

# Your SUBMISSION

Please deliver your submission to the Civic Offices, or any of the Council service centres, mail it to us, or email it to [cccplan@ccc.govt.nz](mailto:cccplan@ccc.govt.nz) to arrive by Thursday 6 May 2004.

When preparing your submission, please note:

- If you do not use this form, please include your name, address and telephone number on the first page of your submission
- Please clearly state the issue you wish the Council to consider, what specific action you wish the Council to take and why that should be done
- Where possible, refer to the volume and page number of the draft community plan
- If you wish, you can present your submission at a hearing. You will get 10 minutes to speak. In your submission please say if you wish to speak or not
- The law says we must make all written submissions public. All submissions will be published on the Council's website from 6 May, 2004
- From late July to mid-September all submitters will hear from the Council, with news about what was done in relation to their submission
- No anonymous submissions will be accepted.

Name: Lynley Preston

Address: 279 River Rd, ChCh

Contact phone: 3897113

Signature: [Handwritten Signature]

Tick which applies:

- I do NOT wish to speak at the hearings — unless requested to
- I wish to speak about the main points in my submission at the hearings from 1-11 June.

Volume 2 - Botanic Gardens upgrade

The playground is an area my family spend a lot of time in; however I can see 2 areas with room for improvement;

A) Most preschool children would use the park in the morning as they nap in the afternoon. In the winter especially the trees shade the play area & it is cold & damp - not pleasant to be in

B) After a child turns 7/8 there are few appropriate pieces of equipment; especially compared with the Ashburton Botanic Gardens play area which is EXCELLENT.

I suggest uprooting the preschooler's area & moving it to a sunny location & placing an age appropriate play area for older children in its place. Thankyou.