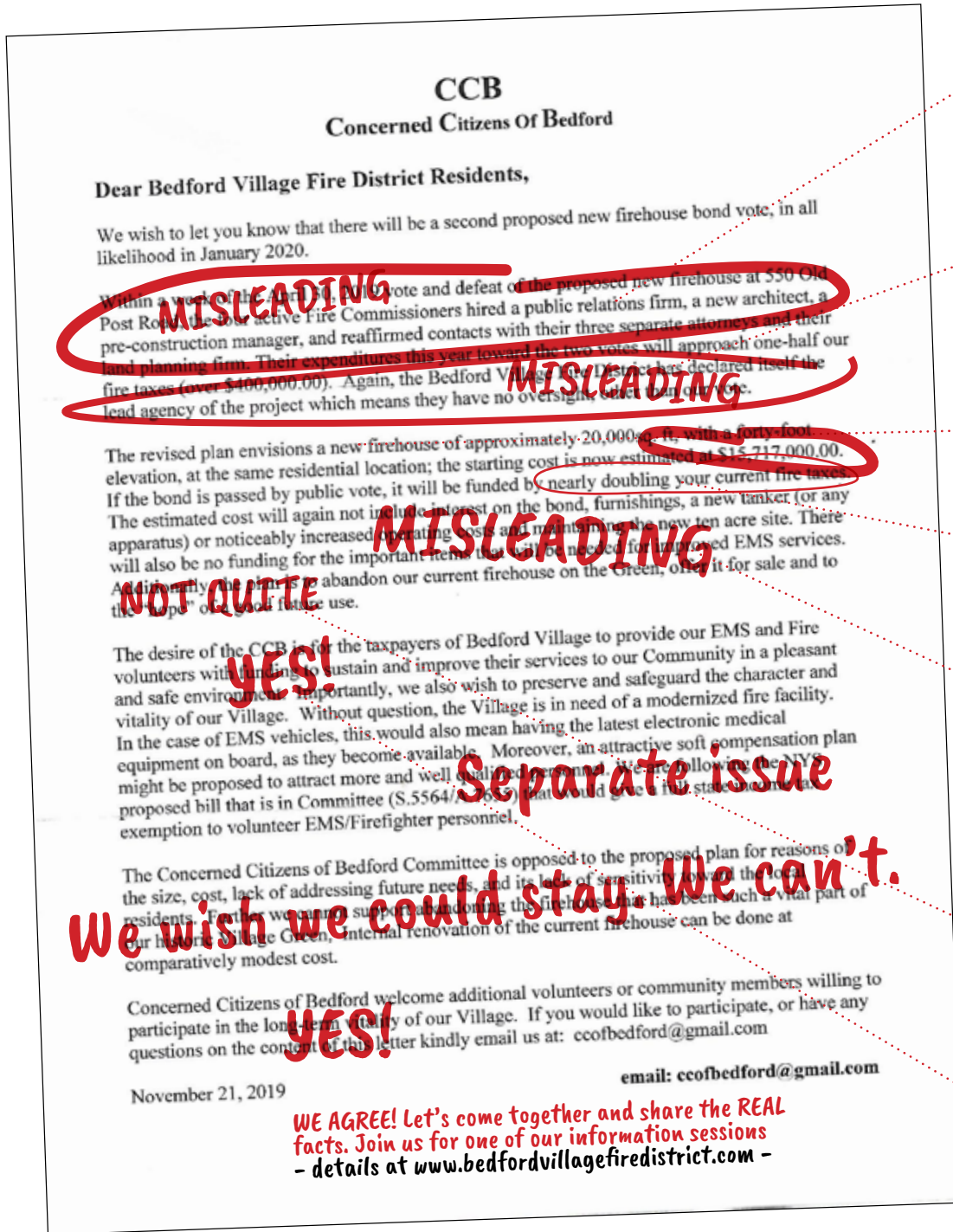


BEDFORD VILLAGE FIREHOUSE

Get the Facts

No one wants to move, but the fact is, we can't stay. Environmental, safety and cost concerns mean there is no reasonable way to stay in our beloved almost 100-year old building. The letter you might have seen below is not accurate, and while we embrace the love for Bedford our neighbors display, they are sharing misleading information.

PLEASE. Get the facts on the BVFD's REVISED proposal.



TRUE! We got a PR firm to donate most of their fee, a graphics person for free, and invested in an architect and construction manager who reduced the cost of the new construction by more than \$5.5MM – offsetting the expense more than ten-fold!

MISLEADING The leading municipality typically serves as the planning lead and the BVFD allowed ample time for formal objections – none were received! And, we are obligated to comply with all laws and answer to all “involved and interested agencies.”

MISLEADING The REVISED project is almost 26% less expensive and almost 20% smaller (SF) than the original!

MISLEADING The median impact of the bond is \$253 – less than 70¢ per day.

MISLEADING A bond amount doesn't include interest (just like your home loan amount doesn't include interest) – interest on the bond is accounted for in the impact per household calculation (i.e. median \$253.00/per year). The budget for the new building doesn't include apparatus (a tanker!) or EMT supplies because they are planned for years in advance and paid for from restricted-use funds.

FALSE No one is abandoning anything, however, it would be both irresponsible and foolish to allow nostalgia to supercede safety and practicality, neither of which are possible in the current site.

OUR VOLUNTEERS ARE GREAT! However, tax exemptions [which we support] are not the issue, their safety and ability to respond, are.



If you are interested in a more thorough explanation of all the inaccuracies in the CCB's letter, go to www.bedfordvillagefiredistrict.com, New Firehouse tab “REPSONSE TO CCB”