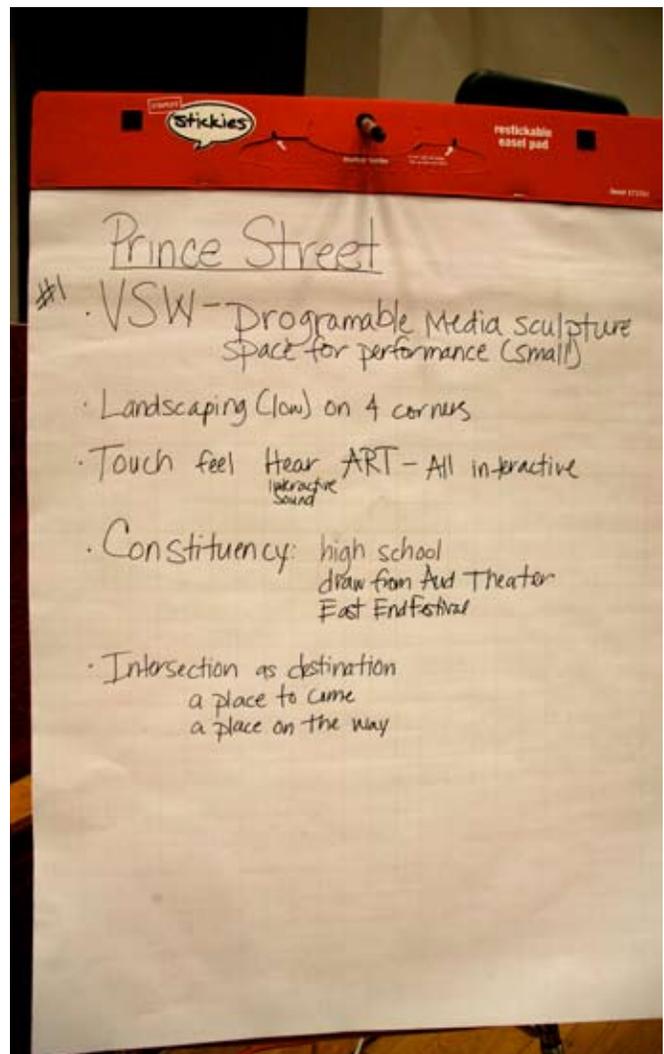
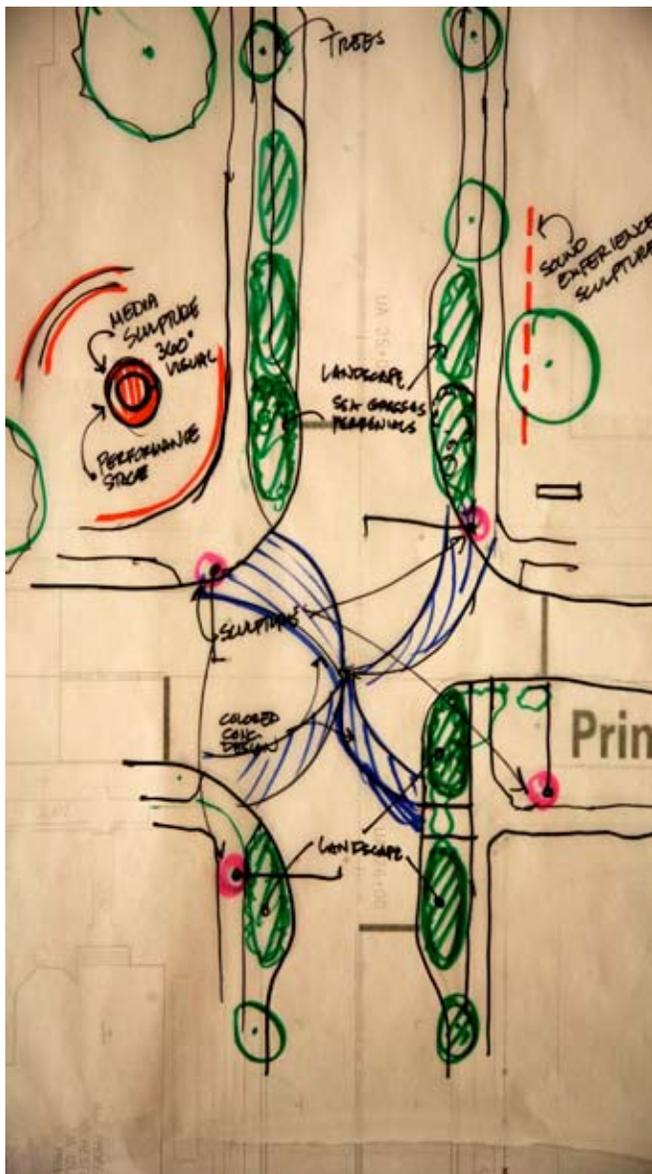
i Install artistic outdoor seating (preferably at sitings with with long vistas).

