

ORDINANCE NO. 15-5665

AN ORDINANCE AMENDING THE ZONE CLASSIFICATION FOR a parcel of un-platted land described as Section 5, Township 1 South, Range 25 East, being E ½ of Government Lot 1, a 38.83 acre parcel of land, generally located at 5640 Grand Avenue

BE IT ORDAINED BY THE CITY COUNCIL OF THE CITY OF BILLINGS, MONTANA:

1. RECITALS. Title 76, Chapter 2, Part 3, MCA, and Sections 27-302 and 27-1502, BMCC, provide for amendment to the City Zoning Map from time to time. The City Zoning Commission and staff have reviewed the proposed zoning for the real property hereinafter described. The Zoning Commission and staff have considered the ten (10) criteria required by Title 76, Chapter 2, Part 3, MCA. The recommendations of the Zoning Commission and staff have been submitted to the City Council, and the City Council, in due deliberation, has considered the ten (10) criteria required by state law.
2. DESCRIPTION That un-platted land described as Section 5, Township 1 South, Range 25 East, being E ½ of Government Lot 1, a 38.83 acre parcel of land, generally located at 5640 Grand Avenue is presently zoned **Residential 9,600 (R-96)** and is shown on the official zoning maps within these zones.
3. ZONE AMENDMENT. The official zoning map is hereby amended and the zoning for **the above described parcel** is hereby changed from **Residential 9,600 (R-96) to Public (P)** and from the effective date of this ordinance, shall be subject to all the rules and regulations pertaining to **Public (P)** as set out in the Billings, Montana City Code.
4. REPEALER. All ordinances or parts of ordinances in conflict herewith are hereby repealed.
5. EFFECTIVE DATE. This ordinance shall be effective from and after final passage and as provided by law.

PASSED by the City Council on first reading November 23, 2015

PASSED, ADOPTED AND APPROVED on second reading December 14, 2015.



CITY OF BILLINGS:

BY: Thomas W. Hanel
Thomas W. Hanel, Mayor

ATTEST:

BY: Billie Guenther
Billie Guenther, City Clerk

Zone Change #942- 5640 Grand Avenue