From:	
To:	City Council
Subject:	Bunya bunya tree
Date:	Monday, May 20, 2024 1:02:39 PM

Dear City Council Members,

Please stay on-track to deny the removal of the Bunya Bunya tree at Barlow and Hyw 12. The tree belongs to and is part of -- Sebastopol and our history.

The estimated age of this tree 100+ years and the average life span of 600 years. Although native to Australia, where it is now scarce and protected, it is simple to mitgate any risks of cones dropping on heads (which happens every 3 years). Just look to Santa Rosa where they successfully mitigate risk by pruning immature cones & roping off areas under a tree during periods when mature cone's drop. A bunya bunya tree in Santa Rosa next to the Salvation Army housing complex bordering a sidewalk was spared from removal by their Planning Commission in 2023. This tree was also reported to have been planted by Luther Burbank.

Historic both in age, uniqueness and botanical legacy, this tree is reported to be one of 3 bunya bunya planted by Luther Burbank. Luther Burbank's botanical achievements are integral to Sebastopol's history. This tree is now one of 2 remaining in Sebastopol.

The city approved plan for the Barlow development **included a condition that the historically significant bunya bunya would not be cut down**. The claim of "risks" were known to the property owner as they agreed to city approved building plan.

The Design and Tree Review Board has declined the petition to remove this 100 year old tree TWICE.

And building a children's area between a pub and highway 12 appears to be more of a change of strategy for removal, rather than a sound and inspired plan to create a childrens' play space.

Please deny permission to remove this historic bunya bunya tree. Instead, please consider adding a plaque near the tree outlining its historic significance giving us yet another thing to be proud of our little town in Sebastopol.

Respectfully, lisa breschi almond --Lisa Breschi |She/Her/Hers | Every Single Soul Is A Poem

⁻⁻ Michael Franti