## **PUBLIC NOTICE**

## Administrative Design Review Case No. PDR 1925466

The Director of Community Development will render a final decision on or after <u>March 16, 2020</u>, for the following project:

To construct a 10 square foot front entry addition, a 307 square foot ground level rear addition, and a 422 upper level rear addition to an existing two story, 1,515 square foot, single-family residence (constructed in 1951), with an existing attached two-car garage on a property approximately 5,610 square foot lot, located in the R1 (FAR District II) Zone.

Project Address:

2752 Sycamore Avenue

Case Planner:

**Dennis Joe** 

PLANS AND REPORT AVAILABLE FOR REVIEW: All files related to the case, the project plans, and a report with analysis of the project, including a staff recommendation, are available for review in the Planning & Neighborhood Services Division Office, located at 633 E. Broadway, Room 103, Glendale, between the hours of 7:30 a.m. and 5 p.m.

The plans and report are also available online at: <a href="http://www.glendaleca.gov/planning/pending-decisions">http://www.glendaleca.gov/planning/pending-decisions</a>

**QUESTIONS OR COMMENTS:** Please contact the case planner, Dennis Joe, at (818) 937-8157, or send an email to <u>djoe@glendaleca.gov</u>.

Comments must be received prior to <u>March 16, 2020</u> in order to be considered by the Director.

**DECISION:** A decision letter will be posted on or after the date listed above and may be accessed online at: <a href="http://www.glendaleca.gov/planning/decisions">http://www.glendaleca.gov/planning/decisions</a>.

You may also request notification of the decision when the decision is rendered. Should you wish to file an appeal of the decision, the appeal must be filed within 15 days of the date of the decision as shown on the decision letter. Appeal applications are available in Permit Services, 633 E. Broadway, Room 101, Glendale, CA 91206.

City of Glendale Community Development Department 633 East Broadway, Room 103 Glendale, CA 91206