

The Corporation of the Municipality of Temagami

Memo No.

2020-M-190

Subject:	Temagami Memorial Park Proposal
Agenda Date:	December 10, 2020
Attachments:	Map of Proposed Park Location

RECOMMENDATION

BE IT RESOLVED THAT Council direct Staff to conduct further research to find a suitable alternative to a parking area or Memorial Park for the town core of Temagami;

AND FURTHER THAT Staff report back to Council at a future meeting with the recommendations.

<u>INFORMATION</u>

At their last meeting, Council received a delegation from Susanne Daneault, a resident of Temagami, requesting a commitment to the lands between the skate park and the Family Health Team to develop a memorial park. Mrs. Daneault has received interest from a third party wanting to donate, in memory of a loved one, to a playground in the town core.

Mrs. Daneault is requesting a commitment to a 25 meter X 25 meter area, please see the proposed location attached, with the option to expand the park to the entire area if a suitable alternative area can be found for overnight parking in town.

Currently we do not have a public play area in the town core of Temagami. The Seniors Home Support and Non Profit Housing complex have a small playground between the two buildings. We have two public play areas in Temagami North, Spruce Park and The Temagami Community Centre (which the Municipality has been trying to apply for funding to fix up).

The land that has been requested is currently being used as an overnight Municipal Parking lot and is typically quite full in the summer months. The use of the parking area is without payment and is not well laid out (no parking stall lines, so vehicles park how they see fit). There have been some discussions internally, in line with the service delivery review, to further develop our parking areas and start collecting fees for the use.

Staff have been looking into alternate locations for parking in the town core, but have yet to find a suitable location. Some of the options considered were:

- 1. Expanding the current parking lease that we hold through the ONR on Steven Road to the North, which would require some site preparation because the land rises with bedrock and falls into a low and potentially swampy area.
- 2. A suggestion to clean up and possibly clear out the Strathcona landing site for additional overnight parking.
- 3. Develop a completely new parking area in the North West area of town where the Municipality owns residential lots that have not been developed. This would require extensive site preparation, which could prove to be cost prohibitive.

Municipal Staff have also discussed the potential for an alternate location for the memorial park, including the area to the North of the Seniors Home Support and Non Profit Housing complex, including a combination of municipally owned and privately owned property. This would involve purchasing/acquiring a portion of privately owned property, which could be cost prohibitive.

It is also important to note that a portion of the land being requested is not currently owned by the municipality, it is owned by the ONR. We are currently in the process of obtaining an LUP for the area, including the Skate Park, with the intent to purchase if Council so wishes.

Options for Council's consideration:

Option 1:

BE IT RESOLVED THAT: Council dedicate the Municipally owned property located on O'Connor Drive, as outlined in the attached map, to a memorial park.

AND FURTHER THAT: All development plans and work completed by the Memorial Park Volunteer group must have prior approval from Council.

AND FURTHER THAT: All development and work completed by the group must meet all applicable Municipal, Provincial and Federal legislation and requirements.

Option 2:

BE IT RESOLVED THAT: Council direct Staff to conduct further research to find a suitable alternative to a parking area or Memorial Park for the town core of Temagami.

AND FURTHER THAT: Staff report back to Council at a future meeting with the recommendations.

Submitted by:

Sabrina Pandolfo Deputy Treasurer

