

Public Hearing 19480/19481

Bonnie Reib

Resident of Garneau Estates

May 4th, 2021

Garneau – Community of Choice

- 1998 we selected Garneau to raise a family
- The Garneau Community was cohesive, happy, free from poverty and crime, offered high quality of life with a continuous culture of trans-generational learning
- Built a home as part of Garneau Estates
- A move to Toronto happened, however 20y later I made the choice to retire in Garneau Estates as the attributes of Garneau remained the same

Called to help Sick Kids Hospital

- Moved to Toronto
- Searched for a neighbourhood with similar attributes to our beloved Garneau
- Purchased a home like Garneau Estates, tastefully styled homes within an establish community AND on a dead end street (like 108A st)
- Very happy with the community and lifestyle

Community Scarred by High Rise

- Unfortunately a decision was made to build a high density building off of our street
- 2.5 y of the building noise was unbearable, highly stressful leading to mental diagnoses
- Walls, basements were cracked and art fell regularly from walls
- Heavy equipment broke sewer lines causing houses to be infested with vermin

Outcomes

- The Toronto building had 3 levels of parking plus ample visitor parking – even with that, we could no longer park on our street
- Crime increased including damage to and theft from cars
- Our private balcony became a ‘fish bowl’ to be observed by a solid wall of balconies/windows
- There was not a single ray of afternoon sunshine. We lived in the shade of the building

Outcome cont'd

- The new residents did not gel with the community. The building was simply a 'place to reside in'
- Many of the established residents including myself choose to sell and move away. The neighbourhood we all loved was no longer cohesive, happy, free from poverty and crime, providing a high quality of life or continuous culture of trans-generational learning.
- This will happen in Garneau as well if rezoning to the size and high density of the Hive is approved.