

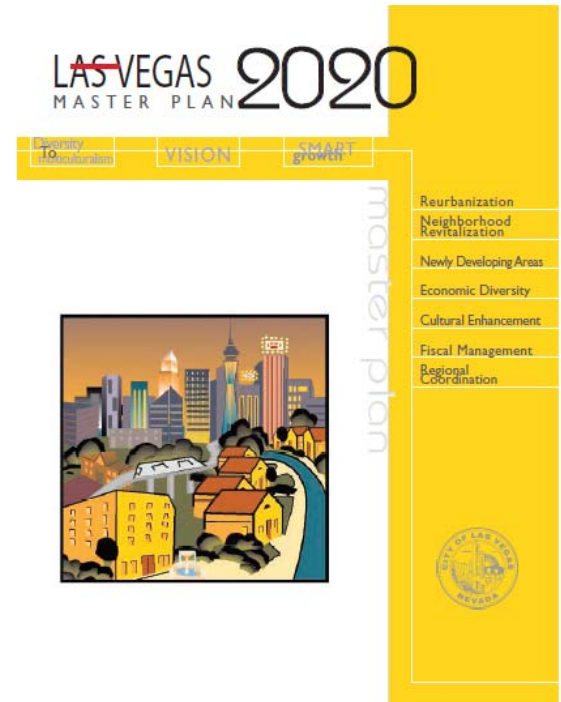
DIR-37955 - DIRECTOR'S BUSINESS -
PUBLIC HEARING -
APPLICANT/OWNER:
CITY OF LAS VEGAS -
Update on Long Range Planning Items.

ITEM # 102 **DIR-38691 Master Plan – Annual Report**

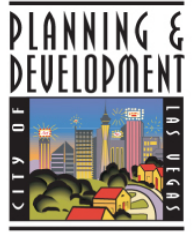
Nevada Revised Statutes require a yearly report regarding the status of the Master Plan.

Updated Plan Elements

Accomplishments



Master Plan 2020 Update

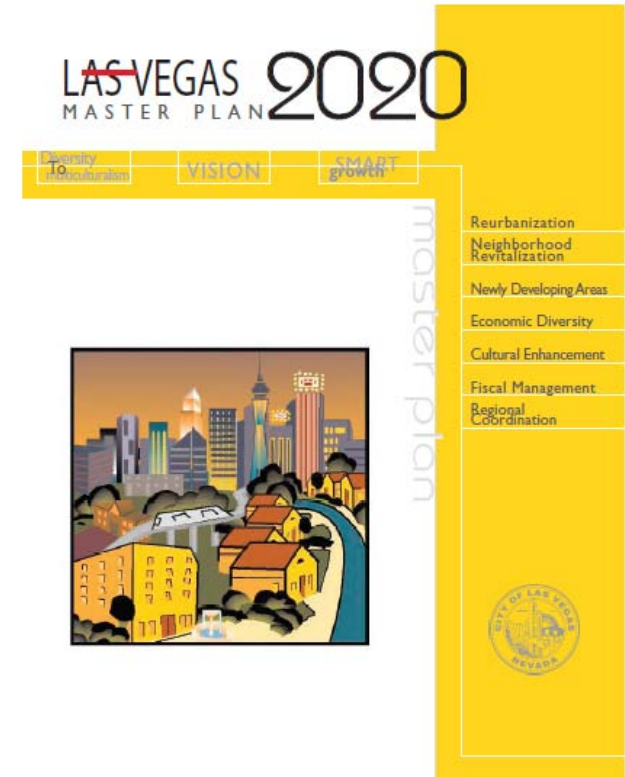


- ☐ State law requires the City to have 18 Master Plan Elements.
- ☐ All required elements have been prepared.
- ☐ Elements are updated every five years at a minimum, or sooner if necessary.

