#### 555 Liberty St SE Salem, OR 97301

# CITY OF SALEM



## **Staff Report**

File #: 20-180 Date: 5/26/2020 Version: 1 ltem #: 2.2b.

**TO:** Mayor and City Council

**THROUGH:** Steve Powers, City Manager

**FROM:** Peter Fernandez, PE, Public Works Director

### SUBJECT:

Dedication of Public Right-of-Way on Four Point Street NE.

Ward(s): Ward 5 Councilor(s): Ausec

Neighborhood(s): Northgate

Result Area(s): Safe, Reliable, and Efficient Infrastructure

#### **ISSUE:**

Shall Council adopt Resolution No. 2020-23 dedicating City property as public right-of-way on Four Point Street NE.

#### **RECOMMENDATION:**

Adopt Resolution No. 2020-23 (Attachment 1, Resolution and Exhibit A, Location Map) dedicating City property as public right-of-way on Four Point Street NE.

#### **SUMMARY:**

It was once a common City practice to reserve a one-foot strip of land as City property at the end of a street or along the side of a street when land was subdivided. These strips of land prevented adjacent property owners from accessing the new streets until they went through proper planning actions to develop their own properties.

A one-foot reserve strip described as Block A along the south side of Four Point Street NE was created with the Elk Park Subdivision Plat and recorded in 1976.

The property south of Block A is currently being developed through a City planning action, PAR-ADJ19-03, and the reserve strip needs to be dedicated as public right-of-way to allow access to the property from Four Point Street NE.

### **FACTS AND FINDINGS:**

Development is occurring on the property south of Elk Park Subdivision Plat. The dedication of Block A as public right-of-way will provide a necessary street connection for ingress/egress to Four Point Street NE. It will also allow the developer to continue forward with recording their partition plat, which is on hold until Block A is dedicated as public right-of-way.

Brian D. Martin, PE City Engineer

### Attachments:

- 1. Resolution No. 2020-23
- 2. Exhibit A Location Map