Resources, both natural and man-made, would be expended in the construction and operation of the RWCDS With-Action scenario buildings. These resources include the building materials used in construction; energy in the form of gas and electricity consumed during construction and operation by various mechanical and processing systems; and the human effort (time and labor) required to develop, construct, and operate various components. These are considered irretrievably committed because their reuse for some other purpose would be highly unlikely.

The RWCDS With-Action scenario also constitutes a long-term commitment of land resources, thereby rendering land use for other purposes highly unlikely in the foreseeable future. However, the land use change that would occur as a result of the proposed action would be compatible with existing conditions and trends in the area as a whole and would be accessible to the project area's existing infrastructure, public facilities, and residential amenities. The project area does not possess any natural resource values and has been previously developed.

In addition, the public services provided in connection with the RWCDS With-Action scenario (e.g., police and fire protection, public education, open space, and other City resources) constitute resource commitments that might otherwise be used for other programs or projects. However, the RWCDS With-Action scenario would reintegrate the project area into the neighborhood fabric, enliven the area, produce economic growth, and increase fiscal revenues.

The commitments of resources and materials are weighed against the benefits of the RWCDS With-Action scenario. The proposed action would result in a mixed-use development project on two large blocks that are currently not in active use, apart from short-term temporary activities. Additionally, the proposed action would facilitate a mixed-use development with a significant amount of affordable residential units, as well as local retail uses and publicly-accessible open space.