

City and County of Denver

City and County Building 1437 Bannock St. Denver, CO 80202

Legislation Details

File #: 23-1028 **Version:** 1

Type: Bill Status: Passed

File created: 7/24/2023 In control: Land Use, Transportation & Infrastructure

Committee

On agenda: 10/23/2023 Final action: 10/26/2023

Title: A bill for an ordinance changing the zoning classification for 2801 West Archer Place in Valverde.

Approves a map amendment to rezone property from E-SU-D1x to E-TU-C, located at 2801 West Archer Place in Council District 3. The Committee approved filing this item at its meeting on 9-12-

2023.

Sponsors:

Indexes: Lucas Palmisano

Code sections:

Attachments: 1. BR23-1028_CPD_Bill_Resolution_request_CPD Rezoning_2801 W Archer PI, 2. BR23-

1028 CPD 2021I-00271 app 050823 updated 051523, 3. BR23-1028 CPD 2021I-

00271_PB_Staff_Report, 4. BR23-1028_CPD_Referral Agency Review 2021I-00271 survey review, 5. BR23-1028_CPD_Land Description_2801 W Archer, 6. 2021I-00271_app_050823_updated_051523,

7. 2021I-00271_LUTI_Presentation, 8. 2021I-00271_LUTI_Staff_Report, 9. 2021I-

00271_app_050823_updated_051523, 10. 2021I-00271_LUTI_Presentation_9.12.23, 11. 2021I-00271_LUTI_Staff_Report_9.12.23, 12. Additional RNO Correspondence, 13. 23-1028 Filed Bill_2801

West Archer Place 2021I-00271, 14. 23-1028 Filed Bill_2801 West Archer Place, 15. 2021I-

00271 app 050823 updated 051523, 16. 2021I-00271 CC Presentation, 17. 2021I-

00271_CC_Staff_Report, 18. Additional RNO Correspondence, 19. 23-1028_signed, 20. 23-1028 For

an ordinance changing the zoning classification for 2801 West Archer Place

Date	Ver.	Action By	Action	Result
10/26/2023	1	Mayor	signed	
10/23/2023	1	Council President	signed	
10/23/2023	1	City Council	placed upon final consideration and do pass	Pass
9/25/2023	1	City Council	ordered published with a future required public hearing	
9/12/2023	1	Land Use, Transportation & Infrastructure Committee	approved for filing	Pass
8/8/2023	1	Land Use, Transportation & Infrastructure Committee	postponed to a date certain	Pass