

# | Agenda Item | cover sheet

for consideration by the Apex Town Council

Item Type: CONSENT AGENDA

Meeting Date: May 9, 2023

## Item Details

Presenter(s): Allen Coleman, Town Clerk

Department(s): Town Clerk's Office

### Requested Motion

Motion to approve a Resolution of Intent for the closing of a right-of-way (ROW) on a portion of Burma Drive located South of Goodworth Drive and North of Pristine Water Drive and between two tracts owned by Apex Industrial Owner 3 LLC (See Survey Map Included); and to set a Public Hearing for Tuesday, June 13, 2023, following the required 30-day public notice period.

### Approval Recommended?

The Town Clerk recommends the Town Council approve the resolution of intent and schedule the public hearing for Tuesday, June 13, 2023, pursuant to North Carolina General Statutes 160A-299 and the Town's adopted Policy on Closing Public Rights of Way for Streets, Roads, and Alleys.

### Item Details

During the expansion of the Cash Corporate Center site in 2021, a bulb (e.g. cul-de sac) was created on Burma Drive for construction so the trucks could turn around in the street. . As part of receiving the developer receiving their Certificate of Occupancy, they dedicated some other ROW to the Town and the Town is abandoning the bulb portion of Burma Drive.

Essentially, this closure request is to correct an old plat that included a temporary cul-de-sac.

Transportation and Infrastructure staff worked with the developer of the Cash Corporate Center to address the turnaround removal and realign Burma Drive as previously constructed.

The Town's Technical Review Committee (comprised of many departments including transportation and infrastructure, planning, and public safety) all reviewed the submitted request and recommends Council consider this request.

### Attachments

- CN10-A1: Plat Map of Requested ROW Closure Area

- CN10-A2: Resolution of Intent to Consider the Requested ROW Closure Area
- CN10-A3: Policy on Closing Public Rights of Way for Streets, Roads, and Alleys

