

	<div style="text-align: center;">AGENDA ITEM SUMMARY</div> <div style="border: 1px dashed purple; padding: 5px; float: right; margin-top: 10px;"> District Impacted <input type="checkbox"/> 1 = Anzolitto <input type="checkbox"/> 2 = Woolard <input type="checkbox"/> 3 = Boyd <input type="checkbox"/> 4 = Cisneros <input checked="" type="checkbox"/> 5 = Colvin <input type="checkbox"/> All </div>
AGENDA DATE	April 24, 2018
DESCRIPTION	CONSIDER ON SECOND READING ORDINANCE NO. 2018-12; AN ORDINANCE ANNEXING THE HEREINAFTER DESCRIBED TERRITORY INTO THE CITY OF BOERNE, KENDALL COUNTY, TEXAS AND EXTENDING THE BOUNDARY LIMITS OF SAID CITY SO AS TO INCLUDE SAID HEREINAFTER DESCRIBED PROPERTY WITHIN THE CITY LIMITS, AND GRANTING TO SAID TERRITORY AND TO ALL FUTURE INHABITANTS OF SAID PROPERTY ALL OF THE RIGHTS AND PRIVILEGES OF OTHER CITIZENS AND BINDING SAID FUTURE INHABITANTS BY ALL OF THE ACTS AND ORDINANCES OF SAID CITY. <i>(8.491 acres located at 45 Cascade Caverns Rd., KAD No. 24328, and a portion of Cascade Caverns Rd. at the request of Currey Creek Baptist Church)</i>
STAFF'S RECOMMENDED ACTION (be specific)	Approve Ordinance No. 2018-12; Annexing 8.491 acres located at 45 Cascade Cavern Road (KAD No. 24328) to include a portion of Cascade Caverns Road into the City limits at the request of Currey Creek Baptist Church.
DEPARTMENT	Planning and Community Development
CONTACT PERSON	Laura Talley
SUMMARY	<p>Currey Creek Baptist Church would like to expand their facility that is currently located on Cascade Caverns Road. Their existing facility is on a lot to the north which is in the city limits. They will expand into this lot which is currently in the County. In order to provide city utilities to the site, they are requesting annexation of this lot. It will also take in the section of Cascade Caverns Road in front of this property.</p> <p>Staff is supportive of the annexation.</p>
COST	
SOURCE OF FUNDS	
ADDITIONAL INFORMATION	

This summary is not meant to be all inclusive. Supporting documentation is attached.