

**CITY OF FLORENCE
RESOLUTION NO. 19, SERIES 2017**

A Resolution approving street names for Fairway Estates PUD.

RECITALS:

1. Michael Pearson, representative for Fairway Estates, applied for City Council approval of street names which do not fit the coastal theme and numerical order required by Florence City Code 8-2-1-1.
2. FCC 8-2-1-1 also establishes that the City Council may approve street names that do not fit the requirements.
3. Staff has reviewed the proposed names and their context within the Planned Unit Development and Florence as a whole.
4. Staff has also reviewed the proposed street names against the requirements of the Lane County Street and Road Naming Committee.
5. City Council reviewed the materials submitted and proposed street names at their regularly-scheduled meeting on August 28, 2017.
6. Based upon the review, the proposed street names were found to adequately meet the needs of the City of Florence for emergency response and navigation within Fairway Estates PUD.

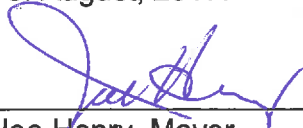
Based upon the above findings;

THE CITY COUNCIL OF THE CITY OF FLORENCE RESOLVES AS FOLLOWS:

1. The proposed street names are hereby approved as set forth in Exhibit A, attached to and made part of Resolution No. 19, Series 2017.
2. This Resolution takes effect immediately upon adoption.


ADOPTION:

This Resolution is passed and adopted on the 28th day of August, 2017.



Joe Henry, Mayor

Attest:



Megan Messer, Messmer
Acting in Capacity of City Recorder

Glen Southerland

From: Michael Pearson <jmichael313@gmail.com>
Sent: Tuesday, August 15, 2017 4:04 PM
To: Glen Southerland
Cc: Eric Rines
Subject: New Street Names for Fairway Estates
Attachments: Fairway Estates at Sandpines.Street Name Request.pdf

Hi Glen,

I am responding to your request this afternoon when I came into the office. It is my understanding you have made arrangements for us to be included in the August 28th Council meeting so we can present our request to have street names within this development changed to a golf theme rather than a coastal theme, sea Life, native plants, or historical names of local events or names theme.

As this development will be a high-end, single family home gated community, it is our desire to have street names consistent with a golf theme. The three names we are submitting below are very famous, world class, "Historical" golf courses that lend credence to the world renowned golf course designer of Sandpines, Mr. Rees Jones. The name of the street entering the community, in our opinion, (Tournament Drive) is also very appropriate for our golf-themed development and is more appropriate than a numbered street.

We believe these names are "practical" and deserve to be a part of this golf community, as was the case when names were

approved in the Sandpines West community (Royal St. Georges, Troon Circle and Prestwick Court). Golf is a big draw to our beautiful town as well as the dunes and fishing.

Lastly, it is our understanding all the names being submitted have been thoroughly reviewed by the City staff and naming committee for Lane County. As there is no duplication within our city and Lane County, the naming committee members approved of all four names. Below are the names requested, along with an attached map with the names in blue as they would be named in the development.

Ballybunion Court (replaces Ironwood Circle)

Caddington Lane (replaces Blue Heron Way)

Dunbar Way (replaces Deer Haven Lane)

