



## Legislation Details

<b>File #:</b>	2020-0162-E	<b>Version:</b>	1	<b>Name:</b>	
<b>Type:</b>	Ordinance	<b>Status:</b>		Enacted	
<b>File created:</b>	3/10/2020	<b>In control:</b>		City Council	
<b>On agenda:</b>	7/28/2020	<b>Final action:</b>		7/28/2020	
<b>Effective date:</b>					
<b>Title:</b>	ORD Adopting a Large-Scale FLUM Amend to 2030 Comp Plan at 0 Philips Hwy, 14931 Philips Hwy, 0 Slocumb Ave, & 0 Grand St. btwn Philips Hwy & J. Turner Butler Blvd (2795.50± Acres) – AGR-I, AGR-II, AGR-III & AGR-IV to LDR – Estuary, LLC. (Appl# L-5325-18A) (Dist 11-Becton) (Reed) (LUZ) (PD & PC Apv) (Rezoning 2020-163) 3/10/20 CO Introduced: LUZ 3/17/20 LUZ Meeting Cancelled COVID-19/Emergency-No Action 3/24/20 CO Meeting Cancelled COVID-19/Emergency-No Action 4/7/20 LUZ Mtg Cancelled COVID-19/Emergency-No Action 4/14/20 CO PH Cont 4.28.20, per 2020-200-E 4/28/20 CO PH Cont 5.26.20, per 2020-200-E 5/26/20 CO PH Cont 6.23.20, per 2020-200-E 6/23/20 CO PH Cont'd 7/28/20, per 2020-200-E 7/21/20 LUZ PH Approve 7-0 7/28/20 CO PH Approved 17-0 LUZ PH – 4/21/20, 6/16/20, 7/21/20 Public Hearing Pursuant to Sec 163.3184(3), F.S. & Chapt 650, Pt 4, Ord Code - 4/14/20 & 4/28/20, 5/26/20, 6/23/20, 7/28/20				
<b>Sponsors:</b>	Land Use & Zoning Committee				
<b>Indexes:</b>	LUZ				
<b>Code sections:</b>					
<b>Attachments:</b>	1. 2020-162 Exh 1.pdf, 2. 2020-162 Exh 2.pdf, 3. 2020-162 Exh 3.pdf, 4. 2020-162 Original Bill.pdf, 5. 2020-162-E.pdf				

Date	Ver.	Action By	Action	Result
7/28/2020	1	City Council	PH Approved	Pass
7/21/2020	1	Land Use & Zoning Committee	PH Approve	Pass
6/23/2020	1	City Council	PH Only	
6/16/2020	1	Land Use & Zoning Committee	PH Contd	
6/2/2020	1	Land Use & Zoning Committee	PH Contd	
5/26/2020	1	City Council	PH Contd	
5/19/2020	1	Land Use & Zoning Committee	PH Contd	
5/5/2020	1	Land Use & Zoning Committee	PH Contd	
4/28/2020	1	City Council	PH Contd	
4/21/2020	1	Land Use & Zoning Committee	PH Contd	
4/14/2020	1	City Council	PH Contd	
3/10/2020	1	City Council	Introduced to City Council and assigned	