

City of Coral Gables City Commission Meeting
Agenda Item F-1
November 14, 2023
City Commission Chambers
405 Biltmore Way, Coral Gables, FL

City Commission

Mayor Vince Lago

Vice Mayor Rhonda Anderson

Commissioner Melissa Castro

Commissioner Ariel Fernandez

Commissioner Kirk Menendez

City Staff

City Attorney, Cristina Suárez

City Manager, Peter Iglesias

City Clerk, Billy Urquia

City Planner, Jennifer Garcia

Public Speaker(s)

Judy Carty, Board of Architects

Agenda Item F-1 [2:37 p.m.]

Community presentation regarding enhanced Mediterranean design requirements.
(Sponsored by Vice Mayor Anderson)

Mayor Lago: Madam Vice Mayor, your item is Agenda Item F-1, community presentation regarding enhanced Mediterranean design requirements. Thank you for your hard work over the last few months, along with our Chair of the BOA and staff who has been working very hard on this. I just wanted to give you credit, because I know you've been working on this for some time and I appreciate this pretty impressive presentation that you've put together for us today, all of you. Thank you.

Vice Mayor Anderson: Many months – all summer. It's a summer project and then the Board of Architects we've met with three or four times.

City Planner Garcia: Three times.

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Vice Mayor Anderson: Three times – a couple of hours at least each time. So, thank you for coming here. Appreciate your time and I figured if anybody could explain it the best, it would be you.

Ms. Carty: Probably Jennifer, but okay, I'll take the second.

Vice Mayor Anderson: Yes. I started working on zoning issues, the conceptual design right after I was elected, June 14, 2021, workshop or Sunshine meeting and eventually we had the Blue-Ribbon Committee and came out with a conceptual design, and at least at that point narrowing the scope of the Mediterranean ordinance design standards to Mediterranean and no longer other styles. So, you've had now a couple of years roughly with conceptual design as an option and you've touched upon that here and I'm going to let you go ahead and lead the presentation since you worked so hard on this.

City Planner Garcia: Sure. The PowerPoint please. So, these are some proposed in the works changes to the Mediterranean design of our zoning code. So, our zoning code, specifically the Mediterranean ordinance, has been changed numerous times. I think it's about 15 times since the 1980s when it was first adopted. Some changes are very, very minor, as far as eligibility, the area that would be expanded to be able to have Med Bonus was very minor. The maximum height was big changes, also been changed about 15 times. The last time it was changed in 2022, when we required, not required but we provided the conceptual review design, as well as require the Mediterranean style or Level 1 Med Bonus. So, I just want to run through this really quickly. Right now, our current standards are set up in a pre-table organization. The first table, applicants are required to satisfy all the requirements that apply to them, such as architectural relief elements at the street level, landscape open space area, but there are some that don't make a lot of sense as far as mentoring in architecture, like bicycle storage, porte cocheres. There are some things that don't really apply to an applicant. Meaning to say, if they comply with all of the required centers for Table 1, then they get an extra story, any extra point to FAR. Right now, it's not being changed. We're not changing the amount of development rights any property can have, we're just looking at changing that criterion. Table 2 is the most pick and choose a la cart table, so residential use MF2, 3 or MF4 districts, you have to satisfy twelve qualifications and mixed use you will be required to qualify 8 of the 12 requirements. They get an additional one-story or two-stories, if it's an MX3 or MX4 property, an additional point 3 FAR. Table 3 is the other development option. This is kind of an odd table. This is where the one point for the FAR for the CBD to not require parking...as well as the residential density bonus is in Table 3. Today, we only have eight historic buildings – they are all historic, but eight buildings are designed in the 1920s that we have this precedent

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where architects take advantage to look at the massing and the scale and the details of these buildings to use in their proposed buildings. And there is also, as far as a handbook, there are also architectural standards in Appendix C. This is the Mediterranean Village, now known as The Plaza. This is their form-based code section of our zoning code, and it has a lot of good diagrams and information to design very classical, traditional architecture, and that's what created what we know today as The Plaza, not the massing, not the scale of it, but really the architecture features you see on The Plaza. Additionally, we have a Mediterranean Design Resources page @coralgables.com/MediterraneanDesign. On this page, you'll find how the Med Bonus works in our zoning code, direct links to the section of the zoning code, as well as all the files, all the drawings of these eight precedent buildings that we have. We also have a Best Practice manual that we have available that show how to utilize the Mediterranean design standards and how to apply them to any proposed building. Images from the Best Practice Manual that's found on that website. So proposed changes. We've been working on this during the summer. We met with the Board of Architects three times so far. Our first meeting was back in early October. We talked about the prerequisites in Level 1 and Level 2. We talked about mostly recently the precedents last week. So here we are today, just as a community presentation to let the Commission know, as well as the community know what's in the works, as far as what we're hoping to move forward with. We haven't started the adoption process yet, the Planning and Zoning Board, obviously, and City Commission for two readings. We haven't started that yet. This is kind of the tail end kind of a show and tell what we're up to right now.

