



## Legislation Details

<b>File #:</b>	ORD. NO. 2021-21	<b>Version:</b>	1	<b>Name:</b>	19-01CP
<b>Type:</b>	Ordinance	<b>Status:</b>	Passed		
<b>File created:</b>	5/19/2021	<b>In control:</b>	City Council		
<b>On agenda:</b>	7/13/2021	<b>Final action:</b>	9/14/2021		
<b>Title:</b>	An Ordinance of the City of Venice, Florida, Amending the 2017-2027 City of Venice Comprehensive Plan Future Land Use Map Pursuant to Petition No. 19-01CP to Change the Future Land Use Designation of Specific Real Properties Commonly Known as 600 N. Auburn Road (10.08± Acres); 2341 Kilpatrick Road (11.9± Acres); and 1971 Pinebrook Road (5.5± Acres) from City of Venice Low Density Residential to City of Venice Institutional Professional; and to Change the Future Land Use Designation of Specific Real Properties Commonly Known as 1535 E. Venice Avenue (5.06± Acres) and 200 Field Avenue (1.9 ± Acres) from City of Venice Moderate Density Residential to City of Venice Institutional Professional; and to Provide the Future Land Use Designation of City of Venice Medium Density Residential to Parcel ID Nos. 0404-12-0002 and 0404-05-0002 Located on Albee Farm Road (10.16 ± Acres); Providing for Repeal of all Ordinances in Conflict Herewith; Providing for Severability; and Providing an Effective Date				

### Indexes:

### Code sections:

**Attachments:** 1. Ordinance, 2. Staff Memorandum, 3. Transmittal Memo to City Clerk, 4. Staff Presentation, 5. Staff Report, 6. Application, 7. Narrative, 8. Comprehensive Plan Base Analysis, 9. City Initiated Comprehensive Plan Table, 10. Comprehensive Plan Amendment List of Map Changes, 11. Comprehensive Plan Compliance Report, 12. Strikethrough Underline Combined, 13. Planning Commission Minutes 05-18-21, 14. Speakers card CC Ord 2021-21, 15. DEO Response Letter 21-05ESR, 16. DEP Comments, 17. FDOT Comments, 18. SFWMD Comments

Date	Ver.	Action By	Action	Result
9/14/2021	1	City Council	approved and adopted	Pass
7/13/2021	1	City Council	approved on first reading and scheduled for final reading	Pass