



**LAS VEGAS
CITY COUNCIL**

CAROLYN G. GOODMAN
Mayor

BRIAN KNUDSEN
Mayor Pro Tem

CEDRIC CREAR
VICTORIA SEAMAN
OLIVIA DÍAZ

FRANCIS ALLEN-PALENSKE
NANCY E. BRUNE

MIKE JANSSEN
City Manager

DEPARTMENT OF
COMMUNITY DEVELOPMENT

SETH T. FLOYD
DIRECTOR

CITY HALL

495 S. MAIN ST., 3RD FLOOR
LAS VEGAS, NV 89101

702.229.6011 | VOICE
711 | TTY



cityoflasvegas | lasvegasnevada.gov

May 15, 2024

Joe Genovese
Century Communities Nevada LLC
6345 South Jones Boulevard, Suite 400
Las Vegas, Nevada 89118

RE: 24-0173-VAC1
PLANNING COMMISSION MEETING OF MAY 14, 2024

Dear Applicant:

The Planning Commission at a regular meeting held on *May 14, 2024* voted to recommend **APPROVAL** of the following Land Use Entitlement project request for a Petition to Vacate a roadway slope easement generally located at the southeast corner of Iron Mountain Road and Sheep Mountain Parkway (APN 126-12-110-001), Ward 6 (Brune).

This approval is subject to the following conditions:

1. The limits of this Petition of Vacation shall be the Public Slope Easement located near the southeast corner of Iron Mountain Road and Sheep Mountain Parkway, along the western edge of Assessor Parcel Number 126-12-110-001.
2. Provide a grading plan depicting where the wall will be located and how much retaining, if any is proposed. Wall construction and grading is allowed within the Public Slope Easement prior to the recordation of the Order of Vacation. However, the Order of Vacation shall not record until a retaining wall is constructed and inspected to eliminate the need for the Slope Easement. The City may require that some of the existing slope easement is retained.
3. A Drainage Plan and Technical Drainage Study must be submitted to and approved by the Department of Public Works prior to the recordation of the Order of Vacation for this application. Appropriate drainage easements shall be reserved if recommended by the approved Drainage Plan/Study.
4. All public improvements, if any, adjacent to and in conflict with this vacation application are to be modified, as necessary, at the applicant's expense prior to the recordation of an Order of Vacation.
5. All development shall be in conformance with code requirements and design standards of all City Departments.

6. The Order of Vacation shall not be recorded until all of the conditions of approval have been met provided, however, the conditions requiring modification of public improvements may be fulfilled for purposes of recordation by providing sufficient security for the performance thereof in accordance with the Subdivision Ordinance of the City of Las Vegas. City Staff is empowered to modify this application if necessary because of technical concerns or because of other related review actions as long as current City right-of-way requirements are still complied with and the intent of the vacation application is not changed. If applicable, a five foot wide easement for public streetlight and fire hydrant purposes shall be retained on all vacation actions abutting public street corridors that will remain dedicated and available for public use. Also, if applicable and where needed, public easement corridors that would/should cross any right-of-way being vacated must be retained.
7. If the Order of is not recorded within one (1) year after approval by the City of Las Vegas or an Extension of Time is not granted by the Director of Community Development, then approval will terminate and a new petition must be submitted.

This item will be considered by the City Council on June 26, 2024. This meeting will be held at 9:00 A.M. at the Council Chambers of City Hall, 495 South Main Street, Las Vegas, Nevada. **The Council requires that you or your representative be present at this meeting.** If you or your representative chooses not to attend, the City Council may act in your absence without your input.

Sincerely,



Nicole Eddowes
Community Development Coordinator
Case Planning Division

NE:bp

cc:

Mariah Prunchak
Westwood Professional Services
5725 West Badura Avenue, Suite 100
Las Vegas, Nevada 89118