j Install elements that cross under the pavement, or appear to. (Example: A speaking tube. “threads from the “tie-in” feature.

Group #1 Focus Area:
University Ave and Prince Street Intersection

Participants:
 Lisa Hill, Eddie Swayze, Joan Lyons, Kris Merola, MaryJo Teneyck

Facilitators:
 Tom Lichtenthal , Andrew Hintenach



Group #1 Focus Area:

University Ave and Prince Street Intersection

I. Outcomes from Text:

A. Issues, Concerns, Goals, Misc.

1. Touch, Feel, Hear Art. All interactive, sound
2. Constituency: High School, George Eastman House, East End Festival
3. Intersection as a destination: a place to come, a place on the way

B. Specific ideas and designs

1. Small programmable media sculpture for performance by SOTA students and community members ranging from 15-24 years of age
2. Low landscaping on four corners

II. Outcomes from Graphics:

A. Specific ideas and designs

1. Bump outs with landscaping, sea grasses and perennials
2. Decorative paving at the roadway intersection that crosses and connects corners
3. 360 degree performance space media sculpture at the SW corner
4. Sound Experience sculpture at SOTA on NW corner
5. Throat down Prince Street entrance to SOTA
6. Sculpture treatment of light poles at each corner

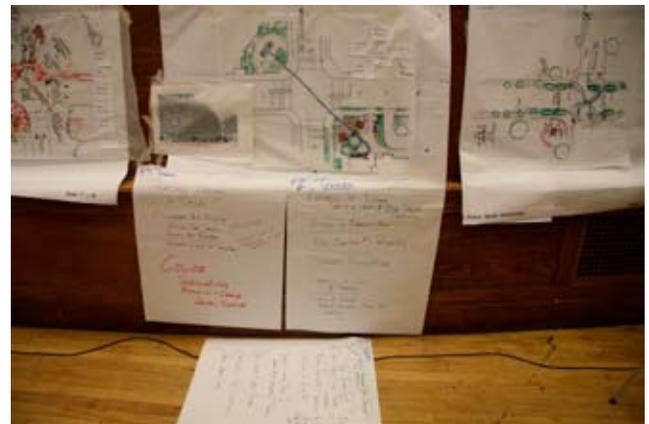
Group #2 Focus Area: University Tower Apartments Corner

Participants:

Janelle Atwood, Lyn Parsons, Laurie King,
Scott Evans

Facilitators:

Paul Tankel, Tim Burke



Group #2 Focus Area:

University Tower Apartments Corner

I. Outcomes from Text:

A. Issues, Concerns, Goals, Misc.

1. Artistic message that teaches the community
2. Accessibility for community and those who live there
3. Elderly residents must have easy access
4. Artists to work with residents
5. Handicap accessible
6. Must appeal to visitors and draw the larger community

