

## **ITEM TITLE:**

**Resolution.** A Resolution of the City Commission of the City of Coral Gables, Florida, authorizing a ninety-day extension of a Zoning in Progress related to the operation of retail vape shops within the City; providing an effective date.

## **BRIEF HISTORY:**

On October 22, 2019, the Commission adopted Resolution No. 2019-322 (the "Zoning in Progress Resolution") issuing a Zoning in Progress in accordance with Article 3, Division 7 of the Zoning Code for the consideration of Zoning Code Text Amendments addressing the operation of retail vape shops within the City to address changes in state and federal laws and regulations. Section 5 of the Zoning In Progress Resolution provides that the moratorium may be reasonably extended, if necessary, by resolution of the City Commission. On February 25, 2020, the City Commission adopted a ninety-day (90 day) extension of the Zoning in Progress Resolution to provide for additional time for its consideration of proposed amendments to the Zoning Code.

Staff has been developing proposed amendments to the Zoning Code which were reviewed by the Planning & Zoning Board and presented for consideration on first reading to the City Commission on May 12, 2020. The City Commission discussed the proposed amendments on May 12, 2020, but did not take any action, instead deferring the item and providing certain feedback to staff. Thus, additional time is necessary for staff to revise its proposed amendments consistent with the City Commission's feedback and for the City Commission to review, consider, and adopt any necessary amendments to the Zoning Code. The public interest requires an extension of the Zoning in Progress Resolution for an additional ninety (90) days and such extension is reasonably necessary.

Nothing in this Resolution shall affect or waive the City's right to establish applicable regulations by Ordinance to address retail vape shops.

## **ATTACHMENT(S):**

- 1. Draft Resolution
- 2. Resolution No. 2019-322
- 3. Resolution No. 2020-56