

VILLAGE OF LOMBARD  
REQUEST FOR BOARD OF TRUSTEES ACTION  
For Inclusion on Board Agenda

Resolution or Ordinance (Blue) \_\_\_\_\_  
Recommendations of Boards, Commissions & Committees (Green) \_\_\_\_\_  
Waiver of First Requested \_\_\_\_\_  
Other Business (Pink) \_\_\_\_\_

TO: PRESIDENT AND BOARD OF TRUSTEES  
FROM: David A. Hulseberg, Village Manager *DAH*

DATE: November 9, 2009 (B of T) Date: November 19, 2009

TITLE: Pedway Easement for 147 E. Prairie Avenue

SUBMITTED BY: Department of Community Development *MDA*

BACKGROUND/POLICY IMPLICATIONS:

Please find attached staff's recommendation relative to approving a Plat of Easement for a portion of sidewalk along the frontage of 147 E. Prairie Avenue.

Staff recommends approval of this easement.

Please place this item on the November 19, 2009 Board of Trustees agenda.

Fiscal Impact/Funding Source:

Review (as necessary):

Village Attorney X \_\_\_\_\_

Date \_\_\_\_\_

Finance Director X \_\_\_\_\_

Date \_\_\_\_\_

Village Manager X \_\_\_\_\_

Date 11/11/09

NOTE: All materials must be submitted to and approved by the Village Manager's Office by 12:00 noon, Wednesday, prior to the Agenda Distribution.



## MEMORANDUM

**TO:** David A. Hulseberg, Village Manager

**FROM:** William Heniff, AICP, Director of Community Development

**DATE:** November 9, 2009

**SUBJECT:** Motion to Accept a Pedway Easement at 147 E. Prairie Avenue

Construction of new sidewalk along the frontage of 147 E. Prairie Avenue was required as part of the new single family residence permitted for this lot. Due to the lot configuration and in order to save a large parkway tree, the sidewalk will be curved onto private property. This easement provides the Village with the appropriate rights to maintain the sidewalk. Please request the Board of Trustees accept the easement by motion at their November 19, 2009 meeting.

Please call either Nick Hatfield or myself if you have any questions.

DAH/NH:mh

H:\CD\WORD\USER\PE\SW\Nick\Memos\Easement Acceptance\147 E. Prairie Sidewalk.doc

