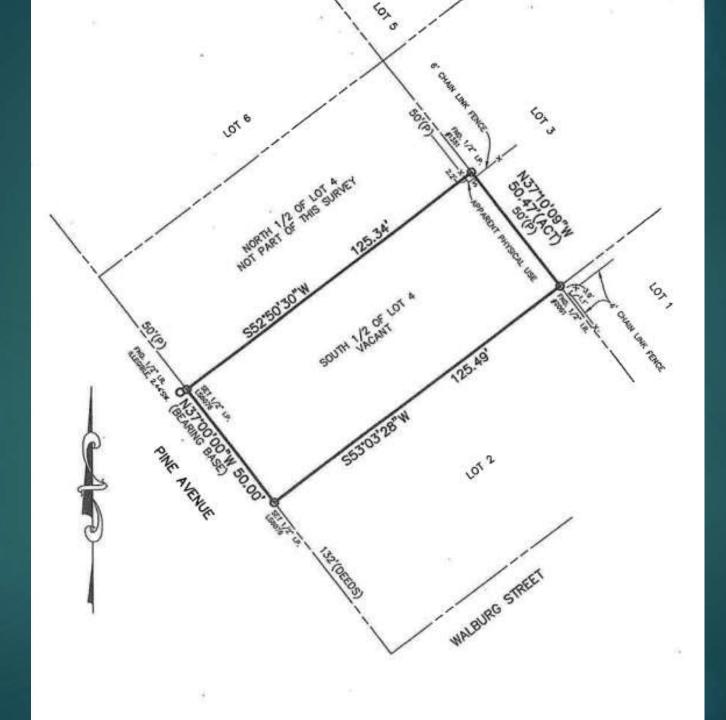
Small-Scale Future Land use map amendment and rezoning for parcel 017678-000-00 consisting of 0.14 acres for property located in the 600 block of N Pine Ave

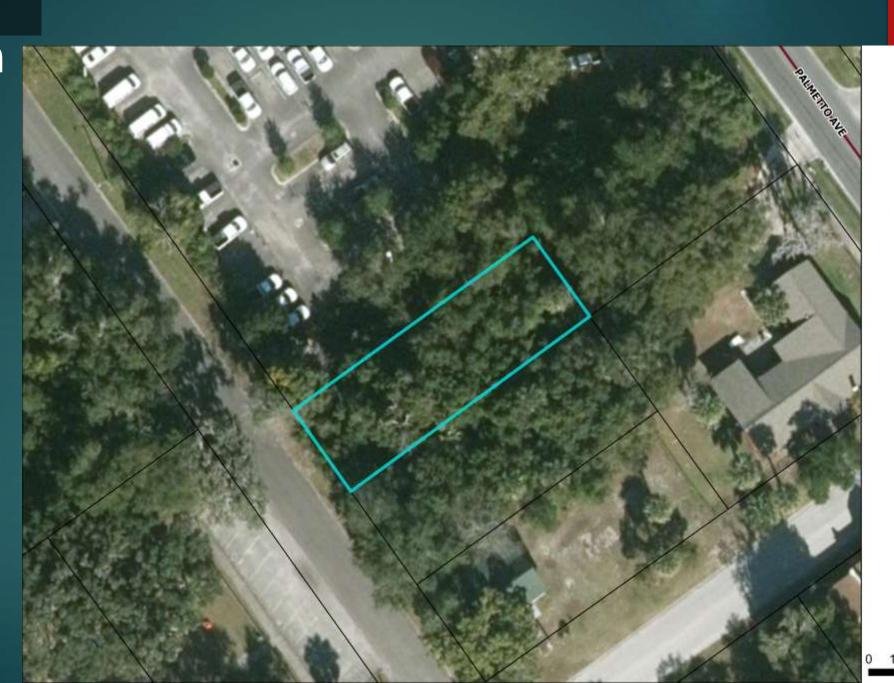
Property and Applicant Information

SUBJECT:	Request for a small-scall future land use amendment: From: Neighborhood To: and rezoning of parcel 017678-000-00 consisting of 0.14 acres for property located on N Pine Ave				
APPLICANT/AGENT:	Clay County Board of County Commissioners				
PROPERTY OWNER:	John Fagan				
LOCATION:	N Pine Ave				
ACREAGE:	±0.14 acres (Per boundary survey and legal description)				