Ms. Carty: So, the meetings that we had with the board were intensive. We were sort of presented with potential changes and then we had lengthy discussions. And as you know, there's no nine architects will ever agree on anything, right. So, I don't want to present this as unanimous necessarily, but this is what sort of came out of the discussions, and I think for the most part everybody was fairly in agreement with what was being proposed here. So, the main intent was really to assist us in being able to evaluate the criteria for the Med Bonus. I will tell you that I think we believe that the additional one-story and additional FAR is something that we should all support in return for Mediterranean buildings, right, throughout the city. So, it's something that everybody strongly supports. So, this is just a summary. Some of it was just moving elements around to make it clearer and make it a little bit more robust. I think that there's a couple of things though that I'd like to just focus on. You should absolutely review the specific changes one by one. I don't think we have time to do that here. One of the key things is reviewing the BOA at a conceptual level – coming to the BOA for conceptual review. And I think one of the challenges that we have on the board is that we get projects that are pretty well cooked, right. And so, to real that back is an extremely difficult thing to have happen. And so, when somebody comes in at a

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conceptual level, I think the discussion is a lot more palatable to both developers and ourselves, in terms of being able to change maybe some of the fundamental planning aspects of the actual building. So that's a great thing. One sort of parenthesis to that is, should it be noticed, because I think it's very helpful for us if there are objections from the community that those come in early and that everybody knows about them. Really difficult, I would say for everybody developer and us and probably the whole city when you get an objection that comes after we've seen it four or five times. So, that's something that maybe should be considered that even though we're seeing it conceptually everybody should know that that meeting is taking place. So that's one thing. And then the other thing that we did was, we expanded the list of precedents. Now, I caution you unless only because now we are going outside the City of Coral Gables for these precedents. We didn't feel that the ones that were originally included, we kept all of those, I think.

City Planner Garcia: San Sebastian.

Ms. Carty: San Sebastian. Not everybody agreed that that should be ejected, but it was. But I don't think we have a wide enough range, particularly in high-rise buildings within the city itself, and so that's why we wanted to go outside, and we can show you all what we're proposing as a group here. So, the tables are being renamed. Instead of Table 1, we're calling it Prerequisites. That doesn't change anything, they are still prerequisites. I think this makes it clearer what they are; and then Bonus Level 1 is clearer certainly than calling it Table 2; and Bonus Level 2, Table 3. As Jennifer said, none of the criteria changed in what you can get. It's more just sort of what needs to occur within it. So, as you can see, all of these precedents are currently within the City of Coral Gables. Now, this is the listing of what we are proposing be added. Some of them are still within the city. Some are within the greater immediate area. Some go wider within Florida, and some are even out of the country. So, you can see – and then some of them are chosen also because they are also Coral Gables architects. So, there was sort of a wide criteria range, and the board was asked to sort of select and a lot of us gave suggestions for this.

Mayor Lago: Madam Chair, if I may, to understand. What was the hesitation before, because I think this is wonderful. I think highlighting properties that are outside of our city boundaries, especially when you're talking about masterpieces, for example, like the Breakers Hotel. That was my dad's first job.

Ms. Carty: Really.

Mayor Lago: At Breakers valeting cars. Miami Senior High, it's a gem, the Freedom Tower is a gem, Miami Beach City Hall is a gem. I don't know the U.S. Post Office, but it looks beautiful from here.

Ms. Carty: We can keep going. Obviously, this probably should have always been included, and even these, you know, the Don SeCar is a perfect example. So, you can see Santa Barbara City Hall. Sorry.

Mayor Lago: The National Bank of Boston is a great example.

Ms. Carty: Exactly.

Mayor Lago: Beautiful example.

