



MB TOWN PLANNING

Do you remember this car park?

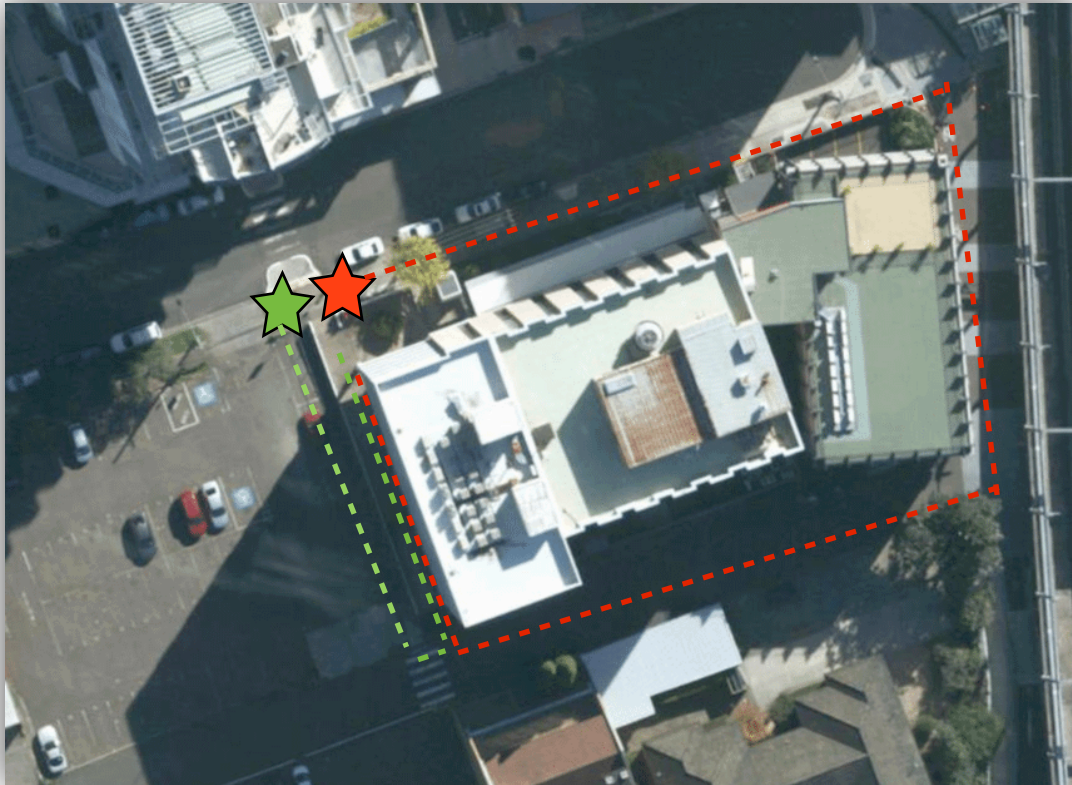


Perhaps you have not been notified of what development is proposed here. A few years ago, council sold this land with the understanding it would be used as a mixed commercial development. Since the first approval was issued SIX modifications have been approved. These are the differences:

- Proposed mixed use development → serviced apartments and residential flats
- Tower ① From 29 storeys → 37 storeys
- Tower ② From 29 storeys → 47 storeys
- Removing the proposed and approved child care and adding 3 floors of above ground level parking.
- As a result of the parking there will be an almost blank facade presenting to Thomas street with the exception of a cafe that will span just 4 metres

compared to 18 metres of driveway. The approved outdoor plaza will be removed.

- Developments east of the major development will not be able to safely access their parking, and disability access that once relied on public access will not be readily disposable.
- Disabled persons wishing to go to 12 Thomas Street will have to travel around



the backs of those developments stretching across Thomas Street as seen above in red compared to the previous arrangement in green.

- Access ways that were formerly used for pedestrians to travel between Albert Avenue and Thomas Street will not be available.
- Fleet Lane which used to be a public street available for motorists and pedestrians accessible to Albert Lane has been partially removed, and no replacement access way is provided.

What are the other consequences?

- A huge increase in traffic along Thomas Street
- An increase in noise
- Overshadowing. To put the height of the buildings in perspective:
The buildings at 473 - 501 Victoria Ave are 13 storeys high, the proposed towers are 47 storeys.

If you would like to make any submissions in response to the sixth modification please make your submissions to:

alan.cadogan@planning.nsw.gov.au

and copy us in mb@mbtownplanning.com
addressing these issues.