

16 March 2023

Item 7

Street Event - Temporary Road Closures – Sydney Streets 2023 – Glebe Point Road, Glebe

2023/089918

Recommendation

It is recommended that the Committee endorse the temporary road closures for the Sydney Streets 2023 on Sunday, 21 May 2023 from 9am to 10.30pm subject to the following conditions:-

- (A) The Applicant must comply with the temporary road closure conditions as stipulated in Schedule A of this agenda.
- (B) The Applicant must contact the Leichhardt PAC to discuss deployment of user pay police for the event.
- (C) The Applicant must contact the City's Venue Management Unit to discuss the event.
- (D) The Applicant is to obtain a Road Occupancy Licence from the Transport Management Centre prior to commencement of works.
- (E) The Applicant must provide a telephone number of the supervisor responsible for the proposed event and include contact details in the notification letters to be distributed to affected stakeholders.
- (F) The Applicant must contact Sydney Buses and arrange and pay for the rerouting of bus services around the closures, the temporary relocation of bus stops and any additional staff required.

Voting Members for this Item

Voting Members	Support	Object
City of Sydney	✓	
Transport for NSW	✓	
NSW Police – Leichhardt PAC	✓	
Representative for the Member for Balmain	✓	

Advice

The Committee unanimously supported the recommendation.

Background

In early 2022, the City introduced a series of Sydney Summer Streets events closing several high streets to support communities during the pandemic. The initiative was an opportunity for local businesses to extend their trade onto footpaths and outdoor settings. Following the success of the Sydney Summer Streets events, the City now plans to hold similar Sydney Streets events throughout the year to support communities and local businesses.

The City has applied for the temporary road closures of Glebe Point Road, Glebe and surrounding streets for the Sydney Streets 2023 on Sunday, 21 May 2023 from 9am to 10.30pm.