# **Survey Results**

### **Storage Needs**

#### **Farms (13)**

Need more storage now or in future - 9 Do not need more storage - 4

#### Non-profits (6)

Need more storage now or in future - 5 Do not need more storage - 1

#### Value-added (9)

Need more storage now or in future - 5 Do not need more storage - 2 I'm not sure - 1

#### Restaurant (1)

Need more storage now or in future - 1

**Location:** 61% would be willing to travel 5 mi for storage

#### **Processing Needs**

#### **Farms (13)**

Need more processing infrastructure now or in future - 6 Do not need more processing infrastructure - 2 I'm not sure - 5

#### Non-profits (6)

Need more processing infrastructure now or in future - 2 Do not need more processing infrastructure - 2 I'm not sure - 2

#### Value-added (9)

Need more processing infrastructure now or in future - 3 Do not need more processing infrastructure - 2 I'm not sure - 4

#### Restaurant (1)

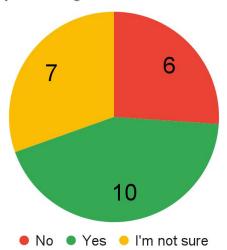
I'm not sure- 1

Location: 40% would be willing to travel 25 mi for processing

# **Survey Results**

### **Shared Storage**

Could you meet your storage needs in a shared space?



### **Shared Processing**

Could you meet your processing needs in a shared space?



## **Discussion Questions**

- What problems could a shared storage or processing space solve for your business or organization? What are the benefits?
- What are the potential drawbacks about using a shared space?
- Do the benefits outweigh the drawbacks? What are your deal breakers?
- Location?
- Ideally, how would a shared space be managed?
- What role could you see the County playing?

# Main Takeaways from the Roundtable

- Additional storage & processing space could solve a range of problems (e.g. reducing food waste, increasing institutional purchases)
- Currently, there is not enough shared use kitchen space in JC
- Logistical challenges present with shared storage (e.g location, food safety)
- Public/private partnerships seen as a good route to take
- Desire to build off existing resources and let the community decide