

RESOLUTION NO. 22-

A RESOLUTION OF THE CITY COMMISSION OF THE CITY OF FORT LAUDERDALE, FLORIDA DENYING A PLAT ENTITLED "JIM MORAN FOUNDATION PLAT"; AND PROVIDING FOR AN EFFECTIVE DATE.

WHEREAS, the applicant, City of Fort Lauderdale, Florida, submitted an application for approval of a plat entitled "JIM MORAN FOUNDATION PLAT"; and

WHEREAS, the City Commission considered the application and the record and recommendations forwarded by the Development Review Committee, the Development Services Department, and the Planning and Zoning Board; and

WHEREAS, at its public meeting on December 6, 2022, the City Commission heard public comment on the application and determined that the proposed plat fails to satisfy the provisions of Section 47-24.5. of the City of Fort Lauderdale, Florida Unified Land Development Regulations ("ULDR") and other applicable land development regulations;

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COMMISSION OF THE CITY OF FORT LAUDERDALE, FLORIDA:

SECTION 1. That the plat entitled "JIM MORAN FOUNDATION PLAT", as recommended for approval by the Planning and Zoning Board of the City of Fort Lauderdale, Florida on August 17, 2022 (Case No. UDP-P22001), is hereby denied by the City Commission of the City of Fort Lauderdale, Florida as presented for failing to satisfy the provisions of Section 47-24.5 of the ULDR.

SECTION 2. The City Commission finds that the "JIM MORAN FOUNDATION PLAT" plat fails to satisfy the provisions of Section 47-24.5 of the ULDR and other applicable land development regulations as enunciated and memorialized in the minutes of its meeting of December 6, 2022, a portion of those findings expressly listed as follows:

[SPACE RESERVED FOR FINDINGS OF FACT]

SECTION 4. That this Resolution shall be in full force and effect immediately upon and after its passage.

ADOPTED this ____ day of _____, 2022.

Mayor
DEAN J. TRANTALIS

ATTEST:

City Clerk
DAVID R. SOLOMAN

Dean J. Trantalis _____
Steven Glassman _____

APPROVED AS TO FORM:

City Attorney
ALAIN E. BOILEAU

