## CITY OF BONITA SPRINGS, FLORIDA ZONING RESOLUTION NO. 00- 01

A RESOLUTION OF THE CITY OF BONITA SPRINGS, FLORIDA, DENYING THE VARIANCE REQUESTS OF MAUREEN MERLAU, IN REFERENCE TO A RESIDENCE LOCATED AT 27270 ELAINE DRIVE, BONITA SPRINGS, FLORIDA (STRAP# 36-47-25-B2-00700.0050) TO PERMIT A 5' STREET SETBACK FOR AN EXISTING ABOVE-GROUND POOL AND DECK AND TO ALLOW AN EXISTING ACCESSORY USE CLOSER TO THE STREET THAN THE PRINCIPAL BUILDING; AND PROVIDING FOR AN EFFECTIVE DATE.

WHEREAS, applicant, Maureen Merlau, has filed a request for variances in the Residential Single Family District from a 25' street setback to allow a 5' street setback for an existing above-ground pool and deck pursuant to Land Development Code Section 34-2192 and a variance to allow an existing accessory use (above-ground swimming pool and deck) closer to the street than the principal building pursuant to Land Development Section 34-1174 (b)(3) on land located at 27270 Elaine Drive, Bonita Springs, Florida, as described on the legal description attached hereto as Exhibit "A"; and

WHEREAS, the Lee County Development Services Division has recommended denial of the applicant variance request, and the City of Bonita Springs Board for Land Use Hearings and Adjustments and Zoning Board Appeals has recommended denial of the applicant's request.

NOW, THEREFORE, BE IT RESOLVED by the City Council of the City of Bonita Springs, Lee County, Florida:

Section 1.

The request of Maureen Merlau referenced above is hereby

denied.

Section 2.

Pass

Effective Date.

This resolution will take effect immediately upon adoption.

DULY PASSED AND ENACTED by the Council of the City of Bonita Springs, Lee County, Florida, this 13th day of November, 2000.

**AUTHENTICATION:** Mayor APPROVED AS TO FORM: City Attorney Vote: Arend Ave Piper Aye Edsall Aye Wagner Aye Nelson Warfield Ave Aye

Date filed with City Clerk: 11-16-00

Aye

## EXHIBIT A LEGAL DESCRIPTION

Lot 5, Imperial Pines Subdivision, as recorded in Plat Book 35, Page 77, Lee County, Florida.