

CITY OF RIVERSIDE NOTICE OF PUBLIC HEARING

City of Arts & Innovation

YOU ARE INVITED TO ATTEND a Public Hearing before the City Council of the City of Riverside regarding the following items:

CASE NUMBERS: P18-0849, P18-0850, and P19-0512

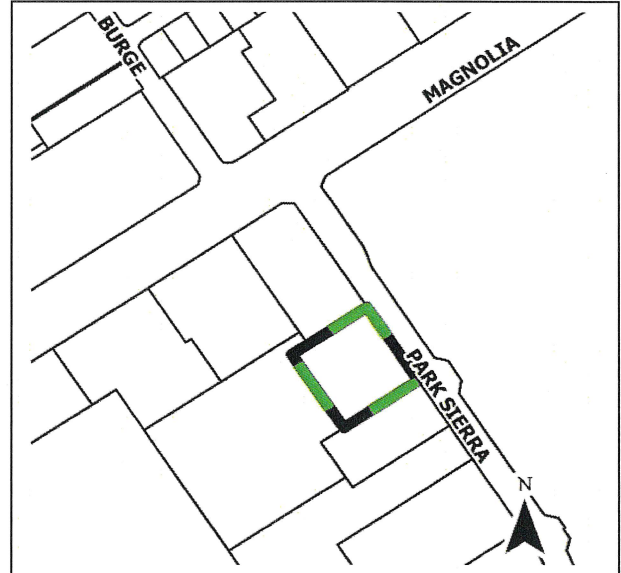
APPELLANT: Dave Gilmore of GRAE La Sierra, LLC

LOCATION: 3740 Park Sierra Avenue, situated on the west side of Park Sierra Drive between Magnolia and Diana Avenues

PROPOSAL: Appeal by David Gilmore of GRAE La Sierra, LLC of the Planning Commission's approval of the proposal by David Vanderzell on behalf of THVS Investments, LLC, for following entitlements: (1) conditional use permit for a dance studio, banquet facility, and entertainment, in conjunction with a Type 42 Alcohol License (On-Sale of Beer and Wine - Public Premises) within an existing 10,666-square-foot building; (2) variance to allow the on-sale of alcoholic beverages within 600 feet of a hospital; and (3) determination of public convenience or necessity to allow the on-sale of beer and wine in an over concentrated census tract.

ENVIRONMENTAL DETERMINATION: The Planning Commission recommends finding that the proposed project is exempt from California Environmental Quality Act (CEQA) review pursuant to Section 15301, as the project constitutes an Existing Facility.

Mail written statements to City Clerk, City Hall, 3900 Main Street, Riverside, CA 92522.



CITY COUNCIL HEARING

Art Pick Council Chamber, City Hall
3900 Main Street
Riverside, CA 92522

MEETING DATE: December 17, 2019
MEETING TIME: 3 p.m.

CONTACT PLANNER: Alyssa Berlino
PHONE: (951) 826-5628
E-MAIL: aberlino@riversideca.gov

COLLEEN J. NICOL, MMC
City Clerk of the City of Riverside

If you challenge the above proposed action in court, you may be limited to raising only those issues you or someone else raised at the public hearing described in this notice, or in written correspondence delivered to the City Clerk of the City of Riverside at, or prior to, the public hearing.

Dated, mailed, and published: December 3, 2019