Boundary Survey



Property Location





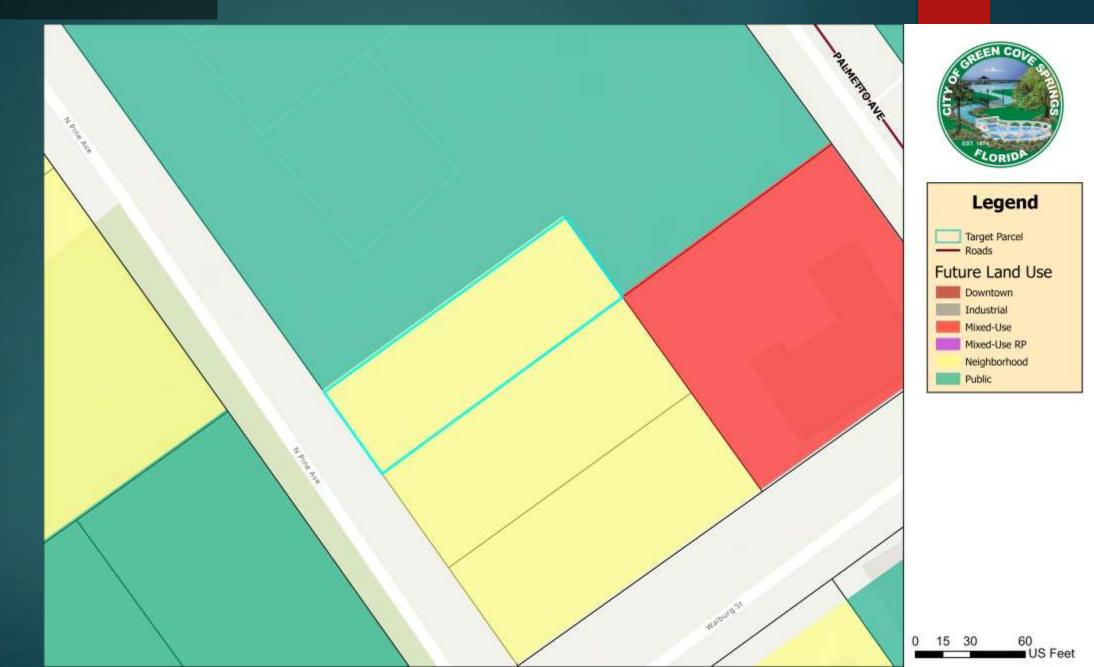


---- Roads

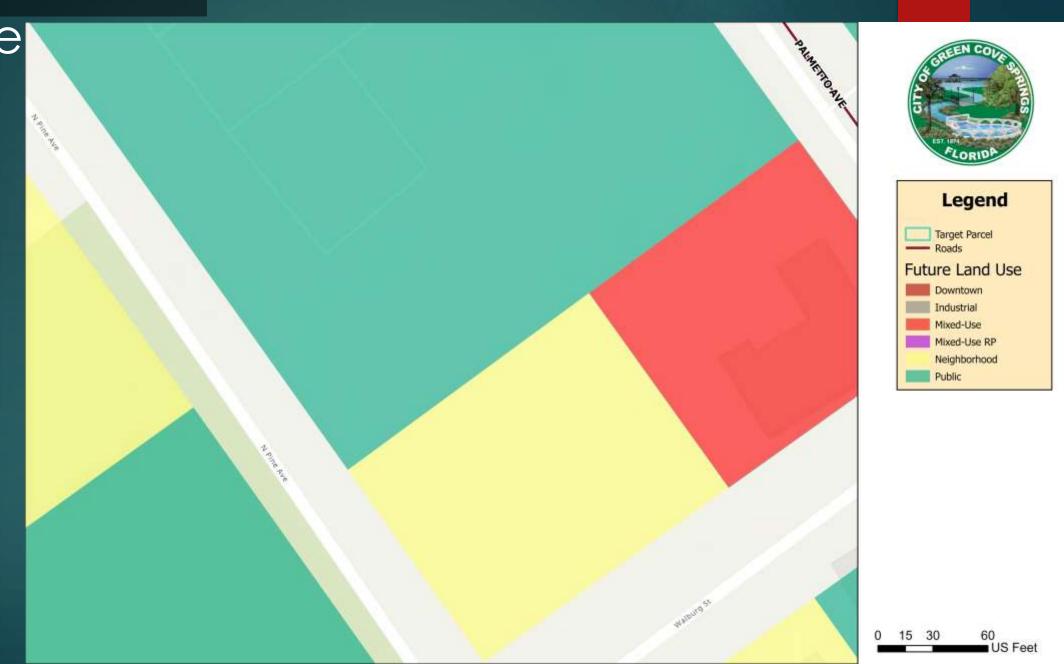
Target Parcel

Parcels

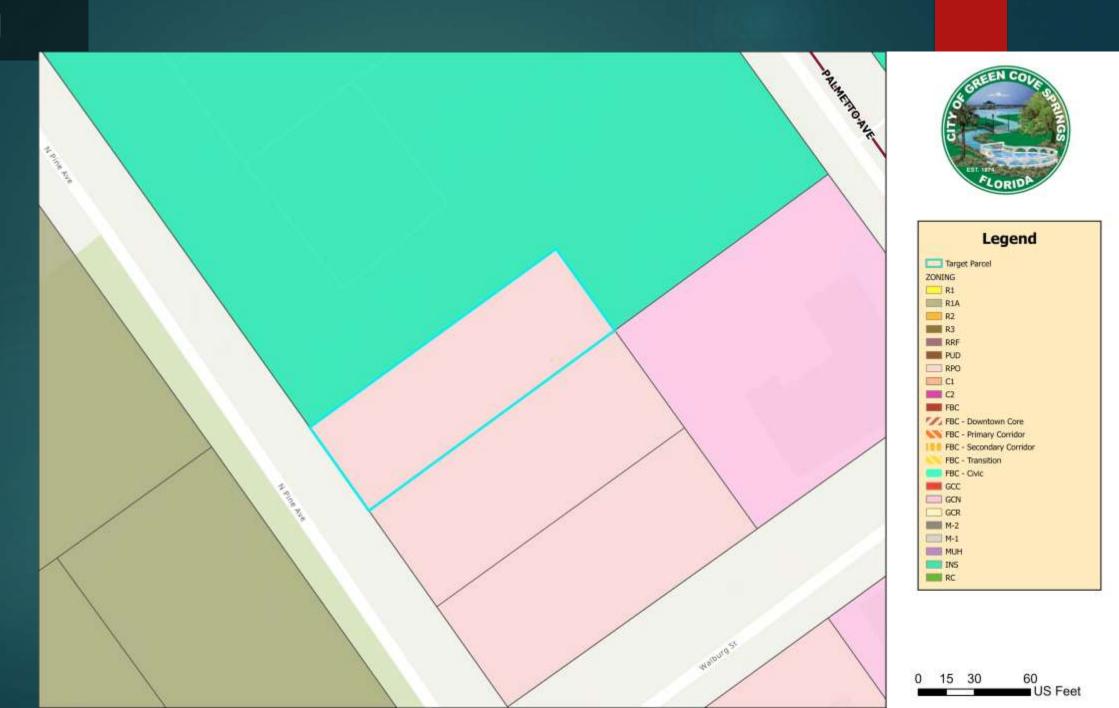
Future Land Use



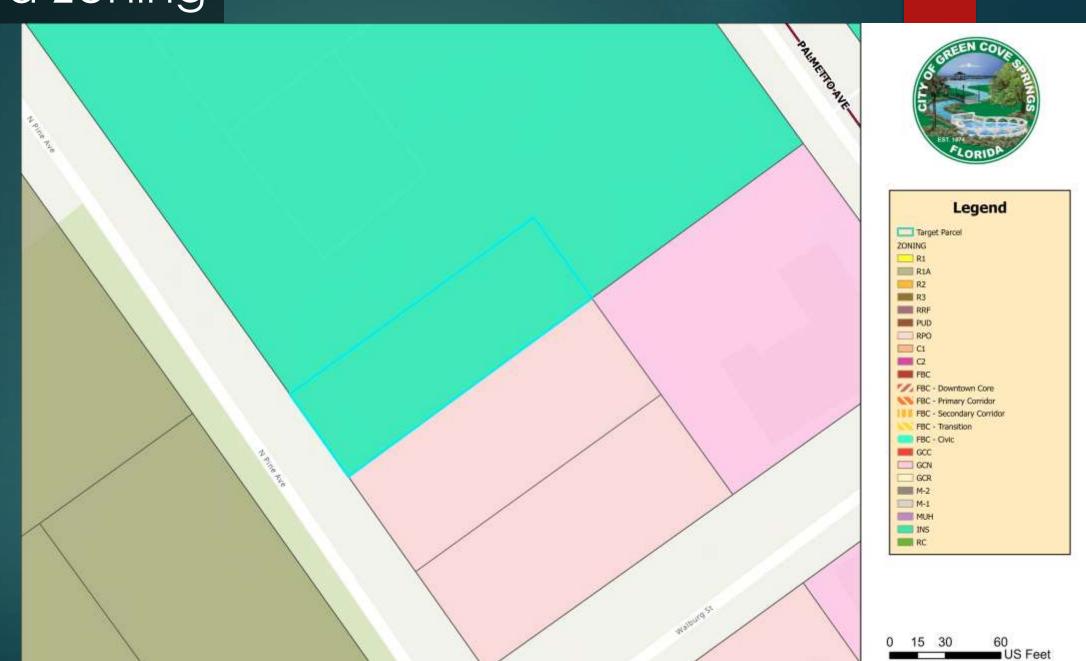
Proposed Future
Land Use



Zoning



Proposed Zoning



Compatibility

- Located adjacent to a parcel with the same FLU and Zoning.
- Property to the south is undeveloped.
- Augusta Savage Park is located across Pine Ave.
