Schedule 3 to the Minutes of the Public Hearing meeting of Richmond City Council held on Tuesday, September 5, 2023.



Gilmore Park United Church

8060 No. 1 Road, Richmond BC V7C1T9

www.GilmoreParkUnited.ca

604.277.5377

To: Mayor & Each Councillor From: City Clerk's Office

Materials Relating to an Agenda Item

Meeting: PUBLIC HEAVINO

Date: Sept 5/2

Item#

OF RICHMON

SEP 0 1 2023

RECEIVED

Richmond Mayor & Councillors City of Richmond 6911 No. 3 Road Richmond, BC V6Y 2C1

August 31, 2023

Re: Affordable Housing for Women & Children - 25 Units Steveston & Railway development proposal

,

Dear Mayor Brodie and Councillors,

We are writing to express our strong support for this proposed development for 25 Low-End Market Rental (LEMR) units.

As you know, our community of faith has been deeply involved in responding to the needs in our community for many years, including our weekly community meal, which continues to grow, and supporting projects to address food, housing, education and other essential needs of our neighbours.

Many of our members live near this proposed development. This area is well suited for a relatively modest development like this.

We know that over a third of renter households in Richmond spend more than 50% of their household income on rent and the rental vacancy rate in Richmond is 1.1% So housing like this is critically needed.

This much needed housing will allow some of our neighbours to finally have a safe and affordable place to call home and to raise their children. We know that affordable housing allows low-income families to thrive and participate actively in our community. This housing will make a huge difference for these families' lives.

We welcome this development in our community and commend it to the Council and staff as an appropriate and much needed development.

We look forward to your swift and whole-hearted approval of this proposal.

Sincerely,

Susan Guilbault, Church Board

Rev. Bruce McAndless-Davis, Minister

PHOTOCOPIED

SEP 0 1 2023

& PIRTRIBHTED

