

**LAW DEPARTMENT****MEMORANDUM**

To: Zoning & Platting Commission

From: Brent D. Lloyd 
Assistant City Attorney

Date: November 29, 2018

Subject: **Austin Country Club – Proposed Development Terms & Conditions**

At your meeting on December 4, 2018, the Development Services Department and the Watershed Protection Department will present proposed “Development Terms & Conditions” that staff is recommending in connection with potential approval of an agreed order to resolve litigation in *Austin Country Club v. City of Austin*, Cause No. D-1-GN-17-006525, filed in the 126th Judicial District of Travis County. While a final decision rests solely with the City Council, this hearing is intended to provide an opportunity for public comment and for the Zoning & Platting Commission to provide input on the proposed conditions.

Austin Country Club’s lawsuit, filed under Chapter 245 of the Local Government Code, alleges that development of its property at 4408 Long Champ Drive is subject to land use and environmental regulations in effect in 1982, rather than regulations in effect under the City’s current Land Development Code. The terms and conditions recommended by staff seek to strike a balance between the environmental and scenic protections provided under these two different regulatory schemes.

Austin Country Club’s property, located off of Loop 360 in Northwest Austin, is approximately 179.67 acres. The proposed conditions would apply to future development of the property, which could include expansion and improvement of the golf course, clubhouse, and outdoor recreational facilities, as well as additional residential and commercial land uses. The conditions would cap allowable impervious cover at 20 percent gross site area and include requirements related to floor-to-area ratio, height, and tree protection, as well as required water quality controls.

The recommended development conditions will be posted at the following web page: http://www.austintexas.gov/cityclerk/boards_commissions/meetings/54_1.htm