MayorandCouncillors

Schedule 1 to the Minutes of the Public Hearing meeting of Richmond City Council held on Tuesday, May 22, 2018.

To Public Hearing	
Date: May 22, 2018	and the second
Item # 1	
Re: 9836	And the second
endere sombetissere om unterproprietere kontrollere som om om om om om om det verkelsen hage kalledere	

From:

CitvClerk

Sent:

Wednesday, 9 May 2018 14:00

To:

MayorandCouncillors

Subject:

FW: Online submissions for comments regarding RZ 17-778835 by Polygon

Development 218 Ltd.

From: CityClerk

Sent: Wednesday, 9 May 2018 14:00 **To:** 'chiukwokkingmd@aol.com'

Subject: RE: Online submissions for comments regarding RZ 17-778835 by Polygon Development 218 Ltd.

Hello,

This is to acknowledge and thank you for your email. Please be advised that copies of your email will be forwarded to the Mayor and each Councillor, and will be included as part of the May 22nd Public Hearing Agenda materials. In addition, your email has been forwarded to Wayne Craig, Director, Development.

Thank you again for taking the time to share your views with Richmond City Council.

Hanieh Berg | Acting Manager, Legislative Services

City Clerk's Office | City of Richmond 6911 No. 3 Road, Richmond, BC V6Y 2C1

From: chiukwokkingmd@aol.com [mailto:chiukwokkingmd@aol.com]

Sent: Wednesday, 9 May 2018 13:46

To: CityClerk

Subject: Re: Online submissions for comments regarding RZ 17-778835 by Polygon Development 218 Ltd.

Hello,

I owe an unit in the Polygon Avanti C building which faces east towards the proposed development. I hope there is a way to save the 4->5 trees on the proposed properties. They stand about 6->7 stories tall and they look pretty nice now that they are all sprouting green leaves in the spring. Is there a way Polygon can develop these properties along Sexsmith Road without causing excessive settlement in the newly constructed condo buildings abutting these properties along Sexsmith Road since the proposed building is rather close to the ones that are already constructed?

Thank you,

Frank K.K.Chiu

