



Legislation Details

File #: LU 0079-2024 **Version:** * **Name:** Landmarks, Timbale Terrace ESDC Grant Application, Manhattan (G 240051 GAM)

Type: Land Use Application **Status:** Adopted

In control: Subcommittee on Landmarks, Public Sitings and Dispositions

On agenda: 5/16/2024

Enactment date: **Enactment #:**

Title: Application number G 240051 GAM (Timbale Terrace ESDC Grant Application) submitted by the City of New York (the "City") by and through its Department of Housing Preservation and Development requesting from the New York City Council a favorable resolution in support of the City's application for funding from the New York State Empire State Development Corporation ("ESDC"), pursuant to Section 16-n of the ESDC Act, under the Restore New York Communities Initiative in connection with the reconstruction and redevelopment of the Timbale Terrace project (Block 1767, Lots 1, 2, 3, 4, 67, 68, 69, 71, 72, 168, 169), Borough of Manhattan, Community District 11, Council District 9.

Sponsors:

Indexes:

Attachments: 1. Calendar of the Subcommittee Meetings and Land Use Meeting - May 8, 2024, 2. Hearing Testimony - Landmarks 5/8/24, 3. Hearing Transcript - Landmarks 5-8-24, 4. Hearing Transcript - Land Use 5-8-24, 5. May 16, 2024 - Stated Meeting Agenda, 6. Hearing Transcript - Stated Meeting 5-16-24, 7. Committee Report, 8. Res. No. 431, 9. Minutes of the Stated Meeting - May 16, 2024

Date	Ver.	Action By	Action	Result
5/8/2024	*	Subcommittee on Landmarks, Public Sitings and Dispositions	P-C Item Approved by Subcommittee with Companion Resolution	Pass
5/8/2024	*	Subcommittee on Landmarks, Public Sitings and Dispositions	Hearing on P-C Item by Comm	
5/8/2024	*	Committee on Land Use	Hearing on P-C Item by Comm	
5/8/2024	*	Committee on Land Use	P-C Item Approved by Committee with Companion Resolution	Pass
5/16/2024	*	City Council	Introduced by Council	
5/16/2024	*	City Council	Referred to Comm by Council	
5/16/2024	*	City Council	Referred to Comm by Council	
5/16/2024	*	City Council	Approved, by Council	Pass