



CITY OF NOVI
Public Safety Building Needs Committee

October 4, 2023, 5:30 p.m.

Police Training Center | Novi Civic Center | 45175 Ten Mile Road
(248) 347-0445

CALL TO ORDER 5:30 p.m.

ROLL CALL: Mayor Bob Gatt, Mayor Pro Tem Dave Staudt, Council Member Justin Fischer, Scott Olson, Ted Zuchlewski, David Landry, David Molloy

PRESENT: Mayor Bob Gatt, Mayor Pro Tem Dave Staudt, Scott Olson, Ted Zuchlewski, David Landry

David Molloy arrived after Roll Call at approximately 5:40 p.m.

ABSENT: Council Member Justin Fischer

STAFF LIAISON: Victor Cardenas, Interim City Manager

ALSO PRESENT: Erick Zinser, Director of Public Safety and Police Chief
John Martin, Fire Chief
Scott Baetens, Assistant Chief of Police
Dan Redstone, Redstone Architects

APPROVAL OF AGENDA

Motion: Zuchlewski, Seconded: Staudt, minutes approved 4:0

APPROVAL OF MINUTES – February 6, 2023

Motion: Zuchlewski, Seconded: Staudt, minutes approved 4:0

PURPOSE OF THE MEETING

1. Review of Study from Redstone Architects

Mayor Gatt introduced Mr. Dan Redstone of Redstone Architects and invited him to start his presentation of the study.

Mr. Redstone began by stating the firm had started this process last year with an assessment of the current Police building which was then tabled. This new report is for a new Police/Public Safety Building well as Fire Stations 1, 2, and 3. Redstone Architects sat down with representatives from the Police and Fire Departments, as well as the City

Administration in order to build a space needs assessment from all levels. Reviewing all these needs and developing a consensus would become the report presented.

Mr. Redstone then proceeded to go through the report, overall plan, and the new Public Safety Headquarters plan.

Following the review of the report Mayor Gatt thanked Mr. Redstone for the report and work performed to date. He also spoke of his vision for a single building that houses Police, Fire, and a Public Safety museum. He inquired if such a building had been considered or would be possible. Mr. Redstone indicated that it would be difficult to configure such a building due to Fire Egress needs as well as the existing utilities on the Lee Begole property.

Mayor Gatt then noted that, at past meetings, the committee had wondered if more Fire Stations around the City would be needed and if Redstone had looked into that matter in the course of this report. Mr. Redstone replied that such analysis had not been part of the current report as they had understood the current needs of the City to be met. Mayor Gatt then asked the Committee if they were comfortable moving forward as is or if they thought, as he did, that performing a run-time analysis would be beneficial. Mr. Redstone added that such an analysis should not take overly long given the data is likely already available from the Fire Department.

Fire Chief Martin reminded the Committee that any additional stations would also require additional recruitment as well as Fire Apparatuses (I.E. Fire Trucks/Fire Engines).

Mr. Molloy said that, in his experience, the southwest and northwest corners of the City create the greatest challenges in emergency response times. He would support looking further into that information so that the Committee has all the necessary answers to address the needs not just for the City currently but the City as it will be in 10 – 15 years and beyond.

Mr. Zuchlewski agrees that given the increasing density in the areas noted by Mr. Molloy and the overall increasing population we should have the analysis performed.

Mr. Olson also agreed with the other Committee members and would be in favor of a runtime analysis.

Mayor Pro Tem Staudt stated that he thinks we should have six Fire Stations but believes the needs of the individual stations may vary. He has heard that residents in the southwest of the City are concerned regarding runtimes. As Novi has a unique EMS model that will be building new hubs there is the possibility of piggybacking these locations and having both “heavy” and “light” stations spread around the city.

Mr. Landry agrees with everything that has been said so far. This is an opportunity as a relatively young City that continues to expand. He thinks it would be an error to *not* do a runtime assessment, saying “if we are going to do this, do it right”.

Mayor Gatt thanked the Committee members for their input and agrees, he would like to move forward with the runtime assessment.

Police Chief Zinser acknowledged that they did not ask Redstone to look into alternate locations for Fire Stations as part of the current report. He does think Station #2 should be moved and that another station in the northwest will almost certainly be needed; many residents in the have approached him about an additional station in the southwest as well. Chief Zinser further stated that he believes each Fire Station needs an apparatus and that, in addition to necessary accessories and staffing will have a large price tag. He agrees that a runtime study should be pursued.

Chief Martin thinks the City should look into getting additional land for Stations.

Assistant Police Chief Baetens agrees with the current and past chiefs on their statements.

Mr. Zuchlewski asks if, due to the time and money needed, if the process should be approached in phases as opposed to trying to lock everything down at one? He suggests starting with the three existing Stations needing attention and then planning out the others in a future phase.

Mayor Gatt respectfully disagrees because as we are approaching City of Novi residents we should have the whole of the data, and the whole bottom line for the voters. He believes it is best to go to votes once, not multiple times. He then turned the conversation back to Mr. Redstone.

Mr. Redstone will go forward with the following:

1. A design for the Lee Begole location with a one building solution
2. A runtime analysis for today and tomorrow's needs, additionally identifying potential additional Fire Station sites.

AUDIENCE COMMENTS - none

ADJOURNMENT 6:45 p.m.

Motion: Molloy, Seconded: Landry, minutes approved 5:0