Tactics Used to Gentrify Neighborhoods
(in Cincinnati and beyond)

- **Tax Abatements**
- **Paternalism**
- **Blight Removal**
- **Entrepreneurship programs**
- **Surveillance**
- **Community Development Corporations**
- **NEP (Neighborhood Enhancement Program)**
- **Favoring Businesses over Residents**
- **Disinvestment**
- **Displacement**
- **Indirect Gentrification**
- **Hostile Design**
- **Discomfort**
- **Criminalization**
- **Denial of Experience**
- **Forced Programming**
- **Renaming**
- **Lack of Historical Insight**
- **Dog Parks and Breweries**
- **False Narrative**

> **Please Consider:**
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> How many of these tactics can you identify in your own neighborhood? Where are they? When/How did they happen?
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> What ways can you advocate for development without displacement?
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> What organizations are indeed helping people in your community?
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> Which organizations are hurting your community, whether directly or indirectly?

The following descriptions are a starting point to examine how gentrification is influencing your community. The descriptions and examples used may be very different from what you are seeing in your neighborhood. **Please add your own experience and observations to the descriptions below.**

Tax Abatements: Favor wealthy developers, represent a loss of public investment and city tax income.

Paternalism:

- **Blight Removal and NEP**: Judgements used as an excuse to remove low-income homeowners, privatize public spaces, etc.; Anonymous Reporting of code violations; Coded language;
- **Entrepreneurship programs**: Creating capital out of low-income residents, having shareholders take and "invest" in the ideas and creativities of people of color and other minority groups;
- **Surveillance:** increased use of security cameras, police foot patrols, block watch programs, etc.

Community Development Corporations: use of land banking; making decisions without neighborhood council membership votes; focusing on economic rather than wholistic goals; focus on business.

Favoring Businesses over Residents: insisting on more businesses, no matter their social cost to the neighborhood.

Disinvestment: Long-term loss of funding for streets, sidewalks, streetlights, schools, parks, pools, etc.

Displacement: Residents and small businesses, such as corner stores; raising rents, evictions.

Indirect Gentrification: Loss of mom and pop housing, stores, laundromats, post office, hardware stores, public pools, barbershops, family/friends, schools, etc… Replaced by upscale boutiques, market rate

Gentrification is NOT inevitable. Development WITHOUT displacement is possible!

housing and condos, expensive restaurants that mark-up the cost of typical food once found in the neighborhood shops (chicken and waffles, fried chicken, BBQ, hot dogs, trendy canned beer, etc.)

Hostile Design: Classical music; benches removed or too small to lay down, spikes, fences, etc.

Discomfort: Removal of park areas, privatizing parks; telling people they aren't important, that the market is more important than the residents; creating business hostile to you; replacing sidewalks with seating for private business; increasingly loud events and features, such as a peddle wagon and bands/flea markets in parks.

Criminalization: Lack of public restrooms; labeling everyone in the neighborhood or those who use a specific park "the criminal element;" accelerating evictions. Double standards about who can consume alcohol, when and where; Police harassing people who panhandle; institutionalized police partnership.

Denial of Experience: Asking for community input, ignoring the input; claiming that residents are to blame for the community's issues, rather than weekend bar goers, lack of affordable housing, lack of livable wages, other social issues, etc.

Forced Programming: Reclaiming public spaces with programming, such as concerts, flea markets, etc., to force the park's typical users out of the area.

Renaming: Naming areas, such as alleyways, sections of neighborhoods, etc., to distinguish from other parts of the neighborhood.

Lack of Historical Insight: Claiming the process of pushing people out of their neighborhood is "progress" and that it benefits "us all," when people can't benefit from goods and services outside of their budget, or that they can't benefit from the "rising" neighborhood once they have been pushed out.

Dog Parks and Breweries: Gating off public alleys for private events, or permanently; replacing park patrons with narrowly defined activities, such as dog parks, spray grounds, etc.

False Narrative: Claiming neighborhoods or amenities within the neighborhood are dangerous, undesirable, unsafe, in order to *depress then invest* in the area; saying certain people don't deserve to live in a specific area, such as low-income families don't deserve to live around an updated park.

A community is made up of faces, not facades.

We need to value people over pups and pubs.

Fight Back!

Affordable Housing Trust Fund; Just-Cause Eviction and Housing Court; Aging in Place Policies; Community-Based Agreements; Decriminalization of Homelessness; Inclusionary Zoning; Rent Control; Weigh Costs of Healthcare and Jail-time to Housing and Fund Supportive Housing; Represent at Community Council Meetings; **Your Ideas – What is the Action Plan?**

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