

**Map 101 (*not population balanced*)**

Hello, Here is a district map submission.

**Maps 102 – 105**

*No comments provided with submitted maps. Map 104 is not population balanced.*

**Map 106**

*(Only 4 districts. Not population balanced))*

I created this map by taking the last 3 election data from precincts and connected the precincts that vote similarly together in districts. This is in response to questions and concerns raised as to how to best have citizen voices represented.

**Map 107**

5 Districts Legal - Populations are close to recommended amounts. District 5 is largest due to River acting as Northern barrier preventing future development. District 2 and 3 are slightly below due to the new developments not reflected in latest census. - All Districts have close to 70% voting age population. Addresses Council Concerns - No At-Large Mayor- Two members representing Downtown Each Get one half of the Arch Addresses Community Concerns - School Designation taken into account.- District 5 includes all lakewaterfront properties for environmental concerns.

**Map 108**

I attempted to get four downtown districts two with a majority Latino population.

**Map 109**

*(Only 4 districts. Not population balanced)*

This map offers four district plus one city-wide elected mayor that are exceptionally balanced in both population and demographics. The map lines are clearly drawn with no ambiguity or gerrymandering resulting in clean districts with recognizable names.

**Map 110**

Legal Requirements 1 All districts fall within the desired population range 2 All districts are based upon communities of interest Elementary school designation in this case. Due to public and council comments the guiding principle in this district map was the creation multiple districts with a piece of downtown Districts 2 3 and 5. Because of Downtowns northeastern location and relatively small size creating Downtown representation for western neighborhoods Districts 1 and 4 seemed like enormous stretches especially as Ham Lane also acts a natural line between the West 95242 West and 95240 East area codes. Each of the three proposed districts with pieces of downtown contains multiple points of interest District 2 Movie Theater Five Window Brewery Teen Center and the eventual Bowling Alley. District 3 West Side School Street Lodi Beer Company City government buildings. District 5 East Side School Street Idol Beer Works WoW Science Museum. Aside from giving downtown multiple representatives the next priority was the grouping of families based upon elementary school designation.

**Map 111**

*(Only 4 districts. Not population balanced)*

Just for fun here s my two-cents.

**Map 112**

A revised plan using five districts. This district map is clean simple friendly and fair. All five districts have nearly the same population approx. 12k each or max dev of 5.3% . I started by dividing the city along income level lines then adjusted to make the population equal.

**Map 113**  
***(Only 4 districts.)***

This plan includes 4 Districts with an at-large mayor . The plan is generally split by direction North South East and West.

**Map 114**

Legal Requirements Met Population sizes of districts are similar. Lines are drawn to split a primary community of interest Downtown between three representatives. These district lines are drawn to group together neighborhoods based upon where they send their children to school. Schools play an enormous role in our city as parents interact with each other based primarily upon their childrens school activities and the school district is the 1 employer in Lodi. The only time that a neighborhood is broken up is when the guiding legal requirement of equal population and the councils desire to have multiple downtown representatives take precedent. The reason for three downtown representatives instead of four or five is because of downtowns northeast location and relatively small size giving western especially Southwestern neighborhoods a slice of downtown seemed like an enormous stretch.

**Map 115**

To meet legal requirements the districts are within the desired range for a five-district map. Each district contains land for future development population growth. The districts in this model are designed around the guiding principle of giving our citys downtown community of interest multiple representatives. The railroad is another point of interest shared by three districts. Downtown split is made at School Street East West and Pine Street North South .

**Map 116**

All Districts are within the desired population range. The industrial area is split between three districts. The downtown area is split down the middle of School Street between two representatives Mayor may act as the thirddeciding vote foragainst in some cases .

**Map 117**

Drawn by NDC, Map 117 has 3 districts in downtown and all five districts cross Lodi Ave. The districts run from north to south across the city and are quite compact, except for the “arm” on District 4 that picks up downtown and Councilmember Chandler. No Councilmembers are paired in this map.

**Map 118**

Drawn by NDC, Map 118 brings all five districts into downtown to ensure the entire Council is engaged in, and accountable to, the downtown region. It manages this while only creating one pair of Councilmembers (Chandler and Johnson in District 2).

