

CITY OF MERCED
Planning Commission

Resolution #3051

WHEREAS, the Merced City Planning Commission at its regular meeting of May 20 and June 17, 2015, held a public hearing and considered **Conditional Use Permit #1200**, initiated by BP Investors, LLC, property owners. This application involves a request to construct a 216-unit apartment complex in two phases on a 9.8-acre parcel located on the north side of Merrill Place (extended) approximately 1,200 feet east of G Street. This parcel is located within Residential Planned Development (RP-D) #61 and has a Village Residential (VR) General Plan designation; also known as Assessor's Parcel No. 060-030-039; and,

WHEREAS, the Merced City Planning Commission concurs with Findings M through P of Staff Report #15-11 - Addendum, with Finding N modified as follows below; and,

(New language underlined, deleted language ~~strikethrough~~.)

Finding N modified as follows (second paragraph)

Although the proposal includes on-site parking spaces that exceed City code requirements, the unique needs and parking demands of student housing are not addressed. The proposal provides 1.68 parking spaces per unit. As proposed the project consists of 1, 2, and 4 bedroom units with approximately 60~~36~~% of the units being 4 bedroom/~~4-bath~~ units (see table below).

NOW THEREFORE, after reviewing the City's Initial Study and Draft Environmental Determination, and fully discussing all the issues, the Merced City Planning Commission does resolve to hereby deny Environmental Review #15-07 and Conditional Use Permit #1200.

Upon motion by Commissioner Colby, seconded by Commissioner Padilla, and carried by the following vote:

AYES: Commissioners McCoy, Padilla, Smoot, Smith, Colby, and
Chairperson Williams

NOES: None

ABSENT: None (one vacancy)

ABSTAIN: None

PLANNING COMMISSION RESOLUTION # 3051

Page 2

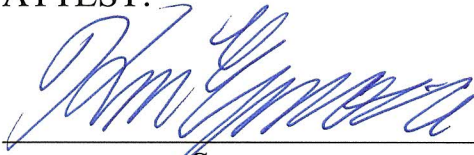
May 20 and June 17, 2015

Adopted this 17th day of June 2015



Chairperson, Planning Commission of
the City of Merced, California

ATTEST:



Secretary