B. Specific ideas and designs

1. Bus shelter is number one priority
2. Benches and tables for chess and checkers
3. Undulating colored mosaic on a large Gaudi scale
4. Wall at corner with varied height maximum 24"

II. Outcomes from Graphics:

A. Specific ideas and designs

1. Strong relation to MAG, water feature on MAG and tower corner that is orchestrated together
2. Artistic bus shelter
3. Cylinder artistic edge treatment with plants
4. Plaza area at the corner
5. Additional benches
6. Medians in roadways
7. Benches under trees alongside fencing

Group #3 Focus Area:

University and Prince Street Intersection

I. Outcomes from Text:

A. Issues, Concerns, Goals, Misc.

1. Concern about student drop off and pick up from SOTA
2. North end of Prince street change from a one-way street to a two way street with control arm device during school hours
3. A site for dancers, poets, musicians, educators and historians

B. Specific ideas and designs

1. Campus gathering area would also be created for students at the V.S.W. front lawn
2. SOTA student artwork along University Ave frontage
3. Flower gardens developed along SOTA's building frontage with ARTWalk funding
4. Continue ARTWalk sidewalks along both sides of University
5. Cobrahead street lights or lasers at the intersection of Prince Street and University Ave
6. Interactive media display at the southwest corner of the intersection.
7. Gateway art across the street at crosswalk
8. Trash receptacles and painted utility boxes
9. Artistic bus stop at NE corner

II. Outcomes from Graphics:

A. Specific ideas and designs

1. Light sculptures, one on each side of crosswalk
2. Crosswalk at University opposite Suskind Gallery
3. ARTWalk on both sides of University
4. Flower gardens in front of SOTA courtyard
5. Create area for student sculpture in front of SOTA along University
6. Create gardens and areas for SOTA artwork at NW corner of University and Prince
7. Make sign diagonals
8. Two light poles instead of four with laser art between
9. Student seating, light sculpture, interactive media display on SW corner
10. Bench, trash receptacles , decorate transformer on SE corner
11. Decorative crosswalks
12. Artistic bus stop, sculpture path to MAG, decorative paving on NE corner
13. Artistic toll gate
14. Drop off instead of on street parking on University in front of SOTA