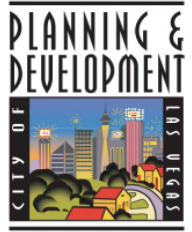


Master Plan 2020 Update

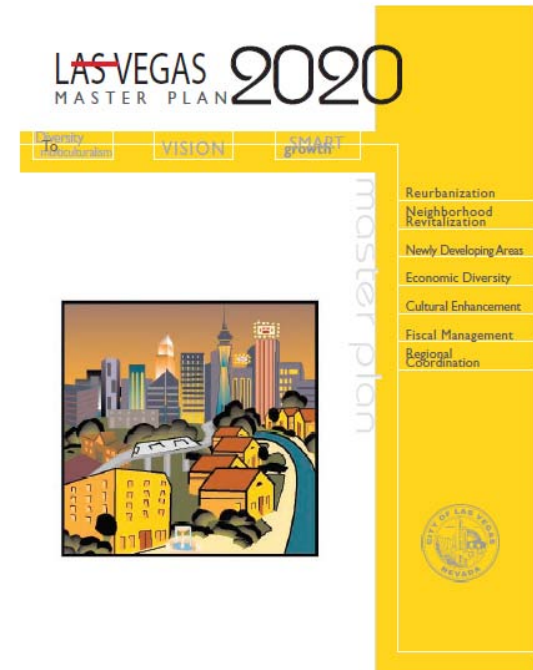
- ☐ Four Elements updated in the past year.
 - ☐ Transportation & Streets and Highways Element
 - ☐ Land Use/Rural Neighborhoods Preservation Element
 - ☐ Economic Element
 - ☐ Population Element



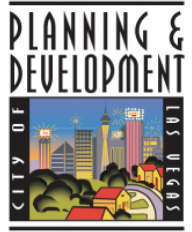
Master Plan 2020 Update



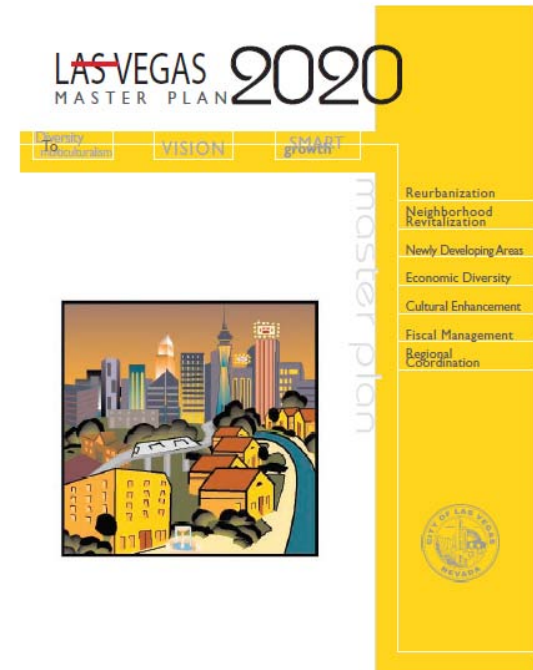
- Within the next two months, the City Council will adopt the following elements, which were recently reviewed by the Planning Commission:
 - ☐ Safety and Seismic Element
 - ☐ Historic Properties Preservation Element



Master Plan 2020 Update

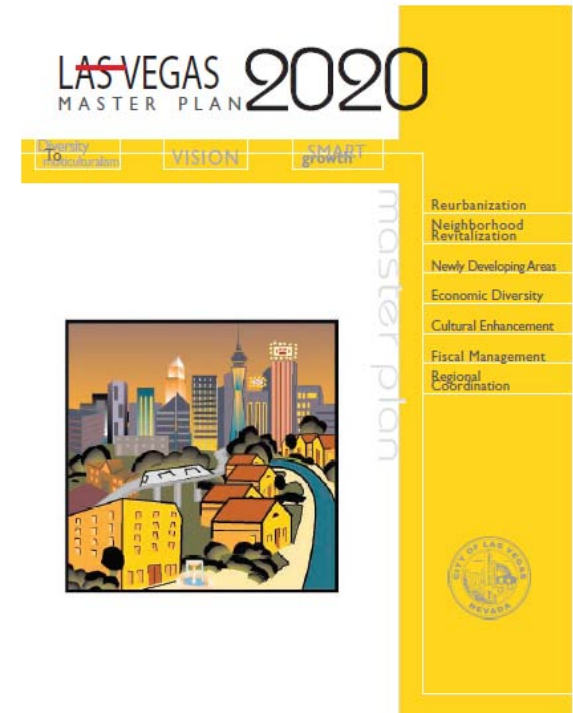


- In the coming year the Planning Department will be adopting/updating the following elements:
- • Conservation Element
- • Water Element



Master Plan 2020 - Accomplishments

- **Floyd Lamb Park Visitors Center, placement of the Berkley Square Historic District on the National Register of Historic Places and the Phase 1: Historic Resource Survey of the Southridge Neighborhood advance the goals of the Historical Properties and**
- **Preservation Element**



Master Plan 2020 - Accomplishments

- ACE Downtown Connector
- ACE C Line (Connecting
- Downtown to the Northwest
- Valley) advance the goals of the Transit Element



**ITEM
102**

Master Plan 2020 - Accomplishmer



- **Teton Trails Park – Phase 2**
- **Dexter Park (upgrades)**
- **Hualapai Canyon Trailhead**
- **Angel Park Trailhead**
- **Rampart Trail – Phase 2**
- **Centennial Hills Park – Phase 3**