



STAFF REPORT

MEETING DATE: January 14, 2025

TITLE:

Consider and act on the second reading of Ordinance No. 2024-49, of the City of Bastrop, Texas amending the Code of Ordinances, related to Chapter 14, The Bastrop Building Block (B3) Code, Article 6.3 General Lot Standards, Section 6.3.003 Building Placement (a)(3)(A) as attached in Exhibit A; and providing for findings of fact, repealer, severability, codification, effective date, proper notice, and meeting.

AGENDA ITEM SUBMITTED BY:

Submitted by: Kennedy Higgins, Senior Planner, Development Services

BACKGROUND/HISTORY:

This amendment seeks to allow residents or developments, to park in the area between the house and the street. Parking in the first layer is currently not allowed in the B3 code.

On October 30th, 2024, the Planning and Zoning Commission held a workshop that introduced some code amendments. On November 21st, 2024, the Planning and Zoning Commission held a public hearing on the same amendments from the previous meeting. The public hearing was held, members of the community spoke their questions and concerns, and the Planning and Zoning Commission recommended approval with a vote of 8-0.

POLICY EXPLANATION:

Bastrop Building Block (B3) Code Technical Manual

Per the technical manual table 1.4.001A Development Application Approval Process, a public hearing and recommendation from Planning and Zoning, and then another public hearing and decision from City Council is required for any text amendments.

RECOMMENDATION:

Consider and act on the second reading of Ordinance No. 2024-49, of the City of Bastrop, Texas amending the Code of Ordinances, related to Chapter 14, The Bastrop Building Block (B3) Code, Article 6.3 General Lot Standards, Section 6.3.003 Building Placement (a)(3)(A) as attached in Exhibit A; and providing for findings of fact, repealer, severability, codification, effective date, proper notice, and meeting.

ATTACHMENTS:

- Attachment 1: Ordinance No. 2024-49
 - Exhibit A- Redlined Changes
- Attachment 2: Memo Staff Report from P&Z