



Legislation Details

File #: 21-0015 **Version:** 1

Type: Bill **Status:** Passed

File created: 12/31/2020 **In control:** Land Use, Transportation & Infrastructure Committee

On agenda: 3/1/2021 **Final action:** 3/1/2021

Title: A bill for an ordinance changing the zoning classification for 1570, 1580, 1586, 1596 West Bayaud Avenue in Valverde.
Approves a map amendment to rezone property from PUD 275 to E-TU-B (planned development to urban edge, two-unit), located at 1570, 1580, 1586, and 1596 West Bayaud Avenue in Council District 7. The Committee approved filing this item at its meeting on 1-12-21.

Sponsors:

Indexes: Zach Rothmier

Code sections:

Attachments: 1. BR21 0015 CPD 2020I-00037 1570 Bayaud Request, 2. BR21 0015 CPD 2020I-00037 1570 Bayaud Application, 3. BR21 0015 CPD 2020I-00037 1570 Bayaud Legal Description, 4. 20i00037_1570Bayaud_LUTIPresentation_010721, 5. 20i00037_1570Bayaud_LUTIComments_010721, 6. 20i00037_1570Bayaud_LUTIReport_010721, 7. PUD 275, 8. 2020I00037_app_100820, 9. 21-0015 Filed Bill_1570, 1580, 1586, 1596 West Bayaud Avenue 2020I-00037, 10. 21-0015 Filed Bill_1570, 1580, 1586, 1596 West Bayaud Avenue 2020I-00037, 11. 20i00037_1570Bayaud_CCPresentation_022521, 12. 20i00037_1570Bayaud_CCRReport_022521, 13. 2020I00037_app_100820, 14. PUD 275, 15. 20i00037_1570Bayaud_CCComments_022521, 16. 21-0015 - signed, 17. 21-0015 A bill for an ordinance changing the zoning classification for 1570, 1580, 1586, 1596 West Bayaud Avenue in Valverde

| Date | Ver. | Action By | Action | Result |
|-----------|------|-----------------------------------------------------|---------------------------------------------------------|--------|
| 3/3/2021 | 1 | Mayor | signed | |
| 3/1/2021 | 1 | Council President | signed | |
| 3/1/2021 | 1 | City Council | placed upon final consideration and do pass | Pass |
| 2/1/2021 | 1 | City Council | ordered published with a future required public hearing | |
| 1/12/2021 | 1 | Land Use, Transportation & Infrastructure Committee | approved for filing | |