

CITY OF BURNABY

TRAFFIC SAFETY COMMITTEE

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*HIS WORSHIP, THE MAYOR
AND COUNCILLORS*

SUBJECT: ELECTRONIC ARTS - CONSTRUCTION PARKING

RECOMMENDATION:

1. THAT Council receive this report for information.

REPORT

The Traffic Safety Committee, at its meeting held on 2004 February 03, received and adopted the attached report reviewing the plan for coping with added on-street parking demand during the construction of the next phase of the Electronic Arts.

Respectfully submitted,

Councillor D. Evans
Chair

Councillor N. Volkow
Vice Chair

Councillor L. Rankin
Member

COPY: CITY MANAGER
DIRECTOR ENGINEERING

City of Burnaby

INTER-OFFICE COMMUNICATION

TO: TRAFFIC SAFETY COMMITTEE **DATE:** 2004 01 27
FROM: ASST. DIRECTOR ENGINEERING,
TRAFFIC & ENGINEERING SYSTEMS **FILE:** 38100-20
48000-20 Gen
SUBJECT: ELECTRONIC ARTS - CONSTRUCTION PARKING
PURPOSE: To review the plan for coping with added on-street parking demand during the construction of the next phase of the Electronic Arts.

RECOMMENDATION:

1. **THAT** this report be received for information by the Committee.

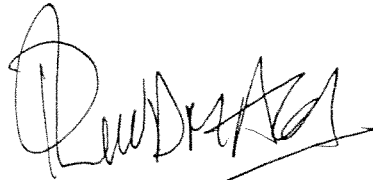
REPORT

Council, at its meeting of 2004 January 26, approved sending the proposed expansion of Electronic Arts to a rezoning public hearing on 2004 February 17. Staff have had discussions with representatives of Electronic Arts to explore options for dealing with additional parking demand in the event that Electronic Arts undergoes expansion later this year. Construction would displace the employee vehicles from Electronic Arts parking lot and there would be additional demand generated by construction workers. Electronic Arts has negotiated for parking spots at another facility to accommodate 60 vehicles and have requested help from the City of Burnaby to deal with the additional temporary parking needs.

During prior development of Discovery Park there was some incursion of construction workers' vehicles into adjacent residential areas. Staff dealt with this concern by creating additional parking along one side of Sanderson Way and along Gilmore Way. The directional dividing line of the roadways was displaced from the centre line to facilitate this and the parking is currently utilized by commuters and BCIT students. Staff propose to dedicate this parking to construction use and under utilized parking on Mathissi Place on a temporary permit basis. If required, we can also utilize on-street parking along Wayburne where the removal of part of the curbside travel lane would not impact travel demand. Electronic Arts is prepared to operate a shuttle bus to this more remote location. The City would be compensated for establishing the proposed on-street permit system at a rate consistent with parking charges in the area.

Engineering Department
Re: Electronic Arts - Construction Parking

We believe that this interim parking strategy for the Electronic Arts expansion project will obviate any impact on adjacent residential areas.



P. Liivamagi, P. Eng.
ASST. DIRECTOR ENGINEERING,
TRAFFIC & ENG. SYSTEMS

KL:

cc: City Manager

