

PROPERTY COMPARISON ANALYSIS



	Site Example	Site #1		Site #2		Site #3		Site #4		
COSTS	SCORE	SCORE		SCORE		SCORE		SCORE		REMARKS
Asking Price	2 / 3		3		3		3		3	
Est. Negotiated Price	1 / 3		3		3		3		3	
TOTAL	3 / 6	0	6	0	6	0	6	0	6	

SIZE										
Total Acreage	2 / 3		3		3		3		3	
Buildable AC (Total Acreage - Setbacks & Buffers)	1 / 3		3		3		3		3	
Linear ft. of Frontage to a Street	2 / 3		3		3		3		3	
Parkable Area -Est. by Architect or Civil Engineer	1 / 3		3		3		3		3	
Buildable AC (Total AC-setbacks & Buffers)	2 / 3		3		3		3		3	
Topography (flat vs. sloped)	2 / 3		3		3		3		3	
Trees/Vegetation/Landscape	1 / 3		3		3		3		3	
Required Buffers	3 / 3		3		3		3		3	
Utility Easements	3 / 3		3		3		3		3	
TOTAL	17 / 27	0	27	0	27	0	27	0	27	

DEMOGRAPHICS										
Distance from Owner's Home (mi)	3 / 3		3		3		3		3	
No. of Households	3 / 3		3		3		3		3	
No. of Children	2 / 3		3		3		3		3	
Median Household Income	2 / 3		3		3		3		3	
% of Household Growth	1 / 3		3		3		3		3	
No. of Competitors	2 / 3		3		3		3		3	
Competitor's Rates	3 / 3		3		3		3		3	
No. of Nearby Schools	1 / 3		3		3		3		3	
TOTAL	17 / 24	0	24	0	24	0	24	0	24	

ZONING										
Zoning/Bldg Permit Authority	2 / 3		3		3		3		3	
Current Zoning	2 / 3		3		3		3		3	
Is Rezoning Necessary?	1 / 3		3		3		3		3	
Adjacent Zoning	2 / 3		3		3		3		3	
Water Availability	3 / 3		3		3		3		3	
Fire Sprinkler Availability	3 / 3		3		3		3		3	
Nearest Fire Hydrant	2 / 3		3		3		3		3	
Sewer & Gas Availability/Size	3 / 3		3		3		3		3	
Power Location (OH or UG)	3 / 3		3		3		3		3	
TOTAL	21 / 27	0	27	0	27	0	27	0	27	

TRAFFIC/ACCESS										
No. of Curb Cuts to Property	1 / 3		3		3		3		3	
Speed Limit Adjacent to Site	0 / 3		3		3		3		3	
Traffic Count	4 / 3		3		3		3		3	
Entrance Access from Both Directions?	2 / 3		3		3		3		3	
TOTAL	7 / 12	0	12	0	12	0	12	0	12	

AESTHETICS OF PLACE										
Visibility From Street	1 / 3		3		3		3		3	
Views Within the Property	1 / 3		3		3		3		3	
Views From the Property to Adjacent Properties	2 / 3		3		3		3		3	
Neighborhood Character	1 / 3		3		3		3		3	
TOTAL	5 / 12	0	12	0	12	0	12	0	12	

TOTAL GRADE	65%	0	0	0	0	
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PROPERTY COMPARISON ANALYSIS INSTRUCTIONS

COSTS

Asking Price	High Cost = 1, Medium Cost = 2, Low Cost = 3
Est. Negotiated Price	Not willing to negotiate = 1, Possible to Negotiate = 2, Open to Negotiation, motivated seller = 3

