## Proposed Official Community Plan & Zoning Bylaw amendment for the proposed public safety building at 500 Park Place

## **NEIGHBOURHOOD CONSULTATION NOTICE**



Architectural illustration of proposed design

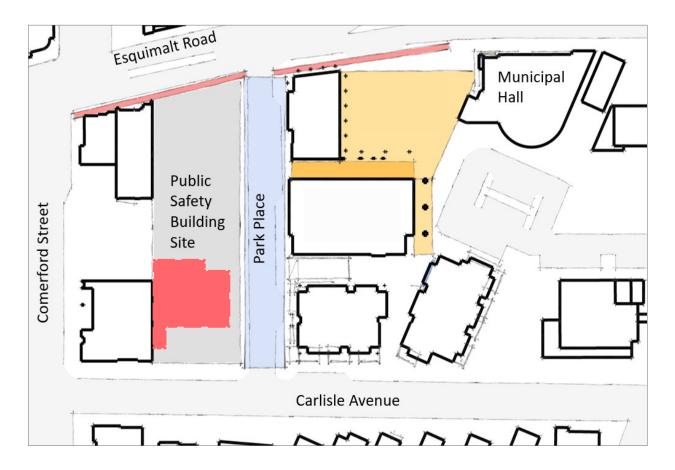
May 3, 2021

Hello neighbour,

You are receiving this notice because you live within, or own property or business within, 100 m of the proposed public safety building to be located at **500 Park Place**. The township wishes to replace the existing fire hall and police station currently located on this property with a new integrated public safety building that will feature:

- A 4-bay firehall, police station, offices for community safety services (bylaw enforcement and emergency operations), an office for the Capital Regional District, and commercial space on the ground floor along Esquimalt Road.
- It will contain 41 underground parking stalls for operational vehicles as well as charging stations and storage for electric bicycles.
- It will serve the needs of the community for the next 50 years, allowing for growth in both the fire and police services.

- The size of the building is such that it will occupy the entire site between Esquimalt Road and Carlisle Avenue and occupy most of the frontage onto Park Place.
- The building is designed to be integrated into the neighbourhood and to provide pedestrian amenities that enhance the walkability of Esquimalt.
- The proposed building's design will meet Zero Carbon Building standards and help the township work towards its climate mitigation goals.



**Note that this is the first phase of public consultation.** You will receive a subsequent notice from the township with details related to the public hearing.

You may email your comments or questions to Blair McDonald, Director of Community Safety Services, at <a href="mailto:blair.mcdonald@esquimalt.ca">blair.mcdonald@esquimalt.ca</a>

Please provide your feedback by May 24, 2021.

For more information on the proposal, building features and timelines, visit esquimalt.ca/PublicSafety.

