

Memo

To: City Council
From: Bryan Myrkle, Community Development Director
Date: March 11, 2016
Re: Rezone of 218 N. Cochran Ave

On your council agenda for this Monday's meeting is the final reading and adoption of a request to apply the MX-1 zoning classification to the property at 218 N. Cochran Avenue, the former Baughman Manor Bed & Breakfast. The request, if approved, would allow the prospective purchaser of this property to use it as a business office.

The issue of applying MX-1 in two-family and multi-family residential zones was discussed at length by the Planning Commission at its recent meetings. After listening to public comments about the issue in general, and to comments about 218 N. Cochran, there was broad agreement on the Planning Commission to make this change to the ordinance, and to allow its application at 218 N. Cochran.

While this issue was before the Planning Commission there were no public comments offered in objection, nor did the city receive any letters or other correspondence objecting to this zoning ordinance change. **The Planning Commission's unanimous recommendation to the City Council is to approve this request.**

However, sometime after the Planning Commission meeting, Paula-Ann Smitko submitted correspondence to the City Council objecting to this request. The City Council may want to consider this opinion in making its decision, as the Planning Commission did not have the benefit of hearing it while deliberating.

The only comment I would make regarding the letter is that Ms. Smitko mentioned a back-up offer to purchase the property, but did not clearly indicate that she is the interested party making the offer. I believe to be the case, based on a telephone conversation I had with her.

Quite a bit of background information on this rezoning request was included in your City Council packet for the February 22 meeting, including comments from local Realtor and former Planning Commission member Eric Crandall, which you may want to refer to while considering the issue.