From: cityclerk

Subject: FW: Letter for Inclusion in Agenda

From: Mackenzie Stewart Redacted

Sent: Tuesday, April 11, 2023 7:42 AM
To: cityclerk < cityclerk@princegeorge.ca>
Subject: Letter for Inclusion in Agenda

For inclusion in the Council Meeting Agenda

From: Mackenzie Stewart

Redacted

Dear Mayor and Council,

My name is Mackenzie Stewart. Until last year, I worked for a housing operation downtown, and in that time, I met many people who you are now talking about displacing; good people who are currently living in a situation too difficult and dangerous for most to understand. I am writing in regards to Parks and Open Space Bylaw No. 7370, 2002, Amendment Bylaw No. 9389, 2023.

I would like to express my frustration with the City's stubborn commitment to the unsafe and unjust downtown dehoused centralization plan. As Federal Housing Advocate Marie-Josée Houle has pointed out, "the proposed plan will violate Indigenous rights and the human rights of people experiencing homelessness."

As such, it is extremely disappointing to see the city's renewed commitment to a strategy that will enact violence on our dehoused population rather than actually helping them survive as the housing situation across the province continues to deteriorate.

As any online comment section demonstrates, there are many people in this city who think of our dehoused as valueless and disposable. Those private citizens may offend me, but to see the full power of the Corporation of The City of Prince George continually leveraged in service of the most inhumane attitudes in the community is more than I can stand in silence.

The time has come to accept that living on the street is simply the only viable option for some people in the short term. There are many experts advocating for different approaches that would make the streets safe for everyone, including the people forced to shelter themselves in public spaces, and I hope you will pause this plan to collaborate with them on a new way forward.

Sincerely,

Mackenzie Stewart