

**Item 17.****Parking - Mobility Parking - Glebe Point Road, Glebe**

TRIM Container No.: 2024/198440

**Recommendations**

It is recommended that the Committee endorse the reallocation of parking on the western side of Glebe Point Road, Glebe between the points 27 metres and 34.8 metres north of Toxteth Road as "Mobility Parking Only".

**Voting Members for this Item**

<b>Voting Members</b>	<b>Support</b>	<b>Object</b>
City of Sydney	[Insert]	[Insert]
Transport for NSW	[Insert]	[Insert]
NSW Police –Leichhardt PAC	[Insert]	[Insert]
Representative for the Member for Balmain	[Insert]	[Insert]

**Advice**

Advice will be updated after the meeting

**Background**

A resident of Glebe Point Road has requested a mobility parking space in front of their property. The resident has advised they are in a wheelchair and utilises forearm crutches.

**Comments**

Glebe Point Road north of Toxteth Road is designated for two-way traffic flow with an approximate width of 12.8 metres. The road and footway grades are relatively flat adjacent to this proposed space.

The kerb space on the western side of Glebe Point Road, where the changes are proposed, is currently signposted as "2P 8am-6pm Mon-Fri Permit Holders Excepted Area G".

Footpaths (approximately 1.2 metres wide) are provided on both sides of the street.

The Australian Standard for on-street mobility parking (AS 2890.5 – 2020) requires spaces to be 7.8 metres long and 3.2 metres wide.

A 7.8-metre-long bay is proposed and with consideration for the width of existing parking lane in Glebe Point Road, a 3.2-metre-wide bay can be accommodated within the carriageway.

As the resident is a wheelchair user, the City is proposing to install kerb ramps at this site should the proposal be endorsed.

**Consultation**

The City consulted local residents and businesses in the area. There were 110 letters sent out with no responses supporting or opposing the proposal.

**Financial**

Funds are available in the current budget.

**KENNETH YUEN, ENGINEERING TRAFFIC OFFICER**