



# Village of Lombard

Village Hall  
255 East Wilson Ave.  
Lombard, IL 60148  
villageoflombard.org

## Legislation Details

**File #:** 160471      **Version:** 2      **Name:**

**Type:** Ordinance      **Status:** Passed

**File created:** 11/10/2016      **In control:** Village Board of Trustees

**On agenda:**      **Final action:** 12/1/2016

**Title:** PC 16-26: Sacred Heart Church School Playground  
Recommendation from the Plan Commission that the Village take the following actions on the subject property located within the R2PD Planned Development (Sacred Heart Planned Development):  
1. Pursuant to Section 155.504 (A) (major changes in a planned development) of the Lombard Zoning Ordinance, amend the Sacred Heart Planned Development, as established by Ordinance No. 4936, as follows:  
a. Amend the boundaries of the Planned Development to include the property identified as PIN 06-07-211-014, located behind the property at 336 W. Maple Avenue, for use as a playground associated with an existing school; and  
b. Amend the approval of a conditional use for a religious institution to include the property identified as PIN 06-07-211-014, located behind the property at 336 W. Maple Avenue, in order that it may be used as a playground associated with an existing school;  
2. Pursuant to Section 155.511 (site plan approval) of the Lombard Zoning Ordinance, approve a playground consisting of a playground structure associated with the existing school, based upon the submitted plans. (DISTRICT #1)

**Sponsors:**

**Indexes:**

**Code sections:**

**Attachments:** 1. PC 16-26\_IDRC Report.pdf, 2. 160471\_BOT\_12\_01\_16\_PC 16-26.pdf, 3. Ordinance 7306 PC 16-26 Sacred Heart School Playground, 4. Cover Page 160471, 5. Ordinance 7306 Recorded

Date	Ver.	Action By	Action	Result
1/5/2017	2	Recorder	Recorded	
12/1/2016	2	Village Board of Trustees	waived of first reading and passed on second reading with suspension of the rules	Pass
11/21/2016	1	Plan Commission	recommended to the Corporate Authorities for approval subject to conditions	Pass