From: <u>Lindsey L Harris</u>

To: CouncilMeeting Comments

Cc: <u>Lucero Leyva</u>

Subject: City Council Agenda Item 10.b, May 23, 2024 Meeting

Date: Wednesday, May 22, 2024 11:14:02 AM



Dear Honorable Mayor and Council Members,

The intent of this email is to offer my thoughts and comments on Action Agenda Item 10.b REQUEST FOR DIRECTION ON PROJECT CST00002 WALK AND ROLL PD (PHASE 3).

Since my home is located at the Corner of San Juan and Fairhaven Drives, this item specifically impacts me and many of the neighbors who are active participants in our Palm Dell Neighborhood Watch Program. Several of us attended the Community Engagement Meeting that was held here in April. More than one neighbor have commented positively about that meeting. All who attended were very pleased that the City Staff (Lucero Leyva particularly) were so attentive, and receptive to hearing our opinions and concerns.

As I understand it the Staff Recommendations, regarding the San Juan Drive portion of Walk and Roll PD Project, are to EXCLUDE the addition of sidewalks on San Juan Drive. This is fully in conformance with all of the community input offered to date.

I would ask that the City Council please confirm and agree with the Staff's informed request to eliminate any proposed construction, expense, or changes in the existing streets in the Palm Dell Neighborhood, especially on San Juan and Fairhaven Drives. The neighborhood's streets function well as they exist today. They serve the wider community as a safe and peaceful walking and biking connection to major surrounding streets, meeting the major objective of the Walk and Roll PD Project. There is no need to spend City funds on changes.

I would also request that Staff continues to communicate with residents well before beginning any design plans for any future construction.

I plan to attend tomorrow's City Council Meeting and will be available to comment or answer questions there.

Your thoughtful consideration is greatly appreciated! -Lindsey Harris

Palm Desert 92260