



## Press Release

FOR IMMEDIATE RELEASE

November 23, 2009

Contact: Paige Gregory  
Phone: 405-830-1333  
Email: [pgregory@urbanneighbors.org](mailto:pgregory@urbanneighbors.org)

### URBAN NEIGHBORS BOARD ENDORSES MAPS 3 PROPOSAL

**Oklahoma City, OK** – Urban Neighbors, Downtown Oklahoma City’s neighborhood association’s board, is announcing its’ official support for the MAPS 3 initiative.

“On December 8<sup>th</sup>, we have an opportunity to show that we truly believe in our city and its’ potential. The passing of MAPS III will ensure that the momentum of MAPS and MAPS for Kids is continued,” said Urban Neighbors President David Remy.

The board believes that MAPS III addresses essential quality of life issues that are needed in Oklahoma City. The projects included will provide connectivity, business investment, and an overall quality of life for all the residents of Oklahoma City. Improved mass transit, sidewalks and a downtown park will greatly enhance not only the quality of life for downtown residents, but also for the 50,000 plus who work in the downtown area, and the millions of visitors Oklahoma City welcomes each year.

There is no more opportunistic time than now for Oklahoma City to invest in itself. The board of Urban Neighbors proudly endorses MAPS III.

#### **About Urban Neighbors:**

Urban Neighbors is downtown OKC's neighborhood organization. Our membership-based organization encourages the further development of quality residential living through positive interactive meetings, social events, and issue-oriented dialogue and activities. Our organization is committed to making downtown an exciting place to live! Visit our website at [www.UrbanNeighbors.org](http://www.UrbanNeighbors.org).

**The Urban Neighbors board consists of:** David Remy, Paige Gregory, Jeff Bezdek, Brett Price, Mark Gibbs, Holly Shelton, Trey Holmes, AJ Winters, and Steven Newlon

**Address:** P.O. Box 2293, Oklahoma City, OK 73101

**Website:** [www.UrbanNeighbors.org](http://www.UrbanNeighbors.org)

– END –