COUNTY OF GUADALUPE

AN ORDINANCE AMENDING THE ZONING ORDINANCE NUMBER 884 OF THE CITY OF SEGUIN, TEXAS, TO REASSIGN ZONING FOR THE PROPERTY CURRENTLY ZONED AGRICULTURAL-RANCH AND COMMERCIAL LOCATED AT 2700 N. GUADALUPE, MORE FULLY DESCRIBED IN EXHIBIT A ATTACHED, (ZC-11-17)

WHEREAS, the property located at 2700 N. Guadalupe Street in the City Limits of Seguin, approx. 135.091 acres, more fully described in Exhibit A attached hereto and incorporated herein for all purposes (hereinafter "Property") is currently zoned as Agricultural-Ranch and Commercial; and

WHEREAS, the City of Seguin has determined that the designation of said property from Agricultural-Ranch and Commercial to Public meets the criteria for zoning map amendments in 2.4.4 of the City's Unified Development Code; and

WHEREAS, the Planning and Zoning Commission of the City of Seguin has previously considered the request following notification to surrounding property owners and a public hearing as required by law; and

WHEREAS, the Planning and Zoning Commission has recommended that the application for change of designation to Public be approved; and

WHEREAS, the City Council has received the report of the Planning and Zoning Commission and conducted a public hearing thereon as required by law; and

WHEREAS, the City Council has considered the report of the Planning and Zoning Commission and the evidence and testimony of the property owners and surrounding property owners;

THEREFORE, BE IT ORDAINED by the City Council of the City of Seguin, Texas, as follows:

- Ordinance Number 884 is hereby amended by changing the zoning designation for said property from Agricultural-Ranch and Commercial to Public; and
- 2. The Planning and Zoning Director of the City of Seguin is hereby directed to reflect the herein described changes on the zoning map of the City.

PASSED AND APPROVED on the second moding this 6 th day	• ,	
PASSED AND APPROVED on the second reading this 6 th d	lay of June, 2017.	
ATTEST:		Don Keil, Mayor

Naomi Manski, City Secretary