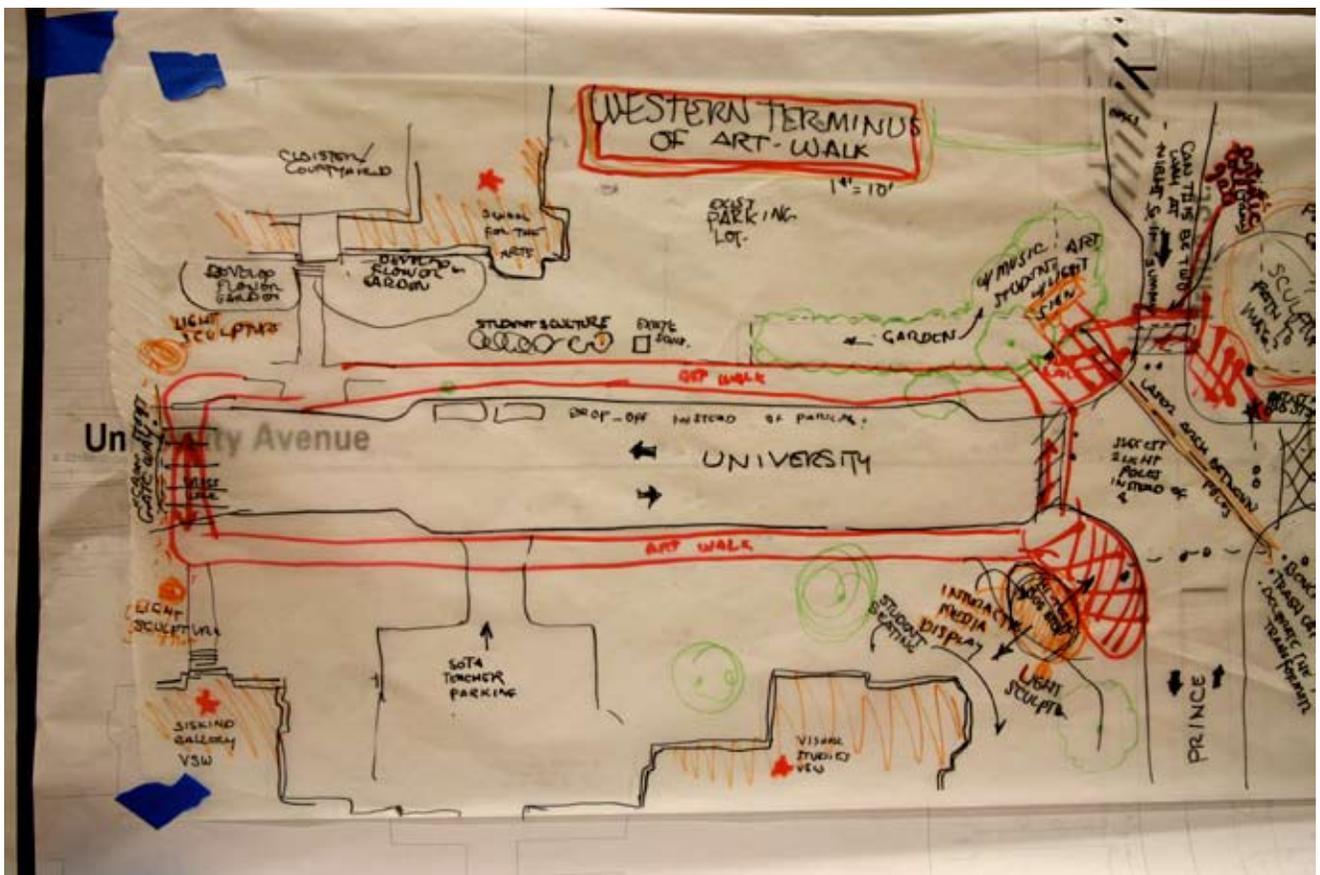
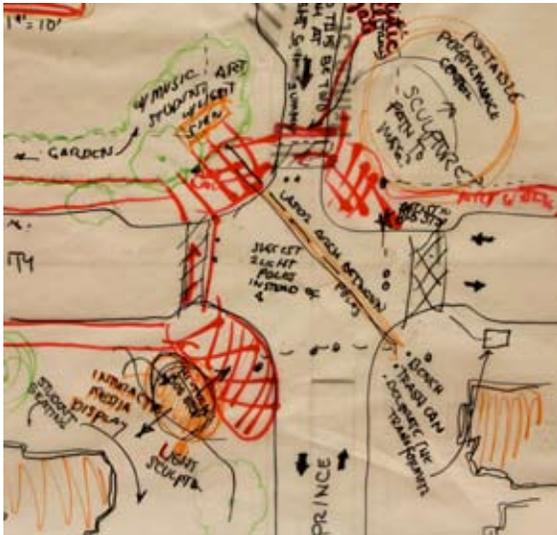
Group #4 Focus Area: University Tower Apartments Corner

Participants:

Fran Cirulli, Sydney Greaves, Shung, Ryan Cummings,
Margie Searle

Facilitators:

Mark Johns, Rob Simonetti



Group #4 Focus Area:

University Tower Apartments Corner

I. Outcomes from Text:

A. Issues, Concerns, Goals, Misc.

1. Make universally accessible
2. Bush shelter in front of towers
3. Need for pedestrian crosswalk by the Towers
4. Towers does not have a flag pole
5. Keep continuity between ARTWalk1 and ARTWalk2
6. Keep open and not walled off
7. Maintain resident privacy
8. Active, passive, soft and hard spaces
9. Reflecting the MAG plaza in colors, motifs, shapes, artwork and the Ribbon Wall
10. Some resident concern about loitering
11. Don't encroach on terrace

