

PUBLIC NOTICE

Administrative Design Review Case No. PADR-000694-2022 Pending Decision

The Director of Community Development will render a final decision on or after **April 24, 2023**, for the following project:

To add a total of 790 square feet at the front of the existing 1,840 square-foot one-story, single-family residence (built in 1946) and a new attached, two-car garage on a 9,261 square-foot lot, located in the R1R - I zone (Restricted Residential - Floor Area Ratio I).

Project Address: **1055 SHERLOCK DRIVE, GLENDALE, CA 91201**

Case Planner: **AILEEN BABAKHANI**

ENVIRONMENTAL DETERMINATION:

Exempt from CEQA review as a Class 1 "Existing Facilities" exemption pursuant to Section 15301 (e)(1) of the State CEQA Guidelines, because the proposed addition to the existing structure will not result in an increase of more than 50% of the floor area of the structure before the addition.

PLANS AND REPORT AVAILABLE FOR REVIEW: All files related to the case, the project plans, and a report with analysis of the project, including staff recommendation, are available for review online at: <http://www.glendaleca.gov/planning/pending-decisions>

QUESTIONS OR COMMENTS: You may contact the case planner, Aileen Babakhani, at **(818) 937-8331**, or send an email to ababakhani@glendaleca.gov if you have questions or to express an opinion about the case.

Comments must be received prior to **April 24, 2023**, 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: <http://www.glendaleca.gov/planning/decisions>. 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 online at: <http://www.glendaleca.gov/appeals>.

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