

City of Saint Paul

City Hall and Court House 15 West Kellogg Boulevard Phone: 651-266-8560

Legislation Text

File #: RES 15-2046, Version: 1

Accepting and approving the final plat for Village on Rivoli Addition.

WHEREAS, James Erchul, Zoning File # 15-137318, has submitted for City Council approval the attached final plat for subdivision of property for Village on Rivoli Addition to create 12 residential (zoned R4) parcels and one (1) outlot; and

WHEREAS, the appropriate City departments have reviewed the plat and found, subject to the recommended conditions, that it meets the requirements of Chapter 69 of the Zoning Code; and

WHEREAS, notice of public hearing on the preliminary plat (Zoning File #14-289-411) before the City Council was duly published in the official newspaper of the City on October 2, 2014, and notices were duly mailed to each owner of affected property and property situated wholly or partly within 350 feet of the subject property; and

WHEREAS, the City Council held a public hearing on the proposed plat on October 15, 2014, at which all interested parties were given an opportunity to be heard, the Council having considered all the facts and recommendations concerning the subdivision; and

WHEREAS, the City Council approved the preliminary plat for Zoning File #14-289-411 via resolution 14-1870;

NOW, THEREFORE BE IT RESOLVED, that the City Council accepts and approves the attached final plat for Village on Rivoli Addition (Zoning File #15-137318) subject to the following conditions:

Final plans must include a fire access/turnaround point on Rivoli Street before any permits are pulled; and

A parkland cash dedication in the amount of \$293.33 is paid prior to the city clerk signing the final plat; and

The applicant shall file a copy of the Council Resolution approving the plat with the Ramsey County Recorder's Office.,

AND BE IT FURTHER RESOLVED, that the City Clerk shall mail a copy of this resolution to the Applicant, the Zoning Administrator, and the Planning Administrator.