Ms. Carty: Right. So, I think it helps to focus on those for a second, and I'm hoping that nobody objects, right, to widening that range. I think it's really helpful for us on the board to have other projects to sort of indicate as good examples. So that is an extremely brief summary of what has occurred with a lot of work from a lot of different individuals, and I don't know if you all have any comments, any concerns.

Commissioner Menendez: I agree. I think this is phenomenal and I love the precedents, the examples. Not being an architect, not knowing the process, I can see we would encourage going forward once this is all implemented for developers and architects on any project to use these examples as inspiration or as models of going forward. How can we perhaps it's part of the presentation. How can we tie future projects to these examples? If someone told me, we'd like you to create a video for such and such, but here's some examples of videos done before. I would like developers and architects to say, okay, let's try to recreate the Breakers Hotel, is that something we're going to encourage?

Ms. Carty: We've always had precedents, right, and so the complication that we have with those precedents and it's going to exist with these, is that people try to use it as a menu, right, so you say, okay, I'm going to take this piece of this one, and this piece of this one, and this piece of this one, and then you get something that really doesn't make any sense, right, as a holistic architectural style. Because all of these have a slightly different nuance in terms of the general style. That's going to continue to happen. I think by widening it, it just allows for more inspiration for architects to use, and I'm hoping the inspiration will be in a general manner, not in specifics – you know this balcony, this...

Commissioner Menendez: I agree with you. I'd love for somebody to say this project was inspired by – to truly know that they actually were inspired and truly know that they took all the work that you did into consideration going forward.

City Planner Garcia: So right now, the zoning code lists those eight buildings that we have right now, City Hall, the Biltmore, it has those eight buildings. This is going to add on ten or so buildings that they would have to study, use the precedent, say the massing and the future of it, and show in their submittal to the Board of Architects how they are using those features in their own proposed building.

Commissioner Menendez: Is that required now or is that something we want?

City Planner Garcia: Yes. It is required now, but right now they really only can have the Biltmore as far as a large building.

Vice Mayor Anderson: One of the things I know that we talked about with the Board of Architects and the language was really originated by the Board of Architects is the word cohesive. You have to have a cohesive style. You're not going to make something that doesn't make sense and take a little piece of this one and clashes with the next one. It has to be a full design and it has to be holistic. So, this has been definitely a labor of love to make this happen. It's not going to make it easier for someone to get the Med design, and I'm saying design because Med required areas of our city and then there's Med can get a bonus, but I think we'll have better projects, because the definition is not going to be what they call that wallpaper type of a Mediterranean design where you lack the fenestration, or you lack the detail. It's like imaging this door here without all the molding cut out and depth, instead of a piece of wallpaper. It's not going to look real. It's not going to look good. So, we'll do a better process here. I do have a question for the City Attorney, because we talked about the conceptual review and making it mandatory and to do it with notice. For everybody to have time to study and ask questions about all the details in the proposed changes here, it's going to take some time, but it's not so hard to say, listen, I'd like conceptual review to be mandatory and I'd like it to be done with notice so the Board of Architects can here the comments of the public earlier and sooner rather than later. Can we take that out separately and draft a separate ordinance to require that.

City Attorney Suarez: We can certainly take out a piece of this separately, but I would like some time to kind of review and digest that requirement of conceptual review and the notice and all of that. So, if there's a part of this that you would like to parcel out, certainly, parceling it out is fine, but this is the first time I have seen these changes, so I don't want to opine yet on the legal sufficiency.

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Vice Mayor Anderson: Yes. We do have the optional conceptual review now. We're just talking about making it mandatory, because the discussion with staff I'm sure is not going to be 15 minutes on understanding all these changes for each one of these.

City Manager Iglesias: I have a concern about notice, because this is a Board of Architect, it's an aesthetic board. The board meets every Thursday for quite a number of hours and what we've asked of the board is to do their best job from an architecture perspective and from an aesthetic perspective, and just like Planning; Planning should be looking from a planning perspective and what Planning and the Board of Architects should do, I think is, to come up with what is conceptual from a Planning and Board of Architects perspective, an ideal solution for that piece of property. I am concerned about turning that into a different kind of meeting than what it is. It's an aesthetic meeting. It's not – there's nine architects. It's a very qualified board and just like Planning, I've always asked Planning, give me your planning solution, give me the solution as a planner what you think is best for this project; and I am concerned that we are staying away from that and going now to a different kind of board instead of Planning and Zoning, Planning and the Board of Architects being two different areas that provide what they feel is the best solution for a particular project and for our city.