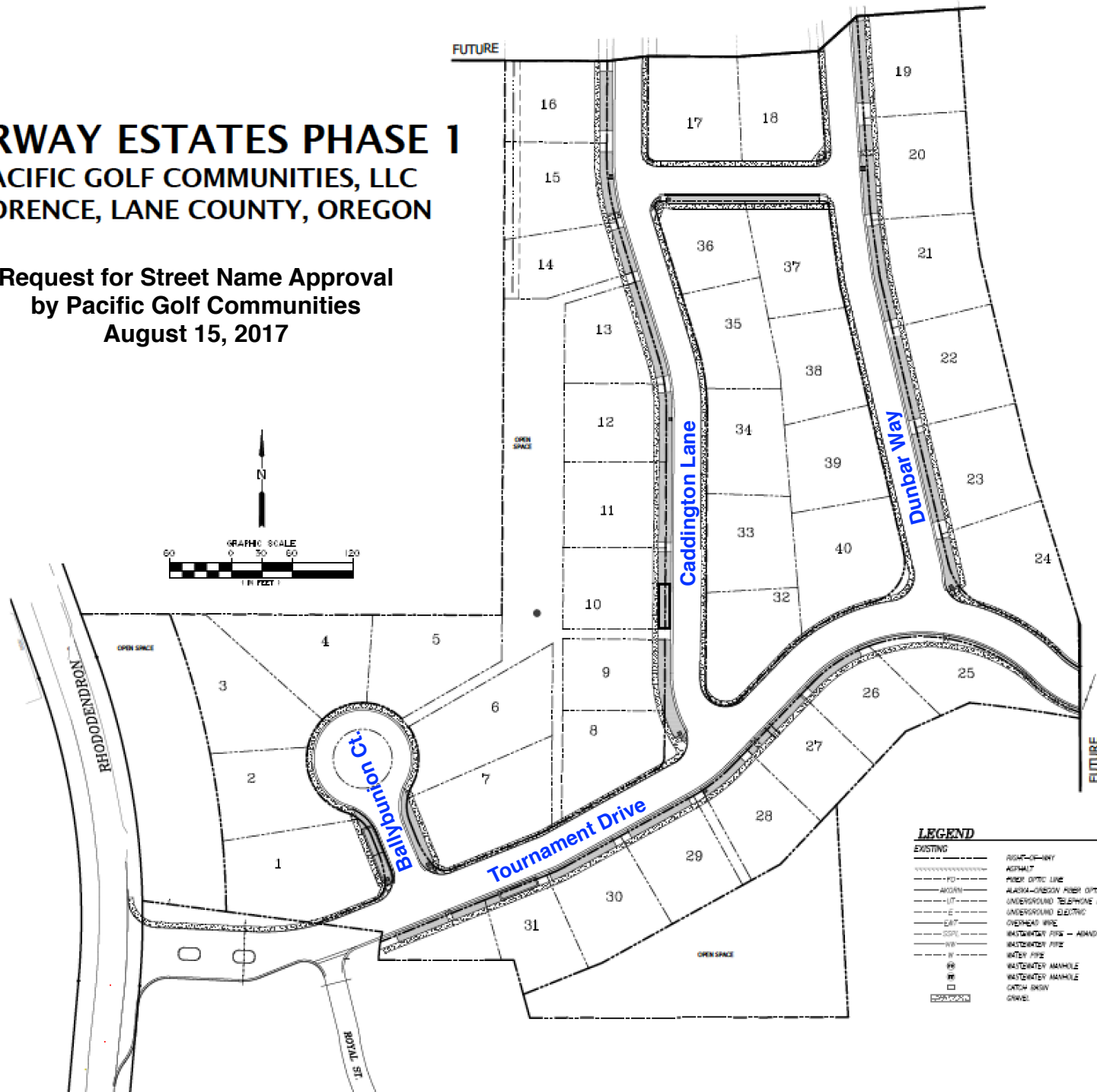
Tournament Drive (replaces Tournament Road)

We would be very grateful if the City Council and Planning Commission will grant this request as submitted.

FAIRWAY ESTATES PHASE 1

PACIFIC GOLF COMMUNITIES, LLC
FLORENCE, LANE COUNTY, OREGON

Request for Street Name Approval
by Pacific Golf Communities
August 15, 2017



LEGEND

EXISTING	
---	RISER-CE-REY
---	ASPHALT
---	FIBER OPTIC LINE
---	ALASKA-CARBON RISER OPTIC 1
---	UNDERGROUND TELEPHONE LINE
---	UNDERGROUND ELECTRIC
---	OVERHEAD WIRE
---	WATERWAY PIPE - ABANDON
---	WATERWAY PIPE
---	WATER PIPE
---	WATERWAY MANHOLE
---	WATERWAY MANHOLE
---	CATCH BASIN
---	GRAVEL