**Map 119**

Map 101 with minor revisions to make the population balanced within 1% deviation.

**MALDEF 1**

MALDEF submitted a letter threatening litigation if no majority-Latino by CVAP district is drawn, and accompanied their letter with this map District 4 in the MALDEF map is identical to District 5 in map 117, except MALDEF takes the district completely out of downtown (and thus under-populates the district by 4%).

**Map 105b**

Relatively straightforward importing of MALDEF's District 4 into Map 105, adding zero-population downtown areas to that District 4, and then balancing population among the remaining districts, attempting to preserve the goals of the original 105 as much as possible.

**Map 108b**

Relatively straightforward importing of MALDEF's District 4 into Map 108, adding zero-population downtown areas to that District 4, and then balancing population among the remaining districts, attempting to preserve the goals of the original 108 as much as possible.

**Map 117b**

A revision to map 117 incorporating the MALDEF-proposed changes to what is now District 4, but with zero-population blocks of downtown added to MALDEF's proposed District 4 to achieve the city's goal of having as many Councilmembers as possible include some part of downtown.

**Map 117c**

Map 117b with a rotation that brings District 3 into downtown. That is population balanced by bringing District 5 farther west at the south end of the city, and D2 picks up the "foot" of D3 that previously crossed Ham Lane at the south end of town.

**Map 118b**

A revision to map 118 incorporating the MALDEF-proposed changes to what is now District 4, but with zero-population blocks of downtown added to MALDEF's proposed District 4 to achieve the city's goal of having as many Councilmembers as possible include some part of downtown (in this map, all five have a part of downtown). Also, Councilmember Chandler's Census Block and a couple of neighboring blocks are moved from D2 to D1, so that the two Councilmembers paired are on the same election year, giving each the option to run (even though only one can be elected). Now Councilmembers Nakanishi and Chandler are paired, instead of Councilmembers Chandler and Johnson. [That change can be undone if it is not desirable.]

**Map 119b**

Relatively straightforward importing of MALDEF's District 4 into Map 119, adding zero-population downtown areas to that District 4, and then balancing population among the remaining districts, attempting to preserve the goals of the original 119 as much as possible.

**Map 120**

Each district touches the downtown core. Districts 3 4 and 5 will have the greatest population growth change in the 2020 census and district lines can be move laterally to fit change. District 3 is low but along with 5 will have the housing growth to make up the difference.

**Map 105c**

This is a reworked version of map 105. I increased District 2's Latino Voting Age Population from 41% to 44%.

**Map 108c**

I made some changes to Map 108.

**Map 121**

I reviewed the 4 chosen maps and wanted to see if I could layout a 5-district map that was better than the ones chosen.

**Map 119c**

Revised version of 119 with Downtown represented in 3 districts. Also each district is designed to consist of like neighborhoods grouped geographically and in terms of property values and age of neighborhood.

**Map 117d**

I would like to thank the creator of Map 117 for reminding me what gerrymandering looks like. Hopefully this map fixes map 117. It even increases District 5's Latino Voting Age Population to 50 percent.

**Map 118c**

This is Map 118 with some tweaks.

**Map 105d**

I want to keep the Heritage section as one section.

**Map 117e**

This version is based on 117. I tried to make it geometrically more balanced.

**Map 105e**

This map submitted on February 8 is a modification of Map 105 that failed short of a 50% Latino CVAP goal. In addition to creating a district that is 50.1% Latino CVAP three districts including the majority Latino district all have representation in Downtown Lodi. Population deviation in these five districts range from -1.6% to 1.2%. This map was generated by a Lodi resident of 22 years.

**Map 119d**

Revised 119 map. Benefits 3 districts in Downtown 51.6% Latino CVAP in District 45 councilmembers in 4 separate districts.

**Map 119e**

119 Revised version 2. Benefits 3 districts in Downtown 50.1% Latino CVAP in District 4 Councilmembers spread among 4 districts.

**Map 108d**

Move the District 1 in downtown west 1 block, to School Street.

**Map 117f**

Move the border in downtown 1 block to School St, instead of following Church St.

**Map 108e**

Paper map submission. No comments provided.