



Legislation Details (With Text)

File #:	17-092PL	Version:	1	Name:	PL - LUE/UDE
Type:	PL-Agenda Item	Status:		Status:	Approved
File created:	11/28/2017	In control:		In control:	Planning Commission
On agenda:	12/11/2017	Final action:		Final action:	12/11/2017
Title:	Recommendation to recommend that the City Council confirm the proposed Land Use Element and Urban Design Element Place Type and Heights Maps and direct staff to update the Program Environmental Impact Report. (Citywide) (Application No. 1701-01)				
Sponsors:	Planning Commission				
Indexes:					
Code sections:					
Attachments:	1. Land Use Element staff report pg 1-32.pdf, 2. Land Use Element staff report pg 33-63.pdf, 3. Exhibit A- Community Engagement Summary GPU 2004-2017 - Copy.pdf, 4. Exhibit B - Year of Contruction Map.pdf, 5. Exhibit C- Assessment of Fair Housing.pdf, 6. Exhibit D health memo.pdf, 7. Exhibit E - Updated PlaceTypes and Height Maps.pdf, 8. Exhibit E existing maps.pdf, 9. Exhibit F - Natelson Dale Group 101 E. Willow Memo.PDF, 10. Exhibit G - Natelson Dale Group Pacific Avenue Memo.pdf, 11. Exhibit H - Revised Land Use Element (LUE).pdf, 12. Exhibit I - Revised Urban Design Element (UDE).pdf, 13. Appendix A_2016 FEIR_Comments_Responses.pdf, 14. Appendix B_Public Comments Received Feb 2017-Nov 9 2017-rev03.pdf, 15. Appendix C_Comment Cards Received During Fall 2017 - Rev01.pdf, 16. Appendix D_Speaker Cards Received from Fall 2017 - Rev01.pdf, 17. LB General Plan Combined Outreach Appendices_120117.pdf, 18. Corrected maps.pdf, 19. Powerpoint presentation.pdf, 20. public-comments-received-111017-121117-before-9am.pdf, 21. public-comments-received-121117.pdf				

Date	Ver.	Action By	Action	Result
12/11/2017	1	Planning Commission	approve recommendation	Pass

Recommendation to recommend that the City Council confirm the proposed Land Use Element and Urban Design Element Place Type and Heights Maps and direct staff to update the Program Environmental Impact Report. (Citywide) (Application No. 1701-01)

Approve recommendation.