B. Specific ideas and designs

1. Artistic bus shelter
2. Trash receptacles and masking of utility boxes
3. Raised planting beds (Perennials)
4. Water feature
5. Interactive traffic control
6. Continue mosaic poles from ARTWalk1
7. Incorporate bump outs as in ARTWalk1

II. Outcomes from Graphics:

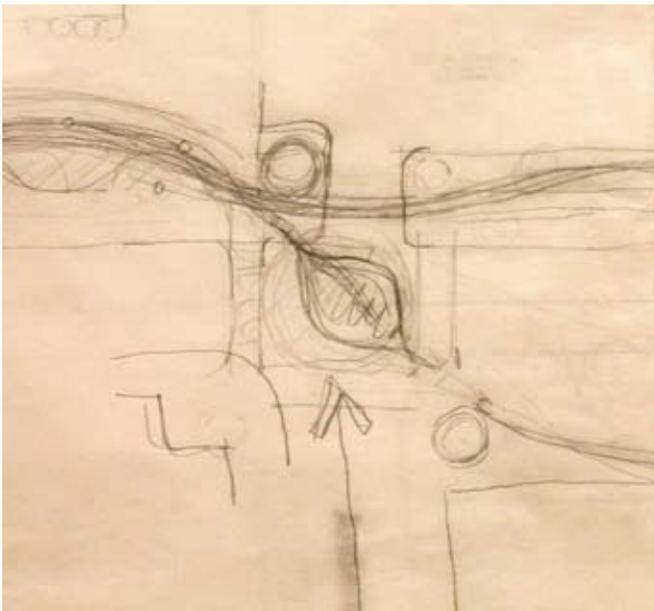
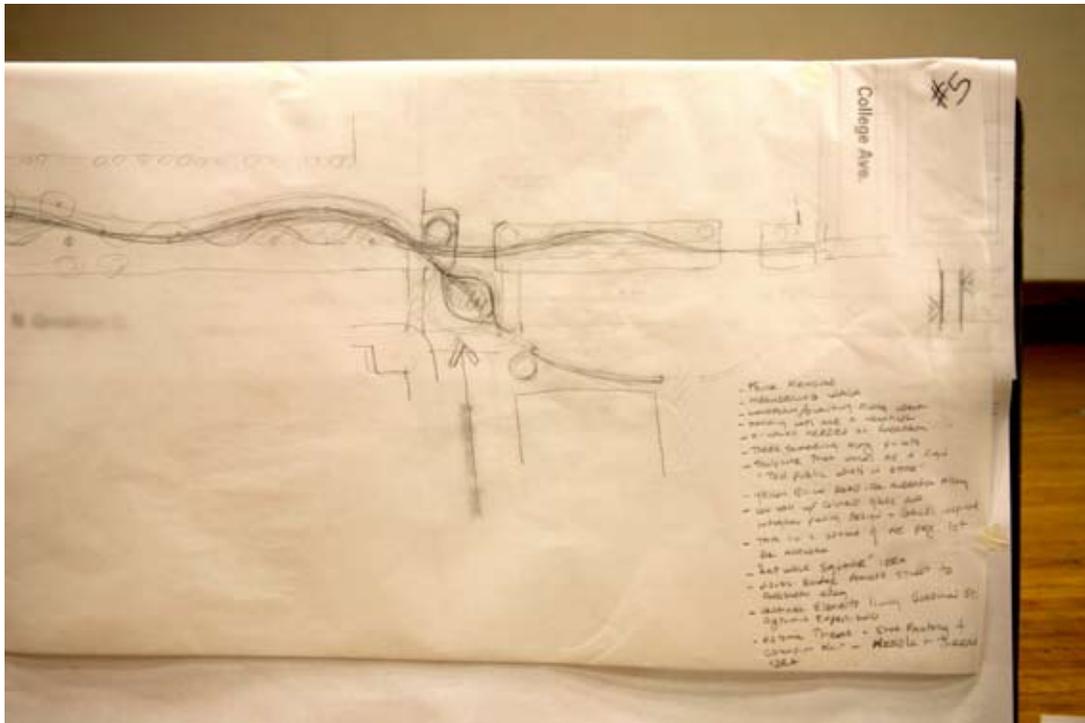
A. Specific ideas and designs

