

ORDINANCE NO. 934-60

AN ORDINANCE TO AMEND TITLE XI, CHAPTER 1, SECTION 3, OF THE MUNICIPAL CODE OF THE CITY OF LAS VEGAS, NEVADA, 1960, BY AMENDING THE LAND USE PLAN MAP ADOPTED BY THE CITY OF LAS VEGAS, AND CHANGING THE ZONING DESIGNATION OF CERTAIN AREAS OF SAID MAP.

THE BOARD OF COMMISSIONERS OF THE CITY OF LAS VEGAS DOES ORDAIN AS FOLLOWS:

SECTION 1. The Land Use Plan Map adopted by Title XI, Chapter 1, Section 3 of the Municipal Code of the City of Las Vegas, Nevada, 1960, is hereby amended to read as follows:

FROM R-E to R-1 (Z-52-64)

The East Half of the West Half of the Southeast Quarter of Section 34, Township 20 South, Range 60 East, M.D.B. & M.

FROM R-4 to C-2 (Z-54-64)

Lots 27 through 32, both inclusive, Clark's Las Vegas Townsite.

FROM R-E to R-1 (Z-56-64)

All of the Northeast Quarter of Section 19, Township 20 South, Range 61 East, M.D.B. & M., lying East of the centerline of U. S. Highway No. 95, save and except the Westerly 660 feet paralleling the centerline of said U. S. Highway No. 95.

SECTION 2. All ordinances, parts of ordinances, chapters, sections, sub-sections, paragraphs, sentences, clauses or phrases contained in the Municipal Code of the City of Las Vegas, Nevada, 1960, in conflict herewith are hereby repealed.

ATTEST:

Edmund M. Cole
City Clerk

Oran K. Gragson
Mayor

The above and foregoing ordinance was first proposed and read by title to the Board of Commissioners on the 5th day of August, 1964, and referred to the following committee composed of Commissioners Whipple and Mirabelli for recommendation; thereafter the said committee reported favorably on said ordinance on the 19th day of August, 1964, which was a regular meeting of said Board; that at said regular meeting the proposed ordinance was read by title to the Board of Commissioners and adopted by the following vote:

VOTING "AYE": Commissioners Levy, Fountain, Whipple and Mayor Gragson

VOTING "NAY": None ABSENT Commissioner Mirabelli

ATTEST:

Edmund M. Cole
City Clerk

APPROVED:

Oran K. Gragson
Mayor