From:	diane.buckell diane.buckell
То:	councilmeeting; Councillor McKelvie; Councillor Colle8; Councillor Burnside; Councillor Morley; Councillor
	Perruzza; Councillor Saxe; Councillor Carroll; Councillor Jaye Robinson; Councillor Ainslie; Councillor Mantas;
	Councillor Moise; Councillor Thompson; Councillor Crisanti; Councillor Holyday; Councillor Nunziata; Councillor
	Pasternak; Councillor Bravo; Councillor Malik; Councillor Matlow; Councillor Fletcher; Councillor Cheng; Councillor
	<u>Bradford;</u> Councillor Crawford; Councillor Myers; MayorTO; BKarpoche-CO@ndp.on.ca
Subject:	[External Sender] High Park- Safety and accessibilty
Date:	May 8, 2023 3:51:57 PM

Councillors:

Close High Park to cars for safety reasons does not make sense. A recent request to the City for details on accidents in High Park for the past four years(1,460 days) in 2019-2022 shows:

Incidents:

Car and Cyclist 8

Car and car 6

Car and Pedestrian 0

Cyclist and pedestrian -incidents are <u>not reported</u>, but the Café runs out of band aids. Cycling incidents are not reported as there is no damage for insurance claims, but many pedestrians talk of brushes with speed cyclists in recent times.

As a regular park visitor I am aware that there are many cars with disability stickers in the park daily, the park is heavily used by disabled persons. If they have to find parking on the surrounding streets, maybe half a mile away, how can they get to the mythical shuttle? Today, in the Café parking area with 3 disabled parking spaces in use, at least 12 other Disability Signs were in the lot.

Why would the City provide "Disability Parking" spaces close to the entrances of malls, theatres and sports areas then lock them out of such a beautiful, restful and recreational area as High Park.

The dozen or so people I spoke to in the park this morning were horrified at the concept of closing the park to cars...check the users if you want the truth....

This can be published

Diane Buckell

41 year resident, volunteer and supporter of High Park