Matthews, Michael

From: Sent: To: Subject: Gabby Bonner Friday, 31 January 2020 2:19 PM Matthews, Michael Suffolk Park Pump Track Concerns

Dear Michael,

As a resident of an adjoining property of the Suffolk Park Recreation Grounds I am concerned about construction and use of the Suffolk Park Pump Track for the following reasons:

Further loss of passive quiet recreational space to active recreational space.

Disruption and loss of area currently used as community garden, which is a passive, quiet and educational space, with potential to deliver positive social and environmental outcomes for the community.

An increase in traffic, parking and noise disruption to the quiet part of Suffolk Park Recreation Grounds through increased use of area as the proposed Pump Track will be a Regionally Significant Facility attracting many more users and clubs from the Greater North Coast.

Traffic safety and parking issues are already exacerbated during weekends when soccer games attract a huge amount of cars creating dangerous conditions along the vehicle / pedestrian access road to the playing field, where I have personally witnessed many near misses involving cars and pedestrians outside my property.

I am in favour of Option 1 for the site of the Pump Track with an entrance from Beech Drive and without fencing as this would impede integration within the grounds.

I am opposed to option 4 for the Pump Track site with an extra half soccer field as this would increase traffic and parking pressures greatly, as well as taking away further passive space and impacting on the Community Garden.

The Information sheet for the Suffolk Park Pump Track states that it will cater for bikes, scooters and skateboards, skateboards on asphalt will create a noise disturbance to passive users as well as surrounding properties, this could be managed by application of a decibel reducing surface on the proposed Pump Track.

I have sent a further email with video examples of traffic congestion and skateboard noise on asphalt,

Regards Gabby Bonner