

City of Carson City
Agenda Report

Mem # 8

Date Submitted: January 9, 2007

Agenda Date Requested: January 18, 2006

Time Requested: 30 minutes

To: Mayor and Board of Supervisors

From: City Manager, Planning Division, Parks & Recreation Department

Subject Title: Action to approve a Carson City Federal Lands Bill Map identifying the preferred alternative that will be used as the basis to create a Federal Lands Bill for Carson City consisting of proposed legislation to be considered by the U.S. Congress to allow for the exchange and/or transfer in ownership of lands owned by the federal government in Carson City.

Staff Summary: The Carson City Federal Lands Bill Map includes the identification of federally-owned lands and city-owned lands where ownership may be exchanged and/or transferred and used for public or private activities including, but not limited to, management of open space, parks and recreation, economic development, and public utilities and services. The recommended map has been modified based on comments at the Board of Supervisors meeting of January 4, 2007, to remove potential "economic development" uses, including housing, from "Parcel 30," located at 5th Street and Fairview Drive.

Type of Action Requested:

- Resolution Ordinance - First Reading
 Formal Action/Motion Other

Does This Action Require A Business Impact Statement: Yes No

Recommended Board Action: I move to approve the Carson City Federal Lands Bill Map to identify the preferred alternative that will be used as the basis to create a Federal Lands Bill for Carson City consisting of proposed legislation to be considered by the U.S. Congress to allow for the exchange and/or transfer in ownership of lands owned by the federal government in Carson City.

Explanation for Recommended Board Action: See attached memo.

Applicable Statute, Code, Policy, Rule or Regulation:

Fiscal Impact: N/A

Explanation of Impact: N/A

Funding Source: N/A

Alternatives: N/A.

Supporting Material: Staff Memo
January 4, 2007, Staff Memo
Map Summaries
Draft Maps