## CA LEAGUE

## City of League City, TX

300 West Walker League City TX 77573

## Legislation Text

File #: 23-0409, Version: 1

Consider and take action on a resolution adopting the League City, Texas, Clear Creek Master Plan, 2023 (Director of Parks & Cultural Services)

Approval of this resolution will adopt the League City, Texas, Clear Creek Master Plan, 2023.

The vision of a Clear Creek Master Plan was identified in the Strategic Planning Workshop with City Council in 2021. The Clear Creek Master Plan serves as a policy guide for the future use, development character, multi-modal connectivity, and recreation and eco-tourism opportunities along Clear Creek, while building on strategies and initiatives defined in the 2017 Parks, Trails, and Open Space Master Plan. In addition, having a current plan puts the City in a position to compete in grant opportunities.

Three (3) public engagement meetings were held to get input on March 8, May 31, and July 26, 2023. The City conducted two separate community surveys for the Clear Creek Master Plan. One was a statistically valid survey conducted by ETC Institute, and a separate survey was conducted by the City using SurveyMonkey.

The Parks Board unanimously approved the Clear Creek Master Plan on August 21, 2023. The consultant firm of Halff Associates presented the Plan at a City Council work session on August 8, 2023, and to Planning and Zoning Commission on September 5, 2023.

A copy of the Clear Creek Master Plan has been included in the drop-box for Council to view, and a link has been included on the City website for the public to view. A hard copy of the plan is available at Helen Hall Library and the Council Workroom at City Hall.

## ATTACHMENTS:

<ol> <li>Data Sheet</li> <li>Proposed Resolution</li> <li>Exhibit A - Clear Creek Master Plan</li> </ol>	
FUNDING { } Funds are available from Account # { } Requires Budget Amendment to transfer from Account # { X } NOT APPLICABLE	to Account #
STRATEGIC PLANNING { X } Addresses Strategic Planning Critical Success Factor #	{ } NOT APPLICABLE