

# Petition: Officers' Response

**Title:** "Turf in Tawa"

**Primary Petitioner:** Malcolm Sparrow  
**Total Signatures:** 1,725 (via ePetition)

**Presented by:** Malcolm Sparrow  
**Contact officer:** Glenn McGovern – Manager Sports & Recreation Planning  
**Director responsible:** Neville Brown – Director City Services

## **Officers' recommendation:**

Officers recommend that the Committee:

1. *Receive the information.*
2. *Note that a report will be presented to the Strategy & Policy Committee on 14 April 2011 that identifies future sites for artificial sportsfields and takes into consideration the intent of this ePetition.*

## **Background:**

The ePetition "Turf in Tawa" was initiated by Malcolm Sparrow, Chairman of the Tawa Community Board on 11 February 2011. The ePetition closed on 11 March 2011.

The Tawa Community Board is requesting that the Wellington City Council build a multipurpose artificial sportfield in the Tawa area. The ePetition stated the following - *"We believe there should be other turfs geographically located in the northern suburbs of Wellington. Tawa has an enviable record in sport and a high percentage of residents playing sport. There are many ground closures in Tawa and the current grounds are vulnerable to bad weather. For these reasons, we believe Tawa should be granted an all weather multipurpose turf"*.

The petition was open to all members of the public with internet access to the Council's website and 1,725 signatures were received.

## **Officers' response:**

A report from Council officers outlining the proposed future sites for artificial sportsfields will be discussed at the Strategy and Policy Committee on 14 April 2011. The report follows comprehensive evaluation of all the city sportsfields and a number of school sites in regards to their suitability for the development of an artificial sportsfield.

Officers recognise the demand for an all weather surface in the northern suburbs, and will consider this ePetition and its intent as part of the above report.