**Let’s have a Play Street!**

Kia ora

I’m \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ from \_\_\_\_\_\_\_\_\_\_\_\_\_\_. I’m keen to host a Play Street for everyone who lives in our street – for everyone to meet each other and for our kids to play safely on the street and have fun.

**What is a Play Street?**

A Play Street allows a street to be opened up for play by temporarily restricting traffic to the street for a short time period, at a quiet time of the day. This means, we can create a safe zone outside our houses for our kids to play and hang out and neighbours to connect.

Our council will help us organise the temporary traffic restriction, and provide road cones and signs for stopping cars for the agreed time period.

We can all bring along whatever play equipment we have at home, and the council or local community groups might be able to help us out too with play equipment.

**Street restriction**

We will need restrict access to part of [insert street name] for a few hours. Please note, we only intend to restrict part of the street, not the whole street. While we will encourage residents not to drive in and out during the Play Street, you will be able to do so at a slow, safe speed. Emergency vehicles will have access if needed.

**Date and time**

We’re thinking of having the Play Street on [insert date] at [insert time]. But, of course it needs to be a time that we all agree to.

**Your consent**

As a resident of our street, we will need get your formal consent that you are happy for the Play Street to go ahead. We need 80% of residents to agree, before the council will give us the go-ahead.

To give your consent, please either email me at [insert email address] or sign a form that I will bring around to everyone, door knocking early next week. I can answer any questions at the same time.

In the meantime, please get in touch – I’m happy to talk further and answer any questions.

[insert name] [insert phone number / email address]

**Find out more about Play Streets at www.sportnz.org.nz/play-streets**