Vice Mayor Anderson: I'm not concerned about it because we currently do it, and people do come and speak, but they come and speak at a much later point in time. It's much easier to address these concerns early on. You can deal with the massing, you can deal with the impact on the community, you can understand better the traffic concerns, etc., that exist in the area, and try to ameliorate some of those concerns. But we already have residents coming and speaking before the Board of Architects and like the Chair said, she'd rather hear it earlier in the process than later, because after you've already had four or five or six meetings, hearing the concerns of residents and changing the building at that point is very difficult.

City Manager Iglesias: Residents speak at the beginning of the meeting, Vice Mayor, they don't speak as projects go on. And so, if we want to change that, that's a different concept of the board than what we have now. I think it's a different dynamic for that board also.

Commissioner Fernandez: I think part of the conceptual review process could be that comment, in fact it's a conversation that many of the developers have been having recently is, they prefer to get the input from the community beforehand so that they can make changes to the projects before its "cooked" as you were saying. I think this may be the place where you can bring in that input to the Board of Architects where they can say look,

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these are concerns that are being brought up from the community – yes, some of these are valid, no, they’re not, but it can help shape the project where when it goes to Planning and Zoning, goes to the Board of Architects for the final approval, a lot of those things have already been worked out. It’s a concern that many people bring up. We went through the process and then at the last minute we were asked to make changes. We made those changes, and those changes didn’t work for the other board. So, it’s easier to work these things out earlier than later.

City Manager Iglesias: But Commissioner that is – zoning issues are not issues for the Board of Architects.

Vice Mayor Anderson: Mr. Manager, I’m going to stop you right there for a moment, because it’s a disservice to those who are applicants. There were too many times that I’ve seen where projects got slammed, and if the conceptual review process had the neighborhood input earlier on, we would have saved these developers a lot of money. They would have heard the concerns. They would not have to start over from scratch. There’s a number of projects that have had to do that in our area. It’s always better to get the comments early on than after you’ve already spent hundred thousand, two hundred thousand dollars on architectural fees and design.

City Manager Iglesias: And I agree with you, Vice Mayor. The developer should meet with the residents, but they shouldn’t meet with the residents as they design the building. The Board of Architects is not there to say, you can go 90 feet instead of 80 feet, or 80 feet instead of 90 feet. That’s the developer’s should meet with the adjacent property owners and the property owners in general as part of what they are proposing, but I don’t believe that our Board of Architects should be acting as a zoning element for projects.

Vice Mayor Anderson: Its not a zoning element. Its getting the input from the residents. Do they like the building. Is it too modern? – Is it not?

Ms. Carty: Sorry Peter, could I make a clarification. I think it’s even more in terms of like location of loading dock, right, and how you enter a building. It’s more on the small scale. I’m not really talking about whether it should be 90 or 100, that’s not really it. It’s more like how do you step it down, right, in areas maybe and you still get the right amount of massing, you know how do you enter it. Where’s the loading dock? – maybe it shouldn’t be in front of that smaller building on this side, maybe it should be on the – it’s not the big picture.

City Manager Iglesias: You know what's adjacent to the building. You know where it's located. That information all nine architects have all that information for you all to deal with. There is nothing there that you don't know.

Ms. Carty: No. It's only a matter of once you've organized a building, right, in terms of a design, it's much harder to undo when it's taken to a much further stage.

City Manager Iglesias: But that's a conceptual design issue. I'm not talking about conceptual design. That is something that any developer or any architect can do now, and I think it's a great idea. I'm talking about dealing with zoning issues and input at a level where I think it should have been done before. That should have been done by the developer as the building is being developed, not come to the Board of Architects. What you're talking about is conceptual design, which is fantastic. It's great to bring a project in early and get the comments from the Board of Architects for all those design concepts. Those are design concepts. That doesn't deal with resident input which is something different. It should be done before this project gets to the Board of Architects.

Vice Mayor Anderson: Alright. Well – we understand your position. I still want to bring this in December.

City Manager Iglesias: My position is from having been involved in the design for many years in the private sector and from a conceptual point of view, I think it's fantastic. The board gets to see it ahead of time, before the projects are done. A complete project is a terrible time to bring to the Board of Architects. However, dealing with zoning issues, those kinds of issues, that should be done at a different level before it gets, actually before it gets to conceptual design that should be taken care of.

