

ORDINANCE NO. 102

AN ORDINANCE TO AMEND THE TOWN OF DAUPHIN ISLAND ZONING ORDINANCE TO
RE-ZONE A CERTAIN PROPERTY
(APPLICANT BRAD ELLISON)

THE TOWN COUNCIL OF THE TOWN OF DAUPHIN ISLAND, ALABAMA finds as follows:

1. A proposed amendment to the Dauphin Island Zoning Ordinance to re-zone a specific parcel of land was considered by the Dauphin Island Planning Commission.
2. The Planning Commission has recommended to the Town Council that the subject property be re-zoned.
3. The report of the Chairman of the Planning Commission concerning the re-zoning has been received by the Town Council and the Town Council has held a Public Hearing on the same after giving notice as required by law.

NOW, THEREFORE, BE IT ORDAINED BY THE TOWN COUNCIL OF THE TOWN OF DAUPHIN ISLAND, ALABAMA, AS FOLLOWS:

SECTION 1. That the Zoning Ordinance of the Town of Dauphin Island, Alabama be amended to re-zone the following described property from RM2 (1-6 units) & RM3 (1-10 units) to R1 (Single Family Residence).

METES AND BOUNDS: LOT 35 & 36 IN BLK F AS PER PLAT ENTITLED PLAT OF BLK F OF EXT OF ROYAL LAGOONS ADDN UNIT #1 TO 1953 S/D OF DAUPHIN ISLAND MBK 10 PG 164 #SEC 00 T9S R2W #MP53 01 00 0 013

METES AND BOUNDS: LOT 37 BLK F AS PER PLAT ENTITLED BLK F OF EXT OF ROYAL LAGOONS ADD UNIT #1 TO 1953 SUB OF DAUPHIN ISLAND AL MBK 10 P 164 ADD'L RPBK 3143 0840 05/87 #SEC 00 T9S R2W #MP53 01 00 0 013

METES AND BOUNDS: ALL OF BLK 6 REV PLAT OF BLK 4 5 & 6 BAYOU HERON ADDN UNIT 1 TO 1953 SUBDIV OF DAUPHIN ISLAND MBK 8 PG 225 #SEC 00 T9S R2W #MP53 01 00 0 013

SECTION 2. That the official zoning map of the Town of Dauphin Island be modified to reflect said zoning.

SECTION 3. That all other Articles and Sections thereof of said Zoning Ordinance remain in full force as originally adopted or subsequently duly amended.

SECTION 4. That this ordinance shall become effective following the posting as required by law.

ADOPTED AND APPROVED THIS 3rd day of March, 2020.

Jeff Collier
Mayor

Attest:

Wanda Sandagger
Wanda Sandagger
Town Clerk