- The property will be used as an extension to the existing parking lot for Clay County.

Compatibility

- Screening and landscape buffering will be required along portions of amendment parcel abutting neighboring parcels and along Pine Ave.
- Access to the subject property shall be provided through the interior of the existing parking lot. Not along Pine Ave.

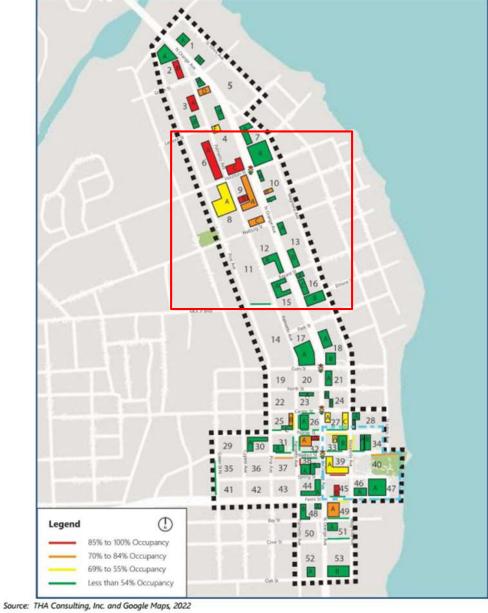
Transportation Impacts

Land Use ¹	Square Footage/ Dwelling Units	Daily		PM Peak	
(ITE)		Rate	Trips	Rate	Trips
General Office	1,875	1.9	21	1.9	2

Parking Impacts



Figure 5: Weekday Peak Hour Occupancy Heat Map by Location (1PM-3PM)



Staff Recommendation

▶ Recommend approval of first reading of ordinance O-03-2025, to amend the Future Land Use from Neighborhood to Public for approximately 0.14 acres of parcel 017678-000-00 for form and legality.

▶ Recommend approval of first reading of ordinance O-04-2025, to amend the Zoning from Residential Professional Office to Institutional for approximately 0.14 acres of parcel 017678-000-00 for form and legality.