

THE CITY OF SAN DIEGO DATE OF NOTICE: May 28, 2024

## **NOTICE OF APPLICATION**

## **DEVELOPMENT SERVICES DEPARTMENT**

As a property owner, tenant, or person who has requested notice, you should know that an application has been filed with the City of San Diego for a MIRA MESA (Process 4) Tentative Map and Planned Development Permit for subdivision of property into 3 lots located at 8080, 8088, and 8096 Miramar Road, APNs 343-082-29 and -34. The 3.6 acre site is in the IL-3-1 Base Zone, within the Mira Mesa Community Plan Area. Council District 6.

PROJECT NO:	PRJ-1111599
PROJECT NAME:	<u>8080 MIRAMAR</u>
PROJECT TYPE:	TENTATIVE MAP/PLANNED DEVELOPMENT PERMIT/PROCESS 4
APPLICANT:	LATITUDE 33 PLANNING & ENGINEERING
COMMUNITY PLAN AREA:	MIRA MESA
COUNCIL DISTRICT:	6
CITY PROJECT MANAGER:	May Rollin, Development Project Manager
PHONE NUMBER/E-MAIL:	(619) 446-5432 / <u>MMRollin@sandiego.gov</u>

The decision to approve or deny this application will be made at a public hearing. You will receive another notice informing you of the date, time, and location of the public hearing. This project is undergoing environmental review.

Please note that Community Planning Groups provide citizens with an opportunity for involvement in advising the City on land use matters. Community Planning Group considerations are a recommended, but not required, part of the project review process. Please see the Community Planning Group Contact List at <u>Community Planning Groups</u> <u>Contact List | City of San Diego Official Website</u> to inquire about Mira Mesa Community Planning Group meeting dates, times, and location for community review of this project.

If you have any questions about the project after reviewing this information, you may contact the City Project Manager listed above. This information will be made available in alternative formats upon request.

Internal Order No.: 11004543



Development Services Department May Rollin/ Project No. PRJ-1111599 1222 First Avenue, MS 501 San Diego, CA 92101-4101

RETURN SERVICE REQUESTED