1. Artistic raised planting bed separating plaza from green tree area
2. Keep the trees in front
3. Create water feature relating to and in full view of MAG corner treatment
4. Artistic bus shelter
5. Ground cover in front of and under trees
6. Artistic bench at the SW corner

Group #5 Focus Area: Ribbon Wall

Participants:
Richard Margolis, Richard Rosen, Ellen Mccoy, Dejan Pejovic, Gary Stern, Susie Fame, Eric Kunsman

Facilitators:
Mark Bayer, Roger Brown



Group #5 Focus Area:

Ribbon Wall

I. Outcomes from Text:

A. Issues, Concerns, Goals, Misc.

1. Fence would be removed
2. ARTWalk square
3. Historical Theme tie into local shoe factory and Champion knit
4. Connect both ways, VG to intersection and back
5. Bring people behind the fence that will stay
6. Crosswalks needed at Anderson Alley
7. Parking lots are a negative

B. Specific ideas and designs

1. Needle and thread into and out of ground
2. Meandering walkway behind fence
3. Visual bridge across street to Anderson Alley
4. Gaudi inspired low wall with colored glass and integral paving design
5. Take one or two parking spaces for NE parking lot for artwork
6. Yellow brick road for Anderson Alley
7. Sculpture that works as a sign to tell the public what is in store
8. Landform and plantings along walk

II. Outcomes from Graphics:

A. Specific ideas and designs

1. Curving, meandering, walkway set behind fence
2. Curving walkway extends into the buffer area created in front of the parking lot
3. Curving illusion diagonally at intersection leading to NE corner, create decorative paving pattern in intersection
4. Create a crosswalk with patterns at Anderson Ave
5. Sculpture at NE corner, SW corner (terminator and focal)
6. Work with the owners of parking lots to consolidate the parking, re-stripe, eliminate 2 curb cuts, create 10-15 feet of green (sculpture and landscape buffer)
7. Create needle and thread sculpture (historical reference) at intersection (or along whole pathway) that comes in and out of the ground and reemerges at the NE corner

