



## Legislation Details

**File #:** 16-0504      **Version:** 2      **Name:**  
**Type:** Public Hearing / First Reading      **Status:** Passed  
**File created:** 5/3/2016      **In control:** City Council  
**On agenda:** 5/17/2016      **Final action:** 5/24/2016  
**Title:** Second Reading Ordinance - Rezoning property located at 1802 - 1820 Buford Street (1st Reading 5/17/16)

Case No. 0416-02 The Salvation Army: A change of zoning from the "RS-6" Single-Family 6 District to the "CG-1/SP" General Commercial District with a Special Permit for a social service use. The property is described as being a 2.42 acre tract of land, being all of Lots 1-16, Block 6 and a 15 foot wide alley, Bay View No. 3, located between Hancock Avenue and Buford Avenue and between 16th Street and 15th Street.

Planning Commission and Staff Recommendation (April 20, 2016):  
Denial of the change of zoning from the "RS-6" Single-Family 6 District to the "CG-1/SP" General Commercial District with a Special Permit and, in lieu thereof, approval of the "RS-6/SP" Single-Family 6 District with a Special Permit subject to nine conditions.

**Ordinance:**

Ordinance amending the Unified Development Code ("UDC"), upon application by The Salvation Army ("Owner"), by changing the UDC Zoning Map in reference to a 2.42 acre tract of land, being all of Lots 1-16, Block 6 and a 15 foot wide alley, Bay View No. 3, from the "RS-6" Single-Family 6 District to the "RS-6/SP" Single-Family 6 District with a Special Permit for a social service use; amending the Comprehensive Plan to account for any deviations; and providing for a repealer clause and publication.

**Sponsors:** Development Services

**Indexes:**

**Code sections:**

**Attachments:** 1. Agenda Memo - Salvation Army, 2. Ordinance (PC Recommendation) - RS-6 Special Permit - Salvation Army, 3. Presentation - Salvation Army, 4. Zoning Report - Salvation Army

Date	Ver.	Action By	Action	Result
5/24/2016	2	City Council		
5/17/2016	1	City Council	heard on public hearing and passed on first reading	Pass