



City of League City, TX

300 West Walker
League City TX 77573

Text File

File Number: 20-0220

Agenda Date: 5/26/2020

Version: 1

Status: Old Business

In Control: Development Services

File Type: Agenda Item

Agenda Number: 10A.

Title

Consider and take action on Ordinance No. 2020-09 authorizing a Utility Agreement with Wilbow-Westleigh, LLC, on behalf of Galveston County Municipal Utility District No. 80 - Third Reading (Mayor Pro Tem Kinsey and Councilmember Millican)

Council postponed 6-1-0 with 1 absent on March 10, 2020.

Council approved first reading, 5-3-0 on April 14, 2020.

Council vote failed second reading, 4-4-0 on April 28, 2020.

..Background:

Approval of this item would authorize a Utility Agreement with Wilbow-Westleigh, LLC, the developer acting on behalf of Galveston County Municipal Utility District No. 80.

The owners of the 157.63-acre tract located within the corporate boundaries of Galveston County and League City petitioned the City for consent to create Galveston County MUD No. 80, which consent was granted by the City Council at its meeting on March 10, 2020. Execution of a Utility Agreement is the next step in creation of the MUD. The acreage is part of a proposed multi-phased residential development that will extend the western terminus of League City Parkway to the City of Friendswood.

- The 157.63-acre property is located at the Southwestern corner of League City Parkway and McFarland Drive.
- The development will contain 407 lots, with all lot sizes meeting or exceeding the City's 7,000 square foot lot size requirement.
- The neighborhood will have an integrated trail system, playground area, community pool, and ample greenspace.
- Anticipated builders include David Weekley Homes and Perry Homes, with minimum pricing to be in the high \$200,000's and above.
- The entry to the development will be a boulevard four-lane collector, with fully landscaped medians and monumentation.
- In conjunction with entry into the Utility Agreement, the Developer will construct the southern two lanes of League City Parkway located outside of the boundaries of the District from Maple Leaf Drive to the current terminus east of Magnolia Creek and the City will rebate the construction costs of League City Parkway from the capital recovery fees generated from the development.
- The combined tax rate will be capped at \$1.00.
- MUD 80 will be required to have tax collections done by GCAD or an entity that charges less for such service.
- Masonry requirement will be added to rear of house facing a roadway.
- Developer will clarify that second story exteriors will be masonry.

- MUD 80 cannot add territory or be extended unless approved by the City Council.
- Fencing around the exterior of the neighborhood will be masonry, not wood.
- All 4 lanes of League City Parkway adjacent to the development will be constructed by the developer.
- The remaining 2 lanes of League City Parkway east of Maple Leaf will be constructed by developer and reimbursed out of Capital Recovery Fees based on a development agreement to be finalized.

Subsequent to the April 28, 2020 Council meeting, Wilbow-Westleigh, LLC acceded to the City's request for an accelerated schedule for the construction of League City Parkway. Under the updated terms of the proposed Utility Agreement, League City Parkway would be completed during the first phase of development, thereby improving connectivity for League City residents.

Attachments

1. Data Sheet
2. Ordinance No. 2020-09
3. Exhibit A - MUD 80 Utility Agreement
4. Email from Wilbow-Westleigh, LLC with Recent Changes
5. Builder Guidelines (Revised)
6. Declaration of CCRs
7. Utility Agreement - Parks Exhibit
8. Grand District Development
9. Westleigh Master Plan
10. Aerial Map

CONTRACT ORIGINATION: Reviewed and approved by the City Attorney's Office.

FUNDING

{ } Funds are available from Account #

{ } Requires Budget Amendment to transfer from Account # _____ to Account #

{x} NOT APPLICABLE

STRATEGIC PLANNING

{ } Addresses Strategic Planning Critical Success Factor # _____ and Initiative #

{x} NOT APPLICABLE