SIZE

Total Acreage: will need +/- 330sf per child	Less than 330sf/child available = 1, About 330sf/child available = 2, More than 330sf/child available = 3
Buildable AC (Total Acreage - Setbacks & Buffers)	Less than 330sf/child available = 1, About 330sf/child available = 2, More than 330sf/child available = 3
Linear ft. of Frontage to a Street	Less than 100' frontage = 1, 100'-200' frontage = 2, Over 200' frontage = 3
Parkable Area -Est. by Architect or Civil Engineer	Less than 300sf/child available = 1, About 300sf/child available = 2, More than 300sf/child available = 3
Buildable AC (Total AC-setbacks & Buffers)	Large setbacks/buffers required = 1, Normal setbacks/no large buffers = 2. No limiting setbacks/buffers = 3
Topography (<i>flat vs. sloped</i>)	Steep slope over 12'h = 1, Medium slope 6-12'h = 2, Flat slope <6'h = 3
Trees/Vegetation/Landscape	Lot full of mature trees = 1, Lot w/ partial tree coverage = 2, Cleared lot w/ no trees = 3
Required Buffers	Large setbacks/buffers required = 1, Normal setbacks/no large buffers = 2. No limiting setbacks/buffers = 3
Utility Easements	Utility easement in middle of lot = 1, Utility easement along property line = 2, No utility easements = 3

DEMOGRAPHICS

Distance from Owner's Home (mi)	Greater than 15 miles = 1, Between 8-15 miles = 2, Less than 8 miles = 3
No. of Households	Low number of households in community = 1, Medium number of households = 2, High number of households = 3
No. of Children	Low number of children in community = 1, Medium number of children = 2, High number of children = 3
Median Household Income	Low income = 1, Medium income = 2, High income = 3
% of Household Growth	Low community growth expected = 1, Medium growth expected = 2, High growth expected = 3
No. of Competitors	Community saturated with existing centers = 1, About the right amount now = 2, Not enough childcare to support community = 3
Competitor's Rates	Competitor's rates low = 1, medium rates = 2, high rates = 3
No. of Nearby Schools	Low number of nearby elem. schools = 1, Medium number of elem. schools = 2, Many elem. Schools = 3

ZONING

Zoning/Bldg Permit Authority	<i>The local zoning authority will be</i> : Difficult = 1, Neutral = 2, or Easy = 3 to work with
Current Zoning	<i>Current zoning is</i> : Suitable for Use = 1, or Not Suitable for Use = 2
Is Rezoning Necessary?	<i>Rezoning is</i> : Necessary = 1, or Not Necessary = 3
Adjacent Zoning	<i>Adjacent Zoning</i> : Does Not Include Complimentary Services = 1, or Does Include Complimentary Services = 3
Water Availability	<i>Existing Water Line Is</i> : Not at Street = 1, at Street = 2, or on Site = 3
Fire Sprinkler Availability	<i>Existing Fire Line is</i> : Not at Street = 1, at Street = 2, or on Site = 3
Nearest Fire Hydrant	<i>Nearest Fire Hydrant is</i> : >100' Away = 1, 50'-100' Away = 2, 0'-50' = 3
Sewer & Gas Availability/Size	<i>Nearest Sewer and Gas Lines are</i> : Not at Street = 1, at Street = 2, or on Site = 3
Power Location (OH or UG)	<i>Nearest Power Line is</i> : Not at Street = 1, at Street = 2, or on Site = 3

TRAFFIC/ACCESS

No. of Curb Cuts to Property	<i>More is Better</i> : 1 Curb Cut = 1, Two Curb Cuts = 2, and Three or More Curb Cuts = 3
Speed Limit Adjacent to Site	<i>Slower is Better</i> : 55mph or Higher = 1, 45mph = 2, 35mph or Less = 3
Traffic Count	<i>More Traffic is Better</i> : Low Traffic = 1, Medium Traffic = 2, High Traffic = 3
Entrance Access from Both Directions?	<i>Two Directions Are Better Than One</i> : One Direction Entry = 1, Two Direction Entry = 3

AESTHETICS OF PLACE

Visibility From Street	<i>More Visibility is Better</i> : Not Visible = 1, Partially Visible = 2, Visible = 3
Views Within the Property	<i>More Attractive is Better</i> : Property Unappealing = 1, Property is Neutral = 2, Property is Remarkable = 3
Views From the Property to Adjacent Properties	<i>More Attractive Views Are Better</i> : View is Unappealing = 1, View is Neutral = 2, View is Remarkable = 3
Neighborhood Character	<i>More Attractive Neighborhoods are Better</i> : Neighborhood is Unappealing = 1, Neighborhood is Neutral = 2, Neighborhood is Remarkable = 3