Mayor Lago: Vice Mayor.

Vice Mayor Anderson: Yes.

Mayor Lago: So, moving forward in regard to this item. Like I said before, I think you've done an incredible job with staff and with the board. I also understand the City Manager's comments, because you're going to have, for example, having dealt with the board on multiple occasions. These are individuals that are not being paid, they are doing this for love of city, for their career, obviously their craft. They only have so many hours in a day to do this. If you get into a situation where you are having a discussion on height at the BOA, the Chair is going to look at you and say, we are grateful for your opinion and we'll write it down, but we're not really discussing height here that's a zoning issue, setbacks.

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You're talking about aesthetics, how the building looks and what it should look like. So, I understand what you're saying on that issue. What would you like to do, Madam Vice Mayor.

Vice Mayor Anderson: Well, the point was to present it and just highlight for you that this was a unanimous request from the Board of Architects.

Commissioner Menendez: Mine is quick and I agree with the Mayor, by the way. My concern is a shared concern. It seems to me there were two different conversations going on. One is getting things to the DRC early, so that we can avoid head-on collisions.

Vice Mayor Anderson: Not DRC.

Commissioner Menendez: No, no, but we talked about...

Vice Mayor Anderson: Conceptual review.

Commissioner Menendez: Yes – review. I agree. I don't want head-on collisions that we've had in the past and we look at it and we try to figure out why this happened, because it wasn't addressed early on. I also think what happened was the system became such that people moving their projects through felt that that was the rules of engagement. Just move it forward and then it will get resolved at the Commission level, and then the community gets upset, everybody gets upset and we're here till 2 in the morning trying to put "Humpty Dumpty" back together again and it's impossible. So, the earlier that we can get things addressed and the community involved, I think that's the better. The reason why I have my reservations or concerns about the Board of Architects making decisions using criteria that the Planning and Zoning Board would do is, not that they can't handle it, because based on experience it created a lot of confusion in the community.

Vice Mayor Anderson: So, I'm going to stop you right there, because the premise is flawed. You are assuming they are making Planning and Zoning Board decisions. They are not. They are doing simply conceptual review. The zoning is the zoning. The zoning that's being applied for is the zoning that's being applied for. It assumes that the zoning is approved. It has nothing to do with zoning.

Commissioner Menendez: And my point was using criteria that are exclusive in the realm of the Planning and Zoning Board.

Vice Mayor Anderson: No. No. This does not say anything about zoning.

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Commissioner Menendez: No, I'm not saying – say in the past, residents have gone to the Board of Architects meeting requesting or requiring certain things that only the Planning and Zoning Board would address and vote on, and it's created a little bit of confusion. The community asked what the role of one board is versus the role of the other. And I'm not saying they can't handle it, but I'm trying to avoid just like you mentioned a head-on collision with projects going through without proper review or community involvement. I also want the community to totally understand what the Board of Architects is assigned to do and what it can consider and what the Planning and Zoning – we can't muddy the waters, because that's when people say, oh the government is doing whatever they want, that's because they don't quite know where the line is drawn.

Commissioner Fernandez: So, to answer your point. The School Community Relations Committee had that issue that people were coming in, basically thinking we were the School Board, and we were going to be able to take action on things. So, prior to opening up for public comment, what we read was the resolution that created the School Community Relations Committee giving the scope of the board, and it really helped. We limited the number of people who were coming into advocate on behalf of a specific issue that was school related, and they were more focused on these issues. That might be something that is a simple fix. All you have to do is read the purpose of the board into the record. These are the issues that were going to be addressed today, nothing dealing with Planning and Zoning and that may ameliorate the situation.

City Attorney Suarez: Mayor, if I may. I think that that's done already. I know you read your opening statement at the beginning of every meeting, and you say this is a design review board and there is some of that that already happens. And there are reminders throughout the meeting as well to the board and the public that the purpose is not to review the planning and zoning elements of the project.

City Manager Iglesias: And if conceptual review is going to affective, you need to have community involvement first, then conceptual review, so that Board of Architects can take care of all the nuances of creating a good building from a working, from an operational perspective and from an aesthetic perspective. So, not the other way around. Not go to the Board of Architects and do community involvement. That community involvement should be done before the conceptual level with the Board of Architects so that what is brought in is something that has merit and has a chance to move.

