Office of the City Engineer

Los Angeles, California

To The Honorable Council

Of the City of Los Angeles

September 20, 2018

Honorable Members:

C. D. No. 12

SUBJECT:

Final Map of Parcel Map L.A No. 2015-2798

RECOMMENDATIONS:

Approve the final map of Parcel Map L.A No. 2015-2798 located at 8840 North Balboa Boulevard, southerly of Rayen Street and accompanying Subdivision Improvement Agreement and Contract with security documents.

FISCAL IMPACT STATEMENT

The Subdivider has paid a fee of \$14,064.00 for the processing of this final parcel map pursuant to Section 19.02(B) (3) of the Municipal Code. No additional City funds are needed.

TRANSMITTALS:

- 1. Map of Parcel Map L.A No. 2015-2798.
- 2. Unnumbered file for Parcel Map L.A No. 2015-2798.
- 3. Subdivision Improvement Agreement and Contract with attached security documents.

DISCUSSION:

The preliminary map of Parcel Map L.A No. 2015-2798 was conditionally approved by the Advisory Agency on September 21, 2016 for a maximum of 3 parcel single family home development.

The Advisory Agency has determined that this project will not have a significant effect on the environment

The conditions of approval for the parcel map have been fulfilled including payment of the Recreation and Parks Fee. Transmitted Subdivision Improvement Agreement and Contract with attached security documents guarantees construction of the required improvements. Upon approval by the Council, the final map will be transmitted to the County Engineer for filing with the County Recorder.

The expiration date of the tentative parcel map approval is September 21, 2019.

The owner and surveyor for this subdivision are:

<u>Owner</u> <u>Surveyor</u>

Rick Roussin

4277 Valley Fair

Simi Valley, CA 93063

Joel Silverman

22837 Ventura Blvd., Suite 100

Woodland Hills, CA 91364

Report prepared by: Respectfully submitted, Land Development & GIS Division

Dale Williams

Civil Engineer

Phone (213) 202-3491

Edmond Yew

Land Development & GIS Division

Bureau of Engineering

Elnarl Yaw