

Item	6
Director's Report No	6
Meeting 2015 June	e 17

## COMMISSION REPORT

**TO:** CHAIR AND MEMBERS

PARKS, RECREATION & CULTURE COMMISSION

FROM: DIRECTOR PARKS, RECREATION AND CULTURAL SERVICES

SUBJECT: FIREWORKS AT DEER LAKE PARK ON 2015 AUGUST 08

## **RECOMMENDATIONS:**

- **1. THAT** a fireworks display on 2015 August 08, as part of a wedding ceremony in Deer Lake Park, be approved as outlined in this report.
- **2. THAT** a copy of this report be forwarded to Mr. Bruce Locke of Firewx.ca.

## **REPORT**

Staff received a request from Mr. Bruce Locke of Firewx.ca for approval of a fireworks display of approximately 3 to 4 minutes in length proposed as part of a wedding ceremony at the Hart House Restaurant in Deer Lake Park. The proposal is for the fireworks to be staged on park property between the lake shore and the Hart House building (see <a href="Attachment #1">Attachment #1</a>). This type of fireworks display has been successfully carried out in the past at Deer Lake Park by certified suppliers such as Mr. Locke's company. Commission approval is required to meet the Parks, Recreation and Culture Commission Policy #49 regarding "Fireworks Displays in Parks".

The Burnaby Fire Department receives and reviews requests from applicants in Burnaby for fireworks displays of this scale. The Burnaby Fire Department will review the request and ensure it conforms to their requirements for pyrotechnical displays in the City. Staff from Environmental Engineering have reviewed the request, and it meets with their requirements as the proposal complies with the City's noise and other environmental regulations.

Staff recommend approval based on a review of the request by appropriate City staff. Should Commission approve, we will inform Mr. Locke.

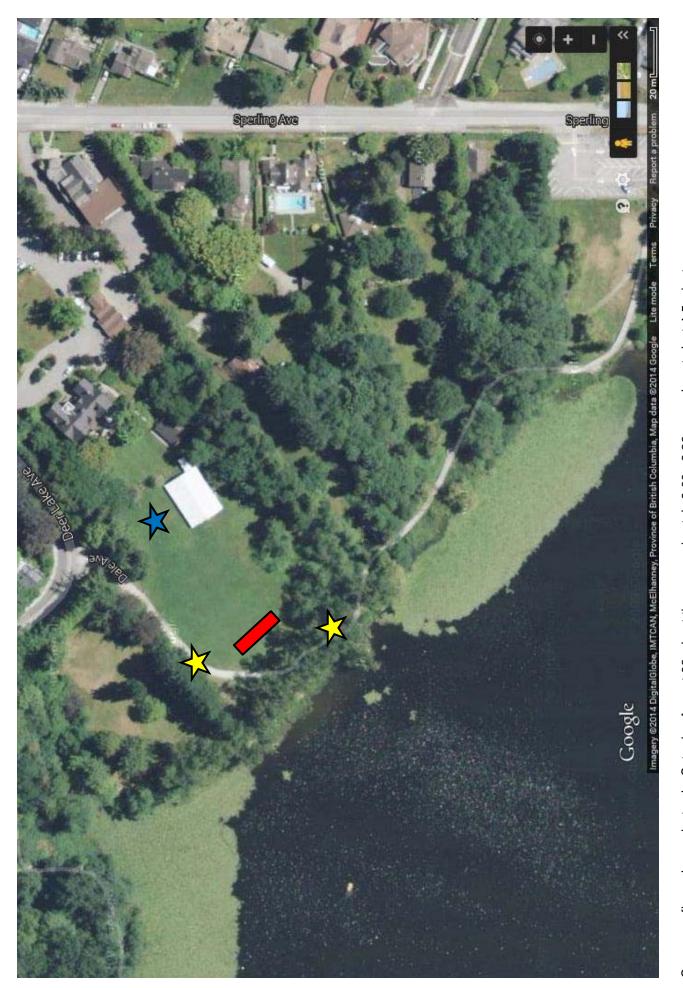
Dave Ellenwood

DIRECTOR PARKS, RECREATION AND CULTURAL SERVICES

DE:dp:km Attachment

cc: Director Engineering

Fire Chief



Consumer fireworks product only, Saturday August 08, shoot time approximately 9:00 - 9:30 p.m.; show to last 4-5 minutes Audience: blue/dark star Shoot location: red rectangle Crowd control/fire watch: yellow/lighter stars