Mayor Lago: I think what we have. This is just my two cents and take it back to the Vice Mayor so she can give us a path in moving forward. But this is simple, and Commissioner

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Menendez just touched on it for one moment. In the past, you had certain developers that come to the Commission they count votes in regard to a project, and I think what ends up happening is that there is confusion in regard to whether certain things will be approved or not at Commission. I'm very clear in regard to where I stand on projects and where I've stood on projects and proposed increases in height, but there hasn't always been that clear direction. But what ends up happening is they think that they can circumvent the process, in a sense of zoning change. So, they are presenting a project increasing the height of Miracle Mile, the parking garages on Andalusia that's been worked on for years and millions of dollars were spent on projects like that, and there isn't a very clear direction moving forward. So, what ends up happening is they go to these boards, the actual structure does not fit the code as the prescribed code or they would address it Commission, address it at Commission. Obviously, you have to address it at Commission. You have to get our vote, a majority vote to be able to have that new zoning apply to the project. So, I think that's something else that has to be addressed. I think that for a long time the Mediterranean Bonus was a little loose in regard to the way it was applied, and in certain projects it was done in the right way, but the bonuses that were applied to that project, in my opinion, were a little bit too significant, that's why I voted no. Case in point, the Agave Project. I think the Med Bonus was applied and certain points of it very well. The products that they used were probably very well, but the height was too much that's why I voted no on the height component on it. So, I think that we have to attack it from all sides and say, it's not just the resident input. Resident input is important. I'll give you an example. The project in front of Nordstroms, we had multiple meetings with the residents. We had Sunshine meetings. I think we had two at a minimum, maybe even three – two? – three? – three. One was a year ago, and then one more a year later, and it was very clear they were going two paths. They were either going as-a-right, or with just setback to setback, or what do you think about this idea? So, they were very clear. I think they did it the right way. I think they did it the right way and they garnered a lot of public input. They talked to people. They tried to get as many people out there as possible, but I'm a little nervous about having the BOA talking about height.

Ms. Carty: No, no, no. I agree.

Vice Mayor Anderson: That's not the purpose.

Mayor Lago: I don't even know if they want to do that. So, when a resident comes there and says, for example, a resident comes and says, hey, I love the project, but that project is too tall. Okay. Now, they're going to have to deal with something that's not in their wheelhouse. Not in the fact that they are not capable, they are more than capable of addressing issues of height. They can address anything, the BOA, when it comes to matters

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of zoning, design, construction, constructability, value-engineering, all that kind of stuff is what they do every single day. But the issue is really whether that's in their wheelhouse to address. Where I think they should be really providing their expertise which is aesthetics.

Vice Mayor Anderson: And that's exactly the point.

Mayor Lago: Tell us how a beautiful building can be even more beautiful.

Vice Mayor Anderson: Let me tell you why that's the point.

Mayor Lago: I know. I know. I know.

Vice Mayor Anderson: It has nothing to do with the zoning and I think we do have folks that do participate in these meetings that are quite familiar with the code and can learn something. If it's beautiful the height doesn't bother them as much. You've seen this happen. It has happened in my neighborhood. It happened with the Allen Morris Project that's coming down the pike. The feedback I'm getting is that the residents are happy with it. I haven't looked at it in detail. The height doesn't seem to bother them if it's got the design. So, if the developer gets that input from the residents that they don't like the design, that they want higher quality Mediterranean design, then its much cheaper to do it ahead of time. They'd rather hear that input ahead of time. Not everybody is going to do the outreach like was done for the project down there, Merrick Park, well a year ahead of time, because yes, we know it needed a zoning change for it to happen, but it responded to what the residents wanted and they reached out, they did that, they took the suggestions to do a Sunshine meeting, because I wasn't willing to sponsor anything without having that Sunshine meeting first, because it's a big change. I only wanted to do what the residents wanted in that area, nothing more. So, it was a unanimous opinion from every member of this Board of Architects that we should have a required conceptual review and getting that input from folks whether or not they like or dislike the architecture, may not understand how to design it better, but if its not meeting with the Mediterranean code then the board can address those architectural elements. I really appreciate the time you spent with us. I know we have a lot more work yet to do on this, for each one of the members here, but I think this is a good entre to move forward.

Mayor Lago: Great work. Thank you so much.

City Manager Iglesias: Thank you.