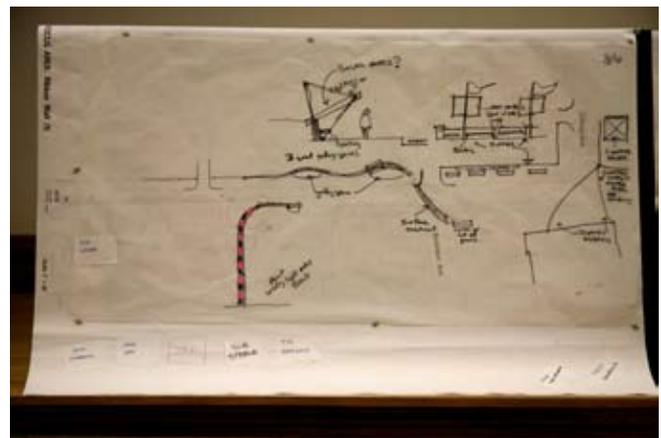
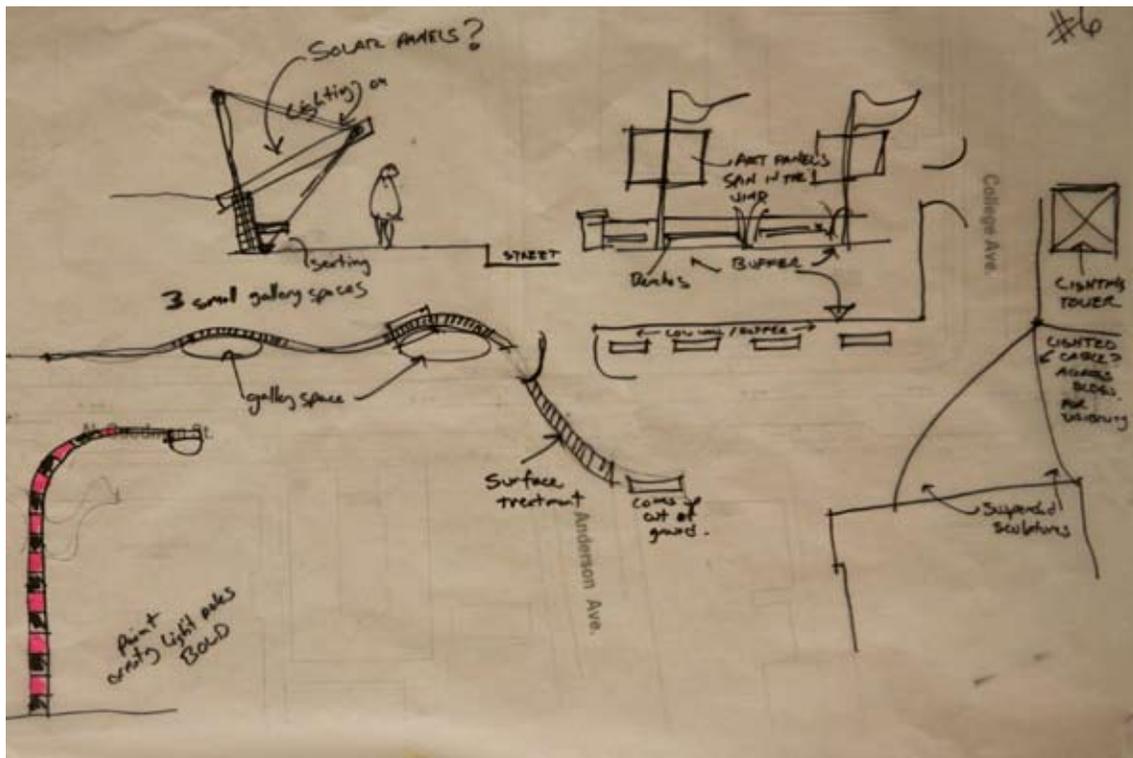
Group #6 Focus Area: Ribbon Wall

Participants:

Jim Locke, Patti Giordano, Jane Way, Zak Steele, Fred Lawrence, Anne Lawrence

Facilitators:

Tim Raymond, Sue Steele



Group #6 Focus Area:

Ribbon Wall

I. Outcomes from Text:

A. Issues, Concerns, Goals, Misc.

1. Visibility is an issue
2. Draw attention to VG
3. Buffering parking lots across Anderson Ave.
4. Wayfinding Locations
5. Existing Lights
6. Create identity and magnitude to draw attention

B. Specific ideas and designs

1. Art on light poles: rotational, stripes, colors, flowers
2. Cables between buildings to hang art and lights
3. Shelters roofing protection from elements, solar lights
4. Benches in bump outs
5. Arch spanning intersection at Anderson Ave.
6. Lighting Ribbon Wall
7. Connective Elements at the intersection
8. Flowing growing wave, grows in magnitude
9. Higher wind actuated art near VG

II. Outcomes from Graphics:

A. Specific ideas and designs

1. Paint or decorate light poles in bold colorful patterns
2. Create three small gallery spaces
3. Covered seating areas, include solar panels and lighting
4. Ribbon pattern continue across road to decorative design leading to NE corner where ribbon patten comes out of ground
5. Create green buffer at parking lot include benches and vertical poles with banners

Appendix A

handouts

ARTWalk 2

Interactive Design Workshop No. 3

8/18/2009 6-9 pm Visual Studies Workshop

AGENDA

6:00 pm (5 min) Welcome & Introductions : Paul Way & Anne Lovely

6:05 pm (5 min) what is ARTWalk? Richard Rosen, founding chair.
ARTWalk of Rochester

6:10 pm (5 min) What is ARTWalk Phase 2? : Tom Lichtenthal

6:15 pm (5 min) What are we doing today?: Roger Brown/Tom Lichtenthal

6:20 pm (5 min) Review relevant input from previous meetings: Tom L.

