

## City of Long Beach

## Legislation Details (With Text)

File #: 06-0784 Version: 1 Name: CM - Reso to approve a pilot program to

temporarily close Pine Avenue between Broadway

Type:ResolutionStatus:AdoptedFile created:8/17/2006In control:City CouncilOn agenda:8/22/2006Final action:8/22/2006

Title: Recommendation to adopt resolution to approve a pilot program to temporarily close Pine Avenue

between Broadway and 3rd Street on Friday and Saturday nights for the period September 1, 2006 to

October 28, 2006. (Districts 1,2)

**Sponsors:** City Manager, Police, Community Development

Indexes:

**Code sections:** 

**Attachments:** 1. R-35sr, 2. R-35att, 3. RES-06-0090

Date	Ver.	Action By	Action	Result
8/22/2006	1	City Council	approve recommendation and adopt	Pass

Recommendation to adopt resolution to approve a pilot program to temporarily close Pine Avenue between Broadway and 3rd Street on Friday and Saturday nights for the period September 1, 2006 to October 28, 2006. (Districts 1,2)

On November 1, 2005, the City Council approved a pilot Downtown Dining and Entertainment District (the District). Discussions leading up to approval of the District also revolved around noise impacts, automobile gridlock and cruising on Pine Avenue, and the idea of periodic closures of Pine Avenue to address those concerns. As a follow-up, staff has developed a recommended pilot program for the closure of Pine Avenue, which is attached for the City Council's consideration.

This item was reviewed by Deputy City Attorney Lisa Peskay Malmsten on August 10, 2006.

City Council action is requested on August 22, 2006 in order to implement the program by September 1, 2006.

The recommended pilot program will be implemented within budgeted resources.

Approve recommendation.

A RESOLUTION TO TEMPORARILY CLOSE AND REMOVE PORTIONS OF PINE AVENUE FROM PUBLIC USE

ANTHONY W. BATTS CHIEF OF POLICE

File #: 06-0784, Version: 1					
PATRICK H. WEST DIRECTOR OF COMMUNITY DEVELOPMENT	APPROVED:				
	GERALD R. MILLER CITY MANAGER				