



Legislation Text

File #: 17-275, Version: 1

TO: Mayor and Commissioners
FROM: Timothy Stillings, Director of Planning, Zoning, and Building
THROUGH: Chief Neal de Jesus, Interim City Manager
DATE: March 30, 2017

FINAL SUBDIVISION PLAT FOR SEAGLASS COTTAGES ON ANDREWS AVENUE (104 ANDREWS AVENUE)

Recommended Action:

Motion to Approve and certify the Final Plat for **SEAGLASS COTTAGES**, by adopting the findings of fact and law contained in the staff report, and finding that the request is consistent with the Comprehensive Plan and meets criteria set forth in Section 2.4.5(J), Section 3.2.3, and Section 3.1.1 of the Land Development Regulations.

Background:

The subject property is located on the west side of Andrews Avenue north of Lowry Street. The 0.44 acre subdivision is a replat of the north 19 feet of Lot 1, all of Lot 2 and the south 50 feet of Lot 3, Ocean Breeze Estates, according to the Plat thereof recorded in Plat Book 18, Page 36. A single family structure, first constructed in 1937 (according to property appraiser records) is situated on the north 50 feet of Lot 2 and the south 50 feet of lot 3 while a portion of a parking lot is situated on the south 50 feet of Lot 2 and the north 19 feet of Lot 1. The site is zoned RM (Multiple Family Residential - Medium Density) and has a Future Land Use Designation of MD (Medium Density Residential 5-12 DU/Acre).

The Planning and Zoning Board approved the preliminary plat and recommended approval to certify the final plat for Seaglass Cottages at their meeting of February 27, 2017. The complete Planning and Zoning Board Staff Report is attached. The plat is associated with a five unit townhouse development approved by the Site Plan Review and Appearance Board (SPRAB) at its meeting of November 30, 2016.

City Attorney Review:

Approved as to form and legal sufficiency.

Finance Department Review:

N/A

Funding Source:

N/A

Timing of Request:

Building Permit for associated development cannot be released until the plat is approved and

recorded.