6:25 pm (5 min) Logistics: Doug Rice/Roger Brown

6:30 pm (30 min) Walk Focus Area

7:00 pm (70 min) Thinking Session

8:10 pm (30 min) Group Reports 5 min each

8:40 pm Group discussion, find common points, build consensus

8:50 pm (10 min) Wrap-up and Next Steps Tom Lichtenthal/Paul Way

Thank You's

9:00 pm FIN

NOTE: We can foresee that discussion may become passionate, and attendees may by consensus vote to stay until 9:15 if they feel it will create more effective outcomes

Charrette Guidelines:

Work as a team

Be respectful of each others ideas

Begin with a large number of ideas

Concentrate on the physical- what should it look like?

Don't get bogged down in details- no matter how practical

Use your imagination- stretch the boundaries

Don't just say it- write or draw it on paper

Look at the negative but stay positive

Use your time well

Plan your presentation together

ARTWalk 2
Interactive Design Workshop No. 4
8/25/2009 6-9 pm Rochester Museum & Science Center

What is ARTWalk?

Taken from rochesterARTWalk.org:

Conceived by local Rochester New York residents, ARTWalk is a permanent urban art trail, connecting the arts centers and public spaces within the Neighborhood Of The Arts (NOTA). ARTWalk is an interactive outdoor museum, located on University Avenue between the Memorial Art Gallery and the George Eastman House. Along ARTWalk you can find various pieces of public art, be it visual works, or practical things such as park benches or bus stops which are artfully designed. Art is even imprinted into the sidewalk!

ARTWalks' Mission Statement:

“ARTWalk is a unique outdoor museum. Our Mission is to strengthen, connect and unify the community through increased engagement with and support of the arts.”

What is ARTWalk phase 2?

Taken from ciyofrochester.gov

ARTWalk 2: Continuing the Tradition

Building on both the momentum created by ARTWalk's proven success and an existing need to reconstruct a portion of University Avenue past the ARTWalk border, the City submitted a plan to replace aging streets and sidewalks with a continuation of the innovative urban art trail. The plan was the top rated project reviewed by the New York State Department of Transportation and received funding through the Transportation Enhancement Program. In addition, since the project had already progressed through much of the design phase, it was considered a “shovel ready” site and was the recipient of more than \$3.84 million in federal stimulus funding through the American Recovery and Reinvestment Act.

Appendix B: Sign In Sheet



Bergmann
ASSOCIATES

UNIVERSITY AVENUE IMPROVEMENTS AND ARTWalk 2 ENHANCEMENTS PROJECT INTERACTIVE DESIGN WORKSHOP SIGN-IN SHEET

STUDIO WILLIAM COCHRAN
CATALYTIC PUBLIC ART STRATEGIES



Project: University Avenue Improvements and ARTWalk2 Enhancements Project

Date: August 18, 2009 Time: 6:00 pm

Subject: Public Design Workshop No.3

Location: Visual Studies Workshop

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3 Mark Berger	Rayco Associates	
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5 Mark Swift	self	
6 Eddie Swartz		
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8 Tim Baker		
9 Cathi Jordan	MAS	pgjordan@mag.rochester.edu
10 Richard Rosen	ARTWalk	
11 Fran Curulli	University Towers	francescurulli@yahoo.com 356.1598
12 Sydney Greaves	Myself	sgreaves@mag.rochester.edu

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32	Tom Kelly		
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