



## Legislation Details (With Text)

**File #:** CB 118854    **Version:** 2    **Name:** CB 118854  
**Type:** Ordinance (Ord)    **Status:** Passed  
**In control:** City Clerk

**On agenda:** 12/16/2016  
**Final Action:** 12/21/2016    **Ord. No.** Ord 125233

**Title:** AN ORDINANCE relating to land use and zoning, expressing City Council's intent for implementation of Chapter 23.58B; amending Sections 23.41.012, 23.58B.010, 23.58B.015, 23.58B.020, 23.58B.025, 23.58B.030, 23.58B.040, 23.58B.050, 23.58B.060, 23.76.006, and 25.05.675 of the Seattle Municipal Code; and repealing Section 23.58B.035 of the Seattle Municipal Code.

**Sponsors:** Rob Johnson

**Indexes:**

**Attachments:** 1. Full Text: CB 118854 v2, 2. Full Text: CB 118854 v1, 3. Summary and Fiscal Note, 4. Mayor's Letter, 5. Director's Report, 6. Presentation (11/29/16), 7. Memo with Amendments (12/06/16) (Added 12/06/16), 8. Revised Amendment 1 (12/06/16) (Added 12/06/16), 9. Amendment Map (12/06/16) (Added 12/06/16), 10. Signed Ord 125233, 11. Affidavit of Publication

Date	Ver.	Action By	Action	Result
12/21/2016	2	City Clerk	attested by City Clerk	
12/21/2016	2	Mayor	returned	
12/21/2016	2	Mayor	Signed	
12/20/2016	2	City Clerk	submitted for Mayor's signature	
12/16/2016	1	City Council	passed	Pass
12/6/2016	1	Planning, Land Use, and Zoning Committee	pass as amended	Pass
11/29/2016	1	Planning, Land Use, and Zoning Committee	discussed	
11/7/2016	1	City Council	referred	
11/1/2016	1	Council President's Office	sent for review	
10/25/2016	1	City Clerk	sent for review	
10/25/2016	1	Mayor	Mayor's leg transmitted to Council	

AN ORDINANCE relating to land use and zoning, expressing City Council's intent for implementation of Chapter 23.58B; amending Sections 23.41.012, 23.58B.010, 23.58B.015, 23.58B.020, 23.58B.025, 23.58B.030, 23.58B.040, 23.58B.050, 23.58B.060, 23.76.006, and 25.05.675 of the Seattle Municipal Code; and repealing Section 23.58B.035 of the Seattle Municipal Code.

Legislative file content exceeds size limit and is attached.